A RACE AGAINST TIME

SPLIT SECOND™

For 1 or more players/Ages 7 to adult

Rules © 1980 Parker Brothers, Beverly, MA 01915. Printed in U.S.A.

Is your hand quicker than your eye? If you don't already know, then you're surely about to learn.

Welcome to the world of SPLIT SECOND! It's a world of speed and skill, of variety and change, of personal challenge and head-to-head competition. It's a world that will fascinate and frustrate you; that will keep you on your toes and at the edge of your seat; that will bedazzle your eye, bedevil your hand and—beyond all else—bring you running back for more!

The games. There are five basic games. Of these, two also offer advanced-play variations Thus, as listed below, there are eight games altogether:

1. Mad Maze "Visible"
2. Mad Maze "Preview"
3. Mad Maze "Invisible"
4. Space Attack "Beginner"
5. Space Attack "Pro"
6. Auto Cross
7. Stomp
8. Speedball

The object. As you can see, the themes of the basic games are different. So, too, are the rules. Yet each game's object is exactly the same: **to finish in the shortest possible time.**

TECHNICAL INFORMATION ABOUT SPLIT SECOND.
BEFORE PLAYING, PLEASE READ THIS SECTION CAREFULLY.

1. **Proper Care**
   The game's electronic circuitry is very delicate. Therefore:
   - Never take SPLIT SECOND apart.
   - Don't drop or jolt SPLIT SECOND.
   - Take care not to get SPLIT SECOND wet.

2. **Batteries**
   You can make SPLIT SECOND completely portable if you power it with batteries. To do this, you'll need 6 AA-size batteries. **Use only ALKALINE BATTERIES; they will work much better than regular carbon batteries.**

3. **Battery Installation**
   a) The battery cover is the printed area on the bottom of the game.
   b) To remove the cover, place your thumb onto the ribbed space marked PRESS. While pressing down, slide the cover about ½" in the direction of the arrow. Then lift the top of the cover toward you.
   c) Install your batteries **exactly** as shown (+ and −) on the floor of the battery compartment.

IMPROPER INSTALLATION OF BATTERIES MAY PERMANENTLY DAMAGE YOUR GAME.

4. **Battery Removal**
   To avoid battery leakage and consequent damage to the game:
   - Always remove the batteries when storing the game for long periods of time.
   - **Immediately** remove any batteries that you suspect to be defective.

5. **Battery Replacement**
   All batteries must eventually be replaced. Therefore, if you ever find that your game is not working properly, you probably need new batteries. With weak batteries, for example, there may be no light or sound when you turn the unit on. Or, as you're playing, one or more extra lights may suddenly appear on the screen.

6. **AC Adaptor**
   With a 9-volt AC adaptor you can run SPLIT SECOND on house current instead of batteries. However, not all 9-volt AC adaptors will work properly with SPLIT SECOND. Parker Brothers offers an AC adaptor which is specifically designed to be used with SPLIT SECOND. The adaptor we offer is listed by Underwriters' Laboratories and meets all child-related safety standards.

   You may order this adaptor (item #3212) by sending your name, address and a check or money order for $8.95 to: Parker Brothers, P.O. Box 609, Salem, Mass. 01970. **Or** use the convenient order form provided.

   CAUTION: This adaptor is different from any adaptor we have offered before; and it is the **only** adaptor we recommend for use with SPLIT SECOND. If you already have a MERLIN™ adaptor (item #3210) or a WILDFIRE™ adaptor (item #3211), **do not** use either one with SPLIT SECOND; the game will not function properly.

   However, the SPLIT SECOND adaptor (item #3212) **can** be used with these other Parker Brothers electronic games: MERLIN, WILDFIRE and BANK SHOT™.

SPECIAL NOTES

- In this game we use the word "second" to describe time. Yet we do so only for reasons of convenience. As a measure of time, our "second" is not exact. Technically it would be more accurate to use the word "moment" or "instant" instead.

