

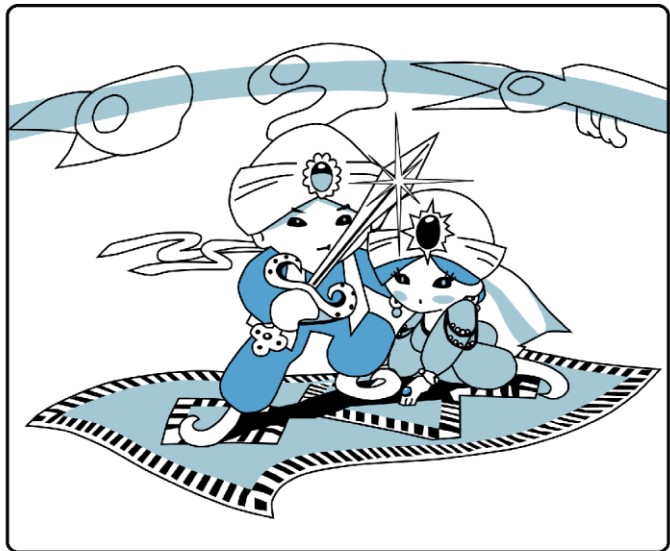
FOR
COLECOVISION[®]
& **ADAM**[™]
FAMILY COMPUTER SYSTEM

Guide No. 099272

**CARTRIDGE
INSTRUCTIONS**

ARABIAN[™]

by Sun Electronics Corporation



*Plays like the Arabian[™]
arcade game!*

COLLECTORVISION
Games

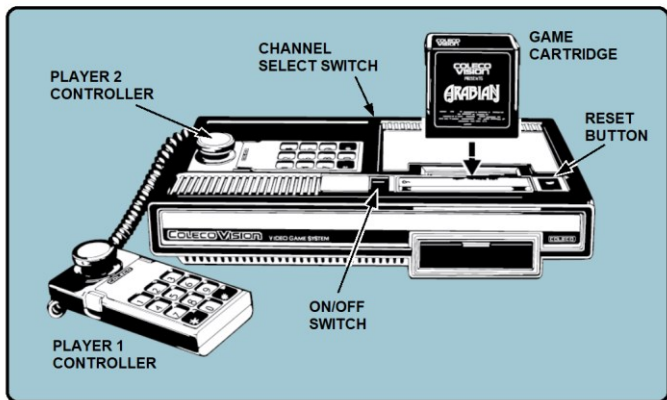
GAME DESCRIPTION

The Arabian prince is back in his home country after a long voyage of discovery, and he looks forward to being reunited with his princess bride. But just as he arrives, his palace is overrun with monster birds and slimes summoned by evil magicians, and now the prince must rescue his princess! These monsters are immune to the prince's trusty saber, but luckily, during his travels the prince acquired magic boots that he can use to kick the monsters into oblivion! However, he is alone against an endless horde!

The prince's adventure begins on his own sea vessel, where the monsters have launched a preemptive attack! He must collect eight letter jugs before he can leave his ship and reach the shore, where more monsters are waiting, along with more letter jugs to collect. After infiltrating the palace grounds and entering the palace itself, the prince can fly off into the sunset with his bride at his side!

Tackle this challenge on your own, or invite a friend to play a two-player game and compete to see who gets the highest score!

GETTING READY TO PLAY



- Make sure the COLECOVISION™ console is connected to a TV and the power supply is plugged into your console. Then plug the power supply into a 110/120 volt AC outlet.
- TV should be on and tuned to the same channel as the Channel Select Switch on the back of the console.
- To play the single-player game, use the controller plugged into Port 1 (the rear jack). For a two-player game (where players play alternatingly) Player 2 uses the controller plugged into Port 2.
- Insert the Arabian™ cartridge into the cartridge port with the label facing you.
- **ALWAYS MAKE SURE COLECOVISION™ UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.** Turn **Off/On** Switch to **On** after the cartridge is inserted.

USING YOUR CONTROLS

After the title screen, you will see the skill level select screen. Press the keypad key on Player 1's controller which corresponds to the desired skill level: Level 1 is the easiest, for beginners. Level 2 is slightly more difficult than level 1. Level 3 offer an arcade-level challenge, and the difficulty ramps up quickly. Level 4 is the same as level 3, but each time you lose a life, you must restart the current level and collect ALL the jugs again! Keys [5] to [8] are the same as keys [1] to [4] but for two players, who will play alternately: When one player loses a life, the other player takes control of the prince.

