MATTEL ELECTRONICS®

INTELLIVISION® Intelligent Television

INTELLIVOICE™

VOICE SYNTHESIS CARTRIDGE

INSTRUCTIONS
(FOR 1 PLAYER)

FOR COLOR TV VIEWING ONLY

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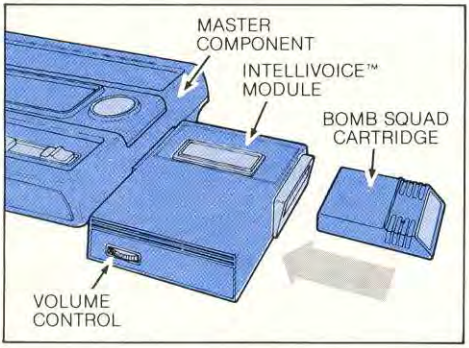
THIS GAME REQUIRES BOTH THE INTELLIVOICE™ VOICE SYNTHESIS MODULE AND THE INTELLIVISION® MASTER COMPONENT.

Don't look now, but your Time Bomb is ticking! It was planted by "BORIS", the evil terrorist. You will have less than half an hour (simulated time) to disarm it before the bomb destroys your city! Since this is an INTELLIVOICE™ Voice Synthesis Module, voices will be talking to you. "FRANK", the demolition expert, will give instructions on what to try next. And "BORIS" himself will needle you now and then, reminding you, "It won't be easy!"

BOMB SQUAD™ IS PROGRAMMED FOR USE WITH **BOTH** THE MASTER COMPONENT AND **INTELLIVOICE**™ VOICE SYNTHESIS MODULE.



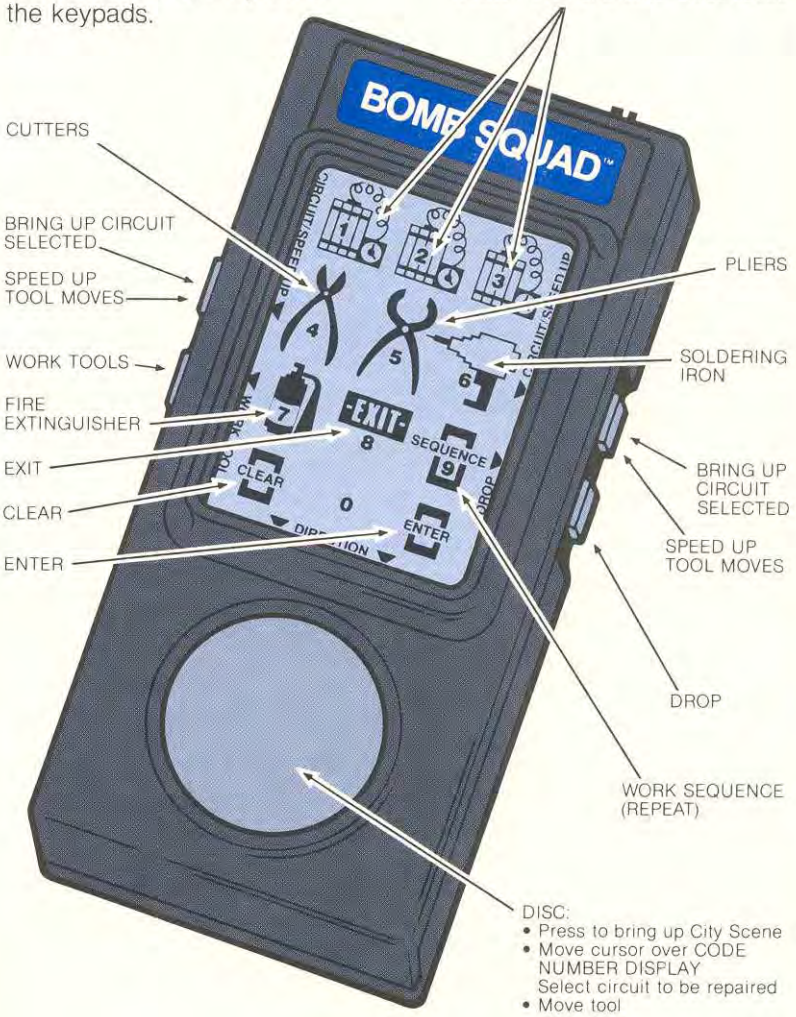
Plug Voice Synthesis Module into game console. Then insert game cartridge into Voice Synthesis Module. (See INTELLIVOICE™ instructions for equipment connection details.)

