

Sears

TELE-GAMES®
ELECTRONIC GAMES

Guide No. 76872

GUNSLINGER II™

6 VIDEO GAMES IN COLOR

INSTALLATION INSTRUCTIONS AND GAME RULES

AGES 8 TO ADULT

2 TARGET GAMES AND 4 SPORTS GAMES

- Includes 3 in 1 gun—pistol, target pistol & rifle
- Play 2 target games—plug gun into console, aim and fire at moving target
- Play 4 sports games—tennis, hockey, handball and jai alai
 - Digital display scoring
 - Variable speed control
 - Electronic game sounds

Model No. 6137SR
No. 75011

Requires one 9 volt alkaline battery (not included).

Manufactured under one or more of the following patents: United States — #3,778,058; #3,829,095; #3,728,480; Re #28,598; Canada — 1972; 1973; and other patents applied for.

FEDERAL COMMUNICATIONS COMMISSION REQUIRES THE FOLLOWING:

Do not simultaneously hook up more than one TV set to a video game. Do not use any more flat twin-lead from switch box to TV set than is supplied with the switch box. Do not connect game cable directly to any TV antenna or cable TV outlet. Avoid attaching loose wires to your TV antenna terminals when using this video game. Doing any of the above may cause interference to nearby TV sets and is against Federal Communications Commission regulations.

PLEASE NOTE: THIS PRODUCT SHOULD ONLY BE ASSEMBLED BY AN ADULT.

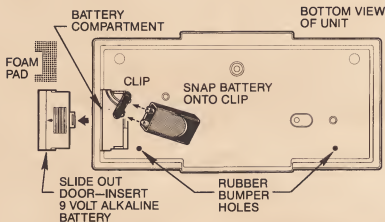
ATTACH RUBBER BUMPERS / FOAM PAD

Turn unit over on soft clean surface. Remove 2 rubber bumpers from plastic bag.

Press and twist the bumpers into holes located in bottom of unit as shown. Moisten end of bumpers for easier insertion.

DO NOT PRESS TOO HARD SO AS TO DAMAGE FRONT OF THE UNIT.

Remove Foam Pad from plastic bag. Remove protective backing and place foam pad in bottom of Battery Compartment.



INSERT BATTERY

ONE "9 VOLT" ALKALINE BATTERY REQUIRED.

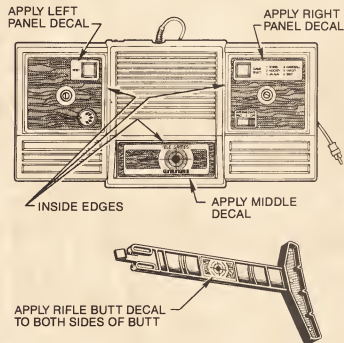
To install battery, slide out battery door and insert one "9 volt" battery as shown on page 1. Replace the battery door.

CAUTION: Avoid leaving battery in the unit if not used for an extended period of time. If your game does not work, replace battery as your first procedure.

APPLYING DECALS

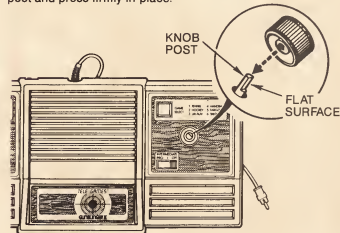
Remove DECALS from die cut sheets one at a time. Carefully position DECALS and adhere in locations shown.

NOTE: Align DECALS against inside edges — then press in place. Wipe surfaces clean to assure good adhesion.



ATTACH CONTROL KNOBS

Place KNOB on post. Align flat surface on knob with flat on post and press firmly in place.



ATTACH TO TV SET

A switch box is provided as a convenience to allow you to select, by the flick of a switch, either the video games or regular TV viewing. Once installed it need not be removed.

Connect the box as follows:

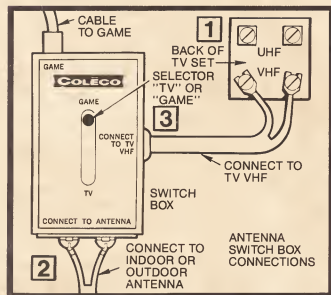
- 1 Disconnect the flat twin-lead VHF antenna leads from your TV set. Connect the flat twin-lead from the **switch box** to the back of the TV set terminals marked "VHF".
- 2 Connect the flat twin-lead (300 OHM) TV antenna leads which you have just disconnected (from the outdoor antenna, cable TV, or rabbit ears) to the switch box marked "Antenna".

NOTE: If you have cable TV or your TV has a coax connector only; a "75 OHM to 300 OHM Balun" matching transformer may be required (it's readily available from any television service department) to permit proper connection to the switch box. Connect this balun to the switch box.

Plug cable from game unit into switch box.

