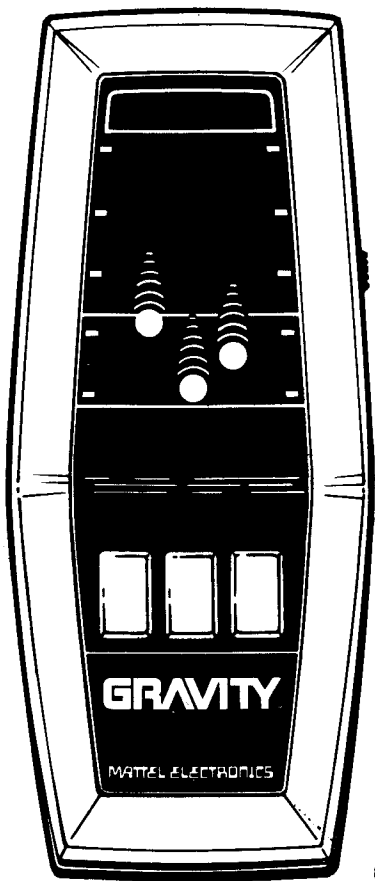


MATTEL ELECTRONICS®

GRAVITY™

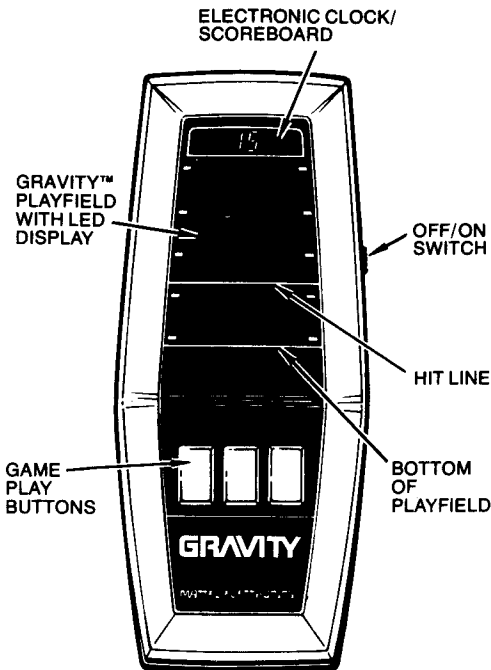


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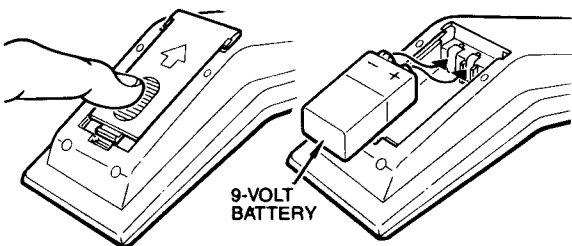
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Three wickedly tricky games of action and reaction test your reflexes and coordination, to see if you can defy the forces of Gravity.

- ▲ **JUGGLING** – a game of timing and skill. Keep all 3 balls in motion above the Hit Line.
- **COIN DROP** – a game to challenge your reflexes. Catch the coins before they reach the bottom of the screen. Speed and timing of falling coins vary throughout the game.
- ▼ **DOCKING** – the game of eye/hand coordination. Lock the dot dead-center on target, then stop the action. 9 game levels increase in speed and difficulty.



HOW TO ATTACH THE BATTERY



1. Press down on center of cover. Slide cover out to remove.
2. Fit battery securely into battery compartment. Match the large (-) terminal on battery to the (-) contact strip inside battery compartment. Match small (+) terminal to the (+) contact strip.

IMPORTANT INFORMATION: If game appears to be malfunctioning, this is the first sign of battery wear. A fresh battery should solve the problem. **Use alkaline batteries for longer life.**

HOW TO SELECT A GAME

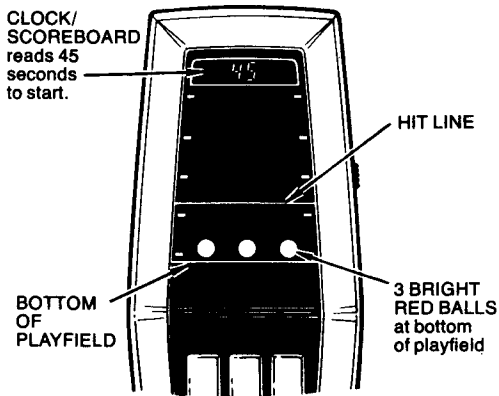
1. Turn OFF/ON switch ON. Three bright red balls will travel up and down the playfield in a Select Mode holding pattern. You will hear a BEEP when the balls reach the top and bottom of the playfield.
2. Select game you want to play by pressing ONE of the THREE GAME PLAY BUTTONS.



