



Introduction

This PC is based on the Amstrad PC7386SX computer, using an 80386sx processor. It has 1Mb of RAM (expandable on-board to 16Mb), and a VGA controller capable of 640 x 480 resolution with 16 colours.

In addition to these standard PC functions, the PC also supports the extended sound features of the Adlib sound synthesizer, and has a built-in dual analog joystick port.

But it is the last major feature which makes this machine unique in the PC world. That is the ability to play not only PC-based games, but also the highly successful arcade-based games in the Sega 16-Bit Mega Drive cartridge format. *That makes yours a very MegaPC!!*

GB

System Overview

Inside your MegaPC total system carton you will find three other packages:

1. MegaPC System Unit
2. MegaPC 14" VGA Colour Monitor
3. Keyboard

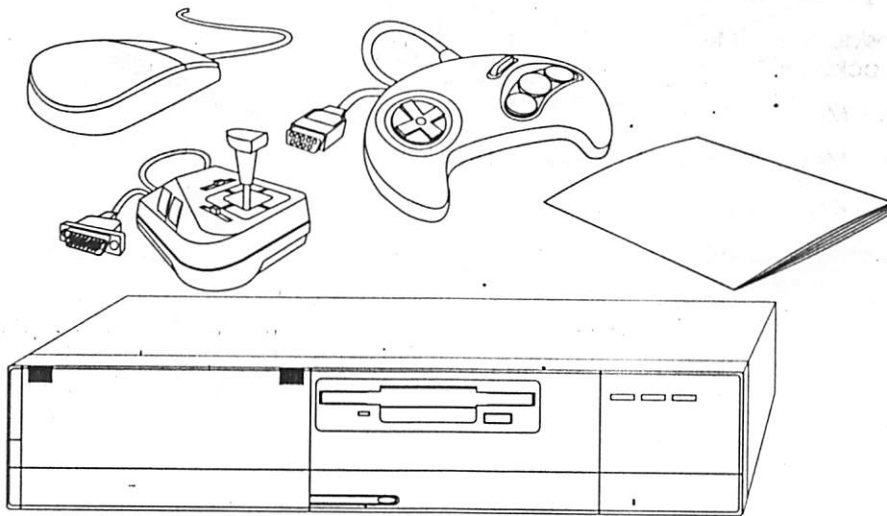
If any item is missing, please contact your dealer.

GB

MegaPC System Carton

When you unpack the system unit, you should find the following items inside:

- * A MegaPC System Unit
- * an analog joystick
- * a Mega Drive game control pad
- * a mouse
- * this user instruction manual!

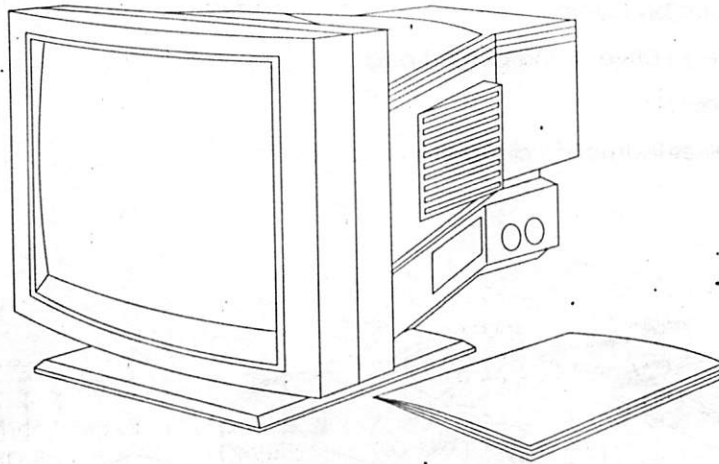


MEGAPC - 4

MegaPC Monitor Carton

Inside this carton you will find the following:

- * a 14" colour VGA Dual Sync Monitor with built-in stereo speakers
- * an instruction booklet



GB

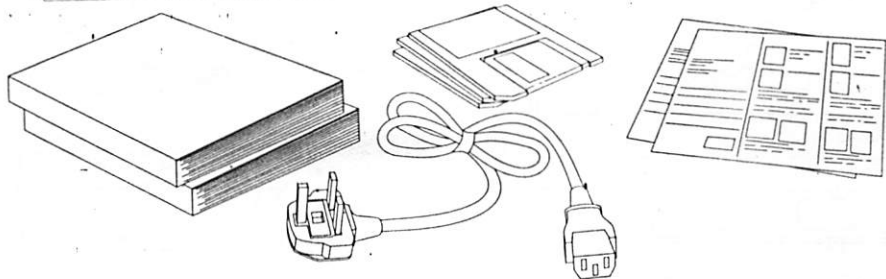
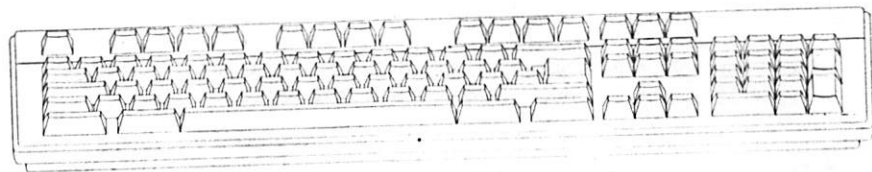
MEGAPC - 5

