



Personal Computing & Home Entertainment System

INSTRUCTIONS

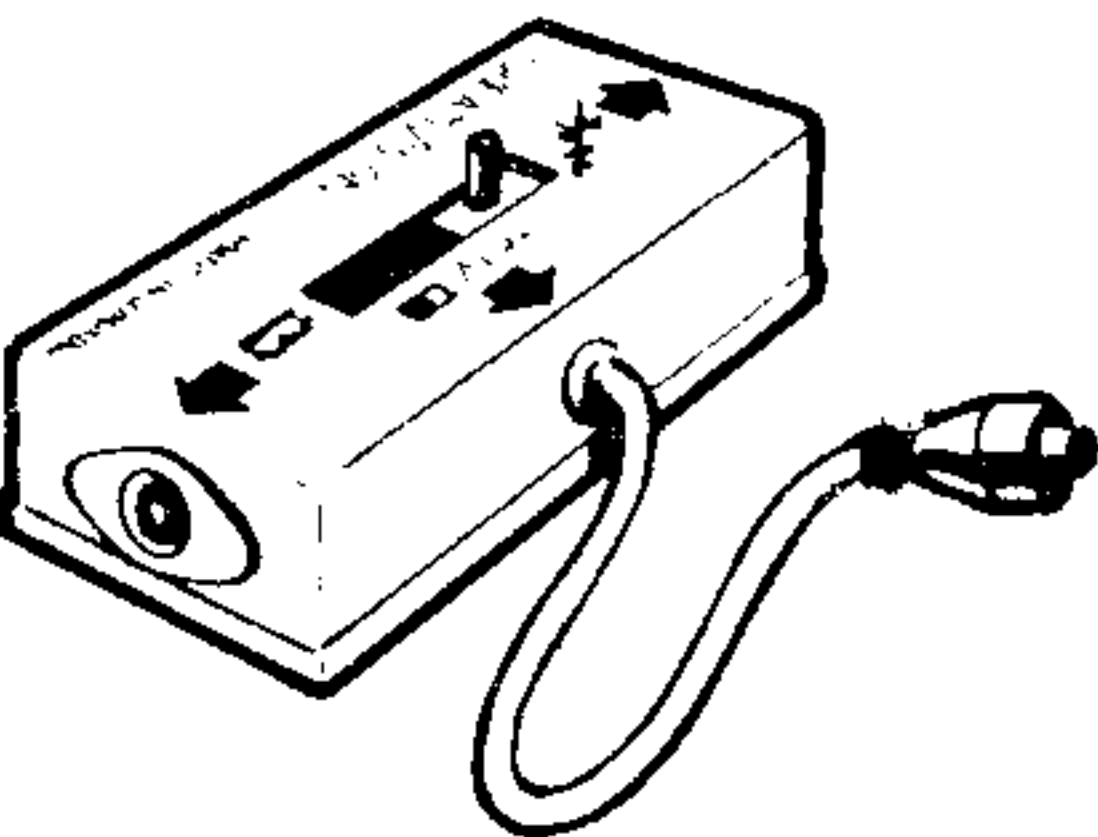
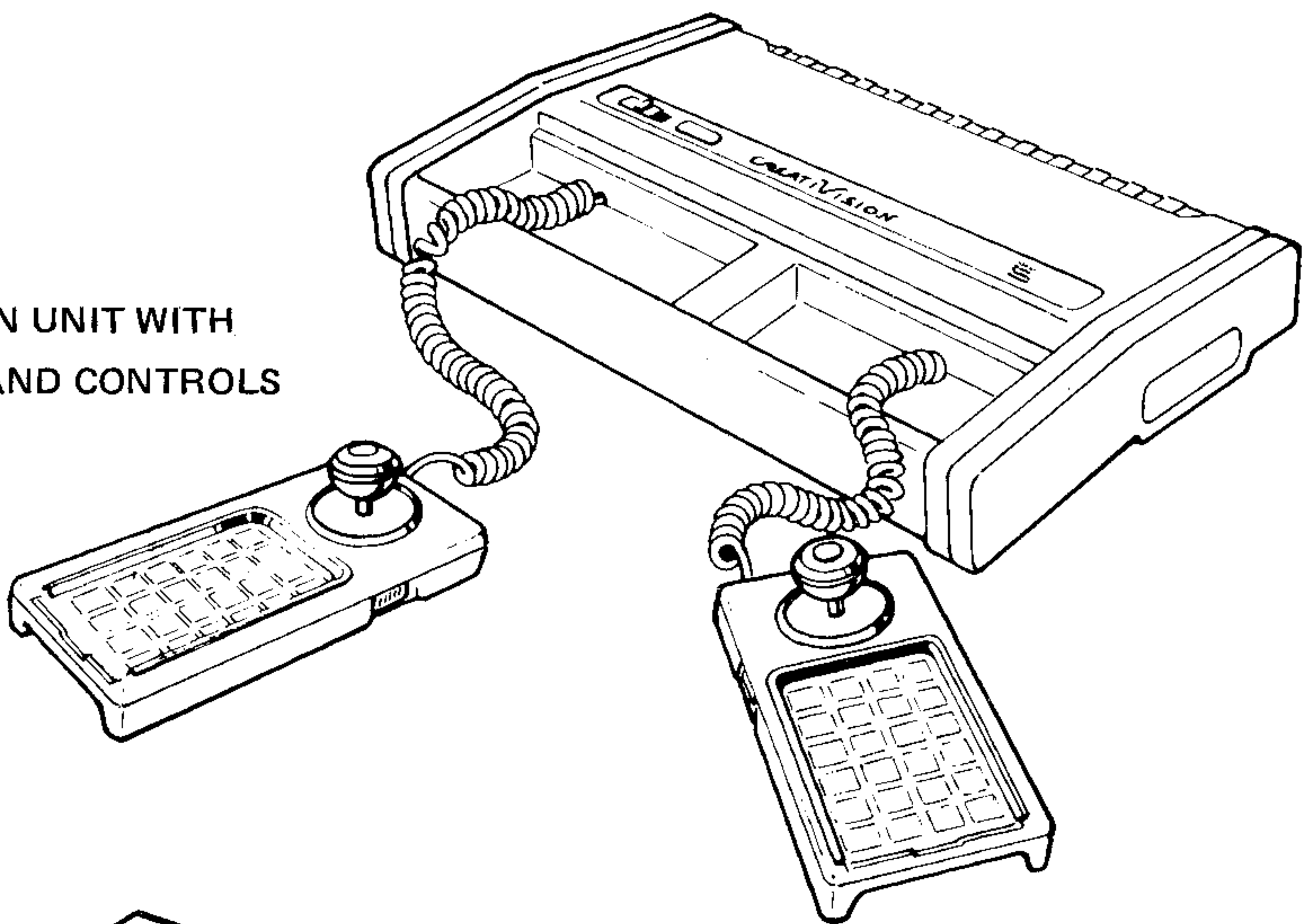
TELEFUNKEN

