MILTON BRADLEY COMPANY

MBX

EXPANSION SYSTEM FOR THE TEXAS INSTRUMENTS HOME COMPUTER

USER'S MANUAL

YOUR EXPANSION SYSTEM PACKAGE CONTAINS:

- 1 console with built-in keypad
- 1 triple-axis analog joystick
- 1 headset microphone
- 1 user's manual
- 1 wallpack power supply

INTRODUCTION

HOW THE MBX ENHANCES
YOUR TI HOME COMPUTER

The MBX Expansion System is a 3-unit system that lets you interact with your home computer in a whole new way. Working together with your computer and a special group of Solid State Speech™ cartridges* designed by Milton Bradley, the MBX system introduces you to a unique video and audio experience.

The system includes: a headset microphone; a triple-axis analog joystick; and a console with a built-in keypad. Here's some of the excitement these components offer you.

The console and the headset microphone allow you to use Voice Recognition, a unique technique in which you control the screen action by spoken words. The console is also responsible for offering outstanding electronic Speech Synthesis, so you hear realistic speech, character voicing and more. And built right into the console, is a 64-position keypad that's easy to access allowing for quick responses.

The third component in the system is a triple-axis analog joystick that offers you proportional control and total maneuverability of screen graphics. The joystick features a control knob that turns clockwise and counterclockwise so that you can actually rotate a screen object 360 degrees.

Undoubtedly, the MBX Expansion System lets you interact with your Texas Instruments Home Computer in a very sophisticated way. To experience the technological wizardry of the MBX system and the added dimension to game play that it offers, just connect your MBX console to your computer...and play away!

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*IMPORTANT: the MBX Expansion System works only with a special series of Solid State Speech™ cartridges designed by Milton Bradley.

SOLID STATE SPEECH is a trademark of Texas Instruments Incorporated.

HOW TO USE THIS MANUAL

To discover all the features of the MBX console, joystick and headset microphone and learn how they function, it is suggested that you read this user's manual completely.

The manual is divided into four main chapters: one chapter is devoted to preparing the MBX system for play; the other three chapters explain the features and functions of the three units...a chapter for each unit. See the Table of Contents on page 5 for more details.

It will take you only 30 seconds to hook up the MBX system to your computer, but it is essential that you be aware of important specifics like the sequence of turning on the systems. This kind of information can be gathered only from a thorough reading of this booklet.
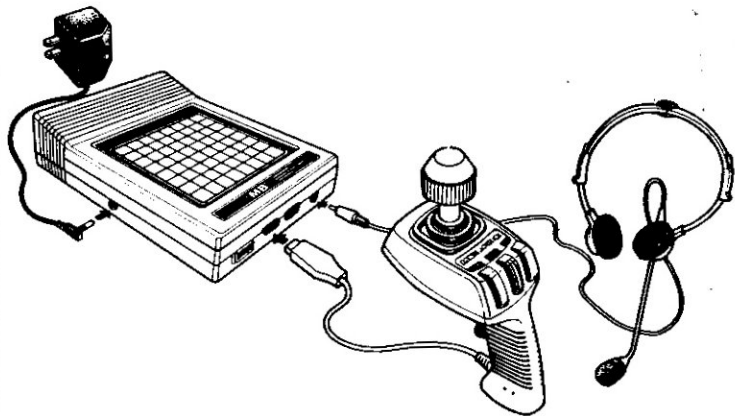
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HOW TO PREPARE THE MBX SYSTEM FOR PLAY

It will take you less than 30 seconds to connect the 3-unit MBX system to your Texas Instruments Home Computer, yet you'll experience hours of challenging game play from this simple hookup.

HERE ARE THE THREE UNITS

The Expansion System is made up of a console; a joystick; and a headset microphone. Included with the system is a wallpack power supply that connects the MBX system to the wall socket.

Take a look at the three units, the power supply and the TI Home Computer in Figure 1 (next page), with all of the parts and plug-ins labeled.

HOW TO PUT IT ALL TOGETHER

Figure 2 (next page) shows the MBX console properly connected to your Texas Instruments Home Computer. To plug in all of the components correctly and to power up the systems, follow the sequence of events numbered 1 to 11*, below.

Connecting The MBX Power Supply

1. Make sure the MBX ON/OFF switch is in the off position.
2. Insert the plug of the power supply cable into the power jack of the MBX console.

*Refer to your User's Reference Guide packaged with your TI Home Computer to properly connect the computer to its power supply and the TV monitor before doing the 11 steps. Be sure your TI Home Computer is in the Off position when connecting the MBX system to it.
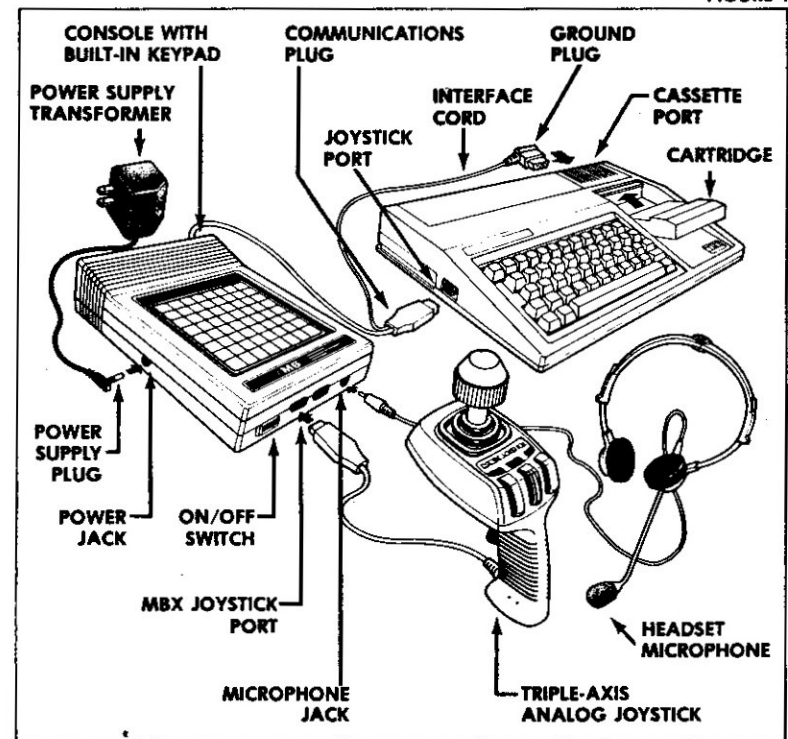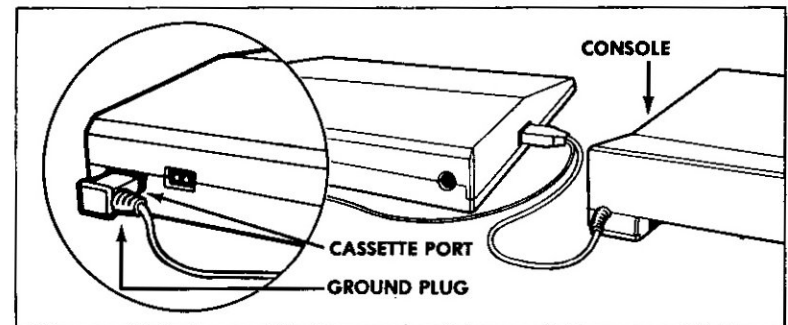

