

ODYSSEY

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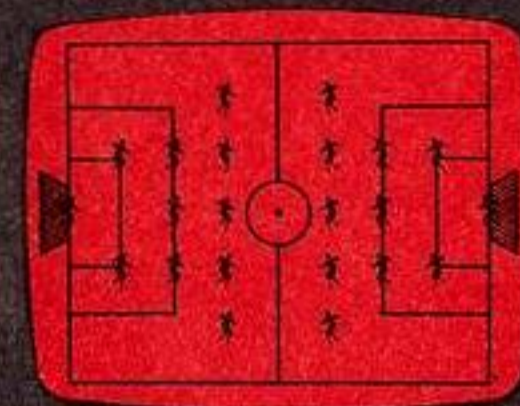
ODYSSEY

ODYSSEY™

INSTALLATION AND GAME RULES

By

**Magnavox**



# ODYSSEY-THE ELECTRONIC GAME OF THE FUTURE

ODYSSEY is now yours and your family's to enjoy, to be fascinated by and to learn from. Let us tell you something about it. . . .

ODYSSEY is an electronic game simulator that *easily* attaches to any 18 to 25 inch (diagonal) television—either color or monochrome. With ODYSSEY you participate in television, you're not just a spectator! The thrills of Wimbledon, the challenge of ski trails—can all be duplicated right in your own home.

ODYSSEY is thought, action and reaction. ODYSSEY is truly a total play and learning experience for the entire family.

Please carefully read the installation instructions on the following pages to insure complete operating ease. Once you have connected ODYSSEY to your television, we suggest you first play "Table Tennis" as it is the basic ODYSSEY game designed to acquaint you with the controls. Have fun!

ODYSSEY . . . from MAGNAVOX, a world leader in the field of quality electronics for over sixty years.

## PERFORMANCE CHECK LIST

Should your ODYSSEY System appear to be malfunctioning, this Performance Check List will help you determine if service is actually required.

1. If you do not get a player image on your television screen when a Game Card is inserted in the Master Control Unit . . .
  - A. Rotate the HORIZONTAL and VERTICAL controls on both Player Control Units. If the player images do not appear on the screen, continue with the check list.
  - B. Check to see that the Channel Selector on your television is set to the proper channel, as indicated by the Channel Switch in your Master Control Unit.
  - C. Check to see that the Game Card is inserted properly with the number facing outward and is plugged in all the way.
  - D. Check to see that the Game Cord is properly connected to the Television receiver. See GAME CORD INSTRUCTIONS.
  - E. Check the batteries in your Master Control Unit to see that they are properly installed. Also, if your game has been in operation for some time, the batteries may be weak and should be replaced.
2. If the display on your television screen is distorted or scrambled, then the problem may be an adjustment of the television controls . . .
  - A. Check to be sure you are on the proper channel for game operation. (Channel 3 or 4).
  - B. Switch the television to a known operating local station and adjust the television controls as necessary to obtain a normal picture.
  - C. If a normal picture is obtained, set your television to the proper channel on which ODYSSEY is used. Adjust the VHF Fine Tuning on the television.
3. If you experience trouble with only one game . . .
  - A. Check your game instructions to be sure you have the proper Game Card and that it is properly inserted in the Master Control Unit.
  - B. Check your Game Card to see if there is any visible damage to the card.

## TABLE OF CONTENTS

### INSTALLATION INSTRUCTIONS

	Page
Performance Check List . . . . .	2
Master Control Unit . . . . .	3
Batteries, Channel Switch . . . . .	3
Connection of Player Controls . . . . .	3
Connection of Game Cord . . . . .	3
Adjusting Television . . . . .	3
Inserting Game Card . . . . .	3
The Player Control Units . . . . .	4
Start Button . . . . .	4
Horizontal Control . . . . .	4
Vertical Control . . . . .	4
Ball Control . . . . .	4
Learning to Play . . . . .	5
Overlays . . . . .	6
Caring for your ODYSSEY . . . . .	6

### GAME RULES

	Page
Table Tennis . . . . .	7-8
Tennis . . . . .	8-9
Ski . . . . .	10-11
Hockey . . . . .	12-13
Volleyball . . . . .	14-15
AnaLogic . . . . .	16-17
Wipe Out . . . . .	18-19
Soccer . . . . .	20-21
Submarine . . . . .	22
Simon Says . . . . .	23

# INSTALLATION

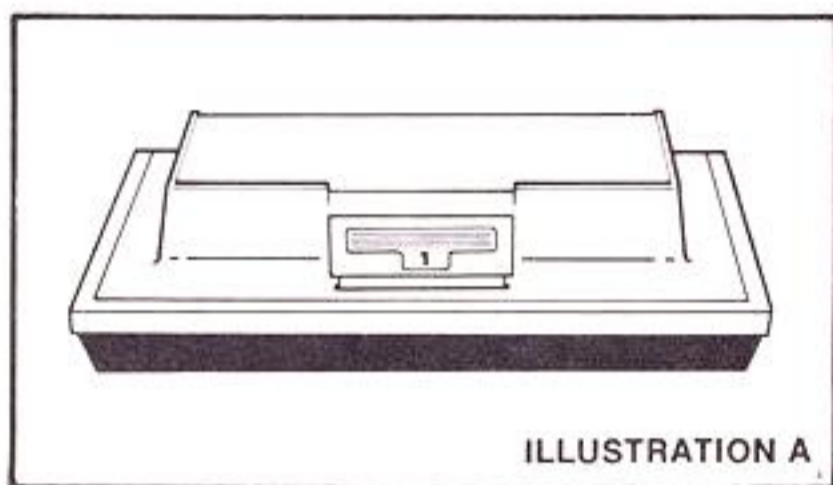


ILLUSTRATION A

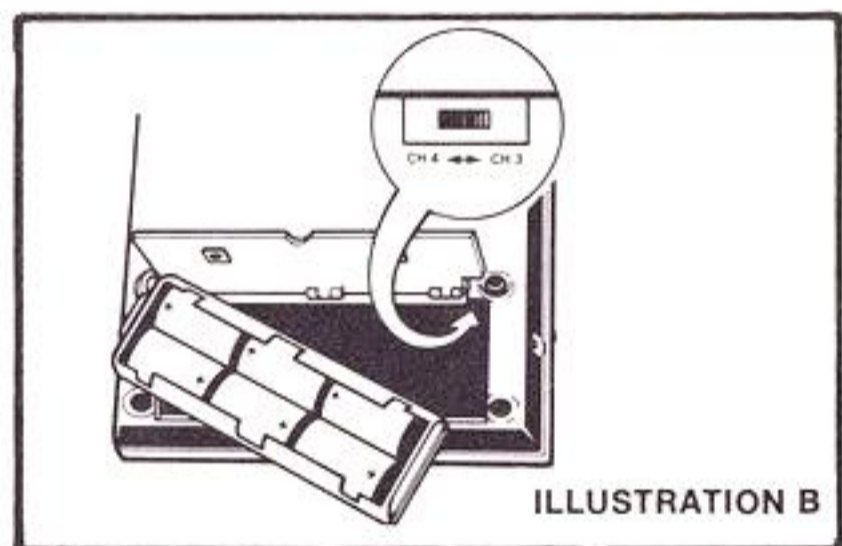


ILLUSTRATION B

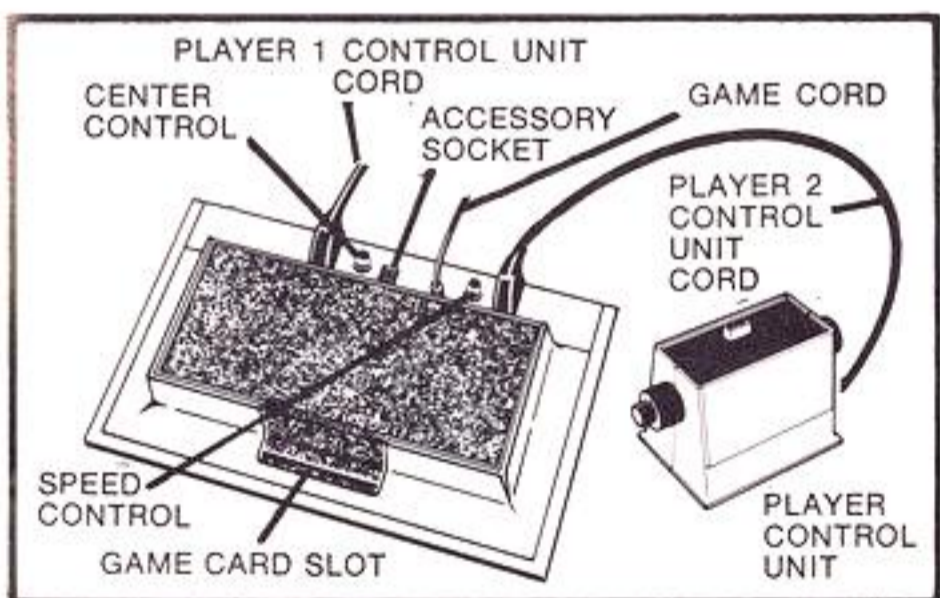


ILLUSTRATION C

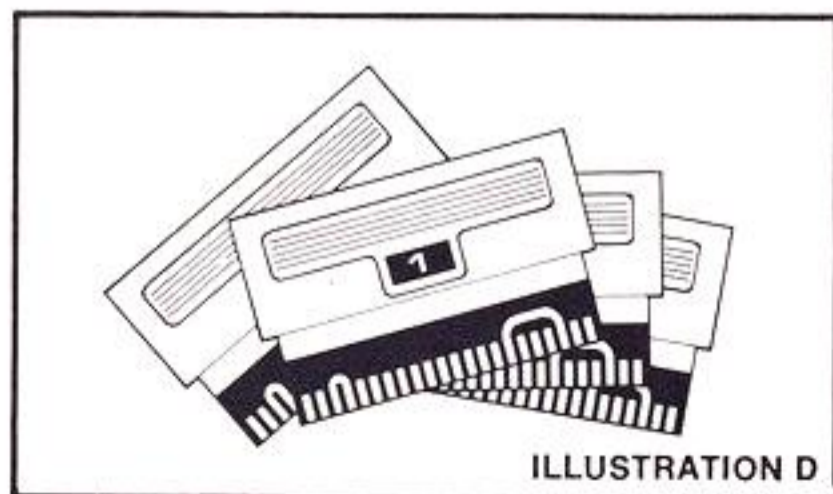


ILLUSTRATION D

## GETTING TO KNOW YOUR ODYSSEY

**Your master control unit . . .** is the heart of Odyssey. It contains all the electronics necessary to play the many games provided. It performs much like a television station sending signals to your television receiver. (Illust. A).

**Batteries . . .** are used to power your Odyssey. Remove the lid on the battery compartment by sliding the fasteners in the direction the arrows point. Place six C cell batteries in the battery holder, as shown. (Illust. B).

**A channel switch . . .** is provided inside the battery compartment to select either Channel 3 or Channel 4. This switch is normally set at the factory to the Channel 3 position. If a television station is operating on Channel 3 in your area, move the switch to the Channel 4 position (Illust. B). For future reference, indicate here the channel being used for Odyssey:

## CONNECTING THE PLAYER CONTROL CABLES AND THE GAME CORD

Plug the Player Control unit cables into the Master Control Unit as illustrated. The two Player Control Units are identical; however, the Player Control Unit connected to the PLAYER 1 socket will be called Player Control Unit Number 1 and the one connected to the PLAYER 2 socket will be called Player Control Unit Number 2. (Illust. C).

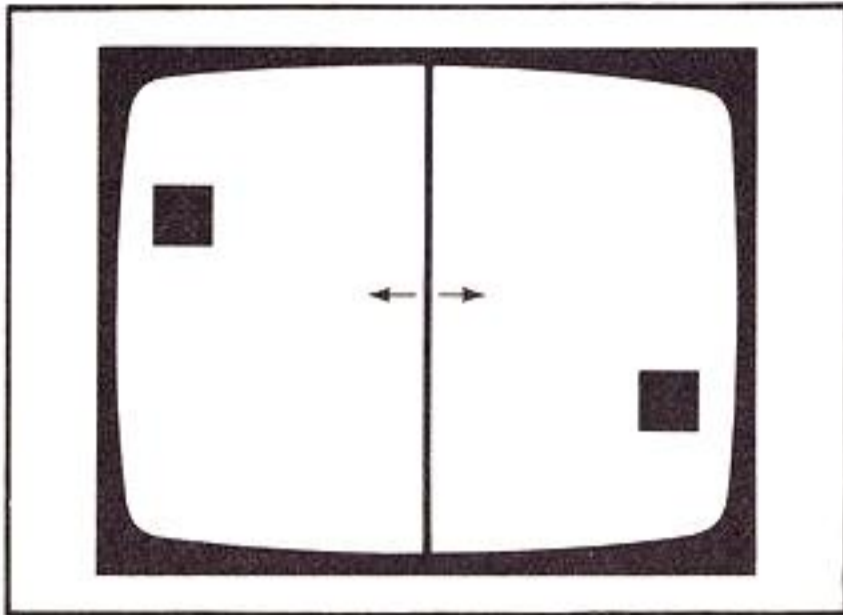
**The GAME CORD . . .** is used to connect the Master Control Unit to your Television Receiver. See the GAME CORD INSTRUCTIONS that are enclosed with your Odyssey Electronic Game.

