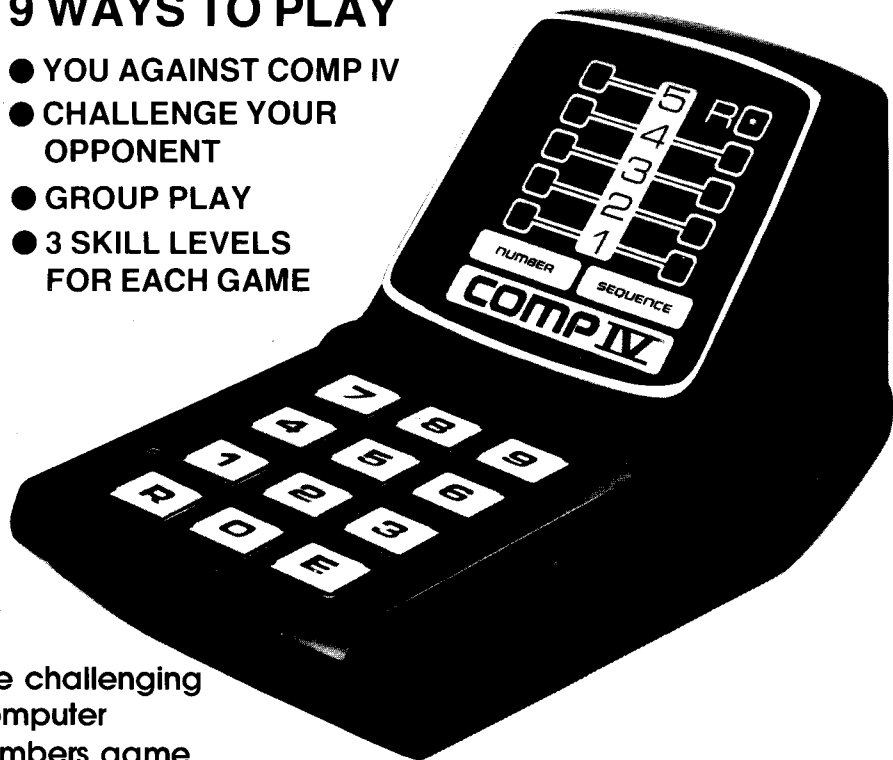# COMP IV ®

9 WAYS TO PLAY

- YOU AGAINST COMP IV
- CHALLENGE YOUR OPPONENT
- GROUP PLAY
- 3 SKILL LEVELS FOR EACH GAME

The challenging
computer
numbers game

COMP IV ®

COMPUTER TECHNOLOGY BRINGS CHALLENGE AND FUN INTO YOUR HOME! USE YOUR POWERS OF DEDUCTION TO FIGURE OUT THE 3, 4 and 5 DIGIT NUMBERS RANDOMLY SELECTED BY COMP IV. COMP IV IS PROGRAMMED TO TELL YOU HOW CLOSE EACH GUESS IS TO THE NUMBER HELD IN THE COMPUTER MEMORY.

PREPARATION OF COMP IV FOR PLAY

Battery requirements: Comp IV requires one nine-volt, radio-type battery (not included).

Removing battery cover: (See Figure #1) Remove the cover by inserting a dime or other small flat object into one of the slots and pressing in toward the center. Insert the battery terminals in the clip. Place it in the compartment and replace the battery cover by pushing it back into place.

Fig. 1
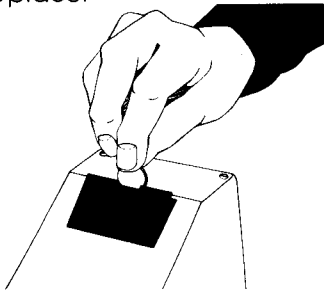
Removing the clip from a used battery: (See Figure #2) Remove the clip from the old battery by lifting the front end and pulling back carefully. This will help prevent damage to the clip. **Never pull on the wires directly.**

Fig. 2
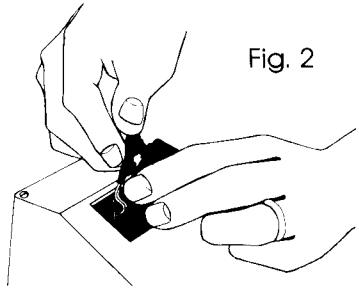
Technique for depressing keys: Push keys until a slight 'click' is felt. You need not keep the key pushed for any length of time. Never 'jab' at the keys.

BASIC OPERATION OF COMP IV

OBJECT:

Solve the number that Comp IV has generated and holds in its memory.

NOTE: In the numbers Comp IV generates, no digit will be repeated, so you will never have to solve a number like 553, for instance.

TO PLAY:

1. Move the switch on the right side of Comp IV to the **ON** position.

2

2. To test your Comp IV, press the keys in the following sequence: 7, E, 1, 2, 3, 4, 5, E. If your Comp IV is working correctly, the lights will flash.

