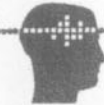


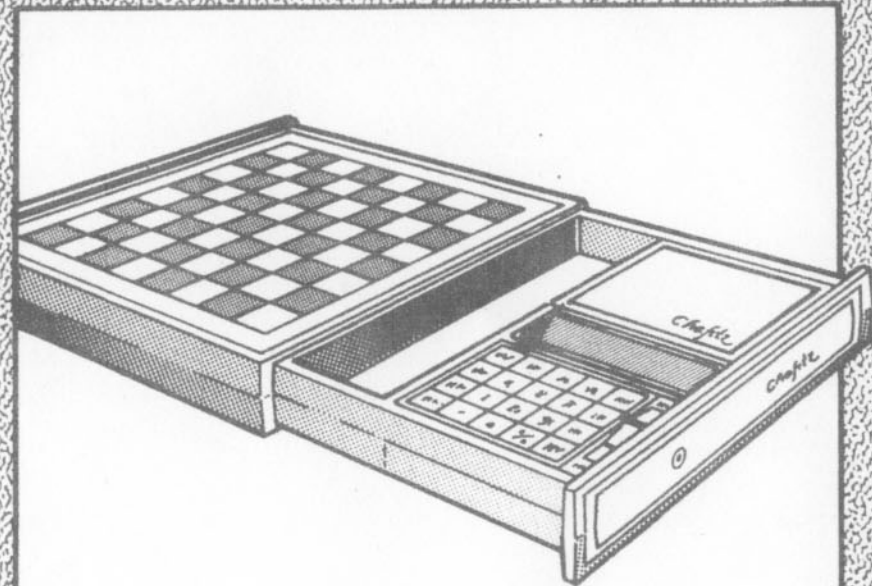
Chafitz



The intelligent game people.

MODULAR GAME SYSTEM

WORLD'S MOST ADVANCED COMPUTERIZED GAME CONCEPT



OPERATION MANUAL

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CONGRATULATIONS:

You now have one of the most remarkable microprocessor game systems available, the MODULAR GAME SYSTEM.

The MODULAR GAME SYSTEM (MGS) offers unmatched flexibility and freedom from the problems of becoming outdated or obsolete. This flexibility and freedom is accomplished by the use of interchangeable game modules in combination with the basic game system; however it is necessary to have both, the basic game system and one of the game modules before playing a game. With the MODULAR GAME SYSTEM it is possible to play any one of several games with the same basic game system by changing the game modules, or to update your MODULAR GAME SYSTEM by use of the latest version of the game module as they become available.

GAME MODULES

Contact your dealer to obtain the latest module information.

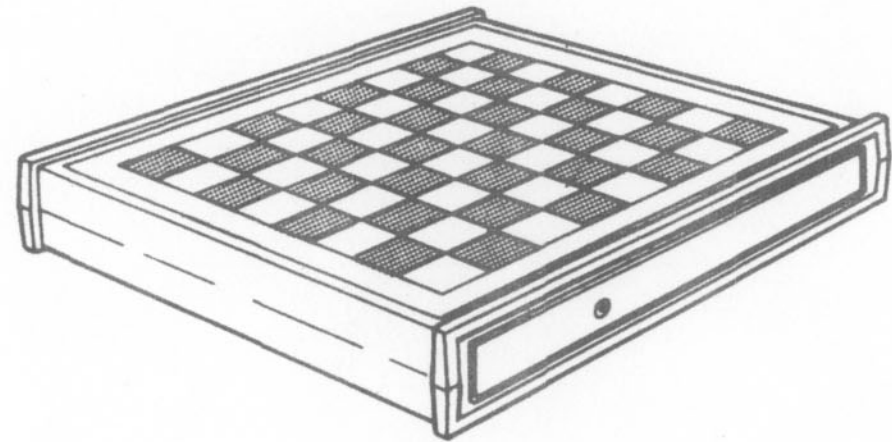


Fig. 1

II BASIC OPERATION

Description of features

COMPACT STORAGE POSITION — Your MGS console will slide into a storage position under the playing board becoming a compact 9"x9"x2" size, FIG. 1 (with the console in play mode the size is 15½"x9"x2"). SEE FIG. 2.

PIECE STORAGE COMPART — For storing the pieces not in use.

ALPHANUMERIC DISPLAY — An extra large alphanumeric fluorescent display for clear viewing.

