

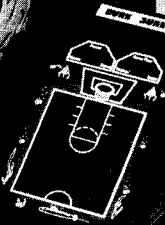
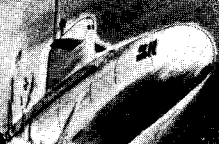
DUNK 'N SUNK

2-IN-1
ELECTRONIC
GAMES

IT'S A BASKETBALL
GAME...



IT'S A SUBMARINE
CHASE...



AGES

6

TO ADULT

CODE 4-48-07

INSTRUCTIONS

BASKETBALL GAME

1. There are five defenders shown by LED lights. The defenders move randomly around the basketball court (2 defenders remain behind the foul line). The ballcarrier is shown by a flashing LED light (the light starts flashing when one of the direction buttons are pressed to start play).
2. The score is shown on the scoreboard when the ball is not in play. When the ball is in play the period is shown on the left scoreboard and the time remaining in that period is shown on the right scoreboard.
3. The game can be played at three speeds: normal, fast and sensational.

RULES:

1. The game is divided into four periods. Each period lasts 15 "minutes" (1.5 minutes in real time). At the end of each period play stops automatically and a double "beep" sounds.
2. When the home team controls the ball, the ballcarrier appears in the lower left corner of the court. When the visiting team controls the ball the ballcarrier appears in the lower right corner of the court.
3. At the beginning of the first and third periods the home team controls the ball. At the beginning of the second and fourth periods the visiting team controls the ball.
4. After putting the game selection switch to basketball, the game is started by pressing a directional button. Time is counted down only when the game is in motion.
5. To move the ballcarrier past defenders press the appropriate direction button and the ballcarrier will move one space at a time. When you feel the ball carrier has a clear shot at the basket, press the shoot button. A shot can be taken from any angle.
6. When a basket is scored a LED light flashed under the basket and a four tone whistle sounds. Each score is worth two points.
7. If the shot does not go in it can be either rebounded or sent out of bounds, depending on the position of the defenders. When a ball goes out of bounds a three tone whistle sounds.
8. Control of the ball goes to the other team when a shot is scored, the ball goes out of bounds, the ballcarrier goes out of bounds, the ball carrier is "tackled" by a defender, or the period is over.

INSTRUCTIONS

SUBMARINE CHASE

1. There is one submarine, shown by a LED dot on the bottom row, and one enemy destroyer, shown by a moving LED dot on the top row.
2. The score for the Submarine and the Destroyer are shown on the scoreboard.

RULES:

1. The destroyer moves continuously along the top row at various speeds. The submarine moves freely under the sea — the last four rows. The top row is the sea surface.
2. The destroyer appears at either the right or left side of the top row. Its speed is controlled by the speed selector switch. The submarine always starts from the middle of the bottom row.
3. By pushing the directional buttons the submarine can move up, down, and to either side, one step at a time.
4. The destroyer drops depth charges that explode at various depths. If they hit the submarine, the destroyer gets one point. A hit is shown by a flashing LED light.
5. The submarine can fire at the destroyer by pressing the shoot button. All shots fired from the submarine go straight up. If the submarine hits the destroyer it gets one point. A hit is shown by a flashing LED light.
6. The game lasts for four 15 “minute” periods (each period 1.5 minutes in real time).

LIMITED WARRANTY

Kmart. Electronic Game Products

This product is warranted, to the original purchaser or gift recipient, to be free from manufacturing defects under normal use and conditions for 90 days.

If warranty service is required during the warranty period, the seller will at its option repair or replace the product without charge upon delivery of the product to the store with proof of date of purchase. In event of product replacement, the then current model will be provided. This warranty does not cover breakage caused by misuse, or damage caused by product use outside the United States.

For warranty service, just bring the warranted product with sales receipt to any K mart, any Kresge, or any Jupiter store depending upon where originally purchased. Warranty performance is assured by the K mart Corporation, International Headquarters, Troy, MI 48084.

Federally required law statement: "This warranty gives you specific legal rights, and you may also have other rights which vary from state to state."

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