No. 6030

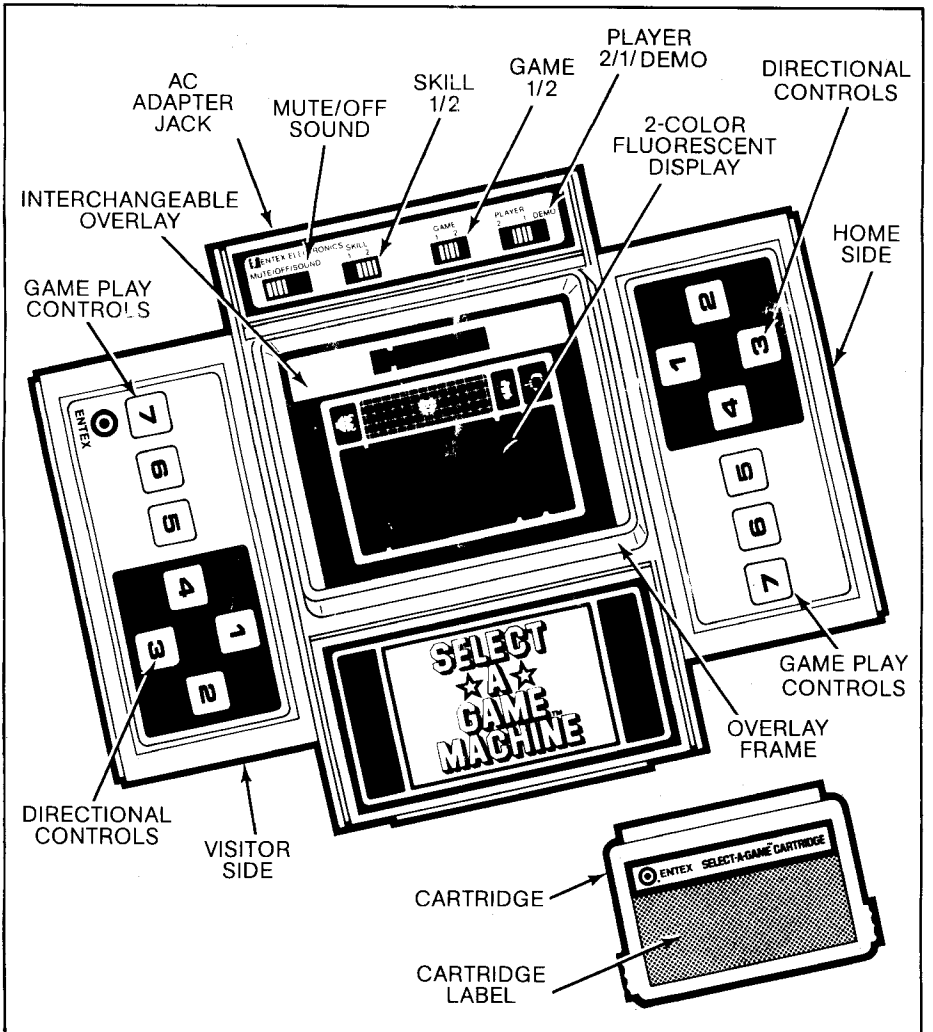
ENTEX ELECTRONICS

ENTEX

ELECTRONIC COLOR SELECT☆A☆GAME™ MACHINE

INTERCHANGEABLE CARTRIDGE GAME SYSTEM

HAND-HELD GAME □ ONE-ON-ONE®



©1981 Entex Industries, Inc. Compton, CA 90220 Patent Pending Printed in Taiwan

INTRODUCTION

IMPORTANT NOTE:
THERE IS A PROTECTIVE COVERING ON THE TOP AND BOTTOM OF THE OVERLAY CAREFULLY REMOVE THESE ADHESIVE SHEETS BEFORE USING.

ENTEX Electronics welcomes you to the ranks of the many happy owners of the new and fabulous SELECT-A-GAME™ MACHINE. An electronic two-color game that brings you a variety of games, right in your hands. To play the various games, simply remove and replace the game cartridge and the game overlay and your SELECT-A-GAME MACHINE provides all of the two-color fluorescent displays and controls for any game cartridge you may acquire.

