COLECO VISION™

Guide No. 78089A

CARTRIDGE INSTRUCTIONS

SMURF™

Rescue in Gargamel's™ Castle

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



Features TV's delightful Smurfs™ in an adventurous rescue game.

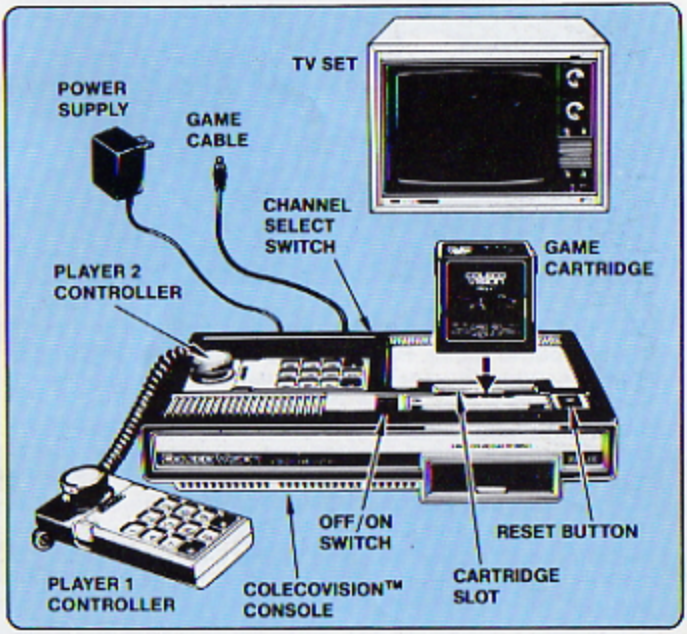
COLECO

GAME DESCRIPTION



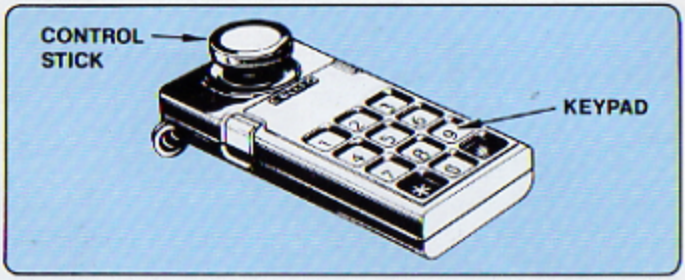
In Coleco's SMURF™ RESCUE IN GARGAMEL'S™ CASTLE, treacherous Gargamel™ has captured Smurfette™ and has trapped her in his lab. To free her, nimble-footed Smurf™ must run, jump and duck his way through dangerous woods, fields and cavern. Dodge the spooky hawks, bats and spiders sent by Gargamel™. Can you rescue Smurfette™ and save the day?

GETTING READY TO PLAY



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

USING YOUR CONTROLLERS



NOTE: For a one-player game, use the controller in 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.

Using the Keypad Buttons and Control Stick for SMURF™ RESCUE IN GARGAMEL'S™ CASTLE

1. **Keypad:** Keypad Buttons 1-8 allow you to select a Game Option before beginning 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:** Use the Control Stick to make Smurf™ run, duck and jump.

   Running:
   Push the Control Stick left or right to move Smurf™ in that direction.

   Ducking:
   Push the Control Stick down to make Smurf™ duck.

   Jumping:
   Push the Control Stick up when Smurf™ stands still to make him jump in place. Push it up again IMMEDIATELY

after jumping to make Smurf™ take a **large** jump forward. If you wait just a little bit longer, he makes a **small** jump forward. If he jumps while running, he makes a small jump — but don't wait too long, or he will jump in place!

NOTE: The Side Buttons are not used for COLECO'S SMURF™ RESCUE IN GARGAMEL'S™ CASTLE.

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 next Smurf™ falls.

The choice is yours.

Press the Reset Button. The title screen will appear on your TV. Wait for the Game Option screen to appear. It contains a list of game play options, numbered 1-8. Select one by pressing the corresponding number button on either controller keypad.

