

TARGE

Оператор's Manual



TARG (TM)
Operator's Manual 1.1

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I. INTRODUCTION

TARG (TM) is a one or two player full color video game. Two controls, the joystick and the fire button, allow the player to steer his Wummel around the geometric grid, to both avoid collisions with enemy ships and to fire at these ships for points. The video display and audio system work together to make TARG (TM) an excitingly colorful game with a variety of sounds.

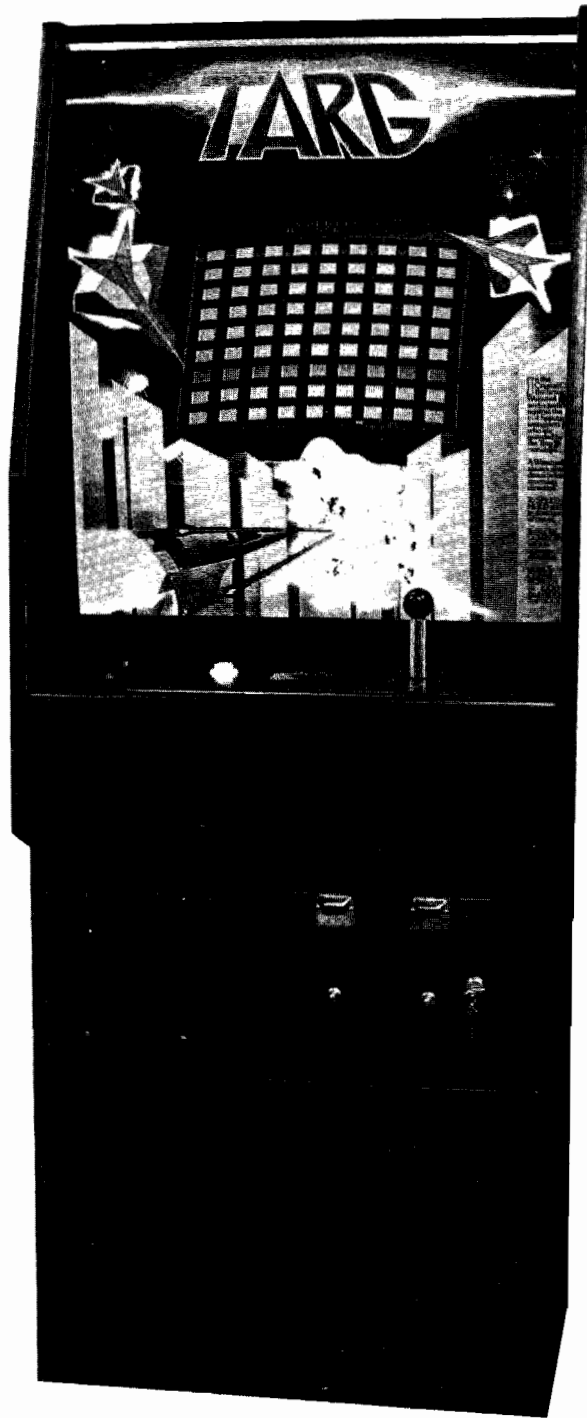


Figure 1: Full front view of TARG (TM)

A. Game Set-up

This section describes your Exidy TARG (TM), the selected location for your game, and how to inspect it. It also outlines the preliminary set-up procedure.

The Exidy TARG (TM) is built with the same basic building blocks as any other video game:

