John Sands
Sega SC3000
Personal Computer
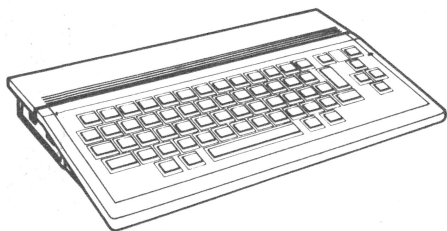
John Sands
SEGA®

Users Instructions,
Warranty and
Registration Form

Congratulations on owning
The Computer of Tomorrow.
Before using your John Sands Sega
SC3000, please make sure you read
this manual carefully.
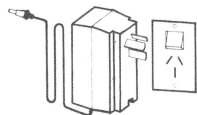Remember too, to only use original
John Sands Sega Cartridges with this
computer.

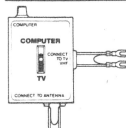# Users Instructions, Warranty and Registration Form.
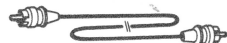
Console Unit

Precaution: Only turn the power on when you are sure everything is connected correctly.
Never insert a cartridge when the power is turned on. Insert the cartridge first, then switch on.
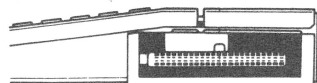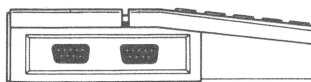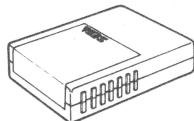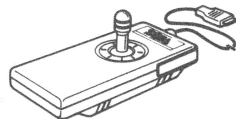
AC Adaptor

Antenna Switch Box

Cable

Side view of Console Unit
Cartridge Slot

Side view of Console Unit
Joystick Slots

Games Cartridge
Games
Music
Education
BASIC Language.

Joystick SJ200
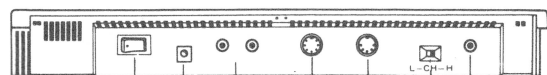
Rear view of Console Unit

RF Antenna Socket
Channel Selector Switch
Video Socket
Printer Port
Cassette Port
Power Socket
Power Switch

Connecting the John Sands Sega SC3000 Personal Computer to your home TV and antenna.
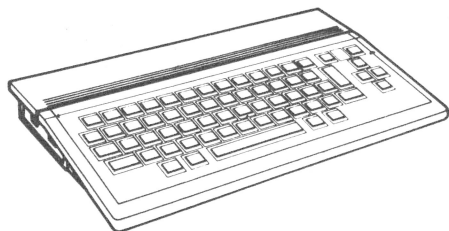
Remove the antenna lead from your television set and connect it to the Switch Box.
Connect the Switch Box to the antenna connection of your television set.
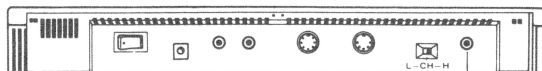
Connect the Switch Box to the RF Antenna Socket of the computer.