POSITION MEMORY — A game may be interrupted in either A/C or battery operation and memory will hold all pieces in the proper board position for game resumption at a later time. This feature is activated by sliding the ON-OFF switch from the ON position to the MEMORY position. Storage time in the A/C mode is indefinite and in the battery mode is 24 hours, with a normal battery charge.

BASIC KEYBOARD — A blank keyboard which accepts the keyboard overlays supplied with each game module, thus providing a keyboard unique to each game. The keyboard overlay snaps in place using the overlay tab slots at the top and bottom of the keyboard FIG. 3.

GAME MODULE COMPARTMENT — Each game module snaps into this compartment for game play.

AUDIBLE RESPONSE — Depending on the game module in use, an audio alert system generates a series of tones to indicate various functions.

GAME BOARD — The top of the unit is a game board which is marked to assist you in game play and keyboard entry. Some game modules will require a different game board (supplied with the game module).

BATTERY OPERATED USE — The optional rechargeable battery pack provides up to six (6) hours of continuous play or 24 hours of memory storage for fully portable use.

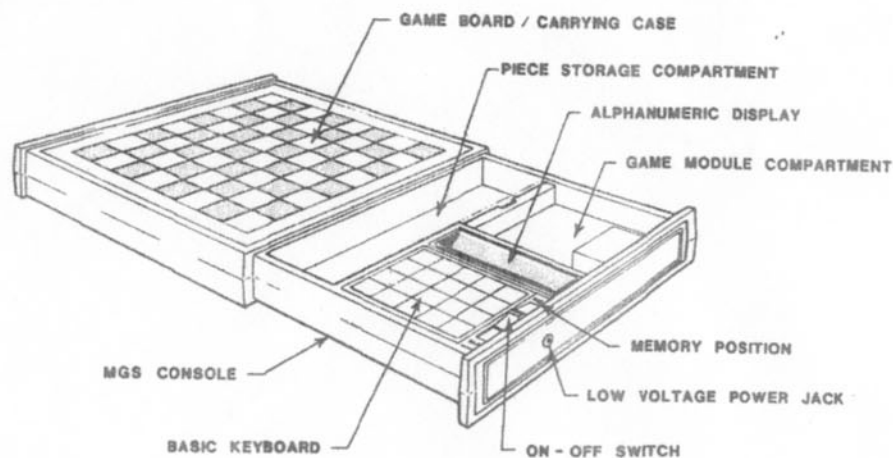


Fig. 2 Basic Features

The game module package

The game module package consists of: a game module, playing pieces (if required), instruction manual, a keyboard overlay, and in some cases a game board overlay, SEE FIG. 3.

GAME MODULES — Are inserted as shown in Figure 3 and must be inserted only when the power switch is in the OFF position.

KEYBOARD OVERLAYS — Are inserted as shown in Figure 3. The keyboard overlays may only be cleaned with mild soap and water.

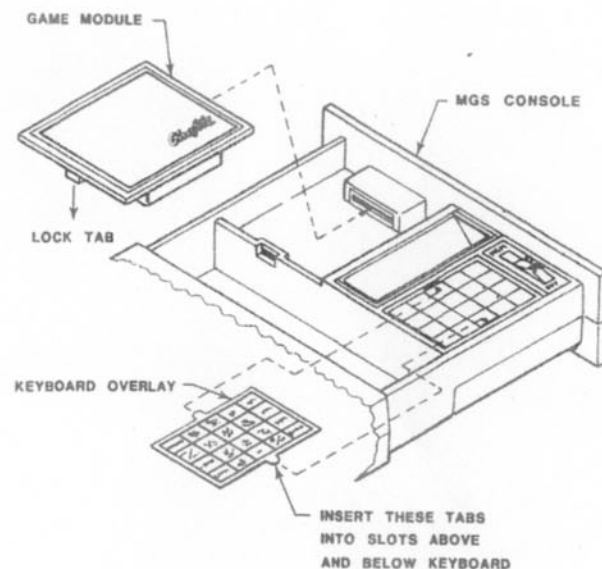


Fig. 3 Game Module Insertion

Power adaptor/charger

The Power Adaptor/Charger comes in either 117 VAC or 220 VAC, depending upon the local voltage available, and provides a low voltage input to the MODULAR GAME SYSTEM. Be sure you have the proper voltage model.

CAUTION: When connected to the wall receptacle the Power Adaptor plug should not be in contact with any electrical conductor.

