COLECOVISION™

Guide No. 91762

CARTRIDGE INSTRUCTIONS

Pepper II™

by Exidy™

- For one or two players
- Select from four skill levels



Plays like the PEPPER II™ arcade game!

COLECO

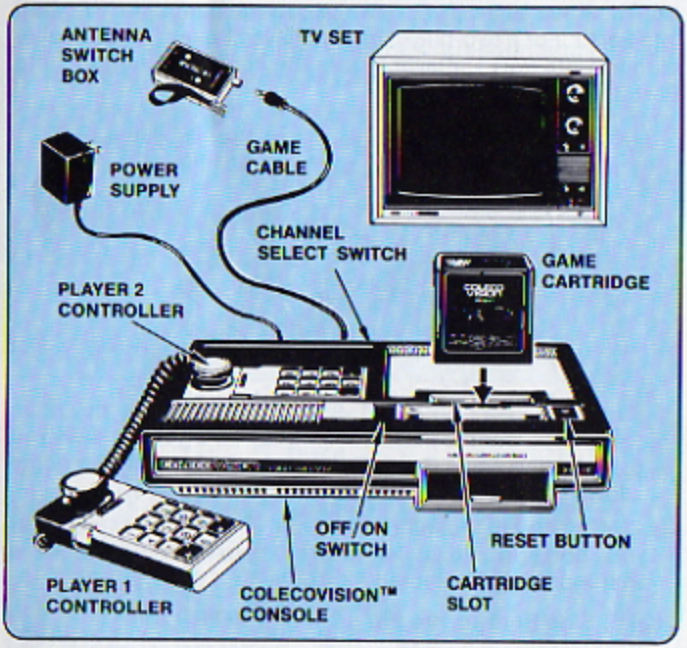
GAME DESCRIPTION



There's plenty of fasten-ating action in Coleco's PEPPER II™ from Exidy™. Guide your Pepper angel up the track. It's like a zipper! Zip all the tracks around a room, then zip an entire maze! You can zip through four different mazes, then try four more, only this time the tracks can disappear!

But PEPPER II™ is still more tricky. Roaming Eyes rush after you from every maze exit. A Zipper Ripper unzips all the tracks that don't surround rooms. What's a poor Pepper angel to do? Enclose a room containing a pitchfork or a magic box and briefly change into an Eye-catching devil! The fun can get only wilder as this crazy-maze game zips on!

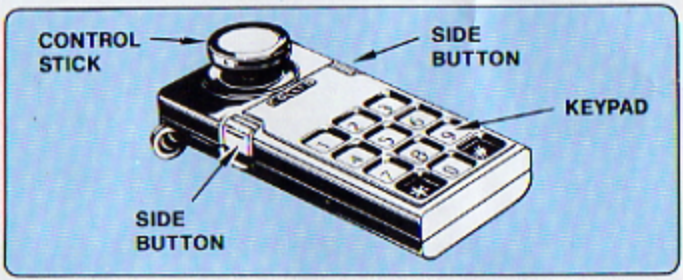
GETTING READY TO PLAY



- Make sure the COLECOVISION™ console is connected to TV and power supply is plugged into the console. Then plug the power supply into a 110/120 volt AC outlet.
- TV should be on and tuned to the same channel as the Channel Select Switch on the console.
- To play one-player PEPPER II™, use the controller in Port 1 (the rear jack). To play two-player PEPPER II™, use both controllers.
- **ALWAYS MAKE SURE COLECOVISION™ UNIT IS OFF BEFORE REMOVING OR INSERTING A CARTRIDGE.** Turn **Off/On** switch to **On** after cartridge is inserted.

USING YOUR CONTROLLERS

NOTE: For a one-player game, use the controller plugged into Port 1. For a two-player game, Player 1 uses the controller plugged into Port 1; Player 2 uses the controller plugged into Port 2.



1. **Keypad:** Keypad Buttons 1–8 allow you to select the Game Option you want to play. Pressing * after a game allows you to replay the same Game Option; pressing # after a game allows you to return to the Game Option screen.
2. **Control Stick:** Pushing the Control Stick in any of four directions (up, down, left or right) causes Pepper to move in the direction selected.

NOTE: Side Buttons are not used in PEPPER II™.

HERE'S HOW TO PLAY

NOTE: If you are playing a two-player game, players take turns. Player 1 begins, and each turn lasts until the player's Pepper is eliminated.

Choose your challenge.

Press the Reset Button. The Title screen appears on your TV. Wait for the Game Option screen to appear. It contains a list of game options, numbered 1–8.