GB

Keyboard Carton

In this carton you will find:

- * a PS/2 style keyboard
- * a PC7386SX user manual
- * three DOS 5.0 diskettes
- * a DOS 5.0 manual
- * Counterpoint disk and manual
- * an AC mains cord
- * your guarantee and registration cards



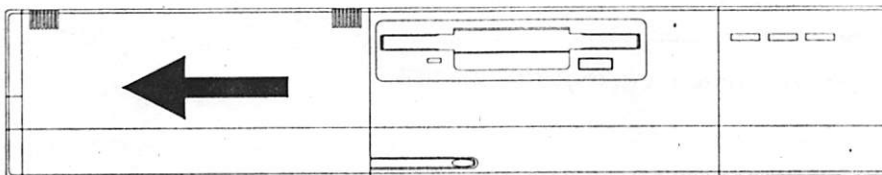
MEGAPC - 6

System Description

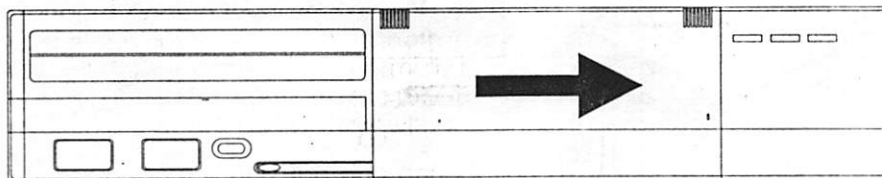
The MegaPC system consists of two different sub-systems, each with its own processor. The PC is based around an 80386sx and the Mega Drive around a 68000. Only one system is enabled at any one time, depending on the position of the sliding front panel of the machine, ie.

GB

- * When the door is to the left exposing the floppy disk drive, the machine is in PC mode:



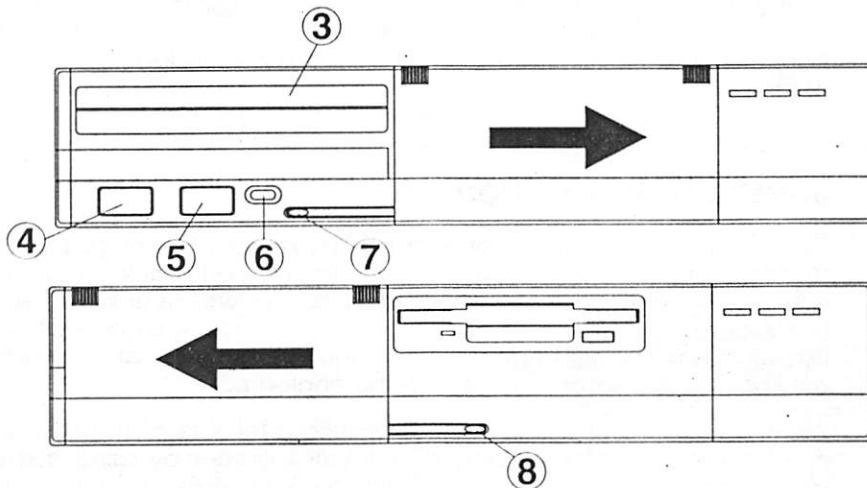
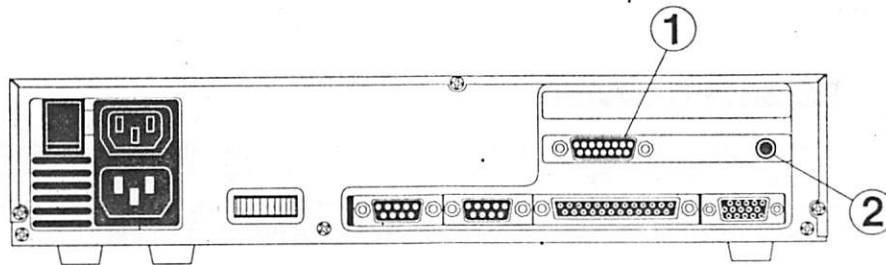
- * When the door is positioned to the right and the cartridge slot exposed the Mega Drive is ready for activation.



MEGAPC - 7

GB

System Connections and Parts Descriptions



- | | |
|---------------------------|---------------------------|
| 1 PC Analog Joystick Port | 5 Megadrive Controller #2 |
| 2 Stereo Headphone Socket | 6 Megadrive reset |
| 3 Cartridge slot | 7 Megadrive volume |
| 4 Megadrive Controller #1 | 8 PC soundcard volume |

You will probably need to refer to the PC7386SX user manual for instructions on how to connect up the different elements of your MegaPC system, before you are able to setup and initialise the PC. See Chapter 3 of the PC7386SX User Manual (in the keyboard carton).

