

The Official

CARNIVAL[®]

by SEGA[®]

CARTRIDGE INSTRUCTIONS

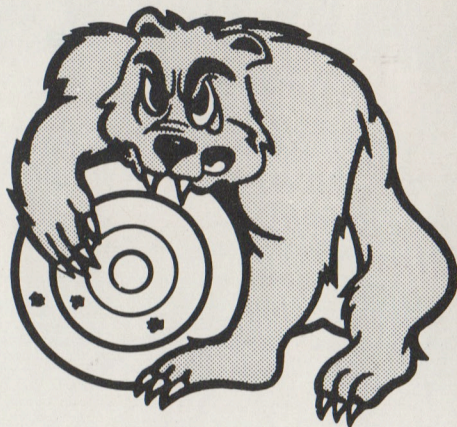
For use with Intellivision[®] or Intellivision[®] II
Master Component



- For one or two players
- Select from four skill levels
- For color TV only

COLECO

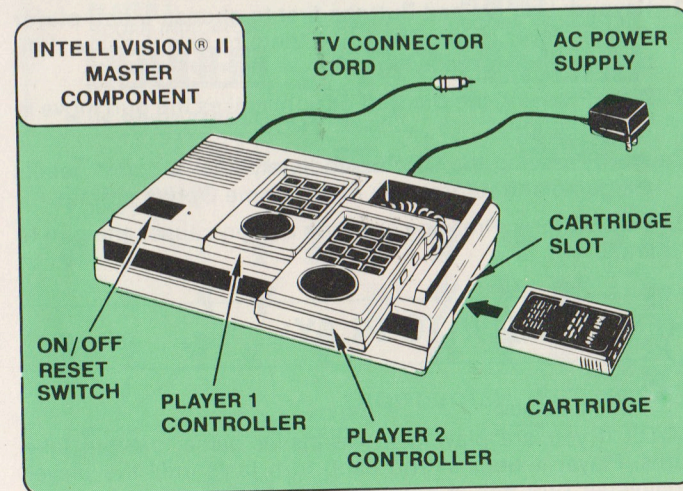
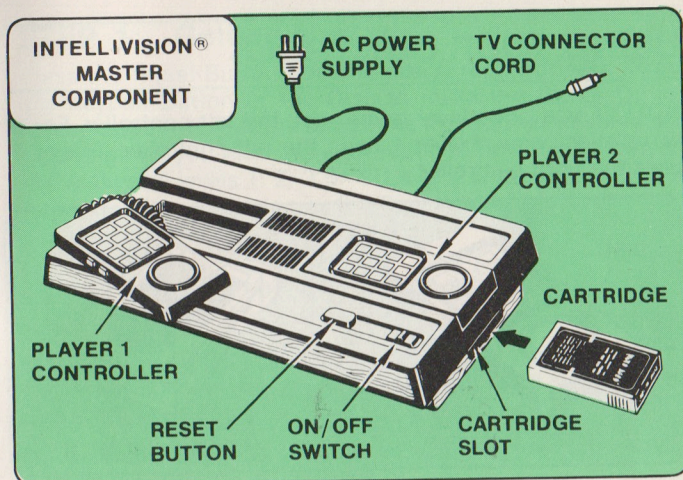
GAME DESCRIPTION



Step right up and prove your skill at hitting targets in this exciting carnival shooting gallery. Build up your score with good aim and a careful choice of targets, but watch out for the bullet-eating ducks!

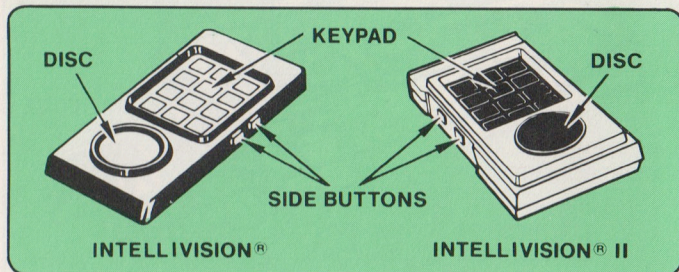
GETTING READY TO PLAY

- Make sure the Master Component is connected to the TV and power supply is plugged in.
- TV should be on and tuned to the same channel as the Channel Select Switch on the console.
- **MAKE SURE THE MASTER COMPONENT IS OFF WHEN INSERTING CARTRIDGE.** Fully insert cartridge, with label facing up, to the indicator marks on both sides of label. Turn **OFF/ON** switch to **ON** after cartridge has been inserted.



USING YOUR CONTROLS

NOTE: For a one-player game, use the left controller. For a two-player game, Player 1 uses the left controller; Player 2 uses the right controller.



Using the Disc and Buttons for CARNIVAL™

1. **Keypad:** Use Keypad Buttons first to choose a one-player or two-player game. Then use them to select game difficulty and to start playing.
2. **Disc:** Pressing the Disc left or right makes the gun move in that direction.