## ADJUSTING YOUR TELEVISION

Insert Game Card No. 1 for "Table Tennis" in the GAME CARD SLOT on the Master Control Unit and press down firmly until it is completely plugged in. The number 1 should be facing outward. (Illust. A & D). The GAME CARD is also the power switch for the Master Control Unit so a signal is now being sent to your television receiver. *It is therefore very important that you remove the GAME CARD after playing, so that battery power is not depleted.*

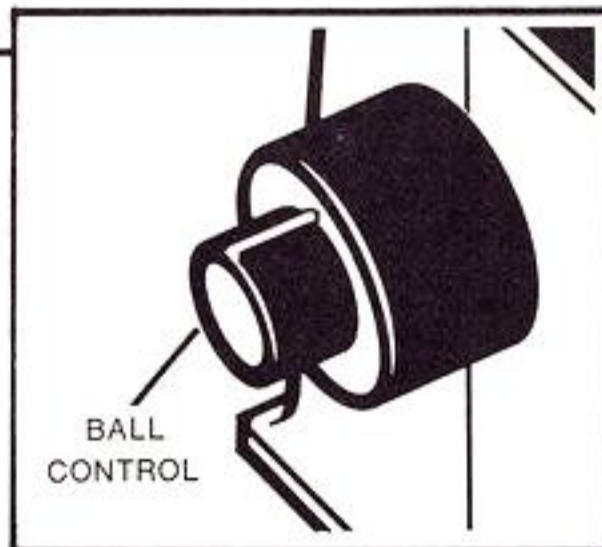
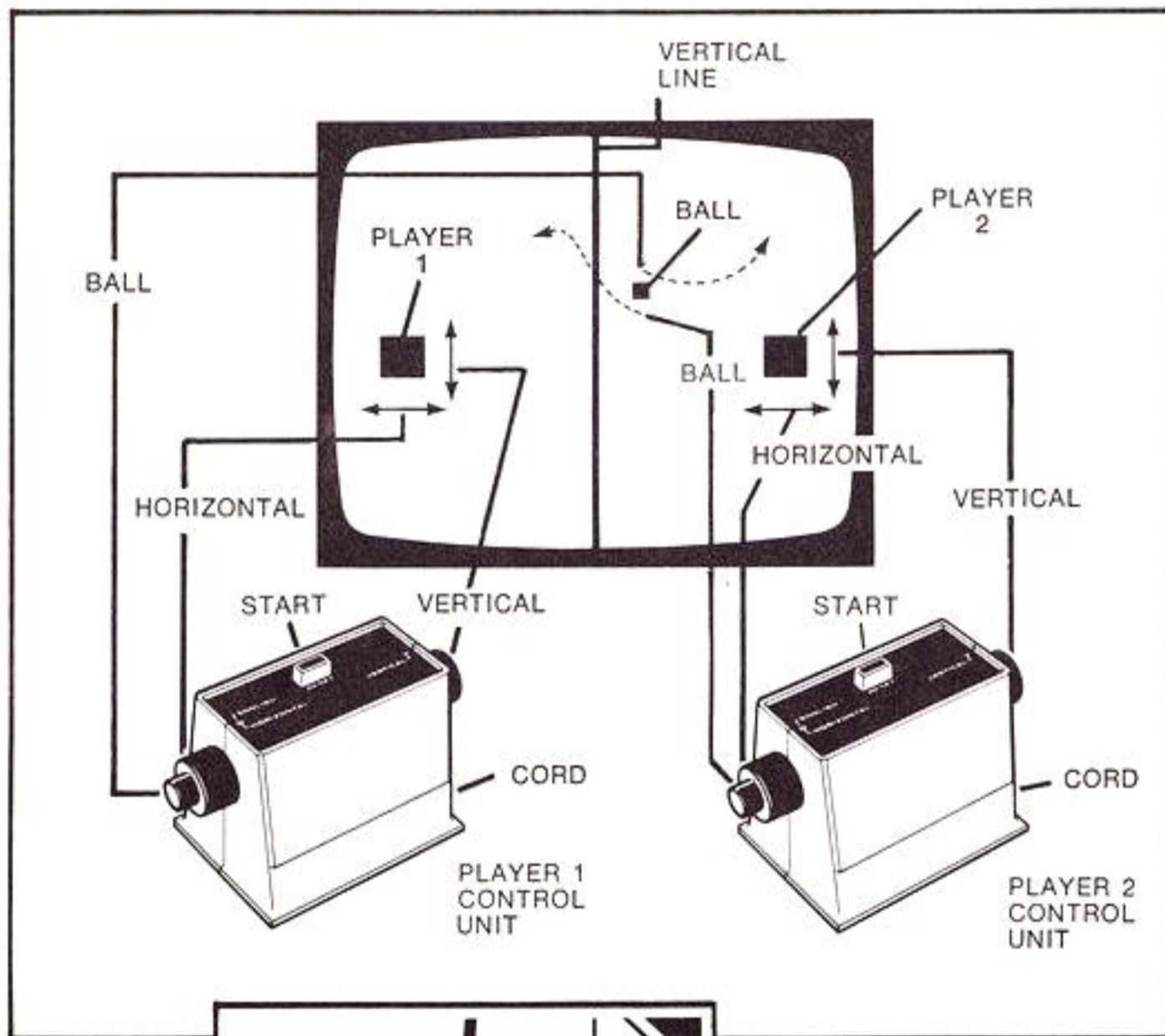
You will see a white vertical line from the top to bottom and possibly one or two small white squares. Adjust the VHF Fine Tuning on the television, if necessary, until the vertical line is straight and clear. Also, adjust the Brightness and Contrast controls of your television for a bright white line against a dark gray background.

THE CENTER CONTROL ON THE MASTER CONTROL UNIT should be adjusted until the vertical line is in the center of the television screen, as shown at left.



## THE PLAYER CONTROL UNITS

The knobs on the Player Control Units will be used to control the action taking place on your television screen. The illustration below shows the action when Game Card No. 1 is used.



**Vertical.** The Vertical control will always cause a player to move up or down. With the cord on the right side and the Player Control Unit in front of you, turning the knob away from you will cause the Player to move up; and turning the knob toward you will cause the Player to move down.

**Horizontal.** The Horizontal control will always cause a Player to move left or right. With the cord on the right side and the Player Control Unit in front of you, turning the knob away from you will cause the Player to move to the left; and turning the knob toward you will cause the player to move to the right.

**Start.** Pressing and releasing the Start button will make the Ball appear on the television screen. If Game Card No. 1 has just been inserted, pressing the Player 2 Start button should cause the Ball to appear on the screen—moving toward the left. During the game, the Player 1 Start button will cause the Ball to appear if the Ball disappeared at the left side of the screen, and the Player 2 Start button will cause the Ball to appear if the Ball disappeared at the right side of the screen. The effect of the Start buttons will change with some Game Cards. The rules for each game will tell you how to use the Start buttons.

**Ball.** The Ball control affects only the ball. When the ball is traveling from left to right, only the Player 1 Ball control will affect the ball. When the ball is travelling from right to left, only the Player 2 Ball control will affect the Ball. The Ball control will cause the Ball to move upward or downward, depending upon the rotation of the control knob. The further the knob is turned, the more the Ball will deflect. For your ease in determining the approximate centering of this Ball control, a "raised" marking is provided on the knob. This marking should be in the upright center position of the knob when you return the Ball to the screen.

## LEARNING TO PLAY

The following steps describe the use of all controls. Practice using the controls as described and then turn to the Game Rules section of this booklet to learn how to play the games. Some of the games will not use the controls in this manner but the basic actions will be similar. The Game Rules explain the use of the controls for each game.

1. Remove and then reinsert Game Card No. 1. This will clear the circuit and allow the following steps to be performed in sequence. Game Card No. 1 is the Game Card for Table Tennis, the basic ODYSSEY game.

2. Turn the SPEED control all the way to the left. The game will now be played at the slowest speed. As you become more skillful, turn the SPEED control more to the right to increase the speed of the moving Ball.

3. One person should select the Player 1 Control Unit and another the Player 2 Control Unit. A Control Unit should be in front of each player—with his right hand on the VERTICAL control and his left hand on the BALL control. The person operating the Player 1 Control Unit will be called Player 1. The person with the Player 2 Control Unit will be called Player 2.

4. Both Players should now turn their VERTICAL and HORIZONTAL controls to position themselves on the screen—with Player 1 at the left center near the edge of the screen; and Player 2 on the right center, also near the edge of the screen.

5. Both players should position their BALL controls so that the raised marking on the knob is in the upright center position. (See illustration on page 4).

6. Player 2, by pressing his START button, will cause the Ball to appear on the screen—moving toward Player 1. Then Player 2 should turn his BALL control to cause the Ball to touch Player 1.

7. Player 1 should do nothing until he is touched by the Ball. If the Ball touches Player 1, the Ball will immediately reverse and move toward Player 2. If the Ball does not touch Player 1, the Ball will move off the screen. Player 1 should then press his START button and the Ball will reappear on the left side and move toward Player 2.

8. Player 1 should then move his BALL control to cause the Ball to touch Player 2. If the Ball misses, Player 2 should press his START button and steps 6, 7 and 8 should be repeated until the Ball is bouncing between Players.

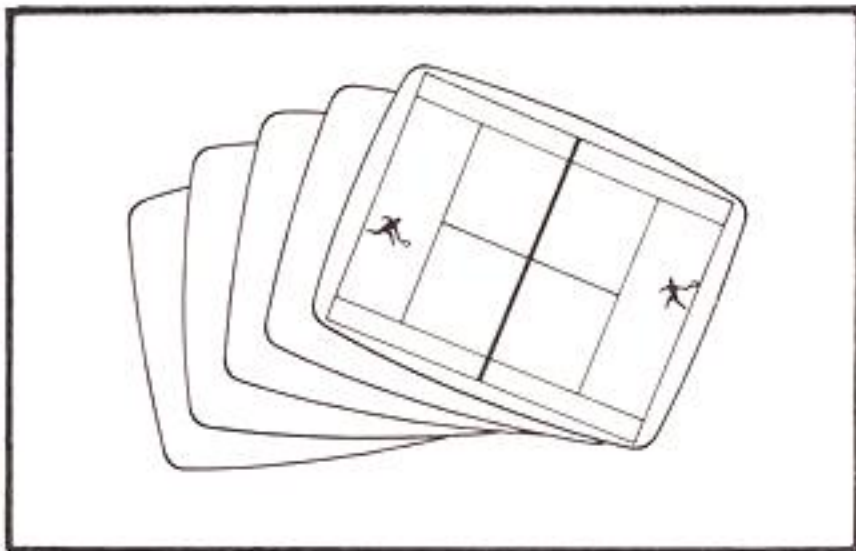
9. Once the Ball is bouncing between both players, each player should take turns moving toward the bottom or the top of the screen with his VERTICAL control, and then moving in front of the Ball as it comes toward him.

10. Now each player should take turns moving the Ball with his BALL control while the other player tries to move in front of the Ball by using his VERTICAL control.

11. Now you are ready to volley. Each player should use his BALL control to keep the ball from striking the other player; and should use his VERTICAL control to try to hit the Ball. The player who misses the Ball must press his START button to bring the Ball back into play.

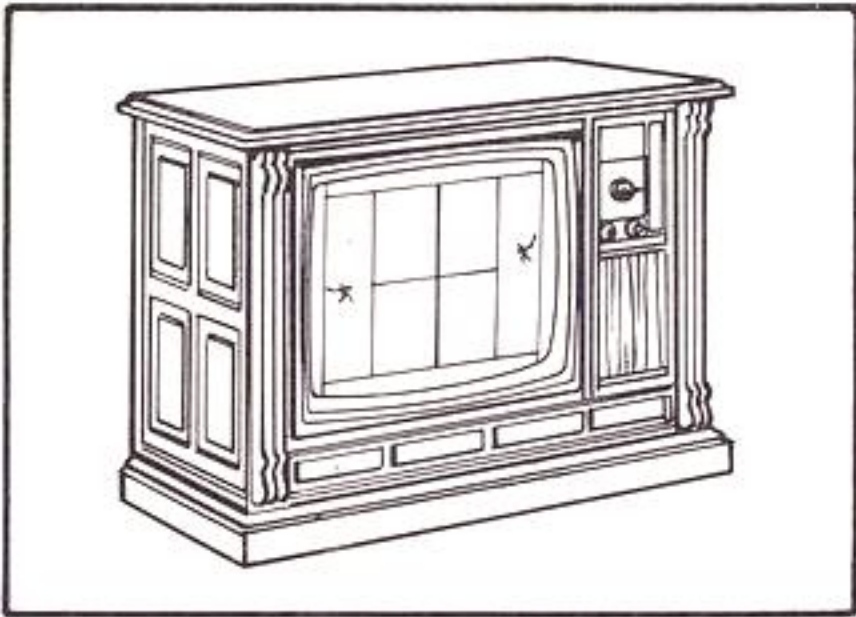
12. Should both players press their START buttons at the same time, the Ball may not appear, or may float too near the center of the screen. Simply press just one START button to resume normal play.

13. If a BALL control has been turned to an extreme position and a START button pressed, the Ball may be above or below the normal viewing area. Should this happen, return the BALL control to the upright center position and press the START buttons one at a time until the Ball appears on the screen.