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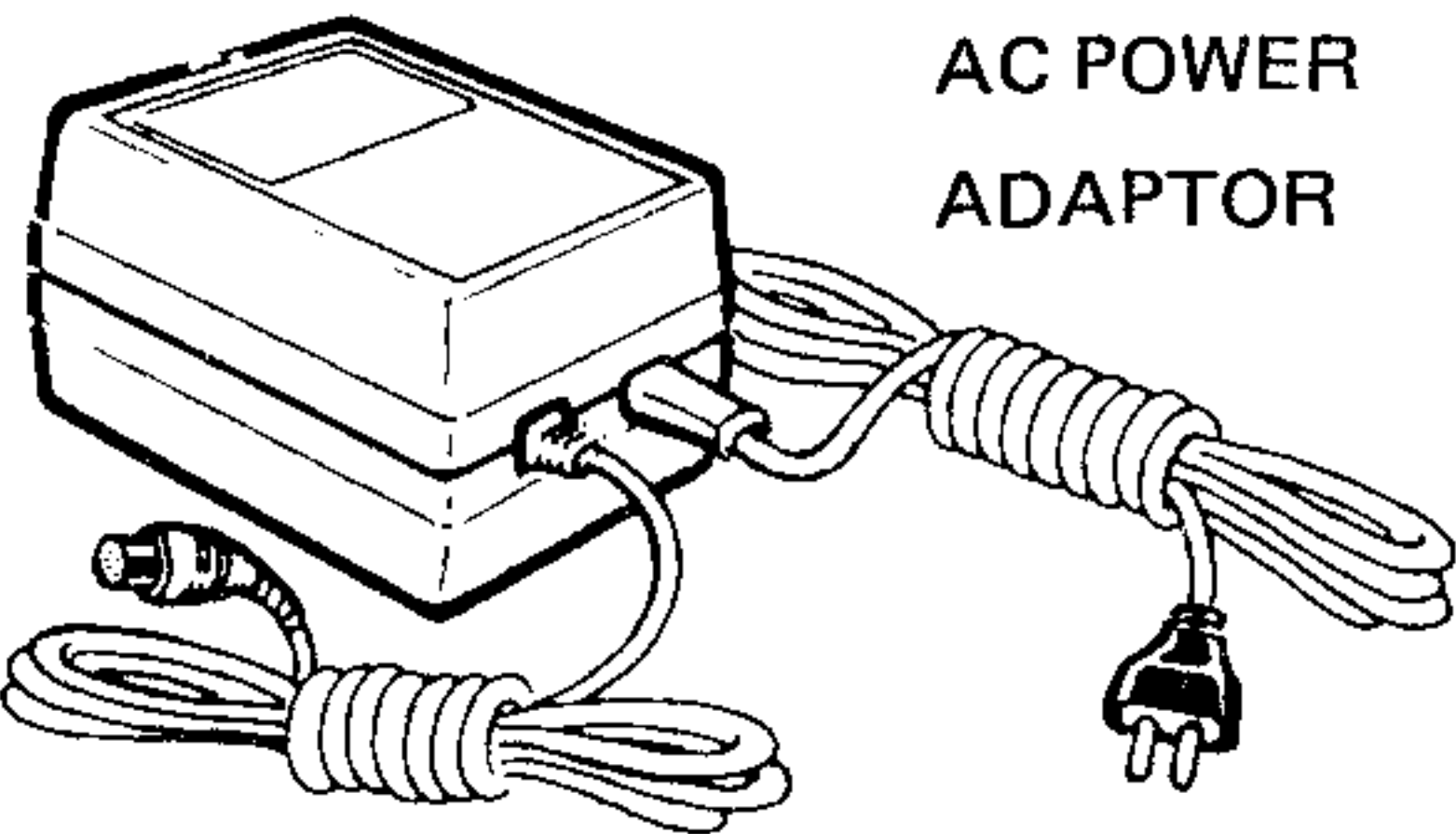
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OPEN THE GIFT BOX AND
YOU WILL FIND THESE PARTS:

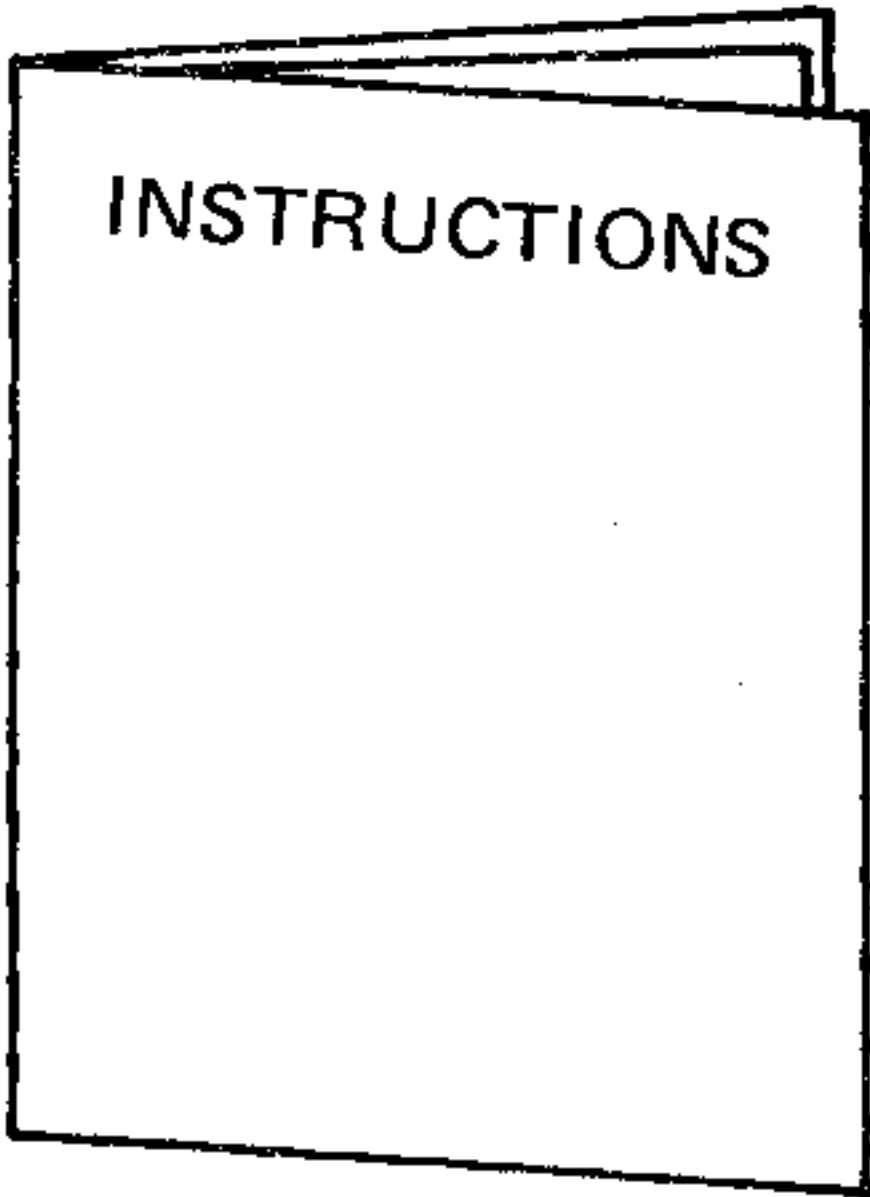
MAIN UNIT WITH
2 HAND CONTROLS



AERIAL
SWITCH BOX



AC POWER
ADAPTOR



INSTRUCTION
BOOK

INTRODUCTION

CONGRATULATIONS ON YOUR PURCHASE OF CREATIVISION, one of the World's most powerful personal computing home entertainment systems.

"CREATIVISION" personal computing and home entertainment system is a powerful computer based system that brings education, personal and small business information processing, entertainment, and the latest exciting arcade games into your family.

WHEN OPERATED AS A PERSONAL COMPUTING SYSTEM/HOME COMPUTER

One important feature of the Creativision system is its powerful personal computing ability. Simply plug in the 'Creativision Basic Rom Programme' cartridge (available separately) and you are ready to start computing. Already built into the main unit are: 16 K Bytes of dynamic Random Access Memory, 1 K Byte of static Random Access Memory and a 48 key Alpha/Numeric electronic keyboard; these will be adequate for data processing. Further expandability will be available through the addition of the following optional units: —

'Creativision Cassette Interface' for massive programme storage. 'Creativision Memory Expansion Modules' for externally expanding the memory up to 64 K Bytes.

'Creativision Parallel I/O Interface' provides a wide range of input and output facilities, including a "Centronics Printer Bus".

WHEN OPERATED AS A HOME ENTERTAINMENT SYSTEM/VIDEO GAME

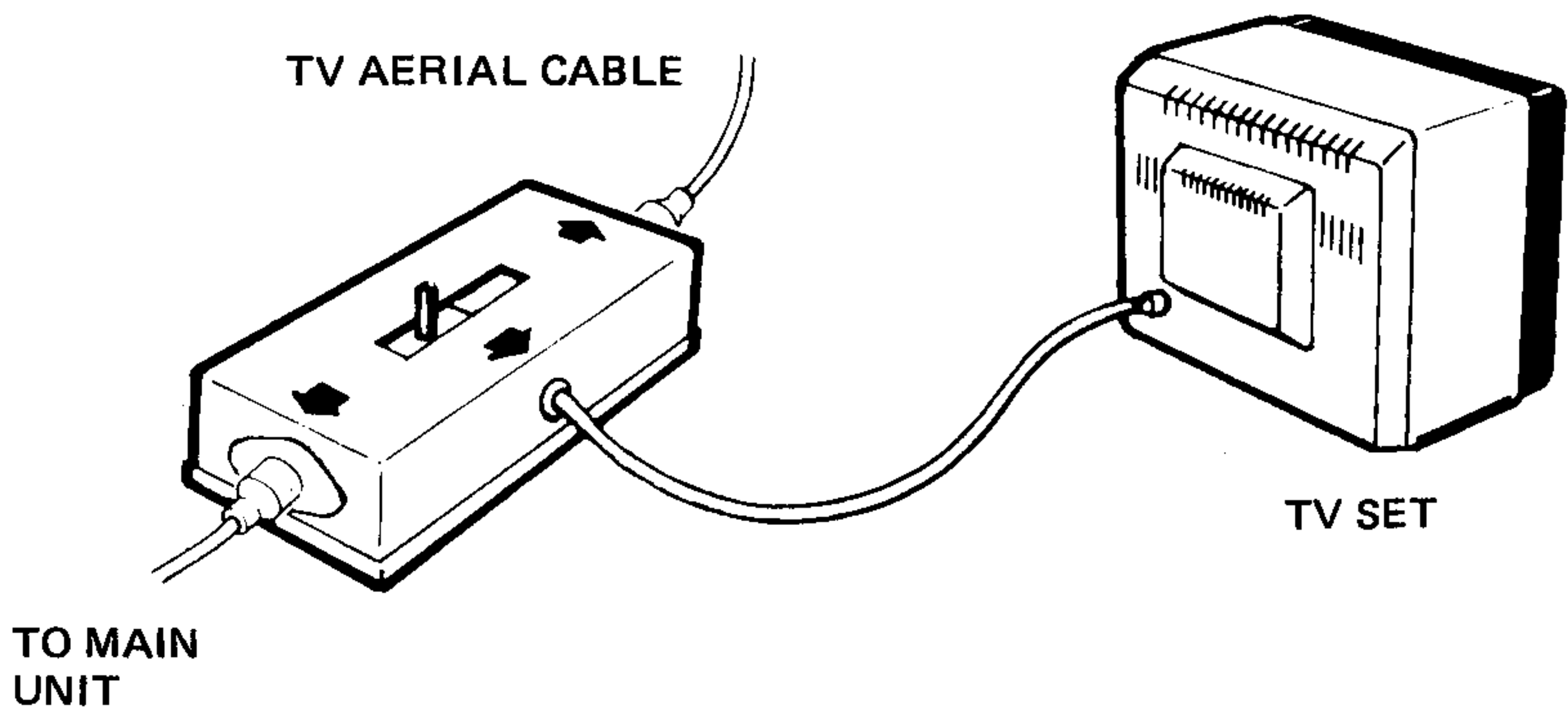
A comprehensive range of the latest and most exciting games programme cartridges are available. New games programmes for different interests are constantly being developed to provide a wide selection, now and in the future.

