AQUARIUS™

CARTRIDGE INSTRUCTIONS

SNAFU™

FOR 1 OR 2 PLAYERS

FOR COLOR TV VIEWING ONLY

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MATTEL ELECTRONICS®

4028-0920

THE GAME

The contest is on! Create a maze to corner your opponents...before you are cornered yourself. Split-second reflexes keep your trail in motion — while blocking your opponent and/or the computer in a trap from which there is no escape. Or direct a hungry serpent after your opponent, and bite his tail off before he bites yours. It's a twistin' tangle which only the swift survive. Sixteen game variations put you in control!

OBJECT OF THE GAME

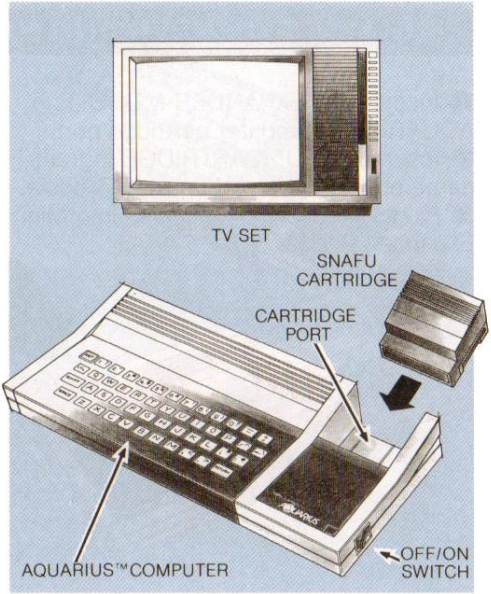
Trap Games (12 variations) — To keep your trail moving without colliding — and to block your opponents' trails so that they are forced into collisions. Trails that collide with others, with the edge of the picture, with obstacles or themselves are eliminated.

Bite Games (4 variations) — To make contact between the head of your serpent and the tail of your opponent's serpent, "biting" off one link with each contact. The winner is the surviving serpent.

CHECK YOUR EQUIPMENT

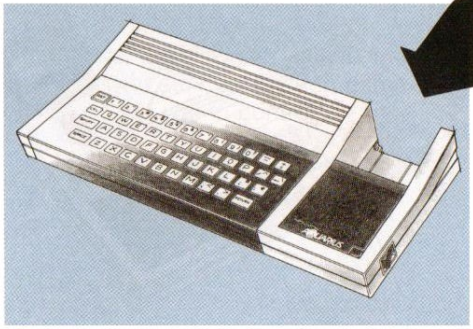
MAKE SURE:

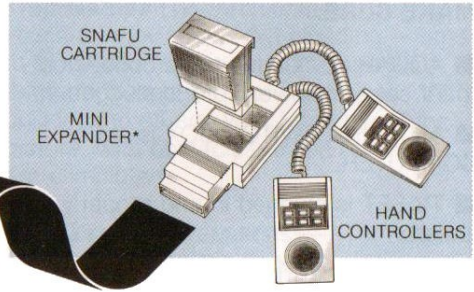
- AQUARIUS™Computer is connected to TV set and power cord is plugged in.
- ANTENNA SWITCH BOX is set at COMPUTER.
- TV SET is plugged in and properly adjusted.
- SNAFU® cartridge is placed in CARTRIDGE PORT, firmly engaged. Game title should be facing up.
- OFF/ON SWITCH is turned ON.



IF MINI EXPANDER AND HAND CONTROLLERS ARE USED*

■ Insert MINI EXPANDER MODULE in AQUARIUS™ computer cartridge port.
■ Insert SNAFU® CARTRIDGE in front game port of the Mini Expander Module.
■ Plug HAND CONTROLLERS into Mini Expander Module.

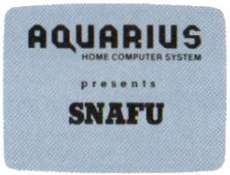




■ Turn OFF/ON SWITCH on computer ON.
(For detailed directions, see your Mini Expander Module instructions.)

*SOLD SEPARATELY.

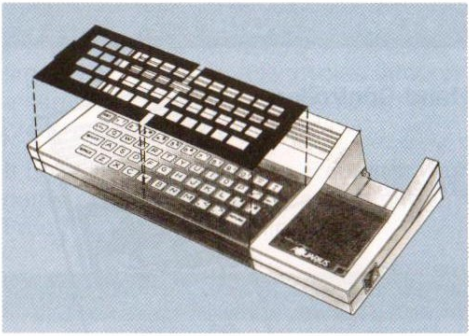
PRESS THE RST KEY ON YOUR COMPUTER. Game title will appear on the TV screen.



