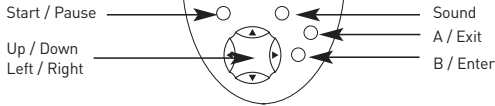


BUTTON INSTRUCTIONS

Please note there is a reset button on the rear of the MatchMaster game.



INSTRUCTIONS

MatchMaster is an interactive game that will test the player's ability to develop their machine by managing their daily schedule. Each player can test their machines ability by playing matches against other MatchMasters.

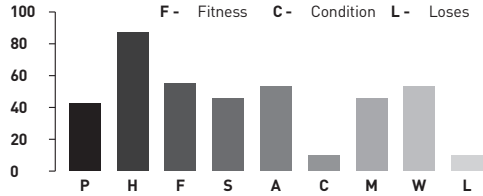
Each MatchMaster will have it's own life table. Each life table has 6 lifelines and will need to be developed & maintained on a daily basis. If the player looks after their lifelines correctly the MatchMaster will develop into a stronger machine.

On starting your P, H, F, S and A life lines will be in the danger zone (15 points), and the C, lifeline starts at 20 points. When the Lifelines P, H, F, and S are in Pro Zone 1 (20 points or above) the MatchMaster can play an interactive game.

When all six life lines reach Pro Zone 1 the MatchMaster can play an Infra Red game against another MatchMaster.

It is quite important to balance the development of each of your MatchMaster's lifelines. If any one-lifeline is more than 90 points, the machine will pick up an injury.

P - Power S - Speed M - Money
H - Health A - Ability W - Wins
F - Fitness C - Condition L - Losses



If you overtrain and your life lines are over 90 points you will lose a days game play and be deducted 30 points.

SETUP

Entering the following details cannot be changed without resetting.

1. Insert batteries 2 x AAA(LR03) batteries
2. Select a Language
3. Input Name, Club & Number
4. Date: select a Year, Day and Month.
5. Time: set the Hour and Minutes
6. Main Menu Screen will appear containing all your information as well as your machines current status decided by your current lifelines.

Excellent	= Life lines between 70 - 89
Good	= Life lines between 50 - 69
Average	= Life lines between 30 - 49
Poor	= Life lines between 10 - 29
Injured	= Any life line in an injury zone 0-9

SHOPPING

Each Infra Red Game (IR Game) you play against another MatchMaster offers up the chance to earn money points depending on your results. You can spend your money points in the shop and buy items that will improve your life line scores.

PHYSIO & INJURIES

Once your player gets injured, you can not play a games or matches and will need to visit the Physio. However, you must still carry out your daily routines (DRP) and go to the physio menu for treatment.

Injury 1	Tiredness
Injury 2	Hamstring & 1 day no games
Injury 3	Calf & 2 days no games
Injury 4	Metatarsal & 3 days no games
Injury 5	Knee & 7 days no games
Injury 6	Retired (Reset Game)

STATUS

View your status and check your lifelines from the main menu. By looking at the bar graph and life line levels you will be aware of what requires further training and improvement.

BATTERY CAUTIONS

- Do not mix old and new batteries
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Batteries are to be inserted with the correct polarity
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.

MATCHMASTER GAMES LIMITED

Unit 4,
Block 2 Vestry Road Trading Estate,
Vestry Road
Seven Oaks
Kent TN1 4SE

WARNING
CHOKING HAZARD - Small parts
Not for children under 3 years.

E-Mail: info@matchmastergames.com



DAILY ROUTINE PLANNER TIME TABLE

	8am	9am	10am	12am	1pm	2pm	3pm	4pm	5pm	6pm	7pm	8pm - 8am
Eating Schedule	Select Breakfast				Select Lunch				Select Dinner			
Training Schedule	Select Morning				Select Afternoon							
Sleep Schedule	Plan Noon Sleep			Noon Sleep					Plan Night Sleep		Night Sleep	

DAILY ROUTINE PLANNER (DRP)

Everyday you will need to plan and set your DRP. Your daily routine and the lifeline points you gain from it are set around eating, training and sleeping.

You can only set your DRP during the times above. An alarm will sound 10 minutes before each period is over to remind you. Your lifeline points will be added after each period. If you fail in your duties, you stand to lose life line points.

Note: If you enter & then leave a selection screen to check life lines, you will be still be able to go back in and choose something extra.

Eating

Everyday you will need to choose the items you wish to eat for Breakfast, Lunch & Dinner. You have a short time period to make your choice (see table above). During each meal period you may choose 3 items from each section of the list.

A bonus Orange Juice drink will appear during the day for two added 'F' points. An alarm will sound for 3 minutes to inform you.

Training

Everyday you will need to set a training routine for Morning and Afternoon sessions. You have a 2 hour period to make your choice (see table above). During each session you may choose one activity.

Sleep

Everyday you will need to plan and set aside time to sleep both for Noon (mid-day) and the Night. You have a 2-3 hour period to decide how much sleep time your machine requires (see table above).

Your machine may be put to sleep for up to an hour at Noon and for a set period during the night. During any sleep period you cannot play any games or take part in a match.

During the Morning you must plan how much sleep you wish to take from the choices available. Noon sleep commences at 12 am for the time period you have chosen.

Night sleep works slightly differently. You have a 2 hour period to decide exactly how much sleep your machine will have by setting the Sleep (start) period and the Get Up (stop) periods. Night sleep starts at 7pm at the earliest for the amount of time you have set.

GAMES

There are a total of 6 games available to play. Get the best score possible to increase your life line points. After the second play of any game, you only play for fun.

The Wall

The aim of the game is to keep the ball moving and knocking against the wall destroying the bricks.



Shuttles

The aim of the game is to keep running left and right between the shuttles before the time runs out.



Sprints

The aim of the game is to run as quickly as possible to the finish line.



Dribble

The aim of the game is to avoid the cones and head the balls.



Passing

The aim of the game is to pass the ball into your team mates path to knock it into the net.



Penalty

The aim of the game is to place kick the ball into the goal.



INFRA RED GAME

There is a choice of three different Infra Red Games (IR Game).

The Infra Red sensor is located at the top of the pod near the screen cover hinge. When playing IR games, especially Penalty Shoot outs, try to ensure that both Infra Red sensors are pointing at each other at all times. Should sensors not be pointed at each other, you will experience a loss of connection and need to re start the game.

Match

All six life lines must be 20 points or above to play. When the match commences each of your lifelines will be compared to your opponents. If your lifeline is higher than your opponents you score a goal. At the end of the match the final score will be displayed.



Sprints

All six life lines must be 10 points or above to play. The aim of the game is to run as quickly as possible to the finish line. Your time will then be compared to your opponents with the fastest finish time being the winner.



Penalty

All six life lines must be 10 points or above to play. The aim of the game is to place kick the ball into the goal. Each Player takes 5 penalties in turn. The player with the most penalties scored at the end of play wins. Please note: Player 1P takes the 1st penalty. To move goalkeeper, hold directional pad in chosen direction whilst pressing button B repeatedly.



TROUBLE SHOOTING

Low Batteries? When screen displays low power signals, you will need to change batteries. To avoid memory loss, press start button until screen goes blank then replace batteries immediately, within 30 seconds.

Why can't I play a match? You can only play a match when your lifelines are above 20.

Why can't I buy anything from the shop? You must earn credits from winning Infra Red games.