CONNECTION USING THE AERIAL SWITCH BOX

The Aerial Switch Box provides a convenient means of using your television set for either normal TV programmes or for CREATIVISION.

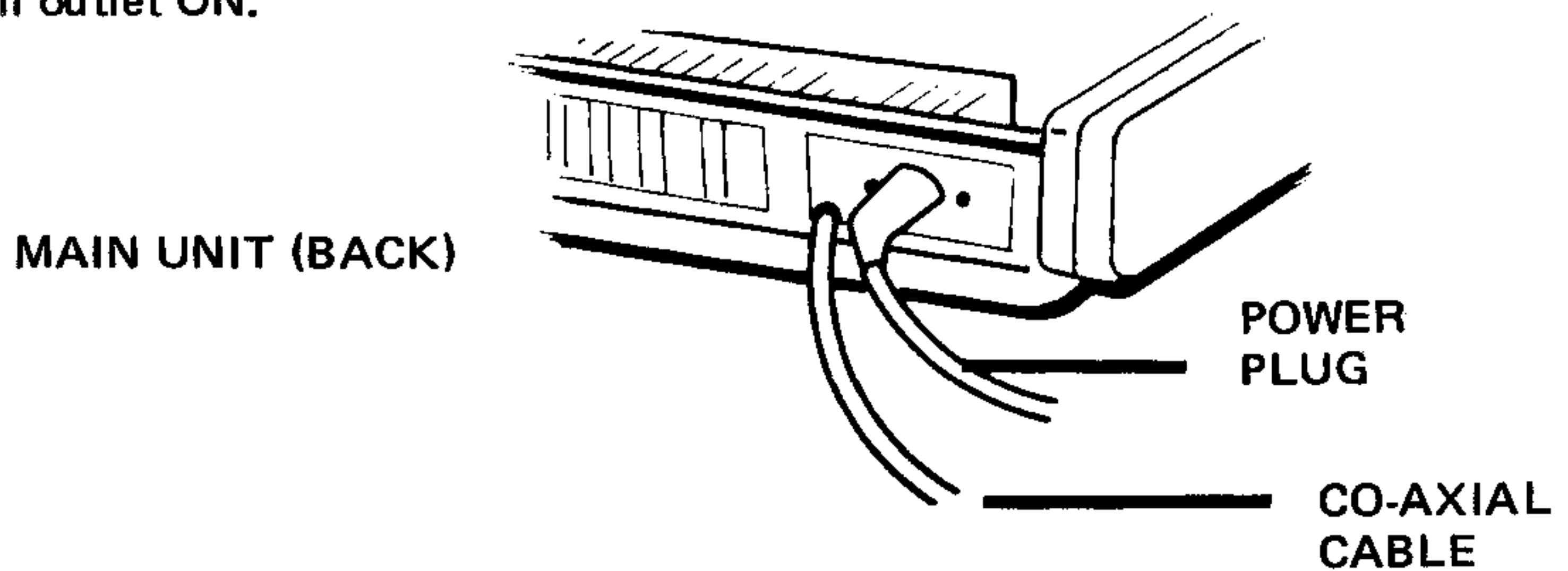
- Remove the co-axial aerial cable from your TV set and connect it to the Switch Box.
- Connect the co-axial cable from the Switch Box to the aerial socket of your TV set.
- Connect the co-axial cable from the main unit to the Switch Box.

Once the installation is done, you can push the switch to make your choice.