FIGURE 1

FIGURE 2

3. Plug the power supply transformer into any 120 volt household wall socket.

Connecting The MBX To Your TI Home Computer

4. Plug the communications plug of the MBX interface cord into the joystick port of your TI Home Computer. Then, insert the ground plug into the cassette port of your TI Home Computer. IMPORTANT: if your TI Home Computer has a cassette port different than from what is pictured in Figure 2, on page 7, the grounding is accomplished through the communications plug and it is unnecessary to connect the ground plug.

Preparing The MBX For Play

5. Plug the headset microphone into the microphone jack of the MBX console.

6. Plug the MBX joystick into the left joystick port of the MBX console. The right joystick port is used in certain two-player games where an additional joystick is required for simultaneous play.

7. Insert the game cartridge overlay onto the resident keypad of the MBX console.

NOTE: the headset microphone and the joystick are not used with every cartridge but should be connected to the console at this time if they are to be used. Not all game cartridges employ game overlays, but if a cartridge does use an overlay, it should be inserted at this time, see "How To Use The Console" on page 12 in this book for more details on overlays. Refer to the individual cartridge instruction manual for more details on whether the headset microphone, joystick or overlay is employed.

Inserting The Cartridge

8. Insert the Solid State Speech™ game cartridge into the slot

of your computer making sure that the cartridge's name-of-game label faces you and is right-side-up.

IMPORTANT: the MBX Expansion System works only with a special series of software cartridges designed by Milton Bradley Company especially for Texas Instruments Incorporated.

Turning On The Two Systems

9. Turn the MBX system on by sliding the ON/OFF switch on the console to "ON." You'll hear the MBX console say "READY"!

10. Turn your computer on by sliding the ON/OFF switch to the "ON" position.

11. As soon as the master title screen (color bar screen) appears, press any key on your TI computer keyboard. The title screen of the game you're playing will appear. See the "Game Start-Up – And What You'll See" on page 10 for more details.

Very Important:

The sequence of turning on the MBX system before turning on your Texas Instruments Home Computer must be followed if you wish to employ all the features of the MBX system.

If you turn on the MBX system after your computer, or after a game has already started, or if one of the connections between the two systems has not been made or has come unplugged, then the game you are playing will seem to work initially, but MAY freeze up midway through play.

If the MBX system is not functioning, or if a Milton Bradley cartridge is not working properly, check to see that the MBX system is "on," and all plug-ins are connected properly. Then turn off your computer and turn on your computer again. This action should activate your MBX system and allow the cartridge to function correctly.

GAME START-UP—AND WHAT YOU'LL SEE

Once the title screen of any of the MBX Solid State Speech™ cartridges appears, wait a few seconds and you'll see a brief demonstration of that particular cartridge's play. All of the cartridges offer this DEMO MODE and it is recommended that you view it before playing. When the title screen reappears, press any key on your Texas Instruments Home Computer keyboard and you'll be presented with the option screens... either the selection of the number of players...or the name-entering-on-the-screen option...or the voice training option... whatever each individual cartridge offers. For more details on proper key-pressing, see the following: the RESET key and the YES and NO keys on pages 13-14 of "How To Use The Console," and all about the option screens under the voice training section of "How To Use Your Headset Microphone" on pages 20-21.

HOW TO USE THE CONSOLE

The MBX console features a 64-position keypad, a sophisticated Speech Synthesizer and Voice Recognition capabilities.

THE CONSOLE'S BUILT-IN KEYPAD

Built right into the console, the 64-position keypad, shown in Figure 3, is especially designed for fast-action game play. Easy-to-access keys let you respond more quickly and with greater flexibility to screen action.

