

Carnival.txt

Coloco  
CARNIVAL  
Cartridge Instructions  
For use with Intellivision or Sears Super Video Arcade.

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

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!

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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 THE 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.

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USING YOUR CONTROLS NOTE: For 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

Keypad: Use Keypad Buttons first to choose a one-player or two-player game. Then use the Keypad Buttons to select game difficulty and to start playing.

Disc: Pressing the Disc left or right makes gun move in that direction.

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

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

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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.

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

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.

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## 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.

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## Game Malfunction

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

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## THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to start playing CARNIVAL, but it is only the beginning! You will 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!