IMAGIC

BEAUTY & THE BEAST

GAME PROGRAM INSTRUCTIONS

Horrible Hank has run off with Tiny Mabel. She's Bashful Buford's girl. All of Lambville Falls is talking.

Now, Horrible Hank is a mean one. Eats hot buttered bricks for breakfast. Regular mountain of a man. He uses boulders instead of bowling balls. Carries them with him in his pocket, like paper clips. Bowls a strike every time. Small wonder.

Seems Tiny Mabel finally told him off. Everybody heard. That's when Horrible Hank grabbed her, and ran off.

Buford may be scrawny, but he's got spunk. He's cornered them up on the old Mutton Building. Buford jumps over those boulders Horrible Hank throws his way. He dodges birds and bats and leaps clean over rats – all to get his little love back.

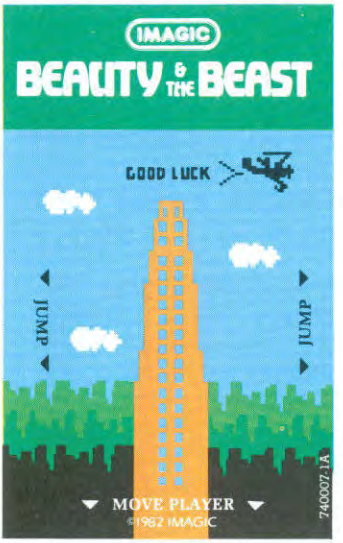
It's Bashful Buford to the rescue!
Horrible Hank has taken his Tiny Mabel, sweetest girl in three counties.
That Horrible Hank, he's something. Drinks alligator blood like most folks drink water. Crushes cars with one punch. (Your car? Best smile, and pay your premiums.) When Horrible Hank speaks, grown men faint. Paint peels off the walls.
Nobody messes with Horrible Hank.
Nobody, that is, until **now**.
Help Buford better that beast!
He's got to climb up through open windows. That old Mutton Building is rife with bats and rats and birds. Buford has to leap and lunge out of their way.
Horrible Hank throws his boulder balls. Some break. Buford has to beware of being beaned by them. It's just too awful, but he's got to save his Mabel.
She sends her heart out to him, sweet thing that she is. When he catches her encouragement, he's a new man. Why, he absolutely glows. For a little while, nothing can stop him.
Buford needs all the help you can lend him.
Take good care now, y'hear?

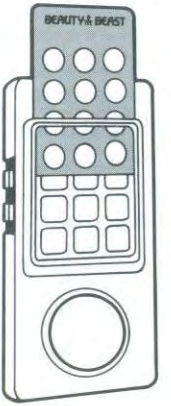
Console Controls

- Insert cartridge in right side of the unit, label up.
- Turn power switch to **on**.
  - The old Mutton Building will appear on your screen.
- To begin Beauty & the Beast action, press any side button, keypad button or the disk.
  - Horrible Hank, Tiny Mabel and Bashful Buford will appear on your screen.
- To begin action again at any point during play, press Reset button.
- To pause the action at any point during play, press keypad numbers 1 and 9 or 3 and 7 simultaneously.
  - Your screen will go blank.

  To resume action: press any keypad button, side button or the disk.
  - Action will resume exactly where you left off.

Note: Turn console **off** while your TV is still on and the cartridge is still in the unit. Do not remove the cartridge while the console is on.





- Remove left or right hand controller from console.
- Slip keypad cover securely into place over controller keypad.

- Press any side button to make Buford jump.
- Move Buford with disk.

Game Objectives

Earn the highest number of points you can!

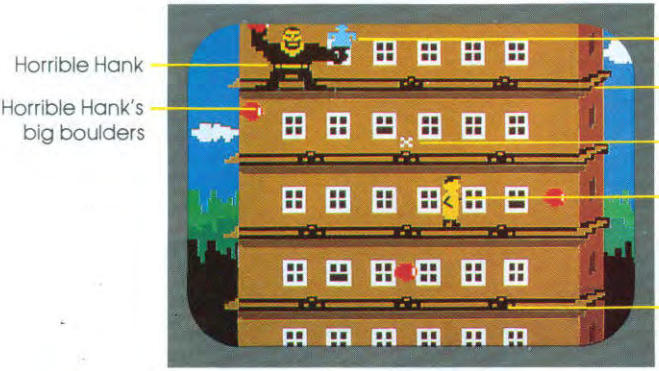
- Climb to the top of each section of the building by helping Buford crawl up through open windows.
- Avoid all obstacles, unless Buford catches a heart. Then tackle every boulder, bird, bat and rat you can while Buford glows.
- Complete as many buildings as is humanly possible.
- Game ends when Buford runs out of chances. Try again!

