

**COLLECTOR  
VISION  
Games**

Guide No. 099235

CARTRIDGE  
INSTRUCTIONS

# Module Man



The king of your kingdom is looking for a new knight to sire, and you're next in line for the post! However, the king will only give your candidacy serious consideration if you manage to bring back the coveted royal sword from the depths of his deadly dungeon!

Thank you for selecting the Module Man game cartridge for your ColecoVision game system or ADAM computer. Please store this instruction booklet for future reference, and be sure to read it thoroughly to ensure maximum enjoyment of your new game.

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## WANTED: NEW KNIGHT

King Reinhold is well known across the continent for being an insatiable adventurer, and his travels have become legendary tales of wonder. The King can back up his adventurous stories with treasures, artifacts and even exotic animals which he brought back from strange far-away lands, and he had a large dungeon built for the sole purpose of storing these objects.

Truth be told, the King relies on his knights to keep the peace and manage his kingdom during his absence. And it just so happens that a new position has just opened in the knights' ranks! As an experienced hunter with a confirmed mastery of the crossbow, you're at the top of the King's list of candidates! However, King Reinhold has devised quite a devious method for selecting his knights: They must all undergo a test of courage within the confines of his dungeon of treasures!

The rules are simple: Each candidate to knighthood must enter the dungeon alone, find the Royal Sword and bring it back to the King perched on top of his royal tower. Sounds simple, right? WRONG! Not only must you survive the attacks of the merciless guardians of the dungeons, but the King has instructed you to collect all the treasures in each dungeon room before moving on to the next, and your code of chivalry forbids you from breaking the King's directive. And to make matters worse, the Royal Sword can be anywhere, so you must explore the maze of dungeon rooms and survive long enough to succeed in our quest.

Armed with an unlimited supply of crossbow arrows, and the promise of finding special objects within the dungeon that will aid you on your mission, you accept the King's challenge, and venture forth into an underworld of danger.

Will you become King Reinhold's next royal knight, or will your journey end as a footnote in history inscribed on a tombstone? Only time will tell ...

## GAME SETUP

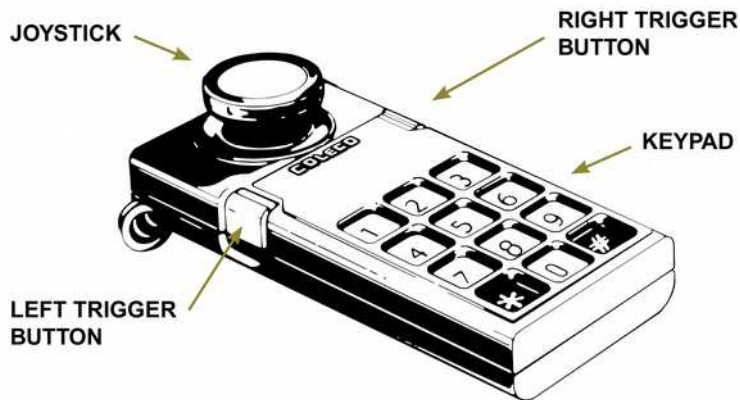
Hook up your ColecoVision console or ADAM computer to a TV set, as described in your owner's manual. Make sure the machine's power supply unit is plugged into a regular residential power outlet.

This is a game for one player only, but you can play with a compatible hand controller plugged into joystick port #1 or joystick port #2.

Any compatible controller should normally function with Module Man, but if you use a third-party controller without a numeric keypad, you will not be able to pause the game during play, or toggle the sounds on or off.

Insert the Module Man cartridge firmly into the cartridge port, with the label facing you.

Push the ColecoVision's (or Adam's) power switch to the ON position to begin playing. (Remember to turn the machine off before removing the cartridge, or else you may damage the cartridge or the machine itself.)



## USING THE CONTROLLER

At the title screen, pressing either trigger button will make the high score table appear. Pressing a trigger button again will start the actual game.

During the game, you can walk left or right by pressing either direction on the joystick. Press up on the joystick while you are standing directly under a ladder to grab on and climb this ladder (assuming the bottom tip of the ladder is close enough to you). Press down on the joystick while standing at the top of a ladder to climb down. While holding onto a ladder, you can let go of it by pressing left or right on the joystick.

