

MARINE COMMANDER 3000

INSTRUCTION MANUAL

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RESET SWITCH:

The Reset Switch is a built-in specification of this product and is accessible through side B of the unit. The Reset is done by inserting a thin object into the reset-opening and lightly pressing it down.

This product is not designed to be immune from the effects of electrostatic discharge, strong electromagnetic radiation or other electrical disturbances since malfunction under such conditions is non-critical. The Reset Switch is included in the design to allow the unit to be Reset to normal operation and a new game to be started in the event of malfunction.

WARNING

The ship and peg pieces supplied with this unit may be small enough to be swallowed. Please keep the ship and peg pieces out of the reach of small children.

NOT SUITABLE FOR CHILDREN UNDER AGE 3 YEARS.

PLEASE KEEP THIS MANUAL FOR FUTURE REFERENCE.

INTRODUCTION

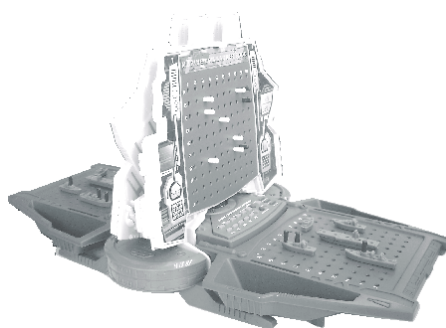
Your Marine Commander computer offers six exciting games based on the well-known “battleships” game (which you may have played with pencil and paper). You can play against the computer or against a friend.

The idea is simple. Each player has a fleet of 5 ships of various sizes, which he arranges in his “battle area” – a grid of 10x10 squares. The players cannot see where each other’s ships are. They play by turns; when it is your turn, you fire a missile at a square in your opponent’s grid. An enemy ship is sunk when you have hit all the squares it occupies. The winner is the first player to destroy his opponent’s entire fleet.

SETTING UP

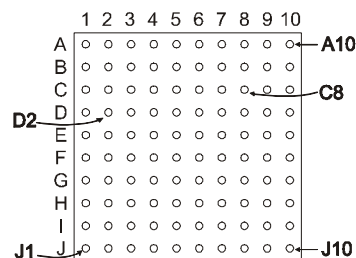
Insert four “AA” batteries (sometimes marked MN1500 or LR6) in the base of the computer, making sure that the positive tip of each battery matches up with a “+” sign inside the compartment. You should then hear some characteristic battle noises, and the computer will say “Sea Battle”, then “Enter ships.”

Lift the two upper panels as shown in the illustration. If you are playing with a friend, place the computer between the two players.



Each player now has two 10x10 grids in front of him. The flat one is the battle area where you place your own fleet. The upright one represents your opponent’s battle area; it allows you to record which squares you have fired at.

Notice the numbers 1-10 at the top of the grid, and the letters A-H along the left edge. Each square of the grid is identified by the letter at the end of its row and the number at the top of its column. So the top right square is **A10**; the bottom left square is **J1**; etc.



Above each battle area is a “keyboard”. The keyboard on one side has five extra “keys” or buttons, labelled **NEW GAME**, **START**, **NEAR MISS**, **VOLUME** and **ON/SAVE**. The player who sits on this side is Player A; his opponent is Player B. If you are playing against the computer, you will be Player A.

If the computer is not giving out any sounds, push a thin object into the RESET hole in player B’s keyboard, and press down with it.

The computer is supplied with:

- a set of red and white pegs, to record where shots have hit and missed;
- two fleets of ships. Each player has:
 - one Aircraft Carrier (occupying 5 squares on the grid)
 - one Cruiser (4 squares)
 - two Frigates (3 squares)
 - one Gunboat (2 squares)



Aircraft Carrier Cruiser Frigate Frigate Gunboat

If you have not just installed new batteries, switch the computer on with the **ON/SAVE** button.

STARTING A GAME

We will begin by playing the simplest of the 6 games, called *Sea Battle*.

