

# The Fairchild Video Entertainment System:

The Best  
of the Video Games,  
Explained.

FAIRCHILD

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## Getting Acquainted with the Components

You have purchased the finest video game system on the market today. In fact, it may be the only true "system" deserving of the name. But for all the sophisticated technology, the Fairchild Video Entertainment System is surprisingly simple to install, play and maintain.

This booklet will show you just *how simple*. We suggest that you read it carefully before plugging "this" into "that" or challenging your next-door neighbor to a game of video Hockey. Start by familiarizing yourself with the various components that are included with the System. They are "called-out" in the photos below.



Game Console



Hand-Controller Storage Well



Adaptor Box



Hand-Controllers



## Connecting the System to the Set

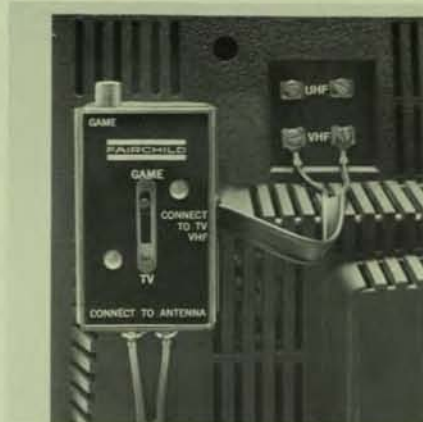
With the Fairchild Adaptor Box in one hand and a trusty screwdriver in the other, you are a few simple steps from having the System all hooked up.

**First,** disconnect the external antenna from the VHF terminal posts on the back of the TV and attach it to the terminal marked "External Antenna" on the Adaptor Box. Connect 300 ohm twin-lead wire coming from the Adaptor Box to the now-empty VHF terminal posts.

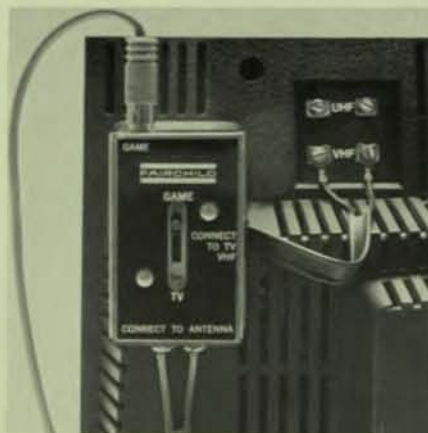


**Note:** The Adaptor Box enclosed with your Fairchild Video Entertainment System may look slightly different than the one pictured above. However, all of the wiring, connections and labels are exactly the same. Install as instructed above.

**Second,** after peeling the protective paper from the back of the Adaptor Box to expose the adhesive material, press the Adaptor Box firmly to any clear area near the VHF terminal.



**Third,** plug the Game Cord into the Adaptor Box where indicated.



**Fourth,** connect the AC Adaptor to a convenient wall socket. Note that the Fairchild AC Adaptor has been "safety-designed" to incorporate a captive screw at the top of the unit. To install, just remove the center screw from the socket wall plate, plug in the AC Adaptor, then tighten the captive screw into the now-empty center screw hole.

### Some special instructions about 75 ohm cable connections.

Some television sets are equipped to accept a 75 ohm antenna (a round cable with a screw-type connector at the end) rather than a 300 ohm flat twin-lead wire. Two installations are possible. (1) **If your television has a slider or switch** at the UHF/VHF terminals, move the slider so that it connects the two screws (or move switch to 300 ohm position), remove the 75 ohm antenna cable from the TV and attach it to a "75 ohm-to-300 ohm" balun. (If your set is not equipped with such a balun, they are readily available from any electronics specialty house.) Lastly, connect the 300 ohm flat twin-lead wire coming from the other end of the balun to the terminal marked "External Antenna" on the Adaptor Box. (2) **If your television is equipped with a small length of cable** protruding from the UHF/VHF terminal area, disconnect the 75 ohm antenna cable from the set, connect it to a "75 ohm-to-300 ohm" balun and attach to the Adaptor Box as above in (1). Connect the short length of cable to the now-empty 75 ohm antenna connector on the back of the set.

## FCC Cautions

Because the Fairchild Video Entertainment System is a television accessory that could potentially cause interference with neighboring TV sets, the Federal Communications Commission prohibits:

Hooking up more than one TV set to the System.

Using any more flat twin-lead wire from the Adaptor Box than is supplied.

Connecting flat twin-lead wire from the Adaptor Box to any TV antenna or Cable TV outlet.

Attaching loose wires to your TV antenna while operating the System.

## Tuning-In for Game Play

Everything should now be hooked up. Since the Adaptor Box has a built-in "TV/Game" switch, you can leave the Adaptor Box conveniently affixed to the back of the TV set without fear of interference. That means that, although the Game Console is a handsome unit designed to fit nicely into any room decor, it can be just as easily disconnected for storage or reconnected to another TV set somewhere else.

*Special Note: Additional Adaptor Boxes for other TV sets you may have in your home are available at nominal cost from your Fairchild Video Entertainment System dealer. If unavailable, call the toll-free number listed on the inside back cover of this booklet for ordering information.*

Now, let's get the System ready for Game Play by following these simple steps:

1. Check to be sure that the Game Console "On/Off" switch (on back of unit) is in the "On" position.
2. Check to be sure that the AC Adaptor is installed properly.
3. Move the "TV/Game" switch on the Adaptor Box to the "Game" position.