L—CH—H

COMPUTER

COMPUTER

CONNECT
TO TV
VHF

TV

CONNECT TO ANTENNA

External TV Antenna
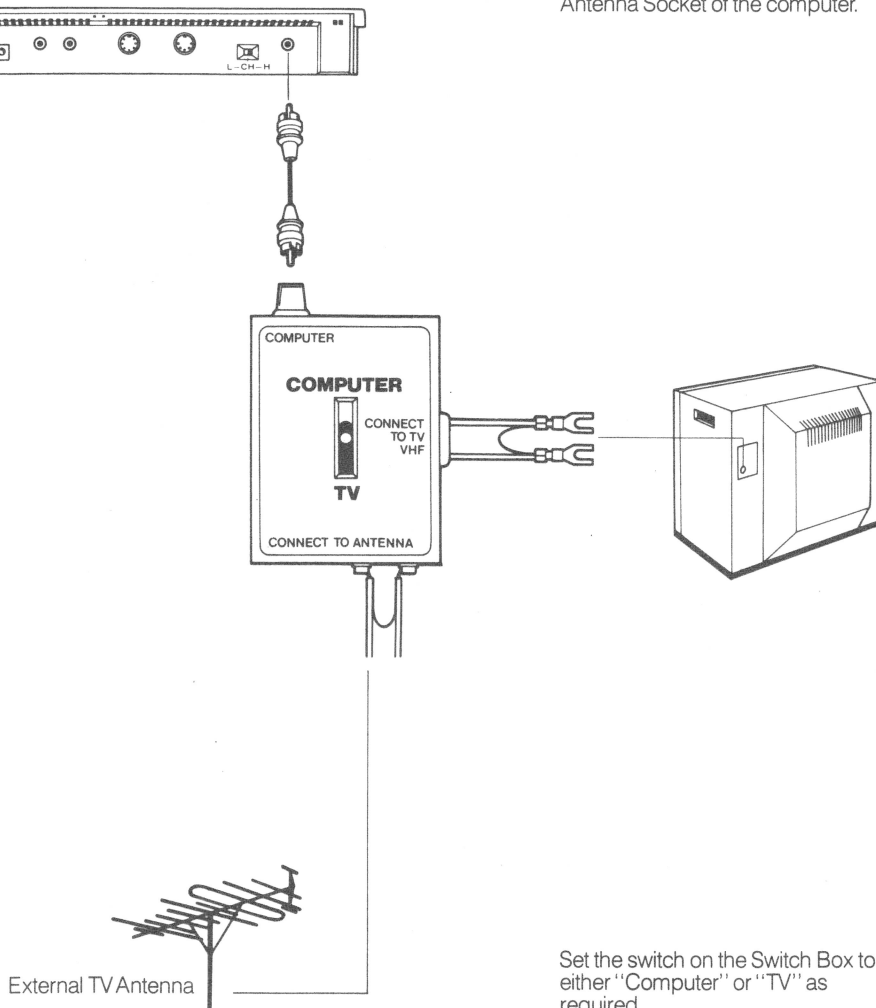
Set the switch on the Switch Box to either "Computer" or "TV" as required.

How to use your John Sands Sega SC3000 Personal Computer.
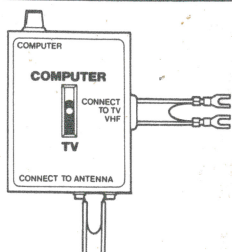
1. Set the Switch Box to 'Computer'. (To watch television, set the Switch Box to 'TV'.)
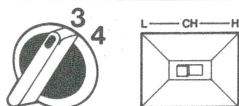
2. Turn your TV to either Channel 3 or 4 and switch your Computer Channel Selector to L for Channel 3 or H for Channel 4.
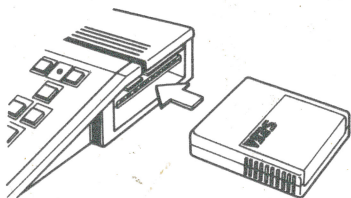
3. Insert your John Sands Sega SC3000 Cartridge, making sure the power to your computer is turned off.
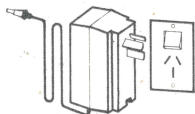
4. After making sure you have connected everything properly, plug in the AC Adaptor and then turn on the Main Switch of the computer. You're away!
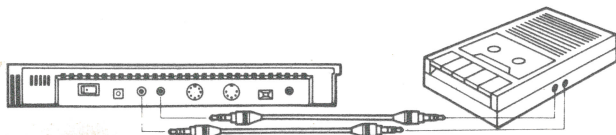
IMPORTANT
When using a Games Cartridge you cannot use a tape recorder. A tape recorder should only be used with BASIC Language or Music Cartridges.

Please look after your computer.
The John Sands Sega SC3000 computer is a very fine and complex piece of equipment. Please take care when using or handling it. When not in operation, it is advisable to always disconnect the AC Adaptor.
If you ever do strike a problem, switch off the computer immediately and contact the retailer from whom you bought it.

Trouble-shooting guide

Before you think about calling for help, use this trouble-shooting guide:

Sometimes, you can't get the computer to do what you expect it to do. Usually it's something simple which you can rectify yourself. If the problem remains, after checking through the list below, please contact your retailer who will most certainly be able to help you.

No picture on screen:

- Is the power source properly connected?
- Is the socket outlet properly plugged in?
- Is the power switch for the TV turned on?
- Is the computer channel selector switched to the correct TV channel?
- Is the Switch Box setting set to 'Computer'?
- Make sure that you have not confused the RF Terminal with the Video Terminal at the rear of the computer.

Screen flickers or no sound:

- Are the antenna wires properly and securely connected?
- Are you sure the TV fine tuning adjustment hasn't been accidentally changed?
- Is the TV colour adjustment correctly set?
- Is your Cartridge properly 'seated' in its socket?

No game sound:

- Is the TV volume setting too low?
- Are any connection cables loose or unconnected?