Press up on the joystick while standing in front of a door to enter it. If the door is locked or if you haven't picked up all the treasures in the room, you will hear a "thud" sound when you try to pass through the door.

Press the left trigger button to fire your crossbow. You can only shoot one arrow at a time, so it's best to avoid shooting foolishly.

Press the right trigger button to jump. Pressing left or right on the joystick while pressing the jump button will make you leap forward in those directions. To jump straight up, do not press any direction on the joystick. While jumping, grab onto any nearby ladder by pressing up on the joystick when your path crosses the ladder.

To pick up a usable object, stand over (or close to) it and press down on the joystick while pressing the left trigger button. The object will be transferred to one of the two inventory slots at the top of the screen. To drop an object from your inventory, simply stand on any platform and press down on the joystick while pressing the left trigger button. The object in the left slot will always be dropped first. If your inventory is full, the next object picked up will be swapped with one of the objects in your inventory.

Press the [**\***] key on the keypad at any time to pause the game. Press [**\***] again to resume playing. You can also press the [**#**] key on the keypad to toggle sounds on or off at any time during gameplay. This works on both controllers.

When the "game over" message is displayed, if you beat a record in the Hall of Fame you will be required to enter your initials. See page 7 for more details.

# HOW TO PLAY

You will start each game session at the top of the King's tower, near the King sitting on his throne. Your goal is to retrieve the Royal Sword which has been hidden somewhere in the King's dungeon. Armed with your trusty crossbow and a full bar of energy, you're all set to face whatever challenge awaits you.

But wait! The King has issued one important rule: **You cannot leave a dungeon room until you have picked up all the treasures in that room!** Once you have collected all the treasures, you are allowed to use the doors that lead to other rooms.



Walk, jump, and use ladders in order to collect treasures and assorted items, while avoiding harmful contact with the dungeon's guardians and their projectiles. If you get hit, you will fall over and remain stunned for a few moments, and some energy will be taken from your life bar. Falling down from too high will also cost you precious energy.

## HOW TO PLAY (continued)

### TREASURES AND USABLE ITEMS

Each room can (and usually does) contain treasures. You can pick them up by simply walking over them. When you do this, points will rise which will be added to your score. See page 10 for the full list of treasures.

One treasure, the King's Head, is different: Instead of points, you earn a full refill of energy. This is the only way to heal yourself (aside from delivering the Royal Sword to your King). And unlike the other treasures, you do not need to pick it up in order to be allowed to leave the dungeon room. You can come back for it later.

Some items are not treasures. These items can be picked up, placed in your personal inventory, and used to help further your quest. See page 8 for more details.

### DOORS

As previously stated, doors in a dungeon room remain locked until you have collected all the treasures in that room. Once done, most doors unlock, though some remain locked. To open those doors, a specific item is required. HINT: The item that will unlock a locked door is not always the Blue or Red Key.

Some doors are one-way, leading to other rooms with no direct way back. Other doors are permanently locked. Some are invisible, but work the same way as regular doors. These invisible doors are often useful shortcuts, so look for them!

### THE HALL OF FAME

When the energy in your life gauge is gone, the game is over. The king will give you a ranking for your efforts based on your final score. When asked to enter your initials, press up or down on the joystick to make the letters roll, and press either trigger button to select a letter. You cannot undo a letter selection. After entering three letters, you will be taken to the Hall of Fame screen, and you can then press either trigger button to start a new game. Note that the data in the Hall of Fame is lost when you reset or turn off your game console.

## USEFUL ITEMS

If a particular object doesn't automatically disappear when you walk over it, then it's a usable item, and you can pick it up by standing over it (or near it) and pressing the left trigger button while pressing down on the joystick. Once a usable item is part of your inventory, you can carry it to other rooms. Each usable item has a specific function:

### BLUE AND RED KEYS

These keys unlock specific doors within the dungeon. The King didn't tell you which doors these keys unlock, so you'll have to figure that out by yourself.

### SHIELD

While you carry the shield in your inventory, damage from enemy projectiles and collision with guardians will be reduced by half. The damage you receive from falling from too high remains the same.