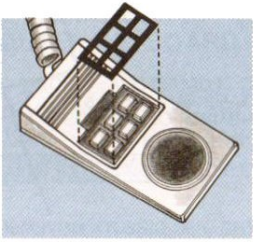
ADD OVERLAYS

Your SNAFU® cartridge comes with one overlay for the computer keyboard and two overlays for the hand controllers. These overlays are your visual guide to the SNAFU® game.

If you are using the computer keyboard to play the game, fit the KEYBOARD OVERLAY over the keyboard.

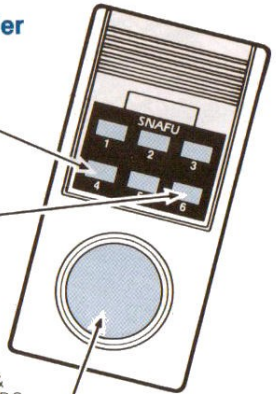


If you are using hand controllers to play the game, fit one hand controller overlay over the keys of each hand controller.



EXAMINE YOUR CONTROLS

Hand Controller



TURN TRAILS/
SERPENTS LEFT

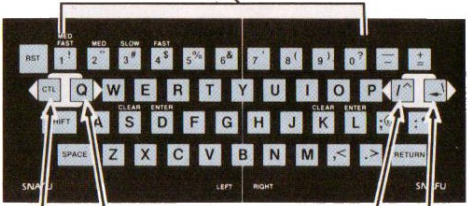
TURN TRAILS/
SERPENTS RIGHT

SELECT: SPEED,
GAME VARIATION, &
NUMBER OF ROUNDS
(KEYS 1-6)

THE DISC DIRECTS MOVEMENT OF TRAILS/SERPENTS

Keyboard

SELECTS GAME AND
NUMBER OF ROUNDS
(NUMERIC KEYS)



TURN TRAILS/
SERPENTS RIGHT

TURN TRAILS/
SERPENTS LEFT

TURN TRAILS/
SERPENTS LEFT

TURN TRAILS/
SERPENTS RIGHT

PLAYER*1

PLAYER 2

SELECT GAME SPEED

When you see the game title, select one of the four game speeds.

LEVEL	HAND CONTROLLER	COMPUTER KEYBOARD
Slow	**3**	**3**
Medium	**2**	**2**
Medium Fast	**1**	**1**
Fast	**4, 5, 6**	**Any key** except 1, 2 or 3

TIME OUT

You can put the game on hold and come back to it the way you left it. To do this, press [1] & [6] on the keyboard (or 1 & 6 on the hand controller) at the same time. The TV screen now cycles through a series of colors. When you return, press any key and continue.

If no keys are pressed for 5 minutes, the game automatically takes a time out! Press any key and continue play.

PLAY TRAP GAMES

PICK YOUR GAME VARIATION USING THE COMPUTER KEYBOARD

Look at the table on page 7. Once you choose the variation you want, press the corresponding numbers on the keyboard. Then press the [RETURN KEY] on the keyboard.

PICK YOUR GAME VARIATION USING THE HAND CONTROLLERS

Look at page 7 and choose your game variation. Now press the #2 key and numbers increase in value on the TV screen. Press the #3 key and the numbers increase at a faster pace. Release the key when the number you want is on the screen, then press the #1 key.

If you overshoot your number, press the #5 key and numbers begin to decrease slowly. Press the #6 key and they decrease faster!

SELECT NUMBER OF ROUNDS USING THE COMPUTER KEYBOARD

Press any number from 1 to 99 on the keyboard. Then press the RETURN KEY on the Keyboard.

SELECT NUMBER OF ROUNDS USING THE HAND CONTROLLERS

Use the #2 & #3 and #5 & #6 keys to display the round number you want, just as you did to choose the game variation, see page 6.

During Trap games, the number of rounds remaining is shown as a white digit in the lower left corner of the screen.



NOTE: Before the game actually starts, you can return to the title frame and start over by pressing the RST Key on the keyboard.

GAME VARIATION	MOVEMENT	NUMBER OF TRAILS	TRAILS (AFTER HIT)	OBSTACLES
1	H/V	4	Disappear	NO
2	H/V	4	Remain	NO
3	H/V	2	Disappear	NO
5	H/V/D	4	Disappear	NO
6	H/V/D	4	Remain	NO
7	H/V/D	2	Disappear	NO
9	H/V	4	Disappear	YES
10	H/V	4	Remain	YES
11	H/V	2	Disappear	YES
13	H/V/D	4	Disappear	YES
14	H/V/D	4	Remain	YES
15	H/V/D	2	Disappear	YES

H = Horizontal **V** = Vertical **D** = Diagonal

ALL GAME VARIATIONS CAN BE PLAYED BY ONE OR TWO PEOPLE.