Power Supply
Central Processing Unit
Audio Board
Display Electronics
TV Monitor

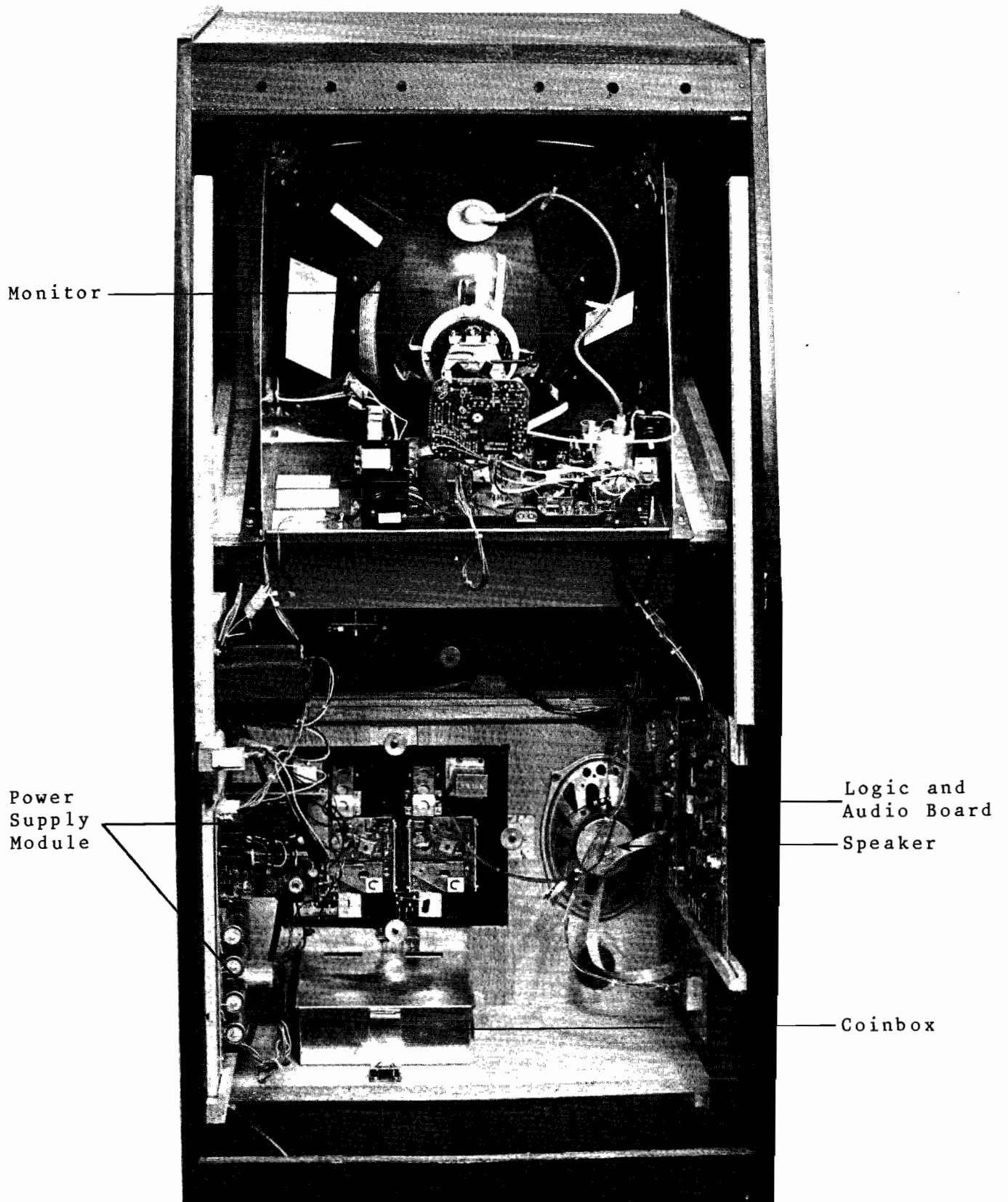


Figure 2: Full back view of TARG (TM)

B. Inspection

All Exidy equipment is carefully packaged in well-padded cardboard containers to prevent damage during shipment. If a component is noticeably damaged, notify the Exidy Customer Service Department for information concerning the disposition for the damaged component. DO NOT apply power to the game.

To ensure the equipment suffered no damage in shipment, inspect the container prior to acceptance from the carrier. If no immediate cabinet damage is evident, perform the following visual inspection:

1. Remove the rear access door with the appropriate packaged key.
2. Examine each major and electrical component thoroughly for scrapes, dents, broken or missing parts and loose or missing screws.
3. Check for loose cable connectors.
4. Visually verify that all the integrated circuit devices (IC's) plugged into sockets are properly seated and that no IC pins are bent or misaligned.

If you find any damage during this inspection, file a claim with the carrier. Send a complete report of the damage to Exidy Inc.

C. Installation

Planning the location of the game should involve both physical and electrical consideration. Physical considerations concern the placement of the equipment with respect to clearances, AC cable and environmental conditions such as ventilation, temperature, weight support and accessibility (although your game has the durability to endure nearly every type of physical hazard). Electrical considerations include availability of the correct voltage and frequency.

In planning this installation, consideration must also be given to working space required for personnel involved with operation or maintenance of this system.

NOTE: The cabinet must be within five feet of an AC outlet. Be certain that a ground jack or terminal is available at the outlet.

CAUTION: DO NOT remove the AC ground prong from the plug.

AC line voltage selection: AC line voltage selection is available in your TARG (TM) game by setting the appropriate jumpers on the power chassis. See the Technical Manual on Power Supply Adjustments for further information.