During the game, you can make the prince run left and right by moving the joystick in either directions. Move the joystick up to jump, or move the joystick upward diagonally to make the prince leap forward. While close to a vertical vine, ceiling vines or a ladder, press up to grab onto the vine/ladder. You can climb up and down vertical vines and ladders by pressing up or down on the joystick. You can move across ceiling vines by pressing the joystick left or right, and you can let go of ceiling vines by tapping down on the joystick.

Press down on the joystick while standing on any platform (including magic carpets) to lie down on the ground. In this position, you can crawl along the ground by pressing the joystick down diagonally. Use this technique to crawl through narrow spaces.

Press either trigger buttons to make the prince perform a kick. You cannot kick while jumping, falling down or while crawling.

Press the [*] key to pause the game. Press [*] again to resume play.

After losing all your lives, the game will end, and you can press either [*] to replay the game at the same skill level, or [#] to select another skill level.

HOW TO PLAY

The game is divided into sections, each section containing four pages. On each page, the goal is to collect all the yellow letter jugs. Once this is done, you move on to the next page. Once you pass all four pages of a section, you will restart at page 1 of the next section, with more aggressive enemies.

You can collect the letter jugs in any order, but you earn a special bonus if you collect the jugs in the proper order to spell the word "ARABIAN".

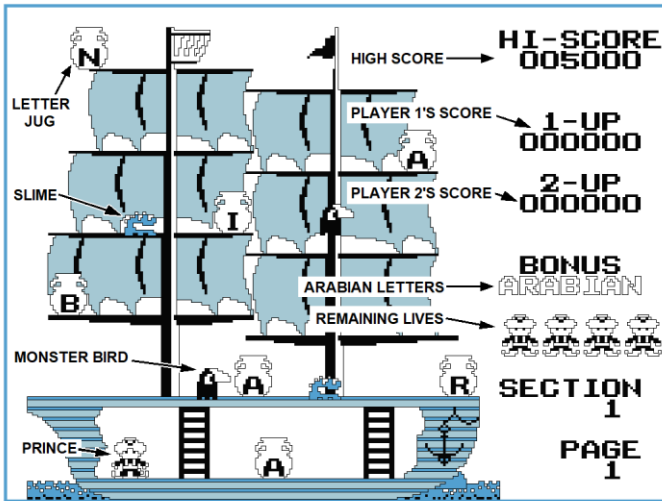
Monster birds and slimes patrol the platforms in a random fashion. Avoid direct contact with these enemies or you will lose a life! Press either trigger button to kick enemies when they are nearby, and they will fly off the screen. As they fly off horizontally, monsters can collide with other monsters and drag them off the screen, giving you bonus points.

When two birds or two slimes touch each other, they will often merge into a super monster that will charge directly at the prince. You can maneuver the prince to avoid these attacks or kick super monsters like normal monsters.

Occasionally, a genie will emerge from one of the letter jugs. Do not touch the jug while the genie is fully formed and hovering over it, or else you will lose a life. In later sections, the genie will throw poisonous smoke balls at the prince. These smoke balls cannot be repelled with a kick, so avoid them at all cost!

You have plenty of time to collect all the letter jugs, but this time is not unlimited: Keep an eye on the yellow/red letters on the right side of the screen, and when you start seeing letters being replaced by white skulls, you'll know time is running out! Once the line is filled with eight skulls, you will lose a life, so hurry up collecting letter jugs!

PAGE 1 - THE SHIP

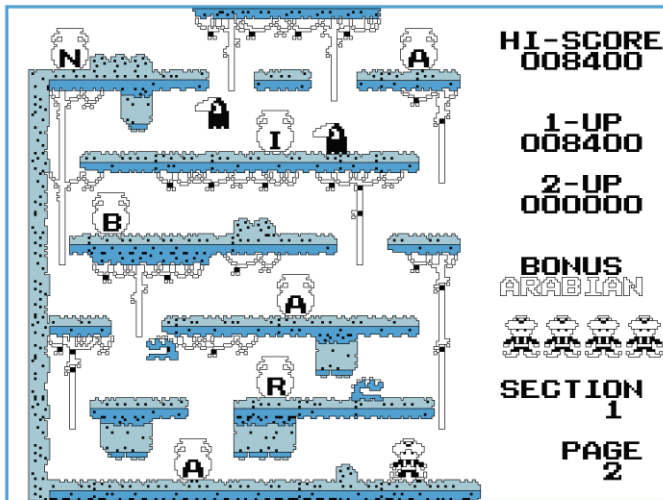


As you approach the shore, monster birds and slimes are invading your ship as an early offensive! Deal with them as you collect the letter jugs.

TIPS:

- You can climb the masts all the way to the top to reach the jugs, but so can the monsters, so watch out!
- Be wary of birds that may suddenly drop from above near the top of the screen.

