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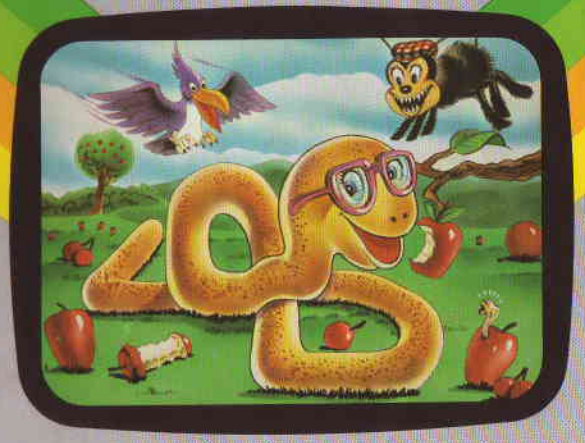
SPECTRAVISION™

VIDEO GAME CARTRIDGE

tape worm™

ONE OR TWO PLAYERS
FOR THE ATARI® AND SEARS
VIDEO GAME SYSTEMS

INSTRUCTION MANUAL



You don't know what a SPECTRAWORM is? Well — we are the little criters who clean up the fruit left-over in your television from that other video game that you play! And we do all this for "BEANS" To see me at work, and help me out — just plug me into your game console. By the way, if you see "SPANKY" the spider, or "BEEKY" the bird don't tell them where I am!

additional versions for young children.

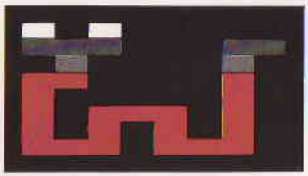
FOR THE ATARI® AND SEARS VIDEO GAME SYSTEMS

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CAST OF CHARACTERS

OUR HERO!



SLINKY THE WORM

THE VILLAINS



BEEKY THE BIRD



SPANKY THE SPIDER



MYSTERY BEETLE

Please welcome to your T.V. set our hero **"SLINKY"** the **SPECTRA-WORM.** Good OL' **SLINKY** loves fruit, and knows where to get it. The trouble is, that before **SLINKY** can get to the fruit, he has got to eat up all those fattening beans first.

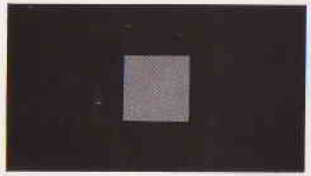
Every time **SLINKY** eats one of those beans he gets longer and longer, making it awfully tough to get around.

Especially since he has got to stay in the bean patch all the time. Some time poor **"SLINKY"** gets all tangled up which is no good at all!

And then these two villains **"SPANKY"** and **"BEEKY"** are always trying to make a meal out of **"SLINKY".**

So, **SLINKY** wants you! To get your bean and fruit finding joystick of yours and help him out.

"SLINKY'S" DIET



BEAN



APPLE



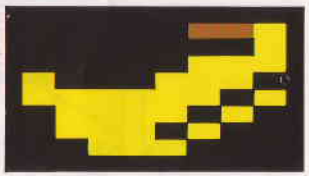
ORANGE



GRAPE



STRAWBERRY



BANANA

BEEKY'S and SPANKY'S DIET IS SLINKY !!!

GETTING STARTED

1. HOOK UP GAME CONSOLE

2. INSERT CARTRIDGE — make sure power switch is always in the **"OFF"** position when installing cartridges.

3. TURN CONSOLE **"ON"**

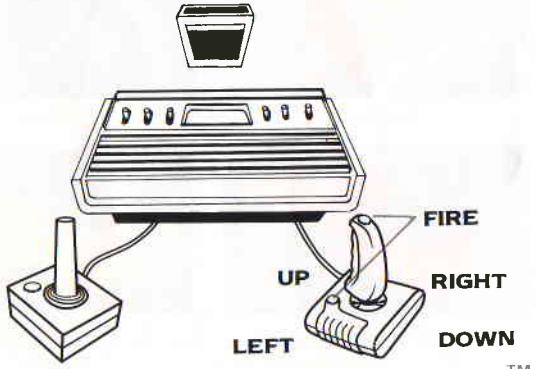
4. **"A"** — DIET BEAN
   "B" — HIGH CALORIE BEAN