Caution: Pressing the Disc immediately after a game resets the game and returns you to the Game Option screen.

3. **Side Buttons:** Pressing any Side Button causes the gun to fire.

HERE'S HOW TO PLAY

STEP-BY-STEP INSTRUCTIONS

NOTE: If you are playing a two-player game, players take turns. Player 1 begins, and each turn lasts until the player completes one set of screens (Carnival screen and Bear screen) or is eliminated by running out of bullets.

STEP 1: Getting started.

Press the Reset Button and the title screen appears. Press any Keypad Button or the Disc to make the Game Option screen appear. Follow the directions that appear to select the type of game you want. You can choose from 1 or 2 players and from skill levels 1, 2, 3 or 4. Level 1 is the easiest. Then press any Keypad Button or the Disc to start playing.

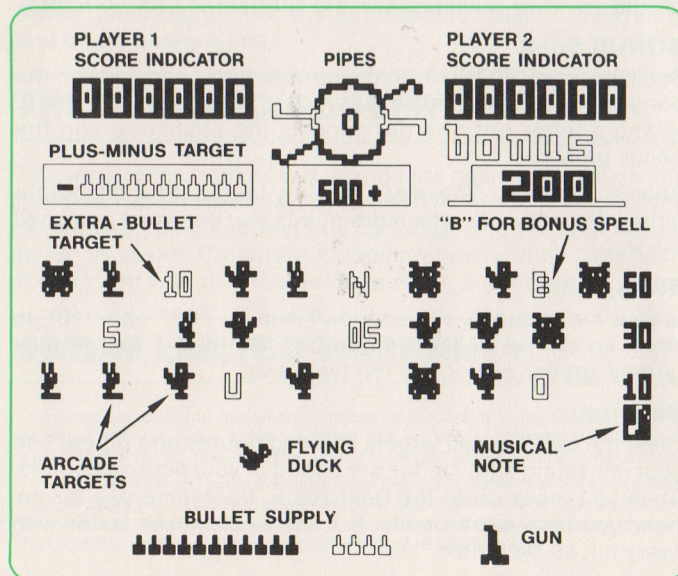
STEP 2: Fire away!

Rack up points by firing bullets at moving targets:

- White Rabbits
- "BONUS" Letters
- Red Owls
- Yellow Ducks
- Extra-Bullet Numbers

But be careful how you aim. Your bullet supply is limited. Each player's game ends when that player runs out of bullets.

NOTE: Hitting the Musical Note will silence the music. Hitting it again will turn the music back on.



STRATEGY

Ducks Bite the Bullets

Watch out! A surviving duck may fly down from the bottom target row to eat ten of your bullets.

Pipe Dreams

Knock out the pipes by aiming for their bowls. But be accurate. The pipe value shown below the wheel decreases with every shot that misses!

Special Strategy: Knock out the pipes early in the game. If any pipes remain on the wheel when you work at hitting the moving targets, ducks, ducks, and more ducks start coming out!

Win Some — Lose Some

Score extra points or bullets by hitting the changing target at left. But look out! If the minus sign appears when the target is hit, the points or bullets shown are subtracted from your total.

BONUS Spell

Spell the word "BONUS" in the correct order and you win the bonus points shown below the word at right. But keep sharp! Hitting a letter out of order cancels the chance to win the bonus points.

Special Strategy: The more moving targets you hit before hitting the letter "B," the more points you get when you spell the word.

Stockpiling

Is your bullet supply running low? Aim for "05" and "10" to stock up on five or ten shot credits. But hurry! Extra-bullet targets appear only in the top two rows.

Bear Up!

Clear the gallery of all targets (moving figures and pipes) and your remaining shot credits are added to your score as points. Then you move on to the Bear Rack. Each time you hit the bear, you earn extra points. But the bear moves faster with every hit, so be quick!

SCORING

Target point values are shown onscreen.

You receive sixty shots at the start of the game: yellow bullet-symbols equal five shots and blue bullet-symbols equal one shot.

Total pipe value starts at 500 (Level 1) and decreases with every shot that misses a pipe.

Moving target values are shown to the right of each row.

"BONUS" target value starts at 200 (Level 1) and increases with every target that is hit, but stops increasing when any letter is hit.

The bear is worth 50 points each time it is hit.

Game Malfunction

If your game malfunctions, press Reset to "clear" the system and begin a new game.

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing CARNIVAL®, but it is only the beginning! You'll find that this cartridge is full of special features to make CARNIVAL® exciting every time you play. Experiment with different techniques — and enjoy the game!

90-DAY LIMITED WARRANTY

Coleco warrants to the original consumer purchaser in the United States of America that this video game cartridge will be free of defects in material or workmanship for 90 days from the date of purchase under normal in-house use.

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at its authorized Coleco Service Station. This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism, or misuse.

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If your cartridge requires service after expiration of the 90 days Limited Warranty period, please call Coleco's toll-free service hotline for instructions on how to proceed: 1-800-842-1225 nationwide.



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