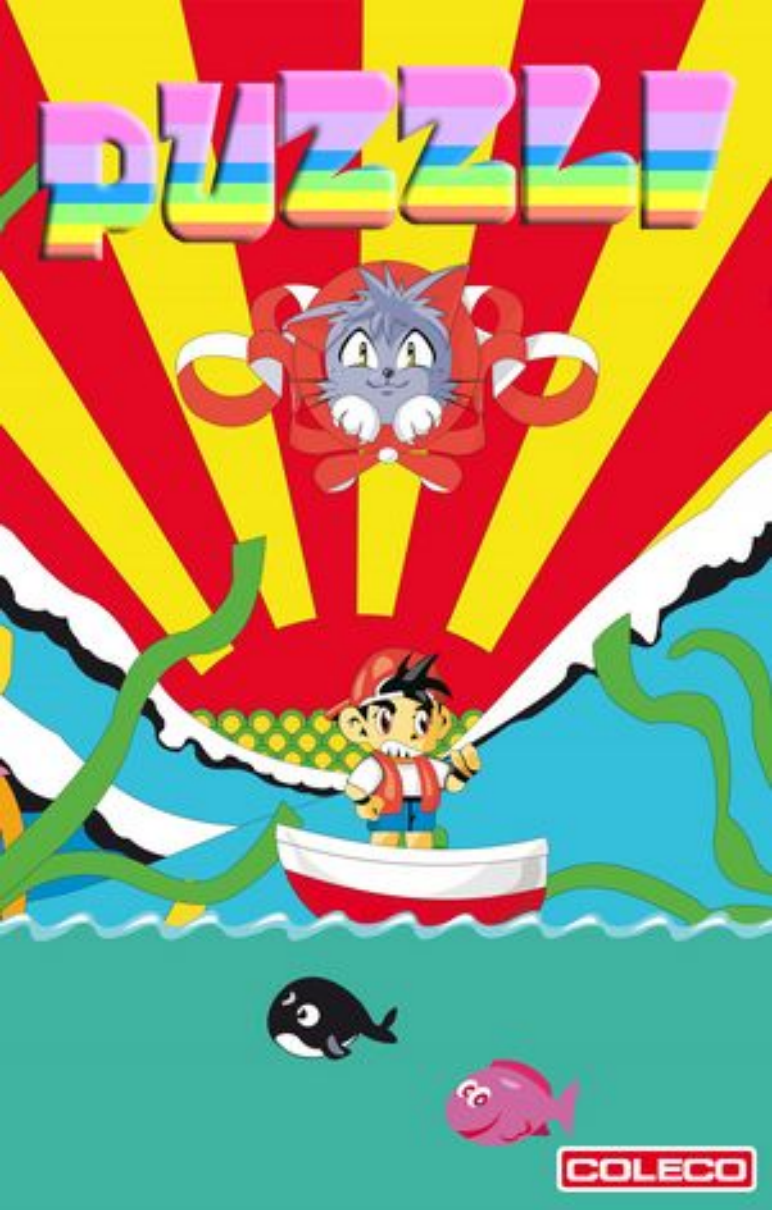
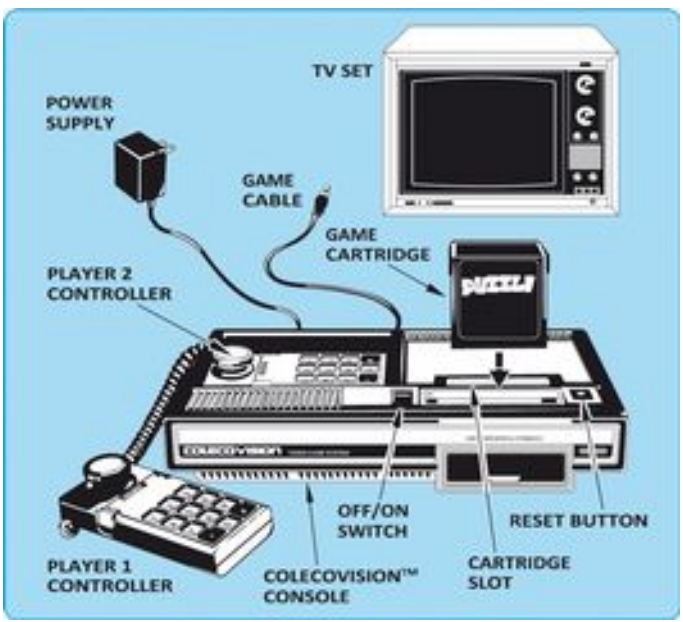

