

**COLECO
VISION**

Collector's Vision
Games

Guide No. 099149

**CARTRIDGE
INSTRUCTIONS**

SAGUARO CITY



Your survival instinct is challenged immediately as you find yourself in a 21st Century Old West ghost town threatened by an invading hoard of green alien monsters.

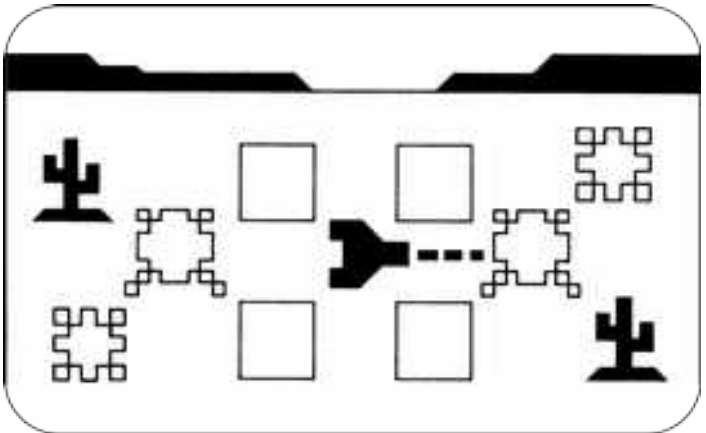
COLECO

GAME DESCRIPTION

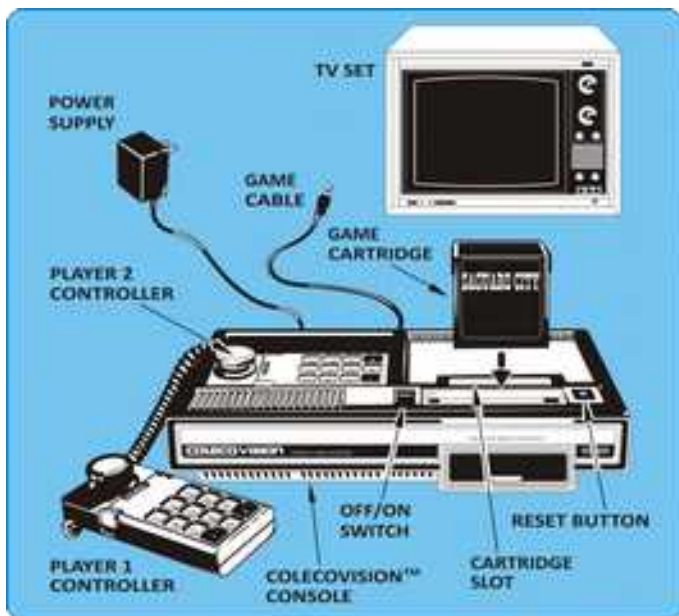
You find yourself in the 21st Century in an Old West ghost town threatened by an invading hoard of green alien monsters. These villainous creatures called morgs live off of only two things - tumbleweeds and people.

It's up to you and your security force of prairie schooners to stop the morgs before they infest the earth. In accomplishing this goal, you can score points by:

- Destroying alien morgs.
- Watching for adjacent pairs of saguaro cactuses (It's from here that a new morgs is generating!)
- Wiping out all tumbleweeds.



GETTING READY TO PLAY

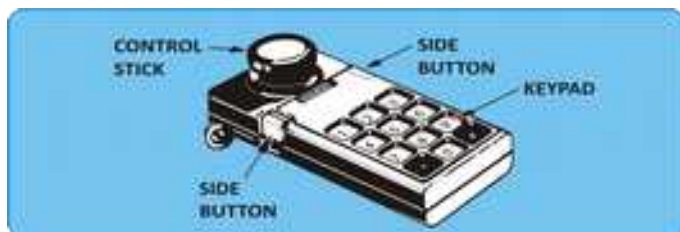


ALWAYS MAKE SURE COLECOVISION™ UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.

How to Start

Insert the cartridge; then turn on your game system. Press the Reset Switch. The title and skill level select screen appears on your TV.

USING YOUR CONTROLLERS



As it is a one-player game, use the controller plugged into Port 1.

Control Stick: Press the Control Stick horizontally and vertically to move the schooner on screen.

Side Buttons: They are used to fire a schooner's missile.

Keypad * and #: Use Keypad * or # to allow the schooner to return back to a safe territory.

GETTING STARTED

To start the game, choose the level of skill on which you want to play: Novice, Master, or Insane.

Novice level: The schooner moves twice as fast as the morg. Also, a new morg is generated when you hit a morg that is next to two adjacent saguaro cactuses.

Master level: The schooner's speed is the same as that of the morg. Once again, a new morg is generated when you hit a morg that is next to two adjacent saguaro cactuses.

Insane level: The schooner's speed is the same as that of the morg. On this level, two morgs are generated when a morg is hit next to two adjacent saguaros.

After you select the skill level, the game begins with a playing field of blue squares surrounded by saguaro cactuses and tumbleweeds. A schooner is in the center of the square, and all the saguaros are in pairs. The pairs of saguaros are generators of the aliens called morgs.

The squares encompass the remnants of Sagurao City's deteriorating cemetery, a safe area into which the morgs will not venture. The bottom of the display keeps track of the day, the population (your score), and the number of remaining schooners.



HERE'S HOW TO PLAY

The goal of the game is to score as many points as possible, while eliminating generating pairs of saguaros. The more points you score, the greater the population of Saguaro City.

You start the game with a supply of ten schooners. Play continues until the schooner supply is exhausted.

A New Day begins when all morgs and all morgs generators (pairs of saguaros) have been destroyed. Saguaros are destroyed when a missile hits a morg next to two adjacent saguaros.

Position your schooner as rapidly and accurately as possible in order to fire its missile at morgs and tumbleweeds. If a morg is hit, it becomes a saguaro and adds points to your score. If a tumbleweed is hit, it disappears and also increase your score.

Remember, morgs cannot enter the area of blue squares. However, if a schooner is surrounded by saguaros while in this safe area, the schooner dies, and a new schooner (if any are left) is placed randomly outside the safe area. If your schooner is in danger of being attacked outside these borders and the area is not entirely surrounded by saguaros, hit Keypad * or #, and the schooner reenters safe territory, and 1,000 points are deducted from your score.

Normally, a morg is produced every 10 seconds. However, if you fire a missile and there are less than 10 tumbleweeds and no morgs left, a new morg is generated immediately. If a missile hits a morg next to two adjacent saguaros, these saguaros instantly become either one or two morgs, depending on the level of play. So be ready to fire again!

SCORING

The population (score) increases by 150 for each morg you destroy, and that morg becomes a saguaro. Tumbleweeds are worth 100 points each, and a fresh supply of 20 is generated each time the current 20 are eliminated.

If all adjacent pairs of saguaros and all morgs are destroyed, a New Day begins and the player is awarded an additional schooner and 1,000 bonus points. Each New Day begins with more generating pairs of saguaros than the day before, until a maximum of 25 pairs is reached.

STRATEGY

To plan your next move, be on the lookout for the generation of a new morg. This occurs when a safe area lights up and a white background is placed around the saguaro from which the morg will be produced. As your skills increase, you'll note a definitive pattern of morg generation.

END OF THE GAME

The game is over when there are no schooners left. To play another game with the same skill level, press * on your Keypad. To play a game at a different skill level, press # on your Keypad and the game will return to the skill level selection screen.

THE FUN OF DISCOVERY

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

CREDITS

Saguaro City is based on Tombstone City game from Texas Instrument for the TI-99 4A computer ©1981 by John C. Plaster.

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www.portabledev.com

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