OTHELLO

Uses hand controller. Enter 0 players and machine will play itself to demonstrate how the game is played. Score is displayed on the screen throughout the game. Moves are made by pushing joystick forward and turning knob to select letter, then with joystick in normal position turn knob to select number, pull trigger to make move. If your move is put on the screen and then removed, you have made an illegal move. Board is lettered and numbered for tournament Othello. 0 to 2 players. Use hand controller #1 to select number of players.

VAN GAM

Entries are made via the keypad. The game starts with 2 piles of matches, which you input from the keypad. Up to 99 each. Object is to take the last match. You may take any number of matches from either pile, or the same number from both. IE. 6R takes 6 matches from the right pile. 4L takes 4 matches from the left pile. 5B takes 5 matches from both piles. Answer questions with Y for yes and N for no. 1 player.

FLIGHT SIMULATOR

Uses hand controller. Flies a little slow, but just like a real plane on instruments. Turn knob to right for thrust, and to left for flaps, and in the middle to maintain speed. Pull back on joystick to increase altitude. Joystick to right turns plane to right, etc. Get going over 50 before attempting to take off! When you get over a thousand feet or so, you can try shooting down the plane that will appear on the screen. 1 player.

SUB SEARCH

Uses hand controller. The screen is divided into X and Y coordinates. X coordinate is a horizontal line from left, a negative 80, to right a positive 80. Y coordinate is a vertical line with the top a positive 40, and the bottom a negative 40. Your sub is always at Y-40 and X 0. The enemy sub starts somewhere above Y positive 20, and moves towards your ship. Knob is turned for number. Pull trigger to shoot. 1 player.

HANGMAN

Uses hand controller to play and keypad to set up. When game starts a 0 will appear on the screen. At this point you will input from the keypad how many letters the first of the ten words has. The number will advance to one. You then type in the first letter of the first word. The number will advance to two and you type in the second letter of the first word. Etc. When you are finished typing in the letters of the first word, up to 9 letters per word; you will enter spaces until the number ten appears on the screen. At this point you will input the number of letters in the second word. When the number eleven appears you will input the letters of the second word in the correct order, always use spaces after the word until you reach the next group; words are always started by inputting the number of letters in the word at 0, 10, 20, 30, 40, 50, 60, 70, 80, & 90. When you reach 99 the machine will start playing. The joystick forward and turn knob for letters A to O. The joystick in normal position turn knob for letters L to Z. When the letter you want appears on the screen, pull trigger. 1 player.