- Press the **NEW GAME** button. (The computer says, “Sea Battle.”)
- Press the **ENTER** button (also marked **FIRE**) on Player A’s keyboard.

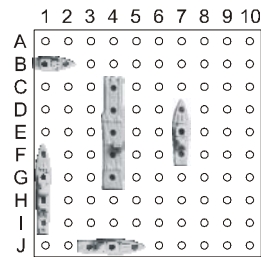
After some battle noises, the computer repeats: “Sea Battle”. It gives a “high-low” sound signal, and prompts you: “Enter ships.”

Now decide where to position Player A’s fleet. The simplest way is to choose one of the 120 standard positions listed in the table on *pages 12-14*. (You may also construct a position of your own – this is explained on *page 8*.)

Suppose you choose position number 29. The table on page 12 gives these details:

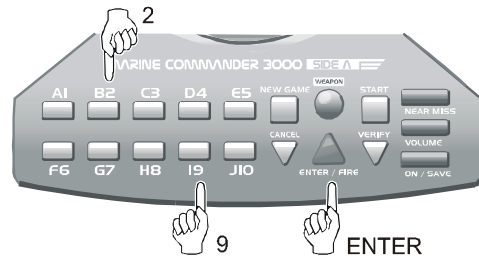
Position No.	Gunboat	Frigate	Frigate	Cruiser	Aircraft Carrier
29	B1-B2	D7-F7	J3-J5	F1-I1	C4-G4

Plug your gunboat into the squares B1 and B2. Place one frigate on the squares from D7 to F7, and plug it in – and so on. When the whole fleet is in place, your battle area will look like this:



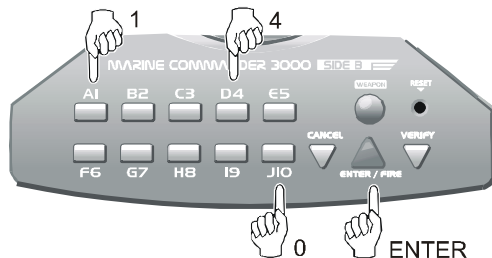
You must now tell the computer which position you have chosen, using Player A's keyboard:

- Type the number 29, i.e. press the button marked 2, then the one marked 9.
- Press the **ENTER** button.



The computer now gives a “low-high” sound signal, and repeats: “Enter ships”. This is a prompt to Player B. You now have a choice:

- If you want to play against the computer, press the **START** button. The computer positions its own fleet at random. Go to the next section (“The Battle”).
- If you are playing against a friend, Player B must set up his ships and “enter” them into the computer using his own keyboard. Suppose he chooses position 104. He plugs the ships into his battle area, in the places indicated in the table (page 14). He types the number 104, using the “J10” button for “0”. Then he presses the **ENTER** button.



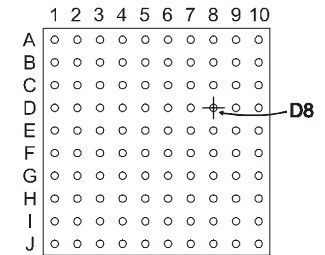
The computer gives 5 rising “beeps”, and the battle can begin.

THE BATTLE

The computer gives the prompt: “Enter target.” If you are playing against the computer, you have the first shot. If two humans are playing, either of them may begin.

Using your keyboard, press the letter and the number of the square you want to fire at. Then press **ENTER/FIRE**. (You now hear the sound of a missile being launched.)

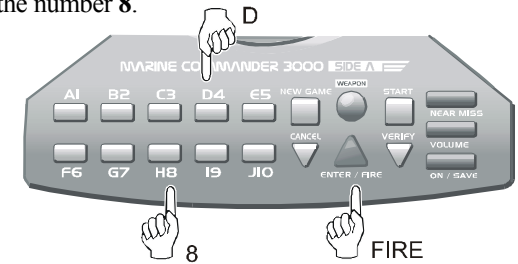
Example: You want to fire at the square D8.



