

**COLECO
VISION™**

Guide No. 099052

CARTRIDGE INSTRUCTIONS

PIPPOLS™

by **Konami.**
**COLLECTORVISION
Games**



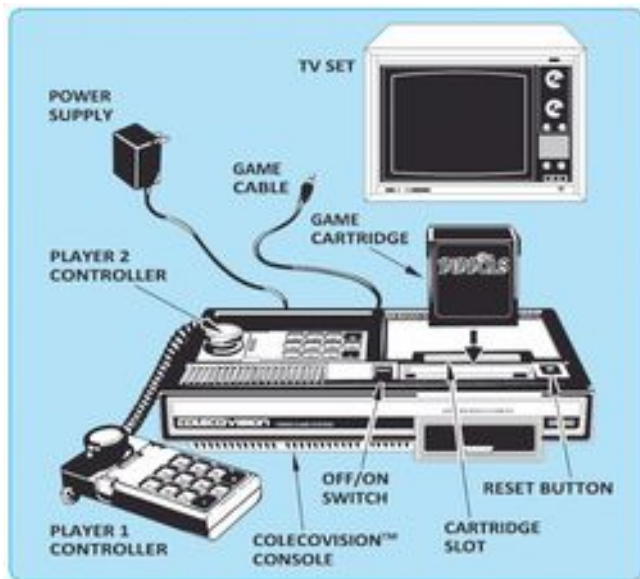
Bring back light to the Magic World

COLECO

GAME DESCRIPTION

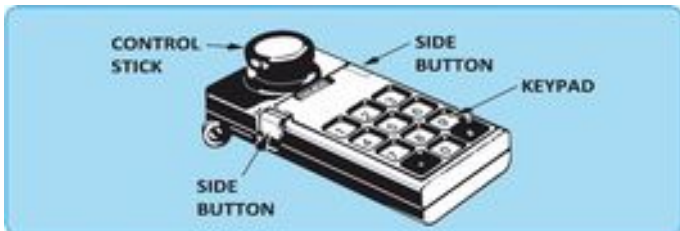
A long time ago, in the world of Magic, people and fairies were living happily together. But one day, the fairies of darkness stole the light and the world turned into black. Pippols has decided to bring back the light to the world. The brave boy starts seeking the Holy Gem towards Neverland. However, the fairies of darkness try to stop him on the way. Pippols will have to travel across several countries like the flower country, the forest country or the moai country before reaching Neverland. Will Pippols be able to get to Neverland and bring back home the Holy Gem?

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 Pippols™, 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 Pippols. You can go left or right only if there is no obstacle.

Press Side Button to shoot.

HERE'S HOW TO PLAY



The screen scrolls up or down continuously and you can jump in one of the 5 lanes as long as there is no obstacle. You can shoot up or down.

At the end of each stage, you may go right or left to next country. If you don't, the scrolling reverses and you go back to the start of the level.

When you get the Holy Gem, scrolling reverses and you have to find your way back home.



Pippols

You are Pippols, the brave boy who seeks the Holy Gem. You can change of row when there is a gap in the hedge. Watch out not to jump onto an enemy.



Slimy

Slimy can change of row when there is a gap in the hedge. Beware, he can throw deadly smoke at you.



Bitsu

He periodically changes of row by jumping over the hedges. When in group, they really become dangerous.



Fury

They fly randomly above the ground.



Skull

They are very fast and cross the screen vertically from the bottom or the top.



Whirl

They will track you down the pathways.



Willy

These little ghosts can fly anywhere to get you.



Mouse

They wander in the pathways. They're quick and dangerous.

Rock



You can destroy them except when they're rolling. In that case, try to avoid them.



Butterfly

Yes they're lovely but don't be fooled, they're toxic.



Bokuge

Maybe he's a relative of Bitsu. Anyway, he's also vicious.



Coin

Collect gold coins to get red shoes and silver coins for blue shoes.



Holy Gem

Get it in Neverland and bring it back home.



Fruits

Give you points.



Clock

Freeze the enemies. While frozen, you can touch them to kill them.



Cross

Kills all the enemies on screen.



Shoes

Red shoes increase speed. Blue shoes allow you to jump over the hedges.

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

	Points
Shoe	5000
Cross, Clock, Placard	3000
Destroy an enemy formation	1000
Enemy killed by cross/clock	1000
Kill a whole enemy group	500
Break a rock	500
Eat identical fruits	100, 500, 1000 and then 2000
Willy	100
Slimy, Bokuge	80
Fury	70
Bitsu, ennemy in formation	60
Mouse, Whirl, Skull	50

THE FUN OF DISCOVERY

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

CREDITS

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Box & manual by Vincent Godefroy
Printed in Canada by ColecoMaster

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