OBJECT OF THE GAME

The object of the game is to score points by disarming a Time Bomb before it goes off! Points are won for rewiring electrical circuits with cutters, pliers and soldering iron. 2000 point bonus for solving the explosive riddle, saving the city! As the game starts, a simulated Time Clock will be activated, and the time you have left will be displayed. To disarm the bomb you must decipher the CODE NUMBER. After enough circuits have been repaired, the CODE NUMBER can be guessed with certainty. Or, after you have repaired two circuits you can go for broke. Guess right and you win 1000 bonus points...guess wrong and you lose! The Time Bomb will explode! The game is over!

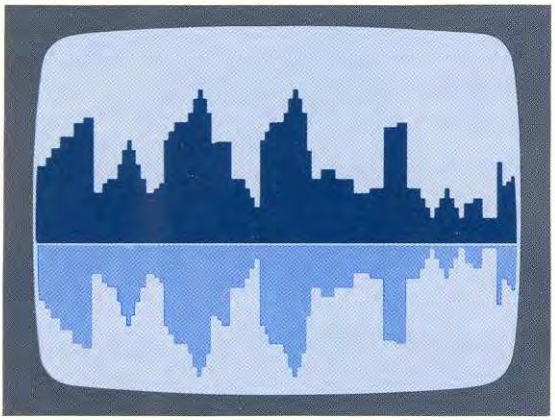
GAME CONTROLS

Slide overlays in hand controller frames so they cover the keypads.



THE GAME IN A NUTSHELL

1. Press [DISC] to bring up City Scene.



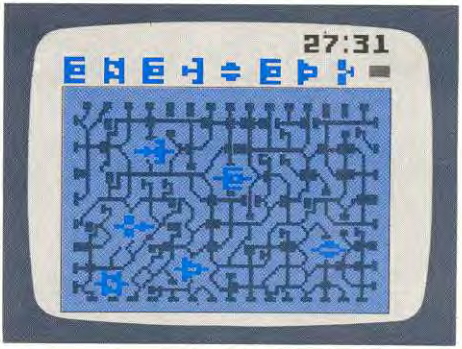
2. Select DIGITS. Decide whether CODE NUMBER you are trying to decipher will have one, two or three digits.
Press KEY [1], [2] or [3] and press [ENTER].

3. Select skill LEVEL.
Press KEY [1], [2] or [3] and press [ENTER]. (See pages 4-5.)

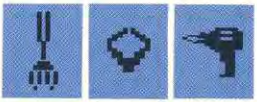
CODE NUMBER

4. When CODE NUMBER DISPLAY appears, press [DISC] to move cursor over a particular element in the CODE NUMBER DISPLAY. (Make a strategic selection! See pages 6-7.)

5. Press either TOP side button. CIRCUIT BOARD will appear.



CIRCUIT BOARD



6. Using CUTTERS, PLIERS and SOLDERING IRON repair circuits as directed by FRANK. "Left more," etc. (See pages 8-9.)

AFTER ENOUGH CIRCUITS HAVE BEEN REPAIRED, CODE NUMBER CAN BE DECIPHERED WITH CERTAINTY. BOMB WILL BE DISARMED, WILL NOT GO OFF. YOU ***WIN*** 2000 BONUS POINTS AND THE GAME!

After you have rewired at least two circuits correctly per display, you can try a ***one shot guess.*** Guess one digit of the code number and you win 1000 points. Guess wrong and bomb will ***explode***. You ***lose*** the game!

- Press [1], [2] or [3] and move CURSOR with DISC. Select Display bank for your number.
- Press [ENTER].
- Press NUMBER you are guessing. FRANK will ask, "Are you sure?"
- Press [ENTER] again. (If you're not sure, press [CLEAR].)