First press the button marked with the letter **D**.

Next press the button marked with the number **8**.

Then press the **FIRE** button.



If your missile hits an enemy ship, there is an explosion noise, and the red light between the two players flashes. To record your hit, place a red peg in the corresponding hole in your upright battle chart. If your shot misses, you hear a “splash” as your missile drops into the sea. Place a *white* peg in the hole.

If you are playing against the computer, it responds automatically by firing its shot. If you are playing with a friend, the computer prompts him to enter his target, using his own keyboard. *Note that a prompt to Player A is preceded by a “high-low” pair of beeps; a prompt to player B is preceded by a “low-high” signal.*

When it is your opponent's turn, your own keyboard has no effect – except that Player A may use the **NEW GAME**, **VOLUME** or **ON/SAVE** button at any time.

If you press the wrong button for a letter or number, you can press **CANCEL** and start again to enter your target.

The computer tells you whenever a ship is hit or sunk. When one of the fleets is completely destroyed, the computer plays a tune to signal the end of the game.

VARIETIES OF GAME

You can play 6 types of game with your Marine Commander computer: –

(1) Sea Battle

This is the basic game that we have been describing so far.

(2) Sea Battle / Radar / Reload

There are two differences between this and the basic game:

- Each time you hit an enemy ship, you have an extra shot. The computer says “Reload”, and lets you fire again.
- In place of any of your shots, you may use the “Radar”. Press the letter and number for a square, then press the **WEAPON** button. The computer says “Radar”, and gives a number of pings indicating the distance between this square and the nearest enemy ship.

Example 1: You press **E, 3, WEAPON**. The computer says “Radar”, and gives one ping. This means that part of an enemy ship is within one square of **E3**. It could be on any of the squares **D2, E2, F2, D3, E3, F3, D4, E4** or **F4**.

	1	2	3	4	5	6	7	8	9	10
A	○	○	○	○	○	○	○	○	○	○
B	○	○	○	○	○	○	○	○	○	○
C	○	○	○	○	○	○	○	○	○	○
D	○	●	●	○	○	○	○	○	○	○
E	○	○	⊕	○	○	○	○	○	○	○
F	○	●	●	○	○	○	○	○	○	○
G	○	○	○	○	○	○	○	○	○	○
H	○	○	○	○	○	○	○	○	○	○
I	○	○	○	○	○	○	○	○	○	○
J	○	○	○	○	○	○	○	○	○	○

Example 2: You press **A, 8, WEAPON**. The computer says “Radar” and gives three pings. This tells you that part of an enemy ship is on one of these squares: **A5, B5, C5, D5, D6, D7, D8, D9, D10**. There is no enemy nearer to A8. (As you can see, the distance of 3 squares is measured horizontally, vertically or diagonally, or by a combination of e.g. the horizontal and the diagonal.)

	1	2	3	4	5	6	7	8	9	10
A	○	○	○	○	●	○	○	⊕	○	○
B	○	○	○	○	●	○	○	○	○	○
C	○	○	○	○	●	○	○	○	○	○
D	○	○	○	○	●	●	●	●	●	●
E	○	○	○	○	○	○	○	○	○	○
F	○	○	○	○	○	○	○	○	○	○
G	○	○	○	○	○	○	○	○	○	○
H	○	○	○	○	○	○	○	○	○	○
I	○	○	○	○	○	○	○	○	○	○
J	○	○	○	○	○	○	○	○	○	○

If part of an enemy ship has been hit, that part will be ignored by your radar.

(3) Pirate Battle

This is like game 1, but with different “background” noises. When you hit or destroy an enemy ship, the computer simply says “Pirate ship hit/destroyed” (without stating what type it was).

(4) Pirate Attack

This is like game 3, but at each turn you have as many shots as your opponent has ships still afloat. In other words, the player who has sunk more ships has fewer shots, which means that his opponent has a chance of recovering. Each time the computer says “Reload”, you fire again.