- 3 Move the select switch to "Game". (Remember that after playing with your video games, move the switch back to "TV" for regular TV viewing.)

CAUTION: For best transmission of the games, be sure switch is moved all the way over to "Game" position.



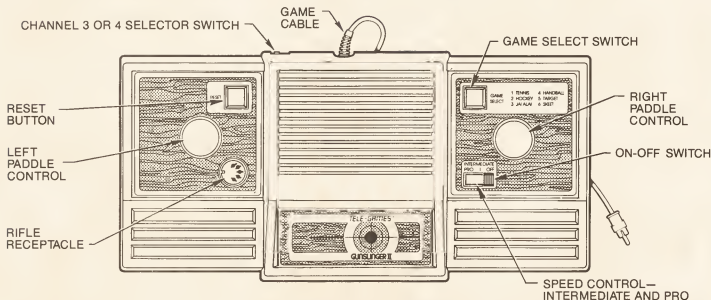
- 4 A. Turn game on and tune TV to CHANNEL 3. Your game has been pre-set at the factory for use on Channel 3. Adjust your TV volume to eliminate all TV sound.

IMPORTANT
IF YOU HAVE STRONG TV RECEPTION IN YOUR AREA ON CHANNEL 3, MOVE THE CHANNEL SELECTOR CAREFULLY TO CHANNEL 4 POSITION. TUNE TV FOR CHANNEL 4.

- B. Adjustment of TV "FINE TUNE" control for the best picture is required. Adjust to eliminate waving or jumping of picture.
- C. Adjust TV "CONTRAST" control for a sharp color picture or for a white picture with grey background when used with a black and white set. Adjust the "Color" and "Tint" controls as necessary.

D. Depending on your TV it may be necessary to adjust TV "HORIZONTAL HOLD" and/or "VERTICAL HOLD" controls.

The type of adjustments required will vary with the make and model of your TV set. Controls will be found on the front, side or rear of your TV set.



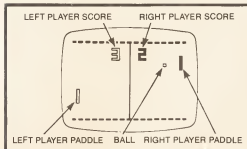
TO PLAY THE GAME

- 1 Turn game power "ON". Push **RESET BUTTON** for a game to appear.

NOTE: When game is turned ON — any one of the six games can come on and will not be the same game each time the power is turned OFF and ON. When power is turned OFF then ON and ONLY the score appears (no ball, paddles or boundaries) — push the reset button. THE GAME SELECT button selects games in sequence by advancing one game on each push. Press the GAME SELECT button until game desired appears on screen.

- 2 Adjust color controls of your TV set FOR NORMAL VIEWING CONDITIONS.
- 3 On some sets it may be necessary to adjust the "HUE" or "TINT" control to obtain game colors. If this is necessary on a TV with AUTOMATIC COLOR CONTROL, THIS CONTROL SHOULD BE TURNED "OFF".
- 4 Set the Speed Control to "Intermediate" (the easiest position to play — set for the slowest speed). When you've mastered the game, move the switch to "Pro" position for the fastest speed.
- 5 Push the reset button; that starts a new game. After 15 points have been scored, the ball continues to move through the paddle, but will not score. The game is over. After two seconds, the score will bounce and the fixed objects (boundaries) will disappear. Push the reset button FIRST to restart or to select a new game.

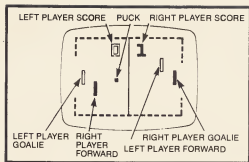
SPECIAL INSTRUCTIONS: (FOR BLACK AND WHITE SETS ONLY) set "brightness" and "contrast" level controls for normal viewing. Do NOT turn levels up to a maximum bright position. SHUT GAME OFF WHEN NOT IN USE.



TENNIS

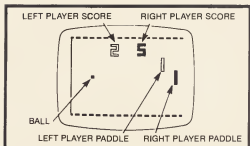
Video Tennis is real electronic table tennis with a bounce sound as the ball hits the paddle and also different sounds when it hits the boundaries or scores. Paddles move up or down. Hit the ball squarely with the center of the paddle, or put "English" on the ball with an edge hit to shoot off at an angle, just like in table tennis. The computerized random action of the ball detects a "miss" and automatically scores. The ball will always serve automatically towards the side which has just missed. Game is ended when first score of 15 is reached.

NOTE: At 15, the ball will still bounce, but no further hits or scores can be made. Press the **Reset** button and try again. (All four games)



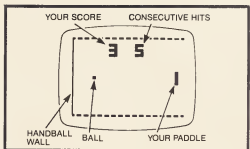
HOCKEY

Video Hockey is played like Video Tennis except each player has a goalie and a forward. Both move together; remember that if you're the left player, your forward is in the right half of the field. When game starts, the ball will appear traveling from one goal line towards the other. If your opponent's forward can intercept the ball, he can "shoot" it back towards the goal. If the ball is "saved" by the goalie, or it reflects back from the end boundary, the same forward can intercept the outgoing ball and divert it back towards the goal. A hit made by the goalie will go "through" the same team's forward. A score is made by shooting the ball through the goal area. Game is ended when the first score of 15 is reached.