If playing in skill level 1, number you're guessing will be previewed in ***green-lit squares*** on the code number display and in ***white*** on the small flashing white-bordered square below it. If playing in skill level 2 or 3, number you're guessing will be previewed only in

white on the small flashing white-bordered square.

When the clock has ticked down to ***15 seconds***, regardless of where you stand or what you've done, you can try a ***one shot guess!*** (What have you got to lose, anyway? The game is almost over.)

Press [EXIT], if you are in the circuit, and repeat above four steps.

SCORING

OPERATION	SKILL LEVEL	POINTS
Cut out component	1, 2, 3	20
Replace component	1	30
	2	40
	3	50
Complete circuit repair	any	bonus points*
Guess correct code number digit	any	1000 bonus points
Disarm bomb/win game	any	2000 bonus points

*Equal to total points earned by working on circuit

3 SKILL LEVELS

When you see the skill LEVEL display on your screen, press KEY [1], [2] or [3] and press [ENTER].

SKILL LEVEL 1

Simplest of the three levels and the place to start if you are not familiar with the game. You will work at the ***slowest*** speed in skill level 1.

- You must complete 2 or 3 wiring operations per circuit.
- If you cut the ***wrong*** component you get just 7 seconds to repair the mistake. Any longer and the connection will explode. You will go back to the CODE NUMBER display. (Code Number Display will have a burned out element.)

SKILL LEVEL 2

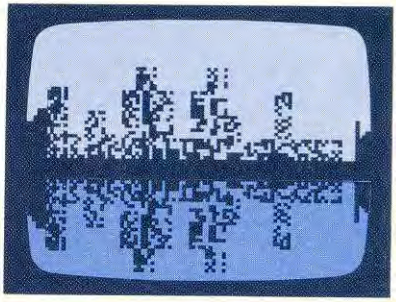
Much more demanding than level one. The action moves ***twice*** as fast!

- You must complete 3 or 4 wiring operations per circuit.
- You might have to fight a fire! Once every minute or so, one of the Circuit Board components may overheat. You'll lose time putting out the blaze. If you don't extinguish the flashing component within 8 seconds, Board explodes. You'll exit back to the Code Number display.
- If you cut out a ***wrong*** component, you have 8 seconds to repair your mistake. Otherwise the Board will explode and you'll exit back to the Code Number display.

SKILL LEVEL 3

Now you're in the Pros! Everything will go ***twice*** as fast as level 2 (four times as fast as level 1). And if you make certain mistakes, you could cause the Time Bomb to explode!

- You must complete 4 or 5 wiring operations per circuit.
- When you hear a siren sound, your screen will shake! Sometimes a key part will fall down from the top of the Circuit Board. You will have to stop and remove it. More time lost.



- *Time Bomb will explode* if you make these mistakes: If you cut a component ***not in the right order*** and fail to fix it within 9 seconds, or if you fail to extinguish a flashing component within 9 seconds!

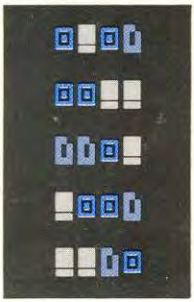
NOTE: Skill Level you select WILL affect scoring. (See page 4.)

FIGURE OUT THE CODE!

As FRANK reminds you, the name of this game is to find out the secret CODE NUMBER. Solve that riddle and you've won 2000 points and the game. Decipher the CODE NUMBER and you've disarmed the bomb, and saved the city!

The CODE NUMBER can have one, two or three digits depending on your selection. Examine one digit at a time. Which means, try to decipher what number would result out of smoothly uniting green-lit squares in each selected bank.

Every bank square you pick is a wiring circuit you must try to repair. Upon repair, it will light in green only if it does become a part of the tracing of the number being deciphered.