## THE OVERLAYS

Most of the games will use one of the overlays provided. Two complete sets of overlays are included. The large size should be used with a 23-inch and 25-inch (diagonal) television. The medium size is designed for 18, 19, 20 and 21-inch (diagonal) television sets. Of course, some of the games may be played without overlays—on smaller television sets.



Static electricity will normally hold the overlay in place on your television screen. After positioning the overlay in place on the screen, use your hand or a soft cloth to smooth it in place. However, should the static charge not occur (and it may not, due to atmospheric conditions), two holes are provided in each overlay, which will allow you to tape the overlay to your television screen. Since the overlays are designed to fit the newer and more rectangular television screens, you may wish to trim the edges a little for a better fit.

## NOW YOU ARE READY TO PLAY

Select the Game you wish to play. Complete instructions for that game are included in the GAME RULES Section.

## CARING FOR YOUR ODYSSEY

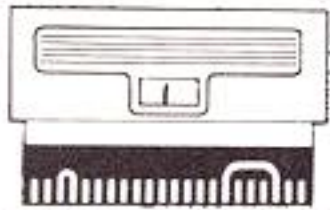
Your game equipment has been designed to provide you with many years of enjoyment. Follow the general guidelines suggested below to help you keep your ODYSSEY System in the best working condition.

- 1. The Game Box**—The two halves of the Game Box have been designed with a special place for each piece of your game equipment. Always store your game equipment in the Game Box in the same way it was originally packed.
- 2. The Overlays**—You should keep the Overlays clean and free of dust (they may be wiped with a soft cloth), and *be especially careful not to crease them at any time.*
- 3. The Master Control Unit**—Be careful that no foreign objects are inserted into the Game Card slot or cable sockets. Although the Master Control Unit is ruggedly built of sturdy materials, try to avoid dropping or otherwise abusing it. Clean the cabinet with a soft damp cloth.
- 4. The Player Control Units**—Always unplug each Player Control cord by grasping the plug and not the cord. The controls have stops built in to prevent full rotation and to give greater ease of play; therefore, do not force the controls or turn them rapidly against the stops.
- 5. The Game Cards**—The Game Cards should be kept clean and should always be handled and inserted so that no side pressure is applied. Be particularly careful that the metal foil is not damaged. Should this foil be damaged, do not use the card but obtain a new one from your dealer. *It is important to remember* that the GAME CARD is also the power switch; and therefore must be removed at the completion of play to prevent excessive battery depletion.

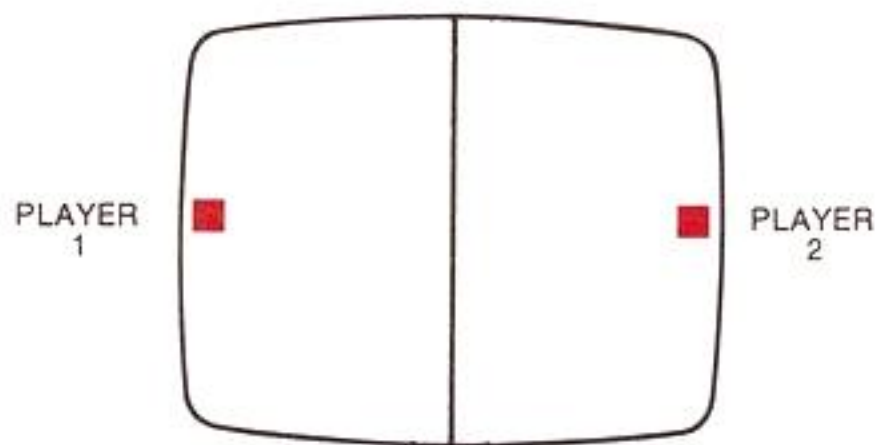
# GAME RULES

## TABLE TENNIS ... the basic Odyssey game that develops your electronic coordination

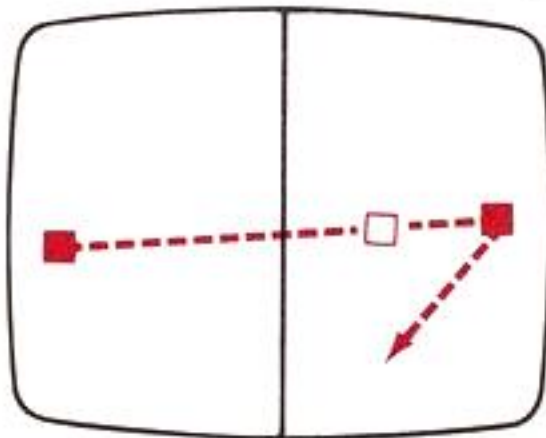
### GAME AID



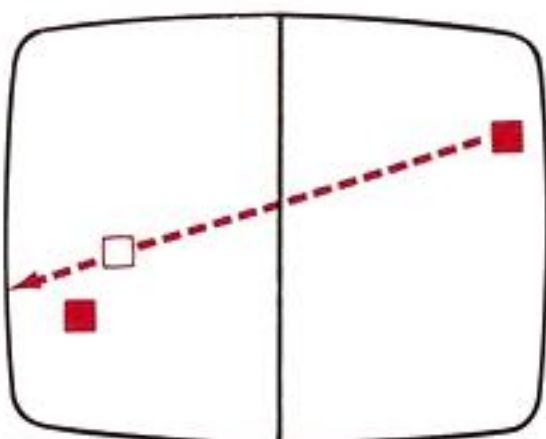
GAME CARD #1



A



B



C

### SET UP

1. Insert GAME CARD #1 into the Master Control Unit.
2. Turn the CENTER Control on your Master Control Unit to position the vertical line in the middle of the screen.
3. Turn the SPEED Control on your Master Control Unit to the LEFT, which is the slowest setting.

### PREPARATION FOR PLAY

1. (Illus. A). Both players use their HORIZONTAL and VERTICAL controls to position themselves on the far side of the screen on each side of the white line. The player displayed on the right side of the screen *must* be controlled by the right hand Player Control Unit. Conversely, the left player is controlled by the left hand Player Control Unit. Each player must stay on his own side of the net. Your TV screen now represents a TABLE TENNIS Court as viewed from the top with the net in the center and the players on either side.
2. Both players now set their BALL Control to the upright center position.
3. (Illus. B). Press the START Button to set the ball in motion. When the ball bounces off your player, use your BALL Control to direct the ball's flight. When the ball bounces off your opponent, he uses his BALL Control to direct its flight (as described on pages 4 and 5).

**NOTE:** Initially you may find it easier to use the VERTICAL and BALL Controls to return the ball. As you become more proficient, you'll find it even more challenging to add HORIZONTAL action.

4. Players should volley the ball back and forth until they become accustomed to the play and the use of their Player Controls. The SPEED Control also should be increased gradually as you become more proficient.

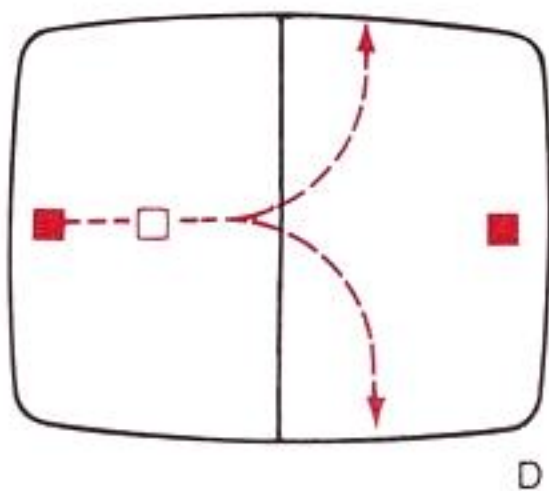
### PLAY

To begin play, the players should volley the ball to determine who will serve first. For the volley to be legal, the ball must cross the net three times. The SERVER will be the last player who successfully hit the ball across the net.

The SERVER serves for five consecutive points, at which time his opponent becomes the SERVER for the next five points. Players continue to alternate serving until GAME.

### SCORING

(Illus. C). A player scores a point when his opponent misses the ball. The object is to bounce the ball off your player and maneuver it past your opponent (off the right or left side of the screen, as illustrated.)



(Illus. D). When the ball goes off the top or the bottom of the screen, it is "off the table" and the point is lost.

"GAME" is won by the first player to accumulate 21 points. The margin of victory must be at least 2 points; such as 21 to 19, or play is continued until the 2 point margin is attained.

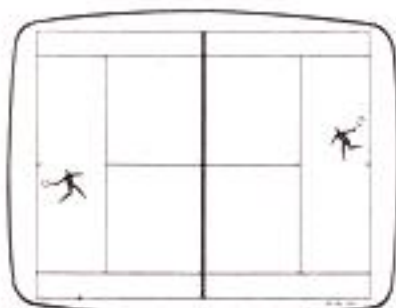
# TENNIS

...all the excitement of Wimbledon! You're playing regulation tennis rules as you serve, volley and score!

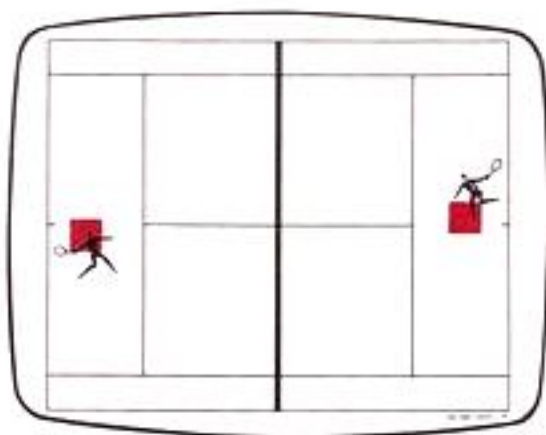
## GAME AIDS



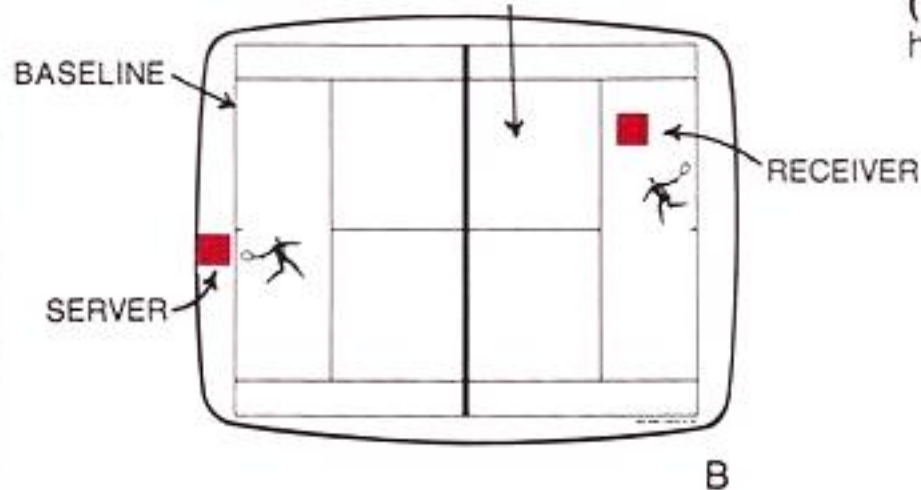
GAME CARD #3



GAME OVERLAY



SERVICE BOX



## SET UP

1. Insert GAME CARD #3 into the Master Control Unit.
2. Place the TENNIS Overlay on the screen.
3. The player displayed on the right side of the screen *must* be controlled by the right hand Player Control Unit. Conversely, the left player is controlled by the left hand Player Control Unit. Each player *must* stay on his side of the net.
4. Both players set their BALL Control to the upright center position.
5. (Illus. A). Bring the players into position and press the START Button to start the volley for serve. Begin volleying at slow speed and gradually increase the speed of the ball as you become accustomed to the play.

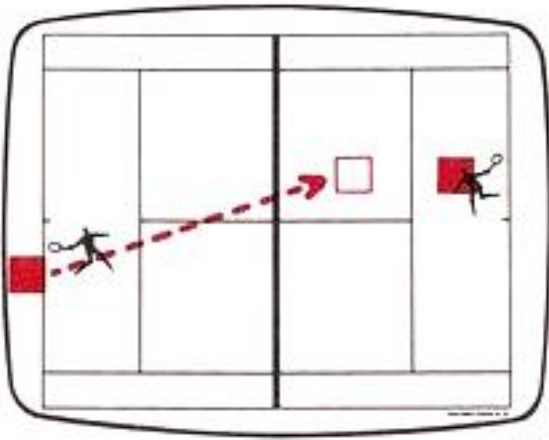
## PLAY

To begin play, the players should volley the ball to determine who will serve first. For the volley to be legal, the ball must cross the net three times. The SERVER will be the last player to successfully hit the ball across the net.

(Illus. B.). The SERVER'S position is beyond the end line of the RIGHT side of his base line. The RECEIVER must position himself outside of his service box.