- Throughout your SPLIT SECOND unit the measure of time is completely consistent from game to game. **Your** unit's "second," however, may be either slightly longer or slightly shorter than the "second" in someone else's unit. Keep this possible difference in mind when you're competing. For the most accurate scoring comparisons, it's best to compete against someone on the **same** unit.

OVERVIEW OF PLAY

1. Turn the game ON, and the screen will show the number 1. (Figure 1, Page 4)

   The games are numbered according to the previous list. The number 1, therefore, represents MAD MAZE "VISIBLE."

2. **The SELECT button.** By pressing this button, you can choose the game you want to play. To make your choice, **repeatedly** press SELECT until your game's number appears on the screen.

3. **The START button.** As soon as you've selected the game you want to play, press START. You'll hear the "game start" sound, and the timer will begin.

4. **The ARROW buttons.** Each game challenges your ability to maneuver lights that appear on the screen. The ARROW buttons are directional buttons. By pressing them, you can move a light in any direction: LEFT or RIGHT, UP or DOWN.

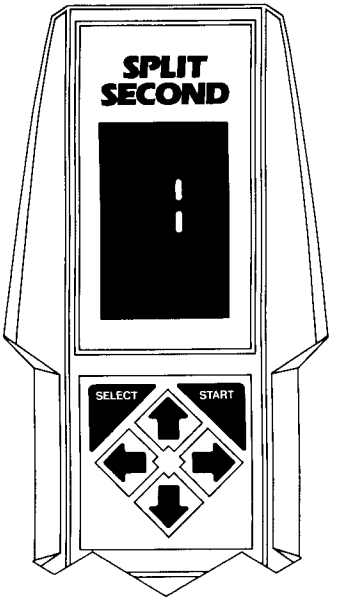


Figure 1.

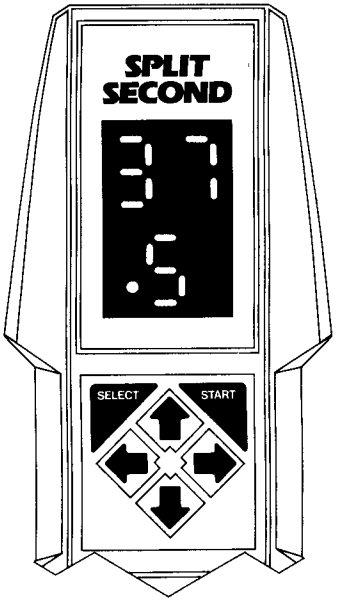


Figure 2. The lower the number, the better the score.

5. **Completing a game**
   a) **"Game end" sound.** At the end of a game, the screen will go blank for a second or so, and you'll hear either the "Win" or "Lose" sound. If you've beaten the previous time record, you'll hear the "Win" sound; otherwise you'll hear the "Lose" sound.
   b) **Scoring.** After hearing the "game end" sound, you'll see your score on the screen. Your score is the number of seconds that it takes you to complete a game. Your score will be correct to the tenth of a second, and will range somewhere between 00.0 seconds and 99.9 seconds. In Figure 2, for

example, this player took 37.5 seconds to complete a game.

c) **Beeping.** Your score will be displayed for just a second or so. Then the screen will go blank, and you'll hear a "beep" every few seconds. This "beep" is an energy-saving reminder that the unit is still turned ON. The "beep" will continue either until you start to play again or until you turn the unit OFF.

6. **Playing another game**

a) **Same game.** To play the same game, simply press START and you'll be ready to begin.

b) **Different game.** To play a different game—or even a different version of the game you just played—first press SELECT until its number appears; then press START and you'll be ready to begin.

7. **Special features**

a) **"Best score yet."** Let's say you play the same game a number of times in a row and want to learn the "best score yet" for that game. Simply press the "UP" ARROW button. The screen will show the record time for that particular game. (Figure 3)

However: As soon as you press SELECT (thus choosing either a different game or a different version of the same game), the computer will no longer remember the "best score yet" for the previous game. Instead, it will automatically start to record the "best score yet" for the newly-selected game.

