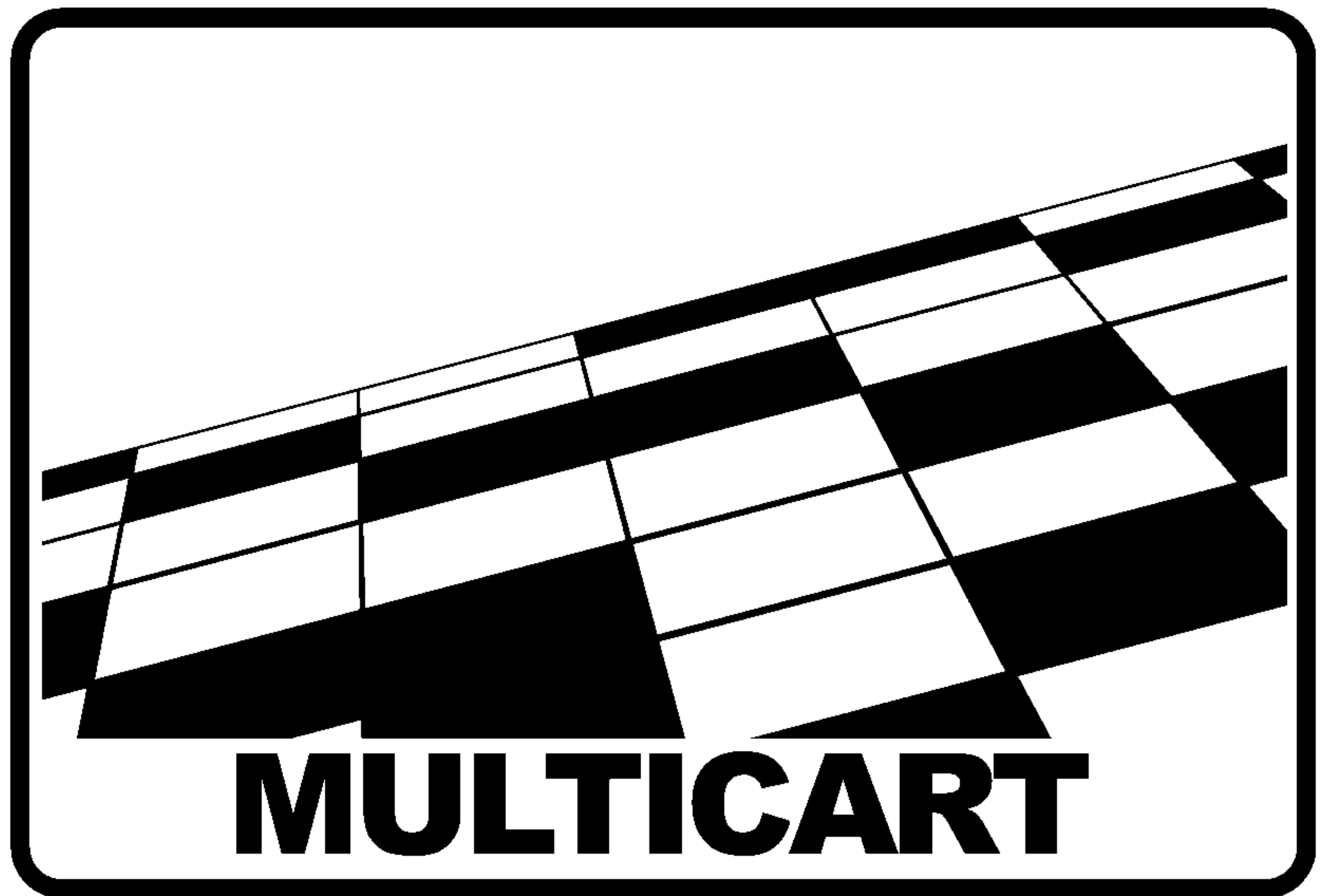


# © CREATIVISION

## Home Entertainment & Personal Computing System



## CARTRIDGE INSTRUCTIONS

Congratulations! You've just opened a collection of the world's most exciting video games, also including the best professional software.