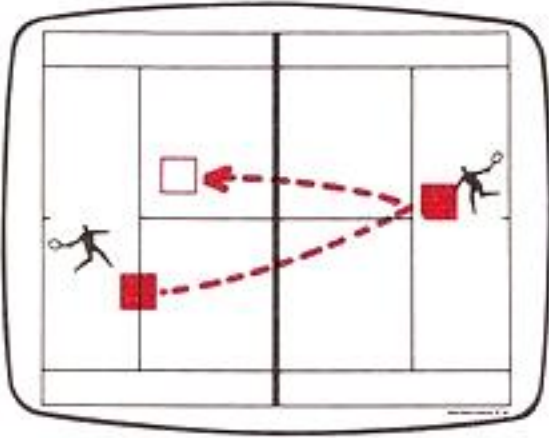
## TENNIS (Continued)



C

(Illus. C). For a Serve to be good, the ball *must* land in the service box. The SERVER has two tries. If he fails in both, he loses the point.

(Illus. D). If the serve is good, the ball is in play until it is missed by one of the players. The players may move anywhere on their side of the net *after* the ball has been served.



D

(Illus. E). The next serve is from the LEFT side of the court. After a point is made, the ball must be brought to the SERVER'S side (use START Button). The service position always begins from the right side of the player's baseline and alternates from the right to the left side of the court after each point. At the end of the first game, the other player becomes the SERVER for the second game. The players continue to alternate serving until one player wins the "Set."

## SCORING

**GAME** . . . the SERVER is always the scorekeeper and should announce the score after each point. Scoring in tennis is as follows:

**LOVE = 0 SCORE**

**15 = 1 POINT**

**30 = 2 POINTS**

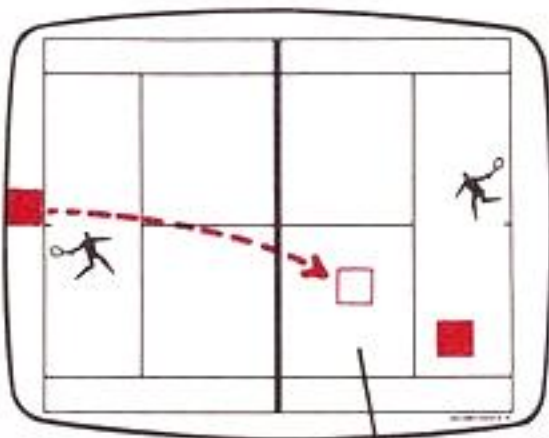
**40 = 3 POINTS**

**GAME = 4 POINTS**

**EXAMPLE:** Player 1 serves and scores a point. He announces the score "15-LOVE." He always announces his score first. On the next serve his opponent scores a point. The announcement is "15-ALL". Scoring continues until one player is awarded GAME. GAME is awarded only when a player wins by two points, such as "GAME-30." If the score is "40-All," play must continue until one player scores two straight points.

**SET** . . . The first player to win six games wins the "SET," but he must win by a margin of at least two games over his opponent.

**MATCH** . . . The first player to win 2 out of 3 SETS, wins the MATCH.

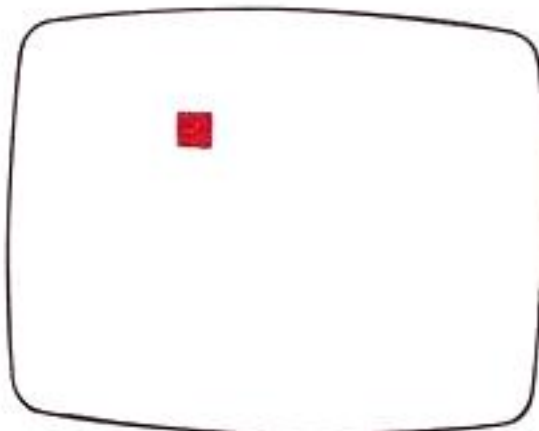
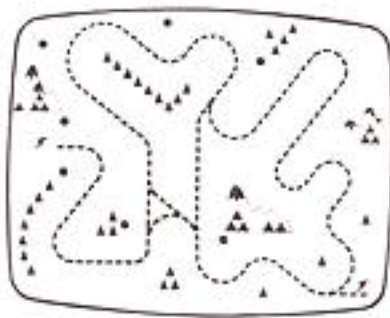
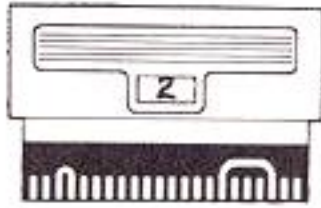


SERVICE  
BOX

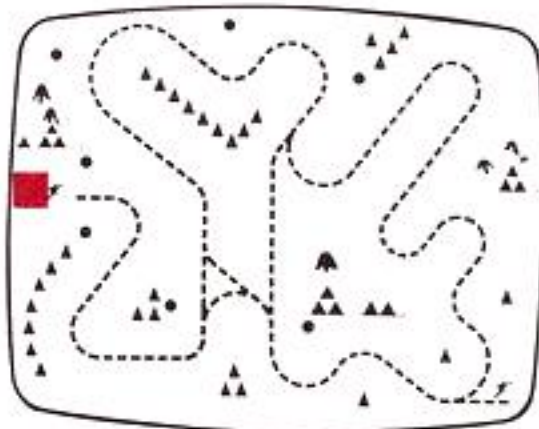
E

# SKI

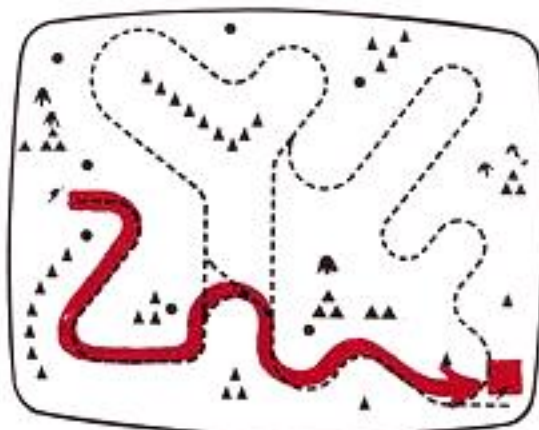
...be the fastest skier down the slopes. The course is designed to encompass the beginner, intermediate and advanced skier. As you schuss in and out between the flags and course hazards you must strive for accuracy and poise as you attempt to win the race by either the time or point method. (For 1 or more players.)



A



B



C

## GAME AIDS

### GAME CARD #2

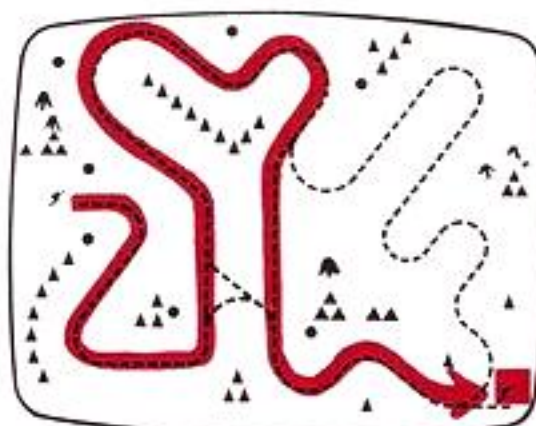
### GAME OVERLAY

## SET UP

1. Insert GAME CARD #2 into the Master Control Unit.
2. (Illust. A). Use your controls to take one of the players off the screen.
3. Place the SKI Overlay on the screen.
4. (Illust. B). Position the remaining light behind the ski figure at the start of the course.
5. Decide which of the 3 trails you are going to ski:

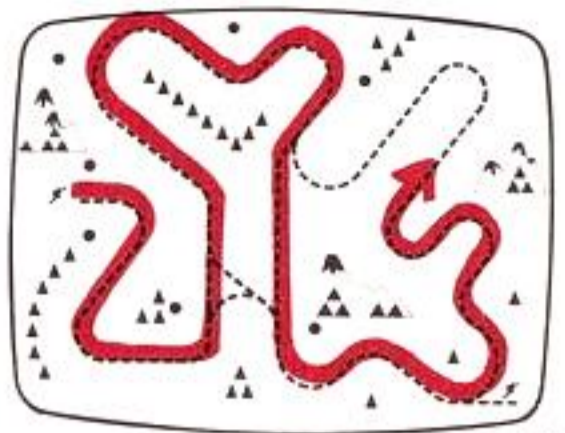
... **The St. Moritz Trail (Illust. C)**—The beginner trail designed to acquaint the new "skier" with all the fundamentals required to build his confidence and skill to advance to the longer trails.

... **The Aspen Trail (Illust. D)**—The intermediate trail, which is longer than the St. Moritz Trail, and features more jolts and hazards—a real challenge to the "weekend skier!"

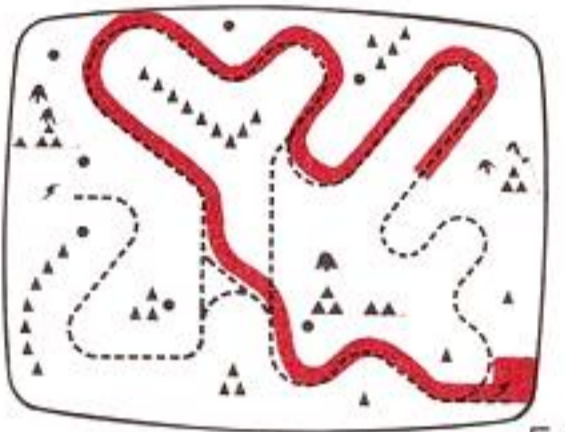


D

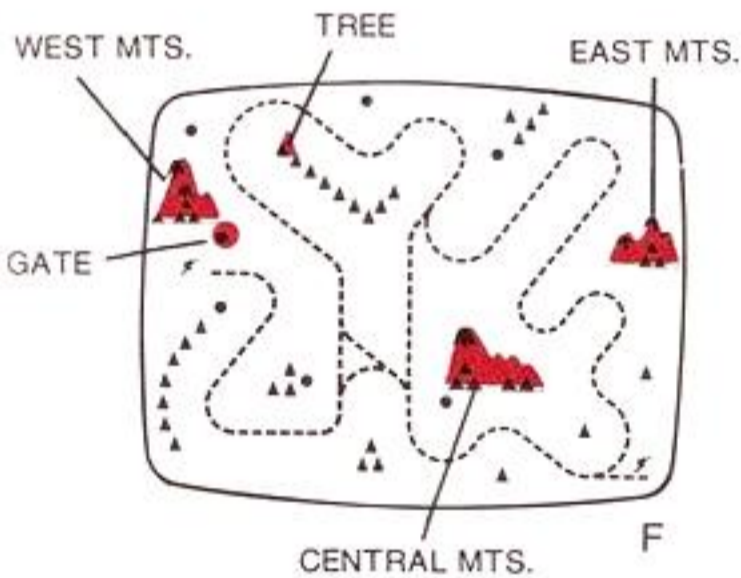
**SKI (Continued)**



THE TRAIL WINDS AROUND E 1



AND CONTINUES AS ILLUSTR'D. E 2



... **The Olympic Trail (Illust. E)**—The advanced trail, which is the longest and most difficult trail, demanding the utmost in speed, skill and accuracy.

**PLAY**

There are two game variations which you can play. To begin competition in any of the two versions, one player should signal when the "skier" is to start his run (1, 2, 3, go!). The "skier" then begins his descent down the trail. When the "skier" completes his run, the other player(s) follow down the trail. The HORIZONTAL and VERTICAL Controls are used to guide the "skier." After each "skier" has made three runs, the score is tabulated.

**I. POINT METHOD**

(**Illust. F**). Each time you go off the trail, (light not visible) you receive a *penalty* of 5 points plus the following penalties:

If you light a gate .....	10 Points
If you light a tree .....	15 Points
If you light	
East Mountain .....	25 Points
Central Mountain .....	30 Points
West Mountain .....	25 Points

The Player with the *fewest* points wins.