3. Press the key marked **R**. When **R** is pressed, Comp IV scans, flashing lights on the screen, while it selects a number. The ready light at the top right part of the screen, marked **R** will light when Comp IV is ready for play.

4. The same light also serves as a timer to help you keep track of your game. After approximately 30 seconds, it will flash slowly. After another 30 seconds, it will begin to flash faster. Also, responses are only displayed for about 30 seconds, after which they go off and the ready light comes on.

5. After the **R** key is pressed, your first entry determines the complexity of that game. Comp IV plays games in which you try to guess a number of three, four, or five digits. If you wish to play a three-digit game, make the first entry three digits; to play a four-digit game, enter four digits; and for a five-digit game, enter five digits. If you wished to enter a guess of 479, for instance; press the 4 key, press the 7 key, press the 9 key, then press the E key.

6. Each time you enter a guess, Comp IV compares it to the number it has generated and is holding in its memory. That number is held until you solve it.

7. Each time you enter a guess, two distinct columns of lights on the screen will respond; one marked **NUMBER** and one marked **SE-QUENCE**. The **NUMBER** lights tell you how many of the digits of your entry are the same as those generated by Comp IV. The **SE-QUENCE** lights tell you, of those digits guessed correctly, how many are in the correct order or place. Comp IV never tells you, however, which numbers they are.

8. Subsequent entries are made by simply pressing the numbered keys, followed by the **E** key. By these repeated entries, it is possible to eliminate some digits while other digits are confirmed and it is just a matter of getting them in the right place. If an entry is made in which none of the digits match those held by Comp IV, the ready light will simply stay on. None of the other lights will react. If during a game you make an entry of an incorrect number of digits, the error will be indicated by the blinking of the **1 NUMBER** light. Just make a new entry of the correct number of digits to correct this.

9. When you finally enter the exact number that Comp IV is holding, it will react by flashing the lights on the screen. You have figured out the secret number! To play another game, press the **R** key, wait for Comp IV to scan, and make an

entry of the number of digits you wish to play.

10. A pad has been provided which you can use as work space as well as a way to keep track of your entries and the responses to them. Each side of a page has sufficient space for two games of 18 steps each. Write the digits of each entry along the lines of the entry column and the numbers of the answers in the output column. As you become sure that certain digits are held in the memory, circle them in the "sure numbers" box.

If you become sure of their location, enter them in the "numbers in position" box. This box will eventually be filled with the full correct guess. As you become sure that some numbers are definitely not being held, enter them in the "out" number box.

DEMONSTRATION THREE DIGIT RESPONSE

As an example let's take a three digit game, the least complex and thus the best for beginners. After the ready light went on, the three numbered keys were pressed in the order of the first guess. The E key was then pressed. Any of the 10 digits, 0 through 9, could have been used.

Let us assume that when R was pressed originally, Comp IV generated the number 436. Suppose a first guess of 423 was entered against the 436 Comp IV held. Bear in mind that you would have no idea that Comp IV is holding the number 436.

The response displayed in the screen will have the 2 light in the NUMBER column and the 1 light in the SE-QUENCE column illuminated. Of the three digits, two of them have been guessed correctly; the 4 and the 3, so the 2 light goes on in the NUMBER column. Of the two correct digits, the 4 is in the correct place (the first) so the 1 light in the SEQUENCE column goes on. The response on the screen only tells you that you have guessed some of the digits correctly. It does not tell you WHICH digits.

Fig. 3   **4 3 6** Held by Comp IV

4 2 3   Your Entry

Guessed in ↑ ↖ Guessed in
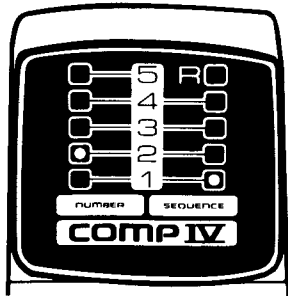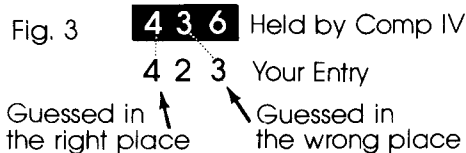the right place   the wrong place

Fig. 4

4

One strategy that can be used to discover whether certain digits are held is to enter a single digit the number of times matching number of digit game you are playing. For instance, if you were playing a 3 digit game and wanted to find out for sure whether the digit 7 was included, your entry could be 777. If 7 was included, the answer would be a 3 light in number and the 1 light in sequence. You still would not know which place the 7 was in.

GROUP PLAY

Comp IV can be played by a group in two ways.

ROTATION PLAY

The group should decide whether to play a three, four, or five-digit game and should select a player to go first. Each player of the group takes a sheet off the entry pad to keep track of the progress of the game. For large groups of experienced players, the five-digit game is often best.