JAI ALAI

Jai Alai is real Jai Alai action and excitement. The object of the game is to hit the ball against the backwall with enough angle so that the rebound will make it difficult for your opponent to return the ball. Each player's paddle can move on court and will alternately be able to hit the ball. When player hits the ball it will change color when it hits the backwall to match opponent's paddle and he must return ball. A player must not hit the ball out of turn or miss the ball, that is a player must only hit a ball that is the same color as the paddle or opponent will score a point. Jai Alai is most exciting when played at "PRO" speed. The game ends when a score of 15 is reached.



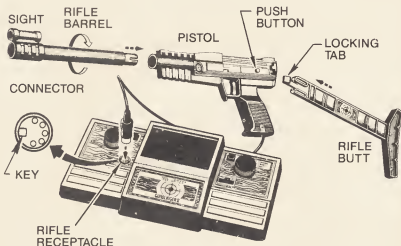
HANDBALL FOR 1 PLAYER

Here is your chance to play against your Video Game. Handball is a single player, solo game. The right paddle control will be the one to use. It's a great way to practice or play against time. Remember, it's a low score that counts. When 15 points have been scored against you, you've lost! See how long it takes for the game to score 15 points against you! Two scores will appear on the screen. The left score counts the number of points which have been made against you. The right score counts the number of consecutive hits you've made during each point and will reset to "0" when you miss the ball.

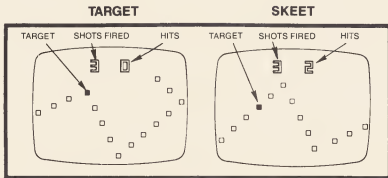
TARGET and SKEET

The Photo Electric Rifle is a 3-in-1 combo that can be used as a regular pistol, a target pistol or a complete rifle.

1. To attach rifle barrel to pistol, insert barrel end inside pistol barrel and slide together. Twist the barrel to align the SIGHT to pistol.
2. Place the RIFLE BUTT into slot on back of pistol with the LOCKING TAB on RIFLE BUTT facing same side as PUSH BUTTON on pistol. Slide RIFLE BUTT in until it locks into place. To remove RIFLE BUTT, press PUSH BUTTON on pistol unlocking the BUTT and pull out. See illustration for assembly.
3. Turn "ON/OFF" switch to "OFF" position before connecting cable from rifle to console receptacle.
4. Connect cable from rifle to receptacle on face of console. BE SURE TO ALIGN CONNECTOR PROPERLY WITH KEY. DO NOT FORCE CONNECTOR IN RIFLE RECEPTACLE.



- To start game — turn the power "ON" and press the **Reset** button. Select game and speed desired.
- Firing range depends on TV size and control settings. The smaller the TV, the closer distance required to fire. Set the **BRIGHTNESS** control for normal viewing and set **CONTRAST** to give a slightly grey background. Now you're ready to shoot.
- In the **TARGET** game, the target bounces at random and stays on the screen. In the **SKEET** game, the target bounces from left to right across the screen simulating a skeet target.
- When you score a **hit**, the target will disappear. The score will register on the display for **2 seconds**. The score then disappears and the target reappears.
- The **number on the left display** registers the number of **shots fired**. The **number on the right display** registers the **number of hits**.
- To start new game, press the reset button — good shooting!



IMPORTANT NOTE

BE SURE TO TURN THE GAME OFF WHEN NOT IN USE. IF GAME IS LEFT ON FOR A PROLONGED PERIOD OF TIME, A GAME PATTERN IMAGE MAY BURN INTO THE TV SCREEN.

NOTE: YOUR PISTOL HAS A PROTECTIVE INTERNAL COATING ON TRIGGER MECHANISM. BEFORE INITIAL USE OF PISTOL, PULL AND RELEASE TRIGGER ABOUT 12 TIMES TO REMOVE THIS COATING.

NOTICE

This game generates and uses radio frequency energy and if not installed and used properly, that is in strict accordance with the instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this game does cause interference to radio or television reception, which can be determined by turning the game off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

Reorient the receiving antenna.

Relocate the game with respect to the receiver.

Move the game away from the receiver.

Plug the game into a different outlet so that game and receiver are on different branch circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

"How to Identify and Resolve Radio TV Interference Problems".