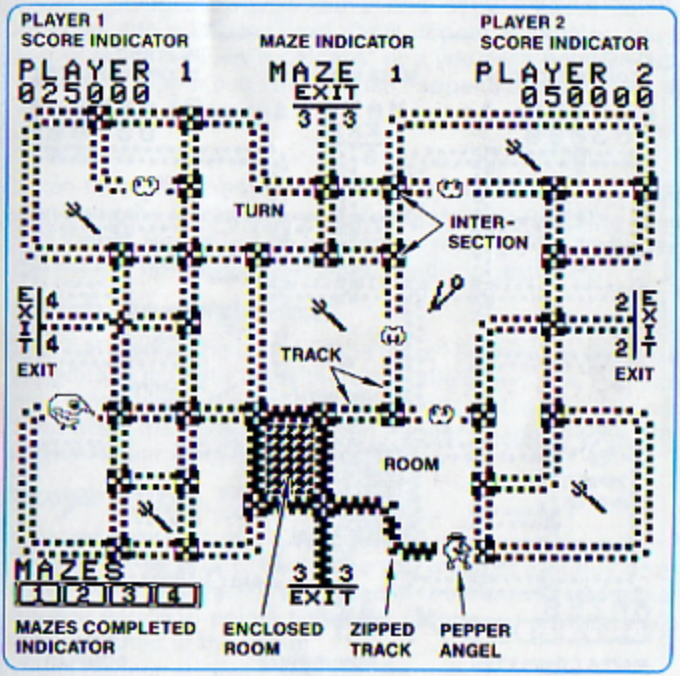
Skill 1 is the easiest level, suitable for beginners.

Skill 2 action is faster than Skill 1, but not as demanding as the arcade game.

Skill 3 plays much like the arcade game.

Skill 4 is more challenging than the arcade version!

Select a game option by pressing the corresponding number button on either controller keypad.

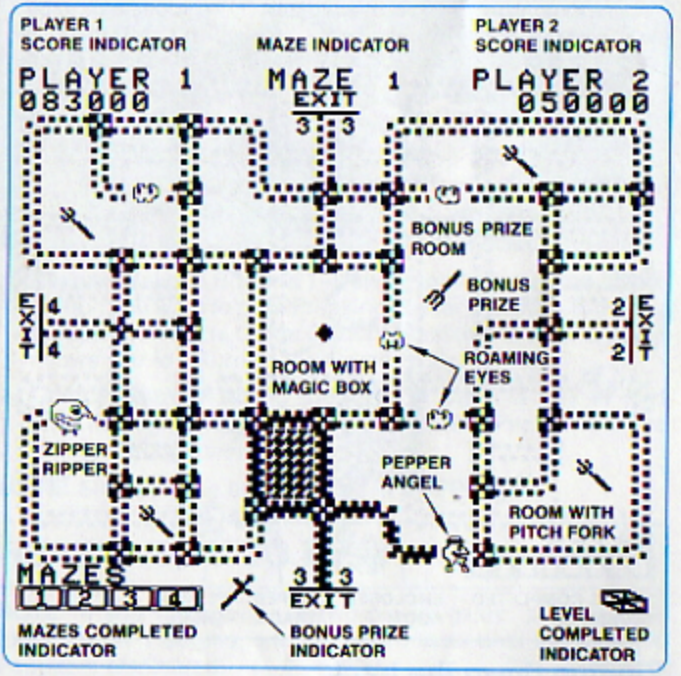


Zipping down the track.

Pepper zips to the first intersection and stops. Push the Control Stick in the direction you want Pepper to go. Pepper won't move through a turn unless you push the Control Stick in the direction of the turn. To zip down a new track, push the Control Stick just as Pepper reaches an intersection. Pepper moves fast. You move fast, too!

Zip a track, zip a room!

You earn points each time Pepper reaches an intersection. As Pepper speeds along a fresh track, the track zips up! When Pepper zips all the tracks around a room, the room fills with a colorful pattern and you earn **more** points. But watch where you're going! Pepper **unzips** zipped tracks when they don't fully enclose a room.



Gonna gitcha!

You've had a few seconds to adjust. Now the Roaming Eyes enter the maze. Don't touch them! They eliminate Pepper on contact. See that super speedy green character (Skills 2 - 4

only)? That's the Zipper Ripper, sworn to unzip all the tracks that don't fully enclose a room. Nasty! Keep clear of the Zipper Ripper, too, because he'll eliminate your Pepper angel.

A devilish idea.

Can't stand to be chased? Enclose a room containing a pitchfork and turn the tables on your pursuers! The tracks change color, the music plays and angel Pepper briefly changes into a Pepper devil. Devil Pepper eliminates every pair of Roaming Eyes it catches, and you earn points! Plus, the Zipper Ripper can't move while Pepper's devilish. If it's in your way, run right over it!

