



Item #21126

For Ages 12 & Up



THE APPRENTICE

VIDEO GAME SYSTEM

User's Guide & Game Instructions

Please keep this manual and package for future reference.



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Thank You!

Thanks for buying this Senario video entertainment system. At Senario, we strive to make sure you get the most entertainment possible for your money. All our products are easy to set-up and simple to operate. After all, you shouldn't have to work hard just to play!

To ensure proper performance, please read this brief manual before connecting the game to your television.

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BATTERY ALIGNMENT



BATTERY INSTALLATION

Your game system requires 10 batteries — 4 type AA in the housing and 3 type AAA in each of the handsets.

Help protect our environment! Senario encourages the use of rechargeable batteries. Keep one set charged and one in the game so you'll always have fresh batteries available!

To Install or Replace Batteries

- Remove the battery cover.
- Remove exhausted batteries and dispose of properly.
- Replace with new batteries. Be sure the positive (+) and negative (-) ends of the batteries are facing the correct direction.
- Replace the battery cover.

Battery Warnings

- Remove batteries when your game will not be used for a long time.
- Battery installation should be supervised by an adult.
- Do not mix old and new batteries.
- Do not mix alkaline batteries with standard (carbon-zinc) or rechargeable batteries.
- Do not mix different brands of batteries.
- Only use batteries of the type recommended in this manual.
- Be sure to insert batteries with correct polarity.
- Remove exhausted batteries from the product.
- Be careful not to short circuit the supply terminals.
- Do not attempt to recharge non-rechargeable batteries.

Note: When the batteries begin to lose their charge, the Power LED will dim, and the game will turn itself off. If the game images start to break up or look jagged, the batteries are probably getting low and need to be replaced.



CONTROLS & CONNECTIONS

Your game connects to the TV set with a pair of standard RCA plugs. Most TV sets, video monitors, and VCRs have easily accessible RCA jacks. These are usually labeled “video” and “audio” or are color coded to indicate the video connection (yellow) and audio connections (red and/or white).

The RCA plugs on the game console must be connected to the proper “input” RCA jacks. Be sure to insert the yellow video jack into the yellow video socket. The remaining audio plug can be inserted into either the white or red audio socket on your TV, video monitor, or VCR.

Note: If your TV, video monitor, or VCR does not have RCA jacks, you’ll need to purchase a separate A/V adaptor (not included).

PLUG POSITIONS



USING YOUR GAME SYSTEM

Turning On Your Game

- Make sure your game is turned off before connecting it to your TV set.
- Turn your TV on and tune it to the A/V channel. This channel is often called “input”, “auxiliary”, “line”, or even “game”. **You might have to change channels using the original TV, video monitor, or VCR remote control (as opposed to a universal remote) to access it.** Look for a button on the remote marked “input” or “auxiliary”. If you are having trouble switching to the INPUT mode, contact the TV manufacturer or retailer for assistance.
- Slide the game’s power switch to the “ON” position.
- The title screen will appear on your TV set.

Turning Off Your Game

After you have finished playing, slide the power switch to the “OFF” position.

Disconnect the game from the television and switch the channel back to view regular TV programs.



CARING FOR YOUR GAME SYSTEM

Standard Care

- Do not disassemble the game.
- Do not try to repair the game.
- Always switch the power off when connecting or disconnecting the RCA plugs to/from your TV, video monitor, or VCR.
- Do not store your game system in a humid place, on the floor, or in any location where it may collect dirt, dust, lint, etc.
- Do not drop, hit, throw, or abuse the game system or any of its components.
- Be sure all cable connections are made carefully and inserted into the correct locations.
- Be sure all plugs are firmly seated in the proper sockets by holding them straight when inserting them.
- When disconnecting any plugs, carefully pull out the plug itself. Do not pull on the cord.
- Do not step on, sharply pull, or bend any wires or cables.
- Do not expose the game system or any of its components to extreme temperatures. The game may not work properly if it is too hot.
- Do not expose the game to direct sunlight for extended periods of time.
- Do not rapidly turn the power switch on and off. This may shorten the life of the batteries and game system.

Cleaning Your Game System

- Use a soft slightly damp cloth.
- Allow the game to dry completely before using again.
- Do not pour or spill any type of liquids or solvents on the game or its components.

