

APF

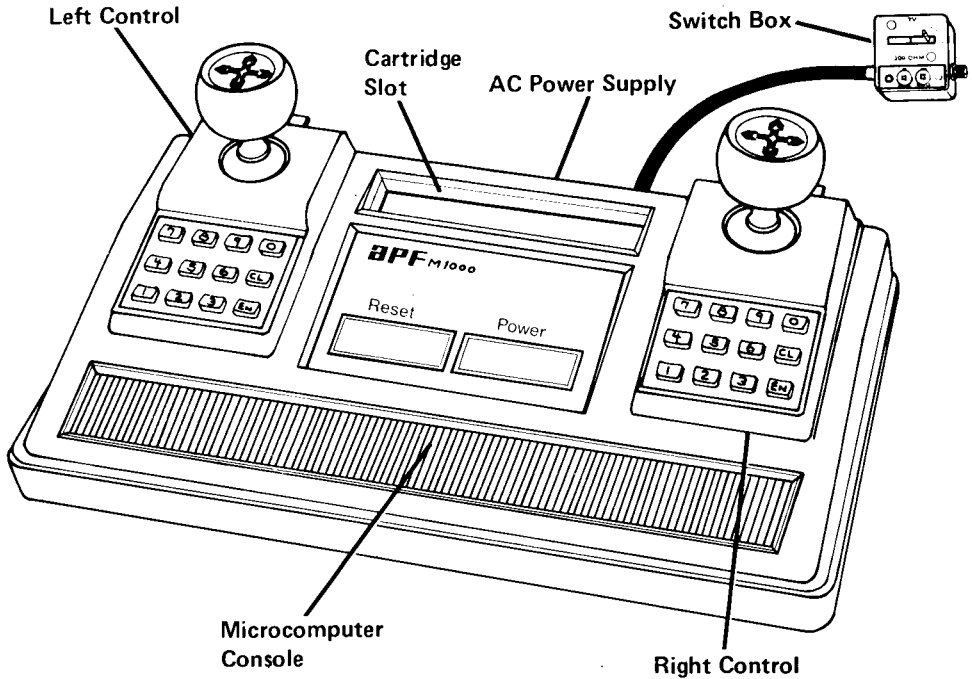
MICRO COMPUTER SYSTEM



OWNER'S MANUAL

INTRODUCTION

APF welcomes you to the wonderful world of Computer Fun. This unit will bring you many hours of entertainment in your own home. Installation is simple, and the MP1000 can be played on any size black and white TV, or in color on a color television. With purchases of additional cartridges from the APF library your choice of games and uses will be unlimited.



UNPACKING GAME

When you remove your **APF Microcomputer system** from the box you should have:

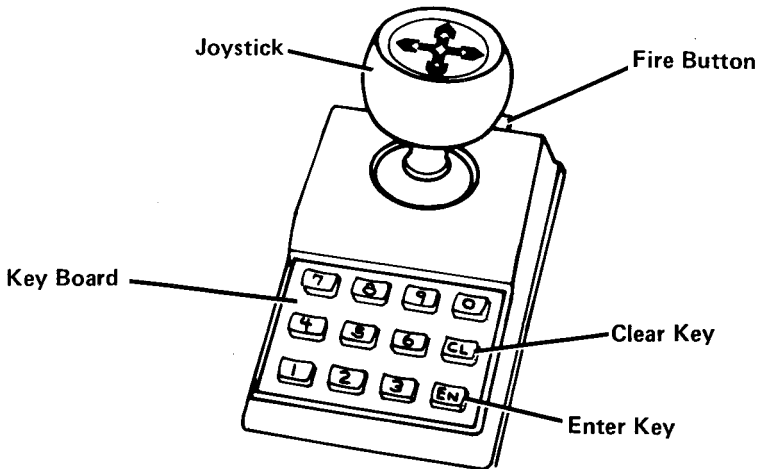
- **APF Microcomputer System Console** with 2 controllers attached
- A.C. Power Supply Model T-7800
- TV/Game Switch Box with twin lead wires