PLEASE TAKE A FEW MOMENTS TO READ THE INSTRUCTIONS OF THIS VERY SOPHISTICATED ELECTRONIC APPARATUS – SO THAT YOU MAY BE ABLE TO TAKE FULL ADVANTAGE OF ALL OF THE FEATURES OF THIS NEW AND ADVANCED GAME CONCEPT. REMEMBER, TREAT THIS GAME CAREFULLY, FOLLOW INSTRUCTIONS AND YOU WILL ENJOY MANY HOURS OF CHALLENGING PLAY AND ENTERTAINMENT.

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1. INSERT BATTERIES

Be sure the MUTE/OFF/SOUND switch is in the OFF position. Turn the game upside-down and slide off both battery covers. Insert four "C" batteries into the two battery receptacles, being careful to note the + and – polarity signs. (Note: the battery bottom fits against the spring.) ENTEX recommends Alkaline batteries for longer battery life.

2. ADAPTER: 6V ENTEX NO. 6060

This game may also be used with an AC household 6 volt adapter, Entex No. 6060 (sold separately). When the adapter is used, be sure that there are NO BATTERIES in your SELECT-A-GAME MACHINE. Insert the adapter plug into the receptacle at the top of the game near the MUTE/OFF/SOUND switch. When the game is not in use, unplug the adapter from your electrical outlet in the wall.

CAUTION: Use ONLY the Entex No. 6060 6V adapter as any other adapter may destroy the electronic circuitry in your game and cartridges.

3. BASIC FEATURES

Your SELECT-A-GAME MACHINE is a computer terminal control and display screen for many different game cartridges, which may be purchased separately. Think of it as a hand-held control center with interchangeable game capability.

4. CONTROL SWITCHES

Various switches and buttons control the play of the selected game. Each game cartridge comes with detailed instructions explaining the functions of the switches for the particular cartridge being used. Not all the controls are used for all of the cartridges and this is noted in the game cartridge instructions. Game CONTROL SWITCHES, common to most cartridges, are the four basic switches at the top of the SELECT-A-GAME MACHINE: (see figure 1).



FIGURE 1

To turn game ON, place the MUTE/OFF/SOUND switch to either SOUND for a game with audio signals or MUTE for silent play. Whenever a game is over (an audible tone is heard when in SOUND), the game must be reset by switching to OFF and back to SOUND or MUTE.

NOTE: Be sure to place switch OFF anytime you are not playing a game as the battery life is consumed whenever the switch is in the MUTE or SOUND position.

SKILL LEVEL: Select 1 (Amateur), or 2 (Professional) levels of play as noted in the cartridge instructions. Certain cartridges use the score display to set skill levels. See individual cartridge instructions.

GAME: Select 1 of 2 play options available on certain game cartridges.

PLAYER: Select 2, 1 or DEMO for a ONE-ON-ONE® 2-player game or a 1-player game against the computer. DEMO is a completely automated game in which the computer pits two opponents against each other and provides you with an excellent display of the potential of each game cartridge. Note: not all cartridges have ONE-ON-ONE 2-player games and/or DEMO mode. See cartridge instructions for details.

PLAYER CONTROL BUTTONS: Seven control buttons are provided for each player. The functions of these buttons vary with each game cartridge and are explained in the individual game instructions. Buttons 1, 2, 3 and 4 usually provide directional control for the players in most games.

5. GAME CARTRIDGES

The individual, separately purchased cartridges program game play, displays and control characteristics. Prior to inserting your game cartridge BE SURE THAT THE **MUTE/OFF/SOUND** SWITCH IS IN THE **OFF** POSITION so as to not damage your SELECT-A-GAME MACHINE circuitry. With the game switch OFF, firmly insert the cartridge into the game receptacle, making sure that the GAME LABEL ON THE CARTRIDGE IS FACING **UP**. (see figure 2)

NOTE: Do not force or jam the cartridge into the receptacle!

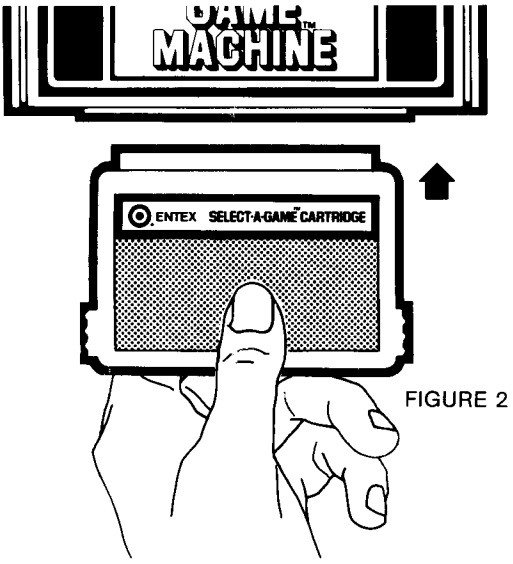


FIGURE 2

Now set the MUTE/OFF/SOUND switch to MUTE or SOUND and the game is ready to play.