DIRECT TRAILS USING THE COMPUTER KEYBOARD

Player 1:

CTL Press to turn trail left.

Q or A Press to turn trail right.

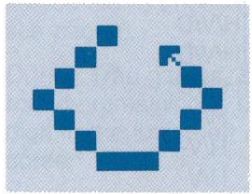
Player 2:

/^ or :* Press to turn trail left.

← \ or RTN Press to turn trail right.

NOTE: Some of these Keys are in addition to those shown on your overlay. You can use all of these Keys!

NOTE: The trail turns at a 90° angle in a 4-direction game. But when the game variation includes diagonals, the turns are made at a 45° angle. For example, in a diagonal game, press the key twice to get a 90° turn. Continue to press and you can turn a full circle!

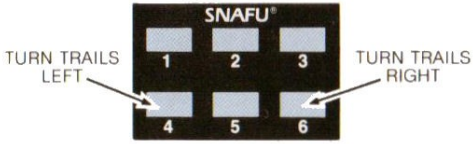


DIRECT TRAILS USING THE HAND CONTROLLERS

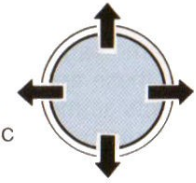
The left hand controller directs the Red trail, and the right hand controller directs the Blue trail. Yellow and Tan trails are directed by the computer.

You can use the keys or the disc to direct the trail.

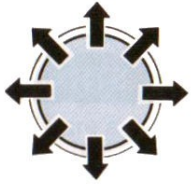
Keys: Press the left bottom key to turn trail left. Press the right bottom key to turn trail right.



Disc: In game variations where there is only Horizontal and Vertical movement, use these places on the Disc to direct your trail:



In game variations where there is Horizontal, Vertical and Diagonal movement, use these places on the Disc to direct your trail:



If you do not touch one Direction Disc, the computer will direct that trail. Once you touch a Disc, YOU have control of the trail for the rest of the round.

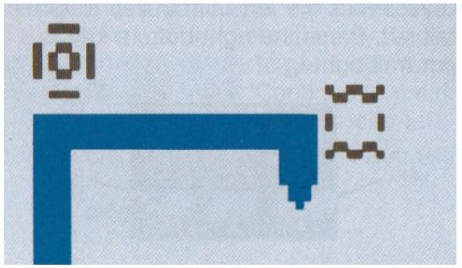
After a game first starts, the computer randomly selects the direction in which your trail starts to move. Trail responds to your pressure on the Disc after it has moved one square.

Your trail will not respond if you try to change direction to the exact opposite of your present movement, since this would cause you to have a head-on collision with yourself.

GAME STRATEGY

Direct your trail so that it always has room to keep moving freely. At the same time, try to block your opponents so that they are forced into a collision. If a trail collides with the edge of the picture, with an obstacle, with another trail or with part of itself, it is eliminated from the round. Depending on game variation, eliminated trails may disappear or remain on screen as additional obstacles.

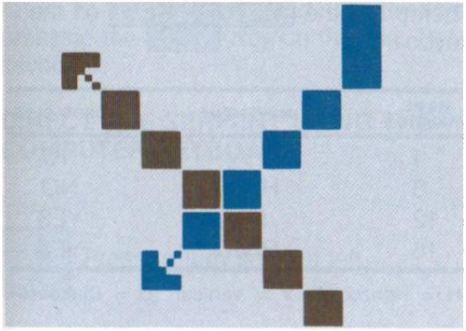
OBSTACLES



In game variations where obstacles occur, these appear as different colored objects scattered about the screen. The computer randomly sets the number and position of obstacles for each round of a game with this variation.

DIAGONAL MOVEMENT

In game variations that allow diagonal movement, you can cross a diagonal trail when moving diagonally yourself. However, the intersection must be between links, like this:



SCORING

When a trail collides and is eliminated, all other surviving trails are awarded one point. If two trails collide simultaneously, both are eliminated and neither receives a point. Any other surviving trails receive one point. Points are accumulated throughout the number of rounds set at the beginning of the game (up to 99). Points are displayed along the bottom of the screen, in the color of the trails.

MUSIC

You will hear music only if you are using the Mini Expander. The computer music lets you know that the current round of play has reached the "showdown" stage

— a battle between the last two existing trails. If you are playing a 2-trail variation of the game, you will hear the music throughout the entire round of play. Music also signals when the game is over.

START A NEW GAME

At the end of a game, you can return to the title frame to start over by pressing the RST Key on the keyboard.

To begin the same game you last played (with the same parameters), press the SPACE Key on the keyboard. OR press the 1 and 3 Keys simultaneously on the hand controller.

PLAY BITE GAMES

PICK YOUR GAME VARIATION USING THE COMPUTER KEYBOARD

Look at the table below. Once you choose the variation you want, press the corresponding numbers on the keyboard. Then press the RETURN KEY on the keyboard.