4. Turn the volume on the TV set all the way down.

5. Place the Channel Selector in the Channel 3 position.



6. Push the "Reset" button on the Game Console.



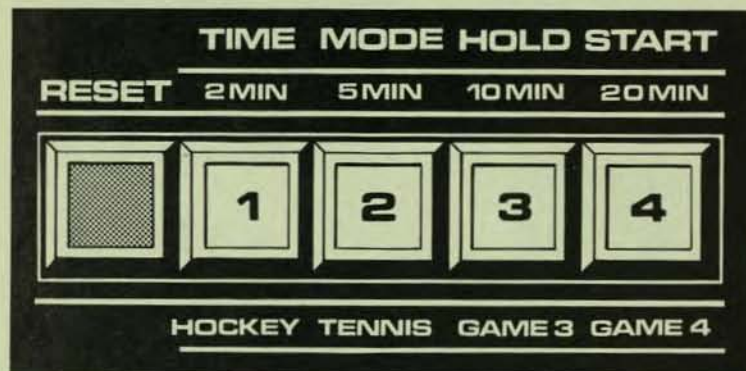
7. When a **G?** appears on the screen, adjust the TV set so that the **G?** is sharp and the background color is pleasing.



# Playing Hockey

The Fairchild Video Entertainment System features two "Console" games, **Hockey** and **Tennis**. In addition, you have access to exclusive Videocart™\* cartridge programming that puts a wide variety of video games at your fingertips via optional game cartridges that easily insert into the System.

Hockey is a game that is played by (1) programming the Fairchild Video Entertainment System for the time and motion options you desire (via the five Selector Control buttons on the Game Console), then (2) playing the game by moving the players in a variety of ways (via the two Hand-Controller units).

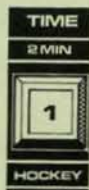


First, let's program the options.

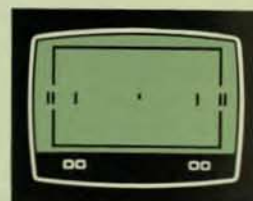
**1. Push the "Reset" button.** A **G?** will appear on the TV screen, asking you which game you want to play.



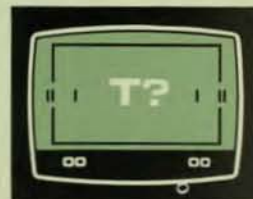
**2. Push 1 for Hockey.** A Hockey field will set up on the screen, and the question **S?**, asking whether you want to start playing—or select a time and/or a motion (speed) first.



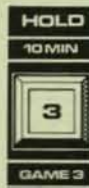
**3. Push 4 if you want to start immediately.** By doing so, the System is pre-programmed to select an average motion and *no* time limit. (Note: Pushing **4** always starts the game in answer to **S?**)



**4. Push 1 to select a time limit.** A **T?** will appear on the screen, asking you how long you want to play.



**5. Push one of the Selector Control buttons, 1 through 4** (for example, button 3). The time selected (in this case, 10 minutes) will appear on the bottom of the screen. And again, **S?**



**6. Push 2 to select a game motion.** An **M?** will appear on the screen, asking how fast you want the motion of the puck and the players.



**7. Push one of the Selector Control buttons again, 1 through 4** (for example, button **1**), for the slowest through the fastest speed. Once more, an **S?** appears.



\*A trademark of Fairchild Camera and Instrument Corporation.

## 8. Push 4 to start play.

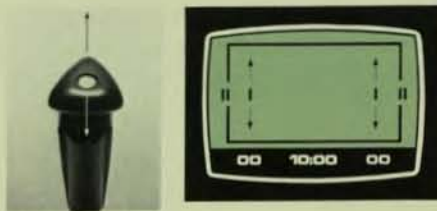
The System is pre-programmed so that you can select Time (T?) and Motion (M?) in either order. Furthermore, you can choose one or the other and proceed directly to the start of the game. If you don't choose a time limit, but *do* a motion, there will be *no* time limit. If you choose a time, but *no* motion, the System will choose the average motion for you.

*Special Note: The Selector Control buttons have been engineered for instantaneous response to a button depression. Do not hold any of these buttons down for more than a second.*

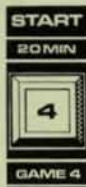
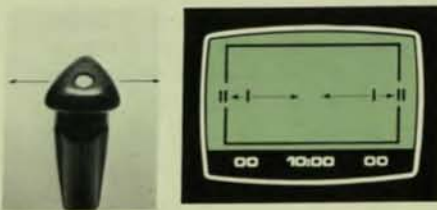
## How the Hand-Controllers work in Hockey.

The action of the Hand-Controllers differs with the game being played. In Hockey, all Hand-Controller operations are possible. These include:

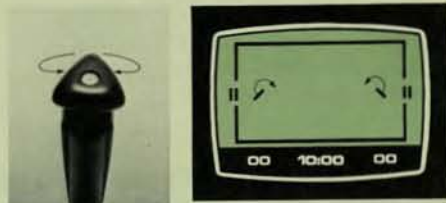
**Forward and Backward**, moving the player on the screen up and down, from the top to the bottom of the screen.



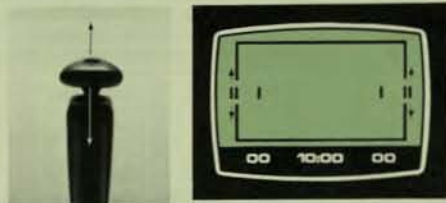
**Left and Right**, moving the player left and right on the screen.



**Rotates Right and Left**, rotating the player clockwise and counter-clockwise on the screen for angle shots.

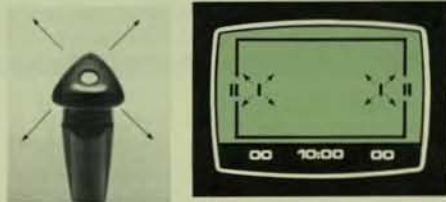


**Pulls Up and Plunges Down**, moving the goalie in the hockey game up and down, from the top to the bottom of the screen.



**Forward and Backward at 45° Angles**, moving the players up and down, diagonally.

These motions can be combined to produce a rotating action while the player is advancing, retreating or moving up or down. You can also move goalie at the same time you are attacking the opponent's goal.



