

**COLLECTOR
VISION
Games**

Guide No. 099xxx

CARTRIDGE
INSTRUCTIONS

SCRAMBLE

Konami/STERN



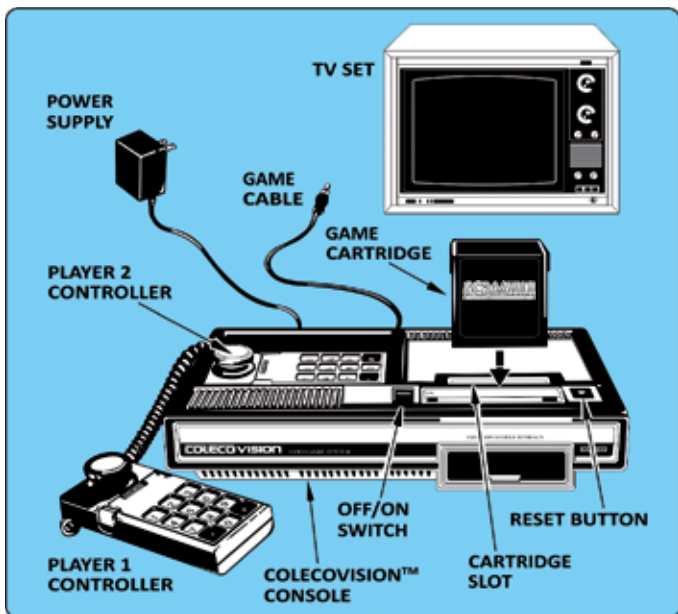


Konami/STERN

GAME DESCRIPTION

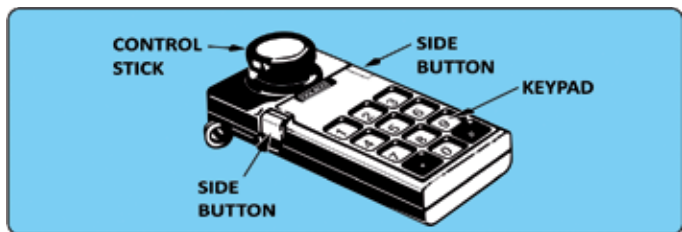
Watch out for that next mountain! Maneuver your ship over rough terrain in an effort to destroy the enemy base. Careful piloting alone won't get you to your destination... You must brave rockets, UFOs, flamoids and some very tight tunnels. Few people have ever seen the enemy base, let alone destroyed it. Will you be one of the select few?

GET READY TO PLAY



- Make sure the COLECOVISION™ or compatible 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 accordingly to your console manual.
- **ALWAYS MAKE SURE COLECOVISION™ OR COMPATIBLE UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.**
Turn **Off/On** switch to **On** after cartridge is inserted.

USING YOUR CONTROLLERS



Maneuver your ship with the Control Stick. Press Left Side Button to fire lasers. Press Right Side Button to drop a bomb.

HERE'S HOW TO PLAY



Your ship will immediately come into view and the landscape of the first part of your journey will begin moving beneath you. Use the Control Stick to maneuver your ship across the terrain, avoiding the mountains and other obstacles. Press right side button to drop bombs.

Press left side button to fire lasers at the obstacles. If you are successful in piloting through that section of the terrain, you will immediately fly to the next, more difficult part of the planet. If you successfully travel through all levels, you will eventually reach the enemy base.

The Control Stick lets you control the ship's height and speed. Push the Control Stick up and down to control how high you are flying. By moving the Control Stick right and left, you can control the speed. You cannot move any further forward than the middle of the screen or any further back than the left side of the screen.

The game is divided into six sections, each with a different style of terrain and different obstacles.

If you collide with the landscape or any obstacle, you will lose one ship. You will automatically return to the beginning of the level you were on.

The various obstacles you will encounter as you head toward the enemy base include: Missiles, Fuel Tanks, Mystery Bases, UFOs, Flamoids.

FUEL

The fuel gauge is at the bottom of the screen. Each of your ships will start with a full tank and you can add fuel by destroying the fuel tanks with bombs or lasers. Each fuel tank is worth 1/8 of your tank. If you start to run low, your fuel gauge will flash and a warning signal will sound. If you do run out of fuel, your ship will crash.

SCORING

As long as you are flying you are awarded 10 points every second. You are also awarded points for destroying the obstacles. The obstacles, their point values and the levels in which they appear are as follows:

Missile (on ground) :	50
Missile (in air) :	80
Fuel tank :	150
Mystery targets :	100, 200 or 300
UFO :	100
Enemy Base :	800

TRIVIA

In 1981, Scramble was the first side-scrolling shooter with forced scrolling and multiple distinct levels, and it established the foundation for a new genre. It was Konami's first major worldwide hit.

Scramble was not ported to any major contemporary consoles or computers, but there were releases for the Tomy Tutor and Vectrex as well as dedicated tabletop/handheld versions.

Super Cobra is the spiritual sequel to the Scramble arcade game. It contains eleven distinct sections, versus six in Scramble, and is significantly more difficult, requiring maneuvering through tight spaces early in the game.

THE FUN OF DISCOVERY

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

CREDITS

Scramble ©1981 Konami, All Rights Reserved.

Port ©2024 Charles Spencer.

Manual artwork by Oskar Alvarado.

Box and manual by Vincent Godefroy.

Made in Canada by ©2024 CollectorVision, Inc., Montreal, Quebec.

Printed in Canada.

www.collectorvision.com



COLLECTORVISION
Games