ILLUSIONS™

The Legend

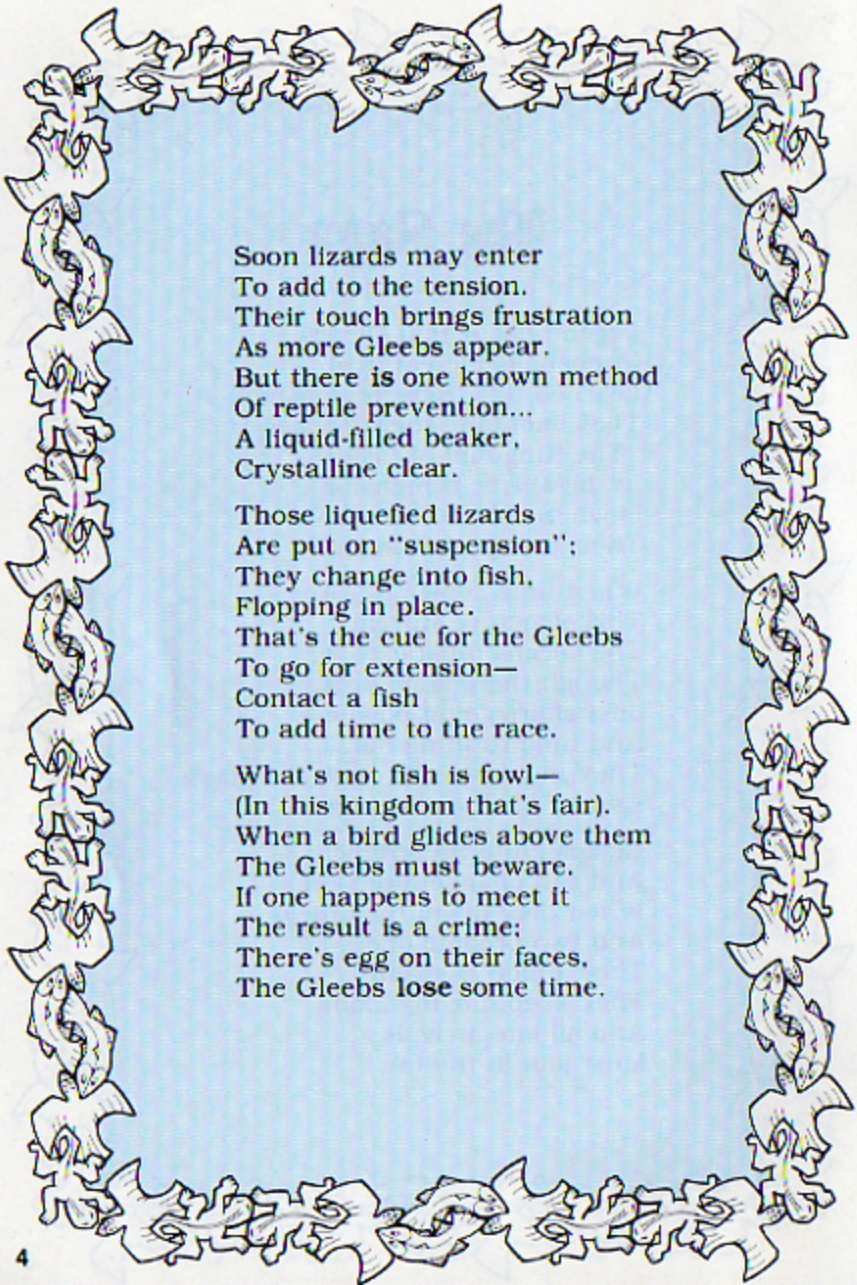
Prepare yourself for a journey into a most unusual fantasy. A kingdom where nothing is as it seems. A land where the usual is unusual. Take a good look—then look again. It's a place. It's a time. It's a state of mind. Illusions™ —it's all done with mirrors!