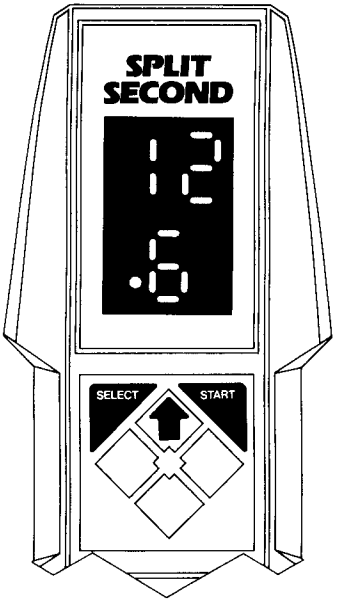


Figure 3. For "best score yet" press the "UP" ARROW button.

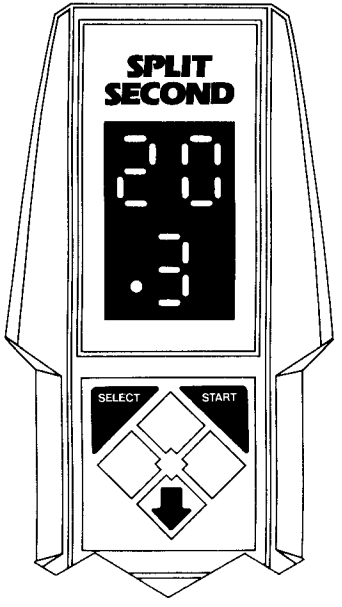


Figure 4. For "last game played" press the "DOWN" ARROW button.

Example: Let's say you play SPEEDBALL ten times in a row. After each game, you can learn the "best score yet." If, however, you suddenly switch to STOMP, the computer will immediately forget everything about SPEEDBALL and will automatically start to record the scores for STOMP.

b) **"Last game played."** The "best score yet" **does not** include the score of the "last game played." To see this score, press the "DOWN" ARROW button. (Figure 4)

As you can see, these **special features** make it easy to follow your own scoring progress in a particular game. They also make it easy to see how you're doing if you're competing against an opponent. After all, whether you've just broken the scoring record or still have a long way to go, you'll instantly learn—to the tenth of a second—exactly where you stand.

SUMMARY

1. Turn the game ON.
2. Repeatedly press SELECT to choose the number of the game you want to play.
3. Press START, and the timer will begin.
4. As soon as you finish a game, your score will appear on the screen.
5. a) To play the same game, press START.
   b) To play a different game—or a different version of the game you just played—first SELECT its number; then press START.
6. a) If you continue to play the same game, you can learn the "best score yet" for that game by pressing the "UP" ARROW button.
   b) Any time before you press SELECT, you can see the score of the "last game played" by pressing the "DOWN" ARROW button.

MAD MAZE "VISIBLE"

Game #1

Object: To move a ball through a series of ten different mazes in the shortest possible time.

1. SELECT game #1.
2. Press START and you'll see the first maze on the screen. Each maze will consist of a ball at one end of the screen, a goal at the other end, and a number of bars randomly scattered in between. (Figure 5, Page 8)
3. Use the ARROW buttons to maneuver the ball around the bars and into the goal. To save time, use the shortest, most direct route that's available. (Figure 6, Page 8)
4. As soon as you move the ball into the goal, the maze will vanish and a **new maze** will appear. The new maze's goal will be somewhere at the opposite end of the screen; the ball will start from where it entered the previous goal. (Figure 7, Page 8)
5. This pattern will continue either until you've completed all ten mazes, or until 99.9 seconds have elapsed.

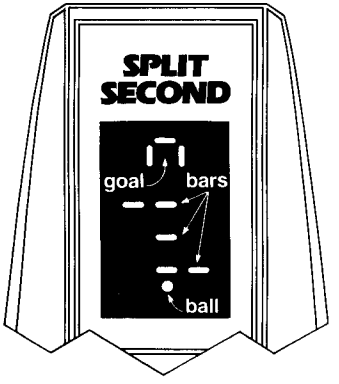


Figure 5.

