

ELECTRONIC

Magic Johnson's BASKETBALL™

LCD VIDEO GAME

1 THE MAGIC JOHNSON STORY

The Magic Man takes to the court with all the magic of the greatest guard to ever play the game. He can make the overhead pass, the bounce pass, and the behind the back pass! He can shoot the jump shot, the hook shot, and the slam dunk!

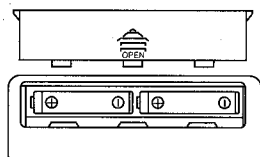
Magic has all the right moves, and he also has something that no one can teach. It's the "court sense" to know when to pass the ball to the open man! There's no challenge that Magic can't meet!

2 INSERTING THE BATTERIES

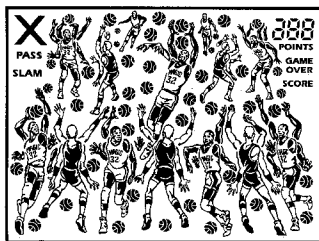
To insert the batteries, remove the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.)

Insert two "AA" batteries, UM-3 or equivalent (not included), making sure to align "+" and "-" as shown.

Do not use rechargeable batteries.



After battery insertion, the ACL switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as in the diagram below.



3 CAUTION



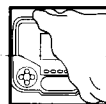
High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.



Do not use a pencil or pin to press the ACL switch. Use a ball-point pen.



Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

4 THE OBJECT OF THE GAME

You always play as Magic Johnson against the computer. There are three different basketball games to choose from:

2-on-1 game

Magic and a teammate against one computer player

1-on-1 game

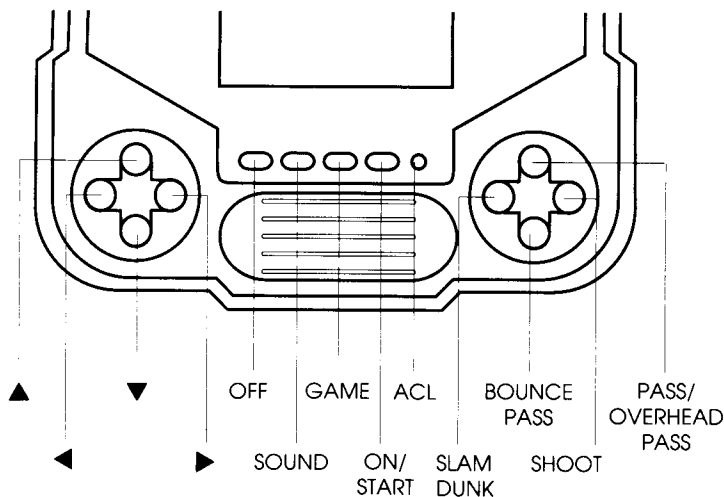
Magic going head to head against one computer player

2-on-2 game

Magic and a teammate against two computer players

Like all top basketball competition, each game lasts for 4 quarters. The object of the game is to always score as many points as you can!

5 CONTROL GUIDE



ON/START	— To turn on the unit. — To start the game.
GAME	— To select game 1, 2, or 3.
SOUND	— To control sound: on or off.
OFF	— To turn off the unit after play.
PASS/OVERHEAD PASS	— To throw the overhead pass. — To throw the behind the back pass.
BOUNCE PASS	— To throw the bounce pass.
SHOOT	— To shoot the jump shot. — To shoot the hook shot.
SLAM DUNK	— To slam dunk.
▲	— To move up.
▼	— To move down.
◀	— To move left.
▶	— To move right.

6 FEATURES

- 3 separate games to choose from
- game clock
- scoreboard
- "pass" indicator
- built-in sound
- sound on/off control
- high score retained
- built-in automatic power-off timer

7 GAME SUMMARY

You always play as Magic Johnson. You have three different games to choose from:

2-on-1 (Magic and a teammate against one computer player)

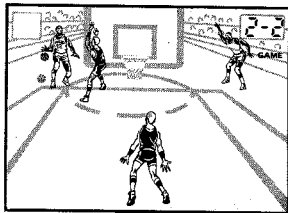
1-on-1 (Magic against one computer player)

2-on-2 (Magic and a teammate against two computer players)

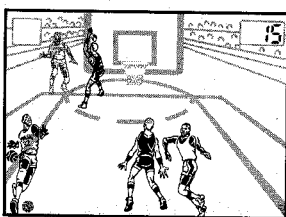
Each game is 4 quarters long. There is a 15 minute timer for each period (which equals about 150 seconds in real time).

You always play on offense. Your goal is to score as many points as you can. You score 2 points for each basket you score.