FIGURE 3

| RESET | VOLUME ⬆ | VOLUME ⬇ | MIC | YES | NO | PAUSE | GO |

RESIDENT KEYPAD
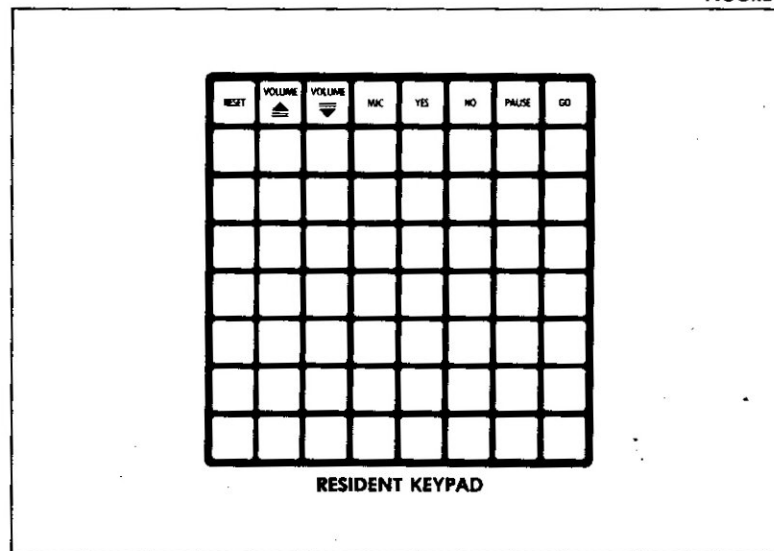
The eight keys in the top row are used most often in preparation for play and after a game has been played. During play, you might have to access another position on the keypad. If such a cartridge demands another key position, you will be provided with a colorful overlay that fits right over the keypad, so you can find the key's location quickly. See Figures 4 and 4A which show you how to insert and remove overlays. PLEASE NOTE: not all cartridges have their own overlays. See individual game manual for the cartridge you're playing for details.
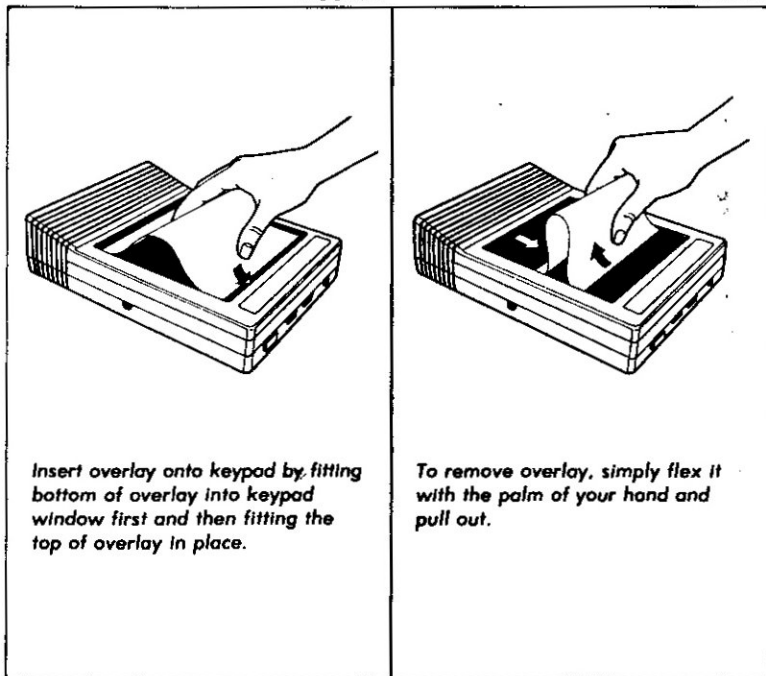
FIGURE 4　　　　　　　**FIGURE 4A**

Insert overlay onto keypad by fitting bottom of overlay into keypad window first and then fitting the top of overlay in place.

To remove overlay, simply flex it with the palm of your hand and pull out.

THE EIGHT KEYS IN THE TOP ROW

Look at the top row of the keypad in Figure 3. The eight keys are common to both the MBX fixed keypad and any game cartridge overlay. The keys are used most often in preparation for play, as in voice training, or after a game has been played and you wish to play it again.

Each key and its particular function is explained below...

RESET Key

Any time this key is pressed, you activate the option screens: the selection of the number of players; the entering of players' names on the screen; and the voice training option. These option screens precede the start of the game.

For example, in a multi-player cartridge, if the RESET key is pressed, the screen will ask you how many players will be competing. Or in a single-player game, if the RESET key is pressed, the screen will ask you if you wish to enter your name on the screen to personalize play. See the individual game manual for the cartridge you are playing for more details.

Any time RESET is pressed, all previous game memory is erased except high score tally and voice training.

VOLUME Keys

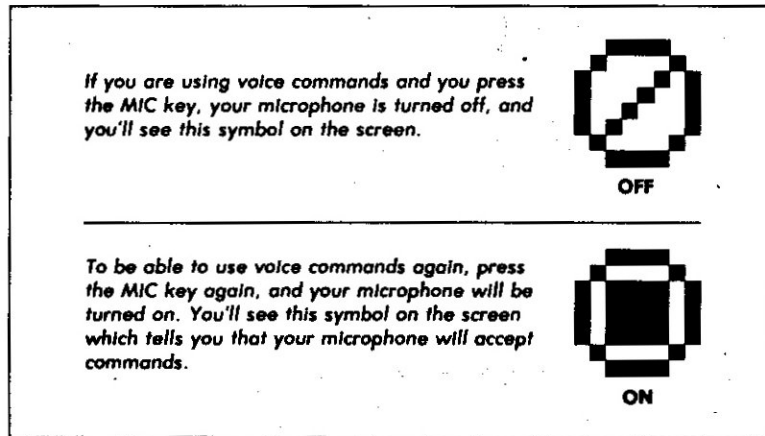Any time this ♠ key is pressed, you will increase the volume of the synthesized speech from the MBX console. The volume of the sound effects and the music will not be affected by this key, only the speech. To lower the volume of the synthesized speech, press this key ♺.

MIC Key

For cartridges that allow Voice Recognition (controlling screen objects by the sound of your voice), pressing the MIC key will

turn the headset microphone off and on. When the microphone is "ON," you will be able to control the screen action by calling out voice commands into your headset microphone; when the microphone is "OFF," your headset microphone is inoperable and you will have to control the screen action by either joystick or keypad control.

Indicator Squares:

If you are using voice commands and you press the MIC key, your microphone is turned off, and you'll see this symbol on the screen.

OFF

To be able to use voice commands again, press the MIC key again, and your microphone will be turned on. You'll see this symbol on the screen which tells you that your microphone will accept commands.

ON

For more details, see "How To Use The Headset Microphone" on page 18.

YES And NO Keys

These keys are reply keys that you will use to answer questions posed by the computer. Two examples of their use are voice training and instruction selection:

• in voice training, you can select to train for speech recognition or not to train for speech recognition by pressing YES or NO;

or you can just train certain words by pressing YES or NO.

• in instruction selection, you can opt to receive game instructions by pressing YES or NO. Instruction option occurs only in the Bright Beginnings™ series of cartridges for children.

PAUSE KEY

Press this key any time you wish to freeze the action on the screen. To start up the action again, just press the PAUSE key again.

GO Key

Press this key at the end of a game or during a game to start a new game. When you press the GO key, you will not be returned to the option screens as you would if you pressed RESET.

