

**COLECO
VISION™**

CARTRIDGE INSTRUCTIONS

MINIMALIS

by **COLLECTORVISION**



***Break free the mind of your patient from
her mental prison!***

COLECO



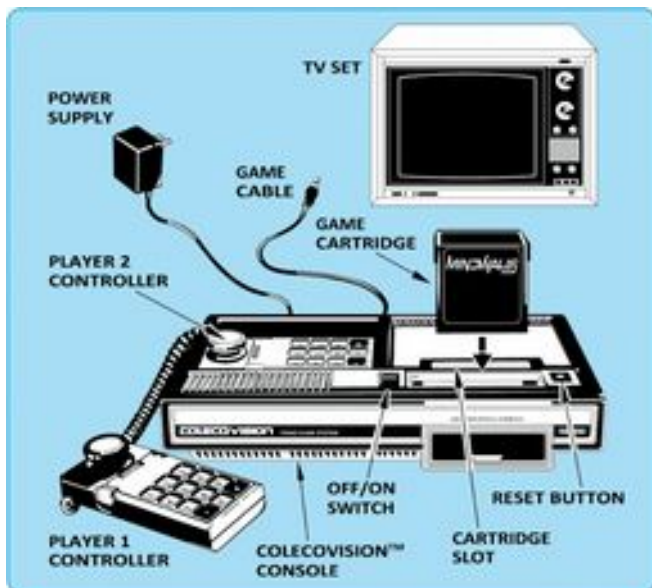
GAME DESCRIPTION

Dear colleague, thank you for accepting our proposal. Our research on the development of a device to explore people's mind is on the verge of reaching its goal and you are honored of leading the first test on our patient. She is volunteered since there is no treatment for the mental disorder she suffers from.

To be honest, the real reason for this experience is more financial than therapeutic as there is nearly no money left for the project and even if the device works, it is far from being fully functional. However, if we succeed in treating mental disorders, our investors would be reassured and we may continue our work.

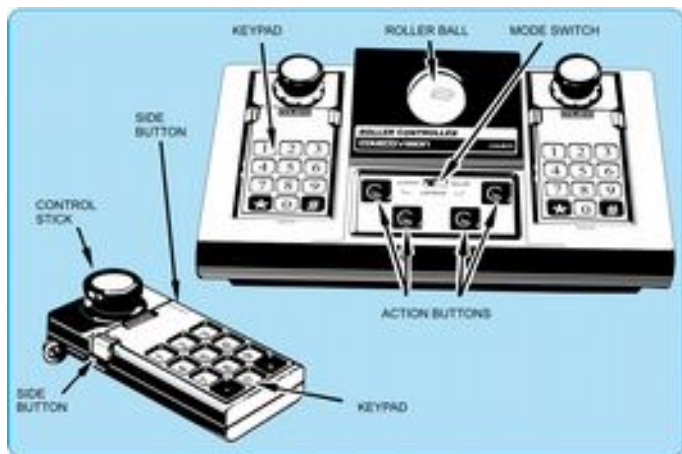
You were chosen because you know better than anyone how to use our device. The future of our research is in your hands!

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 Mindwalls™, 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 CONTROLS



1. **Control Stick:** Pushing the Control Stick left or right causes your paddle to move.
2. **Side Buttons:** Press any button to start a game, to throw the ball and to shoot when you've got the gun.

If you're using **ROLLER CONTROLLER**, attach it as explained in its owner's manual. Set the Mode Switch to ROLLER CARTRIDGE. Then you can use the Rollerball to move the paddle.

HERE'S HOW TO PLAY

Your goal is to cure the patient by setting her brain free from the walls the disease builds in her mind. You've got a virtual paddle with a ball to destroy any obstacle. We would have elaborated something more simple and more efficient, but time was lacking.



Use your paddle to prevent the ball from falling and to send it on the walls to destroy them. You can also destroy the vain thoughts with the ball.

Options will sometimes fall from the destroyed bricks. Try to get them to ease your work.

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.

SCORING



5 points



6 points



7 points



8 points



9 points



10 points



11 points

Vain thoughts

10 points

Level completed

500 points

Every 10000 points you get an extra life with a maximum of 9 lives.

Options that might help you (or not):



Reduced ball speed

Large paddle

Paddle holds the ball

Two more balls are added

Paddle fires lasers

Get to next level

Spare paddle

Maximum ball speed

Small paddle

Destroys the paddle

Beware! You lose a life when you have no more ball on screen.

Silver bricks are unbreakable. But there might be a way to get through them...

If the paddle touches the ball when moving, its speed can be modified.

The game is over when you have no life left. If you have beaten the highscore, you are notified and your score appears on title screen.

THE FUN OF DISCOVERY

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

HOW TO REACH US

Nicam Shilova

<http://www.nicamshilova.fr>

CollectorVision

www.collectorvision.com

CREDITS

Program, GFX, SFX and Music by Nicolas CAMPION

Package ©2013 CollectorVision

Made in Canada by CollectorVision

Montreal, Quebec. Printed in Canada

Box and manual by Vincent GODEFROY – www.colecoboxart.com



COLLECTORVISION