D. Preliminary Checkout Procedure

After properly installing TARG (TM), we suggest checking its operation in the following procedure:

1. Plug the AC jack into the AC outlet.
2. Allow 1 to 2 minutes for CRT to warm up.
3. Observe the TV monitor display to assure the correct attract mode is present on the screen, as explained in the following section, II A.
4. If the TARG (TM) display is incorrect, contact Exidy Customer Service Department.
5. Insert a quarter into either of the coin slots. The constant interchange between the Attract Mode game play and messages should then display messages only, as described in the following section.
6. Continue to play the game and verify that all screen images are displayed, once again, described in II. Normal Operation.

If repairs are necessary, contact the Exidy Customer Service Department.

II. NORMAL OPERATION

A. Attract Mode

When TARG (TM) is first turned on, the screen shows nine rows of nine yellow squares, lined up on a blue field. Ten evil Targs (red arrows) travel down the blue columns and randomly scatter. A green Wummel starts its journey in the lower right hand corner, randomly shooting its white missiles while traveling the perimeter of the game board. The top of the screen shows CREDITS 00.

Randomly, a yellow square opens up and releases the Spectar (a light blue enemy ship) which travels among the space traffic, avoiding Targs. When it or a Targ hits the Wummel, an explosion occurs and a cloud of green smoke temporarily marks the scene of the collision. The following message then appears:

CREDITS 00
00000 HI SCR 10000 00000

TOP HIGH SCORE FOR EXTRA PLAY

1 PLAYER 1 COIN
2 PLAYERS 2 COINS

DEPOSIT COIN

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(If 10 pence/50 pence coin option is selected, this message differs). The attract mode game play automatically alternates with the message until one or more coins are deposited. TARG (TM) features an automatic coin accumulator, allowing the player to buy any number of games in advance, up to 99.