If you have voice trained successfully and are in the middle of a game or have finished a game, pressing GO will start a new game for you and you will be able to use Voice Recognition without having to retrain again. IMPORTANT: pressing GO in response to certain questions during a voice training session, will end the session. You may not be able to give voice commands when playing and the game will immediately begin.

Here are the questions...

"RECORD ALL COMMANDS?"
"RECORD VOICE COMMANDS?"
"PLEASE SAY"
"RECORD THIS WORD?"

THE CONSOLE'S SPEECH SYNTHESIZER

The console offers outstanding electronic Speech Synthesis. Listen to well-modulated tones with a variety of pitches. True-to-life speech and character voices will delight you. The console's Speech Synthesis functions only with the Milton Bradley Solid State Speech™ cartridges. IMPORTANT: if you use the Milton Bradley Solid State Speech™ cartridges with your Texas Instruments Home Computer and without the MBX system, you must attach the Texas Instruments Solid State Speech Synthesizer to your computer to activate the cartridge's speech capabilities (synthesizer sold separately).

THE CONSOLE'S VOICE RECOGNITION

The console's electronics, combined with the headset microphone, allow you to use Voice Recognition...a unique feature in which your spoken words direct screen action. Not all of the cartridges allow Voice Recognition, so refer to the instruction manuals for each individual cartridge to see if voice commands are a part of game play. For detailed information on Voice Recognition and voice training, see "How To Use The Headset Microphone" on page 18 of this booklet.
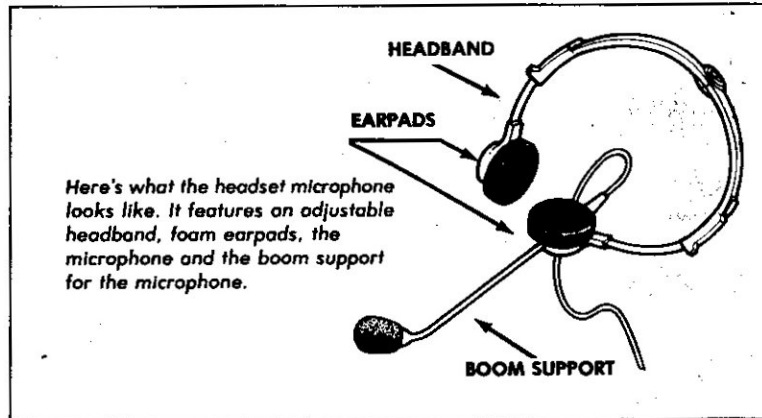
HOW TO USE THE HEADSET MICROPHONE

The microphone, combined with the electronics of the MBX console, allows you to control the screen action by your spoken words. This unique, state-of-the-art technology is called Voice Recognition.
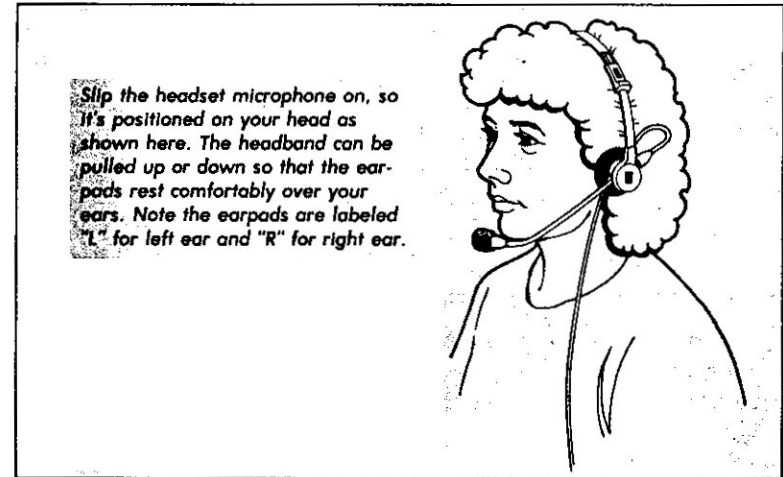
ITS FEATURES AND HOW TO WEAR IT

If the cartridge you're playing allows Voice Recognition and you wish to employ this feature, then you must know how to use your headset microphone both to voice train and to give voice commands. Before discussing training the MBX to respond to your voice and the actual procedure of giving programmed commands, you must get acquainted with the headset microphone, know its features, and discover how to wear it. See Figures 5 and 6 for such information.

Its Features...

FIGURE 5

Here's what the headset microphone looks like. It features an adjustable headband, foam earpads, the microphone and the boom support for the microphone.

HEADBAND

EARPADS

BOOM SUPPORT

Putting it on...

FIGURE 6

Slip the headset microphone on, so it's positioned on your head as shown here. The headband can be pulled up or down so that the earpads rest comfortably over your ears. Note the earpads are labeled "L" for left ear and "R" for right ear.

PLEASE NOTE: the earpads are not earphones. No synthesized speech or sound effects are transmitted through the earpads. Of course, the earpads are accoustically designed so that you will be able to hear clearly all the synthesized speech emitted from the MBX console and all the sound effects emitted from your TI Home Computer.

The microphone should be positioned in front and to one side of your mouth, as shown in Figure 6. Adjust the boom support of the microphone, so the microphone is as close as 1" and not more than 2" away from your mouth. The boom support can be adjusted up, down, in and out, so you should have no problem in achieving a good microphone fit. Once your headset microphone is properly adjusted, you'll be ready to start voice training.

HOW TO VOICE TRAIN

Voice Recognition is an optional feature of many of Milton Bradley's Solid State Speech™ cartridges.

If you choose not to employ voice commands to control the screen action, then you must tell the computer and the MBX of your decision by pressing the NO key on your MBX console.

If you choose to employ voice commands to control the screen action, then you must tell the computer and the MBX of your decision by pressing the YES key on your MBX console.

The voice training option usually follows the number of players option and the name entering option. Refer to the instruction manual for the cartridge you're using to see where in the sequence of events voice training occurs.

Here is the usual option screen sequence...

After the RESET key on the MBX console is pressed or after the DEMO is viewed and any key on your TI computer keyboard is pressed, the option screens appear...

1. Selection of number of players option: the computer will ask you how many people will be playing the game by showing on the screen...

HOW MANY PLAYERS?
ENTER 1 OR 2

To choose the number of players, press either the 1 or 2 key on your TI computer keyboard depending on how many players are competing.

