

KOOL-AID MAN™†

I N S T R U C T I O N S (1 Player vs. Computer)

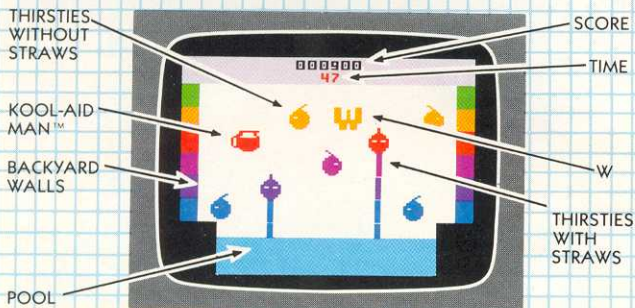
Help KOOL-AID MAN™ in a battle with THE THIRSTIES! Those insatiable THIRSTIES are stealing the water out of your swimming pool. You want to catch them when they stop to dip their straws in the pool. Also, help KOOL-AID MAN™ gobble up KOOL-AID® ingredients in order to keep the THIRSTIES from bouncing KOOL-AID MAN™ around the backyard.

For Your Atari* 2600 Game System

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THE GAME



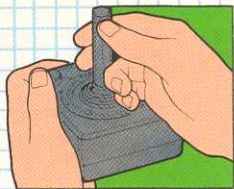
You can move KOOL-AID MAN™ anywhere in your backyard. Make him catch the THIRSTIES by colliding with them when they stop to drink the water out of your swimming pool. For every THIRSTIE he catches, you add a hundred points to your score. However, the THIRSTIES are pretty tough customers! When they're not standing still, drinking the water out of your swimming pool, they're moving across the screen, trying to bounce KOOL-AID MAN™ around the yard. So you best dodge them as they come after you. If a THIRSTIE hits KOOL-AID MAN™, you'll lose control of him temporarily.

You can aid KOOL-AID MAN™ by making him gobble up the Water (W's), Sugar (S's) and KOOL-AID® (K's), which occasionally pass through the yard. He gobbles them up by catching them on the run. These ingredients make KOOL-AID MAN™ temporarily unaffected by the moving THIRSTIES. This means he can move about without being knocked around by them. That's when you can really catch the other THIRSTIES who have stopped to steal your water.

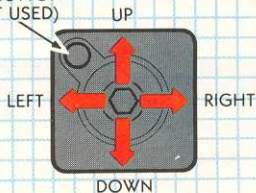
If the THIRSTIES steal all the water from your pool before you catch every one of them, the game is over. If you catch them all before that happens, you WIN and automatically move on to the next level of difficulty.

CONTROLLERS

Use your LEFT joystick controller to move KOOL-AID MAN™. (The RIGHT joystick is not used in this game.) Be sure your controller cable is securely plugged into the back of the game console. Hold the controller with the word "top" facing the top of the T.V. screen.



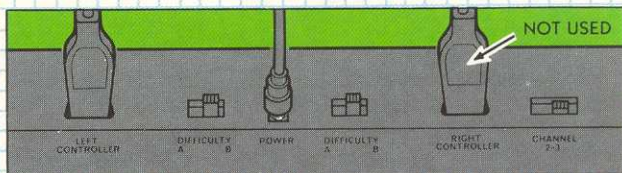
RED BUTTON
(NOT USED)



- Push joystick LEFT to move KOOL-AID MAN™ LEFT.
- Push joystick RIGHT to move KOOL-AID MAN™ RIGHT.
- Push joystick FORWARD to move KOOL-AID MAN™ UP.
- Push joystick BACK to move KOOL-AID MAN™ DOWN.

NOTE: THE RED BUTTON IS NOT USED IN THIS GAME!

DIFFICULTY SWITCHES



The switch on the RIGHT sets the level of difficulty. In the A position, the THIRSTIES move at the FASTER SPEED. In the B position, the THIRSTIES move at a NORMAL SPEED.

The switch on the LEFT is used to FREEZE THE ACTION OF THE GAME by sliding it to the A position. Position B is used to RETURN THE GAME TO ACTION from the point at which it was stopped. (Always begin with the switch in position B.)

