

# Unisonic

## CHAMPION 2711 SERIES

**F.A.Q.** (version UC-01)  
JULY 2010 - by Sly D.C.



```
BC1
BR BT HT 100 10 10 10 YOU WIN
BR BT HT 100 10 10 10
BR BT HT 100 10 10 10
```

```
BC2
BR BT HT 100 10 10 10 YOU WIN
BR BT HT 100 10 10 10
BR BT HT 100 10 10 10
```

```
BJ1
BR BT HT 100 10 10 10 YOU WIN 18
BR BT HT 100 10 10 10
BR BT HT 100 10 10 10
```

```
BJ2
BR BT HT 100 10 10 10 YOU LOSE 14
BR BT HT 100 10 10 10
BR BT HT 100 10 10 10 YOU LOSE 16
BR BT HT 100 10 10 10
```

Picture of the Unisonic Champion 2711 on the cover  
courtesy of Nicolas Sapin.

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You can find this FAQ on these websites:

- Digital Press "<http://www.digitpress.com/>"
- Gamespot GameFAQs "<http://www.gamefaqs.com/>"
- my Home Page "<http://www.ccjvq.com/slydc>"

=====  
Additional contributions IS welcome! (really badly needed!!). Please e-mail additional information(s), pictures, opinion(s), and comment(s) to: [mailto:--> "slydc@yahoo.ca"](mailto:slydc@yahoo.ca)

Before you start reading, i'm happy to finally wrote a new FAQ after some few years (think this is my 14th FAQ ?). This FAQ relates to the first one that i've released on the internet: "The Real Pong FAQ", which i didn't update it several years now since there's way too much informations to add (about a thousand dedicated Pong systems released).

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Welcome to the Unisonic Champion 2711 F.A.Q

#### TABLE OF CONTENTS

- 1.0) What is the Unisonic Champion 2711 ?
  - 2.0) What is the Gimini (Mid-Range) 8800 Programmable Game Set ?
  - 3.0) What are the specifications ?
  - 4.0) Which games were available ?
  - 5.0) Which games were unreleased ?
  - 6.0) Contributors and Links
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## 1.0) What is the Unisonic Champion 2711 ?

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In the beginning of 1977, General Instrument designed a system called the "Gimini Mid-Range 8950 Programmable Game Set". Among this system, they also conceived the "Gimini Economy 8600 Programmable Game Set" and the "Gimini Full-Range 8900 Programmable Game Set", which is another story.

Unisonic Products Corporation (1115 Broadway, New York, NY 10010) learned about this designed game system and developed/manufactured this console in their Japan facilities. Later in the same year, Unisonic unveiled their plans about the "Unisonic Tournament 2711" (with 8 built-in games and cartridges availability) which was to be showed at the CES and passing out brochures of their "Unisonic Tournament 2711".

Author Note: Unisonic called it the "Tournament 2711" before changing the name to "Champion 2711" in 1978. Even the built-in games were changed (4 instead of 8). It would be great to see a scan of this brochure but after 33 years, don't think that anyone has one.

Before Unisonic sold the Champion 2711 on the market, they contacted Jimmy Snyder (aka Jimmy the Greek - an American sports commentator and Las Vegas bookie) and asked him to endorse the Champion 2711 (he also endorsed the calculator/game handheld "Unisonic Blackjack 21") to promote sales. Seems that never paid-off since this game console is one of the most "obscure" released in the United States.

The Unisonic Champion 2711 is a "gap" between the "SD-050/SD-070 & SD-090" console family which were released by many companies like Hanimex, Radofin, Soundic, etc... (just to name a few), which the SD-050/070/090 are based on the Gimini Economic 8600 system and the Mattel Intellivision, which is based on the Gimini Full-Range 8900 system. You could consider that the Unisonic Champion 2711 is the "little brother" of the Mattel Intellivision since they share the same CPU and the same origin (General Instrument) [see section 2.0 for further informations].

Finally, seems that the Unisonic Champion 2711 was a "born-dead" with all the competition around (Atari 2600, Fairchild Channel F, Bally Astrocade, etc.) since this console is very, very obscure. The first time that i've heard about this console was from Nicolas Sapin who brought one on Ebay 6-7 years ago. Until recently, he was the only collector who had one in the entire classic video game community. In February 2007, i've wrote to Nicolas Sapin and asked him if he could take pictures of this console and open it up because i've suspected in that time that the Champion 2711 had a AY-3-8800 General Instrument chip. Well, three days after (on my birthday), Nicolas wrote to me and said (translated from French) "I've opened the beast this morning! It's definitively a AY-3-8800 inside".

