

**COLLECTOR
VISION
Games**

Guide No. 099210

CARTRIDGE
INSTRUCTIONS



SUPER UWOZ



Uwoz enjoys a quiet retirement at his cozy house in the beach of Pepinoni (province of Badajoz), so he doesn't realize that somebody has stolen all his money from the bank. Luckily, his good ol' friend Meemaid, the evil sorceress-turned-super heroine learned about the incident as she was using the ATM in the very moment the bank was being robbed.

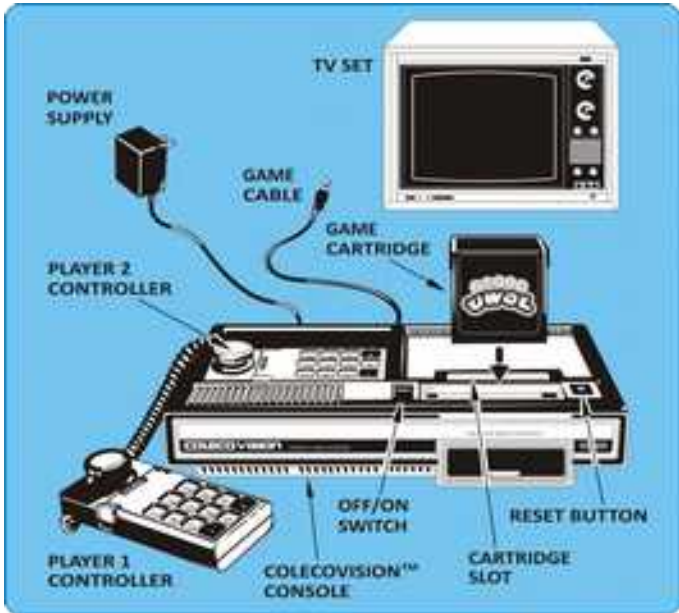


GAME DESCRIPTION

Uwol enjoys a quiet retirement at his cozy house in the beach of Pepinoni (province of Badajoz), so he doesn't realize that somebody has stolen all his money from the bank. Luckily, his good ol' friend Meemaid, the evil sorceress-turned-super heroine learned about the incident as she was using the ATM in the very moment the bank was being robbed.

That's why they decide to head back over to the new and re-furnished Storm Palace to regain the lost fortune. But it won't be easy... the new basement is deep and full of dark corners. Besides, the intricate disposition of rooms makes it easy to get lost and walk in circles. And that's what happened: Uwol and Meemaid got lost and reached in the deepest side of the labyrinth – where Vampy, Franky, Fanty and Wolfy, plus the death murderer and the children's favourite Cthulhy dwell. So you may guess it won't be an easy task to escape with the money!

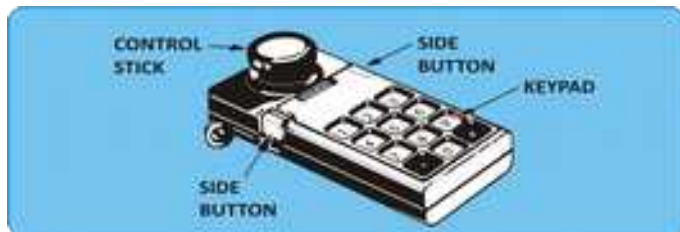
GETTING READY TO PLAY



- 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



Use Control Stick to move your character.

Press Side Button to jump.

HERE'S HOW TO PLAY

There are three modes. Next to the regular one-player mode only controlling Uwol, it is possible to access a two-player mode with a friend controlling Meermaid.

Both characters are in the same room and work together to collect coins.

The third mode is a variant where the two characters compete for coins. The character to collect most coins in a room scores a point.

When Fanty appears in the two-player mode it chases the player with the most coins. In the versus mode it is possible to pick up the T-shirt for the other character so they cannot regain protection.



Choose one of the three modes:

1. One Player: Control Uwol and help him to reach his goal!
2. Two Players: Call a friend and control both Uwol and Meemaid to finish levels in cooperative mode!
3. Vs. Mode: Uwol and Meemaid compete for the coins. The winner in each level will score a point.

In modes 1 and 2, two exit pads will appear at the bottom of the screen when every coin has been collected, so you can choose your path across the pyramid. Stand over either of them and push DOWN to activate. If you are playing the co-op 2 players mode, either Uwol or Meemaid can choose the path.

When the time is up, Fanty will appear. Avoid it at all costs! In two player modes it will pursue the player who has collected the most coins.

If a baddie touches you, you will lose your clothes. You can regain them by collecting a t-shirt which will appear somewhere in the screen. In co-op 2 players mode, an already dressed player can't pick up a new t-shirt, and if the two players lose their clothes two t-shirts will appear. In vs. mode, any player can get the t-shirt even if they don't need it to harm the opponent.

The rooms of the palace are arranged like a pyramid. Each room represents a single-screen platform level with coins and enemies. By moving through sides of the screen horizontally the character appears on the other side. When all coins are collected two exits appears and Uwol can choose a new level in the pyramid with some freedom for the path to follow based on the chosen exit. To win the game a total of 255 coins has to be collected. If the bottom of the pyramid is reached without the required amount the game restarts and a different path can be chosen, avoiding the empty rooms, to collect additional coins.

Levels have three types of enemies: Franky, Vampy and Wolfy. Enemies cannot be attacked, they can only be avoided. There is only a small amount of time to clear a room. When time runs out Fanty is summoned who can freely move around the screen and chases Uwol until the character is dead or all coins are collected and the exit is reached after all. Uwol starts with three lives but a single hit is not deadly right away. When hit once, Uwol loses his clothes and a second hit will kill him. By picking up a T-shirt the protection is regained.

THE FUN OF DISCOVERY

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

CREDITS

ColecoVision version ©2021 Jean-Michel Girard.

Original game by na_th_an ©2016 Mojon Twins,
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Concept by anjuel and na_th_an.

Graphics by na_th_an.

Music by Davidian.

Level design: Davidian, na_th_an, zemman and anjuel.

Cover art by Ferry Hardest.

Box and manual by Vincent Godefroy.

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The logo for Collector Vision Games is centered on a background of diagonal stripes in shades of red and purple. The text 'COLLECTOR VISION' is in a bold, white, blocky font with a black outline. The word 'Games' is positioned below 'VISION' in a smaller, white, italicized font with a black outline.

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