TROUBLESHOOTING

Before requesting repair or exchange, please try the following:

No picture on the screen

- Is the game turned on?
- Is the TV turned on?
- Is the TV on the Input or A/V channel?
- Is the A/V cable connected properly?
- Do the batteries have enough power?
- Are the batteries properly installed?

Screen flickers or no color

- Are the TV color controls set properly?
- Are the TV channel fine adjustments set properly?
- Do the batteries have enough power?

No game sound

- Is the TV volume too low or muted?
- Has the audio cable become loose or disconnected?

Picture on TV is unsteady

- Adjust the vertical or horizontal hold controls on your television until the picture becomes steady.
- Do the batteries have enough power?

Fringes appear on TV during play

- Is the video cable connected properly?
- Do the batteries have enough power?

Picture is blinking or distorted

- Try pressing the reset button. If there is no improvement, turn power off and try again.
- Do the batteries have enough power?

No power

- Are the batteries inserted properly?
- Is the power switch turned on?

PLAYING THE GAME

Welcome to the exciting world of *The Apprentice*!

Like the hit TV show that inspired it, this game is designed to challenge your knowledge of business and test the limits of your managerial skills. If you've got what it takes, you'll make your way through Challenge after Challenge until, at last, you'll take your place alongside the Donald at the head of a multi-million dollar empire. If you don't quite make the grade, you can bet you'll be hearing those two words everyone dreads: *You're Fired!*

The Apprentice is a simple game to play, but will demand all your concentration and intelligence to master. It is possible to plug in the game and start playing without reading the instructions. Care has been taken to make the game fairly intuitive and text on the screen guides you through the choices you have to make. However, taking a few minutes to look over these instructions will make sure you understand the details of game play and enhance your enjoyment.

Basic Concepts

There are a few basic terms and concepts you'll want to make sure you understand before you start playing.

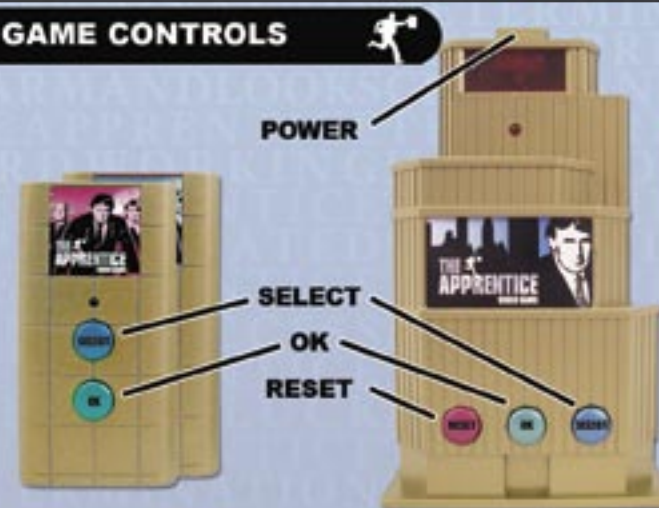
Handsets and Console

The game includes two HANDSETS, one for each of the teams, and one building-shaped CONSOLE. The console plugs into your TV set and the handsets communicate with it via harmless infrared beams. The initial steps in setting up the game are done with the buttons on the console. The latter steps for setting up the game and game play are all done with the handsets.

Players and Characters

As you read these rules, it is important to understand the difference between CHARACTERS and PLAYERS. When we say "player", we

GAME CONTROLS



mean you and your friends - the people actually playing the game. When we say "character", we mean the people who appeared on the show and are represented by the ID badges included with the game. Each player will take the role of one character during the game.

Episodes and Seasons

The Apprentice is designed to capture the feel of the hit TV show. Because of this, it's played in EPISODES and SEASONS rather than turns. Each game you play represents one season of the show. The number of episodes in that season will vary depending on how many characters are participating and the whims of The Donald.



Game Setup

Number of Characters

The first thing you've got to decide is how many characters will appear in this season of the show. The game can be played with as few as 4 characters and as many as 12. Just toggle through the choices on the screen by pressing the SELECT button on the console. When the option you want is highlighted, press the OK button on the console to confirm your choice. The number of characters equals the number of people playing the game.

Select Characters

Once you know how many characters are going to be on the show this season, you need to decide who they will be. In *The Apprentice* you can select any character from any of the show's first three seasons.