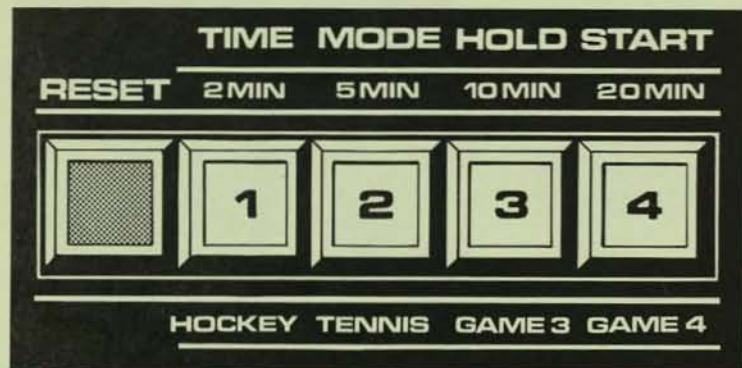
The object of the game, as you might suspect, is exactly the same as its namesake sport. Employing all of the moves allowed by the Hand-Controllers, the idea is simply to put the puck past the opponent's goalie and into the "net."

As you practice working with the Hand-Controllers, **be sure to orient them so that the recessed triangle on the knob is pointing toward the screen.** You will quickly note that the action on the screen responds to very slight movements of the Hand-Controller knobs. *Never violently twist or wrench the Hand-Controllers during play.*



# Playing Tennis

Learning to play Fairchild's video Tennis game is even easier than learning video Hockey. Let's take it from the top by programming the play options:



1. Push the "Reset" button. A G? will appear on the screen, asking which game you want to play.



2. Push 2 for Tennis. A Tennis field will appear on the screen, and S?



3. Push 4 if you want to start immediately. A "ball" will be served from the center of the net to one of the two players. The speed of the ball will be "average," automatically pre-programmed into the System.



4. Push 2 if you want to select your own speed. An M? will appear on the screen, asking how fast you want the ball served.

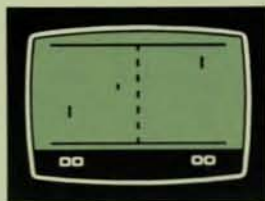


5. Push one of the Selector Control buttons, 1 through 4 (for example, button 4), for slowest through fastest speed. S? will appear again.





## 6. Push 4 to start play.



Although Time (**T?**) can be programmed into a video Tennis match, the game is pre-programmed to end when one of the players reaches the score of 15. In other words, you could program the match for a specific time (2 minutes, 5 minutes, etc.) and if that time expired before someone scored 15 points, the game would end. However, if 15 is reached before the programmed time expires, the game ends. For purposes of programming the options (1 through 6 above) we have described play without the **T?** option.

## How the Hand-Controllers work in Tennis.

The screen players in video Tennis move on a single plane, up and down, from the top to the bottom of the screen. As in tennis, they are trying to "return" the ball "past" the opponent. The Hand-Controllers, then, are active only in the **Forward/Backward** mode, moving the players up and down, top to bottom.



## Other Important features about the Console games.

### The "Hold"/Re-program features.

Unique to the Fairchild Video Entertainment System is a "hold" button that allows the players to do two things; one, "freeze" the action of either Console game in progress (in order to take a short-break) by simply pushing Selector Control button **3**; two, after "freezing" the action, change either the time, the speed or both during the course of the game, without altering the score. *For example*, if you were playing Hockey at the slowest speed for a time limit of two minutes, you could change to the fastest speed and 10 minutes by (a) pushing **3**, (b) pushing **1** to select the new time after **S?** appears on the screen, (c) pushing **3** for the 10-minute time limit after the **T?** appears on the screen, (d) pushing **2** for motion after the **S?** appears and (e) pushing **4** for the fastest speed after the **M?** appears. The game starts again, with the new options, when you push **4**.

**Overtime.** Any video Hockey game can be played into a limited overtime period, a great idea if the score is tied at the end of the regulation time. When the **S?** appears on the screen at the conclusion of the game, pushing the start button (**4**) automatically gives you one additional minute of play.

## Videocart™ Cartridge Games

The Videocart cartridge feature is an exclusive Fairchild option that allows the owner of our Video Entertainment System to continuously add to a library of Video games. A number of the Fairchild cartridges, each containing from one to four games, are now available.

### Inserting and removing the

**cartridges.** Videocart cartridges are inserted into and removed from the Game Console in much the same way as an 8-track audio cartridge is into a cartridge tape player.

Take the cartridge and (as shown below), with the edge label facing towards you, gently insert it until it "locks" into the Game Console. To remove the cartridge, first depress the "Press To Eject" bar on the Game Console, then slide the Videocart cartridge out of the Game Console, again, very gently.



Complete instructions on each cartridge game—how they are played as well as how the various control functions operate relative to each game—are included with the Videocart packages themselves.

### Some cautions in handling and storing the Videocart cartridges.

Never pull the cartridge out of the Game Console without first pressing the "Press To Eject" bar. Failure to do so could result in permanent damage to both the cartridge and the Game Console. Also, each cartridge contains a spring-loaded door at its rear that contains sensitive electronic circuitry. *Do not open this compartment or touch the componentry inside.* If you do, the cartridge games could be permanently damaged.

When storing, care should be taken to keep all cartridges from excessive heat and moisture sources. Also, since the electronics inside are very fragile, avoid dropping the cartridges onto hard surfaces.



## Troubleshooting the System

Under certain circumstances, you may experience difficulty in getting the proper screen image or sound from the Fairchild System. The following checklist will assist you in quickly correcting most problems likely to occur.