2. Name entering option: the computer will ask you and your opponent (if you have one) if you wish to type your names on the screen for personalized play by showing on the screen...

PLAYER 1 (OR PLAYER 2)
ENTER YOUR NAME
THEN PRESS ENTER

To enter your name, type in the appropriate letter keys on your TI Home Computer and then press the ENTER key on the TI computer keyboard. Player 2 does the same.

3. Voice training option: the computer will ask you if you wish to train the computer for voice response by showing on the screen...

USE MBX CONSOLE KEYS
RECORD VOICE COMMANDS?
PRESS YES OR NO
PRESS GO TO PLAY
USE MBX CONSOLE KEYS

If you wish to voice train, press the YES key on your MBX console. If you do not wish to voice train, press the NO key on your MBX console (in a multi-player game, pressing NO cycles the voice training option screen to the next player).

PLEASE NOTE: if you pressed the GO key, instead of the YES or NO keys, the game would automatically begin and you would bypass all training.

Here's what happens, if you press YES...

If you press YES, you'll see the following on the screen...

USE MBX CONSOLE KEYS
PLAYER 1 (or entered name)
PRESS THE YES KEY
WHEN READY TO RECORD

The computer is telling you to get ready for training. Adjust the microphone if necessary. When ready to record, press YES on your MBX console.

The computer will then ask you to repeat the first command. The screen shows...

PLAYER 1 (or entered name)
PLEASE SAY
(The word that you must say aloud into your microphone appears here)

Voice Training Tips

•each cartridge that offers Voice Recognition, of course, has its own special words that you must repeat or record. The most important advice to follow when training, is that the word you are asked to say aloud into your microphone must be recorded in the same way as you would say that word during frantic game play. Say the word clearly and with enthusiasm.

•during play, do not give a voice command when the MBX is speaking. The console will not recognize a command if it is given at the same time the console is speaking.

• if the word that you say aloud into your microphone, remains on the screen after you say it, then such a word has not been trained properly. Continue to say the word aloud into your microphone until it disappears from the screen.

• once you have pronounced the designated programmed words for a particular cartridge, those same words appear, one by one on the screen, to be repeated again (in the same order you first said them). When the whole list of words is repeated twice by you, training is over.

PLEASE NOTE: in a two-player game, once Player 1 has repeated the commands twice, he or she removes the headset microphone and gives it to Player 2, if Player 2 wishes to voice train. However, be sure Player 1 is wearing the headset microphone when the game begins, for the computer will expect Player 1 to play first and to give voice commands first.

• always look for the Indicator Squares: if you and your opponent have voice trained successfully, the following Indicator Squares will appear on the screen during game play.

This square tells you that the training has been done completely by you and that voice commands may be used by you in game play. If your opponent has voice trained completely, this same symbol will appear when he or she is playing.
ON

If you have not trained successfully, the following Indicator Square will appear on the screen during game play.

This square tells you that your training has not been done correctly or that no training has taken place (if you decided to bypass the session). No voice commands may be used by you in game play. If your opponent has not voice trained or has not voice trained successfully, the same symbol appears when he or she is playing.
OFF

IMPORTANT: the Indicator Squares are also a quick way to tell if your microphone is on or off. For example, if you wish to cease using voice commands during play and prefer to use your console keys or the joystick, then press the MIC key on your MBX console. Your headset will be inoperable and the "OFF" square will appear on the screen; when you want to resume voice commands, just press the MIC key again, your headset will be on and the "ON" square appears on the screen.

Two Cautions When Voice Training

1. The MBX headset microphone and console is a very sensitive Voice Recognition unit. When the microphone is "ON," it will pick up shouts of glee or any other "unprogrammed" word that a player may say unexpectedly into the microphone. During game play, be sure that you only say the "programmed" words into the microphone, so the desired action takes place. During voice training, be sure you repeat the "word to be recorded" and only that word (unless otherwise directed).

SUGGESTION: during play or training, if you wish to make comments to a challenger, press the MIC key to turn your microphone off while you talk.

2. Small children may need adult supervision when training. An adult should instruct the child through the voice training session to make sure that the commands are programmed properly. Children as young as four years old will be able to play cartridges in the Bright Beginnings™ series, thus parental involvement in voice training is suggested.

EXAMPLES OF VOICE TRAINING SESSIONS

If you follow the screen directions and watch your Indicator Squares, you should have no problems voice training. To show you what a simple procedure voice training is, read the following example.

A typical voice training session...

It is a two-player game. Three commands are to be recorded. Diane is Player 1 and Dave is Player 2. Either the RESET key has been pressed or any TI keyboard key right after the DEMO. The screen shows...

HOW MANY PLAYERS?
ENTER 1 OR 2
USE TI COMPUTER KEYS

Player 1 presses TI key 2.

PLAYER 1
ENTER YOUR NAME
THEN PRESS ENTER
USE TI COMPUTER KEYS

Player 1 presses TI letter keys D-I-A-N-E and then the TI ENTER key.

PLAYER 2
ENTER YOUR NAME
THEN PRESS ENTER
USE TI COMPUTER KEYS

Player 2 presses TI letter keys D-A-V-E and then the TI ENTER key.

USE MBX CONSOLE KEYS
DIANE
RECORD VOICE COMMANDS?
PRESS YES OR NO
PRESS GO TO PLAY
USE MBX CONSOLE KEYS

Diane presses MBX key YES.

DIANE
PRESS THE YES KEY
WHEN READY TO RECORD
USE MBX CONSOLE KEYS

Diane presses MBX YES key when the microphone is properly adjusted and she is ready to record.

DIANE
PLEASE SAY
RIGHT

Diane says "right" into the microphone.

DIANE
PLEASE SAY
LEFT

Diane says "left" into the microphone.

DIANE
PLEASE SAY
UP

Diane says "up" into the microphone.

Then, Diane will be prompted to record all the commands a second time, as follows...

DIANE
PLEASE SAY
RIGHT

Diane says "right" into the microphone again and continues to train all the commands again. When she is finished, it is Dave's turn to voice train. He puts on the headset microphone. The screen shows:

USE MBX CONSOLE KEYS
DAVE
RECORD VOICE COMMANDS?
PRESS YES OR NO
PRESS GO TO PLAY
USE MBX CONSOLE KEYS

Dave presses MBX key YES.

