

GAMELINETM



OWNER'S MANUAL

Dear GameLiner:

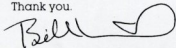
Congratulations on taking a major step into the future of video gaming and home information services. We at CVC believe you will never regret it.

Please take a few minutes to thoroughly read this Owner's Manual and familiarize yourself with how your Master Module and GameLine operate.

You may have heard the expression: "When all else fails, read the instructions!" Since the Master Module is easy to use, you may be tempted to skip through the procedures and information in this Manual. May I recommend that you don't.

A few minutes of your time to understand the capabilities of your Master Module and the GameLine system will ensure trouble-free operation and years of non-stop fun.

Thank you.



William F. von Meister
Founder and President
Control Video Corporation

FCC Notice

The Federal Communications Commission (FCC) requires that you notify your local telephone company business office that you are connecting a Master Module to your telephone line. You will be asked for the telephone number of the line to which you are connecting your Master Module, the FCC Registration Number and the Ringer Equivalence Number. You will find the last two numbers on the label located on the back of your Master Module. **Please note:** The Master Module may not be connected to a party line or to a coin telephone system. If you experience difficulty with your telephone, you should disconnect the Master Module to determine if it is causing the problem. If it is, do not reconnect it to your telephone until the problem has been corrected.

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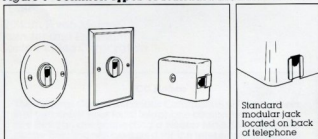
A. PRE-PLAY CHECK LIST & THINGS TO KEEP IN MIND

When you unpack your Master Module you should have the following items:

- Registration Guide
- Telephone connecting cord
- Duplex (two outlet) T-adaptor
- GameLine membership cards
- Temporary Game Directory & Instructions Booklet*

✓ Check to see if your telephone is equipped with the proper modular (plug-in) jack—either at the wall outlet or at the back of the phone. (See Figure 1) If it is not, you will need to install one. Installation can be done easily and inexpensively with parts readily available from a store which sells telephone accessories (Radio Shack, for example) or a Bell PhoneCenter. (See Appendix: "Installing a Standard Modular Telephone Jack" for do-it-yourself instructions.)

Figure 1 **Common Types of Standard Modular Jacks**



✓ Make sure you have a 9-volt alkaline battery and enough telephone connecting cord to reach from your phone or wall outlet to your game console. If the cord supplied is not long enough, telephone extension cords are available in a variety of lengths at a telephone accessory store or Bell PhoneCenter.

✓ Check out your game system with one of your regular cartridges to make certain it is working properly. Remember that while your game system's switches (Difficulty, Select, TV Type, Reset) will work normally with any game you play on GameLine (just like with a game cartridge), only the Reset switch has an effect on your Master Module. **Please note: Depressing the Reset Switch during a game session will cause a reduction of one play.**

✓ Make certain that no one is using the phone on another extension whenever you plan to make your game selection, or register a contest score. Also check to see that the connecting cord is safely out of the way, especially if you are using a long extension.

✓ The entire process of loading a game—selection, calling the Master Control Center and loading—normally takes less than a minute. However, the very first time your Master Module calls the Master Control Center to determine the best "phone route" from your home, the call may take as long as two minutes. Once a game is received by your Master Module, the telephone is automatically disconnected and is free to be used again.

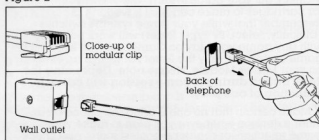
✓ All calls are dialed automatically by your Master Module and are always either local or via a toll-free 800 number. In some areas a small "message unit" or local "toll charge" may be incurred due to local telephone company regulations.

*Not included if you receive your Master File of game instructions with your Master Module. The Master File is normally sent only after registration.

