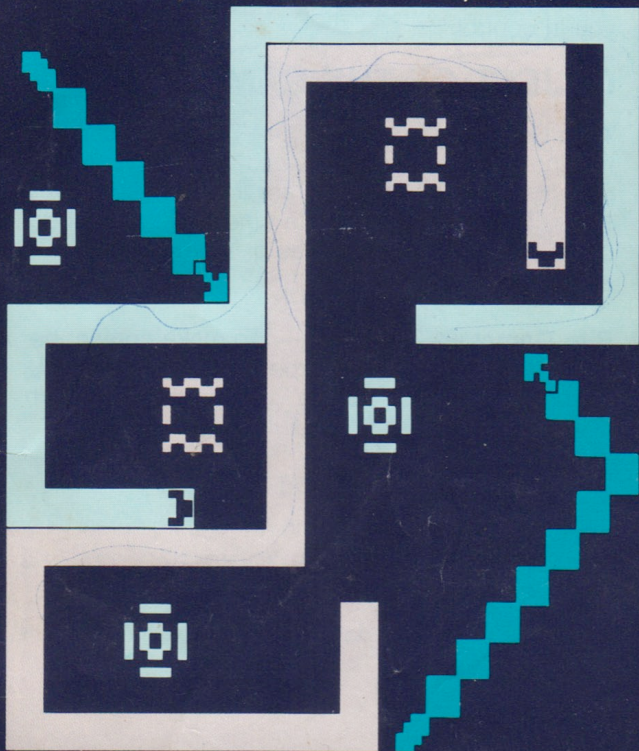


MATTEL ELECTRONICS®

Intellivision™ Intelligent Television

SNAFU™

CARTRIDGE INSTRUCTIONS
(FOR 1 OR 2 PLAYERS)



(FOR COLOR TV VIEWING ONLY)

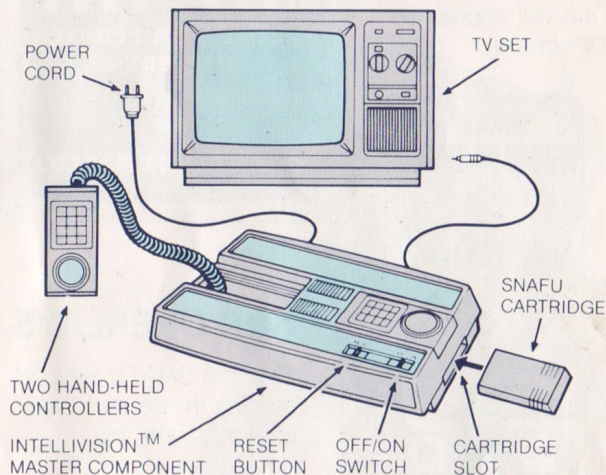
The contest is on! Create a maze to corner your opponents...before you are cornered yourself. Split-second reflexes keep your trail in motion — while blocking your opponent and/or the computer in a trap from which there is no escape. Or direct a hungry serpent after your opponent, and bite his tail off before he bites yours. It's a twisting tangle which only the swift survive. 16 game variations put you in control.

OBJECT OF THE GAMES

Trap Games (12 variations) — To keep your trail moving without colliding — and to block your opponents' trails so that they are forced into collisions. Trails that collide with others, with the edge of the picture, with obstacles or themselves are eliminated.

Bite Games (4 variations) — To make contact between the head of your serpent and the tail of your opponent's serpent, "biting" off one link with each contact. The winner is the surviving serpent.

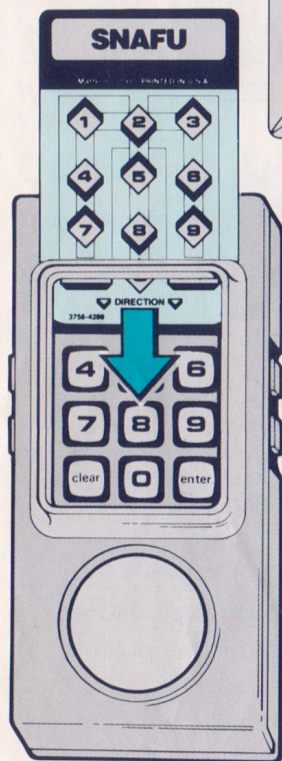
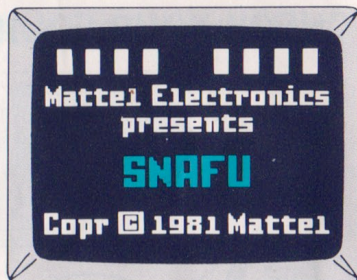
CHECK YOUR EQUIPMENT



