

**COLECO
VISION™**

CollectorVision
Games
Guide No. 099086

CARTRIDGE INSTRUCTIONS

Droid



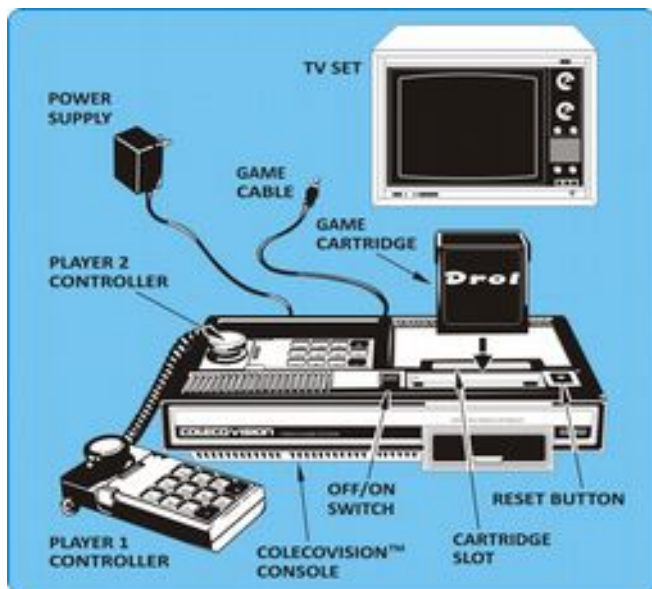
A little red-haired girl and her propeller-beamed brother await your rescue.

COLECO

GAME DESCRIPTION

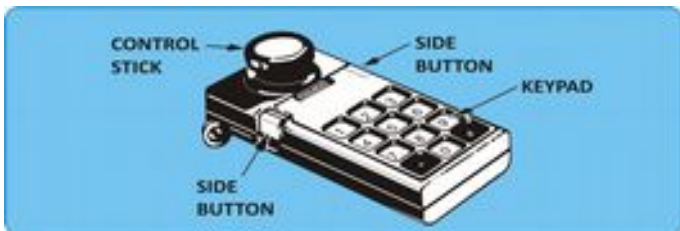
Enter the funny, challenging and suspenseful dream world of Drol - where a little red-haired girl and her propeller-beamed brother await your rescue. They have been lured by a witch doctor's curse into the multi-leveled ruins of a lost civilization. Mesmerized, they wander aimlessly through the scrolling underground corridors, oblivious to the dangers around them.

GETTING READY TO PLAY



- Make sure the COLECOVISION™ 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 to same channel as the Channel Select switch on the console.
- To play Drol™, use the controller in Port 1 (the rear jack).
- **ALWAYS MAKE SURE COLECOVISION™ UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.** Turn **Off/On** switch to **On** after cartridge is inserted.

USING YOUR CONTROLLERS



Use Control stick to move your character around. Press either side button to fire.

Press * to PAUSE and again to continue playing.

HERE'S HOW TO PLAY



It's your task - as a hero equipped with a rocket backpack and full-screen radar scope - to dodge hopping scorpions, monsters and snakes, flying turkeys, swords, daggers, arrows, magnets, witch doctors, and vacuum cleaners(!) in your attempts to reunite the children with their mother.

Your mission

Others have been lured to this dream world before you - a little girl, a boy, their pet lizard, their pet crocodile and their mother. Your task is to find them and bring them back to waking reality - safe and happily reunited.



Mission 1

Rescue the little girl and her pet lizard (with rocket pack). Watch out for scorpions, flying turkeys, and (on higher levels) deadly vacuum cleaners!

Mission 2

Rescue the little boy and his pet crocodile. Watch out for monsters, magnet, and the witch doctor!

Mission 3

Rescue the mother. Watch out for serpents and flying weapons of all kinds!



Luckily, you're wearing your trance-resistant, anti-gravity rescue suit. You're also well-armed with an unlimited supply of luminous reality pellets, which you can shoot to disintegrate monsters and other enemy phantoms that the witch doctor has cleverly conjured to thwart you.

You start with five lives. For each round of three missions completed successfully, you earn one extra life.

Your wide-screen radar-scope at the top of the screen will prove indispensable in your quest.

SCORING

35 points	Scorpions, Monsters, Snakes
100 points	Daggers, swords, arrows, balloon, helicopter, witch doctor
300 points	Rescue girl/rescue boy/lizard/crocodile
500 points	Rescue mother
500 points	Roast turkey

NOTE: The Reset Button on the console “clears” the computer. It can be used to start a new game at any time, and can also be used in the event of game malfunction.

TRIVIA

The author, Aik Beng, only credited himself using his two middle names. His full name is Benny Aik Beng Ngo, the brother of Tony Ngo. Drol (and Bandits) were independently developed and then published through Sirius and Brøderbund, respectively. Benny Ngo developed Drol while he was attending college. In fact, in the early days, quite a few games were developed by students then published through companies such as Sirius, Brøderbund, Sierra, etc.

In 1991, an unofficial 16-bit version for Commodore Amiga was released by Cachet of "X-Copy" disk copier software fame with enhanced graphics and sound. Programmed by Jörg Meenen, Holger Graefe and graphics by Sebastian Dosch.

The title was originally named Trol. Brøderbund Software, Inc. suggested the final name Drol as in "drol". Drol is Dutch for "turd".

Source : Moby Games

HOW TO REACH US

CollectorVision

www.collectorvision.com

THE FUN OF DISCOVERY

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

CREDITS

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Colecovision conversion by Mystery Man

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