B. GETTING READY TO PLAY

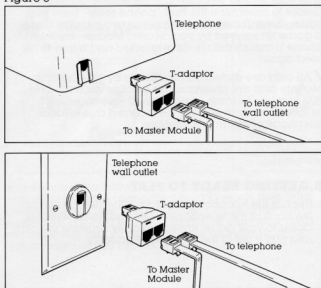
1. Unplug the telephone line from either wall outlet or the back of the telephone—depending on which is closer to your game console. Simply squeeze the clip and pull it out of the jack. (See Figure 2)

Figure 2



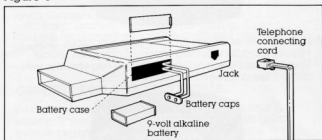
2. Insert the supplied T-adaptor into the jack in the back of the phone or the wall outlet. Squeeze the clip and insert. The adaptor will only go in one way. (See Figure 3)

Figure 3



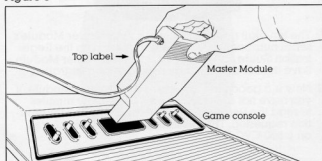
3. Plug the telephone cord back into one of the two T-adaptor receptacles. Plug the connecting cord to the Master Module into the other receptacle. (See Figure 3)
4. Insert the other end of the connecting cord into the jack of your Master Module.
5. Install the 9-volt alkaline battery in your Master Module (see Appendix for battery life information). Make sure the battery caps are firmly in place, and carefully put the battery into its case. (See Figure 4)

Figure 4




6. Insert the Master Module in your game console, with the top label facing away from you. Make sure the power switch is in the "off" position. (See Figure 5)

Figure 5



7. Once the Master Module is firmly seated in your game console, turn the power switch to "on." You should then see the following message on your screen:



**—READ MANUAL
—PRESS RESET**

8. Press the Reset switch on your game console. Your Master Module will then automatically call Game-Line's Master Control Center. Within two minutes you should see a screen that looks like this:



**CVC
CONTROL
VIDEO
CORPORATION
1234567890**

9. The ten digit number you see is your Master Module's serial number. Enter it where indicated on the Registration Guide card supplied with your Master Module. Save the card as a handy record after registration.
10. Now is a good time to register your Master Module, if you have not already done so. Take a few minutes to read the Registration Guide and fill in the information requested. Then call Customer Service toll-free on 1-800-CVC-2100.

Please note: Registration requires only a single toll-free call and a one-time membership fee per Master Module.

For this membership fee you receive a one year subscription to **GameLine** Magazine (a \$24 value), a Master File of game instructions and a full-color GameLine poster.

If you don't call to register you will not be able to use GameLine (after a free trial game session) because you will not have the necessary Personal Identification Numbers (PINs).

The **only possible exception** is when you attempt to register during periods of peak demand on CVC Customer Service, during holidays, for example. If you are unable to reach Customer Service, you will automatically be given a \$25 credit limit with which to begin playing. Game sessions will be charged against this credit limit until your Master Module is registered.

C. ON-LINE FOR THE FIRST TIME

1. Each Master Module comes with one free trial game session. If you decide to play your **free trial game before registering**, select a game from your Temporary Game Directory & Instructions Booklet or your Master File. Note the three-digit selection number.
2. Using either joystick, press the red "fire" button. You should see a screen that looks like this:



3. Enter the game selection number by positioning the white "Blaster Blip" over each of the three digits in turn and hitting the fire button each time. The Blip moves in the same directions as the joystick.
4. Check to make sure the number which appears on the three white lines is the correct selection number for the game you want. **If it is not**, move the Blaster Blip to the * sign, hit the fire button, and enter the right number as above. **If the selection number is correct**, move the Blaster Blip to the # sign and hit the fire button.
5. At the end of the last play of the game you have selected, a screen will appear asking you to register your Master Module.
6. Once your Master Module is registered, you and the other members of your family must use your Personal Identification Numbers (PINs) in order to play. If you decide to play your **free trial game after registration** (one trial game per Master Module)—before entering your selection you will be asked to enter your PIN on a screen that looks like this:



7. When the CVC screen appears, hit the fire button. Enter the proper PIN by positioning the white Blaster Blip over each of the digits in turn and hitting the fire button each time. **Note that the PIN is not revealed on the screen. This is to allow the PIN holder to keep his or her number confidential. A PIN will only work with the registered Master Module for**

which it was issued. It is not possible to use a PIN issued to your Master Module with another Master Module. However, **any PIN** issued for your Master Module will work.