PUZZLE
COLECO

GAME DESCRIPTION

Max has got a cat named Kit. This cat is very special. Indeed, he can speak… and he does too much! He spends his time asking Max for food. His favorite meal? Fresh fish of course. Max knows that the cat would eat fish, but would not wet its feet. So, he has decided to go fishing, out of friendship, to feed his hungry companion.
Here you are, in the middle of the ocean on your frail craft, armed with your fishing rod and some bait fish. Will you bring enough food to satisfy your greedy cat?

GETTING READY TO PLAY



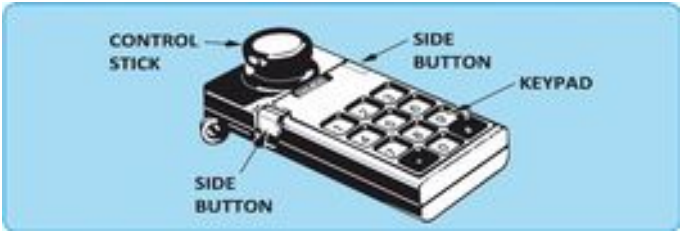
- Make sure the COLECOVISION™ console is connected to TV. Make sure power supply is plugged into console. Then plug power supply into a 110/120 volt AC outlet.

- TV should be on and tuned to same channel as the Channel Select switch on the console.

- To play Puzzli™, 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



1. Keypad: You can pause the game by pressing 3.

2. Control Stick: Pushing the Control Stick right or left, will move your boat in that direction.

3. Side Buttons: Depending on which Config Type you selected from the menu, the action changes.

   Config Type 1: Left button drops your fish in the water; right button switches your fish with the one in the basket.

Config Type 2: Left button switches your fish with the one in the basket; right button drops your fish in the water.

Config Type 3: Left button switches your fish with the one in the basket; control stick down drops the fish in the water.

HERE'S HOW TO PLAY

Before Starting

Use your controller to move the arrow up and down and press button to select the options. You can choose the difficulty from 3 modes: Easy, Normal and Hard.
Note that for each mode, there are 38 levels. You can also go for the Training Mode (18 levels).

Choose your Config Type on this screen the same way. See above for the description of the Config Types.

After selecting your Mode and your Config Type, you can select Start Game.

Fishing

What a beautiful day! Sunshine! Fresh air! Enjoy it because once you start fishing, you'll be too busy to notice. Let's get started!

Game Screen

Goal

You've got to gather at least 3 fishes of the same kind to pull them out into your boat. Moreover, one of the fishes of the group must be near to the surface so that you can reach them.

If you manage to catch several groups with only one fish, you get a combo which means more points.

Every 7 fishes you drop, the sea level decreases. If a fish is at the bottom of the screen when the water goes down, the game is over!

And beware if Max waits too long before dropping his fish, it will slip out of his hands and fall into water.

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

You get 1 point per a fish you catch. You can get more points by making combos. Here is an example:

Max drops a fish in the sea and then catches 3 other fishes.

3 fishes x 1 point = 3 points

The rows of fishes go up and form a new group of 3 fishes that Max can catch.

3 fishes x 1 point x 2nd combo = 6 points

Then another group of 4 is formed and catched.

4 fishes x 1 point x 3rd combo = 12 points

Which makes a total of 21 points!

LEVEL OF DIFFICULTY

Easy Mode: the next fish will be one of the kind of the 2 first lines of fishes in the sea.

Normal Mode: the next fish will be one of the kind of the 4 first lines of fishes in the sea.

Hard Mode: the next fish will be one of the kind of any fish present in the sea!!! (now you know why it is called hard mode!).

THE FUN OF DISCOVERY

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

HOW TO REACH US

Blog GamePassion
http://gamepassion.over-blog.com

CollectorVision
www.colecovision.dk/collectorvision.htm

CREDITS

Program and sound FX by Michel LOUVET
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CollectorVision
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