5. DEMO MODE
   A chance to get acquainted with our friends

6. SET GAME SELECTOR
   GAME 1 — 1 PLAYER (BEGINNER)
   GAME 2 — 2 PLAYERS (BEGINNER)
   GAME 3 — 1 PLAYER (ADVANCED)
   GAME 4 — 2 PLAYERS (ADVANCED)

7. GAME RESET
   Now hit the **"GAME RESET"** lever and find those beans

8. JOYSTICK CONTROLLER



ATARI TYPE

SPECTRAVISION QUICKSHOT™

PLAYING THE GAME

A LOOK AT THE BEAN PATCH



When you start the game **"SLINKY"** and the first bean appears on the screen.

The idea is to eat each of the ten beans (they appear one at a time) before the mystery beetle moves across the screen from left to right.

If you eat the bean before the beetle gets to the fruit, the beetle moves back to the left and the bean counter is reduced by one. If however, the mystery beetle gets to the fruit first, then 2 additional beans appear on the screen and the bean counter is increased by 2.

A maximum of 8 beans will appear on the screen at any one time. And the bean counter can hold up to 30 beans at a time.

You start the game with 4 chances to eat the fruits. You lose a chance (worm) if —

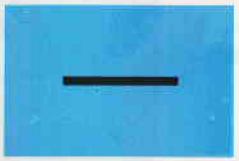
1. You touch the edges of the bean patch.
2. You get tangled up.
3. You touch an obstacle in one of the advanced patches.
4. **"SPANKY"** or **"BEEKY"** eats you.

SPANKY AND BEEKY

At any time these guys can appear on the bean patch. They can only catch **"SLINKY"** if they touch his head (Yellow square) So when you see them . . . . . Get out of the way!!



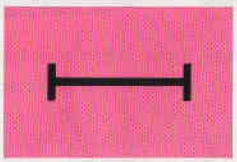
1. APPLE BEAN PATCH



2. ORANGE BEAN PATCH



3. GRAPE BEAN PATCH (NIGHT)



4. STRAWBERRY BEAN PATCH



5. BANANA BEAN PATCH

As you advance from patch to patch different obstacles appear in middle of the screen. If you touch any part of them you lose one chance.

NIGHT PATCH

The third patch is at night. In order to see the patch you must push the red button on your joystick. This will give you approximately 2 seconds of light. When you eat a bean you get additional 2 seconds of light. Each time you press the fire button, you are penalized 1 bean. So try to use it as seldom as possible.

THE REST OF THE STUFF

SCORING

PHASE		EACH BEAN	FRUIT
Apple	(1)	5 PTS	50
Orange	(2)	10 PTS	100
Grape (Night)	(3)	15 PTS	150
Strawberry	(4)	20 PTS	200
Banana	(5)	25 PTS	250

MAXIMUM SCORE
9,995 PTS

A bonus worm for each 1000 pts.
A maximum of 4 worms can be saved at any one time.

SKILL LEVEL

0 — 995	FISH BAIT
1,000 — 2,995	EARTH WORM
3,000 — 4,995	SILK WORM
5,000 — 7,995	BOOK WORM
8,000 — 9,995	TAPE WORM

WARRANTY

VIDEO GAME CARTRIDGE
LIMITED 90 DAYS WARRANTY

Spectravision warrants to the original consumer purchaser of this Spectravision video game cartridge that it will be free from defects in materials and workmanship for a period of 90 days from the date of purchase. Spectravision agrees to either repair or replace, at its option, free of charge, any cartridge discovered to be defective within the warranty period upon receipt of the cartridge, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is limited to the electronic circuitry and mechanical parts originally provided by Spectravision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the cartridge has arisen through abuse, unreasonable use, mistreatment or neglect. This warranty is in lieu of all other express warranties and no other representation or claims of any nature shall be binding on or obligate Spectravision. **Any implied warranties applicable to this cartridge are limited to the 90 days period described above. In no event will Spectravision be liable for any special, incidental, or consequential damage resulting from possession, use or malfunction of this cartridge.**

Some states do not allow limitations on how long an implied warranty lasts and/or the exclusion or limitation of incidental or consequential damages so the above limitations and/or exclusion or limitation of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to

Spectravision
Service center

P.O. Box 3484
Santa Fe Springs
CA 90670