## **CREATIVISION MULTICART**

### **Getting ready**

You must check that everything is ready before you start playing. So go through the following checklist carefully:

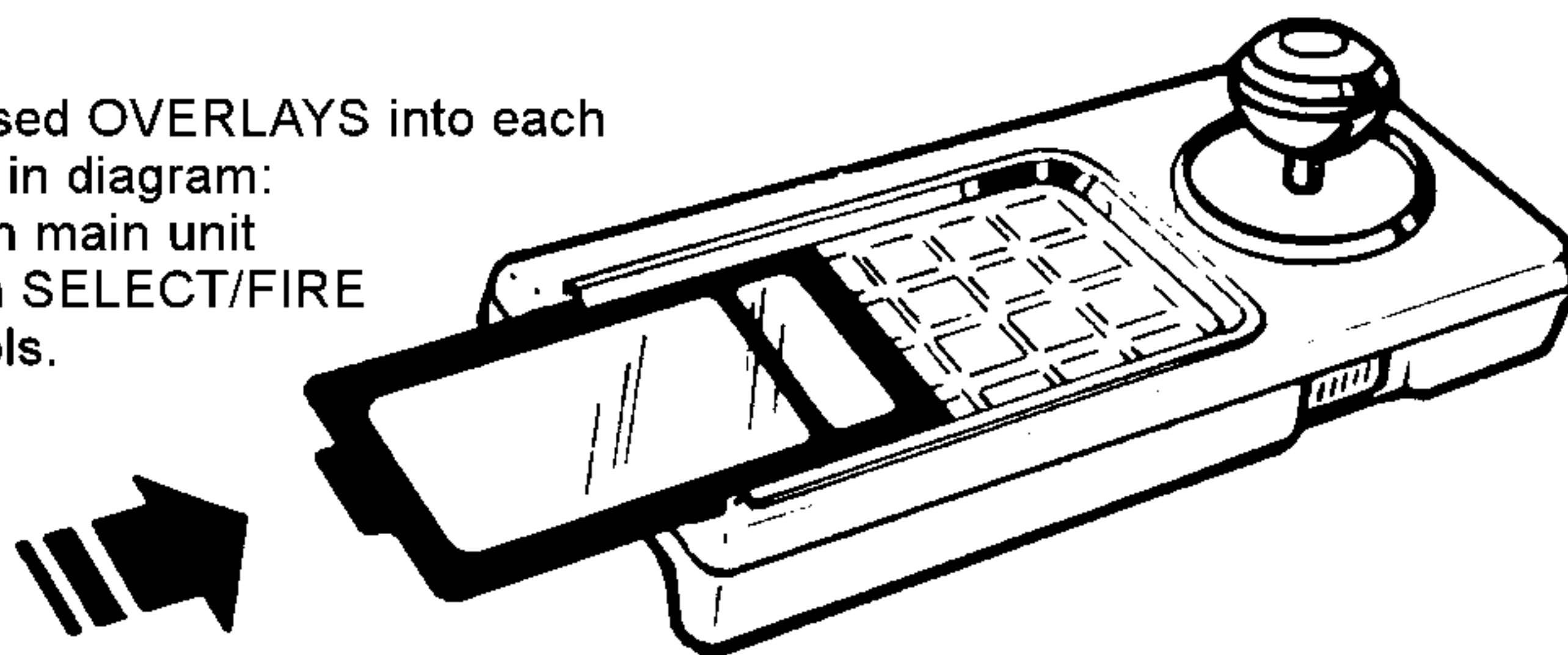
- 1) Main unit antenna cable ... connected to TV ... Check!
- 2) Power cord ... plugged in ... Check!
- 3) TV ... plugged in ... Check!
- 4) Main unit power switch ... off ... Check!
- 5) Multicart cartridge ... inserted ... Check!

Now move main unit power switch to ... ON!

Your TV screen should show one of the featured game's demonstration mode. If not, tune your TV until it appears, sharp and clear, on the screen.