(5) Aircraft Sea Battle

Like game 1, but *until your aircraft carrier is sunk*, you have as many shots per turn as your opponent has ships still in action. (The point is that while your aircraft carrier is afloat, you have a number of aircraft for your attacks. When you press **FIRE**, you hear the sound of an aircraft taking off.) Once the aircraft carrier is destroyed, you only have one shot per turn.

(6) Sea Attack

Like game 1, except that each player has two kinds of special weapon: three *torpedoes* and three *cluster bombs*.

To use a special weapon, select a square by pressing its letter and number, then press the **WEAPON** button. If you re-press the button several times, the sounds for the available types of weapon are heard in rotation: torpedo, cluster bomb, and ordinary missile. When you hear the weapon that you want to use, press **FIRE** to launch it.

A *torpedo* hits the enemy ship which is the least number of squares distant from the selected square.

A *cluster bomb* hits the selected square and also the squares horizontally and vertically adjacent to it.

Example: You press **F, 6, WEAPON**, then **WEAPON** again. This produces the sound of a cluster bomb. Press **FIRE**. This bombs the **F6** square and also the 4 squares next to it: **E6, F5, F7** and **G6**.

CHOOSING THE TYPE OF GAME

Suppose, for example, you want to play “Pirate Attack”:

- Press **NEW GAME**. The computer announces the type of game currently being played.
- Re-press **NEW GAME** several times. The computer announces all

the game types in rotation.

- When the computer says “Pirate Attack”, press **ENTER**. This begins a new game of the chosen type.

If instead of **ENTER** you press **CANCEL**, this allows the current game to continue.

CONSTRUCTING YOUR OWN STARTING POSITION

At the start of the game, you don’t have to choose one of the 120 standard positions for your fleet. You can place your ships wherever you like, provided that *no part of a ship is directly alongside another ship*. Let us see how this is done:

- Begin in the usual way, with **NEW GAME** and **ENTER**. The computer gives you the prompt for player A: “Enter ships.”
- If you don’t want a “standard” position, simply press **ENTER**. The computer prompts you: “Enter ship.”
- Plug one of your ships into its position.
- Press the letter and number buttons for the square at one end of the ship. Press the letter and number for the other end. Then press **ENTER**.

Example: **D, 8, G, 8, ENTER**

- The computer gives two high beeps, acknowledging that your ship is “entered” (in this case a cruiser on the squares **D8-G8**).
- Do the same for each of your other 4 ships.

Once Player A’s entire fleet is entered, Player B receives the prompt: “Enter ships.” If you want a game between Player A and the computer, press **START** and the battle can begin. If you want to play against a friend, player B has the same options that his opponent had:

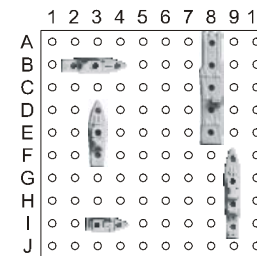
- He can choose a “standard” position, type its number, and press **ENTER**; *or*
- He can simply press **ENTER** (producing the prompt “Enter ship”), then enter his ships one by one, in the way described above.

When Player B’s entire fleet is entered, the computer gives its sequence of 5 beeps, and the battle begins.

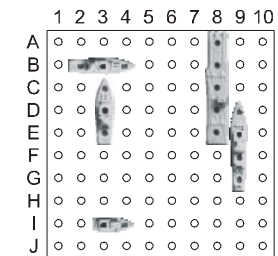
Errors

If you try to give an impossible position for a ship – for example **A, 2, H, 8** – the computer gives its “error” signal (a low buzz). If you try to make an entry which conflicts with a previous entry (for instance if you press **G, 1, G, 5, ENTER**, when your aircraft carrier has been entered already) the computer will tell you which types of ship remain to be entered. For example: “Enter frigate, cruiser.”