PC Operation Mode

Operation in this mode is exactly as for a normal PC and is described fully in the PC7386SX user manual. The only part of the hardware not described in the PC manual relates to the extra PC sound system and games port facilities.

GB

PC Sound System

The range of sounds available from the PC's own internal speaker is without a doubt very limited. Your MegaPC, though, has a built-in digital FM sound synthesizer (Adlib soundcard compatible) which allows you access to a whole new dimension in PC generated music and sound effects.

The speakers for listening to the sounds produced by your MegaPC are built into your monitor, so there's no need for any trailing wires or loose speakers. If you need a little more privacy, there is a headphone socket at the rear of the machine for you to use. This will disable the monitor speakers. The synthesizer sound volume is controlled by the slider at the front of the machine. The PC speaker has its own independent volume control.

Joystick/Games Port

The 15-way D-Type connector accepts any of the wide range of industry standard analog joysticks currently available. The joystick supplied with your machine is precise and smooth in action, as well as easy to hold and use. A digital joystick (which normally has a 9-way D-type connector) only has up, down, left, right and the four diagonals, but there are digital types available that are compatible with the analog port.

Although there is only the one connection available at the rear of the machine, it is possible to play dual joystick games by using a special splitter cable. Contact your dealer to find out details of where you can buy a ready-made cable.

Other Notes

For all other points referring to the PC, please refer to the PC7386SX user manual included in the keyboard pack. When reading this manual please bear in mind that the sliding front panel must be fully engaged to the left.

GB

and that any front or rear view drawings of the standard PC7386SX will be different to that of your own MegaPC.

Also note that when the machine is switched to Mega Drive mode by sliding the front panel fully to the right, the PC will continue to operate, and run whatever software was being run at that time. Only the PC video is disabled.

Mega Drive Operation

Once the sliding front panel is pushed fully to the right, the cartridge slot and Mega Drive control pad connections become exposed. The monitor display should become blank. The Mega Drive is now sitting in standby mode ready for activation.

GB

1. First connect your control pad to the left port marked "Control Pad 1".
2. Ensure the volume is set to a low level, using the Mega Drive Volume Control.
3. Take a cartridge and align it the correct way around with respect to the drawing on the split cartridge doors.
4. Push the gold edge connector side of the cartridge carefully in between the split doors until you can feel it locate on the mating connector, then firmly push the cartridge all the way in.
(Note: for the first few insertions this may feel a bit tight.)
5. There is a switch to detect when the cartridge is pushed fully home, and after a short delay it will instruct the Mega Drive to come out of standby mode into full operation.
6. The game you have inserted should now run. Follow the software instructions to play.
7. If the game does not start, check the following:
 - * Is the cartridge pushed fully and squarely into the machine?
 - * Is the cartridge the right way up?
 - * Is it a genuine Sega 16-bit Mega Drive Cartridge?
 - * If all of the above are OK, try briefly pushing the Mega Drive Reset button.
8. To remove the cartridge, simply take hold of the exposed rear edge, and gently pull. The action of removing the cartridge will put the Mega Drive back into its standby mode.
9. You can now either insert a different game, or slid the door back to the left and return to PC mode (after removing control pad connectors).

GB

Mega Drive Upgrades and Peripherals

The facility exists on all stand-alone Sega Mega Drives to add certain peripherals to the machine via an expansion connector, e.g. CD-ROM Drives. For complete compatibility this connection port has been included on your Amstrad MegaPC. Just below the cartridge doors there is a removable plastic cover, behind which is the expansion connector.

CAUTION: DO NOT REMOVE THIS COVER UNLESS THE POWER IS REMOVED AND YOU ARE GOING TO USE THE CONNECTION.

THE CONNECTIONS WHICH BECOME EXPOSED ARE SENSITIVE TO STATIC ELECTRICITY:

To connect between the MegaPC and the peripheral, you will need an 'Interface Cable' and a 'Peripheral Control Cartridge'. Please contact your dealer for details about supply of these parts.

If you already have the necessary parts then apply the following procedure for connection and use:

1. Ensure that the power is disconnected from both the MegaPC and the peripheral.
2. Connect the interface cable between the units, making sure that the connectors are fully connected and the right way round.
3. Connect up any other equipment to the PC or the peripheral that may be required.
4. Turn on the MegaPC, and then the peripheral. With the MegaPC in MegaDrive standby mode, insert the Control Cartridge. The system should activate as normal (after a short delay), but will run with the peripheral equipment.
5. When you have finished using the system, remove the cartridge, and then the power from the peripheral device.