3. Action starts as soon as you select a game. If you change your mind after selecting a game, turn Gravity™ game OFF, then ON again. Press desired Game Play Button. **1.**

JUGGLING

Press LEFT Game Play Button to select and start game. When game starts, this is what you see:

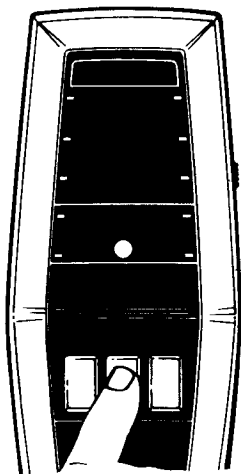


OBJECT OF THE GAME: To keep all 3 balls in motion above the Hit Line for 45 seconds (the length of a game).

HOW TO PLAY JUGGLING:

You have 45 seconds in which to score as many points as you can. Throughout the game, **CLOCK/SCOREBOARD** reads time remaining in game. Score does not appear until game is over.

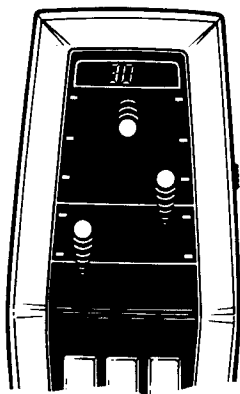
To toss a red ball upward when it is at rest, **PRESS THE GAME PLAY BUTTON BENEATH IT.** Example: To toss the ball in the center of the playfield, press the **CENTER Game Play Button.** The ball will move quickly to the top of the playfield, then drop back down again. You will hear a **MUSICAL TONE** when you toss the ball and another when it reaches the top of the playfield. **YOU WILL SCORE 1 POINT.**



Once a ball is in motion, you must press the corresponding Game Play Button while the ball is **AT THE HIT LINE** or **BETWEEN THE HIT LINE AND THE BOTTOM OF THE PLAYFIELD**. This keeps the ball in motion, allowing you to score more points. **YOU SCORE 1 POINT FOR EACH BALL YOU TOSS BACK UPWARD IN THIS MANNER.**

“THE WAY THE BALL BOUNCES”

- ▲ If you press a button while a ball is above the Hit Line, it will continue on down to the bottom of the playfield, bounce twice, and come to rest. **NO POINTS WILL BE SCORED. NO MUSICAL TONE WILL BE HEARD.** After the ball has come to a full stop, you can press the button to toss it up again.
- ▲ If you press a button when a ball is exactly at the Hit Line, it will rise only part-way to the top of the playfield, then drop. Because it has less distance to fall, you will have less time to catch and toss it again before it hits the bottom of the playfield. **A TOSS FROM THE HIT LINE SCORES 1 POINT AND PRODUCES A MUSICAL TONE.**
- ▲ If you press a button after a ball hits the bottom of the playfield, it will bounce twice and come to a stop. **NO POINTS WILL BE SCORED. NO MUSICAL TONE WILL BE HEARD.**



The closer a ball gets to the bottom of the playfield before being tossed back up, the higher it will travel after the toss. With practice, you will be able to keep all 3 balls in motion at the same time. This allows you to score the maximum number of points.

END OF GAME:

At the end of the game, a BUZZER will sound. All 3 balls will "freeze" in their final position for a couple of seconds, then resume Select Mode holding pattern.

Time remaining in game will disappear from the CLOCK/SCOREBOARD and your FINAL SCORE will read out. Score is displayed until you turn the game off or reset the game.

To play again, press LEFT Game Play Button. Clock will reset to 45 seconds.

To play a different game, press Game Play Button for game you want. (See "How To Select a Game" section.)