DAVE
PRESS THE YES KEY
WHEN READY TO RECORD
USE MBX CONSOLE KEYS

Dave presses the MBX YES key when the microphone is properly adjusted and he is ready to record.

DAVE
PLEASE SAY

RIGHT

Dave now records all the commands as prompted on the screen. Dave must also train the commands twice. When Dave finishes, the game begins. Diane is the first player and she puts the headset microphone on and is ready to play. The "ON" Indicator Square will appear on the screen when the game begins.

Some alternative voice training situations

You'll discover that MBX voice training is a very flexible system that allows you to interact with it in a variety of ways. For example, if you have just played a game with Voice Recognition and wish to play again, you need not retrain your voice; or if you wish to introduce a new player to the game and voice train that player, you may; or if you wish to retrain some of the commands and not all of them, you may pick and choose the ones you wish to record. Examples of some of these alternatives are explained below.

I. REPLAYING A GAME THAT YOU HAVE ALREADY VOICE TRAINED...

At the end of the game, press RESET on your MBX console and the option screens appear. First, number of player selection; second, name entering option; and then the voice training option, which is shown on the screen:

USE MBX CONSOLE KEYS
PLAYER 1
RECORD VOICE COMMANDS
PRESS YES OR NO
PRESS GO TO PLAY
USE MBX CONSOLE KEYS

There are three responses to this screen. You could press the GO key; the NO key; or the YES key.

• The GO response
If you wish to play the game with the very same voice commands and do not wish to retrain, press the GO key on your MBX console. The game begins immediately and the Voice Recognition element will be active.

• The NO response
In a multi-player game, pressing the NO key would cycle the above voice option training screen to the next player, so he or she would decide to train or not to train.

• The YES response
If you wish to retrain your voice commands press YES on your MBX console. You will see this on the screen...

USE MBX CONSOLE KEYS
RECORD ALL COMMANDS?
PRESS YES OR NO

The computer is asking you if you wish to retrain all or some of the commands. Press YES and you will be asked to retrain all the commands; press NO and the computer will ask you which word you wish to retrain by showing...

USE MBX CONSOLE KEYS
RECORD THIS WORD?
PRESS YES OR NO
ONE

If "one" is not the word you wish to retrain, answer NO on your MBX-console; if it is the word, press YES on your MBX console and retrain the word. The computer will present each of the programmed words in this fashion, so you can pick and choose which commands to retrain. See the following example on how to retrain one word.

II. RETRAINING ONE COMMAND...

In this example, Sally and Michael have done initial voice training and have played a game. They wish to replay a game, but Sally wants to retrain one of her commands, for during play she notices whenever she says "LEFT" into her microphone, the screen object moves "down" in error. Here's how she would retrain the LEFT command.

In this example, Sally is Player 2 and Michael is Player 1. The RESET key on the MBX is pressed and the following screen sequences and responses result.

HOW MANY PLAYERS?
ENTER 1 OR 2
USE TI COMPUTER KEYS

Sally presses TI key 2.

SAME PLAYER NAMES?
Y OR N
USE TI COMPUTER KEYS

Sally presses TI key Y.

USE MBX CONSOLE KEYS
MICHAEL
RECORD VOICE COMMANDS?
PRESS YES OR NO
PRESS GO TO PLAY
USE MBX CONSOLE KEYS

Michael presses MBX NO key.

USE MBX CONSOLE KEYS

SALLY

RECORD VOICE COMMANDS?

PRESS YES OR NO

PRESS GO TO PLAY

Sally presses the MBX YES key.

RECORD ALL COMMANDS?

PRESS YES OR NO

USE MBX CONSOLE KEYS

Sally presses the MBX NO key because she only wants to retrain the word "LEFT."

SALLY

PRESS THE YES KEY

WHEN READY TO RECORD

USE MBX CONSOLE KEYS

Sally puts on the microphone and presses the MBX YES key.

RECORD THIS WORD?

PRESS YES OR NO

RIGHT

USE MBX CONSOLE KEYS

Sally presses MBX NO key.

RECORD THIS WORD?

PRESS YES OR NO

LEFT

USE MBX CONSOLE KEYS

Sally presses MBX YES key.

PLEASE SAY

LEFT

Sally says "left" into the microphone.

PLEASE REPEAT

AGAIN

LEFT

Sally again says "left" into the microphone.

RECORD THIS WORD?

PRESS YES OR NO

UP

USE MBX CONSOLE KEYS

Sally presses the MBX GO key because "left" was the only word she wanted to retrain. All the other words remain in the library of programmed words that she has already trained the first time. The command "left," however, has been replaced by this latest recording.

III. VOICE TRAINING A NEW PLAYER...

MBX voice training also allows for the introduction of a new player to a game that has already been voice trained by either one or two players. In the following example, Diane and Dave have voice trained and played a game. Diane was Player 1 and Dave was Player 2. Susie now wishes to challenge Diane to a game. In this present game, Diane remains Player 1. Susie replaces Dave and becomes Player 2. Diane presses the RESET key on the MBX console and the following screen sequences and responses result:

HOW MANY PLAYERS?

ENTER 1 OR 2

USE TI COMPUTER KEYS

Diane presses TI key 2.

SAME PLAYER NAMES?

Y OR N

USE TI COMPUTER KEYS

Diane presses TI key N.

PLAYER 1

ENTER YOUR NAME

THEN PRESS ENTER

USE TI COMPUTER KEYS

Diane presses TI letter keys D-I-A-N-E and then the TI ENTER key.

PLAYER 2
ENTER YOUR NAME
THEN PRESS ENTER
USE TI COMPUTER KEYS

Susie presses TI letter keys
S-U-S-I-E and then the TI ENTER
key.

USE MBX CONSOLE KEYS
DIANE
RECORD VOICE COMMANDS?
PRESS YES OR NO
PRESS GO TO PLAY
USE MBX CONSOLE KEYS

Diane presses MBX NO key because
she has already recorded as Player 1.

USE MBX CONSOLE KEYS
SUSIE
RECORD VOICE COMMANDS?
PRESS YES OR NO
PRESS GO TO PLAY

Susie presses MBX YES key
because she has not yet recorded as
Player 2.