**II. TIME METHOD**

Race against the second hand of a clock. Each time your light goes off the trail, add 1 second to your time, PLUS the following time penalties:

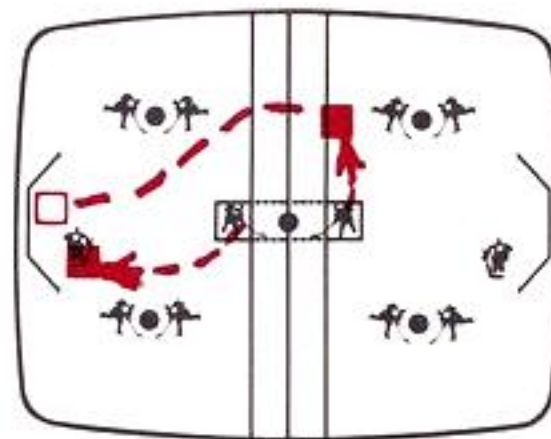
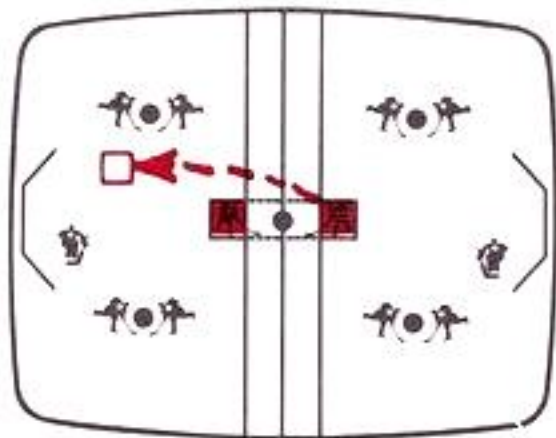
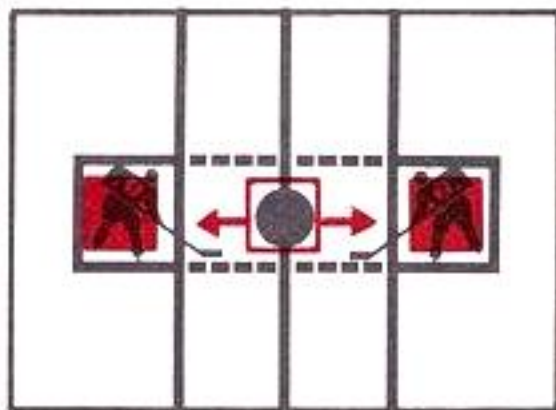
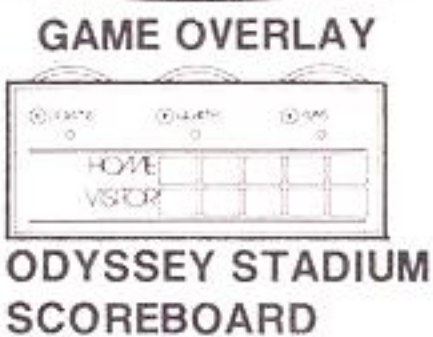
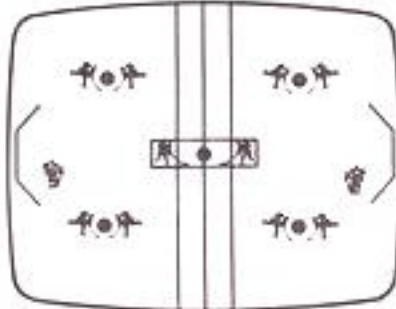
If you light a gate .....	Add 2 Seconds
If you light a tree .....	Add 3 Seconds

If you light the East Mountain, the Central Mountain or the West Mountain, you are *disqualified* for that run. The Player with the *best* time wins.

# HOCKEY

... go for the cup in Odyssey Stadium as you face-off, maneuver the puck and dig for the net!

## GAME AIDS:



## SET UP

1. Insert GAME CARD #3 into the Master Control Unit.
2. Turn the SPEED control to the slowest setting.
3. Place the HOCKEY Overlay on the screen.
4. Each player sets his BALL control to the upright center position.
5. (Illust. A). Players move their lights into the center positions for the Face-Off.
6. Press the Start Button to activate the "PUCK." It should move back and forth between the centers. Some slight BALL adjustment may be necessary to accomplish this. Gradually increase the speed of the puck as you become more proficient in playing HOCKEY.

## PLAY

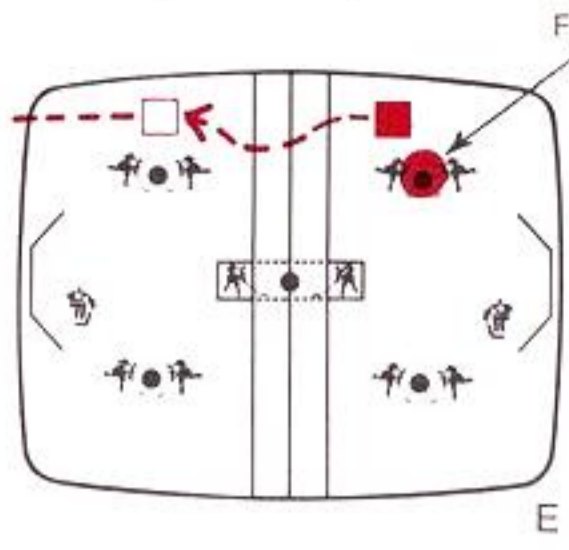
Play begins with a Face-Off at center ice.

**FACE-OFF:** Both players start with their hands off the controls and placed on the table, floor or lap.

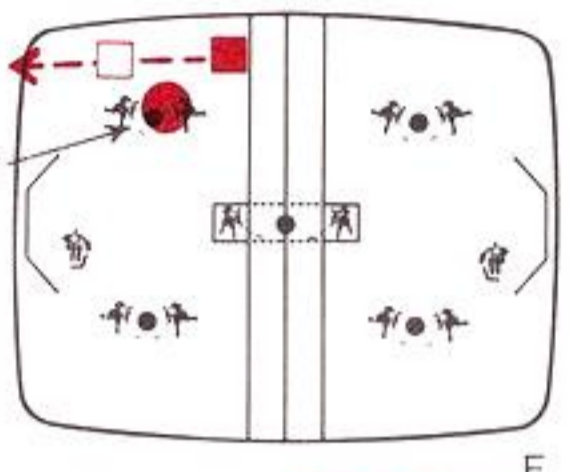
On the count of three, race your hands to your Player Control Unit and use your BALL control to try to drive the "PUCK" past your opponent. (Illust. B). (Players alternate counting for each FACE-OFF.)

**SHOT ON GOAL:** (Illust. C and D). The offense must cross the red line, into his opponent's territory, *before* making a SHOT ON GOAL that will count, otherwise, the goal does not count. A new Face-Off is made from center ice. Also, after each GOAL is made, there is a new center Face-Off.

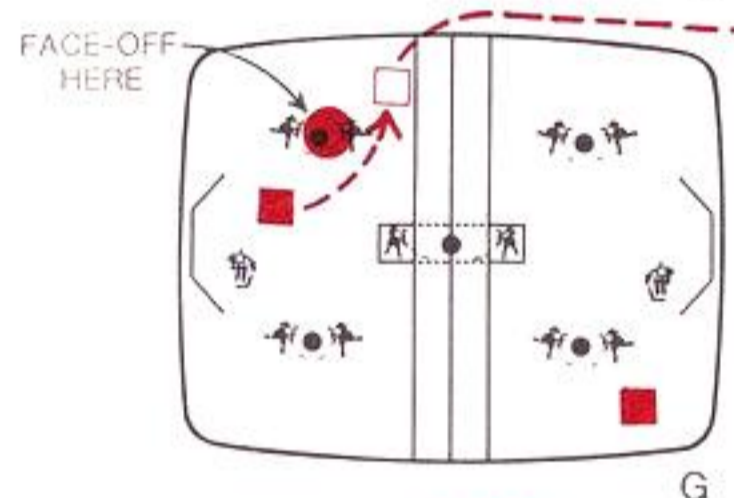
HOCKEY (Continued)



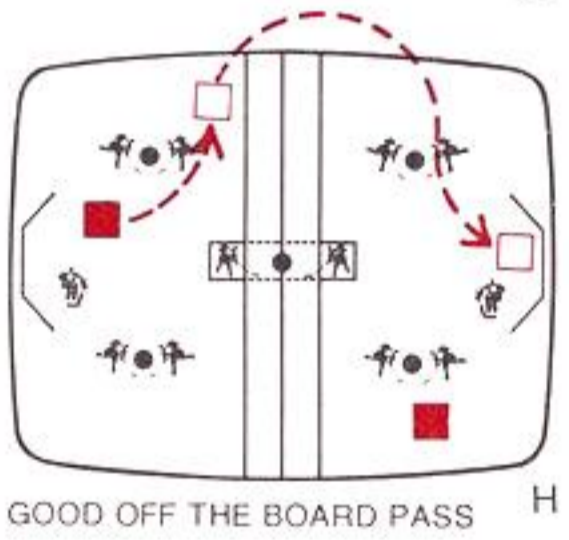
**ICING: (Illust. E).** If the PUCK crosses the red line and goes off the goal edge of the screen without entering the net, the PUCK is ICED and a Face-Off is held on the wing of the offensive player's ice.



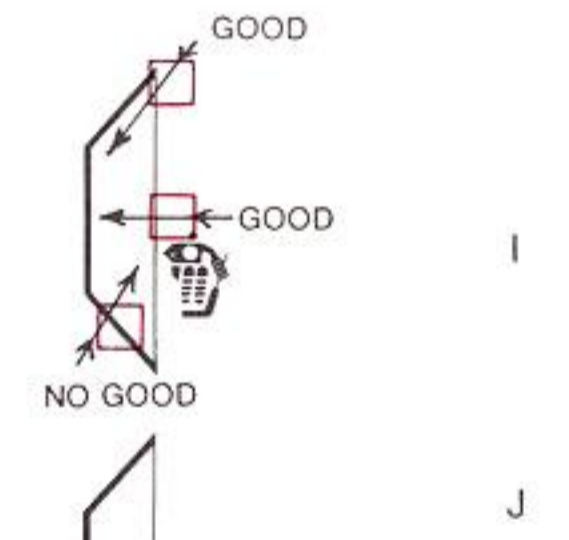
**(Illust. F).** If the PUCK goes past the net, and if the Offensive player made the shot while on the Defender's ice, the Face-Off is held on the Face-Off Circle closest to the side where PUCK went off.



**OFFSIDE: (Illust. G).** If the "PUCK" goes off the top or the bottom of the playing surface and does *not* return to the rink before reaching the goal edge of the screen, it is considered OFFSIDE. The Face-Off is held in the Face-Off circle nearest the point where the Puck went out of play.



**OFF THE BOARD PASS: (Illust. H).** If the "PUCK" goes off the top or the bottom of the playing surface and *does* return to the rink before reaching the goal edge of the screen, it is considered a good Off The Board's Pass.



**GOALS: (Illust. I).** The colored nets of the goal must be lighted to score a goal. The puck may not enter the goal through the black line. The score is 1 point for each goal. In order for a goal to be considered legal, the PUCK must enter the net in one of the ways illustrated.



**PENALTY: (Illust. J).** If the Goalie enters his own colored net area while defending his Goal, it is a FOUL. The offending Goalie must then use only one hand on his Player Control for the next two plays.

**THE GAME:** The GAME consists of three PERIODS. Each PERIOD is limited to 20 plays. A new play is considered to be started each time the START button is pressed. Use the Scoreboard to keep track of the plays.  
(Place frosted tape over the Scoreboard. Pencil scores may be erased.)

# VOLLEYBALL

... a demanding game of your electronic coordination ...  
as you try to smash the ball over the net and out of your opponent's reach.

