NOTE: In the interest of product improvement, specifications are subject to change without prior notice. This booklet may be photocopied freely by customers and video rental stores.

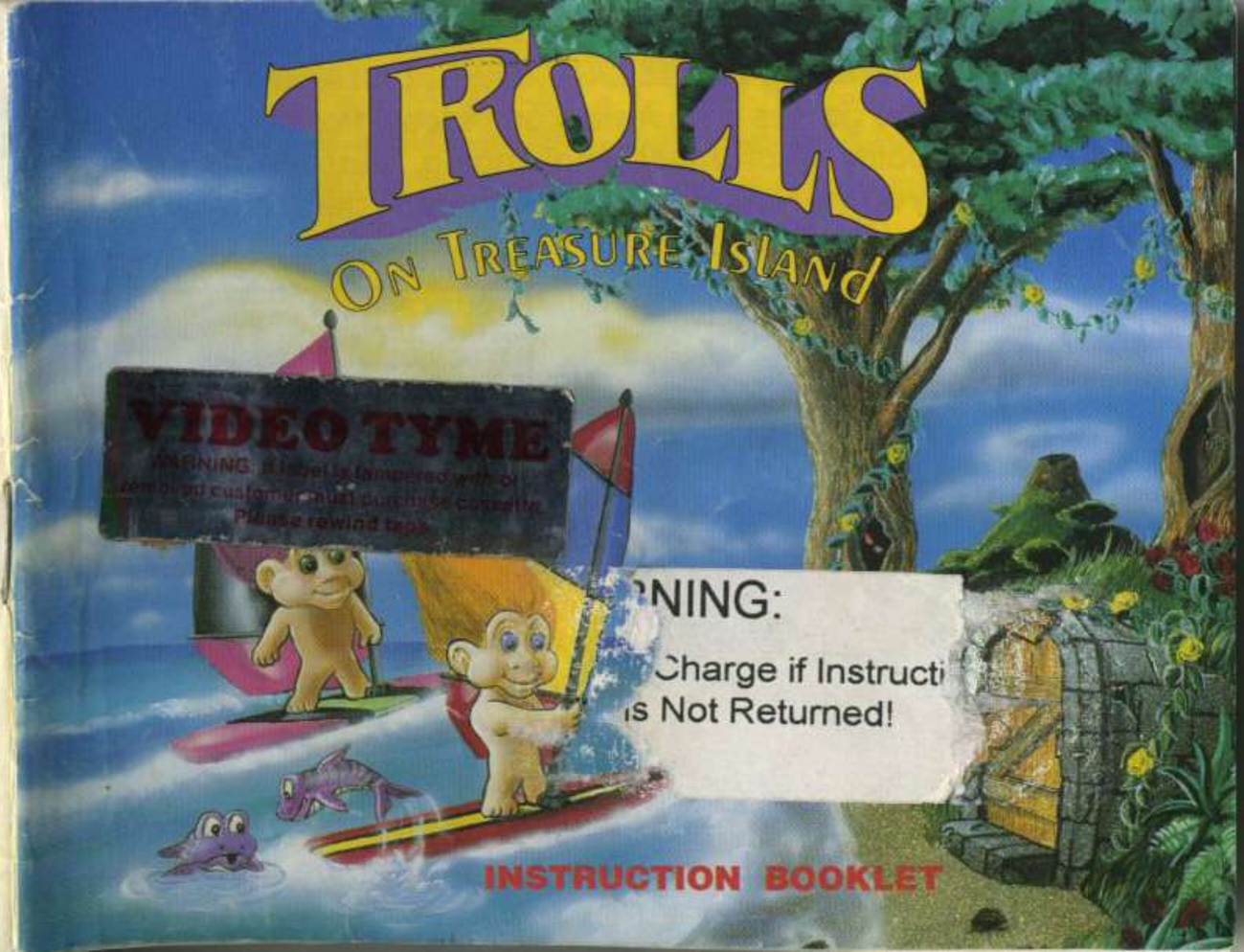
AMERICAN VIDEO ENTERTAINMENT™

TROLLS
ON TREASURE ISLAND

©1992 M. Crick & American Video Entertainment, Inc.
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Special thanks to Richard Frick
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PRINTED IN THE USA



Thank you for purchasing TROLLS ON TREASURE ISLAND™, one of the new exciting video games from American Video Entertainment, Inc. Our Seal of Quality guarantees challenging, reasonably priced software for play on the Nintendo Entertainment System™, still the best video game value available.