8. After entering your PIN, move the Blaster Blip to the # sign and hit the fire button. If the Selection Screen does not immediately appear, you have entered an incorrect PIN. Move the Blaster Blip to the * sign, hit the fire button and re-enter the PIN.
9. Enter the game selection number in the same way as your PIN.
10. To play another game, simply flip the power switch off and on again. Repeat the same sequence as above.

D. FUN AND GAMES

- Each month GameLine will feature a wide variety of great games from leading game manufacturers in categories such as:

New Games

Top Ten

Action

Adventure

Sports

Strategy

Education

There will also be "sneak previews" of brand new games just coming on the market. So watch for the announcements on-line or in *GameLiner* Magazine.

- To find out which games are available each month, check the games directory in your monthly copy of *GameLiner*. If you have not started receiving *GameLiner* check the directory included with your Master File or your Temporary Game Directory & Instructions Booklet.
- Every game available will have its own directory entry, giving the name of the game, its selection number.

category, type of controllers needed, number of plays in each session, cost per session (billed to your credit card), and a brief description. A typical entry might be:

Atlantis 314 Action J 8 \$1.00

Which means that the game Atlantis has selection number 314, is an action game, requires joysticks to play and can be played eight times for \$1.00.

- We plan to add a number of new games each month. Instructions for these new games will be found in each monthly issue of **GameLiner** in a special "tear-out" section. Remember to tear out the instructions and put them in your Master File binder.
- The number of plays of a game in each game session is set to give an **average** player at least 30 minutes to an hour's worth of fun. **But there is no time limit!** **Once a game is received by your Master Module, it can be played for as long as it takes to use up its number of plays.** If you're really good, you could play a game all night! Please note that the number of plays of any game may occasionally change from one month to another.
- To make sure you get full play value for every game:
 - Carefully read the instructions for any game you may not be familiar with or may not have played much. Take time especially to read the "Tips for Better Play" section.
 - **Never turn off your game console or pull out your Master Module before you have used up all of your plays.** If you must leave during a game session, turn off only the television, not the power switch on your game console. When you return to your game, simply turn the TV back on and resume playing. Depending on the game and the time you were away, however, the game play or variation you were playing when you left may have ended. **Remember:** Depressing the Reset switch during a game session will cause a reduction of one play.

- Remember that once a game has been loaded into your Master Module, it plays the same as a regular cartridge and all of your console switches will affect the game as well. **Keep in mind that some newer games require that you hit the fire button to begin play, not your Reset switch.** Unless you know for certain how to start a particular game, we suggest hitting the Reset switch first. If nothing happens, use the fire button.
- If you plan on using GameLine at a friend's or while away on vacation, you will need to make sure the new location has a telephone and modular jack. Your Master Module will operate as it does at home. The first time you use the Master Module at a new location, however, it may take it a bit longer to receive the game, because it must determine the best "phone route" from the new location to the Master Control Center.
- After you have played your game session, don't forget to hit your fire button one last time for a special message—**and remember for every five games you play on GameLine your sixth game is free—that goes for every member of your family with a PIN number.**

Use of the 999 Directory

A special feature of our system is an on-line directory of services (See: "Other Services"), including GameLine. The directory can be obtained by entering 9-9-9 on the Selection Screen. **We strongly urge you to select your games from your monthly copy of *GameLiner* or your Master File, and not the directory.** Use of the on-line directory will greatly increase the time it takes to receive your game. Please use the directory only as a last resort—when *GameLiner*, the Master File or game selection numbers are not available.