Selecting a character is a two-step process. First, you use the SELECT button on the console to toggle between the seasons. When the season you want is highlighted, press the OK button on the console to confirm your choice.

Next, you toggle through the characters in the chosen season (again, using the console SELECT button) until the one you want is highlighted. Press OK on the console to confirm your choice.

After you select the character you want to be during this season, take the ID badge with his or her name and picture on it.

Assign Teams

After all of the characters have been chosen, the game will automatically form them into red and blue teams. You can accept the decision made by the game, have it randomly move the characters around to create new teams, or opt to decide which characters are on which teams manually.

Once you are satisfied with the teams, select ACCEPT THESE TEAMS to continue.

Team Names

Now that the teams have been formed, each one must be named. The game will instruct either the red or blue team to pick a name first. Deciding on a name is the first challenge your team will face! Make sure you pick one that captures the style and imagination of everyone on your team. Exactly how you pick a team name is up to you.

Once you decide, use the SELECT button on your team's handset (not the console) to toggle to your choice and hit OK to confirm it.

After the other team makes their choice, the game will proceed to the first episode!

Playing an Episode

Now that you've set up your teams and laid out the guidelines for your season of *The Apprentice*, it's time to get started! Each episode begins with the presentation of a new Challenge. This might be selling gourmet foods, organizing a fund raiser, or promoting tourism. There are hundreds of Challenges in the game, so you never know what you'll be asked to do next!

Project Managers

Each episode begins when the game tells the players what type of Challenge they're about to face. For example, they might be told they're going to sell antique furniture. Each team then decides who will be the Project Manager for this episode. It's a good idea to pick someone who is likely to know the most about the subject in question.

Before everyone rushes to be the Project Manager, a word of warning is in order. If your team should lose the Challenge, The Donald will look very carefully at your performance. Being a Project Manager gives you a good chance to lead your team, but it carries with it a little bit of risk as well.

Give the handsets to the Project Managers so they can identify themselves to the game.



The Challenge Questions

Each Challenge is made up of four questions about the chosen topic. The faster your team answers these questions, the more points they earn (if they get it right, of course!).

Exactly how your team comes up with an answer is up to the Project Manager – after all, he’s the one holding the handset! If he is confident he knows the answer, he can enter his selection without talking to anyone else about it. This is where the job of being a Project Manager gets tricky. If you act fast and select the right answer, your team will admire your skill. If you pick the wrong answer, they will blame you for defeat if you end up in the Boardroom!

Outside Help

As the game progresses, characters are going to be fired and removed from the show. If a player’s character has been fired, he’s essentially out of the game. But that’s not much fun, so once during each episode (not once per question), a Project Manager can ask any such player to help his team with the current question.

Whether or not that person decides to be helpful is up to him – he is under no obligation at all. A player might refuse to help or agree and then provide bad advice. It’s always a good idea to be careful when asking for help from someone you fired or voted against on a previous turn. Either way, the Project Manager can not ask anyone else (except his own team, of course) for help. Picking the right resource is a sign of good management material.

It is possible for both teams to ask the same person for help – even at the same time! Again, that’s just the way the business world works.

Challenge Summary

After all of the questions in a Challenge are asked, the results are displayed. Here, you can see who got which answers right and how many points they won. At the bottom of the screen, the totals are displayed along with the name of the team that won the Challenge.

The Reward

Now that the hard work is done, it’s time to sit back and enjoy your victory – assuming you were on the team that won, of course! Just like on the show, the winning team is rewarded for their efforts. Exactly what sort of prize they won is determined by the nature of the Challenge. For example, if you were creating a new superhero you might receive a rare and valuable comic book in mint condition.

It is worth noting that no actual prizes are being given away here. Just because the screen tells you that everyone on your team won a new sports car, you don’t get one in real life. These prizes are all in the game. Everyone got that? Great!

The Boardroom

While the winners are enjoying their reward, the losing team is called into the Boardroom. Here, they must face The Donald – and each other – as they attempt to justify their actions and efforts.

Once your team enters the Boardroom, you’re going to be asked some difficult questions. In his effort to find the best person to join his team, Donald is going to want to find out who was responsible for the failings of your team.