So we had final proof that the General Instrument AY-3-8800 chip really exists. But like Nicolas said that the Champion 2711 accepts cartridges (4 showned on the box) so that leaved us with other questions, which were finally answered until recently (June 2010) [see section 3.0 and 4.0 for further informations].

Did Unisonic disappeared after the Champion 2711 ? Nope! They still exist as April 2010 as a private company which manufactures Watches, Clocks, And Watchcases. They now resides at this address: 105 Madisu Ave., Fl. 20, New York, NY 10016-7418, United States.

## 2.0) What is the Gimini (Mid-Range) 8800 Programmable Game Set ?

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Here's the informations and datasheets found in the Gimini TV Game Circuit book published in 1978.



GIMINI 8950

## GENERAL INFORMATION

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### GIMINI Mid-Range "8950" Programmable Game Set

#### FEATURES

- User game design capability
- Completely software programmable
- Extensive game library availability in addition to custom software development
- Versatile game instruction set
- NTSC compatible T.V. sync generator
- Color circuitry
- Software controlled score and playfield placement capability

#### DESCRIPTION

The GIMINI Mid-Range "8950" Programmable Game Set is a multichip set which can accept different programming ROMs, programmed by the user or available from our extensive game library. The Game Set provides an unlimited number of games; including aggression games, racing games, gambling games, etc. The set consists of the CP1610 microprocessor, a 20K resident ROM game program chip (RO-3-9500/01), optional cartridge ROMs, graphics interface circuit (AY-3-8950-1) and two user supplied 256x4 bit static RAMs (2112A). Additional cartridge ROMs extend the users game options. The programmable game set can accept two or more player inputs, using remote control-units. These control-units provide communication between the players and the game set in the form of positional inputs or "YES" or "NO" selections. It is designed for operation in either color or black and white with standard domestic television receivers.

#### SYSTEM COMPONENTS

**CP1610 Microprocessor:** The CP1610 is a variant of the General Instrument CP1600 microprocessor and is designed for game operation. The chip is a 16 bit utilizing eight general purpose registers for fast and efficient processing of all game data. The processor operates only when picture data is not being presented and controls the addresses in both the program 20K ROM and the scratchpad memory according to the game rules.

**20K ROM (RO-3-9500/01):** The resident program ROM is organized as 2048x10 bit and contains all the game rules as well as the executive program. Since the set is organized on a data bus basis, additional satellite ROMs for various games may be added.

**RAM:** Two 256x4 bit RAMs are required in the system. These are standard units with a 320 nanosecond access time.

**GIC (AY-3-8950-1):** The Graphics Interface Circuit (GIC) is the TV display generator for the 8950-1 system. The GIC provides the video signals including sync and blanking in a non-interlaced pattern for the T.V. deriving its output from graphics data specified by the microprocessor and obtained from the program ROM. The unit is functional only during picture time and obtains new graphics data between picture frames. The video output will consist of two colors, black, white, sync, blanking and color burst. In addition, the GIC will provide an audio output signal for game sounds.

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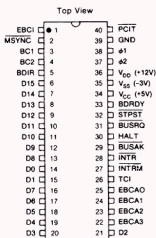
#### Author's Note:

**The GIMINI Mid-Range "8950" Programmable Game Set should be called instead the GIMINI Mid-Range "8800" Programmable Game Set. The final specification has been changed when General Instrument published the information.**

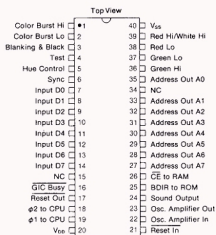
**As you have read, the GIMINI Mid-Range 8800 name comes from the GIC (Graphics Interface Circuit) which is a AY-3-8800-1. The AY-3-8800-1 is not a dedicated game chip but rather a Video & Audio processor wrapped in one.**



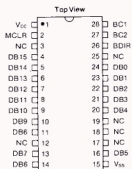
**CP1610 (CPU)**  
40 LEAD DUAL IN LINE



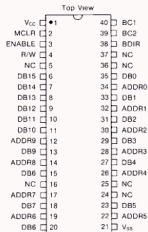
**AY-3-8800-1 (GIC)**  
40 LEAD DUAL IN LINE



