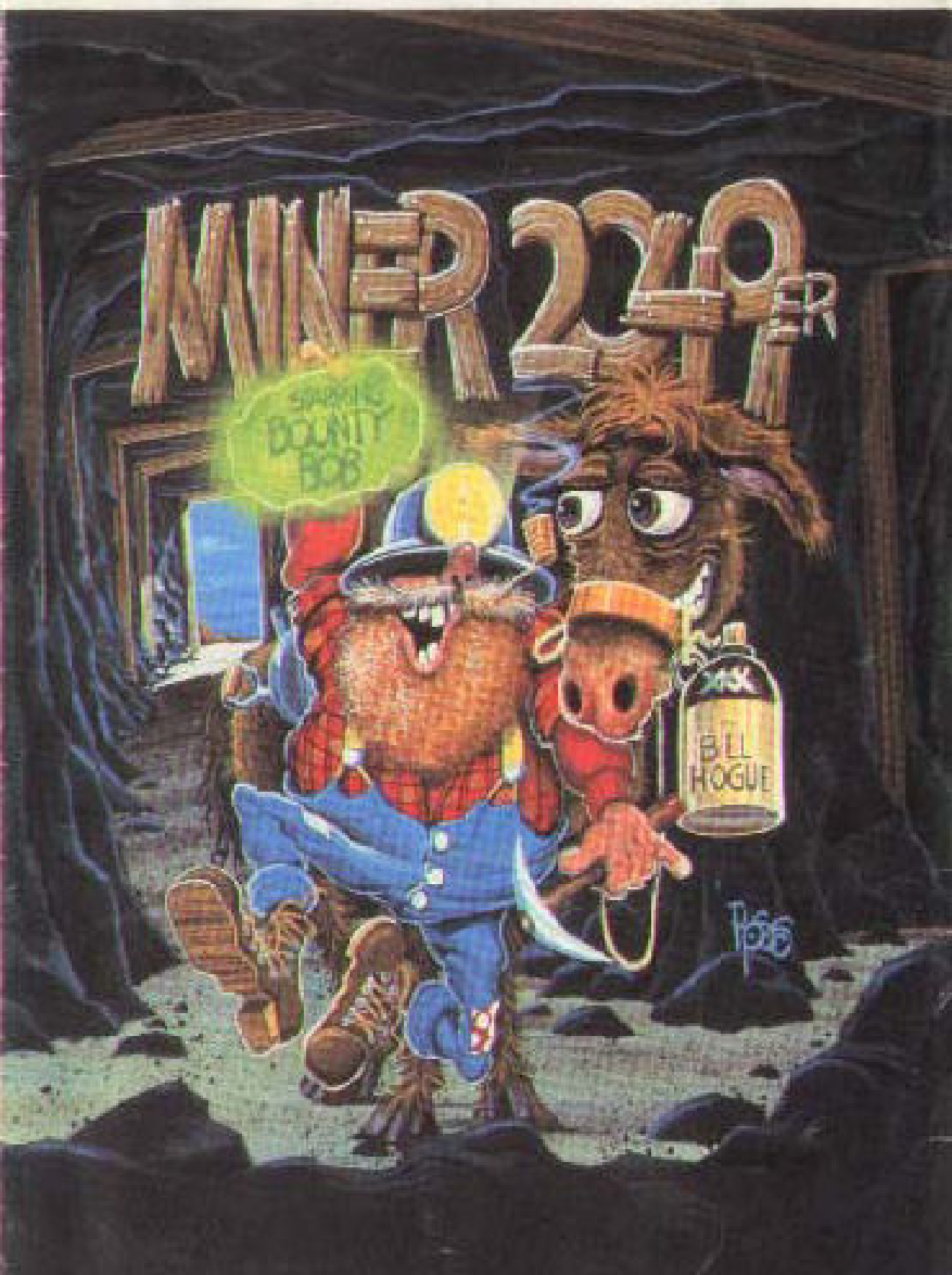


**FIGERVISION™**

7-008

# INSTRUCTIONS



## INTRODUCTION:

The cleaning woman was diligently dusting the Hall of Fame wall in the office of Headmaster Mourtly Monty. Monty was quietly doing the boring paperwork that all mourties must attend to. "Excuse me Sir, but why is there a big black wreath around this one picture?" inquired the cleaning woman. Slowly removing his glasses, he looked up and studied the picture she was referring to. "That is the famous mourtly "Bounty Bob" answered Monty. "Bounty Bob was considered by all to be the most loyal, heroic, and charismatic mourtly that our province has ever known."

The cleaning woman was entranced. "Well, if he was so wonderful, then what is that blooming black wreath doin' up there?"

Monty reclined back in his chair as he said, "We sent ol' Bounty out one wintery day to find Yukon Yohan, a ruthless and conniving fur trapper from Sweden."

The cleaning woman gulped. Nervously, she asked "What was this evil sime of a man wanted for?"

A blank stare appeared on Mourtly Monty's face. In a whisper he muttered, "Murder".

The cleaning woman was horrified. "Did Bounty Bob ever find this Yohan fellow?" she wondered.

"Apparently he did" replied the headmaster. "We found his dogsled stopped outside an abandoned uranium mine once owned by Nuclear Ned. Two sets of tracks led into the mine. We followed them into the dark passages of the mine when suddenly there was a massive explosion. A huge cave-in occurred. We were barely able to escape with our lives."

"Whatever happened to Mr. Bob? Was he ever found?" asked the mystified cleaning woman.