NOTE: If the game does not operate per instructions or otherwise shows erratic operations or displays, place game switch to OFF and remove cartridge by pulling the cartridge straight out of the receptacle. Reread this instruction booklet on the game operation and the cartridge instruction booklet to ensure that you understand the correct operation of the game, then re-insert the cartridge and operate normally.

Always keep a cartridge installed in the unit, even when the game is not in use. Be sure that the game switch is OFF to prevent draining the batteries.

NEVER insert anything except an ENTEX SELECT-A-GAME cartridge into the receptacle as it may permanently damage your SELECT-A-GAME MACHINE.

6. GAME DISPLAY AND OVERLAY

Each game cartridge is provided with its own color overlay which, when placed on the SELECT-A-GAME MACHINE screen, provides the scoring display and the playing field for the appropriate cartridge game. Scoring information provides the points scored, time remaining, defender ships, football status, etc., tailored to each game. The actual playing field is a two-color fluorescent display within the dimensions of the game overlay.

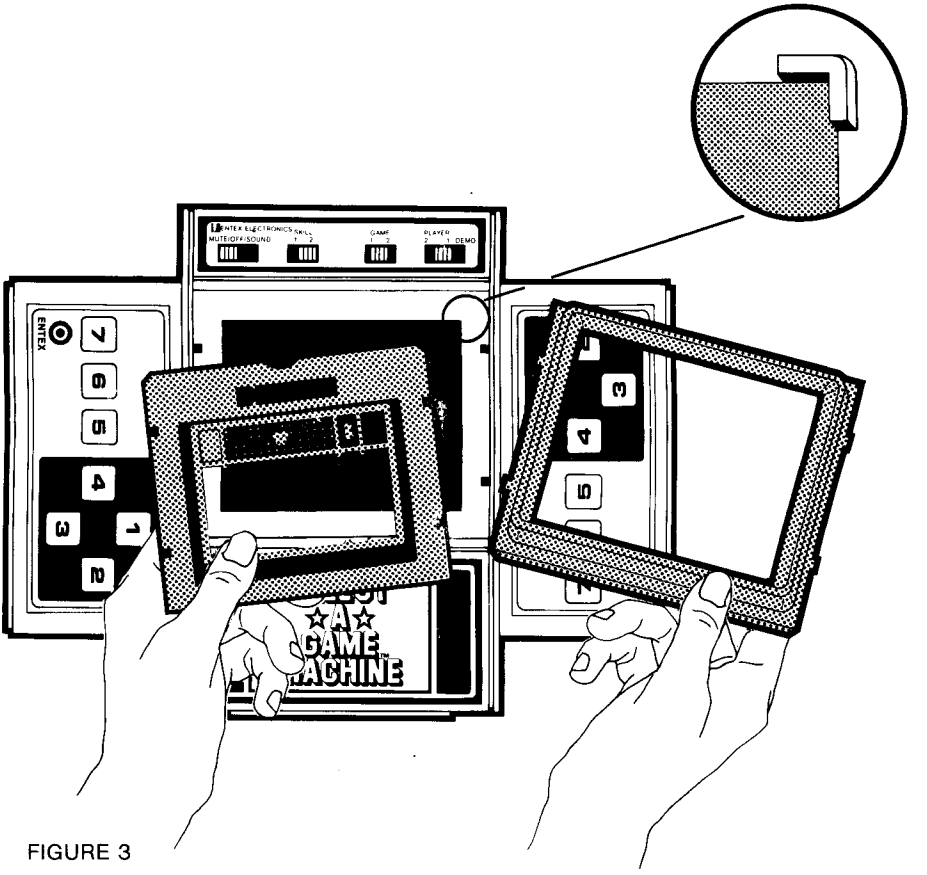


FIGURE 3

To position the overlay, remove the overlay frame and insert overlay. The "score" area on the overlay should be positioned closest to the switch area on the game. Make sure the overlay is properly positioned within the locating tabs on the playing field, then replace the overlay frame. (see figure 3). Insert LONGER TABS of frame into slots, first. Then lower frame to secure in place.