PAGE 2 - THE CLIFF

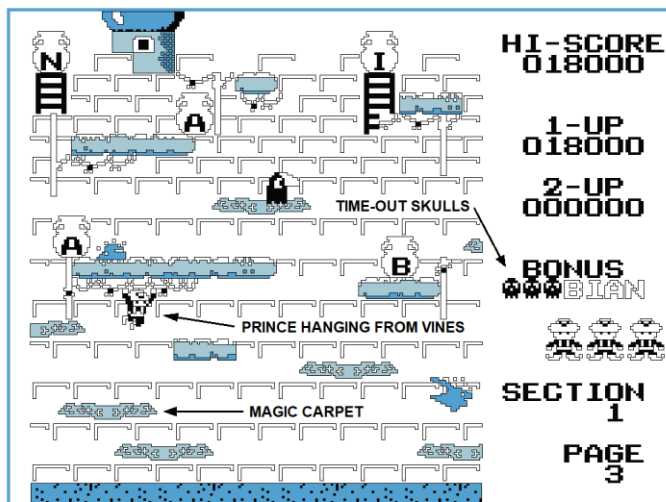


You have reached the shore and are now required to collect letter jugs spread around caves inside a cliff.

TIPS:

- In this stage, slimes have the uncanny ability to disappear off one edge of the screen and reappear on the opposite edge! Don't get caught by surprise!
- Keep in mind that you cannot kick while crawling in small spaces.
- Be wary of monster birds that may suddenly drop from above near the top of the screen.

PAGE 3 - THE OUTER WALL

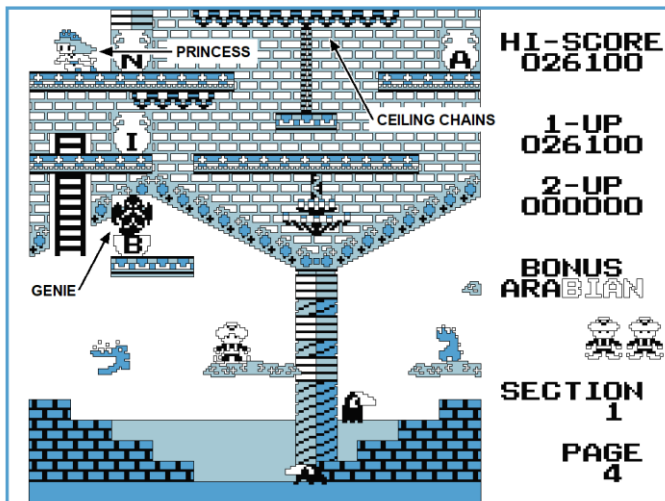


You are almost at the palace! Before you can reach it, you must collect letter jugs scattered along the outer wall of the palace. Use the magic carpets as platforms to reach higher grounds.

TIPS:

- Watch for alignments between the magic carpets, which can help you climb up quickly.
- Magic carpets can push you off platforms, so be careful not to get caught off-guard!
- You can walk across the very top of the outer wall without falling.

PAGE 4 - THE PALACE



You've finally made it inside the palace! Don't let the beautiful princess distract you, as you must (again) collect all the letter jugs before you can save her!

TIPS:

- If you climb out of the sand pit but later need to return to the bottom of the screen to collect a jug, look for invisible ladders on either sides of the screen that will allow you to climb down into the sand.
- If you fall down from the higher platforms, you will slide down the decorative chutes diagonally. Make sure there are no monsters waiting for you below before you slide down!
- In the upper levels of the screen, you can use the chains in the ceilings the same way as you used ceiling vines in previous levels.

SCORING

Picking up a letter jug	500 points
Kicking a monster	100 points
Kicking a big monster	1000 points

For each other monster in the path of a kicked monster:

Second monster	500 points
Third monster	1000 points
Fourth monster	2000 points
Fifth monster	4000 points
Sixth monster (or more)	8000 points

Collecting all letter jugs in the correct order:

Section 1	4000 points
Section 2	6000 points
All subsequent sections	8000 points

You get an extra life every 30,000 points.

THE FUN OF DISCOVERY

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

CREDITS

Mystery Man : Software programming, beta-testing.

Luc Miron : Software beta-testing, box design, manual design.

WARRANTY

If your game cartridge should become defective at any point in time, contact CollectorVision by sending an e-mail to info@collectorvision.com. The proper course of action (for the repair or replacement of your game cartridge) will be determined in all deliberate speed. Please keep in mind that you may (and probably will) be required to pay shipping fees. Replacements for boxes and manuals may or may not be available. Contact CollectorVision for information.



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