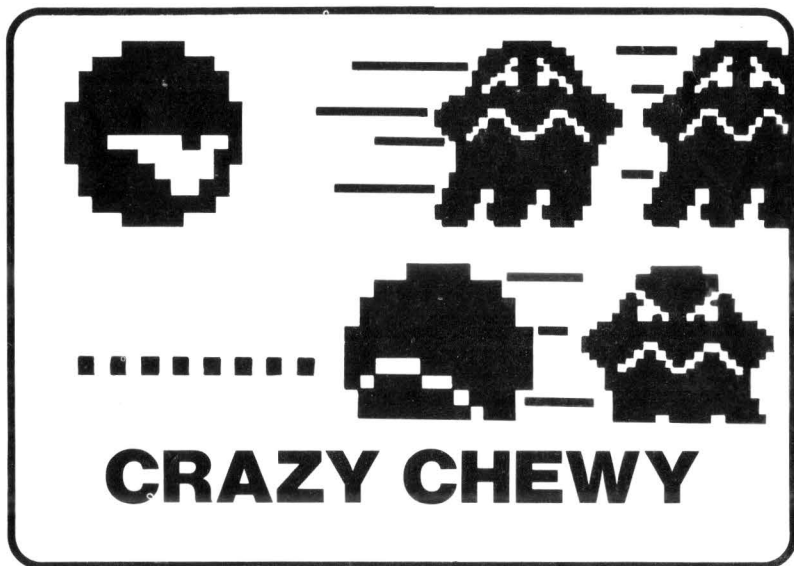


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Home Entertainment & Personal Computing System



CARTRIDGE INSTRUCTIONS



Lucky you! You now have one of the world's most exciting video game:

CREATIVISION's CRAZY CHEWY

You are a Crazy Chewy!

In the spirit world, as everyone knows, there are only two types of creatures. Chewies and Ghosts. Now Chewies are always hungry. That's why they're so crazy. So, since you're a Chewy, you have to eat everything in sight. There are HUMAN BEANS scattered all over the SPIRIT WORLD MAZE and there are ENCHANTED CARROTS and even one ULTIMATE ORANGE. All you have to do, you Crazy Chewy, is to gobble them all up.

The evil SUNGLASS GHOSTS are after you!

Chewies will eat anything, but there's only one thing that the evil SUNGLASS GHOSTS like to eat. They like to eat Chewies. Like you. So watch out!

4 Sunglass GHOSTS will be chasing you all around the SPIRIT WORLD MAZE, hoping to munch on you. And you have to watch out for them. They can move faster than you can, except going around corners. That's cause they can't see too good. But there are 4 of them and only 1 of you, so don't let them get you!

Look for the ENCHANTED CARROTS!

There are 4 ENCHANTED CARROTS hidden in the SPIRIT WORLD MAZE, and if you can find them and gobble them up, you will have special powers for a while. You'll be able to chase the evil SUNGLASS GHOSTS and eat them all up.

Watch out though, your special powers only last for a little while. Only as long as the nasty SUNGLASS GHOSTS are white. Once they start flashing and go back to their original color, your special powers are gone and then they can have you for dinner again.

Chewies have 4 lives!

Even if you get yourself gobbled up by one of the rotten SUNGLASS GHOSTS, don't worry. Every Chewy, as everyone knows, has 4 lives. You'll come right back to life again. But keep your eye on the bottom of the screen to see how many lives you have left.

When all four are used up, it's game over for you!

SECRET TUNNELS!

Besides being very hungry, Chewies are also very smart. They have built SECRET TUNNELS in the SPIRIT WORLD MAZE that only Chewies can go into. Evil SUNGLASS GHOSTS can't follow you into these tunnels . . . and if you go in one side . . . you can sneakily come out the other and get away from any no-good SUNGLASS GHOSTS that are getting too close.

Eat everything on your plate!

If you manage to gobble up all the HUMAN BEANS and all the ENCHANTED CARROTS and the ULTIMATE ORANGE, too, don't worry. There's always lots to eat in the spirit world. A whole new SPIRIT WORLD MAZE will automatically appear filled with more goodies to eat.

Get ready to gobble!

Even a Chewy can't start to gobble if everything isn't ready. So go through your READY TO GOBBLE checklist very carefully:

- 1) MAIN UNIT ANTENNA CABLE CONNECTED TO TV . . . CHECK!
- 2) MAIN UNIT POWER CORD PLUGGED IN . . . CHECK!
- 3) TV SET PLUGGED IN CHECK!
- 4) MAIN UNIT POWER SWITCH OFF CHECK!
- 5) CRAZY CHEWY CARTRIDGE INSERTED . . . CHECK!

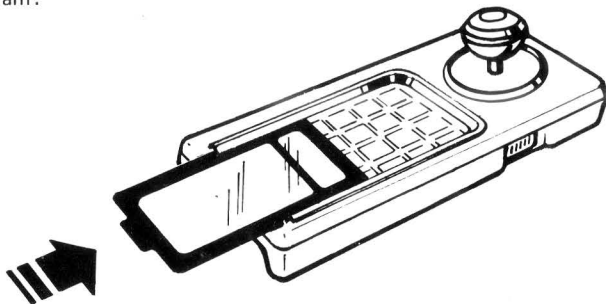
Good. Now, you Crazy Chewy, you . . . you're ready to gobble.

MOVE MAIN UNIT POWER SWITCH TO ON position.

The SPIRIT WORLD MAZE should appear in your screen. If not, adjust your TV set until it does.

GET SET TO GOBBLE!