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- ☛ 32 challenging treasure filled mazes to explore.
- ☛ Single, Double, and Teamwork game play modes.
- ☛ Game Edit Feature lets you create your own levels.
- ☛ Password feature allows you to continue game play.

TROLLS ON A ROLL

When Samantha and Norbert were baby Trolls their Grampa told them tales of lost treasures stashed on a mysterious far away island. That was long ago.



Yesterday, while wind surfing, our teenage troll twins came upon an undiscovered and uncharted island filled with excitement, adventure and hidden treasure. Exploring the island they soon realized it was the same island their Grampa told them about when they were young.

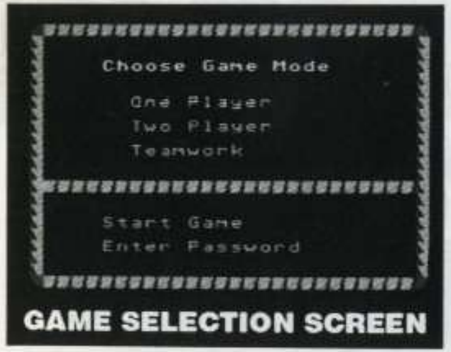
The twins passed through vine covered trees filled with multi-colored birds of every description. They were overwhelmed with the beauty of the island but they couldn't help thinking about the warning Grampa always told them: "If you ever come upon this magical island like I did when I was young - explore it with great care. There are many strange and dangerous creatures that make the island their home. Venomous snakes, giant flying insects, and huge slobbering jaws to name just a few. REMEMBER, ALWAYS BE CAREFUL!"

GETTING STARTED

Make sure the power switch on your control deck is turned off.

Insert the ***TROLLS ON TREASURE ISLAND,*** cartridge into your NES console, carefully following the power up instructions in your NES™ user manual. The screen may flash up to 9 times before the game begins. If the game screen looks garbled or the game will not play see page 13. Pressing **START** from the title screen will display the GAME SELECTION SCREEN.

If there is more then one player, you can either compete (TWO PLAYER) or work as a team (TEAMWORK). Use the **Direction Pad** to highlight your choice and press **START** to go to the lower portion of the screen.



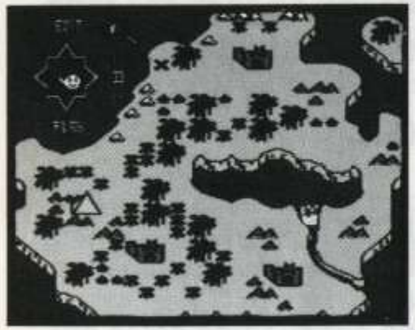
GAME SELECTION SCREEN

Pressing **START** will begin a new game. If you want to continue an old game with a password, highlight PASSWORD.

Each password is linked to your name. Your password for a level will not work for someone else. So when starting or saving a game always be sure you use the same name and password. Now press **START** to continue your game.

Pressing **SELECT** will return you to the upper portion of the selection screen.

EXPLORING THE ISLAND



Inside an old moss covered tree stump Samantha and Norbert found a SHOVEL, TREASURE MAP and MAGIC SPY GLASS. On the map there was a spot marked 'X' not far away from where the twins stood - but the most amazing thing was the MAGIC SPY GLASS. If you pressed the handle it would transport you to the spot the treasure was buried. This works only if you are a true Troll or if you know a special Troll secret (press the A Button).

When they reached the 'X' the problem was to find the treasure. Any Troll worth his hairspray knows, that if in doubt, press START. Instantly, they were in a magic cavern filled with treasure. The challenge was to collect it all fast enough!