CODE NUMBER DISPLAY

CORRECT NUMBER LIGHTS UP GREEN. 3 SHOWN AS AN EXAMPLE

ONE

TWO

THREE

FOUR

FIVE

SIX

SEVEN

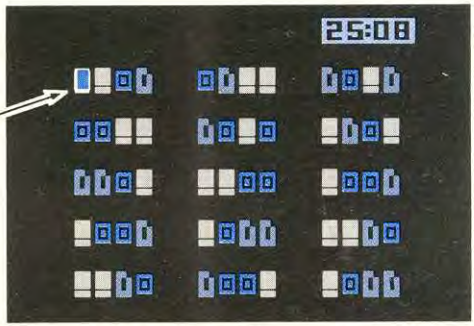
EIGHT

NINE

ZERO

If you make enough wiring repairs the CODE NUMBER can be guessed with certainty. But you can go a long way toward deciphering it quicker with paper and pencil plus a process of elimination. (You don't have to light up all or even most of the display squares.)

TAKE AN EDUCATED GUESS!



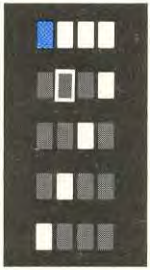
GET A GOOD START!

Think of the possibilities. Visualize the SHAPE of the number you're trying to decipher. Is the shape straight like a 1, oval like a 0 or what? The position of the CURSOR above is a pretty good try, because if lit in green either 3, 4, 5 or 7 could be considered for the CODE NUMBER. A next pick should logically fall ***within*** the tracing of any of those numbers. How about the square intercepting the 2nd column (left to right) with the 4th row (top to bottom)?

When the CURSOR over this square is lit up as shown, the number can only be 7. And this is your guessed CODE NUMBER! (If only one digit is selected.)

BAD SECOND CHOICE!

If this had been your second choice, you'd be in trouble! Think of the number shapes. NONE of the possibilities would hit that particular position if you traced it over the display.

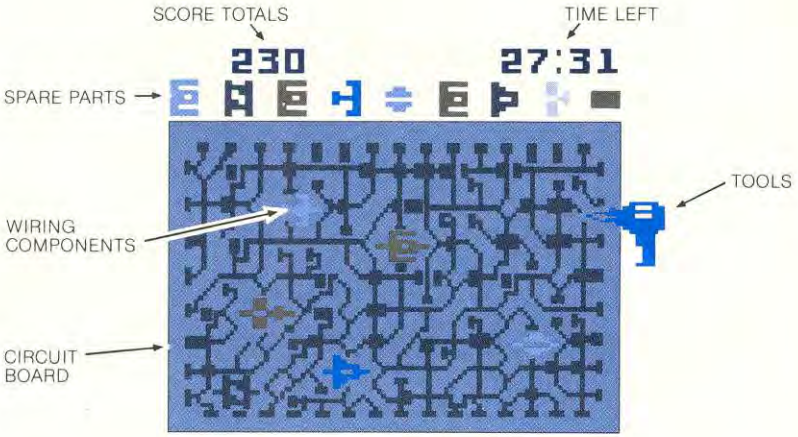


TO CHOOSE A CIRCUIT...

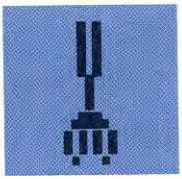
TO CHOOSE A CIRCUIT...

1. Press [1], [2], or [3] to move the CURSOR to the position you want: Left, middle or right bank.
2. Use the Direction DISC to move CURSOR over individual square you want. This is your "educated guess."

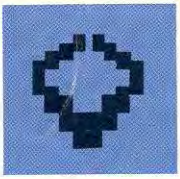
You have selected the WIRING CIRCUIT you wish to repair. now press either TOP side button.



When you see the CIRCUIT BOARD the tension builds immediately! The Time Clock is running and a DOOMSDAY VOICE keeps reminding you that time is fleeting, "18 MINUTES 'TIL BLAST!" And if you make a mistake, the Time Clock will go beserk and start racing wildly ahead! Still, in spite of all, the voice of FRANK will carry you through. His VOICE will tell you exactly how to work, which wiring component to cut or repair first.



CUTTERS
Press 4



PLIERS
Press 5

SOLDERING IRON
Press 6

FIRE EXTINGUISHER
Press 7

To MOVE a tool, use the Direction DISC.