**If** there is no playing field or the picture has a "station off the air" appearance, first push the "Reset" button. If the problem persists, check:

- *The "On/Off" Switch* on the back of the Game Console. Is it in the "On" position?
- *The Adaptor Box.* Is it in the "Game" position? Is the Game Cord securely inserted? Is the flat twin-lead wire properly hooked up to the back of the TV set?
- *The AC Adaptor.* Is it properly plugged into the wall socket?
- *The Channel Selector.* Are you on Channel 3?
- *The Videocart Cartridge.* If you are playing one of the optional Videocart cartridge games, is it properly seated in the Game Console?

**If** the playfield is unstable, blurred or black-and-white when it should be in color, first push the "Reset" button. If the problem persists, check:

- *The fine-tuning control* on your TV set.
- *The antenna terminal connections* on both the Adaptor Box and the VHF terminal posts on back of the TV set.

**If** you seem to be getting random, unexplainable images on the TV screen, push the "Reset" button.

**If** you are on Cable TV or a Community Antenna and outside interference (e.g. picking up another channel) appears on the playfield, formal broadcasting is taking place on Channel 3 via the Cable or the Community Antenna source. In this circumstance, you will have to disconnect the external antenna from the Adaptor Box to play the Fairchild games and reinstall it to receive regular television programming.

**If** the playfield is "tearing" vertically or "rolling" horizontally, first push the "Reset" button. If the problem persists, adjust the Vertical and Horizontal controls on your TV set.

**If** you cannot get normal television programming, check:

- *The Adaptor Box.* Is it in the "TV" position? Is the flat twin-lead properly hooked-up to the VHF terminal posts on the back of the set? Is the antenna wired securely to the "Connect Antenna" posts?

**If** the TV set is emitting a buzzing noise, check the volume control. When in the "Game" mode, TV volume should be all the way down.

*Special Note: Should problems persist, call the toll-free number listed on the opposite page.*



## Maintaining the System

The Fairchild Video Entertainment System is a precisely engineered, durably constructed product that utilizes the most advanced structural materials and state-of-the-art electronic componentry. Properly cared for, it will provide years of enjoyment. Listed below are some important items to remember when setting up, playing and storing the System that will help keep it in top-notch condition.

- Avoid setting food or drink on the Game Console.
- Keep foreign objects, particularly liquids, from falling into the orifices underneath the Hand-Controller knobs.
- Turn the Game Console "Off" when not in use.
- Keep the Game Console away from excessive heat sources.
- Do not pick up the Game Console by any of the wires that are permanently attached to it.
- Do not step on the Hand-Controller cords.
- Clean all of the external surfaces, including the dust cover, with a dampened, soft cloth *only*. Do *not* clean the dust cover with paper towels.

### Storing the Hand-Controllers

When not in use, the Hand-Controllers are designed to "nest" in the well below the dust cover. To insure that no damage is done to the cord connections, wrap the cords onto the Hand-Controller bodies in "spool" fashion. Hold the Hand-Controller by the ends with both hands and roll the cord onto the body.

If you are storing your Game Console on top of your TV set, you may choose to "nest" the Hand-Controllers in their compartment and let the cords drop behind the set. The dust cover has been notched in the back so that the cords can hang down and the dust cover can fit securely on the Game Console.



## Warranty

Your Fairchild Video Entertainment System is warranted against defects in material and workmanship as stated in the accompanying warranty card. Inoperative in-warranty Systems should be sent prepaid and securely packaged in a durable corrugated box (preferably the original shipping carton) to: Fairchild Consumer Products, A Division of Fairchild Camera and Instrument Corporation, 4001 Miranda Avenue, Palo Alto, California 94304.

If you have any questions about installation, servicing, warranty, authorized dealers or Video Entertainment System accessories (Videocart™ cartridges, additional Adaptor Boxes), write:

Fairchild Consumer Products  
A Division of Fairchild Camera and Instrument Corporation  
4001 Miranda Avenue  
Palo Alto, CA 94304

Or call our toll-free numbers:  
Outside California 800-227-9990  
Inside California 800-982-5880



**FAIRCHILD**

**Fairchild Consumer Products**  
**A Division of Fairchild Camera and Instrument Corporation**  
**4001 Miranda Avenue**  
**Palo Alto, California 94304**

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Between the companies

1. Fairchild Camera and Instrument Corporation  
Time Products, 4001 Miranda Ave., Palo Alto,  
California 94304

- in the following briefly called Fairchild -

2. Fairchild Camera and Instrument (Deutschland) GmbH,  
Daimlerstr. 15, 8046 Garching-Hochbrück

- in the following briefly called Fairchild Deutsch-  
land -

and

Messrs. Gustav Schickedanz, Nürnberger Str, 91 - 95,  
8510 Fürth

- in the following briefly called Quelle -

the following

A g r e e m e n t

will be made:

Messrs. Fairchild delivered to Quelle through their branches  
watches and watch parts from 1977 until February 1979.

Concerning the agreements made for delivery there still partly  
exist guarantee claims for Quelle. Furthermore, Messrs. Fair-  
child are obligated to supply Quelle with replacement parts.

Quelle rinounce their guarantee claims and the claim to  
delivery of replacement parts against Fairchild and their  
branches under the following pre-conditions:

- a) Fairchild Deutschland guarantees the guarantee exchange  
of modules until 30th June 1980.
- b) Fairchild delivers gratuitously 2.900 modules to Quelle  
according to break-down in the letter of 7th February 1979.
- c) Fairchild delivers gratuitously module replacement parts  
to Quelle according to break-down in the letter of 7th  
February 1979.

- d) Fairchild delivers to Quelle against payment the ordered casing parts for the models of the catalogue period autumn/winter 78 and spring/summer 79.
- e) When closing down the service office in Munich Fairchild will offer to Quelle the replacement parts still existing there at conditions in line with real market conditions.