SCORING:

You score 1 POINT for every successful toss from a position AT THE HIT LINE or BETWEEN THE HIT LINE AND THE BOTTOM OF THE PLAYFIELD.

RATE YOUR SCORE:



90+ points	Natural born juggler
60 – 90 points	Good dexterity
30 – 69 points	Not bad for a beginner
0 – 30 points	Hopeless

ELECTRONIC SOUND EFFECTS:

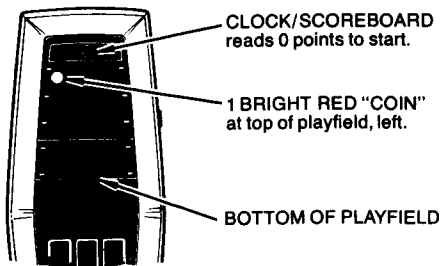
Each of the 3 red balls produces a **MUSICAL TONE** when tossed and another when it reaches the top of the playfield. Musical tones increase in pitch from left to right and from bottom to top.

NO SOUND IS PRODUCED when Game Play Button is pressed while ball is above the Hit Line or has already reached the bottom.

A **BUZZER** sounds at the end of the game.

COIN DROP

Press **CENTER Game Play Button** to select and start game. When game starts, this is what you see:



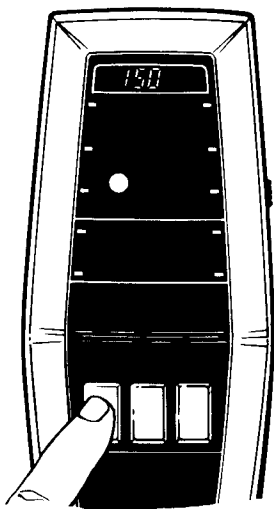
OBJECT OF THE GAME: There are 25 "coins" (bright red dots) that will drop from the top of the playfield. Your goal is to catch them before they reach the bottom.

HOW TO PLAY:

The clock does not keep time on Coin Drop. Game is over when all 25 "coins" have dropped.

To catch a coin when it falls, **PRESS THE GAME PLAY BUTTON BENEATH IT.**

Example: To catch a coin falling in the left column, press the **LEFT Game Play Button.** If you make the catch, you will hear a **BEEP.** The number of points you gain will be automatically added to your score on the **SCOREBOARD.** If you miss, there will be no sound and no points will be added to your score.



When coin drops, you must catch it **BEFORE IT REACHES THE BOTTOM OF THE PLAYFIELD.** (Hit Line is not used in Coin Drop.) The closer the coin is to the top of the playfield when you catch it, the more points you score.

WHERE THE COIN DROPS:

- Coins begin falling in the **LEFT** hand column of the playfield. After **3 CONSECUTIVE CATCHES**, they will drop in either the left or center column. After **3 more consecutive catches**, coins drop in all 3 col-

umns. Only one coin drops at a time. The more columns you have in play, the higher your score on each catch.

- If you miss a catch, coins stop dropping in the farthest right column in play. Example: If you have the left and center columns in play and miss a catch, coins will stop dropping in the center column. When this happens, you must get 3 more consecutive catches to put that column back in play.
- Timing of falling coins varies throughout the game.
- Coins will not be caught if you press all 3 buttons at once or if you press a wrong button before the correct button.

END OF GAME:

At the end of the game, after all 25 coins have dropped and been caught or missed, a BUZZER will sound. Coins will "freeze" in their final positions for a couple of seconds, then resume holding pattern for Select Game mode.

Your FINAL SCORE will read out on the CLOCK/SCOREBOARD until you turn the game off or reset the game.

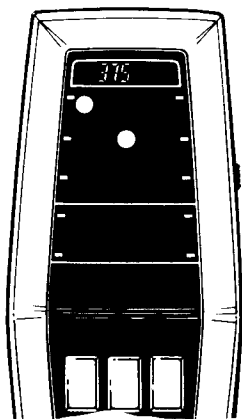
To play again, press CENTER Game Play Button. Score will reset to 0 points. To play a different game, press Game Play Button for game you want. (See "How to Select A Game" section.)

SCORING:

When only 1 column is in play, the maximum number of points you can get for a catch is 9 POINTS. Minimum points for a catch is 1 POINT. The closer a coin is to the top of the playfield when you catch it the higher your score on that catch.