### **Ready to play!**

- 1) Insert one of the enclosed OVERLAYS into each hand control as shown in diagram:
- 2) Press RESET button on main unit
- 3) Select game mode with SELECT/FIRE buttons on hand controls.
- 4) Press START area on hand control OVERLAY



## **AIR/SEA ATTACK**

You command a nuclear submarine. Hours of exhilaration await you and your family and friends as you take command of your nuclear submarine deep in hostile waters.

The enemy is completely ruthless and is out to destroy you with every weapon at his command. His bombers, helicopters and jet-fighters along with his destroyers, cruisers, battleships and submarines are armed to the teeth and have only one mission ... to find and annihilate you!

You are well hidden and have an unlimited supply of deadly weapons. You can fire at will and you'll have the satisfaction of hearing the enemy targets explode, and watching them disintegrate.

Never forget that the enemy is shooting back, dropping depth charges and bombs. Your submarine can only sustain three direct hits before it sinks, so be careful. Be ready to evade enemy bombs every minute.

Only your skill and daring will determine how long you can survive!

Choose your battle! Here is your choice:

Battles 1-8 are for ONE PLAYER (easiest to hardest)

Battles 9-10 are for TWO PLAYERS (easy and hard) competing for the highest score in a time limit of 4 minutes

## **ASTRO PINBALL**

All the sights, sounds, fun and excitement of real arcade pinball, right in your own home. The built-in computer calculates the precise angle of bounce and gives you extra-fast response with your flippers, so there's nothing to hold up in the action.

Each player gets 5 balls to start, and controls the plunger which puts the balls into play. One ball is played at a time. As the ball approaches the flippers, the player attempts to hit the ball to keep it in play.

You can choose the number of pins, the speed of the ball and the layout of the pinball game, simply by picking the appropriate Game Number.

Game modes.

Games 1, 5, 9, 13, 17, 21, 25 and 29 are for ONE PLAYER (easiest to hardest)

Games 2, 6, 10, 14, 18, 22, 26 and 30 are for TWO PLAYERS (easiest to hardest)

Games 3, 7, 11, 15, 19, 23, 27 and 31 are for THREE PLAYERS (easiest to hardest)

Games 4, 8, 12, 16, 20, 24, 28 and 32 are for FOUR PLAYERS (easiest to hardest)

## **AUTO CHASE**

On holiday in an evil dictatorship country, you are contacted by the freedom fighters and asked to deliver vital cash reserves to the free world. But first you have to drive around the city and pick up the money bags.

Unfortunately the evil secret police have been notified and are out in force to stop you. Out to get you at all costs, the secret police, in their specially marked cars, will try to collide with you to bring you to a halt.

Your mission is to pick up as much of the money as possible and the freedom fighters have equipped your getaway car with special poisonout gas, so if the secret police gets too close, you can leave a trail of poisonous gas in front of them, which will make them go off the road.

The freedom fighters have provided you with a total of three getaway cars, but if you lose them all, it's game over for you and for the Cause.

Also, you have to watch your fuel gauge. It appears in the upper right corner of the screen, if you run out you're in trouble, so try to get to the filling station whenever you think your fuel is getting too low.

You are driving around the suburbs of a large city but even here there is danger. Every once in a while you will come across a large puddle of water. If you hit one of these, your car will go out of control and you will lose the car. So watch out.

There are 10 bags of money hidden around the suburbs. All you have to do to pick them up is to drive right over top of them. The freedom fighters have equipped your car with a special device to scoop up the money.

At the top of your screen you will see a small map of the neighbourhood. This is your OVERVIEW SCOPE, a special invention of the Freedom Fighters to give you a fighting chance! It shows the exact location of your car (Red Dot), the position of money bags (Small Black Dots) and exactly where the Secret Police cars are (Large Black Dots). So you don't have to just depend on blind luck!

If you manage to pick up all 10 money bags without difficulty, you will automatically be moved to new neighbourhood, where there are 10 more. So you can keep on trucking.

You have 8 getaways to choose from.