MAKE SURE

- MASTER COMPONENT is connected to TV set and power cord is plugged in.
- ANTENNA SWITCH BOX is set at GAME.
- TV set is plugged in and properly adjusted.
- SNAFU CARTRIDGE is placed in the slot and firmly engaged.
- OFF/ON Switch is turned on.

PRESS RESET
BUTTON:
Title will appear on
TV screen:



ADD OVERLAYS

Find the SNAFU keypad overlay in the cartridge package with this booklet.

Remove Hand Controller from the console.

Insert overlay into the Hand Controller. Make sure the overlay fits tight and is all the way in. The overlay will be your visual guide in the SNAFU game.

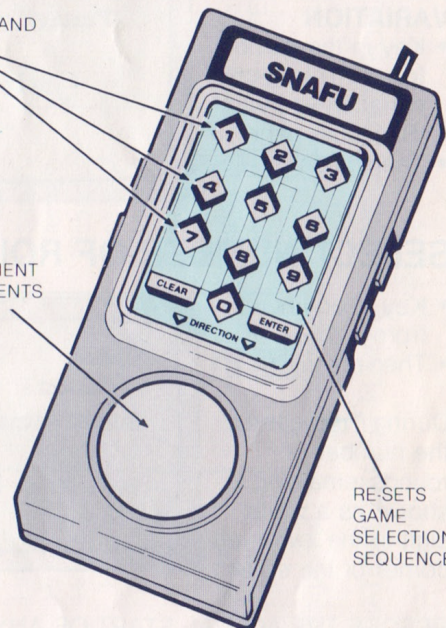
HAND CONTROLLER



EXAMINE YOUR CONTROLS

SELECTS GAME AND
NUMBER OF
ROUNDS

DIRECTS MOVEMENT
OF TRAILS/SERPENTS



RE-SETS
GAME
SELECTION
SEQUENCE

WHEN YOU SEE THE GAME TITLE, SELECT YOUR
GAME SPEED.

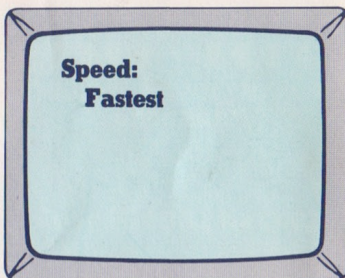
- Fastest — Press Disc.
- Medium Fast — Press Key 1.
- Medium — Press Key 2.
- Slow — Press Key 3.



TRAP GAMES

PICK YOUR GAME VARIATION

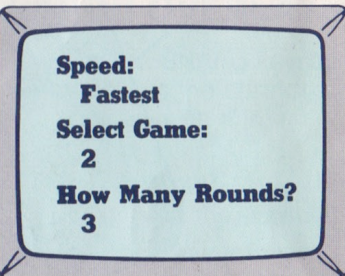
- Key in the number for the Trap game variation you want. (See table, page 5.)
- Then press **ENTER**.



SELECT NUMBER OF ROUNDS

- Key in any number from 1 to 99.
- Then press **ENTER**.

During Trap games, the number of rounds remaining is shown as a white digit in the lower left corner of the screen.



BEFORE THE ACTUAL START OF ANY GAME, YOU CAN RETURN TO THE TITLE FRAME AND START OVER BY PRESSING ANY SIDE BUTTON ON EITHER HAND CONTROLLER.

GAME VARIATION	MOVEMENT	NUMBER OF TRAILS	TRAILS (AFTER HIT)	OBSTACLES
1	H/V	4	Disappear	NO
2	H/V	4	Remain	NO
3	H/V	2	Disappear	NO
5	H/V/D	4	Disappear	NO
6	H/V/D	4	Remain	NO
7	H/V/D	2	Disappear	NO
9	H/V	4	Disappear	YES
10	H/V	4	Remain	YES
11	H/V	2	Disappear	YES
13	H/V/D	4	Disappear	YES
14	H/V/D	4	Remain	YES
15	H/V/D	2	Disappear	YES

H = Horizontal V = Vertical D = Diagonal

ALL GAME VARIATIONS CAN BE PLAYED BY ONE OR TWO PEOPLE.