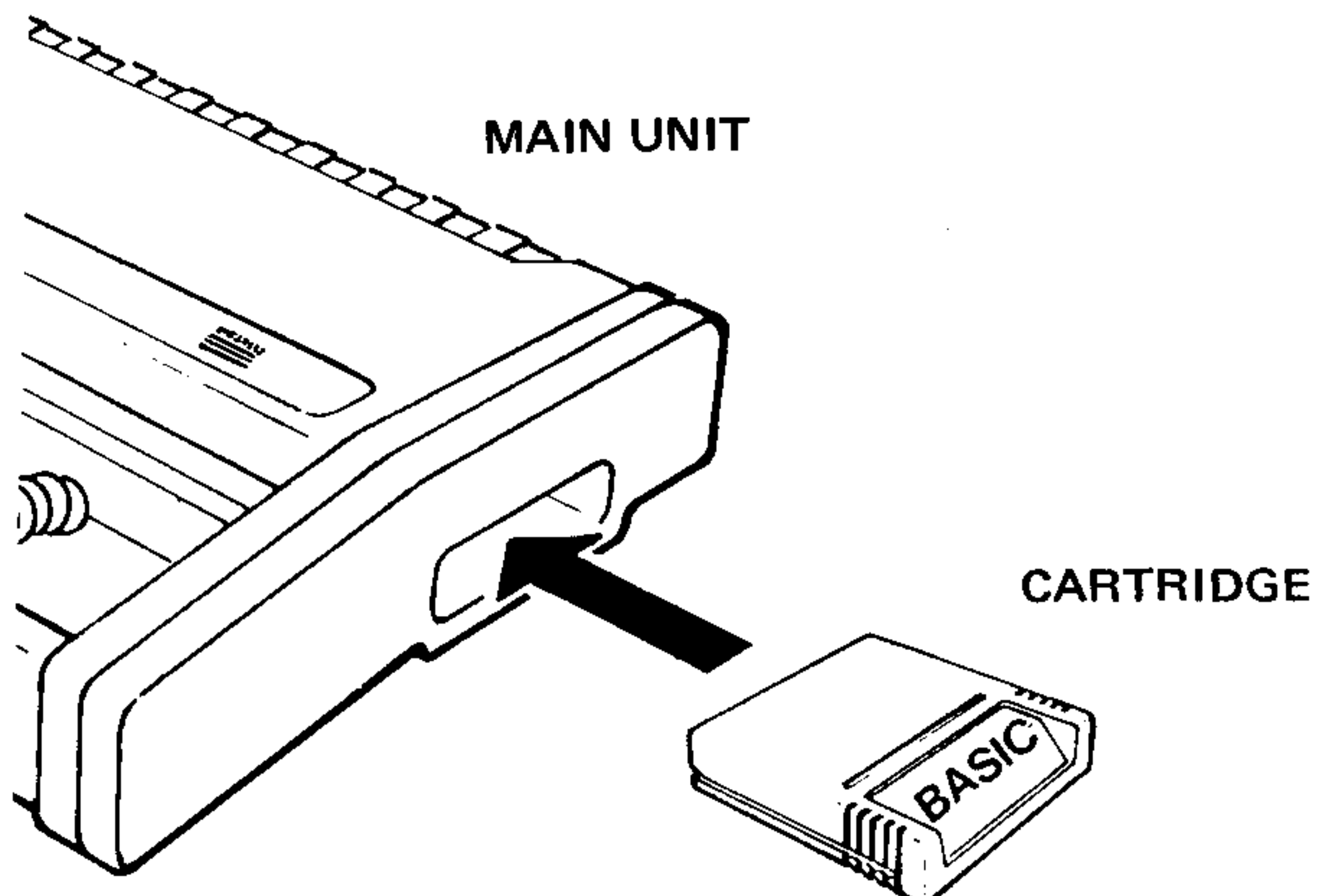


SETTING UP FOR USE

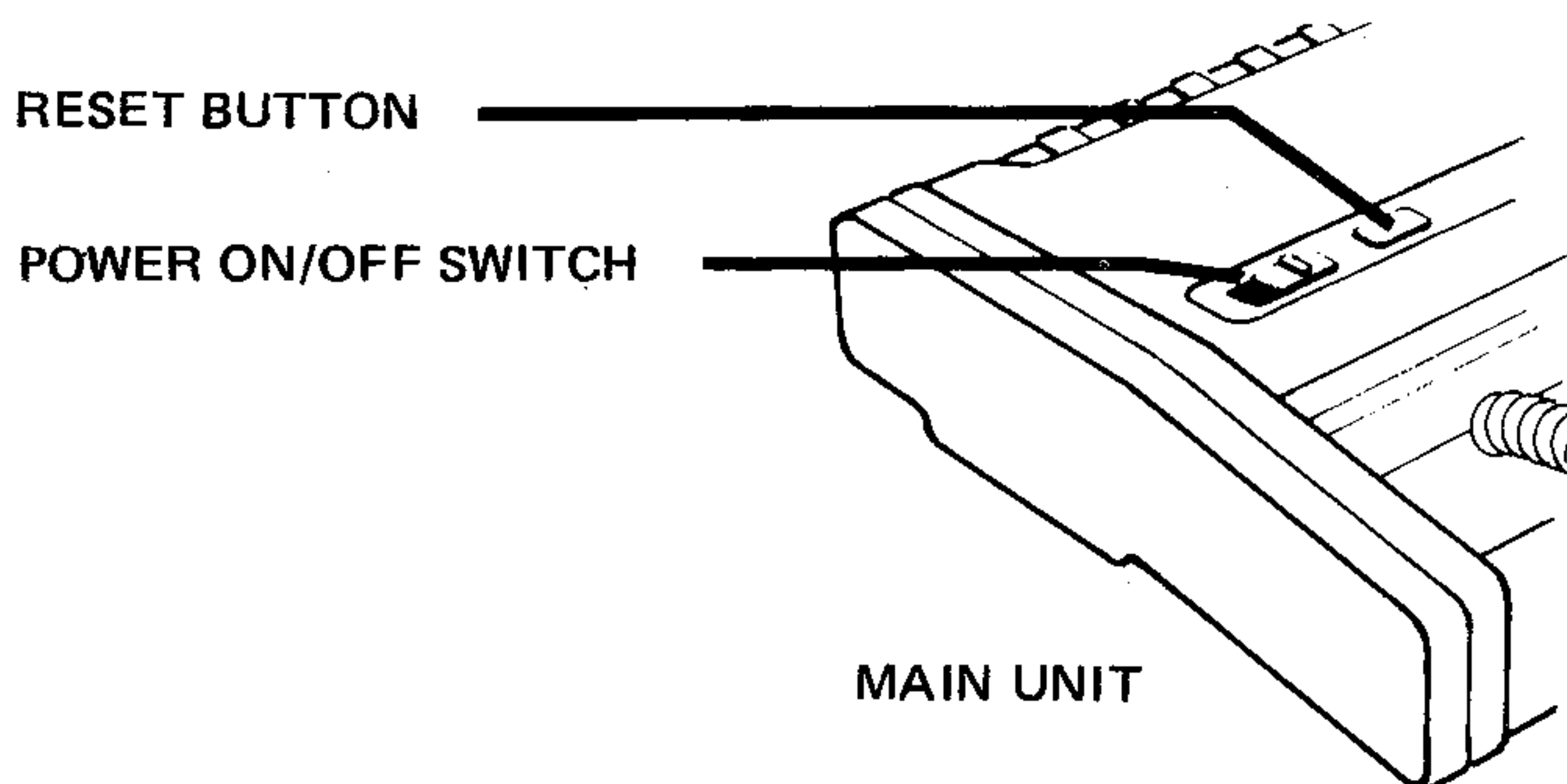
1. CHECK that the main unit Power Switch is OFF (pushed to left).
2. CONNECT the AC adaptor power lead plug to the main unit power socket.
3. PLUG the wall plug of the AC adaptor into a normal wall AC outlet, and switch the wall outlet ON.