When 2 columns are in play, your score on a catch is **DOUBLED**. Example: A catch that is normally worth 5 points will give you 10 points if 2 columns are in play when the catch is made.

When 3 columns are in play, your score on a catch is **TRIPLED**. A catch otherwise worth 5 points will be worth 15 points in this case.



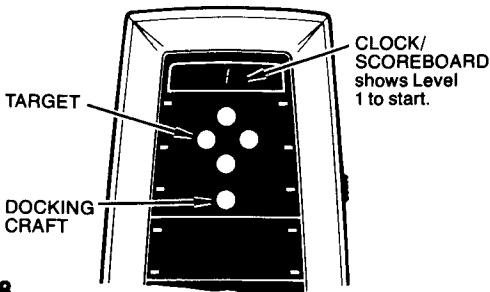
Your score is automatically increased with each successful catch. Score reads out continuously throughout the game.

ELECTRONIC SOUND EFFECTS:

BEEP Any successful catch.
BUZZER End of game.

DOCKING

Press **RIGHT** Game Play Button to select game. Game appears on playfield, but does *not* start automatically. This is what you see:



OBJECT OF THE GAME: There are 9 game levels, each one faster than the last. You have 20 seconds on each level to line up your docking craft in the center of the target and complete docking. Game ends if you fail to dock on any level within 20 seconds. The less time you take to dock, the higher your final score may be.

HOW TO PLAY:

Before you start, check the Game Play Buttons. Their functions are different in this game than in the other 2 games.

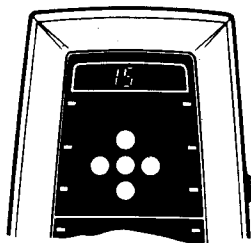


- ▼ To start game, **PRESS ANY GAME PLAY BUTTON**. You will begin with Game Level 1 – the slowest game level. **CLOCK/SCOREBOARD** will change from a readout of the game level to display a 20-second countdown. You will hear a **TICKING SOUND**. The diamond-pattern **TARGET** will begin moving down the playfield from top to bottom. When it reaches the bottom, it will reappear at the top. Your **DOCKING CRAFT** will be stationary.
 - ▼ Get your docking craft in motion by pressing **RIGHT GAME PLAY BUTTON**. (Left button will not work, since it slows docking craft down.) You can then speed the docking craft up or slow it down by pressing right or left Game Play Buttons.
- YOUR DOCKING CRAFT MUST BE MOVING IN ORDER TO DOCK ON TARGET.**

- ▼ When your docking craft appears to be centered within the target, **PRESS THE DOCK BUTTON** (center). Game action and ticking sound will stop. Clock will "freeze" at the number of seconds left in that game level.

DOCKING COMPLETED:

If you succeed in docking with the target, you will see the docking craft centered in it for about 3 seconds. Playfield will then return to game starting position for the next game level. You will hear a **CLICK** and the Clock/Score-board will change to show the next game level.



When you succeed in docking, go on to the next game level. Press **ANY GAME BUTTON** to start the target moving. Then press **RIGHT GAME PLAY BUTTON** to start the docking craft moving.

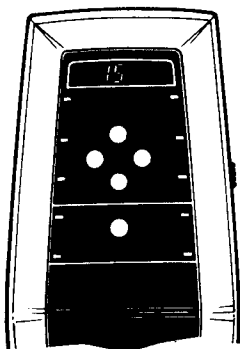
Remember: Each target travels faster than the one before it. By the time you reach Game Level 9, your reflexes and coordination will have to be very sharp!

DOCKING INCOMPLETE:

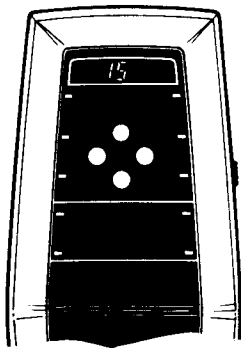
- ▼ If your docking craft was not moving when you pressed the Dock Button, you may see the docking craft centered in the target, but the playfield will **NOT** return to game starting position. The Clock/

Scoreboard will continue to display the time remaining in present game level.

