

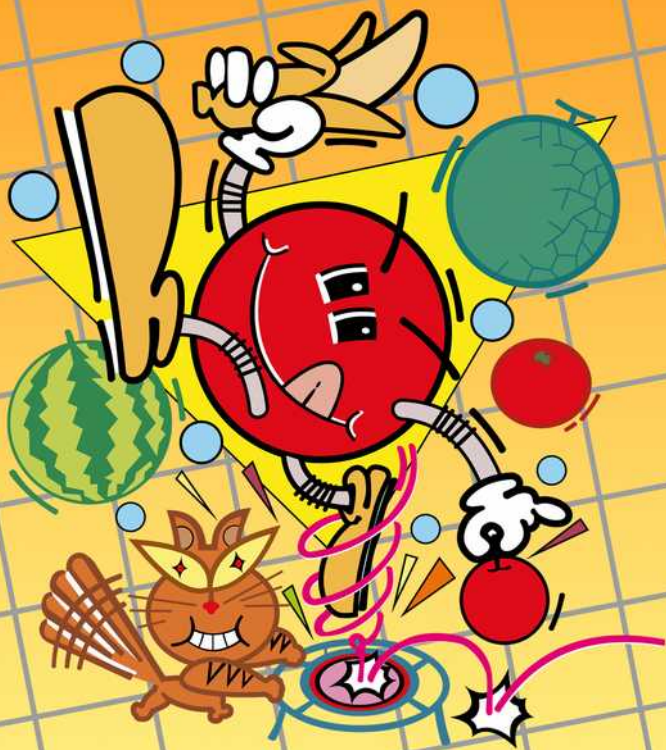
COLLECTOR
VISION
Games

Guide No. 099280

CARTRIDGE
INSTRUCTIONS

FRUIT PANIC

フルーツパニック



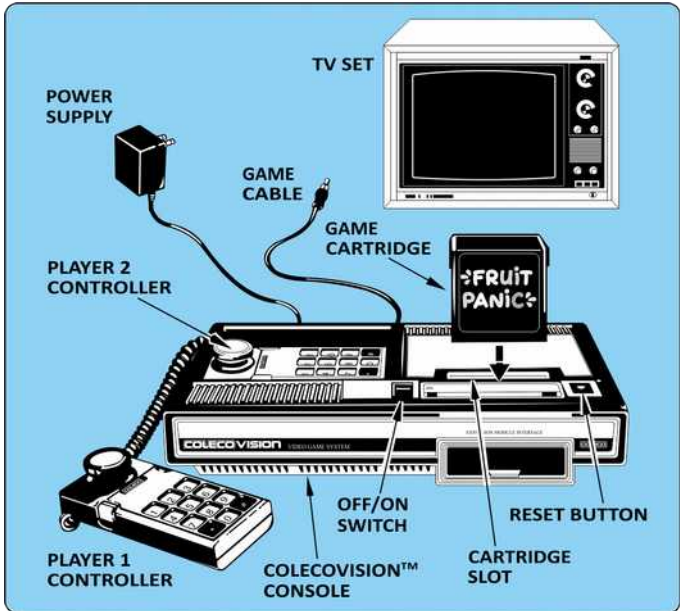
FRUIT PANIC

フルーツパニック

GAME DESCRIPTION

What WALKY loves to do is to wander around for hours. One day he decided to visit the faraway land of cats. He was happy to finally arrive there when he realized he was starving. He found a six storey fruit store in a street. Without knowing that the place was guarded by NYANKY the cat, WALKY got into the store to fill his stomach. How long will he be able to eat the fruit?

GETTING READY TO PLAY

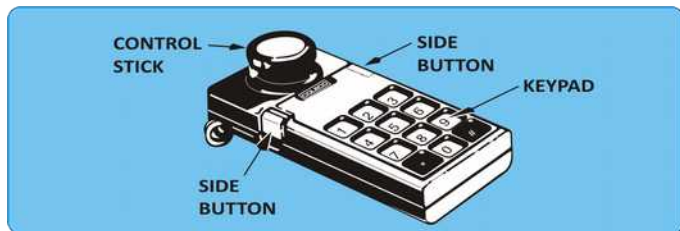


- Make sure the COLECOVISION™ or compatible console is connected to TV. Make sure power supply is plugged into console. Then plug power supply into a 110/120 volt AC outlet.
- TV should be on and tuned accordingly to your console manual.
- **ALWAYS MAKE SURE COLECOVISION™ OR COMPATIBLE UNIT IS OFF BEFORE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

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

If your game console has SGM capability, the sounds will be enhanced.