GUSTAV SCHICKEDANZ

*Prof. Dr. Schickedanz*  
*Quelle*

FAIRCHILD CAMERA AND INSTRUMENT (DEUTSCHLAND) GMBH

*Andreas H. ...*  
 9. Juli 79

*A. F. ...*

FAIRCHILD CAMERA AND INSTRUMENT CORPORATION TIME PRODUCTS

*V.P. G.M. Time*  
*Products Div.*

*[Signature]*  
 7/10/79



VERTRAG

Zwischen den Firmen

1. Fairchild Camera and Instrument Corporation  
Time Products, 4001 Miranda Ave.,  
Palo Alto, California 94304  
- nachstehend kurz Fairchild genannt -
2. Fairchild Camera and Instrument (Deutschland) GmbH,  
Daimlerstr. 15, 8046 Garching - Hochbruck  
- nachstehend kurz Fairchild Deutschland genannt -

und der

Firma Gustav Schickedanz, Nürnberger Str. 91 - 95,  
8510 Fürth

- nachstehend kurz Quelle genannt -

wird folgende

Vereinbarung

getroffen:

1. Die Fa. Fairchild hat über ihre Niederlassungen an Quelle von 1977 an bis Februar 1979 Uhren und Uhrenteile geliefert.

Aus den insoweit geschlossenen Lieferverträgen bestehen für Quelle zum Teil noch Garantieansprüche. Ferner ist die Fa. Fairchild verpflichtet, Quelle mit Ersatzteilen zu beliefern.

Quelle verzichtet gegenüber Fairchild und ihren Niederlassungen unter folgenden Voraussetzungen auf ihre Garantieansprüche und den Anspruch auf Lieferung von Ersatzteilen:

- a) Fairchild Deutschland gewährleistet bis zum 30.06.80<sup>h</sup> den Garantieumtausch von Moduls.
- b) Fairchild liefert kostenlos 2.900 Moduls an Quelle gemäß Aufstellung im Schreiben vom 07.02.79.

- c) Fairchild liefert kostenlos an Quelle Modulersatzteile gemäß Aufstellung im Schreiben vom 07.02.79.
- d) Fairchild liefert gegen Bezahlung an Quelle die bestellten Gehäuseteile für die Modelle der Katalogperiode Herbst/Winter 78 und Frühjahr/Sommer 79.
- e) Fairchild wird bei Auflösung der Servicestelle in München der Quelle die dort noch vorhandenen Ersatzteile zu marktgerechten Konditionen anbieten.

GUSTAV SCHICKEDANZ

*per Julian i.V. [Signature]*

FAIRCHILD CAMERA AND INSTRUMENT  
(DEUTSCHLAND) GMBH

*[Signature]* 9. Juli 79

Grossversandhaus Quelle  
Gustav Schickedanz KG  
Kundendienst-Zentralwerkstatt

i.A. Reinberger    i.A. Appel

*[Signature]*

FAIRCHILD CAMERA AND INSTRUMENT  
CORPORATION TIME PRODUCTS

*[Signature]*  
V.P. G.M. Time  
Products Div.  
7/10/79



# FAIRCHILD

Die elegante Elektronik-Alternative auf dem Markt.  
Die aktuelle Elektronik-Alternative auf der Messe.



Europäische Uhren- und Schmuckmesse,  
Basel, 16.-25. April 1977 Halle 1, Stand 634 – Halle 33, Stand 317  
"Wiener-Suite" im Hotel Alexandra, Riehenring 85, Basel

Hannover-Messe,  
Hannover, 20.-28. April 1977  
Messehaus 2, Stand O-F-28a



*File Name Base*

 **Timeband®**

Die Uhr, die jede Schau stiehlt



Europäische Uhren- und Schmuckmesse,  
Basel, 16.-25. April 1977 Halle 1, Stand 634 - Halle 33, Stand 317  
"Wiener-Suite" im Hotel Alexandra, Riehenring 85, Basel

Hannover-Messe,  
Hannover, 20.-28. April 1977  
Messehaus 2, Stand O-F-28a

FAIRCHILD



Die elegante Alternative

# Die elegante Alternative



Zeit in zeitgemäßer Form – Digitalzeit von Fairchild. Die elegante Alternative zum Üblichen: Fortschritt mit Stil. Elektronik mit persönlicher Note.

Sie haben die Wahl: die quartzgenaue Sekunde, Minute und Stunde, das Datum und der Monat erscheinen auf Knopfdruck, entweder in Form von strahlend roten Leuchtdioden (LED) oder als permanente Flüssigkristallanzeige (LCD).

Ein reiches Modellangebot, das jedem guten Geschmack etwas bietet: ob Edelstahl, Gold- oder Rhodium-Plaqué, ob mit integriertem Metall- oder klassischem Lederarmband – in der Fairchild-Kollektion finden Sie die elegante, betont männliche oder begeisternd damenhafte Lösung, die Ihrem Typ entspricht.

Und wofür Sie sich auch entscheiden: die verblüffende elektronische Ganggenauigkeit von  $\pm 1$  Minute im Jahr ist Ihnen sicher. Gewährleistet durch eine volle Jahresgarantie. Hinter der die Leistungsfähigkeit einer der großen Marken der Elektronik steht.

Fairchild LED und LCD. Perfekt und schön.





FC 1146: in gold FC 1147: in weiß



FC 1148: in gold FC 1149: in weiß



FC 1172: in gold FC 1173: in weiß



FC 1187: in weiß FC 1186: in gold



FC 1157: in weiß FC 1156: in gold



FC 1160: in gold FC 1161: in weiß



FC 1155

Die Mehrzahl der Fairchild-Modelle bietet jetzt eine sehr praktische Neuerung: einen oder zwei einfach zu öffnende Batteriedeckel (je nachdem, ob es sich um ein LCD- oder um ein LED-Modell handelt), die es Ihnen erlauben, den Batteriewechsel in wenigen Sekunden selbst vorzunehmen.







