

AMAZONE

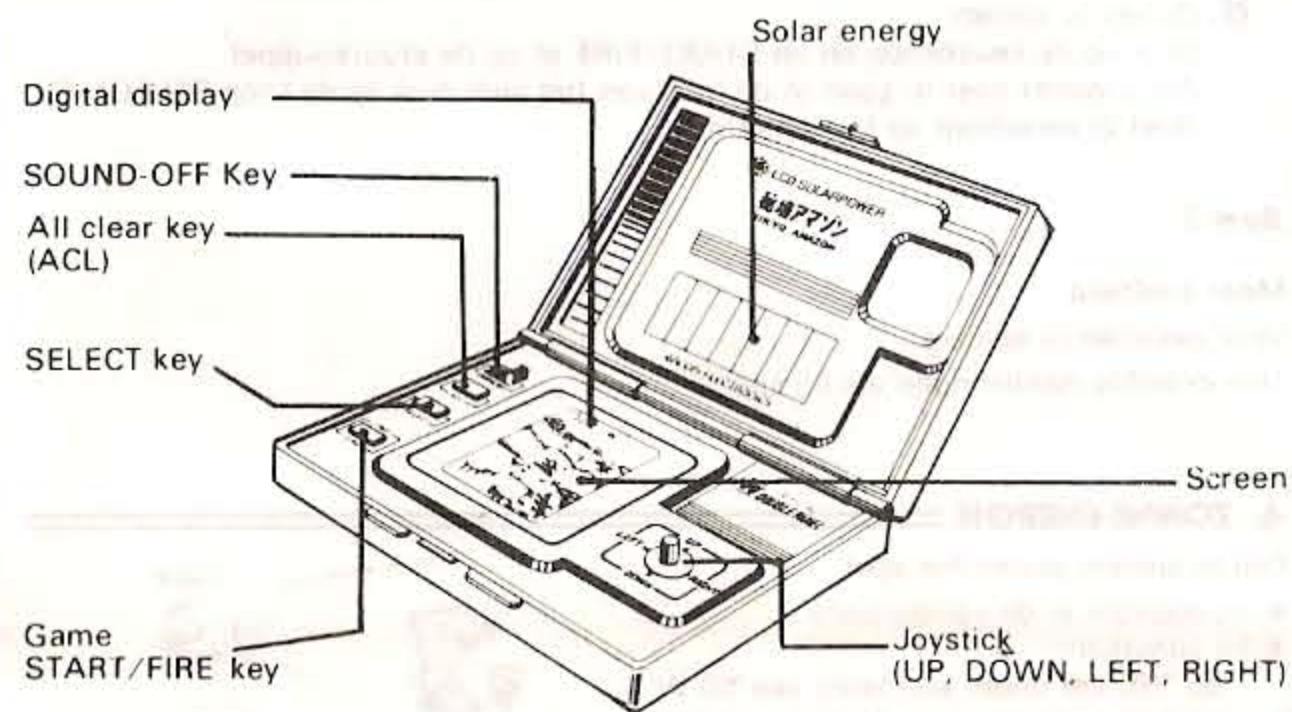
GO SUPER GAME DIGITAL

ENGLISH INSTRUCTIONS

Purpose of the game

To find the treasure, reach the top of the waterfall 3 times while avoiding the obstacles, pass through 3 caverns while evading attacking animals, and enter the last cavern where the treasure is hidden.

1. DESCRIPTION



2. NAME OF THE PARTS, HOW THEY WORK

All clear key
 Open the cover of the game, wait until the screen lights up and press this key (ACL) before starting to play.
 Game may malfunction if this step is omitted.
Important: This game functions on solar energy and depends on light intensity (daylight or electric light), screen display does appear instantaneously.

Select key
 Press this key to select game 1 (G1) or game 2 (G2) as shown successively on upper left side of screen.

Start/Fire key
 2 different functions:
 1. To begin the game selected; press this key and the starting signal will be heard.
 2. To fire:
 In the second scene to attack the bats in the caverns.