Getaways 1-4 are for ONE PLAYER (easiest to hardest)

Getaways 5-8 are for TWO PLAYERS (easiest to hardest)

## **CHOPPER RESCUE**

You have to do some of the trickiest flying that's ever been done over three types of terrain. But you can't let anything stop you. You have to pick up vital medical supplies and deliver them where disaster has struck. If you fail, thousands will die.

You have to avoid tall buildings and high-flying birds just to make the pick-up. And things get worse after that. In order to make the drop you have to pinpoint accuracy and very steady nerves.

When the game starts, you are above a city. You must fly between the buildings and pick up any one of the packages or oil tanks which are waiting for on the ground. You don't have to worry about making connections, just land your chopper on a package and you will be automatically attached.

If you hit a building or a bird in the city, you'll crash and your mission will be over before it starts. The shadow on the ground and the altitude meter on the right hand side of your screen tells how high you are flying and can help when you're making tricky manoeuvres.

After you make the pick-up, you can fly out of the city and over the ocean. You will find many ships and small islands. When the chopper is at the maximum height, you may drop the supplies on by pressing the "DROP" button. But watch out for birds there.

After you pass the islands and ships, you will find an island where people are waiting to be rescued. You must land and pick them up. Beware of birds and weather balloons which rise from this island.

## **CRAZY PUCKER (CRAZY MOONIE, CRAZY CHEWY)**

The object of the game is to control the motion of Crazy Pucker to eat up as many beans as possible. There are four monsters who will capture the pucker on contact. You have to manoeuvre the motion of the pucker to get away from the monsters and eat up the beans.

The monsters move faster than the pucker in straight direction but slower than the pucker when turning corners. The trick is to move pucker around the corners or to hide in the tunnel.

There are four energisers (carrots) in each frame. The pucker can eat up an energiser to become activated. Then, the monsters will turn pale and SO DO SO DO ..... will sound. You can then direct the pucker to capture the monsters within that period when the pucker is energized.

If one frame is finished, the frame will be renewed and the game continues.

### **Game variation**

Games 1-5-9-13-17-21-25-29 are for one player (easiest to hardest)

Games 2-6-10-14-18-22-26-30 are for two players co-operate (easiest to hardest)

Games 3-7-11-15-19-23-27-31 are for two players against (easiest to hardest)

Games 4-8-12-16-20-24-28-32 are for four players (easiest to hardest)



## **CRAZY CHICKY**

You are a Chicky! Now, as everyone knows, the one thing a chicky does best is to lay eggs. And that's why you travel all over the Happy Daze Maze laying eggs wherever you go. Your mission is to fill the whole maze with eggs.

While you travel around the Happy Daze Maze, laying your eggs and not bothering anybody, don't forget about the 4 Funky Foxes. They will sneak around and try and catch you, and if they do, they'll gobble you up for dinner. So watch out!

Funky Foxes can run faster than you can, but they can't see very good, so they go slower around corners and you might be able to get away, but remember, there are 4 of them and only 1 of you, so be careful.

There are 4 ENCHANTED CARROTS located in the Happy Daze Maze and if you can find them and eat them up, you will have special super powers for a while. You'll be able to chase the Funky Foxes and eat them up!

Your super powers only last for a little while though. Soon the Funky Foxes will change back to their original color and that means your super powers are all gone. There's nothing you can do but run.

Besides making eggs, Chicky also makes secret tunnels to hide in. Only you can go into these tunnels. Funky Foxes can't follow you. So you can go in and hide, or you can go right through and come out the other side, to get away from any no-good Funky Foxes that are getting too close.

Even if you get caught and get gobbled up by the Funky Foxes, don't worry. 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 4 are used up, it's game over for you!

If you manage to travel all around the Happy Daze Maze and lay your little eggs everywhere, don't get upset. There's lots more room for you to lay eggs. A whole new empty Happy Daze Maze will appear automatically. It will be slightly different with the 2 Secret Tunnels, but the rules are still the same. When you fill up this second maze, the first one will appear again, empty and ready for you.

