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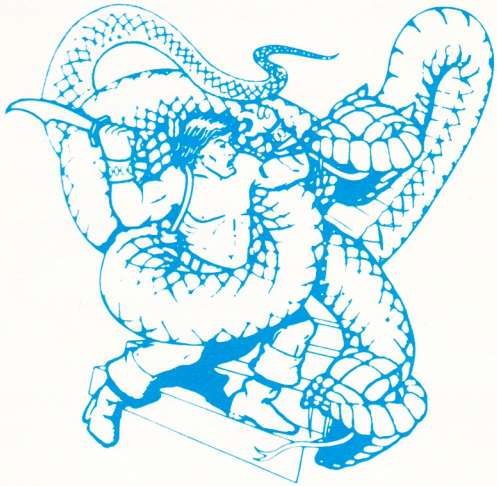
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by Exidy

VENTURE™

CARTRIDGE INSTRUCTIONS



CBS Electronics Video Game Cartridge for use with CBS Coleco Vision™ Video Game System.

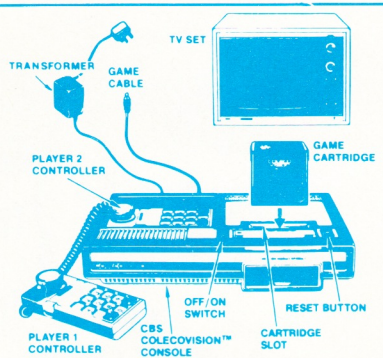
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GAME DESCRIPTION

Winky™ has climbed deep inside a dungeon laden with incredible treasures, but guarded by terrible monsters. Equipped with only bow and arrows, he seeks the treasures as the monsters close in. Guide him through the dungeon rooms... but don't stop to count your treasure until you're through!

GETTING READY TO PLAY



- Make sure the CBS COLECOVISION™ console is connected to TV and power supply is plugged into console. Then plug power supply into a 220/240 volt AC outlet.
- TV should be turned on and the game tuned to a spare TV channel
- To play one-player VENTURE™, use the controller plugged into Port 1 (the rear jack). To play two-player VENTURE™, use both controllers.
- **ALWAYS MAKE SURE CBS COLECOVISION™ UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.** Turn **Off/On** switch to **On** after cartridge is inserted.

USING YOUR CONTROLS



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.

Using the Buttons and Control-Stick for VENTURE™.

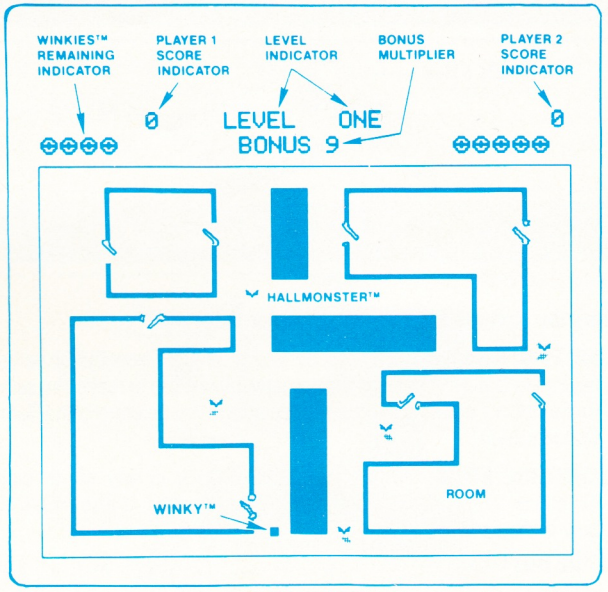
1. **KEYPAD:** Keypad buttons 1-8 allow you to select a Game Option before beginning to play. Pressing * after a game allows you to replay the same Game Option; pressing # after a game allows you to return to the Game Option screen.
2. **CONTROL STICK:** Pushing the Control Stick in any of its eight directions causes Winky™ to move in that direction. It also points his bow in the same direction.
3. **SIDE BUTTONS:** Pressing either Side Button causes Winky™ to fire an arrow.

HERE'S HOW TO PLAY

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

STEP 1: 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.



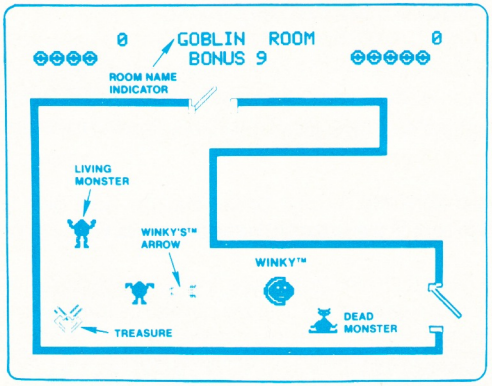
HALLWAY SCENE

STEP 2: Down to the dungeon.

After you select your game, the treasure block screen appears. Question marks in the screen are replaced with treasures as you earn them. Next, Winky™ appears in the first level of the dungeon.

STEP 3: Time to explore.

While Winky™ is in the hallway, he appears as a small dot. Beware of the treacherous Hallmonsters™ that search for him. Winky™ can't eliminate the Hallmonsters™, so he must try to avoid them!



ROOM SCENE

STEP 4: Search and seizure.

Move Winky™ into one of the dungeon rooms to capture the treasure within. But each room is infested with monsters. Fire arrows at them for points. Just be careful – if Winky™ even touches a monster, living or dead, he will be eliminated.

EXPECT THE UNEXPECTED! In some rooms, monsters may appear or disappear at special times. In the Cyclops Room, the cyclopes even "teleport" from place to place!

The Wall Room has deadly moving walls instead of monsters. Winky™ must squeeze past the walls to get the treasure. Remember, Winky's™ arrows cannot harm the walls!

STEP 5: Don't overstay your welcome.

Try to capture the treasure and eliminate the monsters quickly. If Winky™ stays in the room too long, a Hallmonster™ appears and tracks him down. After you seize the treasure, you can go on to victory in another room!

STEP 6: There's no turning back.

Enter all the rooms on a level. Once you have seized the treasure and left the room, you may never return. When you have captured all the treasures on a level, descend deeper into the dungeon to even more dangerous adventures.

To replay the VENTURE™ Game Option that you have been playing, press *. To go back to the Game Option screen, press #.

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

SCORING

LEVEL	MONSTERS	TREASURES
One	100	200
Two	200	400
Three	300	600
Four	400	800
Five	500	1000
Six	600	1200
Seven	700	1400
Eight	800	1600
Nine	900	1800

The Bonus Multiplier at the top of the screen starts out at a value of 9 and slowly decreases as you play. When you have completed a level, the points you have earned for that level are multiplied by the Bonus Multiplier and added to your score.

The farther into the dungeon you venture, the more points you gain for each treasure or monster.

Bonus Winkies™ are awarded to players at multiples of 20,000 points. (All action ceases for a moment when a bonus Winky™ is awarded during play.)

Each player receives five Winkies™ per game.

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing VENTURE™ , but it is only the beginning! You'll find that this cartridge is full of special features to make VENTURE™ exciting every time you play. Experiment with different techniques – and enjoy the game!