RECORD ALL COMMANDS?
PRESS YES OR NO
USE MBX CONSOLE KEYS

Susie presses MBX YES key because
she has not recorded any words yet.
Susie then is prompted for all the
commands twice and the game
begins when she finishes training.

IV. INTERRUPTING A VOICE TRAINING SESSION...

During voice training, if for any
reason you wish to stop the pro-
cedure, just press the MIC key on
your MBX console. All the action
will freeze and the screen will show
you this...

PLAYER IDENTIFICATION (1 OR 2)
PLEASE SAY
(Word to be recorded.)
MICROPHONE IS OFF

To restart the training, just press
the MIC key on your MBX console
again and the voice training will
resume.

HOW TO USE THE JOYSTICK

Now you can move an object in any direction on
the screen and rotate it up to 360 degrees while
moving it...all with this very special joystick.

THE JOYSTICK—HOW TO HOLD IT!

Just pick up the joystick by its pistol grip, which is contoured
to fit any size hand. The control buttons should be on top and
directly in front of you, as seen in Figure 7. Maneuver the stick
and the control knob with your other hand. The three auxiliary
control buttons can be accessed by either the thumb of the
hand that's holding the joystick or any finger of your other
hand. The trigger button is activated by squeezing it (pressing
it) with your index finger from either hand.

FIGURE 7
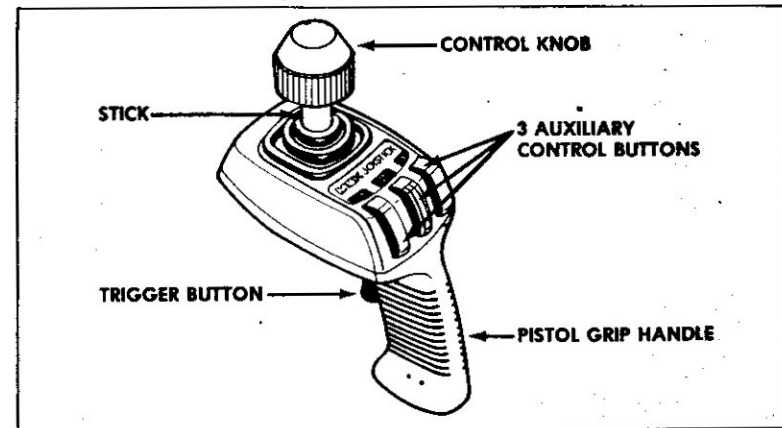
THE JOYSTICK—ITS BUTTONS AND FEATURES

The MBX joystick is like no other hand controller you've ever used before! Its state-of-the-art electronics combined with its high-performance design and engineering features deliver what other joysticks promise...total maneuverability of screen graphics. Take a quick look at what each component does, below, and then discover in detail how to best operate each part and button.

The stick...push the stick forwards, backwards, left, right or any place in between to make screen objects move up, down, left, right or diagonally.

Control knob*...turn the knob clockwise or counterclockwise to make a screen object rotate up to 360 degrees.

Trigger button...located on the inside edge of the pistol grip, this quick-action trigger is like the Fire Button on conventional joysticks.

Auxiliary control buttons*...these three buttons offer exciting game play options depending on what cartridge you're playing.

HOW TO USE THE STICK

The stick gives you proportional control of the screen object...which means the faster you move the stick, the faster the object moves; and the slower you move the stick, the slower the object moves. Not all games reflect this feature.

In addition to controlling the speed of the screen object, the MBX stick also lets you control the direction of the object. And instead of the usual eight-direction movement other joysticks allow, the MBX stick can be maneuvered in any direction...and of course, where the stick is moved to determines where the screen object moves to.

The Milton Bradley Solid State Speech™ cartridges determine just how much control the stick will have. For example, in **Honey Hunt**™, you control the bee's movement by pushing the stick. If you pushed the stick towards a 7 o'clock position (hour hand), the bee would fly towards that 7 o'clock position. Of course, en route the bee could be caught in the magnetized field of a passing flower and end up in a totally different location. In another example, the **Championship Baseball**™ cartridge lets you control base running by pushing the stick...however, pushing the stick directly forward and not at an angle will move the runner around the baseline at an angle. As you can see, you must refer to the individual cartridge instructions to determine just how much control the stick has.

HOW TO USE THE CONTROL KNOB

The control knob on top of the stick can be rotated clockwise or counterclockwise to rotate a screen object in such a direction. For example, if the screen object you wish to turn is facing south on the screen, one full wrist turn clockwise will rotate the object WEST, NORTH, EAST and back to SOUTH again; in the same example, one full wrist turn counterclockwise will rotate the object EAST, NORTH, WEST and back to SOUTH again.

This rotation feature is best demonstrated in the **Superfly**™ cartridge where you control the shooting direction of the fly by turning the control knob. See Figures 8 and 8A, below. In Figure 8, the fly always shoots between its two big, blue eyes... and its eyes are facing NORTH. You want to destroy the ugly red spider to the fly's immediate right. To do so, turn the control knob slightly clockwise until the fly's eyes are pointing EAST, as in Figure 8A. Then fire away!

FIGURE 8　　　　　　**FIGURE 8A**

SUPERFLY FACING NORTH　　　SUPERFLY FACING EAST
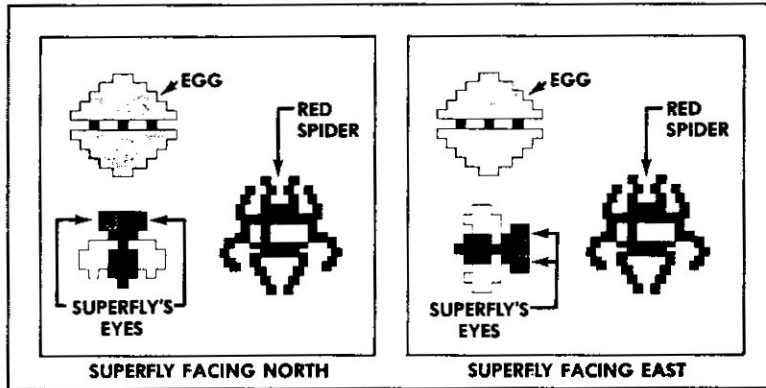
HOW TO USE THE TRIGGER BUTTON

The trigger is located on the inside edge of the pistol grip...a perfect place for quick-action response. To operate the trigger, pull it by pressing it down with the index finger from either hand. The trigger button is like the Fire Button on other joysticks. Of course, exactly what kind of action it will employ depends on what cartridge you're using. For example, in **Meteor Belt**™, pulling the trigger emits deadly white laser fire; in **Bigfoot**™, pulling the trigger throws a rope ladder to a nearby ledge so a climber can scale it!