Joystick
 2 different functions:
 1. Game start function.
 2. To move the explorer upwards, downwards, right and left.



Sound off switch
 Switch to left, game with sound
 Switch to right, game without sound

Digital score display
 Displays the score of games 1 and 2

SCORE:

Scene 1: Waterfall:

- 10 points for each level scaled.
- 20 points when the explorer crosses the bridge over the waterfall.

Scene 2: in the caverns

- 10 points when the explorer attacks a bat
- 20 points when the explorer proceeds from one cavern to the next.
- 200 points bonus when the explorer discovers the treasure in the last cavern



Bonus when the explorer is in this position.

The explorer must be in this position to attack the bats.

Game ends when explorer gets hit 3 times.

Scene 1: Waterfall

The explorer gets hit when is struck by:
 - a rock thrown by the monkey or caveman,
 - a log,
 - a monster (crocodile, dinosaur, birds).

Scene 2: in the caverns

The explorer gets hit when he is struck by a stalactite, the bat the poisonous spider or the crocodile.

3 explorers per game.



Number of spare explorers.

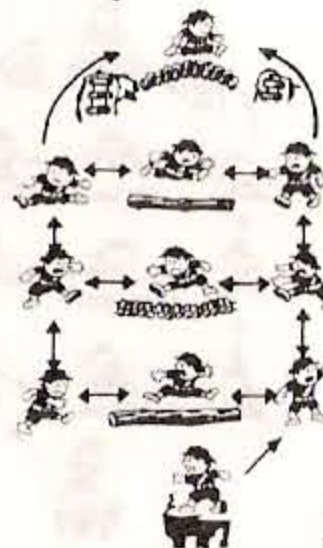
Number decreases with each hit

3. HOW TO PLAY

Game 1 :

1. Press the ACL, then the select key to choose G1 or G2.
2. Press the Start/Fire key or the Joystick, the starting sound will be heard.
3. Move the explorer upwards to make him climb to the top of the waterfall and left, right and down to avoid the rocks, logs and monsters.

The explorer can be moved in the direction of the arrows



Starting point

4. The entrance to the cavern appears on the upper right side of the screen when the explorer reaches the top of the waterfall the second time.
 The explorer will enter the cavern automatically after the 3rd climb

Scene 2:

Once in the cavern, the explorer chooses the tunnel protected by the bats (top of the screen), which will lead him to the treasure

5. You score points when the explorer attacks the spider and the stalactite
 When five bats are hit you must send the explorer through the tunnel to the next cavern by pushing up on the joystick
6. If no bats appear in either tunnel, the explorer has taken a wrong turn and must retrace his steps. Push DOWN on the joystick to send him back to the right cavern.
 If bats appear in both tunnels, the explorer will attack them alternately, and then proceed through either tunnel.
 When the explorer has gone through 3 tunnels he reaches the cavern with the treasure
7. The game ends when explorer has been hit 3 times
8. To reset the game.
 Press the Select key, then the Start/Fire key or the Joystick
 If you wish to discontinue while the game is in process, press the Select key, G2 will appear on the screen.

Game 2:

Game speeds up.

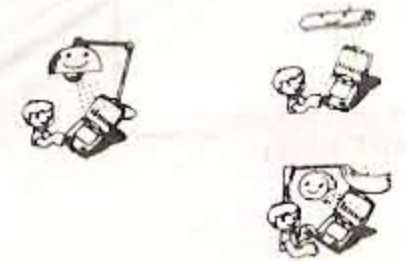
Recommended for skilled players.

Follow rules to game 1

4. SOLAR ENERGY

To play, place game:

- In the sunlight on the edge of a window sill;
- underneath electric light:
 - 60 inches from a 60 W light bulb.
 - 50 inches from a 60 W neon lamp.
 - 34 inches from a 30 W neon lamp.



5. PRECAUTIONS

- Do not bump.
- Do not drop.
- Keep away from heat and damp.
- Do not try to take game apart.



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