

Venture.txt

Coleco
VENTURE
Cartridge Instructions
For use with Intellivision or Sears Super Video Arcade.

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

GAME DESCRIPTION

Winky is deep inside a dungeon laden with incredible treasures but guarded by terrible monsters! Equipped with only a bow and arrows, he seeks the treasures as the monsters close in. Guide him through the dungeon chambers ... but don't stop to count your treasure until you're finished!

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. 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 them to select game difficulty and to start playing.

DISC : Tilting the Disc in any of its eight directions makes Winky move in the direction selected.

SIDE BUTTONS: Pressing any Side Button causes Winky to fire an arrow.

HERE'S HOW TO PLAY STEP-BY-STEP INSTRUCTIONS

NOTE: If you are playing a two-player game, players take turns. Player 1 goes first, and each turn lasts until the player's Winky is eliminated.

STEP 1: Getting ready for adventure. Press Reset and the Title Screen appears. Press any Keypad Button and the Game Option Screen appears. Choose a one- or two-player game by pressing Keypad Button 1, 2, 3 or 4 by pressing the corresponding Keypad Button, and then press the ENTER button and the Treasure Screen appears.

STEP 2: Down to the dungeon. After the Treasure Screen is shown, Winky appears in the dungeon hallway. All around him are treacherous Hallmonsters. Winky cannot shoot them, so stay clear!

STEP 3: Search and seizure. Move Winky into one of the dungeon chambers to capture the treasure within. Once inside, fire arrows at the attacking monsters. Remember - if Winky even touches a monster, living or dead, he's eliminated.

STEP 4: Off on a treasure hunt... Quick, explore every chamber before the Hallmonsters appear. Don't despair; when monsters force Winky to leave hastily, he can slip back in for another try at capturing the treasure.

But when he does, Winky has even less time to snatch precious treasure. The

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Hall monsters pursue him faster than before!

Once Winky has his treasure and leaves a chamber, he never can return.

STEP 5: Hidden dangers. Some chambers have special challenges. As soon as the Hall monsters move into the Wall Room, the treasure disappears. In other chambers, monsters appear and disappear at surprising times!

STEP 6: Deeper into the dungeon. When Winky has plundered treasure from all the chambers on a dungeon level, then Winky ventures to a deeper dungeon level.

SCORING Treasure 200 points (to start)
Chamber Monster 100 points (to start)

The farther into the dungeon you venture, the more points you earn for each treasure taken or monster eliminated.

Each player receives five Winkies per game. Every time you successfully complete a level, check the Treasure Screen to see how many Winkies you have remaining. A bonus Winky is awarded a player at multiples of 20,000 points.

THE FUN OF DISCOVERY

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