- 1) Insert one of the enclosed GOBBLE GRIDS in each hand control as shown in the diagram :



- 2) Press RESET button on main unit.
- 3) Select GOBBLES #1-32 by pressing SELECT buttons on hand control GOBBLE GRID.

GO AND GOBBLE!

Press the START area on the hand control GOBBLE GRID.

Use the hand control JOYSTICK to *manoeuvre* your Chewy around the SPIRIT WORLD MAZE, gobbling like crazy all the time.

When a SUNGLASS GHOST gobbles you, you will disintegrate. But when you gobble a SUNGLASS GHOST, he will turn into a harmless little ball and try and run back home, where he will turn into a nasty SUNGLASS GHOST again.

Invisible SUNGLASS GHOSTS

In some types of GOBBLES the rotten SUNGLASS GHOSTS will use their super powers to pop in and out of sight, so be careful.

Invisible MAZE

In other types of GOBBLES, the despicable SUNGLASS GHOSTS will make the whole SPIRIT WORLD MAZE invisible for short periods, so you have to try and make your way around in the dark.

The one-player GOBBLES

In these there is only one Chewy, a yellow one, and the only enemy is the evil SUNGLASS GHOSTS.

Two Player GOBBLES

In these GOBBLES, there are Two Chewies, one controlled by each hand set. You can choose whether you want to co-operate with the other player, in which case you both work together against the nasty SUNGLASS GHOSTS and add your score together. In these co-operation GOBBLES, your friend's Chewy can block your way through the maze, so watch out. But if either Chewy gobbles an ENCHANTED CARROT, both Chewies can gobble SUNGLASS GHOSTS.

In competitive two player GOBBLES, each player has a separate score. One Chewy can block the other and if one Chewy gobbles an ENCHANTED CARROT, only that Chewy can gobble SUNGLASS GHOSTS.

Four player GOBBLES

In these GOBBLES two teams of 2 play co-operative games against each other. The first team score will be added under the 1-up area. The second team under 2-up.

CHOOSE YOUR TYPE OF GOBBLE!

There are a full 32 types of GOBBLE for you to choose here. Pick from:

GOBBLES #1-4

Both SUNGLASS GHOSTS and CRAZY CHEWIES move fast here. But there are no surprises. Everything is visible all the time.

GOBBLE #1 (One-player)

GOBBLE #2 (Two-players co-operate)

GOBBLE #3 (Two players compete)

GOBBLE #4 (Four players)

GOBBLES #4-8

Nasty SUNGLASS GHOSTS and CRAZY CHEWIES move fast here. The SPIRIT WORLD MAZE stays in sight but the dirty-playing SUNGLASS GHOSTS use their super powers to turn invisible every once in a while.

GOBBLE #4 (Single player)

GOBBLE #5 (Two players co-operate)

GOBBLE #6 (Two players compete)

GOBBLE #7 (Four players)

GOBBLES #9-12

Rotten SUNGLASS GHOSTS and nice CRAZY CHEWIES both move fast and both stay in sight. But now the SPIRIT WORLD MAZE mysteriously turns invisible some times and leaves you in the dark.

GOBBLE #9 (One player)

GOBBLE #10 (Two players co-operate)

GOBBLE #11 (Two players compete)

GOBBLE #12 (Four players)

GOBBLES #13-16

Good CRAZY CHEWIES and evil SUNGLASS GHOSTS still move fast, but now both the SPIRIT WORLD MAZE and the no-good SUNGLASS GHOSTS turn invisible every so often.

GOBBLE #13 (Single player)

GOBBLE #14 (Two players co-operate)

GOBBLE #15 (Two players compete)

GOBBLE #16 (Four players)

GOBBLES #17-20

CRAZY CHEWIES move much faster now, but so do the sneaky SUNGLASS GHOSTS, so be careful. Everything else stays in sight, though, so there are no surprises.

GOBBLE #17 (Single player)

GOBBLE #18 (Two players co-operate)

GOBBLE #19 (Two players compete)

GOBBLE #20 (Four players)

GOBBLES #21-24

Everything moves much faster here, and the despicable SUNGLASS GHOSTS use their horrible powers to turn themselves invisible sometimes.

GOBBLE #21 (Single player)

GOBBLE #22 (Two players co-operate)

GOBBLE #23 (Two players compete)

GOBBLE #24 (Four players)

GOBBLES #25-28

Everything is moving faster and this time the SPIRIT WORLD MAZE pops in and out of sight without warning, leaving you in the dark with the dastardly SUNGLASS GHOSTS.

GOBBLE #25 (Single player)

GOBBLE #26 (Two players co-operate)

GOBBLE #27 (Two players compete)

GOBBLE #28 (Four players)

GOBBLES #29-32

Everything moves very fast here and both the mysterious SPIRIT WORLD MAZE and the cunning SUNGLASS GHOSTS become invisible sometimes.

GOBBLE #29 (Single player)

GOBBLE #30 (Two players co-operate)

GOBBLE #31 (Two players compete)

GOBBLE #32 (Four players)

GOBBLING SCORES

Everything you gobble has a different number of points.

HUMAN BEANS 10 points

ENCHANTED CARROTS 50 points

THE ULTIMATE ORANGE 100 points

1st SUNGLASS GHOST gobbled 100 points

2nd SUNGLASS GHOST gobbled 200 points

3rd SUNGLASS GHOST gobbled 400 points

4th SUNGLASS GHOST gobbled 800 points

} Score within the same
enchanted period.

MADE IN HONG KONG

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