7. CARE OF YOUR GAME

A. Be sure your game switch is in OFF position when game is not in use.

B. Avoid dropping the game.

C. Avoid leaving the game in hot places such as a car on a hot day.

D. Remove dead batteries. Do not store the game for any length of time with batteries installed.

E. Avoid getting the game wet. Should the display screen need cleaning, use a soft dry cloth and wipe gently.

F. Carefully store the game overlays in a flat envelope to prevent damage such as nicks and scratches.

G. Always keep a cartridge stored in your SELECT-A-GAME MACHINE to prevent dirt or foreign objects from entering the receptacle area.

H. DO NOT insert any object into the cartridge or the game. This will severely damage the game/cartridge. Any signs of this will void your warranty.

I. Avoid touching the cartridge on any part except the convenient grips provided on the sides of the cartridge.

J. Simply treat your cartridge and game as you would any electronic device such as a calculator.

IMPORTANT NOTES: Do not attempt to open the cartridges or the game. There are no user-serviceable parts.

If your SELECT-A-GAME does not operate properly, turn switch to OFF, then re-check the cartridge to ensure it is properly inserted. If, after rereading the instructions carefully and reinserting the cartridge, your game still does not work properly most likely there is something wrong with the cartridge. See Warranty instructions.

8. BATTERIES

Be sure to turn your game OFF whenever it is not in use to maximize battery life. If displays or controls become erratic, replace batteries with new units.

Look for these game cartridges for even more exciting play: (sold separately)

PacMan2™ Th ensational new game that's more than exciting to p' See how many points you can score as you control Pac Travel thru the maze to gobble up red bugs, energizer: ghosts. But look out for the ghosts... they're out ther et you! Quick, get to a power capsule so you can ea hosts and get bonus points. For two players or or

Pinball ... the features of arcade pinball including individually-controlled flippers, high scoring, bonus scoring, variable bumper values and electronic sound effects.

Baseball4 Everything you've wanted in a baseball game, and more. Five different pitches; bunting, steals, steal defense, double plays, sacrifice flies and pinch-hitting make this a real game of skill. Full digital readouts. For two players or one.

Football4 Full-function electronic football at its best. Offense and defense call plays and set formations. Running, passing, interceptions, turnovers, runbacks, field goals, PATs, touchdowns, game clock, two players or one, and more!

Basketball3 A great basketball game for two players or one; full court game with controlled defense and offense. Jump ball, passes, dribbling, out-of-bounds, turn-overs, in-bound plays, lay-ups and long shots add to the realistic action. Computer plays offense and defense.



LIMITED WARRANTY

Entex Industries warrants to the original owner that this hand-held electronic game and cartridge will be free of defects in material and/or workmanship for 90 days from the date of purchase.

During this 90-day warranty period a defective game or cartridge will be either repaired or replaced (at our option) without charge to the owner when returned either to the dealer with proof of date-of-purchase, OR when returned postage prepaid and insured with proof of date-of-purchase to Entex Industries, Repair Center, 303 West Artesia Boulevard, Compton, CA 90220.

Units returned without proof of date-of-purchase OR out-of-warranty units returned will be repaired or replaced (at our option) for a service charge, as follows:

SELECT-A-GAME MACHINE UNIT	$50.00
SELECT-A-GAME CARTRIDGE	$15.00

Send check or money order made out to Entex Industries. Units must be returned postage prepaid and insured.

This warranty gives you specific legal rights and you may have other rights which vary from state to state.

PACKING AND RETURNING INSTRUCTIONS:

1. Pack in original carton, or use a good carton with plenty of crumpled paper to protect the unit.
2. Address to: Entex Industries Repair Center
   303 West Artesia Boulevard
   Compton, CA 90220
3. Apply correct postage stamps and insure the unit; then mail.

Should you wish to order the Entex No. 6060 6V adapter, or replace any game overlay you have lost, use the following Order Form:

HELEN PARTS
ENTEX INDUSTRIES
303 WEST ARTESIA BLVD.
COMPTON, CA 90220

Please send the following for my Entex No. 6030
SELECT-A-GAME™ MACHINE

	QUANTITY	PRICE EACH	TOTALS
No. 6060 AC Adapter	_____	$7.00	_____
Cartridge overlay	_____	$2.00	_____
specify game name:	_____		
California residents add 6%			_____
(Cost includes handling and postage) TOTAL			_____

SEND TO: Name _____

No./Street _____

City/State/Zip _____