4. ENSURE that your TV set is set to operate with Creativision.
5. INSERT a cartridge into the main unit slot. Ensure that it is the right way up (so that you can read the label on the cartridge) then push it in firmly and completely.



6. **SWITCH ON** your TV set and select the channel you have chosen for Creativision.
7. **PUSH** the main unit power switch to ON. The 'power on' L.E.D. in the switch housing will light up and glow red and your TV set will display the opening lines of Creativision.



TUNING YOUR TELEVISION TO RECEIVE CREATIVISION

If you are setting up for the very first time, you will need to tune your TV set to Creativision.

Your TV set has several programme channel select buttons. The main unit is designed to operate on UHF channel 36. Make certain the programme band switch for the programme channel you have selected is switched to UHF (band "U"), not VHF (band III). There is usually a small switch associated with each tuning knob. The channel tuning and band switches are housed behind a panel on the front, side or top of your TV set (consult your TV set instructions in case of doubt).

When your Creativision game is set up according to the instructions, adjust the tuning control on your TV set until the picture on the screen is sharp and clear.

NOTE: If your TV set includes an AFT (Automatic Fine Tuning) button, be sure to switch it to OFF while tuning.

USING GAMES CARTRIDGES

A wide range of games cartridges are available for use with the Creativision main unit.

- **SET UP** the main unit in the same way as previously described.
- **INSERT** a games cartridge into the slot on the side of the main unit.
- **FIT** the relevant game overlays (included in each game package) into the hand control units.
- **ALL** of the game cartridges include a demonstration programme which will run when the main unit is switched ON, and will continue to play until the main unit RESET button is pressed.
- **NOW FOLLOW** the instructions in the user manual for the **GAME** you are using.

IMPORTANT

THE MAIN UNIT MUST BE SWITCHED OFF BEFORE ANY CARTRIDGE IS INSERTED OR REMOVED.

RESET

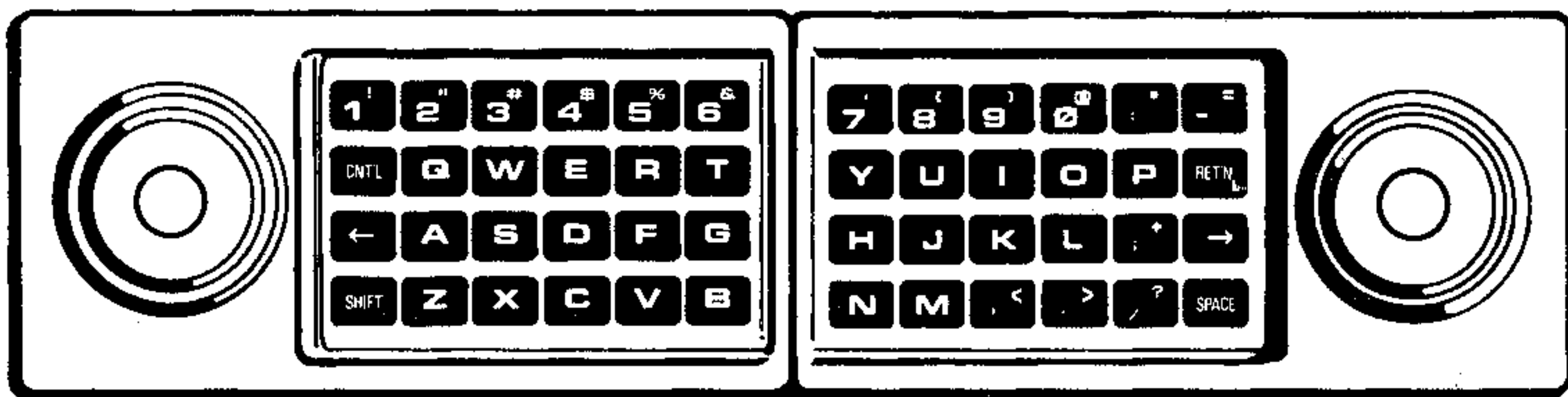
If the main unit **RESET** button is pressed, the system will terminate all operations at that point and return the screen to normal display.

Any unfinished game will be terminated and the system will return to the very beginning of that game. Scores and any other data will **NOT** be deleted.