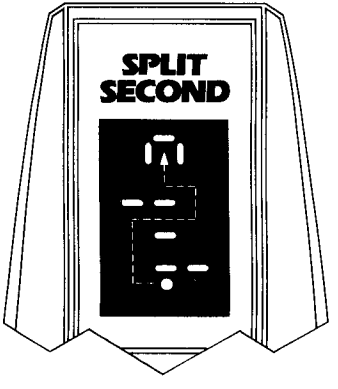


Figure 6.

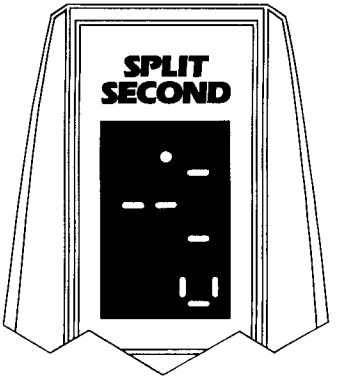


Figure 7.

Special Features

a) To challenge yourself—or an opponent—with **exactly the same** ten mazes, just press START.

b) To play ten **different** "visible" mazes, or a different game altogether, first press SELECT until your game number appears; then press START.

Remember: As soon as you press SELECT, the computer will no longer remember either the "last game played" or the "best score yet" for the previous series of ten mazes.

MAD MAZE "PREVIEW" and "INVISIBLE"

Games #2 and #3

The **object** of both games: to maneuver a ball through ten different mazes in the shortest possible time.

The **difference** between the games: In MAD MAZE "PREVIEW" (game #2) each maze appears on the screen for only a brief moment. You must remember where the bars were as you grope your way around them and into the goal.

In MAD MAZE "INVISIBLE" (game #3) you see only the ball and the goal; you never see the bars. Your challenge is to maneuver the ball—by trial and error—around the unseen bars and into the goal.

The **special features** of both games are the same as those of MAD MAZE "VISIBLE."

SPACE ATTACK "BEGINNER"

Game #4

Object: To shoot down eight enemy "ships" in the shortest possible time.

1. SELECT game #4.

2. As soon as you press START, an enemy space ship will appear at one end of the screen. At the center of the screen a single dot will also appear. This dot is the core of your "force field" —a vast, powerful area of electromagnetism that lies completely under your control.

3. Use the ARROW buttons to draw the enemy ship to your force field's core. Because of your force field's enormous strength, the ship will be unable to resist your control. As soon as you're able to center the ship directly over the core, you'll be able to shoot it down with "lasers."

4. To fire your lasers, press either the SELECT or START button. Either button will cause your lasers to converge on the core from both the top and bottom of the screen. (Figure 8, Page 10)

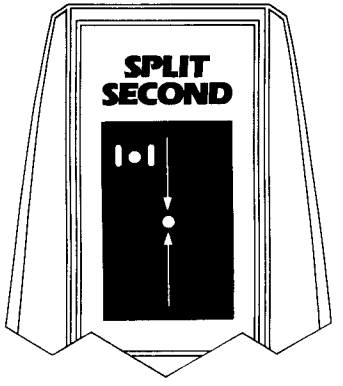


Figure 8.

Although you may fire your lasers at any time, you won't shoot down the enemy ship just by maneuvering it into a laser's path. The ship will remain unharmed until you center it **directly** over the core and fire at it while it's there.

5. As soon as you shoot down an enemy ship, another one will appear—either at the top or bottom of the screen. The game continues in this way either until you've shot down all eight enemy ships, or until 99.9 seconds have elapsed.

SPACE ATTACK "PRO"

Game #5

Object: To shoot down eight enemy ships in the shortest possible time.

In this version the enemy ship tries to evade you by constantly moving in random directions. Thus you'll need a lot more skill to maneuver the ship over your force field's core and shoot it down. As soon as you do, another moving ship will appear.

Special Feature

The game adjusts the speed of the enemy ships to your level of skill:

- The longer a ship is able to evade you, the slower its movements will become and the easier you'll find it to control. Yet, by the same token, the longer a ship evades you, the worse your score will be.
- A ship's speed at the moment you shoot it down will determine the starting speed of the next ship. The faster you shoot down one ship, the faster the next ship will start to move and the better your score will be.