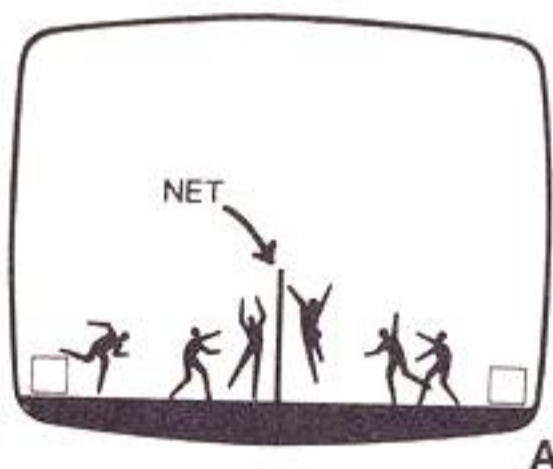
## GAME AIDS



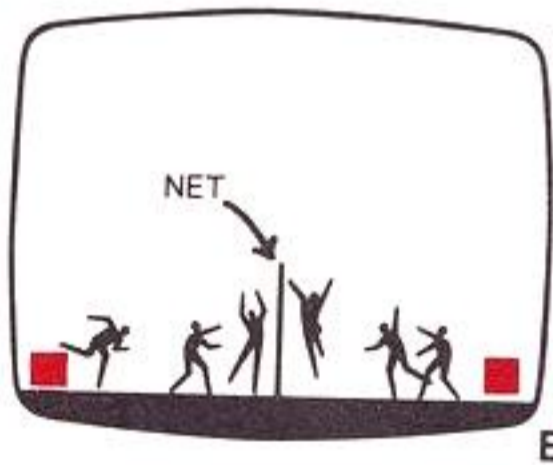
GAME CARD #7



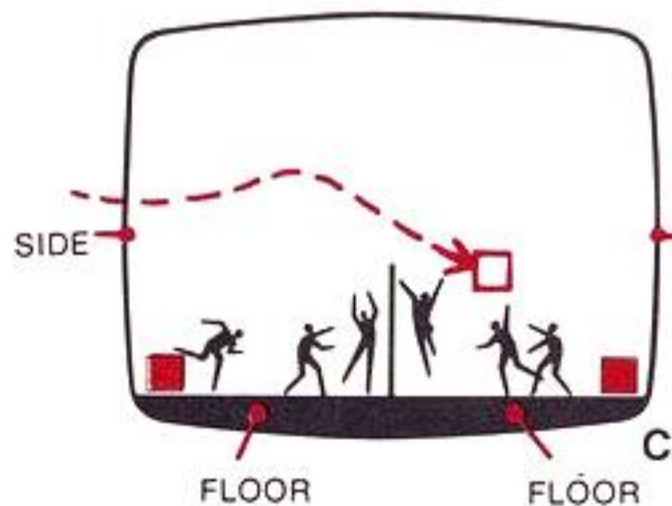
GAME OVERLAY



A

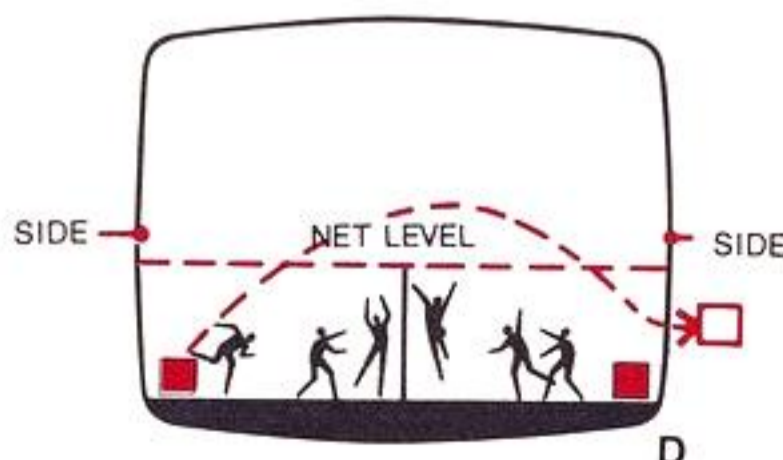


B



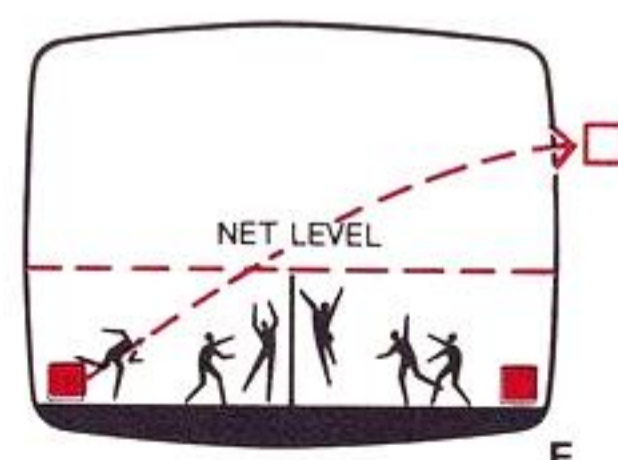
C

BALL ARCHED OVER NET AND  
DOWN TOWARDS FLOOR



D

BALL HIT OFF SCREEN ON  
OPPONENT'S SIDE BELOW "NET  
LEVEL," IS GOOD



E

BALL HIT OFF SCREEN ON  
OPPONENT'S SIDE ABOVE "NET  
LEVEL" IS OUT-OF-BOUNDS

## SET UP

1. Insert GAME CARD #7 into the Master Control Unit.
2. Place the VOLLEYBALL Overlay on the screen.
3. Turn the CENTER Control on your Master Control Unit to position the VERTICAL LINE behind the net located in the middle of the Game Overlay (ILLUST. A).
4. Turn the SPEED Control on your Master Control Unit to the LEFT, which is the slowest setting.

## PREPARATION FOR PLAY

1. Both players use their HORIZONTAL and VERTICAL Controls to position themselves on the far sides of the screen in the playing boxes located on either side of the white line (net) (ILLUST. B). The player displayed on the LEFT side of the screen must be controlled by the LEFT hand Player Control Unit #1. Conversely, the RIGHT player is controlled by the RIGHT hand Player Control Unit #2. Each player must stay on his own side of the net.
2. Both players now set their BALL Control to the upright center position.
3. Press the START Button to set the ball in motion. Each player must use his BALL Control to arch the ball over the NET and then down into his OPPONENT'S playing court. The ball must be directed down towards the floor of the court and is not permitted to go off the screen at the TOP or SIDE. (See ILLUST. C) However, if the ball goes off the screen below the NET LEVEL, the hit is considered good (ILLUST. D). Conversely, if the ball goes off the screen above the NET LEVEL, the hit is considered out of bounds and is not good (ILLUST. E). Should the ball pass through the NET, it will disappear and is considered DOWNED. The DOWNED ball is brought back into play by pressing the START Button.

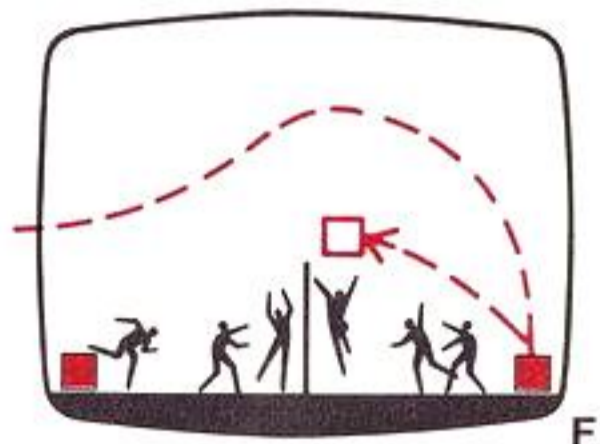
## PLAY

Both players take their positions in the playing boxes. The players must take these positions at the start of each SERVE.

The players should press their START Button to begin the VOLLEY FOR SERVE. For the VOLLEY to be legal, the ball must go over the NET three times and then continues until one player misses the ball. The last player to hit the ball over the NET and down into his OPPONENT'S court successfully (below the NET LEVEL) becomes the SERVER.

The SERVER takes his position and presses the START Button to serve the ball. IF THE SERVE IS GOOD, the OPPONENT tries to hit the ball back to continue the volley (ILLUST. F). IF THE OPPONENT FAILS TO RETURN THE BALL PROPERLY, the SERVER scores one point and serves again. IF THE SERVE IS NOT GOOD (ball disappears in the net or passes off the OPPONENT'S court at the top or side above net line) the SERVE passes to the OPPONENT who now becomes the SERVER. The OPPONENT also becomes the SERVER when the SERVER fails to return the ball properly. Only the SERVING side scores.

The first side to SCORE 15 POINTS wins the game. Game is awarded only when a side wins by at least a two point margin such as 15 to 13. If the margin is less than two points, play continues until the two point margin is attained.

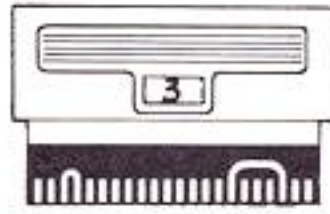


OPPONENT RETURNS BALL BY MANEUVERING IT WITH HIS BALL CONTROL AFTER HE HAS HIT IT WITH HIS PLAYER.

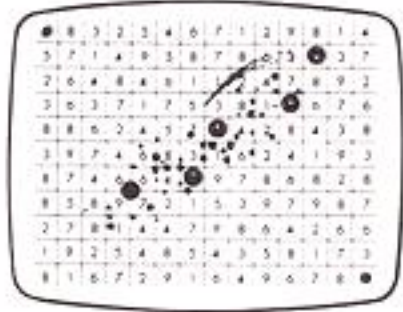
# ANALOGIC

... a space race through the numeric maze of a computer charted galaxy! A fascinating electronic addition game for all ages! (For 2 players.)

## GAME AIDS



GAME CARD #3

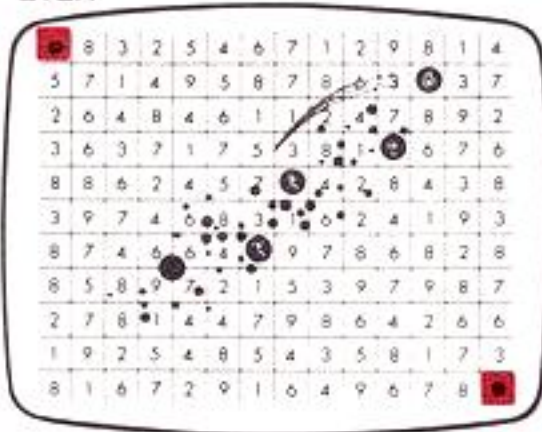


GAME OVERLAY

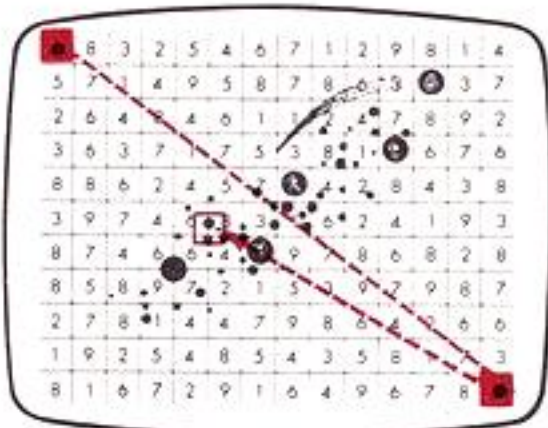


GAME CHIPS (use 16 red chips)

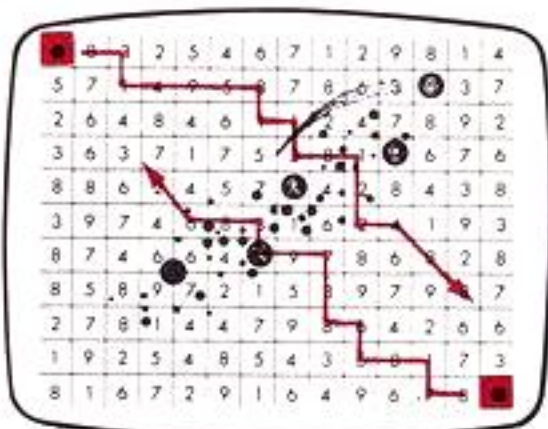
EVEN



ODD A



B



C

## SET UP

1. Insert GAME CARD #3 into the Master Control Unit.
2. Place the ANALOGIC Overlay on the screen.
3. Set the SPEED control to the slowest setting.
4. (Illust. A). Using HORIZONTAL and VERTICAL Controls, the left player, Player 1, goes to the planet EVEN. The right player, Player 2, goes to the planet ODD.
5. Both Players set their BALL controls to the upright center position.

## PLAY

(Illust. B). The players establish interstellar contact by activating their light beam transceivers. (The START button is pushed and the light bounces diagonally between both players. Use the BALL control to determine the correct path of the light).

The players flip a coin to see who moves first. The player from the planet ODD tries to reach the planet EVEN before the player from the planet EVEN reaches the planet ODD.

If the player from the planet ODD starts the game, he may *move only to an odd numbered square*. If a player from the planet EVEN starts the play, he may *move only to an even numbered square*.

(Illust. C). The players may move *one square in any horizontal or vertical direction*. They may, under special circumstances, move in a diagonal direction. This will be explained later (on page 17).



## ANALOGIC (Continued)

The principle for the succeeding moves of the game: The EVEN player may move only to a square whose number combines with ODD'S last move to *total to an even number*. ODD may move to a square whose number *totals* to an ODD figure when combined with EVEN'S last move.

EXAMPLE: ODD Plays First.

ODD: Moves to three

EVEN: Moves to five ( $3 + 5 = 8$ )

ODD: Moves to six ( $5 + 6 = 11$ )

EVEN: Moves to two ( $6 + 2 = 8$ )

And so on . . .

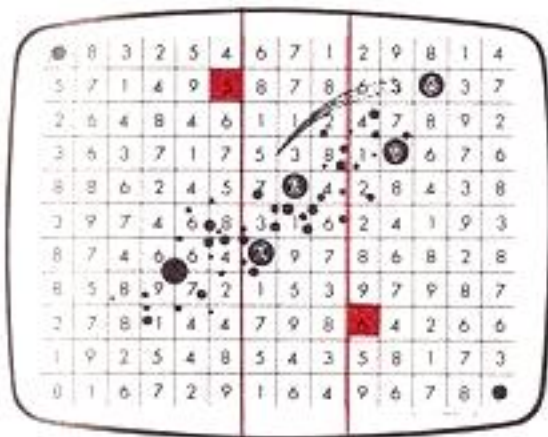
**NOTE:** Each player must total figures aloud before they move.

Each player uses his BALL control to maintain interstellar contact. If the player who has control of the interstellar beam misses contact, he must go back 1 space and his opponent receives a Diagonal Chip good for one diagonal move at any time during the game. (Use BALL Button to reactivate beam.)

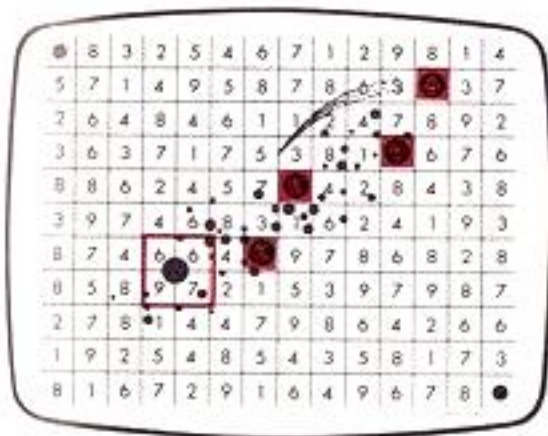
**(Illust. D).** Once the players are within any 3 vertical columns of each other, interstellar contact is no longer necessary and the beam is allowed to disappear off the screen.

**(Illust. E).** When a player passes through the Planetary Belt, he receives a Diagonal Chip for each time he touches one of the five planets. Players may not occupy the same square at the same time.

The first player to reach his opponent's planet wins the game.



D



E

## GAME VARIATION:

Use the interstellar light as a timer for the game of play. Each player must announce his move within four traverses of the beam or he forfeits his turn. All other playing procedures remain as outlined.