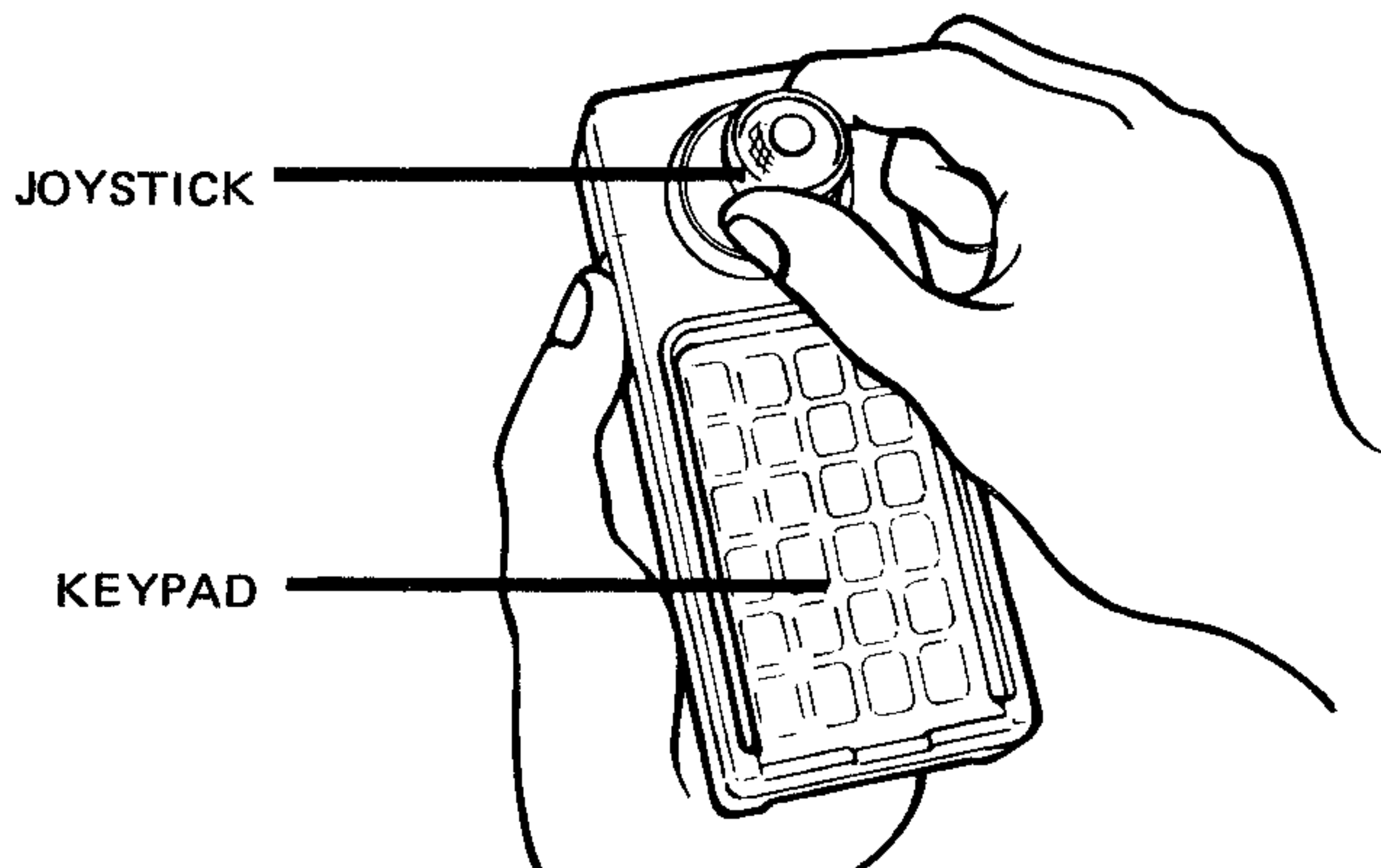
THE HAND CONTROL UNITS

The main unit includes two Hand Control units which are attached to it by coiled cables.

- Each hand control unit has 24 keys on its keypad. Each key is marked with a different character/s.
- These provide you with the full 48 ASC II keys which will enable you to write programmes with the Personal Computing System.



Always ensure that the correct hand control unit is plugged in on the correct side, so that the Joystick controls are outermost and the characters are the right way up when facing the unit.