Afterwards, they realized the first three caves were just a warm-up that led to the castles. The real adventures then began. Although they found two more castles, the ultimate challenge lay in the PYRAMID.

TROLL CONTROL

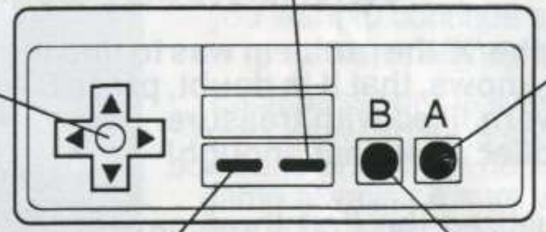
Trolls are lovable little creatures who can't stop scurrying back and forth. Controlling your Troll is easy - once you know how. Press up to move up. Press down to move down... but don't squeeze your Troll by pressing Left or Right. All that does is tickle.

START

Press START to begin a game. Pause the game at anytime during play by pressing the START button. Press the START button again to resume play.

DIRECTION PAD

Press to move your Troll Up or Down. Left and Right are not used - they just tickle your Troll.



A BUTTON

A Button will make your Troll go into hyper mode.

SELECT

PANIC BUTTON
Pressing this button transports you back to the MAP screen.

B BUTTON

B Button is not used - it just tickles your Troll.

TROLLING FOR TREASURES

Everywhere the Trolls went they found treasures to collect: Musical notes, Rubies, Saphires, Diamonds, and Pirate coins of pure gold. They even found - Hair Dye?



Collecting the treasures was a bit of a problem. An evil spell prevented anyone from picking up the gems. The twins tried and tried but neither could collect even one precious stone until Samanth used some Hair Dye and discovered that if her hair was the same color as the gem it was easy to pick up and collect - no problem at all!



Norbert found doorways worked the same way. If his hair was the right color the door was always open to him. Not being able to find grey hair dye he figured he might have to wait tell he was very old to get through the grey doors, until he realized grey doors opened automatically after collecting enough treasure.



UNDERGROUND OBSTACLES



The farther they pushed the more varied the caverns became. They entered a cave filled with SAND. When they walked over the SAND they had to be extra careful. You can never be sure what's below the surface of the SAND. It might be great treasures or buried trouble.





Some caves were filled with ICE, others with WATER or HOT EMBERS. The ICE was very slippery and Trolls don't swim very well, so more than once the two Trolls thought they would have to turn back.





Luckily, it seemed they always found something to help them continue their journey. When they found ICE they also found ICE BOOTS - which let the Trolls walk over the ICE without slipping. WATER could be crossed just as easily - all they needed was a BOAT.



The Trolls never found a way to cross HOT EMBERS. They learned just to avoid them.

There were many different kinds of walls, BRICK WALLS, THIN WALLS, INVISIBLE WALLS, even SECRET WALLS that moved when pushed.

UNDERGROUND OBSTACLES

Two kinds of Arrows where found inside the caverns. The one that pointed in a single direction was called a ONE WAY because you could only walk in the direction it pointed and never against it. The other arrow pointed in 2 directions and was called a BOUNCER, because once the Trolls touched it they would run back and fourth in whatever direction it pointed.

In one cave they found a BOLT which when touched by Samantha made her take off like a rocket, rolling back and forth at top speed. Although she tried to slow down, she couldn't. Can you figure out how to slow down your Troll after they've touched a BOLT?



The worst thing about exploring were the ISLAND BADDIES. These evil creatures always look for trouble. Some will ignore you if your hair is the same color as they are. Others could care less and pounce on you no matter what you look like.

Fortunately, deep underground the Trolls sometimes found a RED CROSS which when touched could heal any damage that the ISLAND BADDIES could muster.

