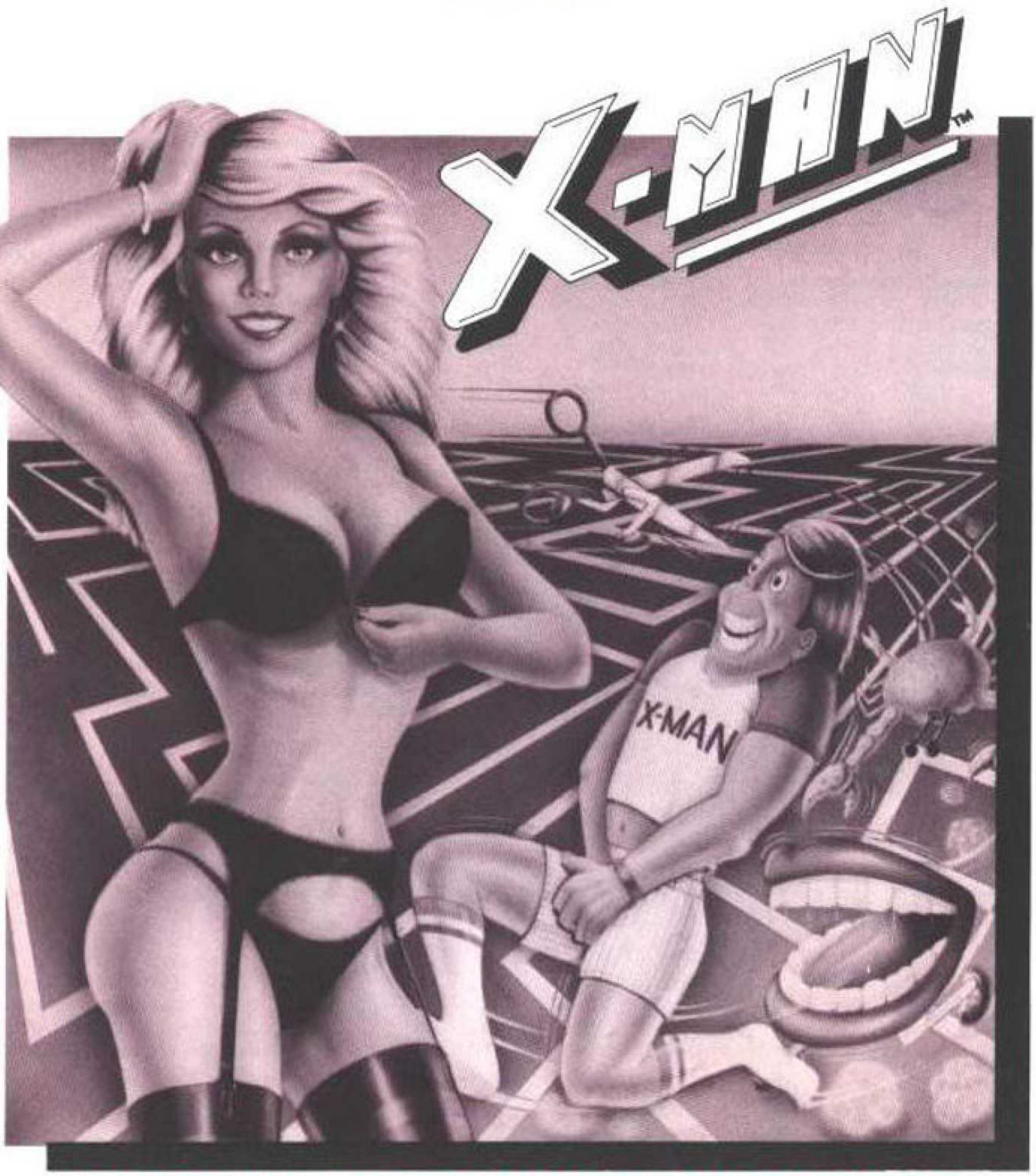
GAMEX

PRESENTS



AN ADULT VIDEO GAME CARTRIDGE

for use with the ATARI® 2600 VIDEO GAME SYSTEM™
and SEARS Tele-Games® VIDEO ARCADE™

ADULTS ONLY—SALE TO MINORS PROHIBITED

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X-MAN™

INSERTING THE CARTRIDGE

"X-Man" is an adult video game cartridge compatible with the ATARI® 2600 Video Computer System™ and the Sears Tele-Games® Video Arcade™. To begin the game you must do the following:

1. Hook up the game console. Be sure the POWER switch is on the OFF position and the TV TYPE switch is on COLOR position.
2. Connect the JOYSTICK controller to the LEFT CONTROLLER connection at the back of the game console.
3. With the POWER switch on the OFF position, insert your Gamex™ Video Game Cartridge into the game console in the same way you would insert any other compatible game cartridge.
4. Turn the console POWER switch to the ON position.



INTRODUCTION MODE

The first thing you will see is the INTRODUCTION MODE which introduces the game characters. The first character is the "Sexy Blond" who without clothes runs from door right to door left. Right behind her in a state of arousal is our macho stud "X-Man". Next, and in hot pursuit of our hero are the attackers: the "Crab", followed by the "Scissors" and the "Teeth".

GAME PLAY

"X-Man" is a maze type video game. To actually begin game play you can either push the button on your JOYSTICK or press the GAME RESET switch on the game console. Immediately, the screen will change to the first maze which has an ORANGE DOOR in the center. The count down timer on top will start counting down from 99 seconds. Simultaneously, one of the attackers will come out of the ORANGE DOOR in search of "X-Man". "X-Man" starts at the bottom left corner of the maze. Three additional "X-Men" are located at bottom left below the maze. These represent your three additional "lives". One life will be lost each time "X-Man" is caught by one of his attackers.