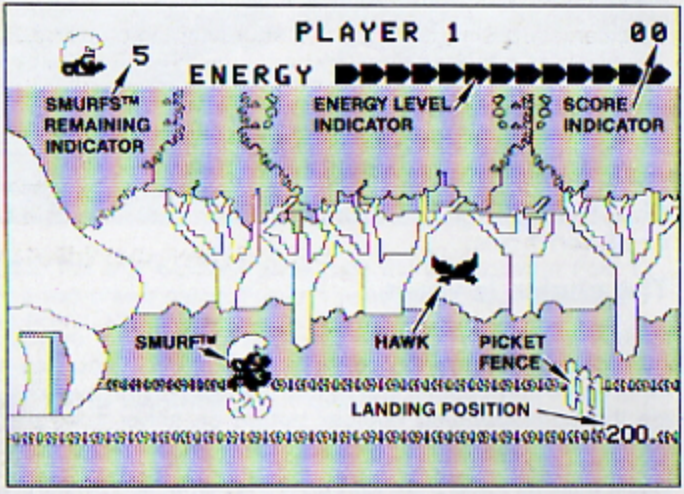
Game Options 1 and 5 are easy versions, especially designed for beginners and very young children. There are no attacking creatures and you don't have to worry about keeping Smurf's™ energy level up. When you get better, try one of the harder games (Game Options 2, 3, 4, 6, 7 or 8).

SMURFETTE™ HAS BEEN CAPTURED!!!

After you select a Game Option, Smurf™ appears. Smurfette™ has been captured and is trapped in Gargamel's™ castle. To save her, off you go to Gargamel's™ castle, far, faraway to the right.

Move Smurf™ through fields, woods and cavern to get to the spooky castle.

SMURF™ AT HOME



Hawks, spiders and bats!

Scary hawks, spiders and bats, trained by evil Gargamel™, try to stop Smurf™ from getting to Smurfette™. When these creatures appear, Smurf™ must duck, jump or run away to avoid them.

The ups and downs of the journey.

Smurf's™ nimble feet must take him past all sorts of dangers, such as fences, bluffs, mounds, spiky grasses and sharp stalagmites (in the cavern). Learn to take just the right size jumps (big or small) to make it past all of them.

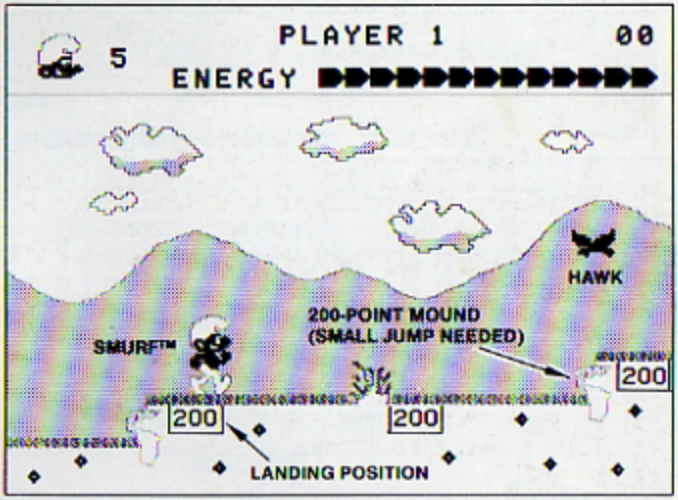
While Smurf™ is traveling toward the castle, you get points when he jumps over any obstacle. **But make sure you reach**

the landing positions. If you fall short, you do not get any points.

If Smurf™ is running back toward the house, you get no points for the jumps, and you get no points until you reach **new** territory.

Remember, if Smurf™ falls down after jumping or is knocked down by an attacking creature, he is eliminated. Then, another Smurf™ must try to rescue Smurfette™.

IN THE FIELDS: DANGER EVERYWHERE!



Keep Smurf's™ energy up!