**RO-3-9500 (2K ROM GAMES)**  
28 LEAD DUAL IN LINE



**RO-3-9501 (2K ROM EXEC/BUILT-IN GAMES)**  
40 LEAD DUAL IN LINE



### 3.0) What are the specifications ?

- \* YEAR: 1978 (Released) // Late 1977 (manufactured in Japan)
- \* ORIGIN: U.S.A. (NTSC-M console)
- \* CPU : CP-1610 (at 895 KHz??)
- \* ROM: RO-3-9501 (40-pins) (Exec+Games)
- \* RAM: x2 TMS4043NL-2 (16-pins each) (256x4 Static RAM)
- \* VDP: AY-3-8800-1 (40-pins) (GIC)
- \* PSG: AY-3-8800-1 (40-pins) (GIC)
- \* CONTROLLERS: x2 long controllers with "Reset", "Yes" and "No" buttons.
- \* GRAPHIC MODE(S): Unknown (maybe like the AY-3-8900-1: 160 x 196 ??)
- \* COLORS: 4 (Dark Cyan, Black, White and Orange)
- \* CARTRIDGES: Only 4 released (see section 4.0)
- \* POWER: 15V DC/1 Amp. (positive tip)

The cartridge slot has 60-pins in all (x2 30-pins sides) but only one side is used and each 2-pins on each extremities aren't used, which leaves only 26 pins used.



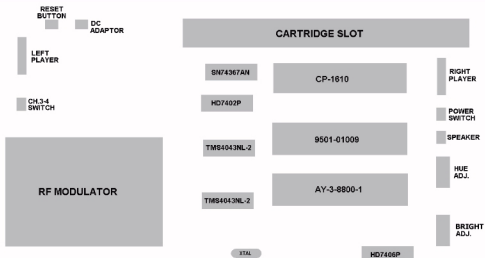
Note: Pins in "GREEN" are used, the rest are not connected.

#### Cartridges Specs:

- PAC-02: RO-3-9500-02007/GI 7743 (Ceramic 28-pins)
- PAC-03: RO-3-9500-02010/GI 7745 (Ceramic 28-pins)
- PAC-04: RO-3-9500-02011/GI 7744 (Ceramic 28-pins)
- PAC-05: RO-3-9500-02008/GI 7743 (Ceramic 28-pins)

#### If you open the console (data Informations):

- [U1] CPU: CP-1610/GI 7739 (40-pins)
- [U2] ROM: 9501-01009/GI 7746 (40-pins) [2K ROM]
- [U3 & U4] RAM: (x2) TMS4043NL-2/2112-1/P7734 (16-pins) [General-Purpose Static RAM]
- [U5] VDP/PSG: AY-3-8800-1/GI 7746 (40-pins) [GIC = Graphics Interface Circuit]
- [U7] Hitachi HD7406P (14-pins) [Hex Inverter]
- [U?] Hitachi HD7402P (14-pins [2-Input NOR-Function Logic Gate]
- [U?] TI SN74367AN (16-pins) [Hex Bus Drivers with 3-state outputs]



PB22012711

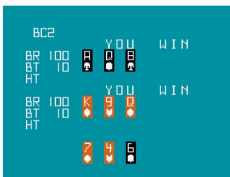
#### 4.0) Which games were available ?

Only 4 cartridges were released for the Unisonic Champion 2711 and there is also 4 built-in games in the console (which if it were released as a cartridge instead of being incorporated in the console, it would have been called the PAC-01).

Game:	Year:	Cart #:	Chip:	# of Players:
Baccarat I	1977	Built-In	RO-3-9501-01009	1 Player
Baccarat II	1977	Built-In	RO-3-9501-01009	2 Players
Blackjack I	1977	Built-In	RO-3-9501-01009	1 Player
Blackjack II	1977	Built-In	RO-3-9501-01009	2 Players
5 Card Stud	1977	PAC-02	RO-3-9500-02007	1 Player
7 Card Stud	1977	PAC-02	RO-3-9500-02007	1 Player
Draw Poker	1977	PAC-02	RO-3-9500-02007	1 Player
Showdown Poker	1977	PAC-02	RO-3-9500-02007	2 Players
Bingo	1977	PAC-03	RO-3-9500-02010	1 or 2 Players
Cardgammon	1977	PAC-03	RO-3-9500-02010	2 Players
Concentration	1977	PAC-03	RO-3-9500-02010	2 Players
Mindbender	1977	PAC-03	RO-3-9500-02010	1 Player
Acey/Deucey	1977	PAC-04	RO-3-9500-02011	2 Players
Dig (aka Crazy Eight)	1977	PAC-04	RO-3-9500-02011	1 Player
Steal the Old Man's Pack	1977	PAC-04	RO-3-9500-02011	1 Player
War 1	1977	PAC-04	RO-3-9500-02011	1 Player
War 2	1977	PAC-04	RO-3-9500-02011	2 Players
Additions	1977	PAC-05	RO-3-9500-02008	1 Player
Divisions	1977	PAC-05	RO-3-9500-02008	1 Player
Mixed (All 4 Games Random)	1977	PAC-05	RO-3-9500-02008	1 Player
Multiplications	1977	PAC-05	RO-3-9500-02008	1 Player
Subdivisions	1977	PAC-05	RO-3-9500-02008	1 Player