SPECIFICATIONS

- **APF's Microcomputer Console** installs in minutes to the antenna input of any size TV-black and white or color
- 1 to 4 players depending on the cartridge you are using
- Switch Box allows you to play games or switch to regular TV
- Built in Rocket Patrol Game
- Designed to be played by people of all ages, and skills
- Sound through TV, easily adjusted by volume control on TV
- Size L7" xH4½" xW11½"
- Weight 3¾ lbs
- A.C. power supply included

CONTROLLERS

The two controllers are permanently wired to the console. They can be extended from the console and held in the palm of your hand. Each controller has a 4 position Joystick and a 12 key keyboard. The Joystick allows movement in the vertical and horizontal directions. The keyboard contains 10 number keys 0-9 for easy entry, a clear key for changing an entry, and an enter key for completing all entries. In addition, a fire button is located at the rear of the controller. This serves the same function as the enter key.



MICROCOMPUTER CONSOLE

This unit has been designed for easy use by you. It contains an on/off power switch and a reset button. It also contains a slot to plug in optional cartridges.

CARE OF UNIT:

For best care, and long use, the following points should be noted:

- Never use any other A.C. Power Supply other than the one specifically designed for your unit, model T-7800.
- As with all fine equipment, protect your APF unit from shock, dirt, dampness, and abrasion. Never clean the unit with solvents such as paint thinner, use only a water dampened soft cloth.
- Never attempt to take any part of your unit apart, this should be done only by qualified APF Service personnel.
- Always turn the POWER switch on the console unit OFF before inserting or removing any cartridges.
- Don't try to force the cartridge into the Console Slot.
- Your cartridges are protected from normal wear and tear as they are fully enclosed. However, care should be taken not to spill liquids on them.
- Do not pour liquids into the Cartridge Slot of the Console.
- Do not expose the Console, Controllers, or Cartridges to excessive or extreme heat.
- Do not pick up the console unit by using the controller cables.
- Turn your unit off when not in use.

NOTE: Your APF game is engineered to prevent phosphor memory of the images on your television. If your game is left on for 7 minutes, and is not being used, the unit will automatically blank the screen. To continue play, you should press reset, and begin play again. We also suggest to further protect your TV:

When playing the game, turn the contrast of your television set down. Turn your unit off when not in use.

INSTALLATION

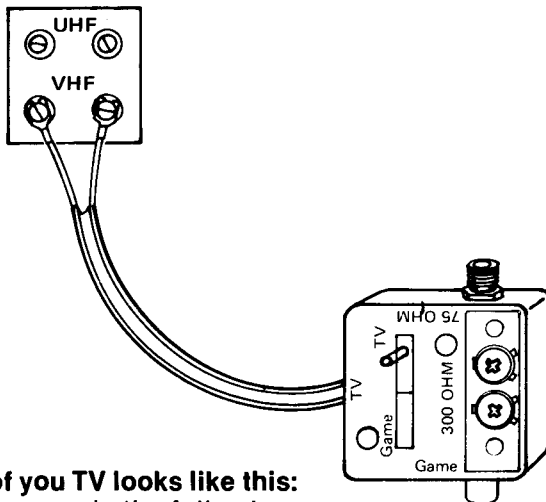
- A. Channel selection-your APF unit has been factory preset to VHF Channel 3. It may be necessary to fine tune your T.V. to obtain a clear picture.
If your TV has automatic fine tuning control, turn it off.

B. Switch Box

The switch box allows you to watch either regular TV programs, or to use the MP1000. To attach the switch box:

1. Make sure both the television, and the control unit's power is turned off.
2. Using a screwdriver, remove the wires going to the VHF input on your TV set. Connect these two wires to the antenna input on the switch box.
3. Connect the twin lead wires that are permanently attached to the switch box of the VHF inputs of your TV.
4. Plug in the game cable, (14 foot wire coming out of the control unit) into the game input of the switch box.
5. Finally peel off the adhesive protector from the switch box, and attach permanently to the rear of your TV.