You should also eat everything you can find in the Maze. You get extra points whenever you eat an Enchanted Carrot, when you gobble up a Funky Fox with your super powers and even for munching the 1 Ultimate Orange that is hidden in the maze.

## **EGG-SAMPLES**

Egg-samples 1-5-9-13-17-21-25-29 are for one player (easiest to hardest)

Egg-samples 2-6-10-14-18-22-26-30 are for two players co-operate (easiest to hardest)

Egg-samples 3-7-11-15-19-23-27-31 are for two players versus (easiest to hardest)

Egg-samples 4-8-12-16-20-24-28-32 are for four players (easiest to hardest)

## **DEEP SEA ADVENTURE**

You are a deep sea diver! As you explore the sea bottom, thousands of feet under water, evil sea creatures sneak up on you and attack!

The nastiest creatures of the sea are after you. The Devious Clickaw Crab, a giant armoured beast. The Fanged Ray, a huge demented animal. And the Slip-Slimy Octopus, with eight giant tentacles. All of them are trying to attack you for no reason at all. Just because they are bad and mean.

Newly developed undersea radar lets you see where the nasty beasts are hiding, so you'll know where to surprise them before they ambush you.

Luckily, you have remembered to bring along your Undersea Death Ray, so you can fight back. But remember, you can only shoot in the direction you are travelling. So be prepared to turn around fast.

Once you have accumulated 1000 points, you have won the battle but not the war. You will be transported instantly, to another are of sea-bed where even more no-good sea creatures lurk in ambush.

Choosing your dive plan. You have the following 8 Dive Plans to choose from:

Dive Plans 1, 3, 5 and 7 are for ONE PLAYER (easiest to hardest)

Dive Plans 2, 4, 6 and 8 are for TWO PLAYERS (easiest to hardest)

## **LOCOMOTIVE**

You're a prisoner in a train factory. The only way out is to build your own train. You have to run across dangerous catwalks, high in the air and drop all the right parts onto the tracks below, in the right order, If you want to survive.

The hammers and wrenches and even the nails left around the factory are enchanted and will come to life and try to hammer, wrench and nail you! All you have is an oil can to destroy them.

If you succeed in building an entire train, you can ride it out of the factory. Unfortunately, however, you will soon find yourself in another factory and will have to start all over again.

Choosing the right track. There are 8 variations to choose from.

Tracks 1-6 are for ONE PLAYER (easiest to hardest)

Tracks 7-8 are for TWO PLAYERS (easy and hard)

## **MOUSE PUZZLE**

Only you can save a mouse. A poor little mouse is hungry and looking for food. He walks through pipes inside the wall, but he can't see too well. So you have to move the pipes around to help him go in the right direction. Otherwise he'll fall out the end of a pipe or maybe bonk right into a wall and that will be the end of him. Only you can help to keep him going.

City Kitty is a nasty, sneaky, rotten cat. In some games he will sneak into the pipes and chase your mouse. Don't let him catch up because he is hungry too. And he only eats poor little mouse.

Choose your Mouse Run.

Mouse Runs 1, 3, 5 and 7 are for ONE PLAYER (easiest to hardest)

Mouse Runs 2, 4, 6 and 8 are for TWO PLAYERS (easiest to hardest)

## **MUSIC MAKER**

You have 4 instruments to work with! Your MUSIC MAKER contains 4 instruments: Piano, violin, flute and cello. Whenever you turn the power on or press the reset button, the MUSIC MAKER automatically selects the Piano and a nominal tempo.

To change the instrument which you are controlling, simply press the desired

INSTRUMENT SELECT key. The instrument currently under control is indicated on-screen by a purple dot.

To change the tempo press the TEMPO key and any one of the numeric keys from 0-9. Fastest tempo is 0. Slowest is 9.

Press the RHYTHM key and any numeric key from 0-9. Each numeric key represents the type of the rhythm written above and the number as shown in the diagram and on your MUSIC MAKER handcontrol grids.

To turn off rhythm altogether, press the CLEAR key. The staff line on-screen will be cleared too.

