

**COLLECTOR  
VISION  
Games**

Guide No. 099302

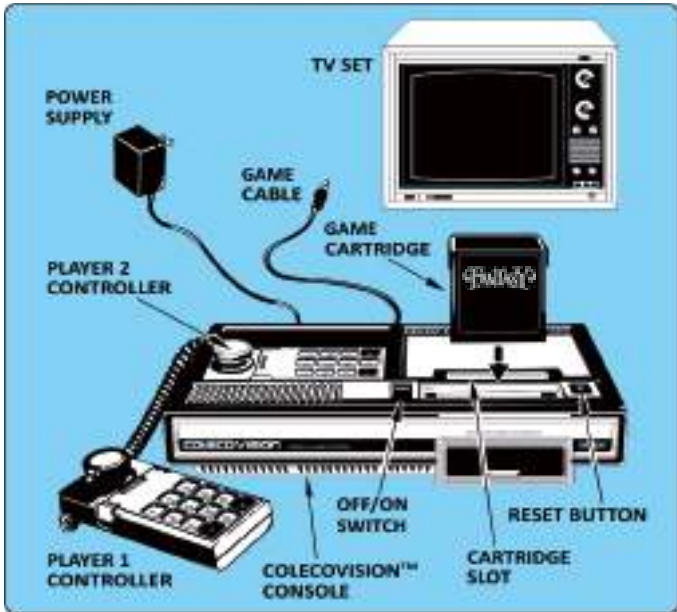
CARTRIDGE  
INSTRUCTIONS

# FANTASY





## GET READY TO PLAY



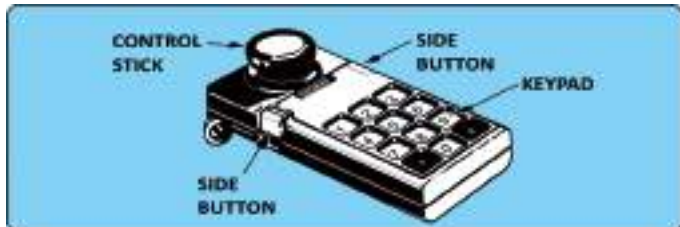
- Make sure the COLECOVISION™ or compatible console is connected to TV. Make sure power supply is plugged into console. Then plug power supply into a 110/120 volt AC outlet.
- TV should be on and tuned accordingly to your console manual.
- **ALWAYS MAKE SURE COLECOVISION™ OR COMPATIBLE UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.**

Turn **Off/On** switch to **On** after cartridge is inserted.

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## USING YOUR CONTROLLERS

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The title screen will appear, the attract mode will start, and you can see the highest scores reached with the game. Press any side-button to start the game.

You only require the controller stick to move the player, in battle levels (pirates and natives) moving left and right will swing sword.

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## HERE'S HOW TO PLAY

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**First scene:** Pirates kidnap Cheri from your Fantasy Island. The chase begins. Your hot air balloon is pursuing the pirate ship. You must land on the deck, while avoiding the cannon fire.





**Second scene:** Once aboard, attack the pirates with your sword, or trick them into cannon fire. As you approach Cheri, a bird steals her away.



**Third scene:** The chase continues through jungle in your hot air balloon in search of Cheri. Beware of the attacking birds and the coconut-throwing "Kong" gorilla.



**Fourth scene:** The bird has Cheri captive at the top. Watch out for the baboon throwing coconuts, and sly foxes. As you attempt to save Cheri, a native kidnaps her.

**Fifth screen:** Travel through the jungle in search of Cheri avoiding tigers, trees, and natives.



**Sixth screen:** Arriving at the native village to watch Cheri tied to stake. Fight and destroy natives. Just as you think Cheri is saved, a helicopter whisks her away.

**Seventh screen:** Continue the chase across the sea, avoiding deadly helicopters, and fly onto...

**Eighth screen:** London Bridge. Watch out for cannon fire, and lure hostile choppers into cannon fire; and if all are destroyed, the bridge will open and you can save Cheri.

When the game ends, if you have reached a high-score then you'll be asked for your initials.

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## THE FUN OF DISCOVERY

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

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## CREDITS

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Fantasy ©1981 SNK Corporation, All Rights reserved.  
Program by ©2025 Mystery Man.  
Box and manual by Vincent Godefroy.

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Printed in Canada.

[www.collectorvision.com](http://www.collectorvision.com)

新発売 **FANTASY**

(ファンタジー)



永遠の夢...  
男のロマンを追求する!

**COLLECTOR** **VISION**  
Games