

VIDEO GAME

OPERATION
MANUAL

SUPERBWIPEOUT

CARTRIDGE NO. PC-506

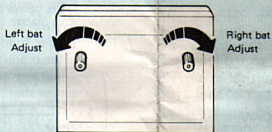
Left Bat Position Adjustment

Insert the ADJUSTMENT KNOB into the **Left Bat Adjustment** hole in the cartridge front.

Make sure that the knob is fully in the slot.

Then gently rotate the knob in an **Anticlockwise** direction to move the left bat downwards until it **Just** disappears beneath the boundary line.

(To move the bat upwards, turn the knob in opposite direction)



Right Bat Position Adjustment

Insert the ADJUSTMENT KNOB into the **Right Bat Adjustment** hole in the cartridge front.

Make sure that the knob is fully in the slot.

Then gently rotate the knob in a **Clockwise** direction to move the Right bat downwards until it **Just** disappears beneath the boundary line.

(To move the bat upwards, turn the knob in opposite direction.)

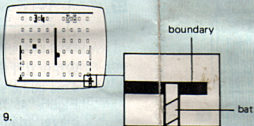
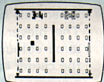


Fig. 9.

(4) After adjusting the bat or bats.

Move the joysticks vertically upwards and downwards, note that the bats should be able to reach the upper and lower boundaries with adequate joystick movement. If not, minor adjustment using the adjust knob as described above may be necessary.



Once the adjustment is proved right, no further adjustment is required, but player must make sure that the control box is in its corresponding left or right position.

NOTE

Due to the complicated electronics and mechanism of this cartridge, the following might occur:

The bat or bats cannot reach the boundary when the corresponding joystick is moved in extreme directions. If this affects the playing of the games a minor adjustment in the cartridge is necessary. It can be done simply by following the instruction below:

BAT ADJUSTMENT INSTRUCTION

(1) Insert the cartridge into the console. Be sure it is in the manner mentioned on the cartridge label.

Place the TEAM LEFT and RIGHT Switches to AMATEUR position.

Move the JOYSTICKS on both control boxes vertically downwards as shown in Fig. 7.

(2) Press Reset Button.

(3) Press Game Select Button no. 5. The screen normally appears as in Fig. 8. If there is any bat appearing inside the boundary, it can be adjusted by means of an ADJUSTMENT KNOB provided with this cartridge. Please see Fig. 9 for details.

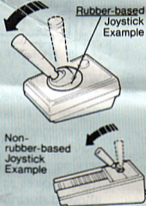


Fig. 7.



Fig. 8.

Before playing the game in this cartridge, please read the following important information carefully.

PC-506 CONTROL FUNCTION	NAME OF THE CONTROL ON GAME CONSOLE UNIT
Power On/Off and Volume Control	Power On/Off and Volume Control
Speed	Speed Switch
Team-L Bat Size Selection	TEAM-L Switch
Team-R Bat Size Selection	TEAM-R Switch
Automatic/Manual Serve	Serve Switch
Game Reset	Game Reset Switch
Serve (Right Player)	Manual Serve/Fire Button (Right Player)
Right player control (Y-AXIS only)	Right Player Joystick Control
Game Selection	Game Select Buttons
Left Player Control (Y-AXIS only)	Left Player Joystick Control
Serve (Left Player)	Manual Serve/Fire Button (Left Player)

N.B. Some switches of the console are not made use of when playing PC-506. The user should not misunderstand that they are malfunctioning; neither should he be misled by the switch names which are based on other PC-series and are serving the intended functions fully and properly therein.

GAME DESCRIPTION

1. BREAK-IN I **1**

This game uses a playing area as shown in figure 1. It is a single player game in which the left player manipulates the paddle in the vertical axis after manually serving the ball. The object of this game is to knock out as many bricks as possible without breaking through the wall. The game ends after seven serves.

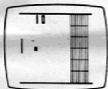


Fig. 1 BREAK-IN I **1**

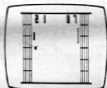


Fig. 2 BREAK-IN II **6**

2. BREAK-IN II **6**

This game is similar to game 1 but it is for two players. Each player manipulates his paddle in the centre of the playing area in the vertical axis after depressing the serve button. The ball is kept in motion by each player's strife to protect the wall behind his paddle. If a player misses a hit, the ball will hit the wall, making one brick disappear; and the score of the opponent will be increased. The first player to hit the ball through a section of a wall ends the game. This game is illustrated in figure 2.

3. WIPEOUT I **3**

This game selection uses a playing area as shown in Figure 3. It is a single-player game in which the player manipulates the paddle in the vertical axis after manually serving the ball. The objective is to wipe out as many boxes as possible in the seven serves that are allowed during a single game.

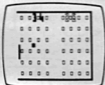


Fig. 3 WIPEOUT I **3**

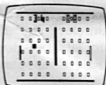


Fig. 4 WIPEOUT II **5**

4. WIPEOUT II **5**

This game selection uses a playing area as shown in Figure 4. It is a two player game in which each player manipulates his paddle in the vertical axis at the end of his playing area. The ball is first served by the left player. The object of this game is to wipe out as many boxes as possible without letting the ball go out of your end of playing area. When this happens the other player wins the serve. The player will score only when the ball is the same colour as his bat. The ball will rebound off the center barrier. The winner is determined by the highest score.

5. WIPEOUT III **9**

This game selection uses a playing area as shown in Figure 5. It is a two player game in which each player manipulates his paddle in the vertical axis

at the end of his playing area. The ball is served by the left player and will stay in motion until all the boxes are gone. The player will score only when ball is same colour as his bat. The winner is determined by the highest score.

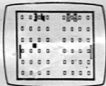


Fig. 5 WIPEOUT III **9**

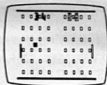


Fig. 6 WIPEOUT IV **10**

6. WIPEOUT IV **10**

This game selection uses a playing area as shown in Figure 6. It is a single player game in which the player manipulates two paddles at each end of the playing area in the vertical axis after manually serving the ball. The objective is to wipe out as many boxes as possible in the seven serves that are allowed during a single game.

HINTS

1. After game selection, reset the game to get a complete displaying game area.
2. Make sure that the Auto/Manu Serve switch in the console is in "Manu" position.
3. Reset the score to zero after each round by using the "Game Reset" button
4. The 4 colour squares games provided by keys no. 2, 4, 7, & 8 are not our intended features. They might occasionally be used to give more fun.