To WORK a tool, use the LEFT lower SIDE BUTTON.

To DROP a component you are replacing or cutting out, move off the board to the right side or top of screen first, then use RIGHT lower SIDE BUTTON. To let go of a component just replaced on board, use the same button.

LISTEN UP!

FRANK'S voice will tell you exactly what to do. Basically, Frank will tell you TWO THINGS. BOTH are important!

ONE: Whether to CUT OUT a particular wiring COMPONENT, or to REPLACE it.

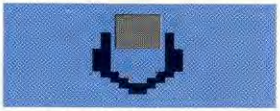
TWO: The ORDER your jobs must take. (WIRING SEQUENCE.) "Cut this out first"

Component you'll be working on will flash as FRANK tells you the right ORDER (SEQUENCE). REMEMBER: The ORDER is IMPORTANT! (In the 3rd Skill Level, working out of order could BLOW UP THE BOMB!)

If you CAN'T GET THE ORDER STRAIGHT, press SEQUENCE (9). FRANK will tell the order AGAIN.

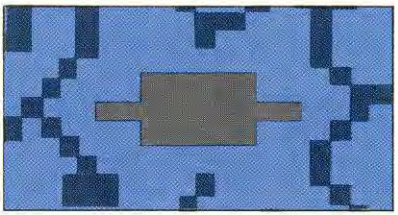
CUTTING OUT: LET'S DO ONE!

1. FRANK will give you the work SEQUENCE. (The ORDER.)
2. Press CUTTERS (4) and press Direction DISC to select cutters and move them into into position.
3. FRANK will direct you when you're close enough. "Left more," etc. When tool is in the CORRECT position you'll hear a PING!
4. Press lower LEFT SIDE BUTTON to work tool, snip the wire. Press Direction DISC and move CUTTERS to the opposite side. Now snip that side the same way.
5. Now press PLIERS (5). Press Direction DISC to move PLIERS into position for removing COMPONENT you have just cut out. (Again, FRANK will direct you. "Up more. Down more," etc.)
6. Use Direction DISC to move cut out COMPONENT off the board. Press LOWER RIGHT SIDE BUTTON to let go of COMPONENT.
7. Now look at the top of the board. Find the WIRE (colored in gray). Press PLIERS (5) and use the Direction DISC to move them into position to pick up the WIRE.



PICK UP GRAY WIRE

8. Move WIRE into position as FRANK directs, "Down more," etc. Press LOWER RIGHT SIDE BUTTON to let go of WIRE.
9. Press SOLDERING IRON (6). Use Direction DISC to move tool tip into position for soldering one side. You'll hear PING sound. Work tool with LOWER LEFT side button. When both sides are soldered, FRANK will congratulate you, "Ok, ok," etc.



That's it. You have CUT OUT one circuit COMPONENT and filled the gap that's left with the WIRE.

REPLACING COMPONENTS:
LET'S TRY THAT!

This time you'll be REPLACING the wiring component. You remove the component and then REPLACE it with one from the top. Replacement will be either the SAME SHAPE or the SAME COLOR.

MATCH SHAPE OR MATCH COLOR

FRANK SAYS "REPLACE THIS SECOND", for example.

1. Use the CUTTERS (4) and PLIERS (5) to snip out the COMPONENT and drop it off the board. (Use DISC & LOWER side buttons.)

2. Now look ***carefully*** at the top of the board. Your REPLACEMENT must be ***either*** the SAME COLOR or the SAME SHAPE. Pick a match, SHAPE or COLOR, among the various lined-up components. There may be more than one of each type, and you may have to go through all of them to find the right one.

3. Use PLIERS (5) to pick up top component. Use Direction DISC to move your choice (SHAPE or COLOR) for a REPLACEMENT into position. FRANK will direct you. (Use RIGHT lower side button to let go of component.)

4. Use SOLDERING IRON (6) on both sides of the REPLACEMENT component.

   If you've matched the component with the right REPLACEMENT and soldered it in place correctly...that's it! FRANK will congratulate you, "Ok, ok," etc.