Game Play

- 1 player aids Buford on his strenuous quest. He can't manage without you!

The Climber

- Buford starts with 3 chances to reach Horrible Hank and Tiny Mabel.
  - He loses a chance when an obstacle hits him or he falls.
- Buford can gain up to 6 chances.
  - If Buford reaches Horrible Hank and Tiny Mabel, he'll gain 1 extra chance every other time he reaches them on the first five buildings he climbs. A total of 5 bonus chances per building is possible.
  - Beginning with the sixth building, chances are fewer and farther between: he earns an extra chance every fourth time he reaches Horrible Hank and Tiny Mabel. Two bonus chances per building are possible.



- Move Buford back and forth in front of the Mutton Building and across its treacherous ledges. He's looking for open windows to shimmy up.
  - To move Buford left: press left edge of disk.
  - To move Buford right: press right edge of disk.
  - To make Buford stop: take hand off disk.
- When Buford finds an open window, boost him up through it. He'll reach the next floor.
  - To move Buford up: press top of disk.
  - To move Buford down: press bottom of disk.
- Only one window will open at any one time on a floor.
  - Buford must be directly in front of an open window in order to clamber up through it.
  - He must be directly over a window in order to descend.
  - Careful! If a window closes while Buford is going through it, he'll fall to the bottom of the section of the building he's currently climbing.
  - Buford can pause between floors while climbing:
    - To pause: take finger off disk.
    - To continue climbing: press top of disk.

Awkward Obstacles

As Bashful Buford edges up toward his goal, he contends with:

boulder

bat

rat

bird

If any critter or boulder touches Buford:

- He falls to the bottom of the section of building he's climbing.
- Buford loses 1 precious chance to save his Mabel.

About Boulders:

- Horrible Hank's boulders not only roll, they also fall.
- Each ledge has 3 bumpers.
- When a boulder hits a bumper, it can roll in the opposite direction, or fall to the floor below.
- When boulders fall, some break in two.

Buford has got to keep his wits about him!

Buford has to watch those birds and bats, too.

- He races to find the two areas on the ledge where birds and bats will fly over him.
- If he's in the middle of the ledge, he can climb up or clamber down through open windows in order to avoid them.

Buford can leap over rats and boulders.

- To make Buford jump, press any side button.
- Buford takes a longer leap the farther he's walked in the same direction along the ledge.
- Watch it! Too long a leap and Bashful Buford may fall.
  - If Buford walks off the left or right side of the building:
    - He falls to the very bottom of the Mutton Building.
    - Buford loses one chance.

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HOTEL

Her Precious Love

Tiny Mabel sends her heart out to her humble hero.
Bashful Buford tries to capture every heart he can.
When he does, you'll hear "their song."

- Buford catches a heart: he earns 50 points.
- He glows for a little while. He becomes invincible.
- He chases boulders, bats, birds and rats.
- Buford earns 50 points for every boulder he squashes, rat he stomps, bird he batters or bat he bops while he glows.

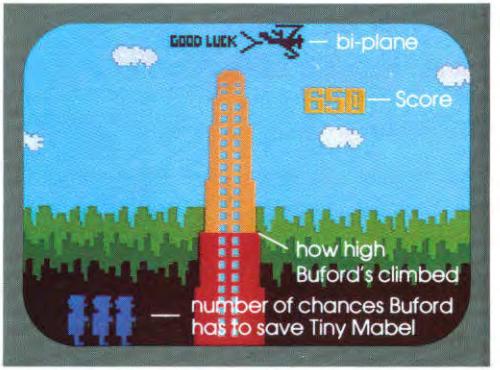
The Mutton Building

Buford's got a-ways to climb.
A complete building consists of 11 sections of 4 floors each.

- Each time Buford gets near enough to touch Horrible Hank and Tiny Mabel, Horrible Hank carries her higher, until they reach the top.
  - Bashful Buford gets near Horrrible Hank and Tiny Mabel: he earns 100 points.
- The building gets narrower as they climb toward the top.
  - Careful! Those ledges get mighty skimpy.

When Buford succeeds in climbing the section of floors he's scaling:

- Screen shifts to overview of the Mutton Building. (Courtesy of station TWID.)