The first person he’ll ask is the Project Manager. Remember, he’s watching this person very carefully. He’ll be quick to listen to their opinion and just as quick to blame them for poor leadership.

After the Project Manager has given his opinion, Donald will ask the other players on the losing team what they think. One by one, everybody will get to have their input.

Lastly, Donald will seek one more piece of information before deciding who will be fired. He might decide to ask someone for a second opinion, either the Project Manager or one of the team members. He might even ask a fired character for his input or question someone on the winning team.



You're Fired!

Once The Donald has all the information he needs, he'll make his decision and one of the characters on the losing team will be fired!

The player using the fired character will have to perform some sort of forfeit for his failure. He might have to get his teammates something to drink, clean up all the dishes in the room, or even confess some dark secret – like what he really hates about his real life job!

Remember, even if you have been fired you're not totally out of the game. Project Managers are allowed to seek help from fired characters once during each episode, so you might be tapped for help often. In addition, Donald is known to enjoy shaking things up. What better way to do that than by returning a fired character to the show? With a little luck, you could still end up as The Apprentice!

The Donald Says...

At the end of each episode, there is a chance that Donald will decide to even the playing field. There are many ways he can do this. He might move characters from one team to the other, fire an extra player, bring back a fired character, or even decide to make someone become the Project Manager on the next episode – whether they want to be or not!

The Next Episode

After the first episode is finished, it's time to get started on the next one! This plays just like the first one, starting with the selection of a new project manager (or the same one, if you want!) and finishing with another trip to The Boardroom. Episode by episode, the season progresses and characters are removed from the show.

You're Hired!

Eventually, the game is going to come down to two players – one on each team – facing off in the final episode of the season. The winner of that challenge will emerge triumphant and become *The Apprentice*!

Optional Rule: Playing With Two Players

Although *The Apprentice* is designed to be played by between 4 and 12 people, it makes an excellent 2 player game as well.

When playing like this, each player should select between 2 and 6 characters for his team and place their ID badges face up in front of him, showing the side matching the color of his team. If a character is fired, the appropriate ID badge is set aside. If a character changes teams, the player hands it to his opponent.

WARNINGS AND PRECAUTIONS

Warning

A very small portion of the population have a condition that may cause them to have epileptic seizures or suffer a momentary loss of consciousness when viewing certain kinds of flashing lights or patterns commonly presented in our daily environment. These people may experience seizures while watching some television pictures or playing certain video games. People who have not had any previous seizures may nonetheless have an undetected epileptic condition. If you or anyone you may know has experienced symptoms linked to an epileptic condition (e.g. seizures or loss of awareness), please consult your physician before playing any video games. We recommend that parents observe their children while they play video games. If you or your child experience any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, discontinue use of video games and consult your physician.

Image Retention Warning

Some televisions and monitors can be damaged by video game images. This "image retention" is most commonly caused by test patterns, programming screens, paused video games, and other unchanging images. In general, Projection TVs are more vulnerable to this type of damage. Before using your game system, be sure to review the documentation supplied with your television or video monitor to determine whether or not you can safely play video games on



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it. If you have any questions, please contact the TV manufacturer for additional information. Senario LLC can not be held liable for damage to your TV set.

Additional Safety Information

Before using your video game system with any TV (especially front or rear projection screens and HDTV systems), video monitor, or VCR, review all of the original manufacturer's documentation to determine whether video games can be safely played on it. Senario LLC can not be held liable for any damage to your TV.

Precautions

- When using the game, do not sit or stand too close to the television or video monitor screen.
- Play the game as far back from the screen as possible.
- Do not play the game if you are tired or need sleep.
- Always play the game in a well-lit room.

Repetitive Strain Warning

Some people may experience fatigue or discomfort after playing for a long time. Regardless of how you feel, you should *always* take a 10 to 15 minute break every hour while playing. If your hands or arms become tired or uncomfortable while playing, stop and rest. If you continue to experience soreness or discomfort during or after play, listen to the signals your body is giving you. Stop playing and consult a doctor. Failure to do so could result in long term injury. If your hands, wrists or arms have been injured or strained in other activities, use of this system could aggravate the condition. If unsure about your physical condition, consult a doctor before playing.

FCC Compliant

This device complies with part 15 of the FCC rules. Operation is subject to the condition that this device does not cause harmful interference.

FCC ID: #####

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