The Saga

Legend has it that Gleebs,
(Amoeba-like creatures)
Learned this from the masters,
Their mentors, their teachers:
"The Kingdom of Lizards
In the Mirror Dimension
Is where Gleebs shall hold
Their yearly convention".

When time comes to leave
This structure surreal,
The Gleebs must escape,
Though there is no door.
Just stairs going nowhere,
And time running out...
They must pass through the glass
As **one** Gleeb—not more.

Gleebs jump up or down
And can change direction;
When they meet, they meld,
And two become one.
Their union is strong,
They keep moving along
And all late arrivals
Must join in the fun.



Soon lizards may enter
To add to the tension.
Their touch brings frustration
As more Gleebs appear.
But there is one known method
Of reptile prevention...
A liquid-filled beaker,
Crystalline clear.

Those liquefied lizards
Are put on "suspension";
They change into fish,
Flopping in place.
That's the cue for the Gleebs
To go for extension—
Contact a fish
To add time to the race.

What's not fish is fowl—
(In this kingdom that's fair).
When a bird glides above them
The Gleebs must beware.
If one happens to meet it
The result is a crime;
There's egg on their faces,
The Gleebs lose some time.

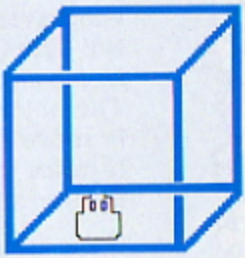
At last, through the mirror!
Is a haven at hand?
No! The Gleeb finds itself
In a weird, cubic land.
The objective now
Is **more** Gleebs, not less.
It takes four to escape
By the mirrored egress.

If the Gleebs want out
With all of their heart
The answer is simple:
They must stay apart.
To split, they must split
(Which makes sense, if you ponder),
In order to get through
That looking-glass yonder.

When one group of Gleebs
Flees each mirrored maze,
A **new** crew convenes
In the Kingdom's first phase.
Use the clues in these verses
To help them get free.
If you need more assistance,
Please turn to The Key.

The Score

COMPLETED
ROUND 1
TIME 2670
BONUS 150
SCORE 2820



Points scored are shown on the Scoring Screen, at the completion of each round.

Players score 10 points for every second of time remaining on the timer, at the completion of a round.

Players score 50 bonus points each time a Gleeb is combined or separated.

At all Skill Levels, players start with five minutes on the timer. Additional time can be earned by contacting a fish. Time can be lost by contacting a bird. A game is over when the timer runs out.

The Preparation

MAKE SURE THE COLECOVISION® OR ADAM™ UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.

One-Player Game

Use the Port 1 Controller.

Two-Player Game

Player 1 uses the Port 1 Controller. Player 2 uses the Port 2 Controller. Player 1 goes first and each turn lasts until the player completes a round or runs out of time.

Choose your challenge.

Press the Reset Button. The Title Screen for Illusions will appear on your TV. Wait for the Game Option Screen to appear. It contains a list of eight game options.

Skill 1 (Game Options 1 and 5) is the easiest, suitable for beginners.

Skill 2 (Game Options 2 and 6) is a little harder, a little more of a challenge.

Skill 3 (Game Options 3 and 7) is even harder, for the more experienced player.

Skill 4 (Game Options 4 and 8) is the toughest of all—a real test of skill!

Select a game option by pressing the corresponding number on your Controller Keypad.

The Controls

Control Stick

Moving the Control Stick makes the Gleebs change the direction in which they are traveling.

Push the Control Stick up (away from you) to make the Gleebs go up ramps on the Mirror Dimension Screen.

Push the Control Stick down (toward you) to make the Gleebs go down ramps on the Mirror Dimension Screen.

Push the Control Stick up, down, left or right to make the Gleebs change the direction in which they are traveling on the Cubic Maze Screen.

Side Buttons

The Left Side Button makes the Gleeb jump up when it reaches a jump point on the Mirror Dimension Screen.

The Right Side Button makes the Gleeb jump down when it reaches a jump point on the Mirror Dimension Screen.

In the Cubic Maze, pressing the Left or Right Side Button makes the Gleeb split, when it reaches a separation point.

