

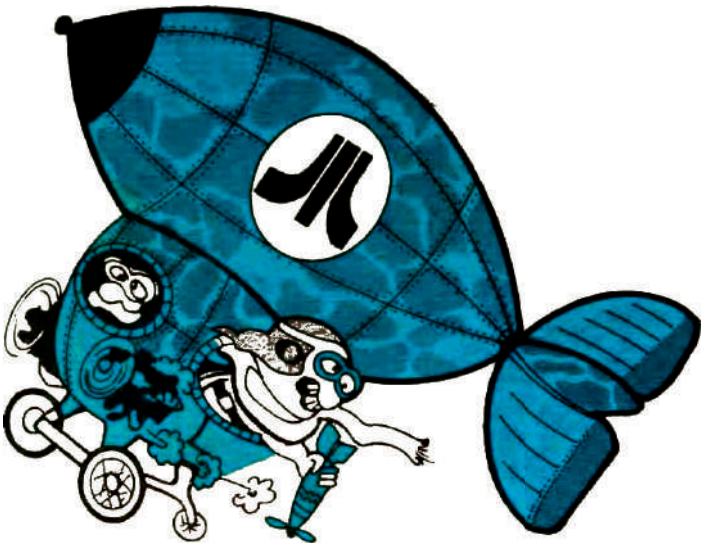
**COLLECTOR  
VISION  
Games**

Guide No. 099301

CARTRIDGE  
INSTRUCTIONS



For one or two players



*Plays, sounds and scores like the CANYON BOMBER®  
arcade game!*



---

## GAME DESCRIPTION

---

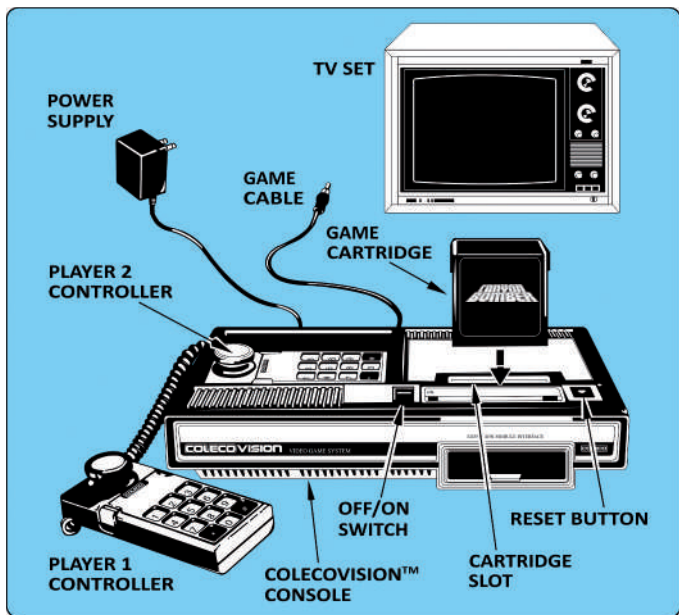
BOMBS AWAY! Now players can experience the fantastic excitement of dropping bombs from WWI-type blimps and bi-planes on numbered targets filling a canyon below.

Your mission: drop bombs to clear the bricks and rack up the highest score before falling into the canyon!

The challenge intensifies as your targets shrink and your shots require pinpoint precision. Play solo to master the skies or challenge a friend in competitive multiplayer for ultimate bragging rights.



## 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.

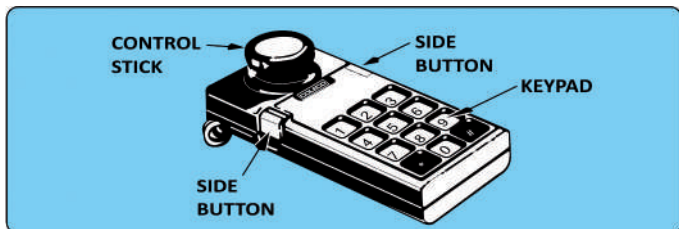
Press the Reset Button. The Title and Game Select screen appears on your TV.