Example of errors: In the left-hand diagram below, a square occupied by the aircraft carrier touches the corner of a square occupied by the cruiser. This is allowed. In the right-hand diagram, however, ships are placed on squares directly adjacent to other ships. This is wrong.



right



wrong

Cancelling an Entry

If you have “entered” a ship but then decide to cancel it, do the following:

- Press the **CANCEL** button (producing a “high-low” pair of beeps).
- Press the letter and number for one end of the ship. Press the letter and number for the other end.
- Press **ENTER**. The computer gives two low beeps.

You can now reposition the ship and “enter” it again.

Handicaps

Either player, or both, may begin with less than 5 ships. If Player A presses the **START** button after only entering 1-4 ships, this terminates his entries. He then has two choices:

- (a) He can let Player B enter his fleet, for a game between two humans.
- (b) He can press **START** again, to begin a game against the computer with reduced forces on both sides: the computer always gives itself the same number and type of ships as its opponent.

If the **START** button is pressed after Player B has entered 1-4 ships, this terminates his entries and immediately starts the battle.

In a series of games between two human opponents, the winner of one game can be handicapped by starting with fewer ships in the next game.

“NEAR MISS”

This is a feature which helps you to locate the enemy ships during the battle.

To use this feature, you must switch it “on” at any time *before* the battle begins (e.g. when the computer is prompting you “Enter ships”). Press the **NEAR MISS** button. The computer responds with a double rising note. (If you press the same button again, the computer gives a double falling note, and the “near miss” feature is switched “off”.)

When the “near miss” feature is “on”, you will sometimes hear the enemy give an SOS signal in Morse code after you fire your shot. This means that your shot has only missed by one square (horizontally, vertically or diagonally).

VERIFYING YOUR SHIPS

The computer can remind you where you have placed your ships, as follows:

- Press your **VERIFY** button. The computer gives three rapid, rising “beeps”.
- Press the letter and the number of a square. Two high beeps tell you that this square is occupied by part of a ship. If the square is unoccupied, you will hear a high-low sound signal.
- Do the same for any other squares you want to check.
- When you have finished, re-press **VERIFY**. The computer gives three falling beeps. You can now carry on with the game.

Either player can use the “verify” feature while he is setting up his fleet (see “Constructing Your Own Starting Position”). You can also use this feature when it is your turn during the battle, to find out which ships have been hit by your opponent. The squares he has hit will be reported as unoccupied. You can mark them by placing red pegs in the holes on your ships.

SOUND EFFECTS AND VOLUME

The computer has 6 volume settings for its sound output. By pressing the **VOLUME** button several times, you obtain them all in rotation:

- A loud “beep” means the computer will use its maximum volume, but the characteristic “background” noises will be switched “off”.
- A loud “explosion” sound means maximum volume with the background noises “on”.
- Similarly, with further presses on **VOLUME**, you can obtain a soft beep and explosion, and a medium beep and explosion.

When the volume setting is right, continue the game.

LANGUAGE

Your computer can give its messages in two languages. If you want to change the language:

- Press **NEW GAME**
- On Player A’s keyboard, press **A1** (for English) or **B2** (for Spanish)
- Press **CANCEL**, and continue with the game.

SWITCHING OFF

If a game has to be interrupted, you can switch the computer off by pressing the **ON/SAVE** button. The computer still “remembers” all about the game. When you switch on again by re-pressing the same button, you can carry on from where you left off.

Occasionally you may be confused by the way the computer responds. (The reason may be e.g. that you have started to “verify” your ships, or “cancel” a ship, and have forgotten to finish the operation.) To clear up the confusion, switch the computer off and on. This will cancel any unfinished operation, and the computer’s “prompt” will tell you what to do next.

If you leave the computer for three minutes without pressing a button, it will switch off automatically (giving a rising-falling sound signal). Switch on again when you are ready.