Unsteady pictures on screen:

- Are the television set settings for Vertical and Horizontal Hold correctly set?

'Fringes' appear on screen during a game:

- Turn the fine adjustment setting of your television set until the problem disappears.

'Fringes' appear on screen during television programme:

- Is the switch on the Switch Box set to TV?
- Is the TV antenna properly connected?

If you do need service:

Please contact the retailer from whom you bought your John Sands Sega SC3000 Personal Computer.

Warranty

1. The benefits conferred by this Warranty are in addition to all other rights and remedies in respect of the John Sands Sega SC3000 Personal Computer and associated John Sands Sega Software Programs to which the purchaser is entitled under the Trade Practices Act and similar State and Territory Laws of Australia.

2. John Sands Limited, trading as John Sands Electronics of 6 Bay Street Port Melbourne, Victoria ('John Sands Electronics') warrants to the original purchaser (the 'Purchaser') that the John Sands Sega sold to the Purchaser shall be free from defects in materials and workmanship for a period of 90 days from the date of purchase by the Purchaser (the 'Warranty Period'). In the event that a defect covered by this Warranty is discovered within the Warranty Period, John Sands Electronics will, at its option, either repair or replace the Sega upon delivery of the defective Sega by the Purchaser to the John Sands Electronics Sega dealer from whom the Sega was purchased.

   Any claims under this Warranty must be made by the Purchaser to such dealer within the Warranty Period.

   All transport charges incurred by either the Purchaser or John Sands Electronics in connection with a claim under this Warranty shall be paid by the purchaser.

   The Warranty will only apply if, during the Warranty Period, the Sega is properly maintained, used and operated in accordance with the recommendations, instructions and operating limitations specified for the Sega by John Sands Electronics.

   The Warranty does not apply in the following cases:

   a) Defects, damage or malfunctions suffered by or existing in the Sega resulting from improper handling, accident or act of God, misuse or abuse of the Sega by any person other than John Sands Electronics, failure of electrical power or failure of air conditioning.

   b) Defects, damage or malfunctions suffered by, or existing in the Sega and developing while in transit for repairs.

   c) Where repairs or modifications of the Sega are attempted or carried out by any person not authorised to do so by John Sands Electronics.

   d) Any other defects, damage or malfunctions not due to defects in materials or workmanship of the Sega.

   e) Defects, damage or malfunctions in, or which are attributable to the use of, any modification made to the Sega unless such modification has been made by, or for, at the direction of John Sands Electronics.

3. The obligations accepted under this Warranty are to be fulfilled by John Sands Electronics, and not any other person, class of persons, or corporation.

We'd like to keep in touch.

Now that you own a John Sands Sega SC3000 Personal Computer, you are going to enjoy many years of enjoyment and learning.
We'll be continually adding new products, new games and new developments of many kinds to our range – which we'd like to tell you about whenever they occur.
We are also most conscious of the need to provide our users with new and different programmes for all kinds of applications, and by keeping in touch with you this is far easier to do.
To help us to help you, we'd be most grateful if you would take the time to also answer the few additional questions we have asked below.

Thank you, and once again congratulations on joining the many thousands of people who own a John Sands Sega SC3000 Personal Computer.
Please complete the following questions, remove from page and mail to: John Sands Electronics, 6 Bay Street, Port Melbourne, Victoria, 3207.

Owner's Name _____

Address _____

Postcode _____

Retailer from whom you bought your John Sands Sega SC3000

Personal Computer_____

What type of retailer is it:
Computer Store
Department Store
Chain Store
Electronics Store
Audio/Video Store
Other

What are the main tasks you will ask your Sega to perform:
Education
Games
Home Programming
Mathematics
Graphics
Music
Business use
Other uses

What is your age group?
Under 15 years
15 – 17 years
18 – 20 years
21 – 25 years
26 – 30 years
31 – 45 years
45 and over

How many users will your computer have?
1
2
3
4
more

What were the main reasons which attracted you to the John Sands Sega SC3000 Personal Computer?
Power
Easy to use
Price
Games
Add-on ability
Appearance
Software

Graphic capability
Sound/music
Size
Reputation
Recommendation
Other

BUSINESS REPLY POST

PERMIT NO. 41 – PORT MELBOURNE

Postage and fee will be paid on delivery to:

John Sands Electronics
6 Bay Street
Port Melbourne
Victoria 3207

No postage stamp required
if posted in Australia