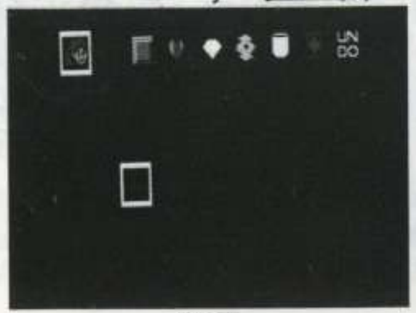
MAKE YOUR OWN CAVERNS

After you have played TROLLS ON TREASURE ISLAND you may wish you could design your own cavern. Well YOU CAN! And its easy. On the map screen, move the MAGIC SPY GLASS over the word EDIT on the upper left side of the screen above the compass. Press START and your SPY GLASS will change into a SHOVEL. You'll need this SHOVEL to bury your own custom cavern on the island. Find a place on the island that is free of trees, rocks, or other caverns. You can only dig in a flat open area. Press START to dig and you will enter the EDIT mode.

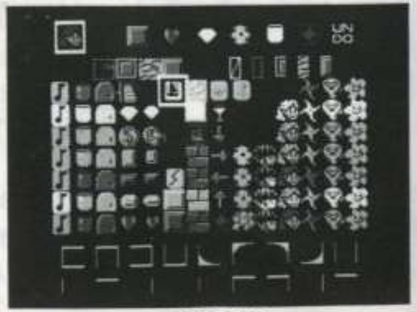
The EDIT mode has two main screens, the SLATE and the PARTS BOX. Pressing SELECT allows you to switch between the two screens. The upper part of the display on both screens is your PALETTE. This is where you put the parts that you are currently using. It will only hold 8 parts at a time. You must pick up new parts from the PARTS BOX in order to use all the over 50 different possible parts in your design.

REMEMBER

The SLATE is where you put down parts from the PALETTE to the LOWER SCREEN.
The PARTS BOX is where you pick up parts from the LOWER SCREEN to the PALETTE.



SLATE



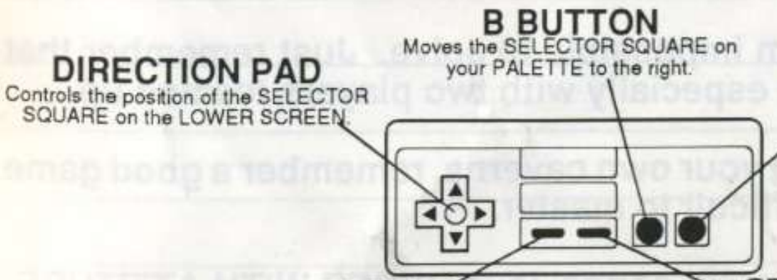
PARTS BOX

MAKE YOUR OWN CAVERNS

On the right side of the **PARTS BOX** the row of strange half characters directly under the **PALETTE** are used for hiding objects. Use these to cover JEWELS or MINES behind SAND or WALLS. When using these half characters the colors may change and look kind of weird. Don't worry - when you play the level it will look fine.

It is not necessary to put a TROLL or an EXIT DOOR into your level; the game will do that automatically. You need only to add them if you want to position them in certain places.

When in EDIT MODE the CONTROL PAD does different things than during game play.



After you have completed your own custom cavern press START to begin the game. You can bury up to 4 custom caverns. **Remember:** When you turn the power off all your custom caverns will be lost. If you want to save them try drawing them on a piece of paper or recording them on video tape.

TROLL TIPS

Remember when playing TROLLS ON TREASURE ISLAND you can only control a Troll in one direction at any time - either Up and Down or Left and Right. If your Trolls are difficult to control and keep giggling, then you are trying to make them go where they don't want to go. The best way to control them is with quick well-timed taps on the DIRECTION PAD.

Some levels may seem impossible to solve. Just remember that nothing is impossible especially with two players teamed up.

When you are creating your own caverns, remember a good game is easy to play, but difficult to master.

If you like this game you're gonna' love DUDES WITH ATTITUDE. This great game is also available from American Video Entertainment.

See page 18-21 of this booklet for ordering information.

NOTES

PRECAUTIONS

* Do not store cartridge in very hot or cold places. Never hit or drop.
* Do not take apart.
* Do not touch connectors; do not get them wet or dirty. Doing so may damage game.
* Do not clean with benzene, paint thinner, alcohol or other such solvents.