F 1003: in weiß F 1002: in gold



F 1010: in gold F 1011: in weiß



F 1047: in weiß F 1046: in gold



F 1049: in weiß F 1048: in gold



F 1020: in gold F 1021: in weiß



F 1055



F 1073: in weiß F 1072: in gold



F 1082: in gold F 1083: in weiß





F 1057: in weiß F 1056: in gold



F 1060: in gold F 1061: in weiß



F 1087: in weiß F 1086: in gold

**FAIRCHILD**



F 1502: in gold F 1503: in weiß



F 1524: in gold F 1525: in weiß



F 1506: in gold F 1507: in weiß



F 1514: in gold F 1515: in weiß





F 1531: in weiß F 1530: in gold



F 1579: in weiß F 1578: in gold



F 1580: in gold F 1581: in weiß



F 1564: in gold F 1565: in weiß



F 1550: in gold

F 1551: in weiß



F 1575: in weiß

F 1574: in gold



F 1555



F 1590: in gold

F 1591: in weiß





**FAIRCHILD**

Fairchild Consumer Products GmbH  
Lyoner Strasse 44-48 D-6000 Frankfurt/Main 71 Germany



T 201

TC 486

# Timeband®





TC 441 : métal blanc  
TC 440 : métal jaune



TC 411 : métal blanc  
TC 410 : métal jaune



TC 412 : métal jaune  
TC 413 : métal blanc



TC 495 : métal blanc  
TC 494 : métal jaune



T 221 : métal blanc  
T 222 : métal jaune



T 237 : métal blanc  
T 236 : métal jaune



T 324 : métal jaune  
T 325 : métal blanc



T 391 : métal blanc  
T 390 : métal jaune

Timeband nous intéresse. Veuillez nous faire parvenir tous renseignements utiles.

Raison sociale \_\_\_\_\_

Adresse \_\_\_\_\_

Téléphone \_\_\_\_\_ Télex \_\_\_\_\_

Responsable \_\_\_\_\_

Date \_\_\_\_\_ Signature \_\_\_\_\_

Découpez et retournez à  
Timeband France 168, av. Charles-de-Gaulle, F-92200 Neuilly  
Tél. (16-1) 758.14.22/745.22.93

Sélection de modèles Timeband



Timeband France 168, av. Charles-de-Gaulle, F-92200 Neuilly  
Tél. (16-1) 758.14.22/745.22.93

Numéro 1 en Europe comme en Amérique :

# Timeband®

vous ouvre un marché en pleine expansion:  
celui des montres digitales.

Toutes les prévisions concordent: les nouvelles montres à quartz 100% électroniques à affichage par diodes lumineuses (LED) ou par cristaux liquides (LCD) vont conquérir une part toujours plus grande du marché. Car ces nouvelles montres intriguent, plaisent - et se vendent! Surtout par des canaux nouveaux, plus accessibles au consommateur.

Pour vous, il y a donc une place à prendre. Avec Timeband - la marque qui établit depuis un an et plus des records de vente en Amérique et sur tous les grands marchés d'Europe, y compris en France.

- Timeband, c'est la montre de l'avenir, en LED comme en LCD, conçue et fabriquée selon de rigoureuses normes de qualité;
- Timeband, c'est l'expérience et le savoir-faire d'un des plus importants fabricants américains de composants et de systèmes électroniques;
- Timeband, c'est une collection complète de modèles hommes et dames, réalisée par un seul fabricant, avec un style et un conditionnement adaptés au marché français;

- Timeband, c'est un service après-vente déjà rôdé et parfaitement opérationnel en France;
- Timeband, c'est un Bulletin de Garantie livré avec chaque montre et que l'acheteur renvoie toujours, en cas de besoin, directement au Centre de Service Timeband;
- Timeband, c'est la précision du quartz, la robustesse du tout-électronique, la fiabilité de techniques de pointe et l'attrait de la plus importante révolution dans la montre depuis des siècles.



Affichage LED



Affichage LCD

**TIMEBAND: l'avenir de la montre vous attend.**



# Les deux visages de Timeband.

Les montres Timeband sont 100% électroniques. Le courant en provenance de la pile ou des piles fait vibrer très régulièrement 32.768 fois chaque seconde un minuscule cristal de quartz. Cette haute fréquence est ensuite comptée, divisée et traitée par un circuit électronique intégré qui transmet les impulsions appropriées au système d'affichage.

## **Affichage LED**

Affichage numérique sur demande, en pressant sur le Bouton de commande, en chiffres lumineux rouges (diodes lumineuses), de lecture aisée la nuit.

- 1 pression: heure et minute
- 2 pressions: mois et date
- 3 pressions: secondes

## **Affichage LCD**

Affichage numérique permanent en chiffres noirs (cristaux liquides). En pressant sur le Bouton d'éclairage, l'écran de lecture s'allume pour permettre la lecture nocturne.

- 1 pression: le mois et la date apparaissent sur l'écran.
- 2 pressions: les secondes défilent à leur tour; retour à l'affichage heure/minute sur nouvelle pression.

Les montres Timeband sont disponibles en métal blanc ou jaune, avec bracelet métallique ou cuir. Elles sont protégées efficacement contre les chocs et le magnétisme.

Elles sont toutes livrées et vendues avec un Bulletin de Garantie internationale signé Timeband France. Leur module électronique (à l'exception des piles) bénéficie d'une garantie d'une année entière à partir de la date d'achat.