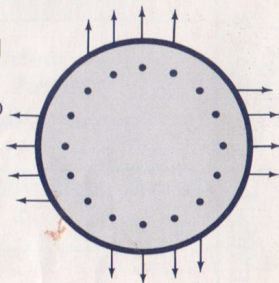
HOW TO PLAY TRAP GAMES

The only control you use is the Direction Disc. The left hand controller directs the Red trail; the right hand controller directs the Blue trail. Yellow and Tan trails are directed by the computer.

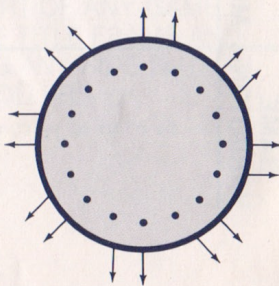
If you do not touch one Direction Disc, the computer will direct that trail. Once you touch a Disc, YOU have control of that trail for the rest of the round.

DISC CONTROL POINTS

In game variations where there is only Horizontal and Vertical movement, use these places on the Disc to direct your trail...



In game variations where there is Horizontal, Vertical **and** Diagonal movement, use these places on the Disc to direct your trail...



After a game first starts, the computer randomly selects the direction in which your trail starts to move. Trail responds to your pressure on the Disc after it has moved one square.

Your trail will not respond if you try to change direction to the exact opposite of your present movement, since this would cause you to have a head-on collision with yourself.

GAME STRATEGY

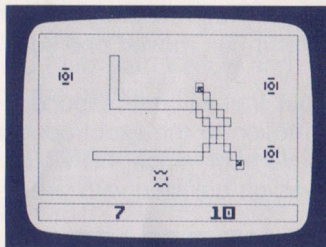
Direct your trail so that it always has room to keep moving freely. At the same time, try to block your opponents so that they are forced into a collision. If a trail collides with the edge of the picture, with an obstacle, with another trail or with part of itself, it is eliminated from the round. Depending on game variation, eliminated trails may disappear or remain on screen as additional obstacles.

OBSTACLES

In game variations where obstacles occur, these appear as different colored objects scattered about the screen. The computer randomly sets the number and position of obstacles for each round of a game with this variation.

DIAGONAL MOVEMENT

In game variations that allow diagonal movement, you can cross a diagonal trail **when moving diagonally yourself. However**, the intersection must be between links, like this:



If you are about to crash, you will hear a BEEP one square before collision. Blue trail will be warned with a HIGH beep. Red trail will be warned with a LOW beep.

SCORING

When a trail collides and is eliminated, all other surviving trails are awarded one point. If two trails collide simultaneously, both are eliminated and neither receives a point. Any other surviving trails, however, receive two points. Points are accumulated throughout the number of rounds set at the beginning of the game (up to 99). Points are displayed along the bottom of the screen, in the color of the trails.

MUSIC

The computer music lets you know that the current round of play has reached the "showdown" stage — a battle between the last two existing trails. If

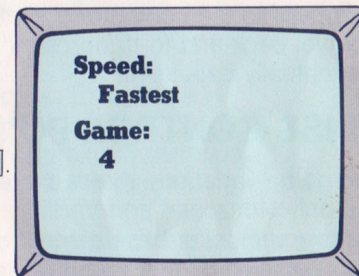
you are playing a 2-trail variation of the game, you will hear the music throughout the entire round of play. Music also signals you when the game is over.

AT THE END OF A GAME, YOU CAN RETURN TO THE TITLE FRAME TO START OVER BY PRESSING ANY SIDE BUTTON ON EITHER HAND CONTROLLER.

BITE GAMES

PICK YOUR GAME VARIATION

- Key in the number for the Bite game variation you want. (See table below.)
- Then press **ENTER**. Game starts immediately.