WARNING

DO NOT USE WITH A FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System. Your projection television screen may be permanently damaged if video games with stationary images or patterns are played on your projection television. Similar damage may occur if you leave your game in PAUSE mode. If you use your projection television with NES games; American Video Entertainment, Inc. will not be liable for any damage. This situation is not caused by your NES or by American Video Entertainment games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your television manufacturer for further information.

PROBLEMS WITH YOUR NES™

If your cartridge will not work, produces garbled characters or causes your television screen to flash on and off you probably have a dirty internal connector (the slot where your game cartridge plugs into the NES™ console).

The Nintendo Entertainment System™ uses what is called a zero insertion force connector. Although this eliminates wear and tear on your NES™ and cartridges, to work properly it requires cleaning on a regular basis. Cleaning this connector is easy, all you need is a cleaning kit. Cleaning kits are made by Nintendo™ as well as other manufacturers and they can be purchased anywhere you buy or rent video games. Follow the cleaning kit instructions.

Do not be tempted to blow on the gold fingers at the end of the cartridge. This further contaminates the internal connector.

If you have any other problems
PLEASE DO NOT RETURN CARTRIDGE TO THE STORE WHERE IT WAS PURCHASED.
We will be glad to express a new cartridge to you at no cost. Simply call us at our Toll free number listed below for assistance.

Should you have any further problems call 1(800) HOT-4AVE that's 1(800) 468-4283

The American Video Entertainment Story.

In the beginning, since the first Nintendo™ video game was sold, each cartridge and NES™ has contained a patented lock-out chip.

WHO IS AMERICAN VIDEO ENTERTAINMENT?

American Video Entertainment, Inc. is a American manufacturer and publisher of Nintendo™ compatible games. The goal of our company, founded in San Jose California in 1990, is to produce great games at reasonable prices. Our cartridge compatibility is covered by US Patent (#5,004,232) which was awarded in April of 1991.

WHY ARE AMERICAN VIDEO ENTERTAINMENT PRODUCTS SUCH A GREAT VALUE?

American Video Entertainment manufactures these products in the United States using American technology. We do not pay a licensing fee to Nintendo.™ These saving are passed directly on to you the consumer. You are the winner in two ways - great games at great prices.

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America is built on freedom and that translates to the American consumer's right to choose. The American consumer's judgement is guided by the most sophisticated product information system in the world - the word of mouth.

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Thank you for purchasing *TROLLS ON TREASURE ISLAND*. Please take a moment to answer these questions:

Please rate the following aspects of this game. (10 = excellent, 1 = poor):

Playability: 10 9 8 7 6 5 4 3 2 1 Action: 10 9 8 7 6 5 4 3 2 1

Graphics: 10 9 8 7 6 5 4 3 2 1 Overall Rating: 10 9 8 7 6 5 4 3 2 1

How many video games do you own? _____

What is your favorite game? _____

Where did you hear about this particular game?

☐ In a store ☐ From a friend ☐ An advertisement ☐ Press review ☐ Rental

☐ Other: _____

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Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Re-orient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4

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American Video Entertainment knows what kind of games America wants to play. Our Mindbender games are exciting, challenging, and are more than just shoot-em-ups. These non-violent games teach basic thinking skills and are jam packed with fun for the entire family.



KRAZY KREATURES

Here they come and there they go! As an intergalactic immigration officer you'll be transporting weird wild life from all over the galaxy. You gotta line-em-up to move-em-out. Super excitement for one or two players simultaneously.

PYRAMID

Playing Pyramid is easy, there is only one rule, don't let the pit fill up. As each stone falls it must be turned and twisted and fit together perfectly. How much fun can a modern gamer handle? Play Pyramid and find out.





PUZZLE

This is the ultimate mind game. Are you ready to accept this cerebral challenge? Test your wits and use your skill to unscramble intense picture puzzles before your time runs out.

TILES OF FATE

Enchanted tiles that control the flow of fate have fallen into the hands of mortals. Only by using the tiles against themselves will you be able to defeat them, but there is not much time. Match the tiles together in 7 magic castles. It won't be easy but it will be fun.