GAME VARIATION	MOVEMENT	OBSTACLES
4	H/V	NO
8	H/V/D	NO
12	H/V	YES
16	H/V/D	YES

H = Horizontal V = Vertical D = Diagonal

PICK YOUR GAME VARIATION USING THE HAND CONTROLLER

Use the #2 & #3 and #5 & #6 keys just as you did for the trap games, see pages 5 and 6.

NOTE: All bite game variations are 2-player games, with 2 serpents. Before the actual start of any game, you can return to the title frame and start over by pressing the RST Key on the keyboard.

DIRECT THE SERPENT USING THE COMPUTER KEYBOARD

Player 1:

CTL Press to turn serpent left.

Q or A Press to turn the serpent right.

Player 2:

/^ or :* Press to turn the serpent left.

\ or RTN Press to turn the serpent right.

NOTE: The trail turns at a 90° angle in a 4-direction game. But when the game variation includes diagonals, the turns are made at a 45° angle. For example, in a diagonal game, press the key twice to get a 90° turn.

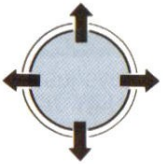
Keep pressing the Key and it turns a full circle.

DIRECT SERPENT USING THE HAND CONTROLLERS

The left hand controller directs the Red serpent, and the right hand controller directs the Blue serpent. BITE GAMES ARE 2-PLAYER GAMES. If you leave either serpent to the computer's control, that serpent will travel back and forth across the screen until it eventually eats itself.

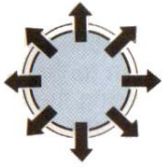
You can use the keys or the disc to direct the serpent.

Keys: Press the left bottom key to turn serpent left. Press the right bottom key to turn serpent right. See page 9.



Disc: In game variations where there is only Horizontal and Vertical movement, use these places on the Disc to direct your serpent:

In game variations where there is Horizontal, Vertical and Diagonal movement, use these places on the Disc to direct your serpent:



When game starts, computer randomly selects the direction of movement for both serpents. Serpents respond to Disc or Key direction after they have moved one square.

GAME STRATEGY

Maneuver your serpent to make contact between the head of your serpent and the end of your opponent's serpent's tail, "biting" off one link. Each serpent starts with 10 links. A serpent can grow a new link (up to a maximum length of 20), if it is not bitten within a certain length of time. The time required to grow a new link depends on the speed at which you are playing.

Fast speed — approx. 20 seconds
Medium Fast speed — approx. 27 seconds
Medium speed — approx. 33 seconds
Slow speed — approx. 40 seconds

If a serpent runs into the edge of the picture and doubles back on itself, it will lose one link. Display at the bottom of the screen shows how many links each serpent has left. The game is over when a serpent loses all its links. The winner is the surviving serpent.

OBSTACLES

In game variations where obstacles occur, these appear as different colored objects scattered about the screen. The computer randomly sets the number and position of obstacles for each game with this variation. If a serpent runs into an obstacle, it will change direction of movement.

START A NEW GAME

Computer sounds signals when the game is over. At the end of a game, you can return to the title frame to start over by pressing the [RST] Key on the keyboard.

To begin the same game you last played (with the same parameters), press the [SPACE] Key on the keyboard. OR press the [1] and [3] Keys simultaneously on the hand controller.

90 DAY LIMITED WARRANTY

Mattel Electronics warrants to the original consumer purchaser of any AQUARIUS™ cartridge, cassette, or disc it manufactures, that the product will be free of defects in material or workmanship for 90 days from the date of purchase under normal in-home use.

Mattel Electronics will not assume any liability or responsibility for loss or damage, direct or indirect, caused by or alleged to be caused by any Aquarius cartridge, cassette, or disc (software programs) or the use made of any such program by the consumer. This disclaimer includes but is not limited to any interruption of service, loss of money, or anticipatory profits resulting from the use or operation of such programs.

Mattel Electronics sole obligation under this warranty will be to repair or replace the defective product, at its option. If defective, return the cartridge, cassette or disc along with proof of the date-of-purchase to either your local dealer or postage prepaid to:

Mattel Electronics Service Center (East)
10 Abeel Road
Cranbury, New Jersey 08512

or

Mattel Electronics Service Center (West)
13040 East Temple Avenue
City of Industry, California 91746

This warranty excludes incidental or consequential damages resulting from the product or use of the product. (Some states do not allow the exclusion of incidental or consequential damages, so the above exclusion 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. This warranty does not cover damage resulting from purchaser abuse, accident, negligence, or damages subsequent to purchase.


AQUARIUS™
HOME COMPUTER SYSTEM
MATTEL ELECTRONICS®