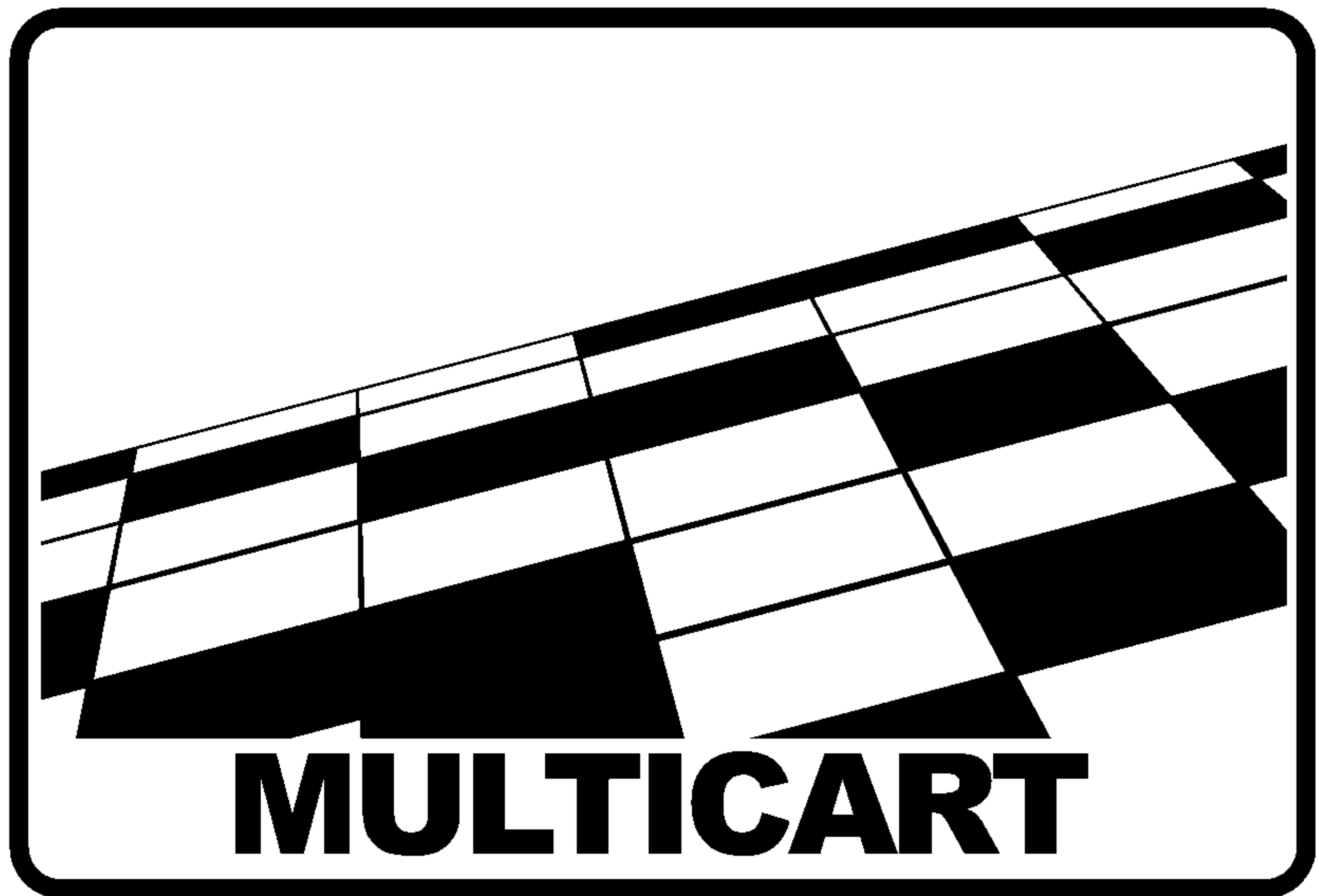


# © CREATIVISION

## 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:

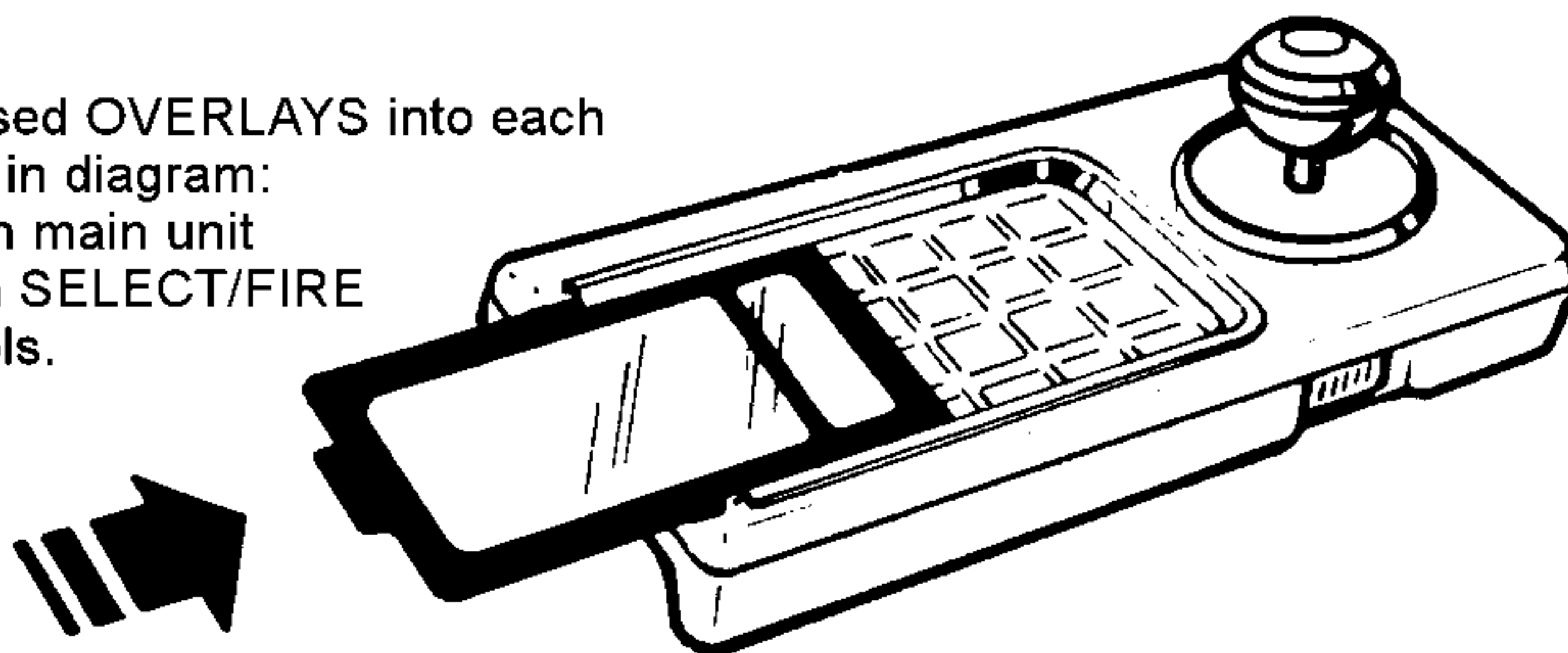
- 1) Main unit antenna cable ... connected to TV ... Check!
- 2) Power cord ... plugged in ... Check!
- 3) TV ... plugged in ... Check!
- 4) Main unit power switch ... off ... Check!
- 5) Multicart cartridge ... inserted ... Check!

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



## 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)

## **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)