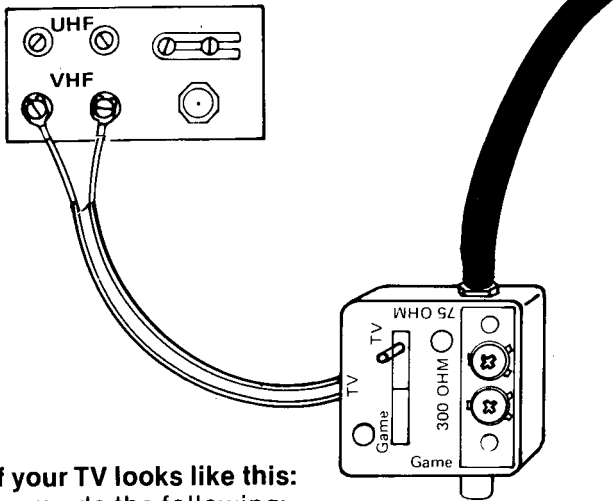
NOTE: You may remove the game wire anytime by just unplugging it from the switch box.



If the rear of your TV looks like this:

To hook up game do the following:

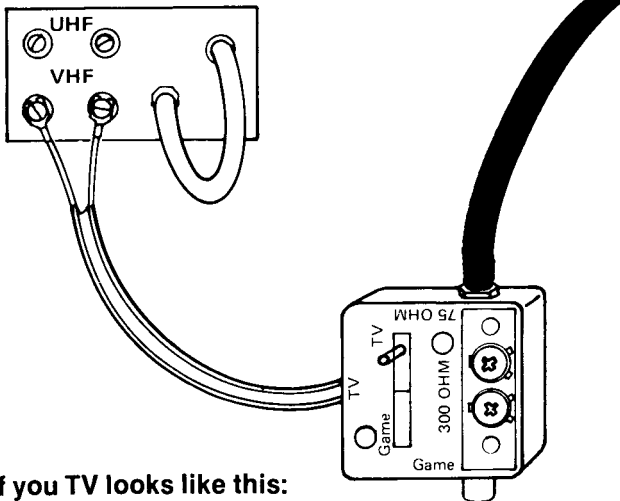
1. Disconnect flat wire from TV and connect to "300 OHM" screw terminals switch box.
2. Connect flat wire from the switch box "TV" screws to VHF terminals on TV set.



If the rear of your TV looks like this:

To hook up game do the following:

1. Move slider to make connection between screws.
2. Disconnect cable from TV and plug into switch box at "75 OHM" connector.
3. Connect flat wire from TV switch box "TV" screws to terminals on your TV set.



If the rear of you TV looks like this:

To hook up game do the following:

1. Disconnect cable from TV and plug into switch box at "75 OHM" connector.
2. Connect TV's short loose-hanging cable to connector next to it on TV set.
3. Connect flat wire from TV switch box "TV" screws to VHF terminals on your TV set.

FEDERAL COMMUNICATIONS COMMISSION REGULATIONS REQUIRE THE FOLLOWING:

Avoid using any more flat Twin-Lead from the Switch Box to TV set than is supplied with Switch Box. Avoid connecting flat Twin-Lead coming from the Switch Box to any TV antenna or cable TV outlet. Avoid attaching loose wires to your TV antenna terminals when using the MP 1000. Doing any of the above may cause interference to nearby TV sets and is against Federal Communications Commission regulations.

C. A.C. Power Supply

To use the A.C. Power Supply, turn the control unit power off, plug the Power Supply into the A.C. wall socket 110/120 VAC. Insert the jack of the A.C. Power Supply into the A.C. socket on the rear right of the Microcomputer Console unit.

NOTE: Using an A.C. Power Supply other than the T-7800 can cause permanent damage to your Microcomputer Console, and void your warranty.

TO START PLAY

1. Make all connection as outlined under "installation".
2. Turn your TV on, and switch to channel 3.
3. Turn off your automatic fine tuning control. (AFT)
4. Put the switch box to the game position. **Note: To watch regular TV, turn the switch to the TV position.**
5. Turn the power on by pressing the control ON/OFF Switch (Power)
6. It might be necessary to adjust the fine tuning control of your TV to receive a clear and undistorted game picture.
7. Adjust your volume control for the desired volume.
8. Reset game pushing reset button. When the system is reset the heading APF Microcomputer, Game Name, and List of Games will appear.
9. Select game you want to play by reading the list on screen, and entering that game number on either keyboard.
10. The game will now appear, and you may begin playing.