GAME VARIATION	MOVEMENT	OBSTACLES
4	H/V	NO
8	H/V/D	NO
12	H/V	YES
16	H/V/D	YES

H = Horizontal V = Vertical D = Diagonal

ALL BITE GAME VARIATIONS ARE 2-PLAYER GAMES, WITH 2 SERPENTS.

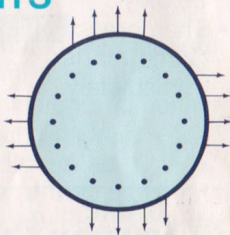
BEFORE THE ACTUAL START OF ANY GAME, YOU CAN RETURN TO THE TITLE FRAME AND START OVER BY PRESSING ANY SIDE BUTTON ON EITHER HAND CONTROLLER.

HOW TO PLAY BITE GAMES

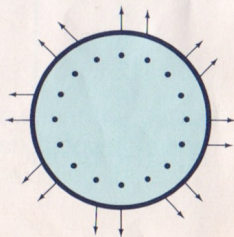
The only control you will use is the Direction Disc. Left hand controller directs the Red serpent; right hand controller directs the Blue serpent. BITE GAMES ARE 2-PLAYER GAMES. If you leave either serpent to the computer's control, that serpent will travel back and forth across the screen until it eventually eats itself.

DISC CONTROL POINTS

In game variations where there is only Horizontal and Vertical movement, use these places on the Disc to direct your serpent...



In game variations where there is Horizontal, Vertical **and** Diagonal movement, use these places on the Disc to direct your serpent...



When game starts, computer randomly selects the direction of movement for both serpents. Serpents respond to Disc direction after they have moved one square.

GAME STRATEGY

Maneuver your serpent to make contact between the head of your serpent and the end of your opponent's serpent's tail, "biting" off one link. Each serpent starts with 10 links. A serpent can grow a new link (up to a maximum length of 20), if it is not bitten within a certain length of time. The time required to grow a new link depends on the speed at which you are playing.

Fast speed — approx. 20 seconds

Medium Fast speed — approx. 27 seconds

Medium speed — approx. 33 seconds

Slow speed — approx. 40 seconds

If a serpent runs into the edge of the picture and doubles back on itself, it will lose one link. Display at the bottom of the screen shows how many links each serpent has left. The game is over when a serpent loses all its links. The winner is the surviving serpent.

OBSTACLES

In game variations where obstacles occur, these appear as different colored objects scattered about the screen. The computer randomly sets the number and position of obstacles for each game with this variation. If a serpent runs into an obstacle, it will change direction of movement.

COMPUTER MUSIC SIGNALS YOU WHEN THE GAME IS OVER. AT THE END OF A GAME, YOU CAN RETURN TO THE TITLE FRAME TO START OVER BY PRESSING ANY SIDE BUTTON ON EITHER HAND CONTROLLER.

90 DAY LIMITED WARRANTY

Mattel Electronics warrants to the original consumer purchaser of any cartridge or cassette it manufactures that the product will be free of defects in material or workmanship for 90 days from the date of purchase. If defective, return the product along with proof of the date-of-purchase to either your local dealer or, postage prepaid, to:

Mattel Electronics Repair Center
5000 West 147th Street
Hawthorne, California 90250

for repair or replacement. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, misuse or abuse.



HOW TO ORDER YOUR REPLACEMENT OVERLAYS

NOTE: SEPARATE CARTRIDGES ARE NEEDED FOR THE PROGRAMS LISTED BELOW.

Complete the order form below and mail it with your check or money order for \$1.25 per set of 2 overlays. California residents add 6% sales tax. Address check or money order to Mattel Electronics, Box 2350, Hollywood, CA 90025. Allow 4-6 weeks for delivery. Offer subject to availability.

Mark quantity ordered

BOWLING _____ sets
SOCCER _____ sets
LAS VEGAS ROULETTE _____ sets
ELECTRIC CO. MATH FUN _____ sets
ELECTRIC CO. WORD FUN _____ sets
FOOTBALL _____ sets
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1113-4289 _____ sets
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1817-4289 _____ sets
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1816-4289 _____ sets

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Amount enclosed _____

Total sets ordered _____

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MATTEL ELECTRONICS®
IntelliVision™
Intelligent Television



Other electronic games
available from Mattel Electronics.
Look for them!

SNAFU™

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▼ DIRECTION ▼

3758-4289