E. GAMELINE COMPETITION: TO KNOW HOW GOOD YOU REALLY ARE!

- Each month, GameLine will hold two on-line contests selected from among the most exciting and challenging games available. The games will almost always be available at stores in standard cartridge form, to allow you to practice before entering.
- If you place high enough in your region, in the **two contests in any month** (average score), you'll be invited to participate in GameLine's Regional Playoffs—and if you're really good, you could find yourself on your way to our annual World Video Game Championship, all expenses paid.
- Prizes will range from a unique "Video Game Master Certificate," home computers, audio and video gear, through a fully-paid four-year scholarship to the college of your choice (you do have to be accepted by the college!) or a world-class sports car—all the way up to a prize truly befitting the GameLine World Video Game Champ.
- Detailed rules, prizes and other important information concerning monthly contests and other competitions can be found in the competition section ("Head-to-Head") in your monthly copy of *GameLiner*.
- When you select a Monthly Contest your Master Module will automatically store your best score in its memory, even if you turn off your game console or remove your Module—that's what the 9-volt battery is for!
- The GameLine Master Control Center, however, has no way of knowing your score until you direct your Master Module to send it back. That's why Monthly Contests are priced in two parts:
 - To **play** a Monthly Contest Game Session will usually cost the same as a regular game session. (\$1.00 billed to your credit account.)
 - To **enter and register your best score**, and find out how good you really are, will cost an additional 50¢.

This way, if you have had a poor Session—maybe you were tired, your dog was barking, etc.—you can decide to save the 50¢ fee to register a better score during another Contest Session. If that's the case, a Contest Game Session will cost no more than a regular game session!

- In either case, immediately after the last play of your Contest Session, your Master Module will display this screen:

**DO YOU WANT
TO ENTER THE
CONTEST?**

☐ **YES**
☐ **NO**

- If you want to register your score simply select "Yes" and hit your fire button. Your Master Module will automatically call the Master Control Center and enter your highest score in the Session. Please make sure no one is using another phone extension before sending back your score.
- After your score has been received by the Master Control Center, the next screen will show you your ranking on a local (local calling area), regional and national basis as of the exact moment your score was received.

**TOP SCORES
AS OF 5:24 PM**

LOCAL	24,861	JAK
REGIONAL	51,437	WVM
NATIONAL	87,509	SAS

**YOUR
SCORE:** 23,416

YOUR RANKING:

LOCAL	—	TOP 0.5%
REGIONAL	—	TOP 1.8%
NATIONAL	—	TOP 3.7%

- If you have the top score in any of these categories, your initials will be automatically posted and will appear next to the score and category until someone else tops the score.
- Your final ranking in any Monthly Contest Game will automatically be displayed on your screen the first time you play GameLine after the close of a contest. This will normally be after Midnight (local time) on the first day of the month following the month in which you entered the Contest(s).
- Normally, Monthly Contests will start at 12:01 am (local time) on the first calendar day of a month and end at Midnight (local time) on the last calendar day of the month.
- If you have earned a prize in a Monthly Contest or are eligible for your Regional Playoff you will be notified by mail. **Please note that we will not accept telephone calls regarding contests. All questions about contests should be sent in writing to: GameLine Contest Administration, 8620 Westwood Center Drive, Vienna, Va. 22180.**

F. OTHER SERVICES

- Your Master Module actually turns your game console into a sophisticated communications terminal. The same memory unit which can handle games can also store up to six pages of text. In addition to games, CVC is planning a wide variety of other services (some may already be available at the time you read this) aimed at providing your family with a broad range of information and educational material — all with the very same Master Module!
- Information would be retrieved in the same way as games. After it is loaded into your Master Module, you'll be able to browse through it at your leisure, off-line without tying up the telephone.
- Some of the exciting services we're thinking about (or which may already be available):