AUTO CROSS

Game #6

Object: To move a "car" through an obstacle course in the shortest possible time. The course consists of a series of sixteen obstacles, one after another.

1. SELECT game #6.

2. Press START, and the first obstacle will appear. It will be either a single dot or a pair of dots. The car—a single bar—will also appear.

3. Use the ARROW buttons to maneuver the car. If you're faced with a one-dot obstacle, you must maneuver the car **around** the dot. (Figure 9) If you're faced with a two-dot obstacle, you must maneuver the car **between** the dots. (Figure 10)

4. As soon as the car overcomes an obstacle, a new obstacle appears. Then, as soon as you start to move the car toward the new obstacle, the old obstacle vanishes.

5. This pattern will continue either until you've overcome all sixteen obstacles, or until 99.9 seconds have elapsed.

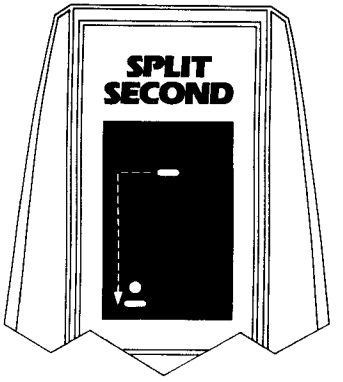


Figure 9.

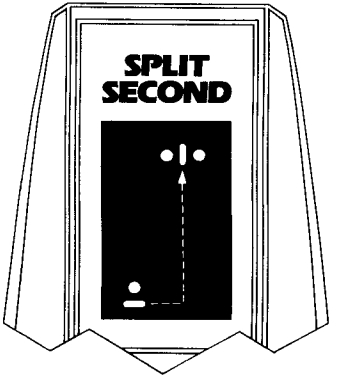


Figure 10.

Special Features

a) As soon as the car appears, you'll hear its "motor." Then, as you play, the sound of the motor will change with the speed of the car. The faster you move the car, the higher the frequency of the motor. If you fail to move the car for several seconds, the motor will return to "idle."

b) Notice that the car's LEFT/RIGHT direction **reverses** whenever you back it up. Try it.

c) The car will crash if you try to move it off the screen. Then, after a crash, the car will remain in place—blinking—for about a second. So drive carefully—or you'll lose precious time!

d) To play this game again, just press START. The computer will challenge you—or an opponent—with **exactly** the same game: the same obstacles, in the same positions, in the same sequence.

   To play a **different** obstacle course, repeatedly press SELECT until #6 appears; then press START.

STOMP

Game #7

Object: To hit twenty targets in the shortest possible time.

A target will have either one or two parts and will flash on the screen for only a second or so. To hit a target, you must press each part's corresponding ARROW button before the target disappears.

Figure 11 shows a one-part target. Figure 12 shows a two-part target.

1. SELECT game #7.

2. As soon as you press START, the first target will appear. (The center dot will also appear and will stay on for the rest of the game. Just ignore it.) Try to press the corresponding ARROW button(s) before the target disappears. You'll know by the sound you hear whether or not you've hit the target.

3. Targets will continue to appear and disappear either until you've hit twenty of them, or until 99.9 seconds have elapsed.

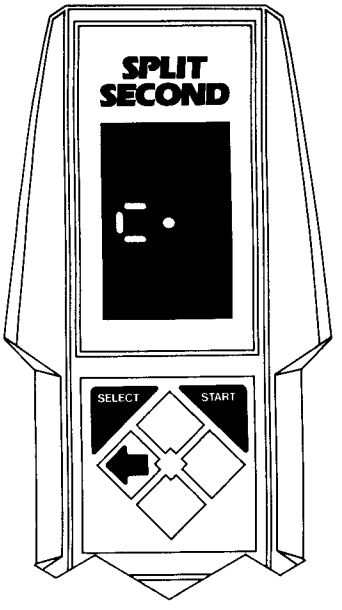


Figure 11. To hit this target, press the ARROW button shown.