DUDES WITH ATTITUDE

Explore the secret catacombs of a desert island and find a kings ransom in hidden treasure. This game is simple enough for the young player and packs enough challenge for the experienced gamer. To win you just gotta have the right attitude. Dude...

If action and adventure is more your style we have the games you need. From air battles and espionage to battling the deadly DEATHBOTS our video games give you radical high power excitement at an unbelievable price.



DOUBLE STRIKE

Enter the exotic South Pacific where the most beautiful islands on the earth have become the lair for one of the most vicious terrorist organizations. You must strike! And strike again! Double Strike!

WALLY BEAR and the NO! gang

Grab your skateboard and get ready to play the hottest game with the coolest character - WALLY BEAR! You'll climb to the heights of city skyscrapers and slosh through the depths of slimy sewers.





DEATHBOTS

A massive computer is threatening to detonate a Gamma Bomb, the most powerful weapon ever created. Can you save humanity from mechanized enslavement? Choose from 9 different weapons and stop the DEATHBOTS before they stop you.

IMPOSSIBLE MISSION II

The nations nuclear strike capability has been hijacked by a mad- man. Now its up to you to penetrate Elvin Atombender's headquarters and destroy the core computer system. If you fail... Its total destruction.





F-15 City War

Pilot a fully armed F-15 and destroy an invading enemy army. Blast tanks, jets, and gunboats with searing missile and gun fire. You and your city's survival is at stake. If you've got the guts.... prove it!

Great graphics, excellent music, never ending excitement. Its all here for you when you play these great games.



VENICE BEACH VOLLEYBALL

They have come from all across America - the best of the best. They are here at the most radical summer hangout in the world, the Venice Beach Open. Features single or double, head to head action.

ULTIMATE LEAGUE SOCCER

You approach the field. The rumble of thousands of fans is deafening. It is time to face Soccer's greatest challenge. Only one team will win the Ultimate League Soccer Trophy. Give it all you've got and go for the World Title!





SOLITAIRE

Alone on a beautiful tropical beach, palm trees sway in the warm summer breeze. The songs of a thousand exotic birds fill the air. You don't have a worry in the world. Experience one of the most popular card games ever - **Solitaire!**

MERMAIDS OF ATLANTIS
The Riddle of the Magic Bubble

You'll burst your brain trying to solve all 24 stages of mind blowing bubble puzzles? Match multicolored bubbles as they float to the top of the underwater cave. This addictive game will challenge your intellect and reflexes.





RAD RACKET - Deluxe Tennis II

Computerized tennis at its best. Play on grass, clay or cement courts. Choose from 6 different players, each one with different playing abilities. If you like tennis you'll love Rad Racket. A simulation so real you will get tennis elbow.

Our games offer the best game playing value available for your Nintendo Entertainment System™. Watch for these exciting new titles at a store near you!

MAXI-15 15in1 cartridge

Get ready for the most technically advanced, most powerful, most challenging, most excellent video game cartridge ever made - MAXI-15. This revolutionary cartridge is jam packed with 15 complete and individual games. Great games like F-15 City War, DEATHBOTS, Krazy Kreatures, and many many more. Contact your local video store and try-out the most powerful 8-bit game cartridge ever.

Experience MAXI-15!!





TROLLS ON TREASURE ISLAND

Play the game with the most popular characters ever. Join two teenage trolls, Samantha and Norbert as they explore a lush tropical island filled with tremendous riches and unknown dangers. Single or double player team or competitive simultaneous game play that features 32 levels of challenge.

STAKK'M

From the sky they fall, gigantic blocks that form an impenetrable barrier. Bringing down the wall won't be easy. Not only must you line up rows of blocks with matching symbols, you must reach a special "Level Goal" which changes with every level. Heart stopping excitement that features single or double player simultaneous game play.



Purchasing any or all of these exciting Games is <u>easy</u>. Order by credit card, call us at (800) HOT-4AVE. If you don't have a credit card we also accept checks and money orders. Call for details.