To simply enjoy music, press the MUSIC key and 3 pre-programmed song! (Key 0, 1, 2) Each is programmed with a different musical piece.

To turn off the music, press RESET.

Turn on the power, select instrument, rhythm and tempo and play. Simply press the note-keys indicated on your MUSIC MAKER grid and play whatever piece of music you wish. As you play, the notes will appear on screen in correct musical notation with the chosen instrument.

You can also save the music you play or compose. Press the RECORD space on your grid. Select which of the 4 instruments you wish to play. Then play your music, slowly or quickly. The MUSIC MAKER will store every note in memory up to 247 notes. When you're finished, press RECORD again to enter the notes in storage.

To playback recorded music, select any TEMPO and RHYTHM, then press PLAY. To stop the playback, press RESET. Note however that RESET does not erase the music from memory. The only way to erase from memory is to press RECORD. So when you begin to record a new melody, you will automatically wipe out anything that currently resides in the music storage memory.

To learn music, just press the LEARN key and any of the numbers from 0-9 as shown on the diagram. Each number has a different melody. It will play the melody once, accompanied with rhythm. Then the melody will be replayed, note-by-note. The student must input the correct note after hearing it to make the computer continue.

To help out, the correct note will be shown on screen, written in proper notation. The student needs only to recognize it and key it in correctly. A "BEEP" will sound at incorrect entries.

To quit the LEARN program, press CLEAR.

#### Tune Lists for LEARN MODE:

0. CRAPLE SONG
1. AULD LANG SYNE
2. SANTA LUCIA
3. SCOTCH FOLK SONG
4. HO-LA-HI
5. HAPPY FARMER
6. OH SUSANNAH
7. TWINKLE TWINKLE LITTLE STAR
8. DOWN THE ROAD
9. SILENT NIGHT

#### Tune Lists for AUTO PLAY MODE:

0. GERMAN FOLK SONG
1. OLD KING COLE
2. YOUTH RHAPSODY



## **PLANET DEFENDER**

You command the **HYPERSPACE CRUISER**. Aliens from the galaxy are attacking Earth but first they must conquer the heavily fortified **MOONBASE**. As they swoop in to attack in unearthly formations, only you, in your speedy **HYPERSPACE CRUISER**, stand between them and total devastation. Blast them out of the sky with your lethal laser cannon and watch them disintegrate.

Newly developed space sonar gives you an edge on the evil aliens. You can see, in your sonar screen, where they are massing for attack and can prepare to surprise them, before they even get into sight.

With no thoughts of decency, the evil aliens are prepared to sacrifice their own people to destroy you. Even though their weapons will not work in the thin atmosphere of the moon, they are under orders to try and collide with you and put you out of action.

Choosing your Battle Plan. The way in which you plan to fight can often determine the outcome of the battle. You have 8 Battle Plans from which to make your choice.

Battle Plans 1, 3, 5 and 7 are for **ONE PLAYER** (easiest to hardest)

Battle Plans 2, 4, 6 and 8 are for **TWO PLAYERS** (easiest to hardest)

## **POLICE JUMP**

You are a Police Inspector. The notorious criminal, **Dangerous Dan**, has kidnapped a beautiful rich girl and you've tracked him down to his sky-scraper hideaway, but that's the easy part. Now you have to go up there, all by yourself and get him. There are twenty floors between you and your goal, every one of them filled with treacherous booby traps.

The first 5 floors. Your first goal is to climb up the first 5 floors. **Dangerous Dan** lurks at the top, throws tires down the catwalk, and unless you can jump over them, it's game over for you!

The next 10 floors. Still under construction, the next 10 floors consist of only narrow beams and moving elevators. You have to jump from beam to beam and along with watching out for your footing, you have to keep an eye out for the killer whirlwinds that blow through the open structure.

The last 5 floors. You're nearly there, but the chase gets more complicated now. The only way to get **Dangerous Dan** is to make sure he doesn't sneak by you and get away. So you have to knock out all the connections between the catwalks as you climb. Just walking over them will make them disappear, but be careful! When you try and walk back the same way, you may fall down the hole you've made. Not only that, but the winds are much stronger here, and can easily blow you away.