GAME DESCRIPTION

Your **APF Microcomputer** has an internal game called **Rocket Patrol**.™ This can be played as either a one or two player game. The object of the game is to destroy the most space ships within your allotted one minute period.

One Player

In this mode your opposition is the computer. For the first minute the computer will fire at the space ships trying to accumulate the most points. For the second minute, you have your chance to beat the computer. To fire a missile you push the fire button, located on the rear of the controller. You have an added advantage of being able to move your firing station to the left or right along the screen. This is accomplished by moving the joystick either to the left or right depending upon where you want to locate it.

NOTE: Whenever a missile is fired or a rocket is destroyed the volume of the sounds occurring can be adjusted by the volume control on your TV.

The game is timed to allow each player one minute of firing time. After 30 seconds, the rocket ships increase their speed making it more difficult to destroy them.

Scoring

The score for the computer will appear on the upper right side of the screen. Your score will be on the left side.

Two Players

In this mode, you are competing against another person. Each player is still given his allotted one minute. The player with the higher score is the winner.

INSERTING OPTIONAL CARTRIDGES

To use one of the many cartridges available for your Microcomputer you should do the following:

1. Turn the MP 1000 off to prolong the life of your cartridge and Microcomputer console.
2. Hold the cartridge so that the name is towards you, and reads right side up.
3. Insert the cartridge carefully into the slot in the center of the console. Be sure the game program is firmly seated, but do not try to force it.
4. If the cartridge is not properly seated, pull it out, and re-insert it into the slot.
5. When removing the cartridge, check to see that the power is off, and pull the cartridge straight out of the console.
6. Each cartridge will give you playing instructions.

TROUBLESHOOTING CHECK LIST

Symptom	Cause and Remedy
No playfield image on TV screen or whitish-gray screen.	Switch Box set at "TV" change to "GAME" position. Check TV is switched to Channel 3 Game cable not properly plugged into the Switch Box. Twin-lead wire not properly at- tached to rear of TV. A.C. Power Supply unit not plugged into wall and/or Con- trol unit. On/Off Switch not pushed to "ON" position. Adjust TV fine tuning control. Turn AFC control off.
No Regular TV Programs	Switch Box set at "GAME" change to "TV". Antenna Wire not properly at- tached to 300 OHM screws on Switch Box. Twin lead wire not properly at- tached to rear of TV.

Symptom	Cause and Remedy
Playfield fuzzy like weak TV station signal	Poor connections at antenna terminals of TV set or Switch Box
Playfield unsharp, unsteady	TV set not fine-tuned for best picture. Adjust horizontal control on TV or adjust vertical control on TV.
Microcomputer worked before but picture suddenly unsharp, unclear or unstable.	Tune fine-tuning control on TV set.
Top and bottom borders of playfield not equal distance from top and bottom edge of TV picture tube.	Adjust vertical height control on TV set
Game playfield does not appear correct	Turn game off and turn on.
Does not play in color on Color TV	Turn off auto fine tune, turn TV color control up, Fine Tune TV
No sound from TV	Turn TV volume up or down and tune TV

NOTE: Due to differences in color circuitry on various makes of TV receivers; activating the reset button of the MP1000 may not always clear and reset the screen properly. If this occurs please turn the MP1000 off for 2-3 seconds, and turn on again. On some receivers it may be necessary to repeat this 2-3 times.

FULL THREE MONTH WARRANTY

APF will repair, adjust and/or replace (at its option) defects in material or workmanship, without charge, for a period of three (3) months from the date of first purchase, unless caused by the unreasonable use of this product.

To obtain service under this warranty, return this product to your Dealer with evidence of date of purchase, or return it directly to APF Service, prepaid, with proof of purchase date.

This warranty gives you specific legal rights which vary from state to state.

**APF SERVICE CENTER
43-17 QUEENS STREET
LONG ISLAND CITY NY 11101**

or

**in Canada to
APF SERVICES LTD.
47 VALLEY BROOK DR.
DON MILLS, ONTARIO CANADA**

APF ELECTRONICS, INCORPORATED

**NEW YORK, N.Y. 10022
PRINTED IN TAIWAN**