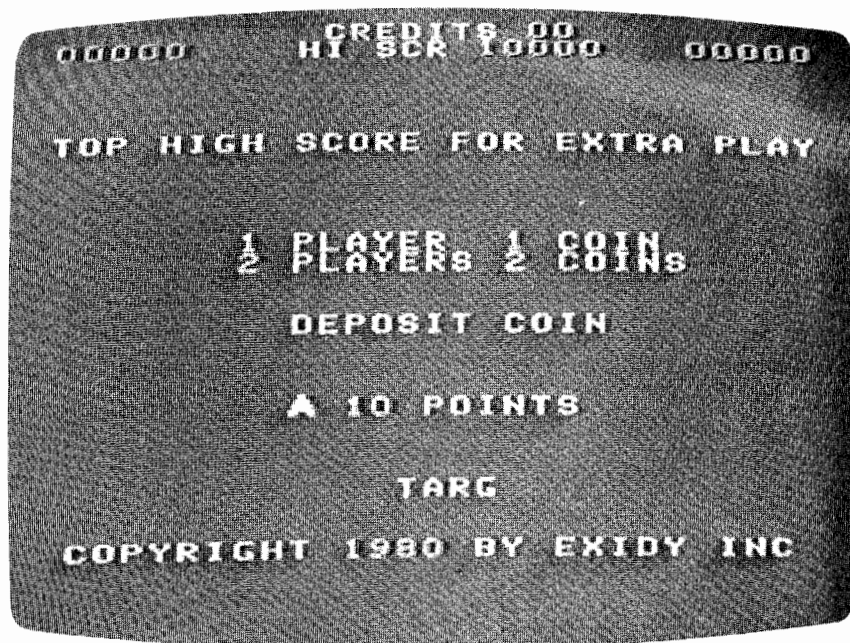


Figure 3: Message in Attract Mode Display

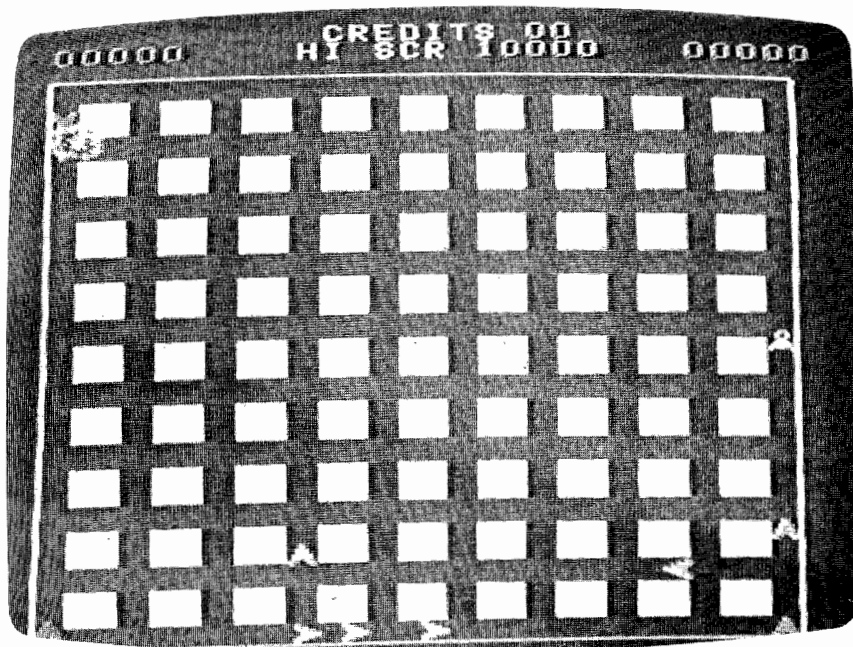


Figure 4: Game Play Screen Display in Attract Mode

B. Introduction Mode

When a player deposits one or more coins, this message appears:

```

          CREDITS XX
    00000 HI SCR YYYYY 00000
TOP HIGH SCORE FOR EXTRA PLAY

      1 PLAYER      1 COIN
      2 PLAYERS     2 COINS

    DEPOSIT COIN
OR PRESS START <flashing>

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```

XX displays the number of games paid for and YYYYY is the highest score of the day. When the top score is beat, the player receives an extended game (one extra turn) or a credit for complete game depending on the operator's selection (see Part III)

To begin game play, the player presses either the upper button for one or the lower button for two players.

C. General Game Play Description

After one of the two play buttons are pressed, this message appears briefly:

GET READY
PLAYER 1

The Wummel (the player's green ship) starts at the bottom right of the screen. The joystick on the right of the control panel directs the Wummel. Shifting the joystick in the direction of travel also increases speed. To decrease speed, leave the joystick stationary or tap the stick slightly opposite the travel direction. To fire at the enemy, press the fire button left of the joystick. Notice that a second shot cannot be made until the previous one explodes or disappears from view.

When the game begins, red Targs descend from the top of the screen and then scatter in random directions midway down the screen. The player both avoids being hit by Targs and shoots at them for points. At random, a yellow square opens up and releases a blue Spectar. The Spectar is also an enemy ship attempting to destroy the Wummel. A siren wails until the Spectar is shot.

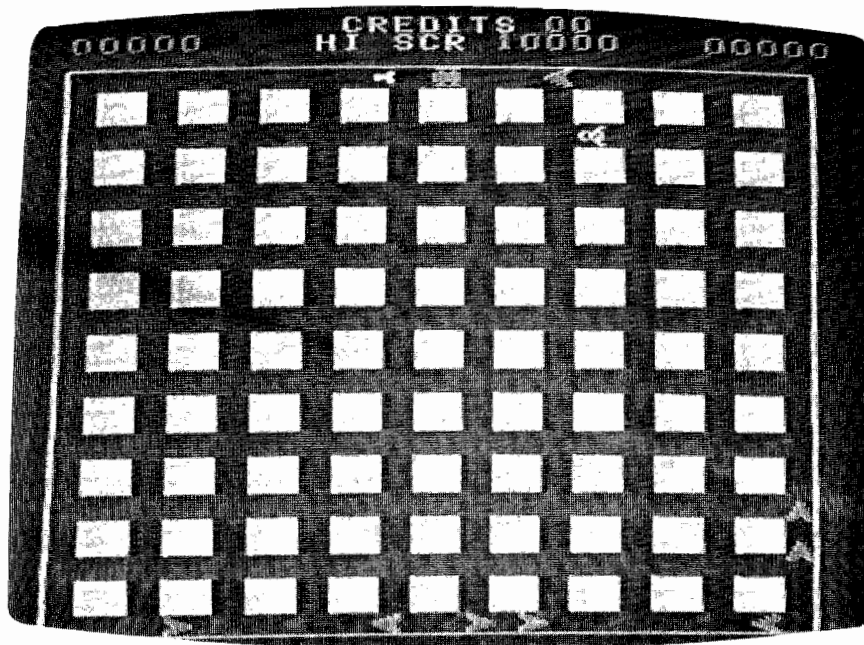


Figure 5: Screen display of Targs, Spectar, and Wummel

D. Game Play for One Player

After the player has pushed the upper start button, signifying one player, the game begins. The top of the game screen displays this message:

```

                CREDITS XX
00000                                00000

```

XX here, stands for number of games paid. Only the left hand score is used for one player. Between the two scores are a number of green Wummel images, operator-selectable (see Part III). This signifies how many turns the player has left, decreasing by one after each turn.

The following message appears for a few seconds between each turn:

```

                GET READY
                PLAYER 1

```

For each turn, the player returns to the same number of Targs as were left after his last turn at play.

E. Game Play for Two Players

After two or more credits are accumulated and the lower start button pressed, the game begins. At the top of the game screen, this message is displayed:

```

                CREDITS XX
00000                                00000

```

XX here, stands for number of games remaining to be played. The score on the left, 00000, is the first player's score, and that on the right is the second player's. Between the two scores are a number of operator-selectable green Wummels, indicating the number of turns left in the game (see pages 11-12). The Wummel's position switches from just left of center, to just right to indicate which player is up.

Each of the turns alternates between players, guided by the brief message:

```

                GET READY
                PLAYER 1

```

and

```

                GET READY
                PLAYER 2

```

For each turn, the player returns to the same number of Targs as were left after his last turn at play. When a bonus turn is awarded, it is played directly after the turn for which it was given, unless it is awarded for topping the HIGH SCORE, in which case it is awarded after all other normal one or two player games.

F. Scoring

A destroyed Spectar's point value varies randomly (100, 200, 300, 500 points). After Spectar is destroyed, its value appears at the scene of the collision, freezing game action temporarily, and is automatically added into the player's score. Each Targ shot is worth 10 points. If all Targs are shot, 1000 points bonus is awarded, and appears on the screen as shown below in Figure 6:



Figure 6: Screen Display of Bonus

The value of the Targ increases by ten each time a bonus is awarded.

Note: After plugging in TARG (TM), the Top This Score feature automatically sets at 10,000. The first player to top this score, may receive credit or extended play. Any succeeding player must top that player's score to receive awards.

III. SELECTABLE OPTIONS

TARG (TM) has several switch selectable options which are controlled by an 8-position DIP switch located on the main logic board at position 16A. This switch is accessible from the front of the game through the coin door. Figure 1 shows all selectable functions controlled by the 8-position DIP switch.

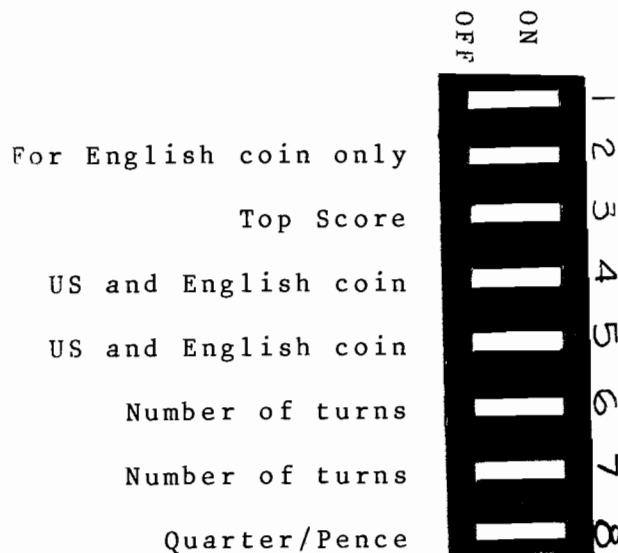


Figure 7. Functions of the 8-position DIP Switch

Following are the switch settings for the selection of options:

A. COINAGE	Switch 4	Switch 5		
2 Player - 1 Coin	OFF	OFF		
1 Player - 1 Coin	OFF	ON		
2 Player - 2 Coin				
1 Player - 2 Coin	ON	OFF		
2 Player - 4 Coin				
B. TYPE OF COINS	Switch 8			
Quarters	OFF			
English coins	ON			
C. FOR ENGLISH COINS ONLY		Switch 2	Switch 4	Switch 5
1 game, one 10 pence coin		ON	OFF	OFF
6 games one 50 pence coin				
1 game two 10 pence coins		OFF	OFF	OFF
3 games one 50 pence coin				
D. NUMBER OF TURNS (Turns)	Switch 6	Switch 7		
2 Wummels (turns)	OFF	OFF		
3 Wummels	ON	OFF		
4 Wummels	OFF	ON		
5 Wummels	ON	ON		
E. TOP THIS SCORE	Switch 3			
Credit awarded for topping score	ON			
Extended play for topping score	OFF			