"No" answered Monty. "He's still in there looking for Yukon Yohan. Old Nuclear Ned was a survivalist and stocked up on supplies so Bounty Bob won't have to worry about food . . . if he survives the radiation."

YOU CONTROL BOUNTY BOB IN HIS TRAVELS THROUGHOUT THE MINE AS HE ATTEMPTS TO CAPTURE YUKON YOHAN. YOU MUST "CLAIM" ALL OF THE VARIOUS MINE STATIONS. CUTE BUT DEADLY MUTANT ORGANISMS PRANCE CASUALLY THROUGHOUT THE MINE. ANY CONTACT WITH THEM IS FATAL. TO AVOID CONTACT SIMPLY STAY AWAY FROM THEM, OR HOP OVER THEM IF YOU'RE FAST. SCATTERED THROUGHOUT THE MINE ARE VARIOUS ARTICLES THAT HAVE BEEN LOST BY PREVIOUS MINERS. CAPTURE THEM BY TOUCHING THEM AND YOU WILL BE AWARDED POINTS. ADDITIONALLY, THE MUTANT WILL CHANGE COLOR INTO A HAPPY CREA-

TURE THAT IS NOW EDIBLE. QUICKLY RUN INTO THEM BEFORE THEY RETURN TO THEIR DEADLY FORMS AND YOU WILL ELIMINATE THEM AND SCORE POINTS.

WHENEVER YOU WALK ALONG SECTIONS OF FRAMEWORK IN THE MINE THE SECTIONS IMMEDIATELY UNDER YOUR FEET WILL TURN SOLID. TO ADVANCE TO THE NEXT STATION YOU MUST "CLAIM" ALL SECTIONS OF THE FRAMEWORK. MISSING EVEN ONE SECTION WILL PREVENT YOU FROM ADVANCING TO THE NEXT STATION.

At the top right of your display is the "Miner Timer". This timer indicates how much time you have remaining to finish the station. When it counts down below a safe level, it will warn you by flashing and beeping. If it reaches zero, your miner dies instantly. If you finish the station before it reaches zero you then receive the number of points that it shows.

### **GAME OBJECTIVE:**

Using the joystick control maneuver Bounty Bob through the mine gathering the blocks of ore, old miner possessions and killing the mutants which scores points. The faster you can gather all the "ore" on each level, the more bonus points you will score as you are working against the clock. Use the push button on the joystick to jump Bounty Bob across open mine shafts.

**IMPORTANT:** Make sure the console unit is turned "off" before inserting or removing the game cartridge.

**NOTE:** This is a "One Player" game only. There is no skill selection. Game play of Miner 2049er is totally progressive based on your playing skill.

### **GAME SELECTION:**

First insert the cartridge into the game console. Turn the game console to the "On" position. Bounty Bob's theme song can be heard. The video will display alternately three different mine shafts. Press the reset button to start the game.

### **HOW TO PLAY: THE SLIDES (Screen 1 Level 1)**

The "Miner" has to collect all the chunks of "uranium ore" by skillful use of the slides, ladders and jumping of the open mine shafts. Avoid the "Mutants" by becoming energized with the old miner's possessions to kill the mutants or by jumping over them. Old possessions of previous miners have been left on the first, middle and top levels of the mine. The first level (bottom) is a "Lunch Box", the middle level is a "Tool Box" and the top level is a "Cup". When you obtain one of these old possessions, the

"Mutants" become harmless (yellow in color) and can be killed scoring points. You are working against the "Time Clock", upper right corner of the screen. When you gather all the "ore" anything left on the clock will become bonus points on the scoreboard (upper left corner of the screen). You may only progress to the second screen by clearing the entire "Slides" screen.

**NOTE:** You can fall one level through an open mine shaft in Screen One and Screen Two without being killed.

## HOW TO PLAY: THE TRANSPORTERS

### (Screen 2 Level 1)

You advance to this game by mining all the "ore" in Screen One. In this screen you can use the "Transporters" (middle of screen) to reach different levels of the mine. Use your joystick to move up or down the transporters. Beware of the "Mutants" by gathering old miners' possessions: tool box (bottom level), cup (middle level), oil lamp (upper level) to kill them or by jumping over them. Gather all the "ore" in this screen to advance to the next screen, Game 3.

## HOW TO PLAY: THE CANNON

### (Screen 3 Level 1)

Go into the TNT hut and load the cannon with as much TNT as you need to shoot yourself to any level of the station you want! After selecting the amount of TNT move Bounty Bob into the cannon. Press the fire button to propell yourself to the desired level. Six aliens await you on this station. With no possessions but the TNT to get, munching the aliens is impossible! One last warning: do not overload the cannon!!

**NOTE:** Due to the radioactivity of the "uranium ore", the mutants, possessions, TNT, etc. have a slight shimmer (movement) in the mine.

## HOW TO PLAY: (Screens 1-3 Level 2)

All Level 2 screens are played without any possessions to help you kill the mutants. Therefore you must very carefully jump over the mutants to complete your mining. Also, in Screen 3 Level 2 less TNT is available.

## SCORING:

- o Block of uranium ore — 2 points
- o Mutants — 30 points
- o Possessions — 10 points
- o Bonus points — time left on clock

## GAME FEATURE CHART

Screen	Level	Possessions	Mutants
1	1	3	4
2	1	3	4
3	1	0	6
1	2	0	4
2	2	0	4
3	2	0	6

# TIGERVISION™

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