The first player makes an entry and announces it, along with the response that Comp IV gives, to the entire group. Each player notes the entry and the response on his entry sheet. Comp IV is now handed to the next player who also makes an entry of his choice and announces it to the rest of the group. Keep taking turns and the first person to guess the number Comp IV holds is the winner. At any time, a person thinking he has the right answer can "cut in" and enter that number. If correct, that person wins. If that number is incorrect, the player is out of the game. Play continues as before.

Sequence for rotation play:

1. One player enters digits. Announces entry and response.
2. Hand Comp IV to next player.
3. Next player enters digits. Announces entry and response.
4. Continue turns until secret number is discovered.
5. The player to make the correct entry is the winner.

REPEAT PLAY

A number can be held by Comp IV for repeated games, so that each player gets a chance for a complete game on that number. The first player makes entries secretly, playing a complete game, until the secret number is correctly guessed. Then, instead of pressing R, that player presses the E key. Comp IV is set back into the playing mode, still holding the number.

Sequence for repeating game:

1. Number solved secretly; lights flashing.
2. Press E key.
3. Hand Comp IV to opponent. He plays a complete game. This procedure can be repeated for each player in your group. The player solving the secret number in the fewest amount of steps is the winner!

A SAMPLE GAME

Let us try a sample three-digit game to explain some of the logic and strategy used in playing Comp IV. The correct notation on the scorepad is shown for each step.

The first entry is 123, although it could be any three digits on the keyboard. Comp IV returns a response of **1** in the **NUMBER** column and **0** in the **SE-QUENCE** column. This tells us that either the 1, 2, or 3 is included but whichever it is, it is not in the right place.

The next entry is 032. The response is 1 : 1, so one of these is correct and in the right place.

Next is 432, for which a response of 1 : 1 is gotten. This tells us that 0 is not one of the digits and neither is 4. We know this because if the 0 had been correct, substituting another number for it would have adversely effected the response. We know that only **one** of the numbers was correct and that it was also in the right place. If the 4 was a correct number, it would have added to Comp IV's response. We know that either the 3 or the 2 is correct and in the right place. The 4 and the 0 are circled in the "out numbers" box.

6

Next 452 is entered. Often it is a good idea to substitute another digit for a possibly correct one. If the response is adversely effected, we know that the original number was correct. The response remains at 1:1, telling us that the 3 and 5 are incorrect and that the 2 is correct in the third place. The 3 and 5 are circled as "out" numbers and 2 is entered on the third place of "numbers in position."

Next, some digits not tried before are entered along with the 2. 782 receives a response of 2:2, telling us that in addition to the 2, either the 7 or 8 is correct and in the right place.

The 8 is replaced by a 0 (which we know to be incorrect). The 702 receives a 1:1 which tells us that the 0 replaced the correct 8. The 8 is in the second place. It is entered in "numbers in position." The 7 is circled as "out."

1, 6, and 9 now remain as possibilities. Then, 982 is entered, receiving a response of 2:2, so 9 is entered as "out."

Next 682 is entered, answered by a screen of flashing lights! The 6 is entered in the first place of "numbers in position." We have solved the secret number in 8 steps.

7

Comp IV can be run from a household electrical outlet with the aid of an adaptor available at many electronics product stores. Recommended models are: Texas Instruments AC 9180, Audiovox model AC-4, and Dynamics model S-690. If one of these is not available, another A.C. adaptor with 9 volt, positive output may work. Adaptors are plugged into the jack at the left side of Comp IV.

If at any time you think that Comp IV is not working properly, remember to try the test sequence described in step 2 of operating instructions.

NOTE: A weak battery may cause all of the lights to stay on, or may cause other erratic behavior. Make sure to use fresh batteries when you try the test sequence.

90 DAY LIMITED WARRANTY

This electronic game from Milton Bradley Company is warranted to the original purchaser for a period of 90 days from the original purchase date – under normal use and service – against defective workmanship and materials (batteries excluded).

This warranty is void if the game has been damaged by accident or unreasonable use, neglect, misuse, abuse, improper service or other causes not arising out of defects in workmanship or materials.

Milton Bradley Company shall not be liable for loss of use of the game or other incidental or consequential costs, expenses or damages incurred by the purchaser.*

During the warranty period, your game will either be repaired or replaced without charge to the purchaser when returned, shipping prepaid, to Milton Bradley Company with proof of purchase date to the address listed below. In the event that your game is replaced, the replacement game will be continued on the original warranty or for 30 days, whichever is longer.

Important – before returning your game for repair, carefully read the mailing instructions below. Check the battery and be sure that you do **not** return it with the game.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

If the original package is available, re-pack Comp IV in its foam liner and box. If the original box is not available, wrap Comp IV carefully, making sure to surround it with adequate padding. Do **not** send the battery along with the game. Mail to:

Milton Bradley Co., Attn: Electronic Quality Control, Building 104, Lincoln St.
Federal Sq., Springfield, MA 01105

*Some states do not allow the exclusion or limitation of incidental consequential damages, so the above limitation or exclusion may not apply to you.