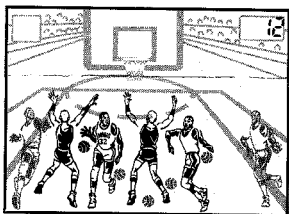
It's up to you to control Magic's movement on the court, as well as his shot and pass selection!



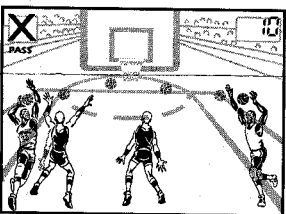
When you select a GAME, and play begins, Magic starts with the ball! In this diagram, you've chosen a 2-on-2 game. You've also got an "open man" in the right-hand corner. You can dribble, pass, or shoot! You always control Magic. The computer controls the opposition and your teammate.



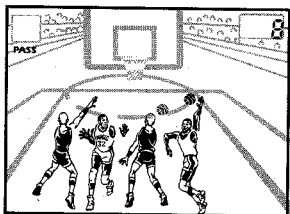
Magic's got the ball! Move away from the computer player guarding him! Notice that the other two players (your teammate and the second computer player) are both moving around the court. Also notice the timer counting down the time remaining in the quarter!



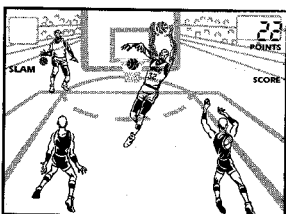
When you're in any of these four positions on the court, the only pass you can make is a short pass. YOU MUST CHOOSE THE BOUNCE PASS IN SHORT PASSING SITUATIONS.



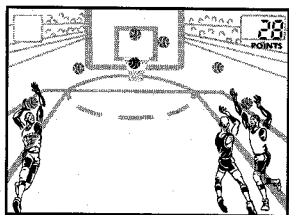
When a player is farther away, press the PASS/OVERHEAD button to pass to a teammate in a better position! In this position, you're attempting an OVERHEAD PASS! Look in the upper left-hand corner to see if your pass is complete. If the pass is completed, PASS will be displayed. If the pass is blocked, an "X" will be displayed and the game will pause for a short time.



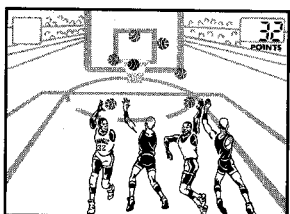
In this particular position only, when you press the PASS/OVERHEAD button, you'll automatically throw the BEHIND THE BACK PASS. "PASS" appears in the upper left-hand corner. So you know the pass has been completed!



You're moving in on the basket! Press the SLAM DUNK button and go for the slam! If a player is blocking your way to the hoop, he can "stuff" your slam attempt. The "X" will display on screen signalling the block shot, and the game will pause for a short while.



Press the SHOOT button! You're taking a JUMP SHOT! Your chances of scoring will decrease if the opponent in front of you has raised his hand to attempt a blocked shot while you're pressing the SHOOT button!



You're in near the hoop. Press the SHOOT button! You're taking a HOOK SHOT! You're pretty cool!

8 HOW TO PLAY

Press the ON/START button to turn on the unit. You'll hear an "On" beep. Your unit will automatically display game "2-1". This indicates the 2-on-1 game, which is Magic and a teammate against one computer player.

But you always have 3 different games to choose from!

Press the GAME button to choose between the 3 games (2-1, 1-1, or 2-2): The GAME you have selected will be displayed on your screen.

2-on-1 (GAME 1)

Magic and a teammate against one computer player

1-on-1 (GAME 2)

Magic against one computer player

2-on-2 (GAME 3)

Magic and a teammate against two computer players.

After you've selected your GAME, press the ON/START button to start the game! You'll hear a "Game Start" tune and the highest score attained will be displayed!

You start the 1st period with 0 score. But you'll have plenty of scoring chances!

Just like the pros, each game has four periods. There's a 15 minute game timer for each period (real time is about 150 seconds per quarter). TRY TO SCORE AS MANY POINTS AS YOU CAN DURING THE TIME LIMIT!

The game timer is normally displayed, counting down from 15 minutes until the end of the period. When you score points, the timer will briefly switch to a scoreboard to show how many points you've scored in the game!

You always play as Magic Johnson! You always play on offense. You always play against the computer. When you play with a teammate, the computer controls your teammate as well as the defensive team.

Use your control buttons to move Magic around the court and to pass and shoot! You can shoot the JUMP SHOT, HOOK SHOT, and SLAM DUNK! When you have a teammate, you can pass with the OVERHEAD PASS, BEHIND THE BACK PASS, and the BOUNCE PASS!