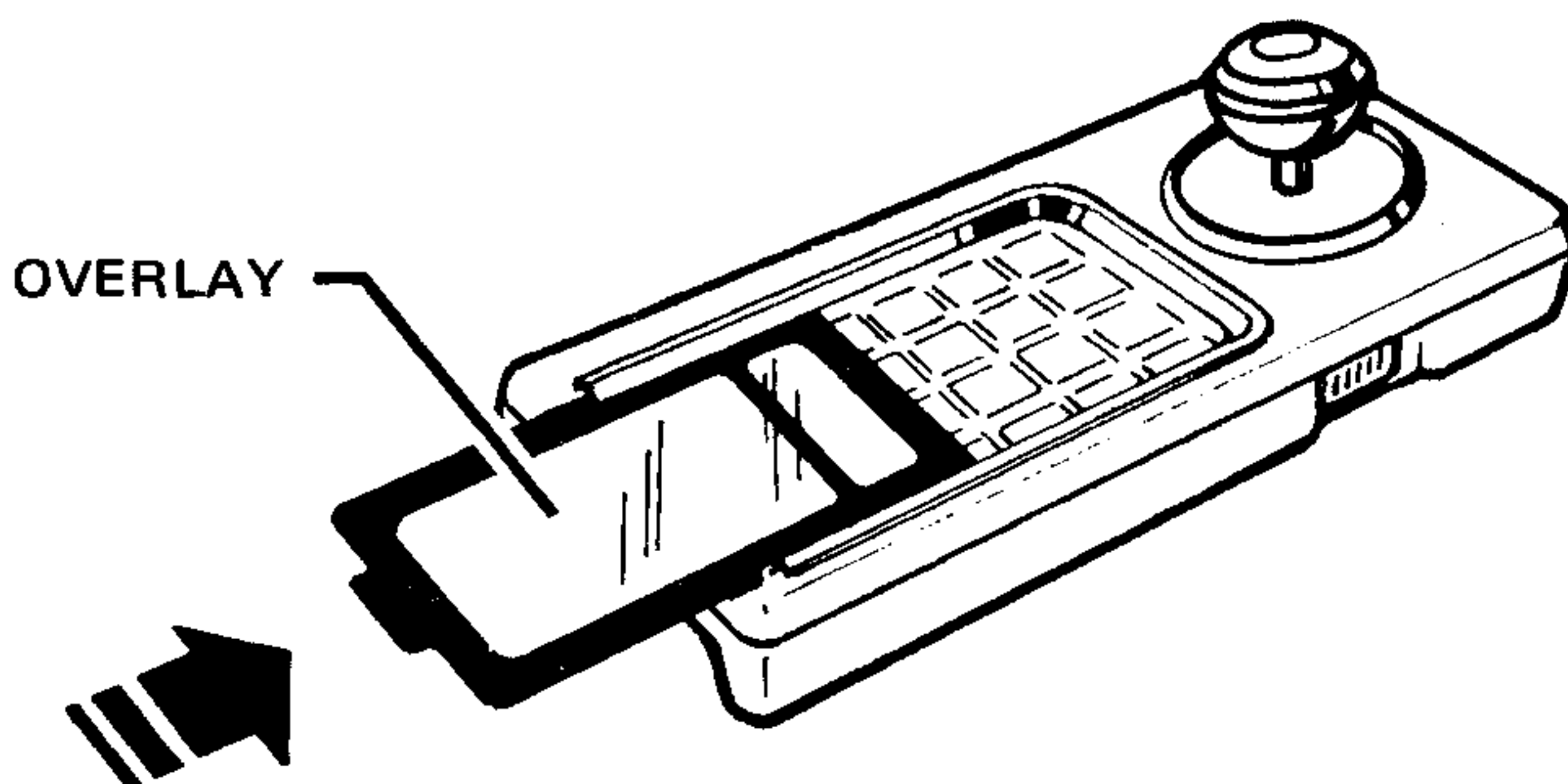


THE STRUCTURE OF THE HAND CONTROLS

- Each hand control has two 'action' keys, one on each side. The function of these 'action' keys is shown on the OVERLAY for the programme being used.
- The Joystick at the top of each hand controller allows you to control the direction of movement. The Joystick is unmarked, but it controls 16 discrete directions.
- UP on the Joystick (away from the Keypad) is UP on the television screen;
- DOWN on the Joystick (towards the Keypad) is DOWN on the television screen.
- The other 14 directional points are equally spaced between these two.
- To move an object on the screen, push the Joystick in the direction in which you want the object to move. To stop motion release the Joystick.

**NOTE: THE SPEED OF MOTION IS NOT CONTROLLED BY THE JOYSTICK.
DO NOT THEREFORE ATTEMPT TO FORCE THE JOYSTICK BEYOND
ITS LIMITS.**

- The function of each of the keys is determined by the 2 OVERLAYS which are supplied with the games programmes. There is one OVERLAY for each hand control unit. The overlays must be pushed into the slot alongside the keypad, as shown in the diagram, so as to fit over the keys exactly. The lip at the bottom of the keypad will prevent the overlays from being pushed out during normal operation.



You must make sure that the overlay is inserted **ALL THE WAY** so that you can press the right key under the overlay to get the action you want.

When returning the Hand Controllers to the main unit, coil the cables beneath them in the cradles so that the control units can fit properly. To avoid permanently overstretching the coils in the cables, they should not be pulled out to their extreme length.

PRECAUTIONS

1. Keep the main unit, hand controls and cartridges away from liquids.
2. Avoid exposing the cartridges, the main unit or hand controls to excessive heat. Please keep them in good ventilation conditions. Do not place bulky objects on the main unit.
3. Switch off power when not in use.
4. Do not drop the main unit, hand controls or cartridges. Handle them with care.
5. Insert cartridges into the main unit slot carefully and make sure power is turned off when inserting or removing cartridges from the main unit.
6. Do not stick fingers in the open end of the cartridges. The static electricity from your fingers may in some cases damage sensitive electronic components in the cartridges.
7. Remove game cartridges from the main unit when not in use.
8. NEVER lift the main unit by ANY of its leads or wires. This can cause serious damage.

SWITCHING YOUR TV BACK TO NORMAL USE

1. Switch the Main Unit OFF.
2. Push the switch on the Aerial Switch Box to TV antennae.
3. Your TV is now ready for normal use.
4. Remove the cartridge from the Main Unit.

SOUND CONTROL

When using Creativision you will hear sound effects over the loudspeaker on your TV. If the sounds are not clear then it may be necessary to adjust the "SOUND CONTROL" which is located on the underside of the main unit.

Adjust carefully with a small screw-driver. DO NOT USE FORCE TO TURN THIS CONTROL.

EXPANDING YOUR SYSTEM

The CREATIVISION Main Unit is the heart of your computer system. In order to use the computing facilities to the full, a number of expansion devices are available which enable specific tasks to be performed.

Expansion units currently or shortly available include: —

CASSETTE INTERFACE MODULE: Allows for massive and permanent storage of programmes and data by the user. The operation of the cassette can be programme controlled. The baud rate is 600.

PARALLEL I/O INTERFACE: This module provides the user with a wide range of input and output facilities. The following devices can be driven: — Centronics Bus Parallel Printer, RS 232 Serial Interface, Modem, Mini-Floppy Disk Drive Interface, user Parallel Port Interface.

MEMORY EXPANSION MODULES: The computer's memory can be extended by adding plug-in 'Memory Expansion Modules'. These modules are available in units of 8 K Bytes and 16 K Bytes. The memory can therefore be expanded in multiples of 8 K or 16 K up to 64 K Bytes, depending on your needs.

MOVING KEY KEYBOARD ASSEMBLY: Can be plugged into the main unit in place of the Hand Control Mounted Membrane Keyboard. This will enable the more serious computer user to touch type at high speed, facilitating faster, more accurate usage.

SUMMARY OF SET UP PROCEDURES

1. Check that the Main Unit is switched OFF.
2. Check that the one end of the AC adaptor is properly plugged into the wall socket and that the other end is properly plugged into the Main Unit.
3. Check that the AC wall socket is switched ON.
4. Push the cartridge into the Main Unit slot fully.
5. Check that the Aerial Switch Box is set to CREATIVISION.
6. Check that ALL co-axial cables are plugged in properly.
7. Check that the Hand Control Units are plugged in properly.
8. Check that your TV is switched ON and that you have selected the channel tuned for CREATIVISION.
9. Switch the Main Unit ON.
10. REMEMBER TO OBSERVE THE PRECAUTIONS.

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