TABLE OF STANDARD FLEET POSITIONS

The following table gives the standard positions for setting up your fleet.

(See page 4.)

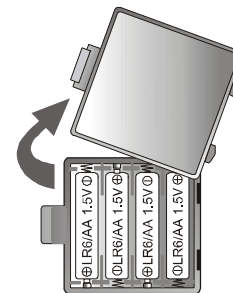
Position No.	Aircraft				
	Gunboat	Frigate	Frigate	Cruiser	Carrier
1	B4-C4	J1-J3	G5-I5	C6-C9	E1-E5
2	C1-D1	G6-G8	A8-A10	B2-B5	D3-D7
3	E6-F6	E10-G10	C1-C3	J5-J8	C5-C9
4	I9-I10	C4-C6	F1-F3	I3-I6	D8-H8
5	A3-A4	H4-J4	C6-C8	B2-E2	F10-J10
6	E1-E2	C5-E5	I5-I7	E7-E10	A2-A6
7	A2-B2	B6-B8	G6-G8	D3-D6	J4-J8
8	J3-J4	C7-E7	D9-F9	G7-J7	B4-F4
9	A8-B8	G5-G7	B4-D4	J2-J5	A10-E10
10	F9-F10	F2-F4	H10-J10	A3-D3	H1-H5
11	E6-E7	C3-E3	G1-I1	B9-E9	G3-G7
12	I8-I9	A10-C10	H2-J2	C2-F2	F6-F10
13	C5-D5	B3-D3	J6-J8	D7-D10	E4-I4
14	J5-J6	C5-C7	A1-A3	B9-E9	F4-F8
15	A4-B4	J8-J10	H6-H8	A9-D9	D2-D6
16	H10-I10	A4-A6	E2-G2	J5-J8	C5-G5
17	H8-I8	F1-F3	D3-D5	H2-H5	B7-F7
18	C5-D5	A1-C1	F6-H6	A3-A6	A9-E9
19	D3-D4	A6-C6	H3-J3	C8-F8	A1-E1
20	D2-D3	A8-A10	B3-B5	E6-E9	H6-H10
21	I5-I6	A6-C6	E7-G7	J1-J4	A3-E3
22	B9-B10	I5-I7	B7-D7	E1-E4	A1-A5
23	A6-B6	C1-E1	G4-G6	D9-G9	E3-E7
24	G7-G8	G5-I5	A6-C6	A2-D2	A9-E9
25	B9-B10	B7-D7	E9-G9	E3-H3	F5-J5
26	F3-F4	H1-J1	D1-D3	C5-C8	E7-I7
27	A1-B1	D1-D3	D5-D7	B7-B10	D9-H9
28	B3-C3	F5-H5	J8-J10	B7-E7	D2-H2
29	B1-B2	D7-F7	J3-J5	F1-I1	C4-G4
30	F1-F2	A8-C8	J1-J3	A1-D1	B6-F6
31	I10-J10	D1-D3	F1-F3	J1-J4	A8-E8
32	F1-F2	D3-D5	H2-J2	B2-B5	I6-I10
33	H9-I9	J5-J7	B7-D7	F6-F9	E1-E5
34	H2-I2	A9-C9	A1-C1	F4-I4	D3-D7
35	A3-A4	I3-I5	A8-A10	F8-I8	C5-C9
36	D9-D10	D7-F7	A1-A3	B6-B9	G2-G6
37	A9-B9	E1-G1	D9-F9	G8-J8	D2-D6

