



For use with the ColecoVision® or the Addams' Family
ADAM™ family computer system!

- For one player
- Special "Kids' Mode"
- Cartoon graphics
- Whack-A-Mole action



Use your ColecoVision® or Super Action™ Controllers, or preferably, something better than those

It's coin-op chaos when Byron the baby bear gets a shock from an arcade game, which creates hundreds of trouble-making digital copies! Bop 'em good with the PEEK-0 hammer, but don't bonk the butts or bombs! Can you beat the final round and win the game?

*Plays like the arcade game,
if there had been one!*

GAME DESCRIPTION



A FUNNY THING HAPPENED AT THE ARCADE...

Meet Byron. He's a silly little bear with a very big (but still fairly silly) problem. One of the games at the local arcade gave him a nasty shock when he touched a token to its metal coin door. The spark of electricity made the machine glitch, giving Byron 255 extra lives. Good news? Not really! They're not lives in the game, but destructive digital copies of Byron himself!

As the wielder of the electrostatic PEEK-0 mallet, it's up to you to set things right by whacking each and every one of Byron's digital duplicates. Knocking them on the noggin deletes them, but whacking them on the butt just makes them mad... and you really don't want to see what happens when they bring out the bombs. Tough it out through eight increasingly challenging rounds and you'll be rewarded with a flashy ending in this modern take on Whack-A-Mole.

GET READY TO PLAY

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

One Player Game

Use the Port 1 controller, or the keypad on the Port 2 controller. Insert the cartridge and turn on your game system. After two seconds, the title screen appears, along with the words "PRESS FIRE TO START." Press the fire button, and the game will begin.

USING YOUR CONTROLLERS

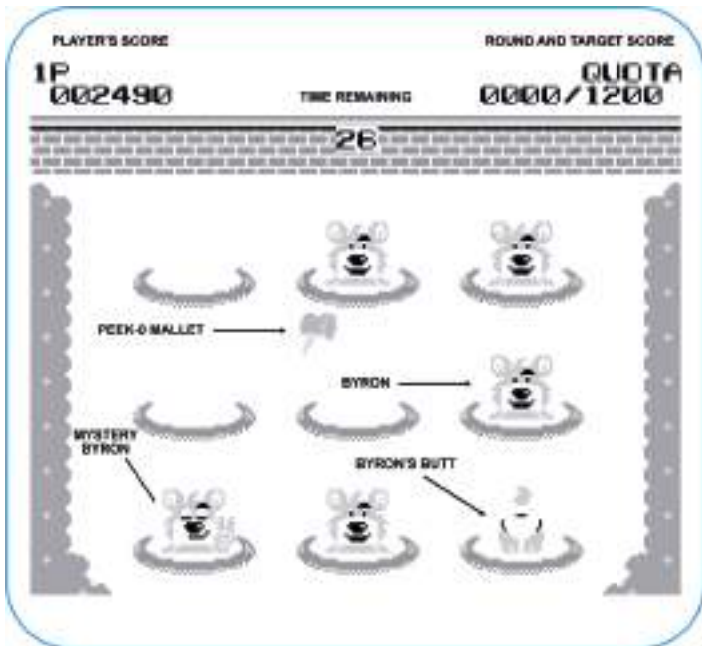
1. Control Stick: Press the controller in any direction to move the PEEK-0 mallet to one of the nine holes on the screen. Releasing the stick sends the mallet back to the center of the screen.
2. Side Buttons or Action Buttons: Press the left action button on a standard ColecoVision controller, or Yellow on the Super Action Controller, to swing the mallet. No other action buttons are used during gameplay.
3. Keypad: The numbers on the keypad of the second controller can be used to guide the mallet to a section of the screen and swing all at once.

If the standard controller is not responsive enough, various other controllers can be used instead, including those for the Atari 2600, Sega Master System, and Sega Genesis.

A WORD OF WARNING

Not all nine-pin game controllers are suitable for the ColecoVision! Controllers for the Astrocade, Odyssey, Vectrex, Atari Jaguar, and 3DO will not work with the system, and may even damage your unit.

HERE'S HOW TO PLAY



The player uses the PEEK-0 mallet to whack and smack as many Byrons as possible before time expires. Beat the target score to move on to the next round!

Hammer Time!

Byrons appear and vanish in a three by three matrix of holes. Use the controller (or the keypad, in controller port two) to move your PEEK-0 mallet to a target, then press the left fire button to take a swing. It takes a split second to swing the mallet, and it will remain in place for the duration of the swing.