Choose \* to start game or # for options like the arcade game.

---

## USING YOUR CONTROLLERS

---



**NOTE:** For a one-player game, use the controller plugged into Port 1. For a two-player game, Player 1 uses the controller plugged into Port 1. Player 2 uses the controller plugged into Port 2.

**1. Keypad:** Keypad Buttons 1-2 allow you to select a Game Option before beginning the game.

**2. Side button:** Pushing the Side Button drops a bomb during game.

---

## HERE'S HOW TO PLAY

---

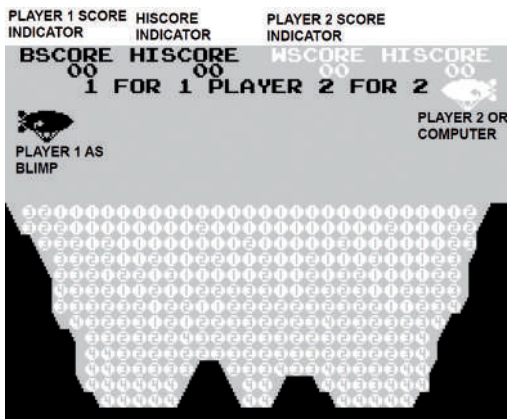
**Note:** If you are playing a two-player game, each player controls a plane or blimp. A player has got the black one, the other player the white one.

### **STEP 1: The choice is yours.**

Press # on title screen to modify the options like the arcade version. You can change number of lives, original graphics or not and language.

### **STEP 2: Bomb away!**

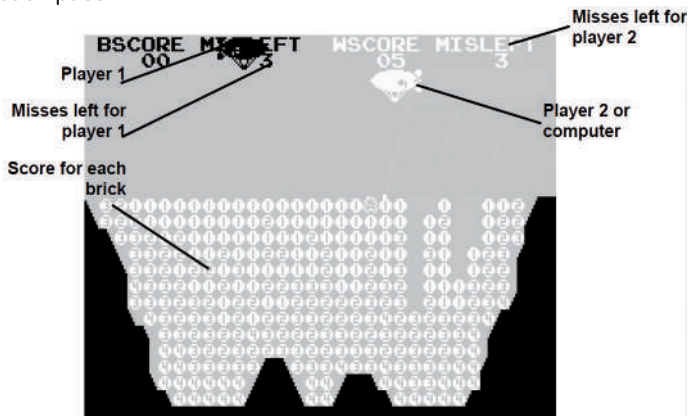
After you select one or two players game, you can drop your first bomb. Score points by dropping the bomb at the correct place.



## SCORING

The canyon is filled with targets that add 1, 2, 3 or 4 points to the player's score when hit.

Blimps can hit a possible 8 targets, bi-planes up to 4 targets on each pass.



Players are allowed 3,4,5, or 6 misses per game. If the canyon is emptied before the player uses up his allowed number of misses, the targets are automatically reset for a new bomb run. No bombs released during a bomb run counts as a miss.

---

## THE FUN OF DISCOVERY

---

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

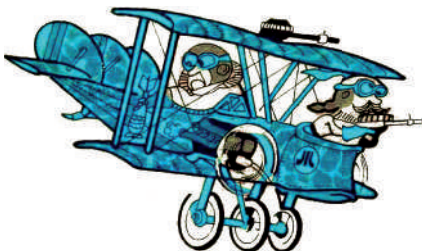
---

## CREDITS

---

Canyon Bomber ©1977 Atari, Inc.,  
original game by Wendi Allen, All Rights Reserved.  
Program ©2024 Alekmaul - [www.alekmaulstudio.fr](http://www.alekmaulstudio.fr)  
Music by Adan Toledo.  
Manual by Jean-Michel Girard.  
Box by Vincent Godefroy.

Made in Canada by ©2025 CollectorVision, Inc., Montreal, Quebec.  
Printed in Canada.



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



**COLLECTOR VISION**  
Games

REMBEE