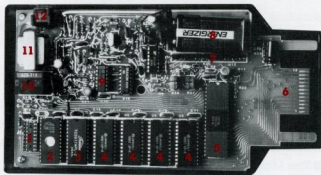
- MailLine:** An irresistible "electronic mail" system. Send and receive messages using only your joystick and fire button.
- SportsLine:** Scores...and more! Local, regional and national.
- StockLine:** Stock market quotes, commodity prices and other financial information. Even daily up-to-dates of your own portfolio.
- OpinionLine:** Got an opinion? We'll have the line to the people who want to know it.
- NewsLine:** News headlines and weather for your town or around the world.
- BankLine:** A highly secure home banking system to allow you to pay bills, transfer funds and access other financial services, all from the comfort and privacy of your home.
- InfoLine:** Airline schedules, travel tips, educational material, classifieds, even your daily horoscope are just a few of the many possibilities.

G. TECH SPECS: THE ELECTRONICS BEHIND THE FUN

- Your Master Module and the GameLine network are true marvels of state-of-the-art computer, electronic and telecommunications engineering.
- Among the highly sophisticated elements making up the Master Module (See Figure 6) are:
 - An integrated variable speed modem (900-1800 BPS), which allows the transmission and loading of a standard (4K Byte) VCS-type video game in as little as 20 seconds or the new generation of 8K VCS-type games in less than a minute. Similar high-speed modems alone cost hundreds of dollars when purchased in computer stores!
 - Enough 8K Random Access Memory (RAM) to handle up to six pages of text.

- An auto-dialer that can select and "remember" the best and fastest "phone route" from your Master Module to the Master control Center and whether to use push-button or rotary dialing to access that "route."
- Battery-powered CMOS RAM sufficient to store your identification information and your best contest scores.
- The analog and digital interface equipment required to communicate with both the telephone line and the microprocessor contained in your game console.

Figure 6 **Inside Your Master Module**



- 1 Serial No. PROM**—burned in at the factory with proprietary encryption scheme to preclude tampering.
- 2 4K Masked ROM**—CVC program control software and initial screens. All other screens down-loaded.
- 3 2K CMOS RAM**—battery protected RAM for consumer profile, phone dialing/numbers information, and high contest scores retention.
- 4 2K RAMs**—total of 8K of memory for downloaded games and/or other software.
- 5 Custom Digital IC**—custom hardware for proprietary interface between CVC Master Module and VCS.
- 6 PC Board Gold Plated Edge Connector**—interconnects Master Module to game console.
- 7 Modem Circuitry**—an intelligent adaptive speed modem ranging from 800–2000 baud/second.

- 8 **Battery**—9v alkaline.
- 9 **Calibration Device**—facilitates interfacing to various VCS types. Includes memory writer circuits.
- 10 **Relay**—rotary dialer and phone switch hook connect/disconnect.
- 11 **Transformer**—couples/isolates CVC and phone line.
- 12 **Modular Clip**—female modular telephone connector.

Touch tone dialing is accomplished digitally by the Custom Digital IC.

■ The GameLine telecommunications network consists of five major components:

- Data communications multiplexors in major metropolitan areas, which combine many simultaneous local phone calls into several high-speed data streams. These data streams are transmitted over leased, private lines to and from CVC's Master Control Center in Vienna, Virginia, located outside of Washington, D.C.
- A series of toll-free (800-number) INWATS lines to serve those GameLiners not in areas with multiplexors and to provide back-up service for multiplexor areas.
- State-of-the-art support systems to automatically diagnose and remedy any problems and to provide the fastest service possible.
- Finally, and perhaps most important of all, a team of fellow game-lovers dedicated to bringing you as a GameLiner, the best in video game entertainment and information services.

Limited Warranty

Your Master Module is warranted by Control Video Corporation to be free of defects in material and workmanship **for a period of one year from the date of original registration when used in accordance with the instructions provided.**

After this period, the Master Module will be repaired or replaced, at Control Video Corporation's sole discretion, for a fixed cost of \$35.00, including return postage, **providing Customer Service is called toll-free on: 1-800-CVC-2100 to determine where the Master Module should be taken or sent.**

This warranty does not cover Master Modules damaged by abuse, misuse, alteration, neglect, or any use for which the product was not intended.