Whoa!

When those few moments of victory are used up, the music stops and the tracks change color again. The Roaming Eyes and Zipper Ripper will be looking for revenge. So be clever. After those few devilish seconds, keep your distance!

Watch the magic box.

See that room in the center of the maze? Sometimes there's a pitchfork in it. Other times there's a little green box. Enclose this room while the box is displayed and angel Pepper becomes a devil again. But when Pepper changes back, the Zipper Ripper quits the maze for a short time.

Bonus prizes.

What's a safety pin or a hammer doing in some of the rooms? They're bonus prizes. Each time you enclose a bonus prize room, the bonus prize is displayed in the Bonus Prize Indicator. You earn 910 points times the number of bonus prizes you've earned in the game!

Next maze.

Don't like the maze Pepper's in? There's an exit on each of the maze's four sides. Zip out the exit and presto! Pepper enters a new maze with new bonus prizes, pitchforks and a magic box. Oh yes, the Roaming Eyes and Zipper Ripper will join Pepper shortly!

Back so soon?

If you return to a maze right after leaving it, almost nothing about the maze changes. The Roaming Eyes and Zipper Ripper are waiting for you. However, all the zipped tracks that didn't fully enclose a room are unzipped.

But if you wait a few seconds before returning, your opponents are gone! Zipped tracks that didn't fully enclose a room are unzipped again. But now you've got time to zip while the Roaming Eyes and Zipper Ripper await their cues!

Speed, speed, speed!

Try to complete the maze as quickly as possible. The longer you take, the faster your opponents go!

Enclose all the rooms.

When you enclose all the rooms in a maze, you win more bonus points. When you enclose all the rooms in all four mazes in a play level, you earn Super Bonus points.

Now the game gets serious! In the next play levels, the tracks can disappear, leaving only the intersections and your memory to guide you! But life has some pleasant surprises. Now when you enclose the magic box room, all the Roaming Eyes leave the maze. And in a matter of moments, the Zipper Ripper leaves, too!

Starting over.

Press * to replay PEPPER II™ Game Option that you have been playing. Press # to go back to the Game Option screen.

NOTE: The Reset Button on the console "clears" the game memory . It can be used to start a new game at any time, and can also be used in the event of a game malfunction.

SCORING

You earn 10 points each time Pepper reaches an intersection. You earn points each time Pepper encloses a room. Every room has a different value (displayed above Pepper when the room is enclosed). You are also rewarded for eliminating pairs of Roaming Eyes.



Pepper eliminates Roaming Eyes:

First	100 points
Second	250 points
Third	400 points
Fourth	550 points



Each additional pair of Roaming Eyes eliminated during a devilish phase is worth 150 points more than the previous pair.

BONUS PRIZES

Pepper encloses first bonus prize room:
910 flashes **once** onscreen. . . . You earn 910 points.

Second bonus prize room:
910 flashes **twice** onscreen. . . . You earn 1820 points.

Third bonus prize room:
910 flashes **three times**. . . . . You earn 2730 points.

For each additional bonus prize room, 910 points flashes one more time. You earn 910 points times the number of bonus prize rooms you have enclosed.

BONUS POINTS AND BONUS PEPPERS

When Pepper encloses all the rooms in a maze, you win 7000 bonus points. When Pepper encloses all four mazes in a play level, you win 15,000 bonus points **and** a bonus Pepper!

You get five Peppers to start in games played at Skill Level 1, and three Peppers in games played at other skill levels.

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing PEPPER II™, but it is only the beginning! You will find that this cartridge is full of special features that make PEPPER II™ 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 this video game cartridge will be free of defects in material or 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 shall be limited to repair or replacement at its authorized Coleco Service Station. 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 video game cartridges including the implied warranties of merchantability and fitness for a particular purpose are limited to the above 90 day period. Coleco shall in no event be liable for incidental, consequential, contingent or any other damages.

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 Video Game Owner's Manual carefully before using the product. If your video game cartridge fails to operate properly, please refer to the trouble-shooting checklist in the Owner's Manual for your particular video system. If you cannot correct the malfunction after consulting the trouble-shooting checklist, 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 5:00 p.m. Eastern Standard Time, Monday through Friday.

If Customer Service advises you to return your video game 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 Station you have been directed to return it to by the toll-free service information. 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 days Limited Warranty period, please call Coleco's toll-free service hotline for instructions on how to proceed: 1-800-842-1225 nationwide.



Pepper II™ is the trademark of Exidy, Inc. © 1982 Exidy, Inc.

Package, Program and Audiovisual © 1983 Coleco Industries, Inc. Amsterdam, New York 12010

Printed in U.S.A.