NOTE: In this game, Side Button presses are held "in memory". A Gleeb will not jump up or down, or split, until it is at a jump point or a separation point. Then the computer "remembers" the Side Button press and the jump or separation occurs.

Keypad

Press Keypad Buttons 1-8 to select a game option before beginning a game. Press * after a game to replay the game option you have just completed. Press # after a game to return to the Game Option Screen.

PAUSE Feature

To pause the action during a game, press * on your controller. The game screen disappears and the Illusions music continues. Press * again and the game screen reappears at the point at which you paused. There is a brief delay for you to size up the situation before play begins again.

NOTE: To turn off the Illusions music during a game, press # on your controller. The music stops, but the other game play sounds can still be heard. To turn the Illusions music back on, press # again.

Cartridge Reset

The Cartridge Reset button on the console stops the game and returns you to the Title Screen. It can be used to start a new game at any time or in the event of game malfunction.

The Fun of Discovery

This instruction guide provides the basic information you'll need to start playing Illusions, but it is only the beginning! You'll find that this cartridge contains special features that make this game exciting every time you play. Experiment with different techniques—and enjoy the game!

90-Day Limited Warranty

Coleco warrants to the original consumer purchaser in the United States of America that the physical components of this cartridge will be free of defects in the material and workmanship for 90 days from the date of purchase under normal in-house use.

Coleco's sole and exclusive liability for defects in material and workmanship of the cartridge shall be limited to repair or replacement at an authorized Coleco Service Center. This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism or misuse.

Any implied warranties arising out of the sale of the cartridge including the implied warranties of merchantability and fitness for a particular purpose are limited to the above 90 day period. In no event shall Coleco be liable to anyone for incidental, consequential, contingent or any other damages in connection with or arising out of the purchase or use of the cartridge. Moreover, Coleco shall not be liable for any claim of any kind whatsoever by any other party against the user of the cartridge.

This limited warranty does not extend to the programs contained in the cartridge and the accompanying documentation (the "Programs"). Coleco does not warrant the Programs will be free from error or will meet the specific requirements or expectations of the consumer. The consumer assumes complete responsibility for any decisions made or actions taken based upon information obtained using the Programs. Any statements made concerning the utility of the Programs are not to be construed as express or implied warranties.

Coleco makes no warranty, either express or implied, including any implied warranties of merchantability and fitness for a particular purpose, in connection with the Programs, and all Programs are made available solely on an "as is" basis.

In no event shall Coleco be liable to anyone for incidental, consequential, contingent or any other damages in connection with or arising out of the purchase or use of the Programs and the sole and exclusive liability, if any, of Coleco, regardless of the form of action, shall not exceed the purchase price of the cartridge. Moreover, Coleco shall not be liable for any claim of any kind whatsoever by any other party against the user of the Programs.

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

SERVICE POLICY

Please read your Owner's Manual carefully before using your cartridge. If your cartridge fails to operate properly, please refer to the trouble-shooting checklist in the Operating Tips Manual. If you cannot correct the malfunction **after** consulting this manual, please call Customer Service on Coleco's **toll-free service hotline: 1-800-842-1225 nationwide.** This service is in operation from 8:00 a.m. to 10:00 p.m. Eastern Time, Monday through Friday.

If Customer Service advises you to return your cartridge, please return it postage prepaid and insured, with your name, address, proof of the date of purchase and a brief description of the problem to the Service Center you have been directed to return it to. If your cartridge is found to be factory defective during the first 90 days, it will be repaired or replaced at no cost to you. If the cartridge is found to have been consumer damaged or abused and therefore not covered by the warranty, then you will be advised, in advance, of repair costs.

If your cartridge requires service after expiration of the 90 day Limited Warranty period, please call Coleco's toll-free service hotline for instructions on how to proceed: **1-800-842-1225 nationwide.**

IMPORTANT: SAVE YOUR RECEIPTS SHOWING DATE OF PURCHASE.

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COLECO
ELECTRONICS

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