**TIMEBAND:**  
un produit d'avenir disponible aujourd'hui.

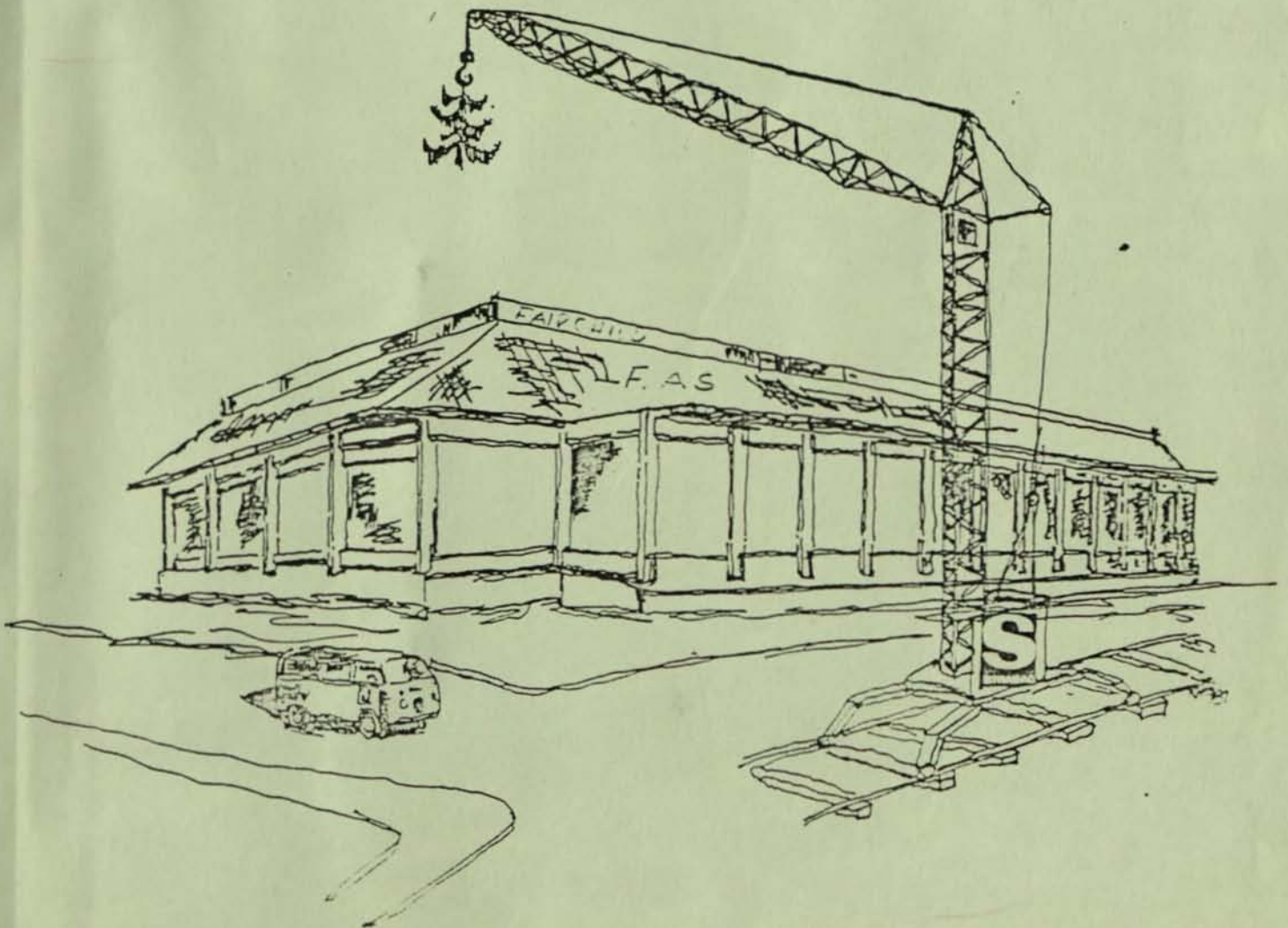




S E N T E N C E

(programme)

With your permission  
and favour!



I N V I T A T I O N

to the topping-out ceremony  
of the building project  
of the Fairchild A. Schlumberger Company  
in Wasserburg/Inn

December 1981

This invitation to you has been translated from verses composed in Bavarian dialect. Due to the difficulty of this task we are left only with the possibility to convey the heartiness and warmth with which these verses were originally written in a German prose version.

Wasserburg, pearl upon the river Inn!  
To construct here was our idea-  
Beautiful is the country and dignified is the town.  
Cheerful are the people living in Wasserburg.

As a result of this -  
having considered it a long time  
our builder has finally noticed:  
"Wasserburg was the best area!"

Therefore he decided to construct  
as quick as possible and untiring  
a large new factory -  
it designed to become a business of tradition  
with profits and a large turnover -  
for this we wish him all the good.

For this reason never forget this name:  
"FAIRCHILD A SCHLUMBERGER COMPANY !"



Dear guests of the topping-out ceremony,

we warmly welcome you to listen to the traditional speech delivered by our carpenter because the topping-out ceremony is part of the craft of which he is very proud of.

A Bavarian hello to all American, French, Swabian und Bavarian people with smiles on their faces, who have come here to honor our work.

Here comes the sentence, my dear guests, I hope you will enjoy it because all of us worked very hard on the construction programme.

The board of Fairchild A. Schlumberger's company  
has decided, we are going to place some buildings  
in Europe, in Upper Bavaria.  
Let's have a go - here we start.

Mr. Pittman is our man  
his order is quite clear  
construct an edifice per year.

Also Mr. Heckmann was chosen,  
gave him a helping hand,  
because he is experienced  
and this is a big advantage  
with regard to authorities, communications  
and the mazes of the paragraphs.

Our secretary, Karen Amler, is her name,  
proves to be the good spirit of the house.  
Last not least there is Mr. Birkl  
our business manager.

This crew believe it or not  
keeps the whole thing running.  
They all work without stopping  
because busy Mr. Pittman insists on it.

Inspite of efforts and pains, you should be  
impressed, he is always in good mood.  
If there are any questions  
his tempers are well-balanced and good-humoured.

We know it why and where  
Bavaria always makes you happy  
learning German is his aim.  
There is always the question:  
Does he already know a lot?  
He just says in an easy way  
One "Weißbier" please.



If you want to risk such a building  
you have to consult many, many authorities.  
Sometimes there is a long way  
and the building manager will be very anxious.