No Butts About It

The Byrons will sometimes stick their diapered butts out of one of the holes. Don't take the bait! Striking Byrons on the head earns you points, but whacking them on the butt subtracts them. (Plus, it probably doesn't do much for the smell of the mallet.)

Fashionably Late

Tempting as it may be, you shouldn't bop the Byrons the moment they pop out of their holes. Instead, let them simmer a bit, and whack them as they retreat. You'll get more points, up to eighty if your timing is right. This is an especially handy technique in round six, where there is only one target at a time and fewer scoring opportunities.

Magical Mystery Bear

Some Byrons will pop out of their holes with a silly grin, holding up a victory sign. These elusive bears are especially valuable, worth anything from one hundred to two hundred points. Always target Mystery Byrons first... they can be worth as much as five regular Byrons!



Round and Round We Go

WHACK 'EM SMACK 'EM BYRONS™ features eight rounds, each with its own unique challenges. For example, round three is faster and has more Byrons, while round six has only one appear at a time. There's a brief description of each round before it begins; pay attention to it so you'll know what's coming.

Boom Goes the Diapered Tyke

The fourth round introduces the bomb, which will put an end your game immediately. And the arcade. And most of the city. Needless to say, you really don't want to tap a bomb with your mallet. Whack and smack responsibly!

In at the Buzzer

Whack a Byron the moment the clock runs out, and you'll receive double the points for the strike during Evaluation Time. Hit two By-

rons in the split-second before time expires, and you'll get even more points. Hit a Mystery Byron and your score will go through the roof!

A Master of Suspense

Pay attention to your score in the last few seconds of a round. When the round ends and Evaluation Time begins, the score for that round will temporarily be hidden from view.

Strong to the Finish

Unlike many ColecoVision games, WHACK 'EM SMACK 'EM BYRONS™ can be finished. Don't expect it to be a cakewalk, though! There are eight rounds in total, and the last round will push your reflexes to the limit with an extra helping of bombs and a high target score.

SCORING

Players aren't given lives, but rather a target score to reach for each round. If the player's score reaches or surpasses the target score in thirty seconds, they'll move on to the next stage. If not, the game ends, and you'll return to the title screen.

Handy Hints

Having trouble hanging in there for the full eight rounds? Try these tips on for size. Use the noise the Byrons make when they appear as a metronome, to maintain an even bonking rhythm. Time your strikes for when the Byrons dive into their holes; they're worth more while escaping. Always go for the shot clock bonus when time expires... it's worth a whole lot of points!



If all else fails, try the Kids' mode, available by pressing up on the title screen. Target scores are much lower, making it possible to beat the game without much stress.

SCORE TABLE	
ACTION	POINTS
Whack a Byron.....	40 to 80 pts
Whack Byron's Butt.....	-40 to -80 pts
Whack a Mystery Byron.....	100 to 200 pts
Whack a Bomb.....	(please don't)
Shot Clock Bonus.....	double points

THE FUN OF DISCOVERY

This instruction manual provides the basic information you need to start playing WHACK 'EM SMACK 'EM BYRONS™, but this is only the beginning! Wait a minute... it's a Whack-A-Mole game. This is everything you need to know. Byrons pop out of holes, and you hit them with a mallet. Sometimes there's a bomb, which you don't want to hit. It's pretty straightforward. If you can bludgeon things with a hammer, you can play this game.

CREDITS

Lead Developer: Jess Ragan

Artist: Jess Ragan

Sound Design: Jess Ragan (sensing a pattern?)

Coding Assistance and Support: Oscar Toledo Gutierrez

Sound Production Tools: Amy Bienvenu

Miscellaneous Support: Tursi

Development Tools: CV Basic, Aseprite, Simple Piano, Notepad++

Special Thanks: The McKay family, the Ragan family, the Dawson family, AtariAge, all my friends on Discord

Loosely based on the arcade and Commodore VIC-20 game Mole Attack

Byron and related characters are part of the Tales of Woodland franchise, created by FriskyWoods. All rights reserved

Box by Vincent Godefroy

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AND THAT'S THE INSTRUCTION MANUAL. YOU
CAN GO PLAY THE GAME NOW.

WHAT GIVES, SIS? YOU'RE NOT SUPPOSED 'TA
HAMMER ME! I'M THE REAL BYRON!

THAT SOUNDS LIKE SOMETHING A FAKE
BYRON WOULD SAY...

YOU HAMMERED ALL THE FAKE BYRONS
ALREADY!! I'M THE ONLY ONE LEFT!

WHOOPIE! MY BAD.



JessCREATIONS