Optional battery pack

Available as an option is a Rechargeable Battery Pack, which will add portability to the MODULAR GAME SYSTEM, see your dealer for this option.

Installation of the Battery Pack is accomplished as follows:

1. Using a flat blade screwdriver, depress the two (2) console locking TABS (figure 4). Unlatch the TABS by pulling on one side of the console then the other side while depressing first one TAB then the other. After the TABS are unlatched from the slots, bow the middle of the outer case up and away from the console to clear the safety latch and completely remove the MGS console from the outer case. Turn the console over exposing the empty battery compartment.

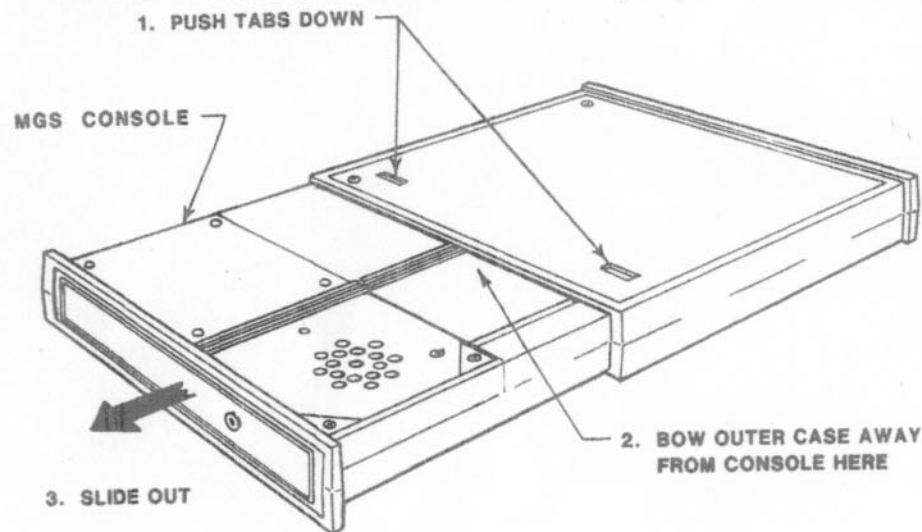


Fig. 4

2. Remove screws holding the battery clamp in place SEE FIG. 5.

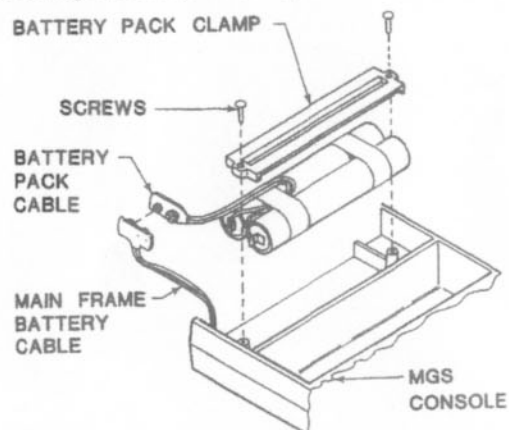


Fig. 5 The Optional Battery Pack

3. Snap the main frame battery cable already in the compartment, onto the battery pack cable and place the batteries into the battery compartment.
4. Replace the battery clamp and screws to securely hold the batteries in place.
5. Slide the MGS console back into place.

Typical game play

Having inserted a game module into the basic game system and utilizing either the Power Adaptor/Charger or Battery Pack, the MGS is ready to begin play. Typical game play is described in the manual for each game module.

III SERVICE INFORMATION

HANDLING AND CARE — The Chafitz Modular Game System has been designed to utilize the latest technology; however, certain precautions should be taken to assure years of trouble-free service.

1. In cold dry climates, discharge the static electrical charge which your body will have before handling the MGS unit.
2. Avoid exposing the unit to temperature extremes.
3. Avoid exposing the unit to moisture (for example, spilled drinks or rain).
4. Avoid complete battery discharge (if you have that option).

If the MODULAR GAME SYSTEM does not perform as described and you are following the instructions, check your electrical outlet voltage or use a different outlet, since improper voltages often will cause a problem. If a problem still exists, record the events and moves leading to the problem and contact the factory by mail or phone.

MGS SERVICE CENTER
207 N. Kirby
Garland, Texas 75042

CHAFITZ SALES AND MARKETING OFFICES
1055 First Street
Rockville, Maryland 20850

(301) 340-3300