OBJECT OF GAME

Using your JOYSTICK you control the left, right, up and down movement of "X-Man". Your object is to move him through the maze to the colored door in the center within the 99 seconds allowed. You have four lives and risk losing one if you fail to get to the door before the time runs out.

Coming at you from the door are one of the three attackers, ("Crabs", "Scissors" or "Teeth"). You risk losing one life each time you are caught by an attacker. When all four lives are lost, the game is over.

SCORING POINTS

Your score is based on how many seconds remain on the red COUNTDOWN TIMER at the top of the screen when "X-Man" reaches the door in the center of the maze. Multiply the number of seconds remaining on the timer times 10 to figure out your score (i.e. 45 seconds = 450 points). The faster you get to the door, the more points you score. You score no points if you are caught by the "Crab", "Scissors", or "Teeth". When there are 10 seconds remaining on the COUNTDOWN TIMER, the door will FLASH and a warning SOUND will activate to remind you that you will lose one life and score no points if you do not get to the door in the remaining 10 seconds.



A SEXY SURPRISE

Once you reach the door, the maze will FLASH and the video screen will change format to take you behind the door for a very SEXY SURPRISE. You have achieved your first goal and now have 30 seconds to make love with the "Sexy Blond". Using your JOYSTICK, you control the movement of "X-Man" as you try to bring the sensual excitement to a climax. Move faster and faster and watch the action build. But don't let up your pace or you may not reach climax in time.

BONUS POINTS

You can score additional bonus points during the SEXY SURPRISE MODE. At the bottom of the screen you will see a letter "L" (which stands for Low) and a letter "H" (which stands for High). This is your SEXUAL EXCITEMENT METER. As you move the JOYSTICK back and forth in a constant and ever-increasing movement you will build the sexual excitement of "X-Man" and the "Sexy Blond". For every increment on the Low to High SEXUAL EXCITEMENT METER you reach, you will score an additional 20 BONUS POINTS. You will see the color bar grow and hear a sound effect increasing in pitch for each higher increment you achieve.



ADDITIONAL BONUS POINTS

You have only 30 SECONDS, as shown on the red COUNTDOWN TIMER at the bottom of the screen to reach the H (High) mark on the SEXUAL EXCITEMENT METER and achieve a climax. You receive additional BONUS POINTS based on the number of seconds remaining on the red COUNTDOWN TIMER at the bottom of the screen when climax is reached. The additional BONUS POINTS will be equal to 10 times the number of seconds remaining, (i.e. 10 seconds = 100 BONUS POINTS). **WARNING:** If you do not reach climax as shown by the color bar reaching the H (High) level on the SEXUAL EXCITEMENT METER within the 30 seconds allowed, you will lose all points previously scored.

BUILDING YOUR SCORE

During the first SEXY SURPRISE MODE your score achieved will be visible in blue at the top of the screen. After climax is reached, the screen will reveal a new maze with a BROWN DOOR in the center. Once "X-Man" reaches the BROWN DOOR, the screen FLASHES and changes to take you behind the door to the second SEXY SURPRISE MODE. The SCORE achieved will be visible in blue at the top of the screen.

After climax is reached the screen will reveal a new



maze with a BLUE DOOR in the center of the screen. Once "X-Man" reaches the BLUE DOOR the screen FLASHES and changes to take you behind the door to a third SEXY SURPRISE MODE. Your SCORE will be visible in blue at the top of the screen.

After climax is reached the screen will reveal a new maze with a GREEN DOOR in the center. Once "X-Man" reaches the GREEN DOOR the screen FLASHES and reveals a 30 second love-making experience which plays automatically. You can sit back and enjoy this bonus visual because you've earned it. You're one of the few game players able to enjoy all the sensual surprises and bonus points that the "X-Man" video game can offer. But don't feel too confident, because at the end of this 30 second mode, the entire game cycle will repeat. This allows you to build on your score depending on your skill as both a gamesman and lover until you have lost all four lives of "X-Man". When this happens the game is over and the screen will return to the first INTRODUCTION MODE. Your final score will be visible at the top of the screen.

MULTIPLE MAZES AND RANDOM ACTION

There are multiple mazes which randomly appear throughout the game play in the "X-Man" video game. The attacking "Crab", "Scissors", and "Teeth" are also randomly chosen and follow a random pattern throughout the maze. "X-Man", however, is totally your man and will respond to your every move throughout the maze action and during the love-play as well. To succeed in both phases of the game requires practice. So if you find it difficult at first, don't give up until you turn "X-Man" into the best of all possible lovers.

PAUSE MODE

Should you need to stop the game temporarily you can pause by merely moving the difficulty switch on the game console to the "B" position. To continue the game, move the difficulty switch back to the "A" position. PLEASE NOTE: Game will play on difficulty "A" position only.

RESET

To terminate any game and start anew, use the GAME RESET switch on the game console. The button on the JOYSTICK can only be used to start a game when the game is in the INTRODUCTION MODE.

SCORE CARD

Match your score to this chart and see what kind of lover you are!

0-2500	Beginner
2501-5000	Intermediate
5001-9999	Advanced
over 10000	Playboy
over 20000	Super-stud

VIDEO GAME CARTRIDGE LIMITED 90 DAYS WARRANTY

GAMEX warrants to the original consumer purchaser of this 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. GAMEX 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 shall not be applicable if the defect 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 GAMEX. Any implied warranties applicable to this cartridge are limited to the 90 days period described above. In no event will GAMEX 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 state.

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