38	A9-B9	I3-I5	D2-F2	E6-H6	A2-A6
39	A2-A3	G8-G10	F2-H2	A8-D8	J4-J8
40	G9-H9	C8-E8	B3-D3	J5-J8	D6-H6
41	H10-I10	B3-B5	G2-G4	C7-F7	I4-I8
42	C9-C10	B1-D1	B3-D3	A6-D6	H1-H5
43	I2-I3	A3-C3	A8-C8	A10-D10	G3-G7
44	H5-H6	C8-C10	I2-I4	B3-E3	F6-F10
45	C3-D3	H8-H10	F8-F10	F2-F5	B6-B10
46	B5-C5	H1-J1	B1-D1	E2-E5	C10-G10
47	I4-J4	F8-H8	F2-F4	A6-A9	D2-D6
48	E2-E3	A3-A5	H8-J8	B7-B10	C5-G5
49	B4-C4	J6-J8	H4-H6	E1-H1	B7-F7
50	E2-E3	G7-I7	I2-I4	D4-D7	A9-E9
51	G9-G10	G4-G6	I3-I5	B9-E9	A1-E1
52	B1-C1	A6-C6	E6-E8	E1-E4	J3-J7
53	B2-B3	I7-I9	F4-F6	C1-F1	D5-D9
54	B3-C3	J8-J10	F6-F8	A5-D5	H6-H10
55	C4-C5	D7-F7	D9-F9	J1-J4	B1-F1
56	B8-C8	H10-J10	F5-F7	A10-D10	D3-D7
57	G7-H7	C6-E6	B2-B4	A8-D8	F5-J5
58	E4-E5	G9-I9	H3-J3	A1-D1	E7-I7
59	E2-E3	B7-D7	H1-J1	D5-G5	D9-H9
60	H9-H10	C4-E4	A7-A9	B6-E6	D2-H2
61	E7-F7	B8-D8	B1-D1	I3-I6	C4-G4
62	B1-C1	A7-A9	H4-H6	C4-F4	B6-F6
63	E5-F5	F1-H1	D2-D4	F9-I9	A8-E8
64	H1-H2	I8-I10	B10-D10	A4-A7	F4-J4
65	I10-J10	G7-G9	G1-I1	A10-D10	E2-E6
66	A1-B1	I1-I3	A10-C10	I6-I9	D4-D8
67	H9-H10	D3-D5	G2-I2	F6-F9	C6-C10
68	B6-C6	A7-A9	H9-J9	E1-E4	E6-I6
69	A2-B2	F4-H4	B10-D10	H6-H9	A8-E8
70	E8-E9	D2-D4	J4-J6	G2-G5	A1-A5
71	D8-E8	A10-C10	B2-B4	D2-D5	J3-J7
72	B3-C3	J4-J6	C8-E8	F9-I9	A6-E6
73	C1-C2	C4-C6	H1-J1	G10-J10	E4-I4
74	B1-C1	B10-D10	A4-C4	C6-F6	H2-H6
75	I1-J1	A3-A5	B6-D6	A9-D9	G4-G8
76	I1-I2	C2-E2	H8-H10	A6-D6	F5-F9
77	J3-J4	A5-C5	B8-D8	F4-F7	A10-E10
78	A1-B1	A4-A6	E3-G3	G5-J5	E6-E10
79	I4-I5	H9-J9	E7-E9	B6-B9	D1-D5
80	G9-H9	D1-D3	B9-D9	B2-B5	C6-G6
81	A2-A3	C2-C4	F1-F3	J1-J4	B8-F8