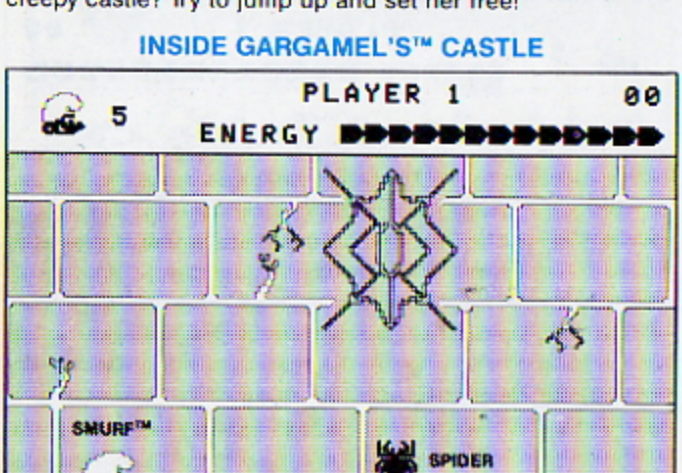
Watch the Energy Level Indicator on your screen. It shows you that Smurf™ sometimes gets tired and discouraged as he travels. But whenever Smurf™ enters a new kind of countryside (field, woods or cavern) or when he enters the castle, he starts feeling better and his energy level goes right back up to the top!

Keep in mind that Smurf's™ energy comes back up only when he comes to NEW land, not when he travels over the same old ground again. And the faster he moves toward the castle and Smurfette™, the better he feels and the more Energy Bonus points YOU get! If Smurf™ runs out of energy, he gets too tired and falls.

Smurfing™ Smurfette™ free!

Finally, Smurf™ reaches Gargamel's™, castle. But what an awful place it is! Spiders lurk in the gloom, then leap out at Smurf™. Can you help Smurf™ save Smurfette™ from this creepy castle? Try to jump up and set her free!

INSIDE GARGAMEL'S™ CASTLE



Game End and Starting Again

The game ends when all your Smurfs™ have fallen. At that time, the screen displays your final score.

To replay the same Game Option that you have been playing, press *. Or you can go back to the Game Option screen by pressing #.

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

SCORING

Smurf™ Action	Points Scored
Jumping fences (woods)	200
Jumping mounds, bluffs and spiky grasses (fields)	200-300
Jumping stalagmites (cavern)	200-300
Jumping onto the skull (castle)	300
Rescuing Smurfette™	10,000

Each time Smurf™ leaves a new section of countryside, you score Energy Bonus points. The faster Smurf™ finishes the section of countryside, the more points you get!

You get five Smurfs™ per game.

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing SMURF™ RESCUE IN GARGAMEL'S™ CASTLE, but it is only the beginning! You'll find that this cartridge is full of special features to make SMURF™ RESCUE IN GARGAMEL'S™ CASTLE 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 any video game cartridge it manufactures, that the cartridge will be free of defects in material or workmanship for 90 days from the date of purchase under normal in-house use.

If your cartridge fails to operate properly DURING THE FIRST 90 DAYS AFTER PURCHASE, 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 Factory Service Station as listed. 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 it therefore will not be covered by the warranty, then you will be advised in advance of repair costs.

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, and Coleco shall in no event be liable for incidental, consequential contingent or any other damages, (some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you). 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.

This warranty is made in lieu of any other express warranty, and except for the foregoing warranty which is exclusive, there is no other express warranty being made.

This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

Please read the Owner's Manual carefully before using the product. If a malfunction occurs, please refer to the trouble-shooting checklist in the Owner's Manual for your video system. If you cannot correct the malfunction after consulting the trouble-shooting checklist, please call the Factory Service Station listed in your video system manual.

CARTRIDGE SERVICE POLICY

If your cartridge requires service after expiration of the 90 day Limited Warranty period, Coleco will service the cartridge and put it in working condition or replace it with a reconditioned unit (at our option), on receipt of your cartridge, postage prepaid and insured, with your check in the amount of $10.00 payable to Coleco Industries, Inc.

For service information regarding your Coleco cartridge call 1-800-842-1225. This service station is in operation from 8:00 a.m. to 4:30 p.m., Eastern time, Monday thru Friday.

Coleco's service obligation does not apply to defects arising from abuse, misuse or alteration of the cartridge. If the cartridge is found to have been consumer damaged or abused it therefore will not be covered by the warranty, then you will be advised in advance of repair costs.

Please allow 4-6 weeks for repair and return.

All returns must be directed to:

Coleco Industries, Inc.
Consumer Electronics Department
P.O. Box 47
Amsterdam, New York 12010
Attention: Consumer Quality Manager

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