But if you do manage to climb all the way from the bottom to the top and take out all the connection, you've captured **Dangerous Dan**, freed the beautiful girl and the world is safe again!

Watch out, though. If you fall three times, it's game over for you!

Pick the successful Police Procedure.

There are 16 ways of getting **Dangerous Dan**, some are much harder than others. You have to pick the one that you think will be easiest for you, but remember ... there is no really easy way.

Police Procedures 1-4 and 9-12 are for **ONE PLAYER** (easiest to hardest)

Police Procedures 5-8 and 13-16 are for **TWO PLAYERS** (easiest to hardest)



## **SOCCER**

You're the team manager/player. You plan the strategies and you make the plays. You control different players to advance the ball, to intercept passes and to score.

The player or goalie which is under your control during the action will be flashing.

If the ball is kicked out of bounds by one team, the other team gets the opportunity to throw the ball back into play.

You control the speed and direction of your player with the Joystick. When you wish to kick the ball forward, make sure the player you control is close to the ball, then press the KICK button. Your position and speed will determine how far and in what direction the ball travels.

A clock on the top of your screen will time the game. When time is up, the game is over. So make your best moves early.

There are 4 different types of matches you can play with SOCCER:

Matches 1-2 are for SINGLE PLAYER versus COMPUTER (slow and fast)

Matches 3-4 are for TWO PLAYERS (slow and fast)

## **SONIC INVADER**

You command the BATTLE WAGONS! Your mission is to command a squad of formidable BATTLE WAGONS ... ground-based, highly mobile fortresses that are Earth's last defence against the dreaded SONIC INVADER from a far solar system.

The ruthless SONIC INVADER with his tight formation of deadly MASQUE fighters has attacked thousands of planets all across the galaxy and never tasted defeat. Only you can save the earth.

Your powerful BATTLE WAGONS bristle with deadly missiles and you can have the satisfaction of watching and hearing the hated enemy craft explode and disintegrate, but remember ... they are attacking with a proven force that has never known defeat. Their bombing patterns are especially calculated to destroy any defence, so be careful.

Your squadron contains only 4 BATTLE WAGONS and you can only use them one at a time. Once they are hit, the earth is lost.

You have three temporary energy screens beneath which you can hide ... but only for a short time. Enemy bombs will destroy them and find you if you stay too long.

As the enemy's horrible MASQUE fighters come closer and closer, their sonic waves disintegrate the last buildings of Earth. So don't wait too long, or else all will be lost.

If you do manage to penetrate the enemy's formation of MASQUE FIGHTERS and shoot them all down, don't expect the cunning Sonic Invader to surrender. Not a chance. The diabolical alien will manufacture a whole new formation of MASQUE FIGHTERS for you to defend against. So don't rest for a second.

Also, in some types of BATTLES, the sneaky enemy will use his high technology to make his MASQUE fighters disappear. Be on the lookout for any dirty trick. The SONIC INVADER doesn't play fair!

Choose your type of battle! The successful commander is always the one who fights only in the manner he wants to. There are 16 possible ways to fight this despicable

enemy. Choose one:

Battles 1-5-9-13-17-21-25-29 are for one player (easiest to hardest)

Battles 2-6-10-14-18-22-26-30 are for two players versus (easiest to hardest)

Battles 3-7-11-15-19-23-27-31 are for two players co-operate (easiest to hardest)

Battles 4-8-12-16-20-24-28-32 are for four players co-operate (easiest to hardest)

## **STONE AGE**

You are a caveman! Your cave is infested by nasty dinosaurs, so your aim is to clear it as quickly as possible.

Your cave is full of rocks. You can push them against dinosaurs, in order to smash them but beware of their secret ability: they can eat rocks before you push them, leaving you harmlessly!

There are 4 TRAPDOORS located in the cave and if you activate them while nasty dinosaurs approach, they will get trapped inside forever!