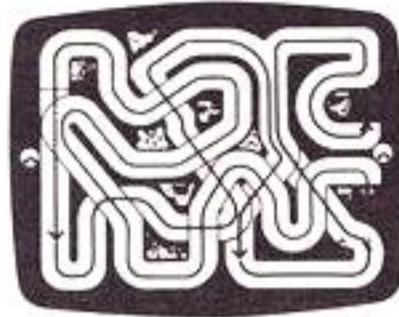
# WIPEOUT

... advance your car along the game board as you complete your laps. You must be fast, but also accurate, as you are timed and penalized by the timer light. (For 2 to 4 players)

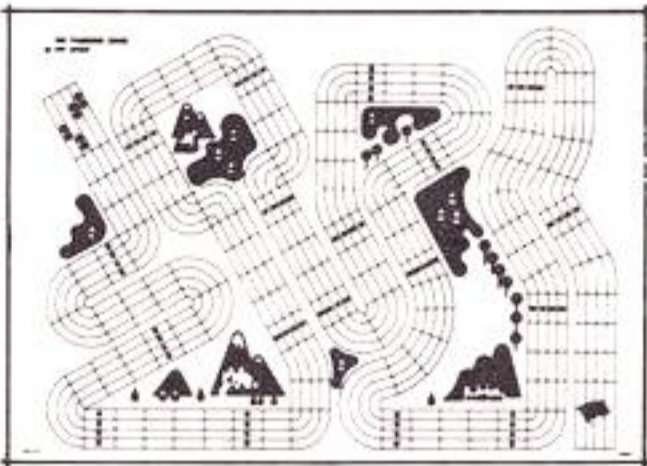
## GAME AIDS



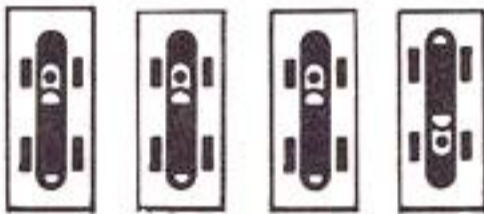
GAME CARD #5



GAME OVERLAY



WIPEOUT GAME BOARD



WIPEOUT CAR TOKENS (4)



25 PIT STOP CARDS



PLAYER LIGHTS POSITIONED AT BOTTOM OF THE SCREEN.



A

B



CAR TOKENS ON GAME BOARD START LINE.



TIMER LIGHT COMES ON SCREEN AND IS GUIDED TOWARDS THE TIMER.

## SET UP

1. Insert GAME CARD #5 into the Master Control Unit. (If two player lights are not visible, press either of the START buttons. Should both player lights still not be visible, rotate the VERTICAL and HORIZONTAL Player Controls to bring the players on to the screen.)
2. Turn the SPEED Control on your Master Control Unit to the LEFT, which is the slowest setting.
3. Both players should set their BALL Controls to the upright center position.
4. Both players should position their lights at the bottom of the screen. (ILLUST. A)
5. Both players should alternate pressing their START button to get the ball (Timer Light) off to the right side of the screen.
6. Place the WIPEOUT Overlay on the screen.
7. The left player, Player 1 is the TIMER. The TIMER positions his light in the clock located on the left side of the game overlay (ILLUST. B). The TIMER'S player control unit will not be used again for the remainder of the game and therefore, should be placed to one side.
8. The right player, Player 2 is the DRIVER. The DRIVER positions his light at the starting line on the game overlay (ILLUST. B).
9. All players should select their Car Token and place it on the WIPEOUT GAME BOARD at the START line. (ILLUST. C)
10. Shuffle the PIT STOP cards and place them beside the WIPEOUT GAME BOARD.

## PREPARATION FOR PLAY

**TIMER:** The TIMER should take the PLAYER CONTROL #2 from the DRIVER and press the START button to activate the Timer Light. The Timer Light will enter the screen from the right side. Adjust the BALL Control on Player Control #2 so that the Timer Light hits the TIMER who is positioned on the left side of the game overlay. When the Timer Light hits the TIMER, it will bounce back to the right side. (ILLUST. D) When the Timer Light moves just off the screen on the right side, the DRIVER'S START button is again pressed to reactivate the Timer Light. Each time the START button is pressed, one lost lap is accumulated and one round trip of the Timer Light is considered to be completed. This procedure is repeated continually by the TIMER throughout each race.

**DRIVER:** The first player to be the DRIVER should take possession of the PLAYER CONTROL #2. Using only the VERTICAL and HORIZONTAL Controls, practice driving the course. The DRIVER *must* follow the white center line through the RED ROAD on to the ORANGE ROAD and then to the YELLOW ROAD which ends at the finish line. (ILLUST. E, F, AND G)

## PLAY

The Player Control Unit #2 must be positioned on a table or the floor so that it is convenient to both the TIMER and DRIVER. The DRIVER must be able to operate the HORIZONTAL and VERTICAL Controls while viewing the game overlay. The TIMER must have easy access to the START button so that the Timer Light can be kept in motion during the race.

The race begins when the TIMER presses the START button to activate the Timer Light. The DRIVER who is positioned at the START LINE, on the game overlay, then proceeds on to the course.

The TIMER must keep the Timer Light moving back and forth across the screen as explained in PREPARATION FOR PLAY. Each round of the Timer Light counts as one lost lap for the DRIVER. The lost laps are added aloud by the TIMER during the race.

A WIPEOUT will occur when the DRIVER collides with the Timer Light. Both the DRIVER'S light and the Timer Light will extinguish from the screen. The race resumes with the TIMER pressing the START button. The DRIVER continues his run from the point of WIPEOUT.

## SCORING

Each DRIVER begins each run with 30 LAPS. The DRIVER loses LAPS as the following occurs:

1. Each round trip of the Timer Light scores as 1 Lost Lap.
2. Each time the DRIVER leaves the track (the DRIVER'S light leaves the center line) scores 2 Lost Laps.
3. Each time a WIPEOUT occurs it counts as 5 Lost Laps.

When the DRIVER crosses the finish line, the Timer Light is stopped. The TIMER then subtracts the DRIVER'S total number of Lost Laps from the 30 Laps he had at the start of the race. The number of Laps that remain is the number of spaces the DRIVER is permitted to advance his Car Token on the WIPEOUT GAME BOARD. EXAMPLE: DRIVER starts the race with 30 LAPS. During his race around the track on the game overlay, he accumulates 12 LOST LAPS.  $30 \text{ LAPS} - 12 \text{ LOST LAPS} = 18 \text{ LAPS}$ . The DRIVER is now permitted to move his car token 18 spaces on the GAME BOARD.

## WIPEOUT GAME BOARD PROCEDURE

On the WIPEOUT GAME BOARD, the DRIVER will encounter white NO PASSING ZONES and red PIT STOP areas. If a car token stops on a white NO PASSING ZONE, no other car may pass him while he remains there. If a car token stops on a red PIT STOP area, the DRIVER must draw the top card from the PIT STOP deck and follow the instruc-

tions on the card before play is resumed on the game overlay. When the instructions have been completed, the card must be returned to the deck.

Play resumes as the DRIVER now becomes the new TIMER. A new DRIVER positions the DRIVER light at the START LINE on the game overlay. The Timer Light is activated and the race is on.

## WINNER

The first player to cross the finish line, indicated by the flag on the WIPEOUT GAME BOARD, wins the race. If two or more players cross the finish line on the same turn, the one who goes over with the

most number of spaces is considered to be traveling at the higher speed and is thus declared the winner.



START ON RED ROAD ... E



CONTINUE ON ORANGE ROAD ... F

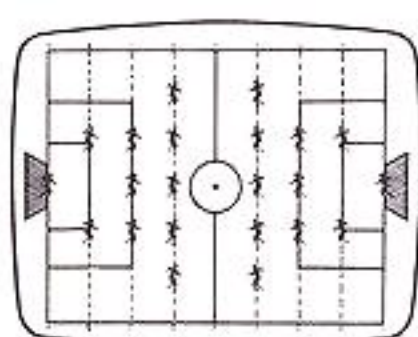
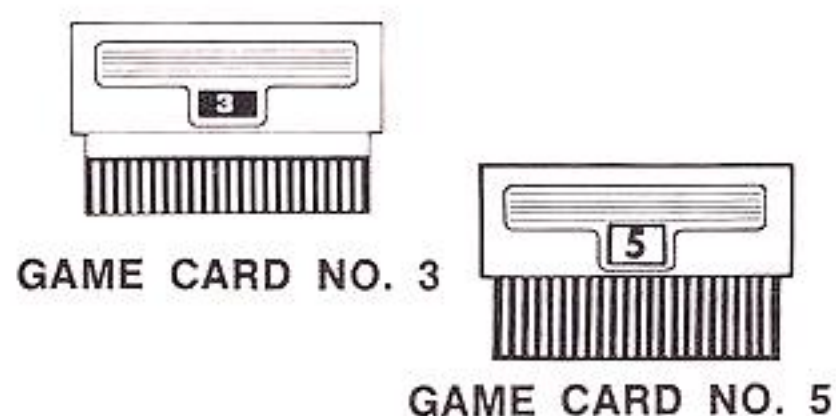


GO ON TO YELLOW ROAD AND THEN TO FINISH LINE. G

# SOCCER

... intense competition as the arch-rival Blues and the Orangemen battle for the Odyssey World Cup.

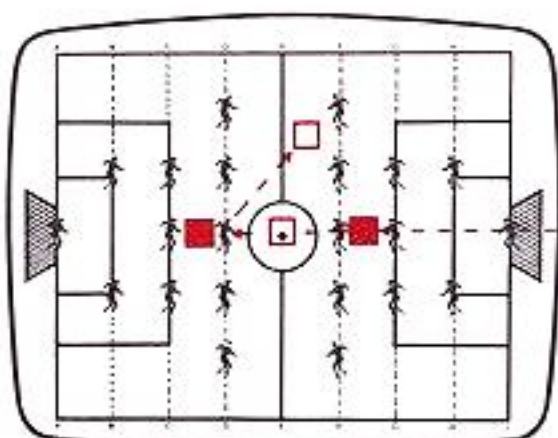
## GAME AIDS



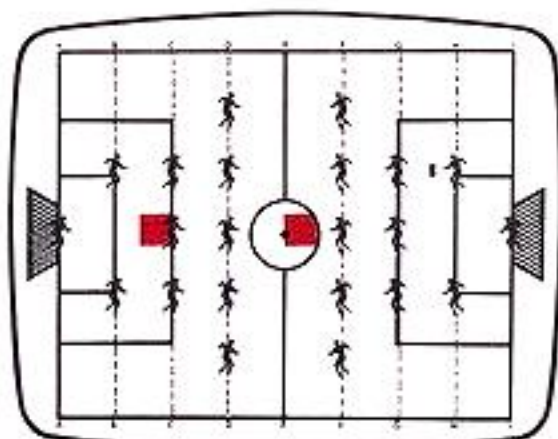
GAME OVERLAY



SCOREBOARD



A



B

## SET UP

1. Place the Soccer Overlay on the TV screen.
2. Insert Game Card No. 3 into the Master Control Unit.
3. Set the Speed control all the way to the left (The Speed Control can be adjusted to match the skill of the players).
4. Set the Scoreboard Dials to read "0".

## PLAY

The object of the game is to move the ball down the field through a series of successful plays and then drive the ball through the goal and score. In order to achieve this and come as close as possible to the reality of the game, the Odyssey Soccer game is divided into separate moves that correspond to the moves of the real Soccer.

The game is divided into two halves of 15 minutes each. A play starts when the ball is brought on to the television screen and an attempt is made to drive the ball past an opponent. A play is completed when one player is successful in driving the ball past his opponent and off the goal edge of the screen.

The Soccer Game Overlay has 9 vertical defense or attack lines identified as A through I. When a team is successful in driving the ball past his opponent, he is entitled to move his team one line towards his opponent's goal. The losing team, at the same time, must move his team back one line closer to his goal.

Goals count 1 point each and may only be scored when the offensive team is on the defensive teams half of the field.

The players flip a coin. The winner becomes the Blue Team, defends the goal on the right, and starts the game. The other player becomes the Orange team and defends the goal on the left. The Blue team must use the Player Control Unit number 2, the Orange team uses Player Control number 1. Play begins with a kick-off at the center of the field. (Both players should always center their BALL Control before the ball is brought on to the screen.)

## KICK-OFF

To begin, the Blue team must position their team light in the middle of line "F" and the Orange team is positioned in the middle of the "D" line. (Illust. A) The Blue team depresses his Start Button. When the ball appears on the screen, the Blue team must manipulate his Ball Control in such a manner that the ball will first contact his player and then move around his opponent. The Orange team will attempt naturally to intercept the ball and move it around the Blue team and so on. The important part is that the players may only use their vertical control. During the first kick-off, the players remain on their starting lines "D" and "F" respectively. The first play is completed the moment one of the players succeeds in moving the ball around his opponent and crossing (going through) his starting line. The successful team then moves one line toward the goal of his opponent and becomes the offensive team for the next play, while the loser moves one line to the rear.

## EXAMPLE

Blue team, located on the "F" line, has succeeded in moving the ball around the Orange team, going to the left. Thus, the Blue team has completed successfully the first move. The Blue team moves his player to the "E" line, while the Orange team must fall back to the C line. (Illust. B)

The ball must always pass through the line that is being defended. Should the ball disappear from the screen, at the top or bottom, the throw-in of the ball must be performed. If a player uses his Horizontal control, a free kick will be given to his opponent. (The Throw-in and the Free Kick will be explained later).

