

MPT-03

Master Console

Instruction Manual

MPT-03 MASTER CONSOLE

Contents	Page
(I) MPT-03 Master Console	1
1. Main Controller	1 - 2
2. Remote Hand Controllers	2 - 3
(II) Operation Procedure	3 - 4
(III) Master Console Operation Flow Diagram	4

Welcome Customer,

Congratulations! You have just purchased one of the most advanced home video game systems available. The system consists of an **MPT-03 Master Console** and a number of cartridges, each of which gives rise to a different game that can be played on your own TV, and which will provide hours of excitement and entertainment for you and your entire family.

Recent advances in microtechnology have enabled this system to incorporate a larger than usual memory. This provides the capability to play a series of sophisticated and complicated games, that require skill, fast responses and full co-ordination between your mind and hands. The games are displayed in a broad spectrum of colours and are accompanied by realistic sound effects.

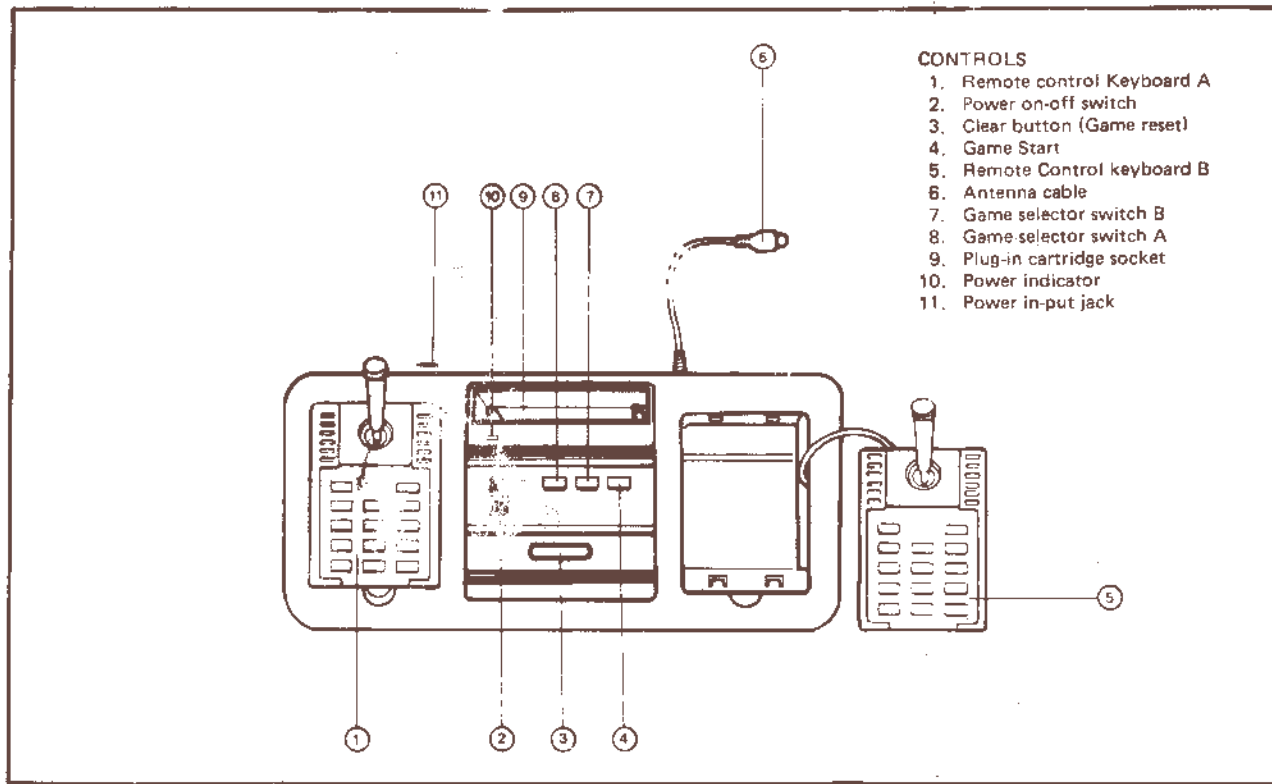
At this stage, your system does not incorporate features other than entertainment. However, practical computer applications such as financial management, communications, data processing etc., are under development and will be available in the near future.

To avoid accidental damage to the console and cartridges, please read the Instruction Manual carefully.

(I) MPT-03 Master Console

The **MPT-03 Master Console** consists of two main parts: the main console and two remote hand controllers.

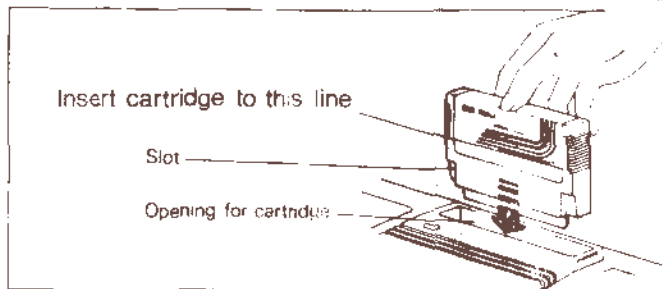
Diagram of Master Console



1. **The Main Control Console** incorporates the following features.

- a) **Cartridge Opening**
This is designed so that the cartridge cannot be inserted incorrectly.