The screen:

- The building is tinted red to show how high Buford has climbed.
- The number of complete buildings Buford has conquered appears at lower right of screen.
- Your score appears at upper right of screen.
- The little blue figures on the lower left show how many chances Buford has remaining.
- A bi-plane buzzes by and tells you how you and Buford are doing.

When Buford reaches the top of the building:

- It will be completely red.
- He earns 500 points.
- Horrible Hank drops like a rock to the bottom of the building.
- Tiny Mabel and her hero wave.
- A bi-plane flies past and carries them to safety.
- Once they take off, the building returns to its original color.

Don't stop now! See how many buildings you can help Buford struggle up. The more buildings Buford scales, the tougher the going gets.

- Boulders split and make the climb doubly dangerous.
- Rats, birds and bats multiply and make it even trickier to survive.
- You get fewer chances to rescue Mabel.

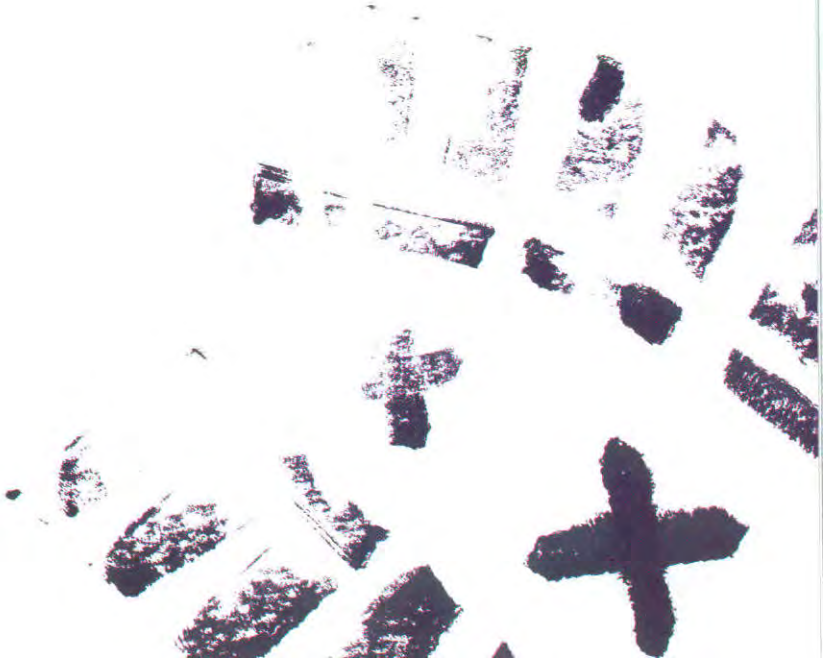
Scoring

Help Buford and score big points.

- Catch Tiny Mabel's heart: earn 50 points.
- While glowing, squash a boulder, stomp a rat, batter a bat or bop a bird: earn 50 points each.
- Get near Horrible Hank and Tiny Mabel at the top of each section of the building: earn 100 points.
- Rescue Tiny Mabel from the clutches of Horrible Hank at the very top of each building: earn 500 points.

Tips

- Don't let Buford linger under bumpers. A boulder may bash him. Bad news.
- Hurry up! The longer Buford takes, the more obstacles he'll encounter.



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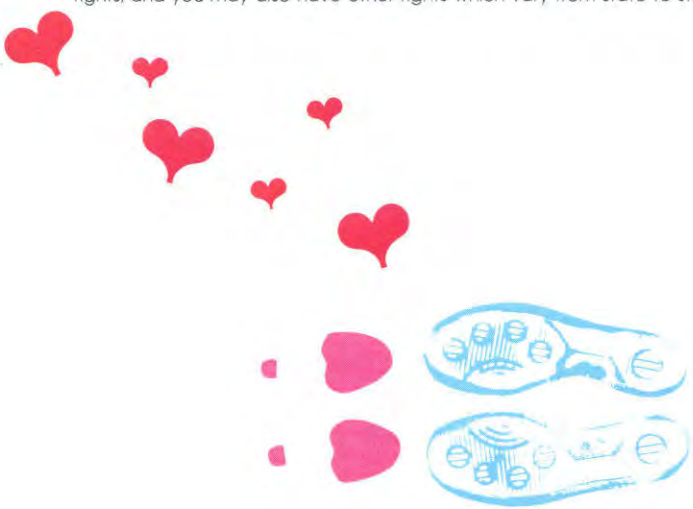

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Game Program designed by Wendell Brown

IMAGIC
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P.O. Box 2055
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