Your left control panel allows you to help Magic run the court! PRESS:

- ▲ - TO MOVE UP COURT.
- ▼ - TO MOVE DOWN COURT.
- ◀ - TO MOVE LEFT.
- ▶ - TO MOVE RIGHT.

You begin each offensive sequence with the ball in Magic's hands. WHEN YOU HAVE A TEAMMATE, PRESS THE "V" BUTTON TO MOVE MAGIC DOWN COURT. ONCE YOU'VE MOVED HIM DOWN COURT, YOU ARE IN POSITION TO MAKE A PASS! (You are unable to pass the ball from your original up court position.)

Your right control panel allows you to help Magic shoot and pass (when you have a teammate to pass to). PRESS:

- SLAM DUNK - TO SLAM DUNK.
- SHOOT - TO SHOOT THE JUMP SHOT AND HOOK SHOT.
- BOUNCE PASS - TO BOUNCE PASS.
- PASS/OVERHEAD PASS - TO OVERHEAD PASS AND BEHIND THE BACK PASS.

As the GAME SUMMARY above shows, the passes you can complete are determined by your position on the court:

- The BOUNCE PASS is a short pass only from among four positions on the court (see GAME SUMMARY illustration).
- When you're near a teammate and press the PASS/OVERHEAD button, you'll attempt a BEHIND THE BACK pass, and when you're further away and press PASS/OVERHEAD, you'll attempt an OVERHEAD pass (see GAME SUMMARY illustrations).

Check the upper left-hand corner of the screen to see if a pass is completed:

- When the pass is completed, "PASS" lights up on screen.
- When the pass is blocked, an "X" lights up on screen.

When a pass is blocked, in addition to the "X", you'll hear a special "beep" and the game pauses. Then players are reset to the start position and you have to start your offense over again.

When you take a shot, YOU SCORE 2 POINTS when you make the basket.

As you shoot, the computer defense will try and guard you. Your ability to make the shot will decrease if the opponent in front of you raises his hand to block the ball while you're pressing either the SHOOT or SLAM DUNK button!

When you press the SHOOT button, you'll shoot the hook shot when you're near the basket and you'll shoot the jumper when you're farther away. The slam dunk, as you know, has a button all it's own!

If the shot is blocked, you'll also see the "X" light up on screen and you'll hear a special "beep" and the game will pause. Then players are reset to the start position and you start your offense over again.

But if the ball doesn't go through the hoop, it will bounce off the rim! Then it's a free ball! Try to move Magic into position to pick it up and shoot again!

If the computer defense gets to the ball first, it counts as a blocked shot. You'll hear the short "beep" and the game pauses. Then the players are reset to the start position and you start your offense over again!

During the game, you can press the SOUND button at any time to play in silence. Press it again to regain all the sounds of on-the-court action!

Each period ends when the timer drops to zero. You'll hear a "beep" to indicate the end of the period. The game pauses at the end of each period and the next period number is displayed.

Press the ON/START button when you're ready to start the next period!

After the 4th and final period, you'll hear a "Game Ending" tune.

After a GAME OVER, press the ON/START button to play another game with the same game selected.

Or after a GAME OVER, you can press the GAME button to choose a different game, and then press the ON/START button to begin that different game!

Press the OFF button when you're finished playing. But don't worry if you forget. The game will automatically shut itself off after about three minutes of non-play!

9 DEFECT OR DAMAGE

If a part of your game is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

TIGER ELECTRONIC TOYS REPAIR CENTER
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and tell us briefly what is the problem. Also include sales slip, date and place of purchase and price paid. We will do our best to help.

10 90-DAY LIMITED WARRANTY

Tiger Electronic Toys warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured with proof of date of purchase, to Tiger Electronic Toys, 980 Woodlands Parkway, Vernon Hills, Illinois 60061, USA.

Units returned without proof of the date of purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of US\$12.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to TIGER ELECTRONIC TOYS, REPAIR CENTER, 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, USA.

Tiger Electronic Toys will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

HOW TO GET SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD. During the 90-day warranty period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during the 90-day warranty period, you choose to obtain repair or replacement from the Tiger Electronic Toys Repair Center, please make the arrangements described below:

1) Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, foam or other padding all around and tie it securely.

2) Carefully print on the box or carton the following name and address
TIGER ELECTRONIC TOYS,
REPAIR CENTER
980 Woodlands Parkway,
Vernon Hills, Illinois 60061, USA.

Also, don't forget to show your return address.

3) Put parcel post stamps on the package; insure the package, then mail.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for US\$12.00 payment for the repair service.