### LADDER

Place the ladder on any platform (by dropping it) and use it like any other ladder in the game! This is probably one of the most useful items you can find, as it creates shortcuts where there are normally none! **NOTE: To pick up the Ladder once it has been set on a platform, stand a little to the left or right side of the Ladder, and press down on the joystick together with the left trigger button. If you stand directly above it, you will climb down the Ladder when you press down on the joystick, instead of picking it up.**

### ROYAL SWORD

Finding this item is the main objective of your quest! Once you have found the Royal Sword, bring it back to King Reinhold, and drop it from your inventory while standing close to him, at the top of the tower. You will earn a reward... and then the King will send you on another quest in his dungeon to retrieve the Royal Sword all over again! Note that your energy bar will be restored before you start your next quest.

As previously stated, any one of the items listed above can be used to unlock a specific locked door.

# THE DUNGEON GUARDIANS

King Reinhold didn't just collect artifacts during his voyages, he also brought back some intriguing animals and mechanical devices, which he decided to release into his dungeon so that they could guard his accumulated treasures. Unfortunately for you, they are all quite deadly and merciless foes! They roam the dungeon rooms and tend to home in on intruders such as you. Watch out for the projectiles they shoot!



## ROYAL PEACOCK

A majestic bird which the King was tempted to add to the kingdom's flag ... until one such bird killed one of his traveling servants!



## KNIGHT TANK

A mechanical device that was given to the King as a gift by a foreign dignitary. This device, once activated, will roll around practically forever and shoot down any intruder on sight.



## TALL TURTLE

King Reinhold picked up this species of giant turtles from the Galapagos Islands. Not only do they walk around quite fast compared to other turtles, they also fiercely defend their established territories.



## DEADLY DUCK

They look like normal ducks, but don't be fooled! They are quite violent!



## HELI-CHOMPER

Another mechanical device designed for military purposes. They can strike fear into the hearts of enemies on any battlefield, but the King decided they should be used only within his dungeon.

# SCORING

## TREASURES

Arrow	100 points
Onion	100 points
Pistol	100 points
TV	100 points
8-ball	200 points
Doll House	200 points
Face	200 points
Shoe	200 points
Chalice	300 points
Note	300 points

Ring	300 points
Chair	400 points
Heart	400 points
Wire	400 points
Dynamite	400 points
Helicopter	500 points
Lion	500 points
Spark	500 points
Star	500 points
King's Head	0 points

(restores energy bar to full)

## ENEMIES

Royal Peacock	300 points
Tall Turtle	600 points
Knight Tank	450 points
Deadly Duck	300 points
Heli-Chomper	450 points

When the Royal Sword is returned to the King, you earn 4000 bonus points, and 100 points are also added to your score for every fraction of energy left in your energy bar.

## TIPS AND HINTS

Keep an eye on your energy meter, and keep in mind that jumping down to lower platforms from slightly too high will eat away at your energy. Conserving energy should always remain your primary concern.

When falling from higher ground, you will automatically grab onto any ladder you come in contact with, but only while your falling speed is low.

It's possible to shoot through walls in certain dungeons, with some nimble jumping. Use this tip to defeat enemies while staying out of harm's way.

Two invisible ladders allow access to areas without having to use the Ladder item.

If part of a room is out of reach, try using the Ladder to descend into it from above. You may find an invisible door to use as a shortcut, but pick up all treasures first!

Rumor says King Reinhold will be "impressed" if you return the Royal Sword to him after earning 30,000 points. But no one seems to know what that means exactly...

## TEAM PARTICIPANTS

- Ryan Olsen: Original creator of the game
- Mystery Man: Game programming and beta-testing
- Luc Miron: Game manual, software beta-testing
- Chris Coles: Box art ([ccoles.com](http://ccoles.com))
- Vincent Godefroy: Box and label
- Troy Whelan: Software beta-testing
- Joe Blenkle: Software beta-testing
- Dale Crum / Doc4: Game manual layout ([doc4design.com](http://doc4design.com))
- Fred Quimby : Cartridge PCB design
- Toby Saint-Aubin: Electronic sourcing and assemblies

SPECIAL THANKS: Tommy Boyer, Albert Yarusso and all AtariAge forum members.

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