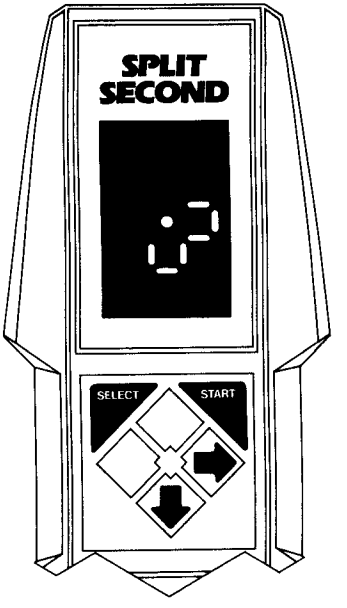


Figure 12. To hit this target, simultaneously press the two ARROW buttons shown.

Special Feature

The speed of the game adjusts to your level of skill. If you **don't** hit a target, the next one will remain on the screen for a slightly longer time. If you **do** hit a target, the next one will remain on the screen for a slightly shorter time.

SPEEDBALL

Game #8

Object: To capture five moving balls in the shortest possible time.

1. SELECT game #8.

2. As soon as you press START, a moving ball will appear. So will a four-part line with its front part flashing.

3. As quickly as you can, try to capture the ball by boxing it in with the line. By using the ARROW buttons you can direct the **front** of the line—the flashing part—around the ball; the rest of the line will follow. (Figures 13, 14, and 15)

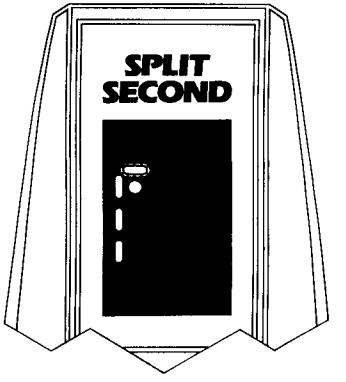


Figure 13.

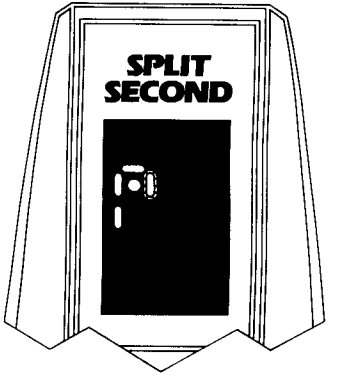


Figure 14.

Use the ARROW buttons to direct the **front** of the line around the ball.

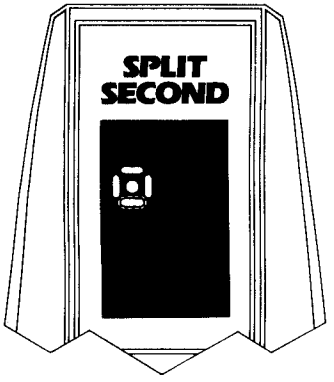


Figure 15.

4. As soon as you capture a ball, another one will appear.

5. The game will continue in this way either until you've captured all five balls, or until 99.9 seconds have elapsed.

Special Feature

The speed of the game adjusts to your level of skill:

- The longer you chase a ball, the slower it will move and the easier you'll find it to capture. Yet, by the same token, the longer you chase a ball, the worse your score will be.
- A ball's speed at the moment of capture will determine the starting speed of the next ball. The faster you capture one ball, the faster the next one will start to move and the better your score will be.

We will be happy to answer questions about SPLIT SECOND. Parker Brothers, P.O. Box 1012, Beverly, Mass. 01915. Attention: Consumer Response Department.

www.handheldmuseum.com

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2. Proper Delivery: The product must be shipped, prepaid, or delivered to PARKER BROTHERS (address: 190 Bridge Streeet, Salem, MA 01970, Attention: Consumer Response Dept.) for servicing, either in the original package or in a similar package providing an equal degree of protection.

3. Unauthorized Repair, Abuse, etc.: The product must not have been previously altered, repaired or serviced by anyone other than PARKER BROTHERS; the product must not have been subjected to an accident, misuse or abuse.

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