HOW TO USE THE THREE AUXILIARY CONTROL BUTTONS

These buttons are conveniently located right on top of the joystick, so they can be accessed by either hand. These buttons heighten game play by offering you exciting options. They will be referred to as Button 1, Button 2 and Button 3 in the individual cartridge instruction manuals.

FIGURE 9
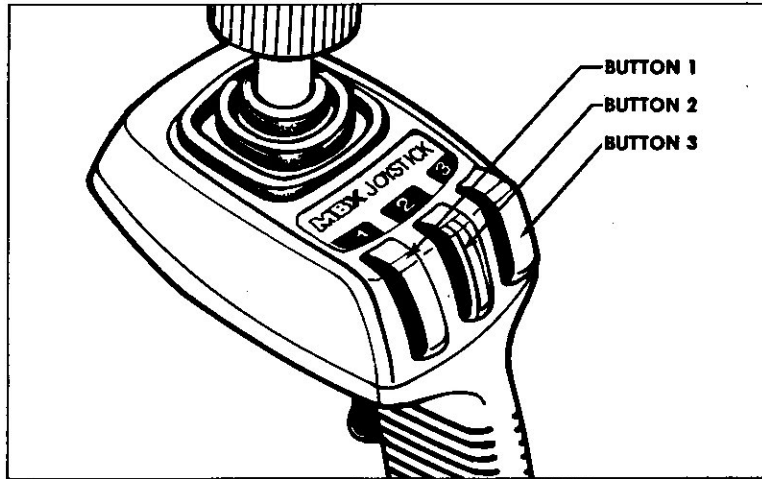
Here is some of the thrilling interaction the buttons offer you. In **Championship Baseball**™, if you press Button 1, your runner will slide into base. In **Space Bandits**™, use your auxiliary buttons as powerful defensive weapons...pressing Button 1 will activate your Robot's protective shield and pressing Button 3 will beam up your Robot to the safety of its control ship. Refer to the individual manual instructions for whatever cartridge you're using for more details.

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MAINTENANCE AND SERVICE INFORMATION

In Case Of Difficulty

In the event that you have difficulty with your computer while operating with the MBX Expansion System, disconnect the MBX. If the symptom continues to appear, refer to the User's Reference Guide for your computer.

If the suggested remedies are not successful, contact Milton Bradley Company Customer Service Department by mail or telephone.

For repair or replacement, return the MBX Expansion System, microphone and joystick(s) in its original package to minimize the possibility of shipping damage. Otherwise, the MBX should be carefully packaged and adequately protected against shock and rough handling. Send shipment to Milton Bradley Company as explained in the warranty. If the MBX Expansion System is in warranty it will be repaired or replaced under the terms of the Limited Warranty. Out-of-warranty units in need of service will be repaired or replaced with reconditioned units (at Milton Bradley's option), and service rates in effect at the time of return will be charged. For advance information concerning our flat-rate service charges, please call our toll-free number listed below.

If You Have Questions Or Need Assistance

Call Milton Bradley Company Customer Service Department at the following toll-free number: dial: 1-800-628-8608 (not available in Hawaii or Alaska) and ask for MBX assistance. In Massachusetts call collect 1-413-525-6411. These lines operate from 8:00 a.m. to 4:30 p.m. Eastern Time, Monday to Friday.

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THREE-MONTH LIMITED WARRANTY

This Milton Bradley MBX Expansion System warranty extends to the original consumer purchaser of the MBX.

Warranty Duration

This MBX Expansion System is warranted for a period of three (3) months from the date of the original purchase by the consumer.

Warranty Coverage

This MBX Expansion System is warranted against defective materials or workmanship. This warranty is void if the MBX Expansion System has been damaged by accident, unreasonable use, neglect, improper service or other causes not arising out of defects in materials or workmanship. Any implied warranties, arising out of this sale, including but not limited to the implied warranties of merchantability and fitness for a particular purpose, are limited in duration to the above three-month period. Milton Bradley shall not be liable for loss of use of the MBX Expansion System or other incidental or consequential costs, expenses or damages incurred by the consumer or any other user.

Some states do not allow the exclusion or limitation of implied warranties or consequential damages, so the above limitations or exclusions may not apply to you.

Legal Remedies

This warranty gives you specific legal rights, and you may also have other rights that vary from state to state.

Warranty Performance

During the above three-month warranty period, your MBX Expansion System will be repaired or replaced with a reconditioned MBX Expansion System (at Milton Bradley's option) without charge for parts or labor when returned with proof of purchase date, shipping prepaid, to the address below. In the event that the MBX Expansion System is replaced, the warranty on the replacement will be three (3) months from the date it is returned to you.

Shipping Instructions For Warranty And Post Warranty Repairs

Be sure to return the complete MBX Expansion System including the plug-in power supply, the microphone and the joystick(s). If the original packaging is available, repack the MBX in its packing and box. If not available, wrap carefully, making sure to surround the products with adequate padding. Please include a brief description of the problem, your return address and ship, insured, Parcel Post or United Parcel Service to the following address:

> MILTON BRADLEY COMPANY
> ATTN: Electronic Warranty Repair
> 108 Industrial Drive
> East Longmeadow, MA 01028

FCC STATEMENT

This product has been designed to meet all applicable Federal Communications Commission rules. Because of this, there is very little chance that this product could cause interference to television or radio reception. However, the FCC has asked all electronic toy manufacturers to give you the following information.

If you notice interference with radio or television reception while this product is on, move the product away from the television or radio. If the product is the cause of interference, then moving the product away from the radio or television should eliminate the problem.

If you are having problems with your radio or television reception, you may find the following booklet 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.