German manner, thoroughness,  
service to the citizen everywhere.

But I will tell you quite frankly:  
"Every bird has two wings!"  
If you ask well-prepared  
you will get an answer very fast.

Our thanks go to the  
authorities.  
City and land they all worked  
together - so the success was automatic.

There were no official hurdles  
and therefore there weren't any problems at all.  
Look people, that's the way  
we do it in Bavaria.

A special place is reserved  
for first class members.  
For that reason be grateful and  
pay attention to what the  
architect has done.

Not everybody can do  
what these supermen have done here.  
R means Rödl short and brief  
the K was taken from Kieferle  
R + K this is the symbol  
signifying a great construction.

Just to mention Mr. Dr. Bacher  
who distinctly noticed during  
the negotiations that many  
people, plans and minutes  
are necessary to avoid troubles.

The plans are good and exact  
not vague as usual  
therefore almost no questions arose  
this should be mentioned at this place.

Statics, calculation, plan, construction,  
all this is in the hands of one person.  
If there are any problems, something is  
going wrong - everybody is just shouting for Otto.

He always spoke consoling words:  
"Let me try - I'll manage it."

Restrictions concerning the competition have  
they been regarded?  
Otto is able to give an answer to everything.  
How can something be done faster and better?  
Otto's team always found the best solution.

Officially there are 14 helping hands  
one of them was always there.  
Problems with the plan - call Otto once  
You'll see it at first sight:  
"A Swabia of considerable weight!"

Colourless are plans and theory  
to put them into practice makes them alive.  
This job makes you hard as steel -  
you have to overcome problems everywhere.

Management is the name of the battle  
which is the special joy of Mr. Wolf  
a pirate in any case.  
always ready to fight.



Whether foil, broadsword or sword  
he is more than a match for any of them.

Fortunately the building sit isn't too large  
so he can cross it by foot -  
otherwise he has to take his motorbike and  
this would be another reason to run away.

Even with a trowel  
Mr. Wolf is able  
to show everyone  
that the boss can build a wall as well.

There is never only one winner  
you've got to have a good team around you.  
His team is extraordinary indeed  
only experts - great all of them  
and with a helpful hand taking care of them  
nobody regrets his job.

As you know, there is a big concurrence on the market,  
those are hard times  
everybody is fighting for our market  
all firms were involved  
many of them making a big "fuzz".

Look at our man  
he was the fastest  
he made a quick decision  
there is nothing stronger than STRABAG.

When he finally had got the order  
the builder didn't regret it either.  
With his thundering voice  
he called his troops,  
formed a good team  
to succeed in his plans.

Got over the drill implement from Hamburg  
to put in piles - the deadline was important  
everything worked like a clockwork  
everybody is happy the neighbours as well as  
the enviers.

Honestly you must admit  
that everybody has shared his part  
to the success of the building  
and to the pleasure of the builder.

This sly fox knows exactly  
every field and every meadow  
Usually he is all alone  
but in this case there are two of them.

Görrlich and Zosseder have found each other  
closely tied together in a working community.  
Come on guys was the motto  
let's start working on the meadow.

Don't hesitate when work is calling  
very quickly the excavation was finished  
a little too deep, too wide and too long  
no matter if the plans are still missing -  
we start working.

Subsoil water here, nobody believed it,  
we thought water can be found only in the  
river Inn.  
Be quick - dig out the excavation !

1 meter 20 (approximately 4 feet) it's only  
Zosseder who makes a good living by delivering  
gravel.

Finally the problems were solved  
the working community was affected  
but then, there was a happy end  
that's how it works in Wasserburger land.



Pay attention, there are quite a lot  
of Swabias around here.  
There is a long history to that  
with which I don't want to bother you now.

The company Traub delivered some  
prefabricated parts  
because as usual everything had to be sped up.  
Everything seemed to be o.k.  
there was no reason to quarrel.

There was one chap  
who made a lot of fuzz  
as usual 'twas our beloved Russ.  
Driving all people mad as hell  
to finish the whole thing in schedule.

All our friendship was in shambles  
even Otto got involved  
however work went on  
Swabias always do their duty.

I really like to know what kind  
of difficulties you've seen  
"All's well that ends well".  
The concrete is unwrapped now  
when are we going to start with  
our next steps.

Wood - an ideal material  
satisfying people everywhere  
a piece of nature indoors  
should be appreciated by the workers.  
Not only concrete and steel  
a touch of life is also necessary.

When the carpenter starts  
the bare brickwork is almost finished.

Now Master Huber ist constructing  
the roof in a lofty height.

So under his leading the building  
is completed as good as it has been  
started.

According to an old custom  
the carpenter recites this poem  
and if you have the same feeling  
we will be three saying this ditty.

Good luck and blessing for this house  
for the people coming and leaving.

The building may exist for  
a long time in peace.

The Lord may protect it  
against fire and war.

We thank the builder  
having enough courage to dare this building.  
And this is for sure - we have to praise it  
with respect and gratefulness.

We thank him once again for  
his confidence.

Let's take up our first glass  
and say cheers to our builder  
a triple hip hip hurrah.

Thanks to all planers who have also  
been involved in the making of the building.

It was your wit and knowledge which made it  
possible for us to complete this work.

Our thanks go also to the City and  
its authorities.

We would like to say thank you, too,  
to the companies which joined us in  
this enterprise.



Long live all the designers and the  
companies and now we want you to join  
in a loud and noisy hip hip hurrah.

All you men, you have brought it about  
that this building hat now come into being  
be thanked for all your efforts, strains  
and achievements which you have made without  
ever tiring.

We wish you all health, good work  
and your daily bread to live happy  
and without sorrow.

Let's take up our glasses and say  
cheers to the craft to which we all belong  
a triple hip hip hurrah.

Raise the trunk  
as a token of our joy.