

# JESTER



**AKkaim**

CollectorVision  
Games

# JESTER

## GAME DESCRIPTION

You are Jester, the King's fool.

Your goal is to collect the Element items in the middle of each rooms in all of the dungeons.

To do so, you need to collect a KEY in a room to open the lock that leads to an Element item.

When you get a Sword you will be able to defeat the guards, if you kill all four of them, you will get a Bonus Item.

## GETTING READY TO PLAY

- Make sure the Phoenix Console System™ 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 PHOENIX™ UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.**  
Turn **Off/On** switch to **On** after cartridge is inserted.

## USING YOUR CONTROLLERS

**Control Stick:** Use the Control Stick to move your character on screen in the rooms.

## HERE'S HOW TO PLAY

When exploring the dungeons, you can find swords, torches, keys and different items. There are 9 rooms in each of the 4 dungeons. When you get a key, a door opens somewhere giving access to other items.



Fruit: Time Left (Total: 180 secs)

Sword: Fighting time left (Total: 25 secs)

Torch: Room Light left (Total: 60 secs)

Game starts with 3 lives.

# ITEMS



**KEY:** A key is needed to open a center lock, where the Sacred item is located. Once you get the key, a green area will flash on the map (for 3 seconds and stop) to show where the lock has been unlocked. You need to go to that room to collect the element item.



**SWORD:** Gives you the ability to kill the guards. They will turn white for 25 seconds while they are vulnerable.



**TORCH:** It will provide room light for 60 seconds, when the torch gauge is empty, the room will be in total darkness.

**BONUS ITEM:** It will ONLY appear if you kill ALL four guards in a room. If you get all 8 Bonus Items, a Rose will appear in Room #9.

**ROSE:** A Rose gives you +1 Heart piece (1 life-up)

**ELEMENT ITEMS:** You need to collect all of them to complete the game. There are 8 Elements in the game. The 9th room contains a Staircase (Your way to escape). The key in that room will ONLY appear if you have collected all 8 Element items in the 8 previous dungeons. You will only be able to collect them by having a KEY in each dungeon.

## SCORING

KEY: 1000pts

ROSE: 2500pts

TORCH: 250pts

BONUS ITEM: 2000pts

SWORD: 500pts

GUARDS: 100pts for 1st BONUS POINTS:

Guard 40 000 pts: +1 Life up

200pts for 2nd Guard 75 000 pts: +1 Life up

500pts for 3rd Guard 100 000 pts: +1 Life up

1000pts for 4th Guard

## TRIVIA

When you loose a life, you restart with half a gauge Torch (if your torch gauge was empty when you died).

If you quit a room without taking the Bonus Item, the Bonus item will be lost when you get back to the room and you will not be able to get it back.

When you have completed the 4 dungeons, you will get the message from the King to let you know that your quest is over. Then the game "loops" back to Dungeon 1.

Dungeon 1: Brown color scheme - EASY

Dungeon 2: Blue color scheme - NORMAL

Dungeon 3: Green color scheme - MEDIUM

Dungeon 4: Red color scheme – HARD



Vidéoway was a terminal for interactive television developed by Vidéotron, a Canadian integrated telecommunications company, discontinued in 2006. JESTER is a tribute to King's Jester, one of the games available on the Vidéoway system in the 90s.

## CREDITS

Programmed by Jean-Michel Girard

Box and Manual: Vincent Godefroy

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Montreal, Quebec.