82	D7-E7	I3-I5	B6-B8	E1-E4	A10-E10
83	H5-H6	G8-I8	A5-A7	F4-F7	A2-E2
84	A9-A10	H5-H7	A2-A4	D10-G10	D4-D8
85	E4-E5	C7-E7	B3-D3	I7-I10	B1-F1
86	A9-B9	F4-F6	E9-G9	A3-A6	J3-J7
87	F6-G6	C1-E1	A5-A7	G2-J2	D5-D9
88	G1-G2	B3-B5	I1-I3	D6-G6	A1-E1
89	E9-E10	C5-C7	F4-H4	F1-I1	F6-J6
90	F4-F5	A1-C1	I1-I3	D3-D6	E8-I8
91	A9-A10	B8-D8	A2-A4	H5-H8	D10-H10
92	I2-J2	A2-C2	D10-F10	C5-F5	D1-H1
93	A1-B1	B7-D7	I1-I3	F9-I9	C3-G3
94	A3-B3	J1-J3	H8-H10	J7-J10	B5-F5
95	G7-G8	B5-D5	E2-G2	I3-I6	A7-E7
96	D5-E5	A8-A10	C9-E9	G7-G10	A2-E2
97	G5-H5	A2-C2	J1-J3	C5-C8	E2-E6
98	D10-E10	J6-J8	C1-E1	G2-J2	D4-D8
99	I6-J6	G8-G10	E1-G1	C4-F4	C6-C10
100	E9-E10	J6-J8	A8-C8	D3-D6	B2-B6
101	F1-F2	F5-F7	B9-D9	A2-D2	J5-J9
102	A10-B10	E1-E3	H1-J1	D8-G8	A1-A5
103	E1-F1	C4-E4	G8-G10	C6-C9	J3-J7
104	I4-I5	B2-D2	A9-C9	F1-I1	C6-G6
105	A4-B4	D5-D7	F4-H4	G7-G10	A9-E9
106	A2-A3	F9-H9	C8-E8	B4-E4	H2-H6
107	J5-J6	E1-G1	A3-C3	E4-E7	G4-G8
108	B2-B3	D4-D6	J4-J6	A10-D10	F5-F9
109	F3-F4	B2-D2	J7-J9	E6-E9	C4-C8
110	B7-B8	H3-J3	H7-J7	C5-F5	C2-G2
111	J4-J5	H4-H6	C8-E8	A10-D10	D1-D5
112	B3-C3	G3-I3	J4-J6	E1-E4	C6-G6
113	C1-C2	H10-J10	B4-D4	F1-F4	B8-F8
114	G1-G2	E3-E5	B5-B7	H6-H9	A10-E10
115	C4-D4	J1-J3	B8-B10	C7-F7	A2-E2
116	E3-F3	I3-I5	D1-F1	D7-D10	A1-A5
117	A9-A10	H8-J8	H2-H4	C9-F9	E3-E7
118	I9-J9	F7-F9	A10-C10	G2-G5	D4-D8
119	H6-H7	E5-E7	E9-G9	F4-I4	A3-E3
120	C3-D3	H1-J1	E8-G8	A1-D1	C5-C9

INSERTING THE BATTERIES

Insert four ‘AA’ batteries (e.g. MN1500 or LR6) in the base of the computer. Make sure the positive tip of each battery matches up with the ‘+’ sign in the battery compartment. The computer should now respond with some battle noises.



If there is no response, push a thin object into the RESET hole in the keyboard for side B, and lightly press down once. The battle noises confirm the RESET.

TO ENSURE PROPER FUNCTION:

- DO NOT MIX OLD AND NEW BATTERIES.
- DO NOT MIX ALKALINE, STANDARD OR RECHARGEABLE BATTERIES.
- DO NOT USE RECHARGEABLE BATTERIES.
- BATTERY INSTALLATION SHOULD BE DONE BY AN ADULT.
- NON-RECHARGEABLE BATTERIES ARE NOT TO BE RECHARGED.
- RECHARGEABLE BATTERIES ARE TO BE REMOVED FROM THE TOY BEFORE BEING CHARGED (IF REMOVABLE).
- RECHARGEABLE BATTERIES ARE ONLY TO BE CHARGED UNDER ADULT SUPERVISION (IF REMOVABLE).
- ONLY BATTERIES OF THE SAME OR EQUIVALENT TYPE AS RECOMMENDED ARE TO BE USED.
- BATTERIES ARE TO BE INSERTED WITH THE CORRECT POLARITY.
- EXHAUSTED BATTERIES ARE TO BE REMOVED FROM THE TOY.
- THE SUPPLY TERMINALS ARE NOT TO BE SHORT-CIRCUITED.