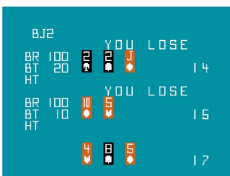
Baccarat I



Baccarat II



Blackjack I



Blackjack II

## 5.0) Which games were unreleased ?

### Astro War I Cartridge

An enemy warship has sent 3 nuclear torpedoes directed for destruction of your vessel. Your only means of survival is destroy inpedoes before they reach you. The only means of determining their exact location is thru magnetic directors. A salvo of 3 are launched in the direction of an incoming torpedo. When the directors pass by the incoming torpedo, a computer readout gives the sum of the (X, Y) coordinates of the distance of the miss. After the 3 "sums of the coordinates" are given, a determination must be quickly made on the exact location of the torpedo, and the torpedo destroyed before it reaches the vicinity of your vessel (a time-to-impact readout is given). All 3 torpedoes must be destroyed, one after the other.

If this is accomplished, your vessel goes on the offensive and you must destroy the enemy warship before he fires another salvo of torpedoes.

The game goes on and on until an enemy torpedo destroys your starship (a lose message is displayed), or the enemy is destroyed (a win message is displayed).

### Battleship Cartridge

This game is played on a 13x5 matrix displayed on the TV screen as "A" thru "M" horizontally and "1" thru "5" vertically. Ships consist of 1 to 5 horizontal units: aircraft carrier = 5, battleship = 3, destroyer = 2, submarine = 1. 1 aircraft carrier, 2 battleships, 2 destroyers, and 4 subs are randomly placed invisibly in the matrix area. The game is initially played with 45 torpedoes. The player selects an area by a coordinate pair of digits and fires his torpedoes one at a time. A miss is recorded by placing a dash in the appropriate location on the screen; a hit places a zero. To win the game, all locations of a ship, and all ships must be hit before running out of torpedoes. A win message is displayed. If the player runs out of torpedoes before the last ship is totally destroyed, the game is over and a loss message is displayed.

### Bulcow Cartridge

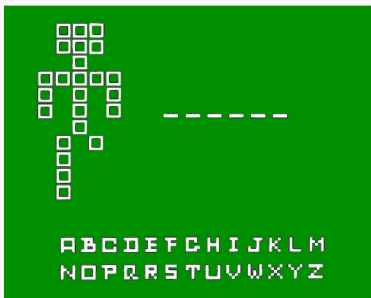
Each player (you and the computer) tries to guess a 5-digit number thought up by opposing player. A bull is scored for each correct digit in the correct position and a cow for each correct digit out of position. For example:

Mystery number 51340

Your guess 21734 scores 1 bull and 2 cows

## Even—Cybernetics Game Cartridge

An odd number of objects is placed in a row. You take turns with the computer picking up between one and four objects each turn. The game ends when there are no objects left, and the winner is the one with an even number of objects picked up. The computer starts out only knowing the rules of the game. Using techniques of artificial intelligence, it gradually learns to play from its mistakes until it plays a very good game. After approx. 20 games, the computer is a challenge to beat.



## Hangman Cartridge

The object of Hangman is to guess a mystery word that the computer has chosen. The computer uses a 300 word dictionary comprised of 100 four-letter, 100 five-letter, and 100 six-letter words. At the start of the game, the computer displays the alphabet and 4, 5, or 6 dashes to indicate how many letters are in the mystery word. The player then selects a letter from the alphabet. If the chosen letter is in the mystery word, it is displayed in the correct position(s) and play continues. For every wrong letter guess, a different portion of a "man" is displayed on the left portion of the screen. Play continues until the mystery word is correctly spelled or until the "man" is completely displayed. Six wrong guesses will "hang the man."

## Hex Pawn Cartridge

The game is played on a 3×3 grid, each player (you and the computer) has 3 pawns on his side of the grid. The pawns move in a similar manner to chess. The program learns by elimination of bad moves. This successfully makes the machine a better opponent. The philosophy behind this game leads to other cybernetic games in which the computer "learns" as it plays.