This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

TROUBLE SHOOTING GUIDE

Be sure all connections to television and switch box are secure. Replace battery first before trouble shooting. DO NOT OPEN. THIS DEVICE DOES NOT CONTAIN ANY SERVICEABLE PARTS. Warranty is voided if opened or tampered with. RETAIN THIS GUIDE AND ALL LITERATURE FOR FUTURE REFERENCE.



SYMPTOM

No game.
Faint TV image or herringbone pattern.

REMEDY

- Battery low, dead or not correctly installed! Replace.
- Switch box not set to "Game" position or cable not properly plugged in.
- Antenna lead not properly attached. Follow instructions.
- On/off switch not "On".
- TV not on Channel 3 (or 4 if game is set on 4).
- Adjust "Fine Tune" control.



SYMPTOM

Stripes.
Lots of dots.

REMEDY

- Adjust "Horizontal Hold" located on front, side or rear of TV set.
- Reduce "Color Intensity" (color TV sets only).
- If picture waves, adjust "Fine Tune" and "Contrast" controls until a sharp, steady picture is obtained.



SYMPTOM

Picture rolls or excessive flutter.
Bottom line off screen.
Buzzing sound from TV.

REMEDY

- Adjust "Vertical Hold" located on front, side or rear of TV set.
- Turn down TV volume.

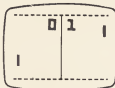


SYMPTOM

Vertical or horizontal line moving across screen.

REMEDY

- Push "Reset" button on game.
- Adjust "Contrast" control.

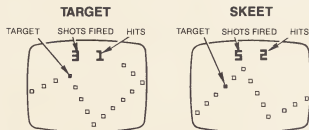


SYMPTOM

No ball
Ball erratic
Score not 0-0

REMEDY

- Battery low, dead or not correctly installed! Replace.
- Shut unit off and allow game to cool before resuming play.
Do not place game on top of TV where it can get hot.
- Depress "Reset" rapidly.



SYMPTOM

Target or Skeet position

Score does not appear when reset button is pushed "In".

REMEDY

- At times it may be necessary to push the "RESET" button more than once for score numbers to appear.

SYMPTOM

Numerals do not appear on screen in Target or Skeet.

REMEDY

- Rifle Connector not mated correctly. Be sure rifle connector is aligned with key and is seated firmly.

SYMPTOM

Numbers at left (SHOTS FIRED) increases when rifle is fired but numbers at right (HITS) does not.

REMEDY

- Adjust "Brightness" control on TV.
- Place rifle barrel close to TV screen and aim at numbers and fire rifle. Numbers at right should increase. If not, TV "Brightness" not correctly adjusted.

NOTE: When playing Skeet or Target if you score continually when you are not hitting the target please lower the brightness on your T.V. (The background should appear gray.)

If your TV has a sunscreen, remove sunscreen particularly when playing TARGET and SKEET games for best results.

GUNSLINGER II™ FULL 90 DAY WARRANTY

For 90 days from the date of purchase, Sears will repair the Gunslinger II™ 'Tele-game', free of charge if defective in material or workmanship.

WARRANTY SERVICE IS AVAILABLE BY SIMPLY RETURNING THE GUNSLINGER II™ 'TELE-GAME' TO THE NEAREST SEARS STORE THROUGHOUT THE UNITED STATES.

This warranty gives you special legal rights, and you may also others which vary from state to state.

SEARS, ROEBUCK AND CO.
B.S.C. 41-3
SEARS TOWER
CHICAGO, ILLINOIS 60684

IMPORTANT

PLEASE RETAIN THIS GUIDE AND ALL LITERATURE FOR FUTURE REFERENCE

----- CUT ALONG DOTTED LINE - FILL OUT BOTH SECTIONS AND MAIL -----

- SHIPPING LABEL—PRINT CLEARLY IN INK DO NOT REMOVE -

COLECO

COLECO IND. INC., P.O. BOX 460
AMSTERDAM, N.Y., 12010

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CITY _____ STATE _____

ZIP CODE _____

POSTMASTER:

CONTENTS MERCHANDISE — RETURN POSTAGE GUARANTEED.
MAY BE OPENED FOR POSTAL INSPECTION IF NECESSARY.

ACCESSORIES AND REPLACEMENT PARTS AVAILABLE

No. 6111 Switch Kit: A convenience when game is to be used on more than one TV set.

If accessories are not available at your local dealer, they can be obtained from Coleco Industries, Inc., P.O. Box 460, Amsterdam, N.Y. 12010

Fill out and send this form.

NOTE:

Prices and parts subject to change without prior notice	Please ship () ea. Switch Kits @	\$ 7.20
	Please ship () ea. Rifle @	\$12.60
	Appropriate State Tax (N.Y. Residents)	
	Shipping & Handling	\$ 1.90
	TOTAL	

NO C.O.D. ORDERS WILL BE ACCEPTED

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