USING YOUR CONTROLLERS



Move your WALKY using the Control Stick left or right.

Press Side Button to leave a bomb on the floor.

HERE'S HOW TO PLAY



The electronic trampolines change color in a sequence of green, blue, yellow, and red, and in the event that WALKY jumps when they are red, he dies.

To move to the floor, push your Control Stick left or right at the moment of the impact of the jump with the trampoline.

WALKY dies when NYANKY catches him. NYANKY cannot get WALKY while he is in the air or when he is unconscious. In this case, NYANKY is dangerous again after a certain time during which he is flashing.

Periodically on the ground a Diamond appears. If WALKY gets it, his arsenal is increased by one bomb. In the event that WALKY dies, the arsenal increases by ten bombs.

WALKY must eat all the fruits, and once you have achieved this, new screen designs will appear in which the difficulties such as NYANKY's speed, type of soils and fruits increase.

There is a bonus stage each time the screen designs change. You have to pick up the stars in a certain time. The remaining time will produce extra bonus.

If you are late in eating all the fruits, the message "HURRY UP" will appear on screen and NYANKY's speed will increase. If the delay is longer, you will hear a panic sound and NYANKY will increase his pursuit speed even more.

You will get extra WALKYs at 20,000 points and 80,000 points. If all the WALKYs die, the game ends. If you have obtained one of the five best scores, you can record your name.



WALKY



NYANKY



DIAMOND



BONUS



TRAMPOLINE

WALKY: It is an animal that can only walk and eat. But it is very faithful to the orders of the player.

NYANKY: He is the watchman of the fruit store. He is very smart and tries to catch WALKY insistently.

ELECTRONIC TRAMPOLINES: These devices are on both sides of the bottom of the screen. These electronic trampolines are for the use of cats since they weigh little. If WALKY stays too long on them, they collapse due to the weight.

The color of the trampolines indicates their state of wear following the sequence of green, blue, yellow and red colors, red being the danger signal and if WALKY touches them when they are red, he dies. After some time, they return to green.

DIAMOND: Increases WALKY's arsenal by a bomb, getting 10 points in turn.

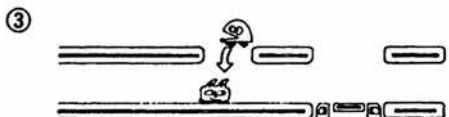
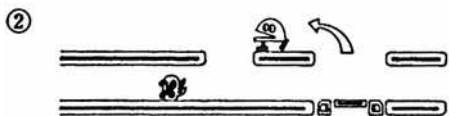
SPECIAL BONUS: With Jump Attack (explained later), this bonus appears at the bottom of the screen. If many Jump Attacks are performed, special high score bonuses such as 500 Yen, pencil, watch, book, flowerpot, etc. can be obtained.

HOW TO GET A HIGH SCORE

In this game, you cannot get high score just by eating the fruits. Here are the secrets to getting a high score.

BOMB ATTACK (200 points) : It is a technique that makes NYANKY lose consciousness. The bomb is placed on the ground. It is easy to perform this operation when WALKY is about to be captured by NYANKY.

JUMP ATTACK (1,000 points): It is a technique to make NYANKY lose consciousness by jumping from the upper ground. It is difficult to find the right occasion but you can get 1,000 points for each cat, and after a while special bonuses appear.



The bomb is placed as indicated in drawing 1. After NYANKY loses consciousness, as seen in drawing 2, using the electronic trampolines WALKY waits for NYANKY on the upper floor. As shown in drawing 3,

when NYANKY regains recognition, looking for the right moment, he jumps. Easy? At first, it will be difficult, but it is a matter of looking for the right occasion to perform this operation. You will be rewarded a fairly high score.

GAME FEATURES

There are 8 kinds of fruit. When you ate all of them, cherries reappear. Each fruit has a value of 10 points. There are 10 different screens. When you have visited all of them, screens 8, 9 and 10 are repeated.

Each time a new screen appears, the speed increases. However, when you reach screen number 12, the successive ones are maintained with the same speed of execution of the game.

THE FUN OF DISCOVERY

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

CREDITS

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Box and manual by Vincent Godefroy.

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