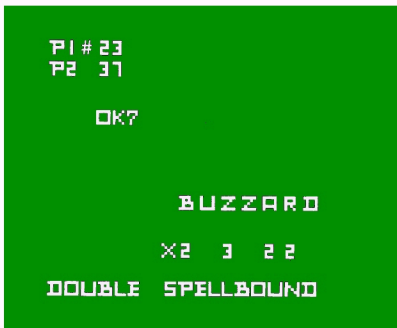


## Jumble Cartridge

Jumble is a variation of the popular scrambled letters word guessing game. Words can be from four through six letters which are selected and jumbled by the computer randomly. Should the same word be selected by the computer at another time, it is likely to have the letters jumbled in a different order. The first player to unscramble the jumbled word will be awarded a variable number of points, with more points awarded for an early guess. The first player to reach ten points wins the game.

## Munch Cartridge

Game for 1-4 players on a 12 (horizontal) × 5 (vertical) grid. A poison "P" square is positioned in the upper left-hand of the cookie grid. Each player, in turn, munches a piece of the cookie avoiding the poison square. To munch the cookie, the player selects a row and column after which all the squares on the row and column selected and the squares below and to the right of the selection disappear. The victor is the player that survives.



## Spellbound Cartridge

Spellbound is a word game in which each of two players, in turn, is randomly dealt a "tray" of seven letters, on screen, by the computer. Using his control-unit, player #1, may elect to either form a word or discard any two of his letters when the message "DISCARD?" is displayed. If player #1 so chooses, he may discard by operating his "YES" button which causes the first (left-most) letter of his "tray" to flash. Operation of the "NO" button causes the next letter to flash and he may now decide to discard or retain it. This sequence continues until he has chosen two letters to discard. (The computer will provide two additional random letters after the second player's turn). After player #1's second discard, control reverts to player #2, who may elect to form a word or discard.

Points are awarded based on the letters used and their relative positions. The computer randomly assigns letter and word



multipliers for each round, keeping track of each player's score and displaying them in the upper left of the screen. In the example above, using a "Z" over the X3 awards 30 points instead of the single letter value of 10 for "Z". The word multiplier is also random and may be "SINGLE", "DOUBLE" or "TRIPLE". It appears in the lower left of the screen. In the example above, the word "BUZZARD" has a "DOUBLE" word score of 106 points. Prior to awarding the point value, the opposing player is asked to verify the assembled word. Upon verification, the player's score is adjusted and he is given the opportunity of discarding two of the letters in the assembled word. These two letters are replaced, randomly, by the computer after the opponent has concluded his round. The first player to accumulate 200 points wins the game.

## Strategy Cartridge

Strategy is a 1-4 player dice game. If less than 4 players are selected, the computer may also play against the other players. The object of the game is to accumulate the highest score possible on your score card. The score card consists of 13 categories and a bonus section. The categories are as follows: ones, twos, threes, fours, fives, sixes, three of a kind, four of a kind, full house, small straight (i.e. 1, 2, 3, 4), large straight (i.e. 1, 2, 3, 4, 5), chance, and strategy (five of a kind).

Points are scored by rolling five dice (computer simulated) and totalling the resulting score in an unused category on your card. Players take turns "rolling dice" and scoring points until every category on the score card is filled. At the end of the game, scores are automatically totalled and displayed. Each player's turn consists of up to 3 rolls of the dice from 1 to 5 dice. Scoring for the categories is as follows:

Ones = Total of dice equal to 1

Twos = Total of dice equal to 2

Threes = Total of dice equal to 3

Fours = Total of dice equal to 4

Fives = Total of dice equal to 5

Sixes = Total of dice equal to 6

3 of a Kind = Total of the 3 dice (3 sixes = 18)

4 of a Kind = Total of the 4 dice

Full House = 25

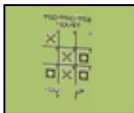
Small Straight = 30

Large Straight = 40

Chance = Total of all dice

Strategy = 50

One hundred bonus points are scored for every "strategy" after the first one.



Picture from S.O.E. Occitel 003 box  
(Sorry for the bad picture)

## Tic Tac Toe

Similar to the conventional game, but computer learns through successive plays.

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### 6.0) Contributors and Links

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Many thanks to these persons/publisher. If it wasn't for them & their info(s), this FAQ wouldn't exist!

- \* Nicolas Sapin (for pictures & infos about the Unisonic Champion 2711 - million thanks!!)
- \* Weekly Television Digest with Consumer Electronics Vol.17 (1977/Editorial & Business Headquarters)
- \* Mark Zenier (for posting the 1978 Gimini TV Game Circuits book scan on the "sci.electronics.components" newsgroup on June 10th, 2004)
- \* Fernando Ross (sold me a near mint Unisonic Champion 2711 with all carts!)

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Thanks for reading the Unisonic Champion 2711 F.A.Q. and see you in the next version !!

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