5. If the first replaced COMPONENT on this board was SHAPE-related, all remaining replacements on this board will be SHAPE-related; if COLOR-related, all remaining replacements on this board will be COLOR-related.

TIME OUT TO FIGHT A FIRE! (Skill Levels 2 & 3)

At any time when you're working on a circuit, one of the components could go critical. A SIREN will sound and the component will flash. You'll have exactly 8 seconds to put the fire out if you're in Skill Level 2! Or 9 seconds if you're in Skill Level 3!

Press [EXTINGUISHER] (7) to put out fire. (Use DISC and LEFT lower SIDE BUTTON to move & work EXTINGUISHER tool.)

MISTAKES WILL HAPPEN...

but you ***can't get away with*** any of them! What's more, mistakes cost you time, maybe critical time. If you make a mistake, FRANK will call you on it at once. Time Clock will speed up and so will the sounds. You're in trouble!

FRANK will say: "WRONG PART!" The Time Clock will race. The sounds speed up. Snip one side of the offending component and you'll slow things down again.

You must do all this to correct the mistake:

1. Cut out the wrong part with the CUTTERS.

2. Discard the wrong part with the PLIERS.

3. Pick out the right spare part and move into position.

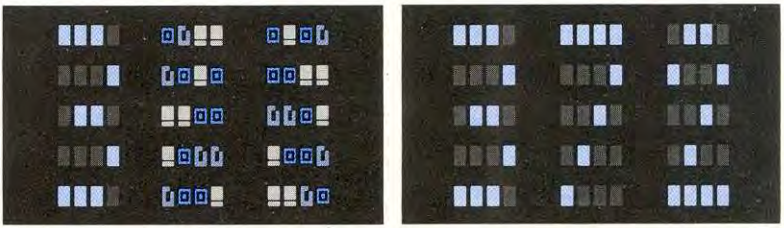
4. START OVER. SOLDER the spare part on both sides.

FRANK may also tell you, "WRONG ORDER. RESOLDER IT." Then you have just 7, 8, or 9 seconds — depending on your Skill Level — to correct your work.

After you get used to the tools, try this. Use the top SIDE BUTTONS on either side to SPEED UP the operation. With the PLIERS, for example, use either top side button and the Direction DISC to make your moves go MUCH FASTER! With a little practice the tools will start feeling easy to you and you will be able to proceed to the more difficult Skill Levels 2 and 3.

When that round of CUTTING OUT and or REPLACEMENT is completed, the symbols at the top of your Circuit Board will fade out. FRANK will congratulate you for the job well done.

Now press EXIT and return to the CODE NUMBER DISPLAY.



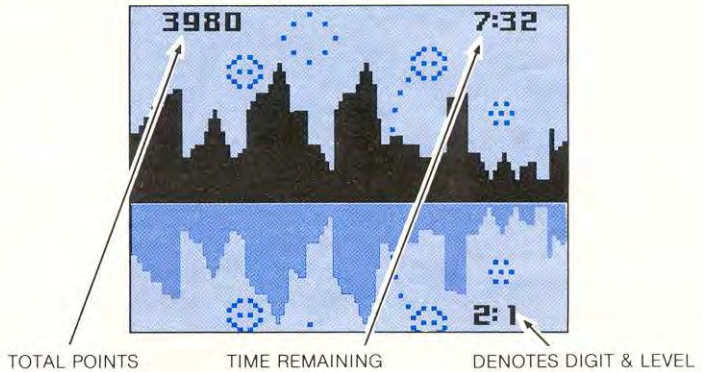
YOU'VE WON 1000 POINTS! (OR 2000 POINTS & THE GAME)

When one entire digit of the CODE NUMBER lights up GREEN you're ahead at least one thousand points. Nice going! Now press either top button and go back to the board, if the CODE NUMBER has more than one digit!

Find the secret code number and you win! You've disarmed the bomb, and saved the city! BORIS has been "foiled again!"

And FRANK will fully massage your ego...

"You did it! You did it! You're a hero!"



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