All implied warranties, including warranties of merchantability and fitness, created by operation of applicable state law shall terminate one year from the date of original registration. There is no other warranty and not other affirmation of fact or promise that shall constitute a warranty. Control Video Corporation shall not be responsible for any incidental, contingent or consequential charges or damages.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Some states do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental, contingent or consequential damages, so the above limitations or exclusions may not apply to you.

FCC Notice

This equipment generates and used radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's 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 equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- 1 Reorient the receiving TV antenna.
- 2 Relocate the video game unit with respect to the TV receiver.
- 3 Move the video game unit away from the TV receiver.
- 4 Plug the video game unit into a different outlet so that the video game unit and TV receiver are on different branch circuits.

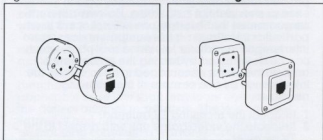
If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: *How to Identify and Resolve Radio-TV Interference Problems*. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

APPENDIX: INSTALLING A STANDARD MODULAR TELEPHONE JACK

If you do not have a modular (plug-in) jack like the ones shown on page 2, you will need to install one.

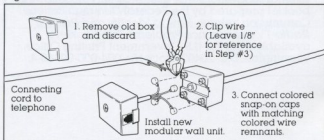
If you have a 4-pronged wall jack you can convert it to a modular jack by obtaining a four-pronged converter at a store which sells telephone accessories (Radio Shack, for example) or a Bell PhoneCenter. (See Figure 7)

Figure 7 **Modular Converters for 4-Pronged Wall Jack**



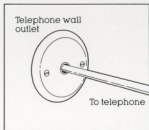
If you have a 42A connecting block outlet, which resembles a modular type, but cannot be unplugged, follow the directions in the diagram below (Figure 8) to convert it to a modular outlet. You can obtain the modular converter cover with convenient snap-on, color coded caps at a telephone accessory store or Bell PhoneCenter.

Figure 8



If your telephone wall outlet resembles the one in Figure 9 below (or is completely different from the others pictured in the Appendix), check with your Bell PhoneCenter or nearest telephone dealer for modular conversion information.

Figure 9



BATTERY REPLACEMENT

- The 9-volt alkaline battery in your Master Module should last for nearly a year with normal use (12–15 game sessions a month).
- As a reminder that your battery may be getting low and ready to be changed, you will see the following message after about 150 game sessions:



- Please replace the old 9-volt battery with a fresh one — making sure it is **alkaline**. Failure to replace the battery when required may result in damage to your Master Module!



CONTROL VIDEO CORPORATION

8620 Westwood Center Drive
Vienna, Virginia 22180

GAMELINE™

Dear Video Gamer:

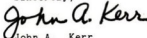
As someone who shares your interest in video games, I thought you might like to have enclosed information on the exciting new Gameline system and our special limited Charter Membership offer.

We will only be able to make the enclosed offer for the next 30 days. After this 30 day period, Gameline and the Master Module will only be available in video game and consumer electronic stores.

By ordering your Master Module and becoming a Gameliner, you will be able to play more than 100 games within the year and you and your family will be at the leading edge of home entertainment and information technology.

To become part of this incredible new way to play video games (and receive information), review the enclosed information and then simply call us at 1-800-CVC-2100 and we will ship your Master Module as fast as possible. We hope to hear from you soon.

Sincerely,



John A. Kerr
Vice President,
Sales and Marketing

JAK/das

8620 Westwood Center Drive
Vienna, Virginia 22180

02 12 13 CAGGED 3428 00
04 28 CAGGED
04 28 MAYFIELD AV
04 28 GAITHERSBURG MD 21213