The play then continues as outlined above subject to the following regulations.

1. The team which has lost the preceding move and had to fall back one line to the rear will start the next move by pushing the Start button. In this case, the ball does not have to touch his own player when it appears on the screen.
2. When one of the teams has passed the centerline and is operating on his opponent's half of the field, his team may try to score a goal. The goal is considered scored the moment any segment of the yellow area in the goal lights up (brightens up) when the ball passes through.
3. The Orange team may, through successful moves, advance to the "G" line, the Blue team to the "C" line.
4. If the Orange team reaches the "G" line and is successful in the next play, the Orange team is permitted to use both Vertical and Horizontal controls, while he operates on his opponent's half of the field. Should the Orange team lose, the play starts on the "G" line again and only the Vertical control may be used. The same regulations apply to the Blue team the moment they arrive on the "C" line.
5. The moment the goal has been scored the game starts again, with the Orange and Blue teams returning to their respective attack and defense positions in the middle of lines "D" and "F."

## **THROW-IN**

A Throw-in is called when the ball touches or crosses the sidelines. Both players must remain on the same zone lines as the previous play. The team to last touch the ball must then restart the play by bringing the ball on to the screen and causing the ball to touch the other team light. The team receiving the ball must be stationary until touched by the ball, but may be positioned at any point along the Zone line. A goal may not be scored from a "Throw-in" until both teams have touched the ball once.

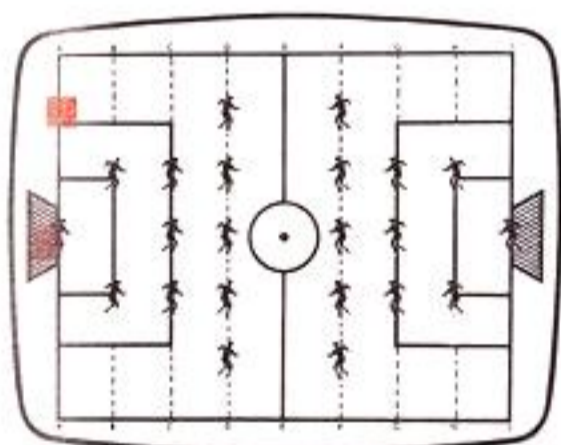
## **FREE KICK**

The free kick will be given to the team whose opponent illegally uses his Horizontal control or did not place himself correctly on the attack line when the game started. The free kick will be performed by the offender's opponent. The procedure for a "free Kick" is exactly the same as for a "Throw-in" except a goal can be scored regardless of the field position of the teams if the team receiving the ball can score after only one contact.

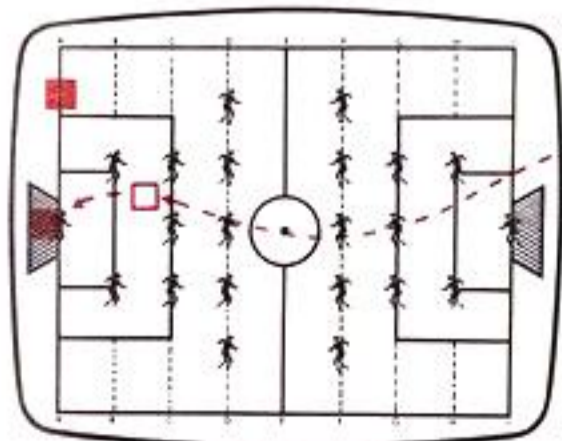
## **ELEVEN METER KICK**

In case one of the players touches the horizontal control while playing his own penalty area, the eleven meter kick will be offered to his opponent. This will be done in the following manner:

1. Remove Game Card No. 3 and insert Game Card No. 5.
2. The Start button of the Player Control number 1 will be pressed and held for a few seconds to position the ball off the screen to the right.
3. Turn the Speed control to the right for the highest speed.
4. Since the eleven meter kick, because of technical limitations, can be performed from the left side of the field (Orange) only, the player who was given the eleven meter kick must be given the Player Control number 2, and use it to place his player in the goal. (Illust. C)
5. The defending team uses Player Control number 1 and places his player on the goal line outside the penalty area (Illust. C)
6. The player who is executing the eleven meter kick depresses the Start button on the Player Control number 2 and directs the ball, using the "Ball" control, through the circle in the center of the field and guides it towards the goal on the left side (Illust. D). The defending player will try to defend himself against the eleven meter kick. He is permitted to use his Vertical control on the Player Control number 1 only. The defender is permitted to move in the Vertical direction only after the ball has passed the centerline of the field.
7. The eleven meter kick is successful and scores a goal only if the player number 2 and the ball disappear from the screen. If Player number 1 deflects the ball, the kick is not successful.
8. After the eleven meter kick has been successfully completed, the goal number is to be recorded and the play begins again.
9. The play lasts 30 minutes (two halves, 15 minutes each).



C



D

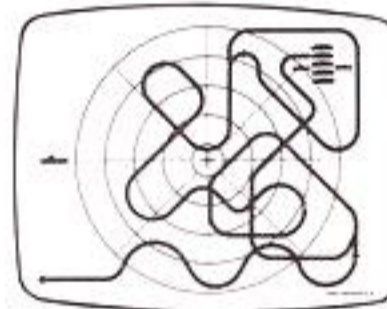
# SUBMARINE

...navigate your convoy into safe harbor as you pass through dangerous, submarine infested waters! (For 2 or more players.)

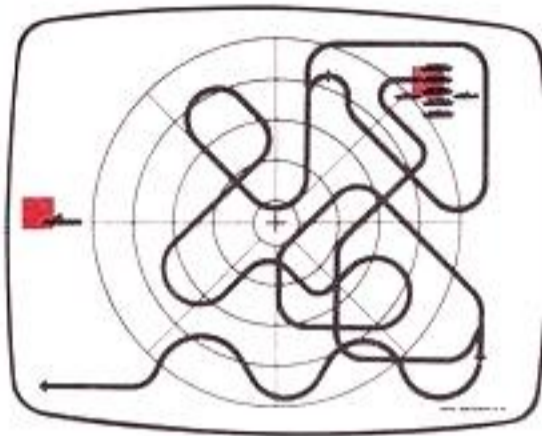
## GAME AIDS



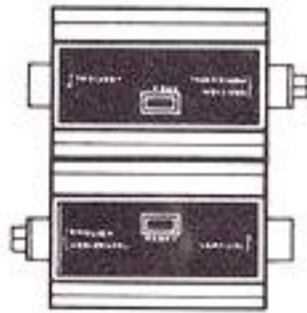
GAME CARD #5



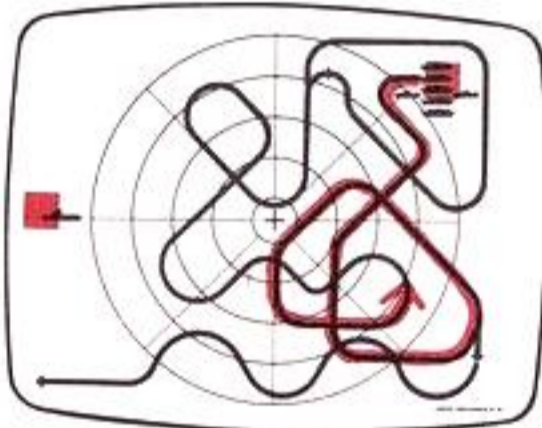
GAME OVERLAY



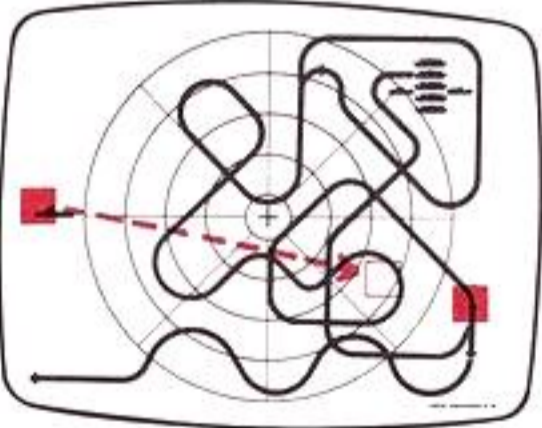
A



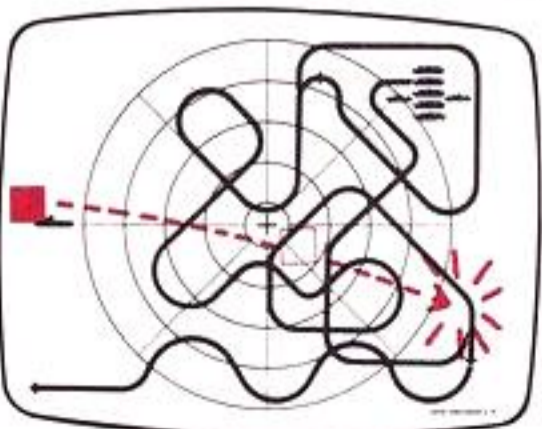
B



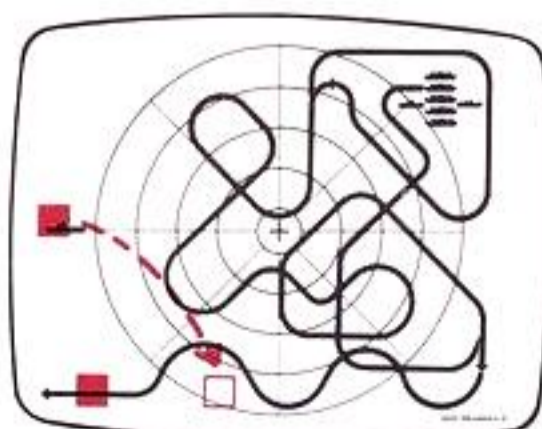
C



D



E



F

## SET UP

1. Insert GAME CARD #5 into the Master Control Unit.
2. Place the SUBMARINE Overlay on the screen.
3. Both players set their BALL Controls to the upright center position.
4. (Illust. A). The left player, Player 1, is the SUBMARINE CAPTAIN and takes his position on his submarine. The right player, Player 2, is the CONVOY COMMANDER and takes his position on his fleet.
5. (Illust. B). Both control units are placed together, as shown.

## PLAY

(Illust. C). Using his HORIZONTAL and VERTICAL Controls, the CONVOY COMMANDER navigates his ships (an unlimited number is represented by the ships on the game overlay) along the blue sea lanes.

(Illust. D). The SUBMARINE CAPTAIN launches his torpedoes by pressing his START Button. He directs the torpedo's path toward the convoy with his BALL control.

(Illust. E). When a hit is made, both the torpedo and the ship disappear from the screen. The SUBMARINE CAPTAIN reloads his torpedo tube by pressing the CONVOY COMMANDER'S START Button. The SUBMARINE CAPTAIN keeps count, out loud, of each ship lost to torpedoes or mines. If the convoy leaves the sea lane, it signifies that it has run into mines and one of the ships is lost.

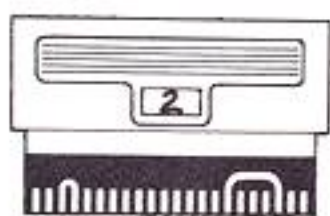
(Illust. F). When the convoy reaches the end of the Sea Lane Path, and is off the screen, it signifies that it has made it into a safe harbor. The CONVOY COMMANDER undertakes 2 more missions and the players then trade controls. The WINNER is the SUBMARINE CAPTAIN who *sinks the most ships* in the 3 missions—from torpedoes or mines.

**NOTE:** The SUBMARINE CAPTAIN does not score a hit if he extinguishes the CONVOY COMMANDER'S SHIPS while returning the torpedo to the Left side of the screen. Should this occur, play is stopped until the CONVOY COMMANDER re-lights his ship by pressing his START Button.

# SIMON SAYS

...a fun game for pre-schoolers that develops hand and eye coordination, and helps children learn to identify parts of the body with the associated printed word. (For 2 or 3 players)

## GAME AIDS



## GAME CARD #2

## GAME OVERLAY

## 28 SIMON SAYS CARDS

## RULES FOR THREE PLAYERS

### SET UP

1. Insert GAME CARD #2 into the Master Control Unit.
2. Place the "SIMON SAYS" Overlay on the screen.
3. Players select one figure (Boy or Girl) and they *must* maneuver their light on that figure throughout the game.
4. (Illust. A). Each player moves his light to his box, as illustrated.
5. The "Simon Says" cards are then shuffled and placed in front of the third player, who is "SIMON."



A

### PLAY

(Illust. B). SIMON turns over the first card from the deck and announces, "Simon Says, go to your elbow." Player one and player two go to their elbows. The first player to reach the elbow, wins the "elbow" card. If SIMON determines that there is a tie, the card is placed at the bottom of the deck.

If "SIMON" does not say "Simon Says," the players are not to move. If a player *does* move, he must return a "Simon Says" card to the deck. Play continues until the entire deck has been used.

The player who collects the most cards wins the game.

## RULES FOR TWO PLAYERS

Two players alternate turning the cards. At the count of three, they race their lights for the position indicated by the card that has been turned over. The player who arrives first wins the card. If there is a tie, the card is placed at the bottom of the deck. The player who collects the most cards wins the game.



B

A TOTAL PLAY  
AND LEARNING EXPERIENCE  
FOR ALL AGES

# ODYSSEY

By

**Magnavox**