- ▼ **If your docking craft was not centered** when you pressed the Dock Button, you will see 1 of 2 things:



Your docking craft will be clearly distinct from the target if you miss it entirely.



Your docking craft will overlap the top or bottom dot of the target if you hit it but were not centered in it. Overlapped dot will appear brighter than the other.

In either case, the playfield will not return to game starting position. The Clock/Scoreboard will continue to display the time remaining in present game level.

- ▼ **TO TRY AGAIN**, after an incomplete docking, **PRESS ANY GAME PLAY BUTTON** to start target moving. **PRESS RIGHT GAME PLAY BUTTON** to set docking craft in motion. Clock will pick up time where it stopped when you hit the Dock Button.

END OF GAME:

Game ends in 1 of 2 ways:

1. You successfully complete docking on all 9 game levels. BUZZER SOUNDS. Game action "freezes." Clock/Scoreboard changes to display your final score. After 3 seconds, Select Mode holding pattern is resumed. Score remains until game is reset or turned off.
2. You fail to dock within 20 seconds on any game level. When the clock reaches 0, BUZZER SOUNDS. Clock/Scoreboard displays final score. Game resumes Select Mode holding pattern. Score remains until game is reset or turned off.

To play Docking again, press RIGHT Game Play Button. Game will reset to Game Level 1.

To play a different game, press Game Play Button for game you want. (See "How To Select A Game" section.)

SCORING:

You score 100 POINTS for every successful docking.

In addition, you score 5 POINTS for every second of unused time remaining in the *last* game level you successfully complete.



Example: You successfully complete 7 docking maneuvers. On the 7th game level, you

have 12 seconds remaining when you dock. (This is the number of seconds displayed on the Clock/Scoreboard just before it changes to display the 8th game level.) You fail to complete the 8th docking. Your final score is 700 points plus 12×5 points, for a total of 760.

Score is not displayed until game is over. Highest possible score is 995 points. Lowest possible score above 0 is 100 points.

ELECTRONIC SOUND EFFECTS:

TICKING sound continues whenever game is in play, increasing in speed with each game level.

CLICK sounds when game resets to next higher level.

BUZZER sounds at end of game.

TAKING CARE OF YOUR GAME

- Treat your GRAVITY™ game with care.
- Don't drop it.
- Don't expose it to heat. For instance, leaving it in the glove compartment of a car on a hot, sunny day could be harmful.
- Avoid getting it wet or dirty.



GRAVITY™ AT A GLANCE

	JUGGLING	COIN DROP	DOCKING
SELECT GAME	Press Left Game Button.	Press Center Game Button.	Press Right Game Button.
START GAME	Automatic when game is selected.	Automatic when game is selected.	Press any Game Button.
OBJECT OF GAME	Keep all 3 balls in motion above Hit Line.	Keep dropping coins from reaching bottom of field.	Complete docking with target on 9 levels.
LEFT GAME BUTTON	Tosses left ball up.	Catches left coin & returns it to top of field.	Slows docking craft down.
CENTER BUTTON	Tosses center ball up.	Catches center coin & returns it to top.	Completes docking if docking craft is moving &

				centered in target.
RIGHT BUTTON	Tosses right ball up.	Catches right coin & returns it to top of field.	Starts docking craft moving & speeds it up.	
GAME OVER	After 45 seconds.	After 25 coins are caught or missed.	After 9 successful dockings or after any failure to dock in 20 seconds.	
SCORING	1 point for each ball tossed.	1-9 points for ea. coin caught based on distance from top (top=9 pts). Double score if 2 columns in play; triple if 3 columns in play.	100 points for each successful docking + 5 points for each second of time left in last game level completed.	

UPDATE!! DOCKING GAME --- SCORING

On levels 1 through 8 --- If you dock in less than 1 second, you will be penalized 100 points. You must pursue the target at least 2 or 3 rounds to get up to its speed, before attempting to dock.

On level 9-- If you dock in less than 3 seconds, you will be penalized 90 points. Since this is the fastest level, it will take you longer to match the target's speed before docking. However, if there are at least 2 seconds remaining on the clock when you dock, you will receive a bonus of 10 points.

IMPORTANT!

Malfunction of the lights usually indicates battery wear. Try a **NEW** battery. For longer battery life use a 9 volt Alkaline battery.