Cartridge opening

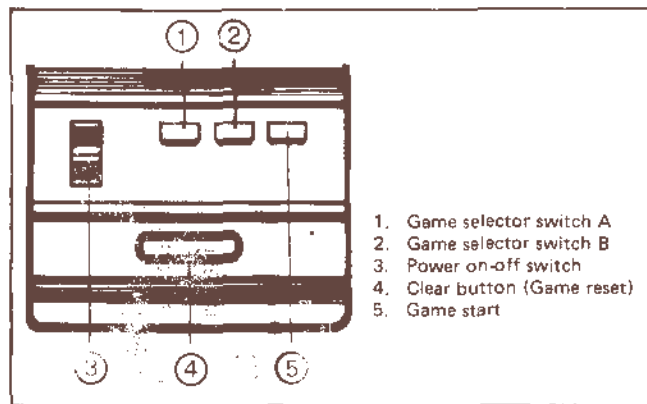


Note: To avoid damaging the cartridges and console, Do Not remove/insert cartridge while the power is on.

- b) **ON/OFF Switch**
Power ON/OFF control
- c) **Power Indicator**
This lights up when the power is switched on, and indicates that the instrument is being correctly powered and is ready for use.
- d) **CLEAR Button**
This should be pressed after the cartridge has been inserted and before starting a new game, to clear the microprocessor memory. The initial format of the new game selected will then appear on the screen.

- e) **A/B Buttons**
These are the game selector buttons and are used to select different versions of a game, such as one /two player options, level of difficulty, etc. The options available depend on the particular game selected. (See individual cartridge manuals)
- f) **GAME START Button**
The button starts the game when you are ready.

The Diagram below shows all the above features.

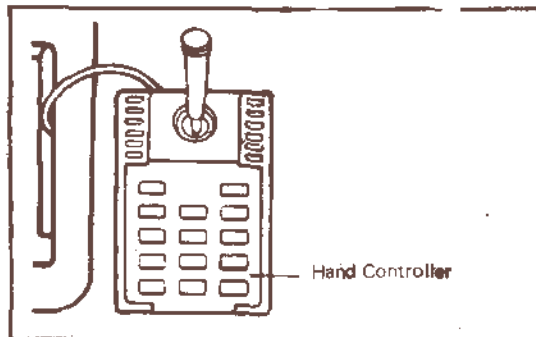


1. Game selector switch A
2. Game selector switch B
3. Power on-off switch
4. Clear button (Game reset)
5. Game start

Control panel

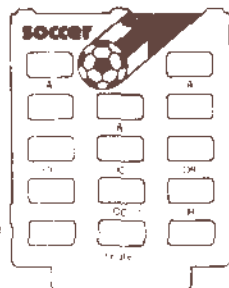
2. **The Remote Hand Controllers** are connected to the main control console by the long wires. Each consists of a Joystick controller and a calculator-type Key Pad.
- a) **Joystick Controller**
This is used to control the horizontal and vertical movements in a game. The actual usage being

different for each individual game. (See individual cartridge manual.)



b) Key Pad

This consists of 14 buttons, each of which has specific use for different games. There are two Inlay Plates provided with each cartridge, and labels on these Inlay plates show the use of each button for each particular game.

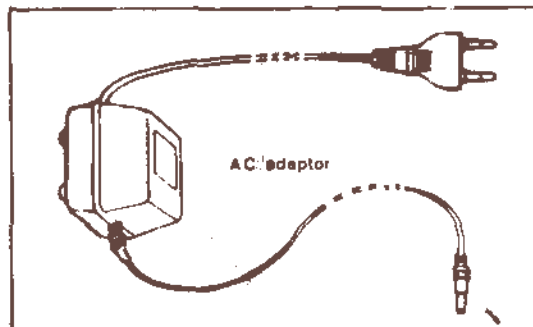


Example of Inlay Plate

(II) Operation Procedure

1. Connect Power

- a) Insert the plug of the AC adaptor into the **MPT-03 Master Console** power in-out jack, situated at the rear of the console.

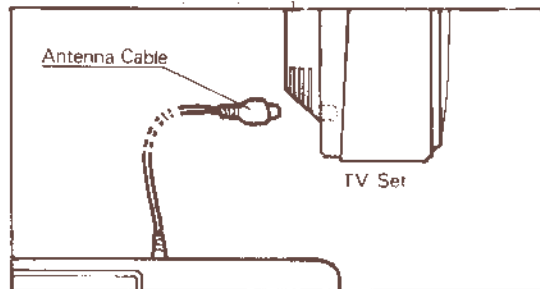


- b) Insert the AC-plug into a 220/240 volt AC wall outlet.

Caution: Using an AC-adaptor other than the one supplied might cause severe damage to the unit. The warranty does not cover damage incurred from such misuse.

2. Connect TV

- a) Plug the cord of the console into the antenna terminal of the TV set.



- b) Tune your TV set to the channel which is indicated on the bottom of the **MPT 03 Master Console**.
3. Insert Cartridge
 - a) Make sure the ON/OFF switch is in the OFF position.
 - b) Ensure that the cartridge is properly inserted with the slotted side facing you.
4. Turn on the TV set
5. Turn power switch from OFF to ON.
6. Adjust TV fine tuning, picture brightness, contrast, colour and volume to the desired levels.
7. Press CLEAR button. The initial format of the game will be displayed on the screen.
8. Place Inlay Plates onto the hand controllers.
9. Press the "A" or "B" game selector buttons to select the desired version of the game, according to the cartridge instructions.
10. Press GAME START button: The game begins.

(III) Master Console Operation Flow Diagram