Even if you get caught by nasty dinosaurs, don't worry. You'll come right back to life again. But keep your eye on the top of the screen to see how many lives you have left. When all 4 are used up, it's game over for you!

Choose your challenge:

Cave Challenges 1-2 are for ONE PLAYER (easy and hard)

Cave Challenges 3-4 are for TWO PLAYERS (easy and hard)

## **TANK ATTACK**

You are a tank commander! You are engaged in a battle to the death with another Tank commander who has the same weapons as you have, so only your superior skill can win the day!

Besides enemy tanks, there are many dangers to contend with. There may be hidden minefields that you will never see until it is too late.

The terrain itself can prove deadly. A fall in the deep water of the river could be the end of you. There are many obstacles on the battleground, such as buildings, trees and the river. All of which can be used for defence, and to help in your attack.

In addition, your treacherous enemy can switch tanks, and attack from a completely different direction with no warning.

When you lay mines, keep in mind they are invisible and try to remember where they are so you will not run into them yourself.

Try to remember at all times that your tank can only sustain 10 direct hits or mines, so be careful. And one fall in the river means a tank is lost forever.

Laying mines ... the invisible surprise!

Depress the LAY MINE area on your BATTLE GRID in BATTLES #11-15 to leave an invisible bomb in your enemy's path. You have 3 seconds to move away before the mine becomes active, so don't wait around.

Switching tanks ... another surprise

In certain BATTLES you will have two tanks. You can only move one at a time, but you can easily switch which one it is, to surprise your enemy by attacking from an entirely

new direction. Simply depress the SWITCH TANK Area on your BATTLE GRID.

### **CHOOSE YOUR BATTLE (All TANK ATTACK BATTLES are 2-player BATTLES)**

In history, all good military commanders became successful only because they chose where and how they would fight. Here is your choice:

Battles 1-5 are for beginners. No secret weapons allowed

Battles 6-10 are for advanced players. There are invisible mines hidden in the battlefield

Battles 11-15 are for expert players. Each commander can hide up to 8 mines in the battlefield

## **TENNIS**

Play at any level. You can play at any level of skill you desire, from novice right up to world cup matches with friends or by yourself, with the cunning Creativision computer.

CREATIVISION has designed the ultimate video tennis game. The players are realistic and move all around the court. And the ball follows the trajectories it would during a real game. You can 'place your shots' or play up-court or back. You can develop your own style and strategies in the comfort of your own living room, then use them to devastating effect on the real court.

But watch out. Because the game is so true-to-life you will hit as many balls out of bounds and into the net as you would in a real game!

Scoring is the same as in the real game of tennis, 15-30-40, "deuce" at 40-all and 'ad-in' or 'ad-out' following 'deuce'.

The first player to win 6 games and be ahead by 2 games wins the set.

If players tie in games at 6-6, a tie-break system is employed. The first player to score 7 points with a two-point lead is the winner. If the tie-break score reaches 6-6, the game continues until one player leads by two points.

Handicaps. If you are playing with a friend with greater skill, you can choose a MATCH in which his skill will be offset by his player moving slowly. This will equalize the match and give you both a fighting chance.

In one-player games, you can also choose a MATCH in which the CREATIVISION COMPUTER, your opponent will be handicapped. Of course, if you feel you are much better than the computer, you can choose a match in which you are handicapped!

## **THE MATCHES**

Look on the entire 16 matches as a round of tournaments leading up to the WORLD CUP of TENNIS. You can choose any type of match, but to be a truly international star, you should be able to play and win at any of them. Keep in mind that the left hand control moves the red player. The right controls the blue player. In one-player games, you are red, the computer is blue. Here are your match choices:

Matches 1-4 are for ONE PLAYER (slow action, none/blue/red or both handicapped)

Matches 5-8 are for TWO PLAYERS (slow action, none/blue/red or both handicapped)

Matches 9-12 are for ONE PLAYER (fast action, none/blue/red or both handicapped)

Matches 13-16 are for TWO PLAYERS (fast action, none/blue/red or both handicapped)