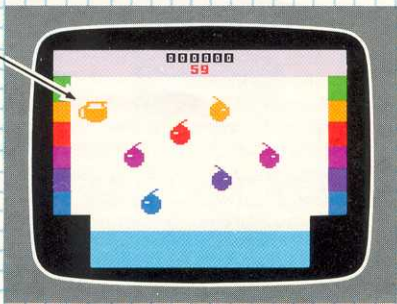
ACTION!

GET READY TO JOIN KOOL-AID MAN™ IN BATTLING THE THIRSTIES!

TO START THE GAME, PRESS THE RESET SWITCH ON THE CONSOLE. BE READY!!!...THE GAME STARTS RIGHT AFTER KOOL-AID MAN™ BREAKS THROUGH THE WALL OF THE YARD!

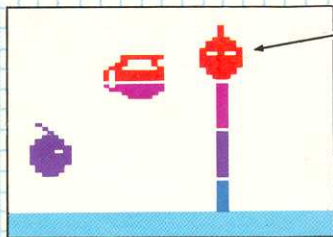
KOOL-AID MAN™

WHEN KOOL-AID MAN™ APPEARS ON THE SCREEN WITH THE THIRSTIES, PUSH THE LEFT JOYSTICK IN ANY OF THE FOUR DIRECTIONS AVAILABLE.



CONTROLLING KOOL-AID MAN™ : Push your joystick controller in the direction you want KOOL-AID MAN™ to go. DON'T LET KOOL-AID MAN™ BUMP INTO THE WALLS OR THE WATER IN THE POOL. If you do, you'll lose control of him temporarily.

Dodge the THIRSTIES as they pass horizontally across the screen. If you don't, they will bounce KOOL-AID MAN™ around the yard, and you will temporarily lose control of him.



THIRSTIE

When a THIRSTIE stops and dunks its straw in the pool, make KOOL-AID MAN™ bump into it. The THIRSTIE will disappear from the yard, and you'll add a hundred points to your score on the screen.



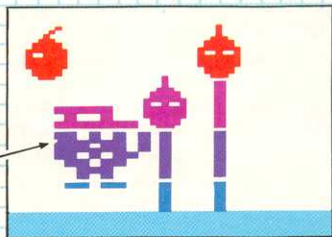
WATER

SUGAR

KOOL-AID®
SOFT DRINK MIX

The KOOL-AID®
INGREDIENTS: You will notice W's, S's and K's passing horizontally across the screen. They stand for WATER, SUGAR and

KOOL-AID®. Try to make KOOL-AID MAN™ catch them if you can. He will gobble them up and music will play. This will keep KOOL-AID MAN™ temporarily unaffected by the THIRSTIES. That means he gets bigger, and the moving THIRSTIES can't bounce him around. It's the best time to catch as many stationary THIRSTIES as you can. But when the music stops, KOOL-AID MAN™ will shrink back to his normal size and can be knocked around by the THIRSTIES once again.



KOOL-AID MAN™

Every time KOOL-AID MAN™ gobbles up an ingredient, a little water is added back to the swimming pool. This amounts to slowing down the clock, so you have more time to catch the THIRSTIES.

SCORING


Your score at the top-center of the screen will increase by 100 points for every THIRSTIE you catch.


TIMING: There are 30 THIRSTIES trying to drink the water out of your pool. If you catch every one of them before they drink all the water, you WIN and automatically move on to the next level of difficulty.

If the THIRSTIES drink all the water out of your swimming pool before you catch every one of them, the game is over.

BONUS POINTS: Bonus points are awarded for the time left on the clock at the end of each round. So, catch all the THIRSTIES as fast as you can for the best score possible!

WINNING TIPS

 When KOOL-AID MAN™ gets bounced around by the THIRSTIES, relax! It will only last a few seconds. Just be ready to take over when he settles down.

 Go after every INGREDIENT you can. While you're unaffected by the moving THIRSTIES, you can catch a lot of the other THIRSTIES who are stealing the water out of your pool.

90 DAY LIMITED WARRANTY

Mattel Electronics warrants to the original consumer purchaser of any cartridge or cassette it manufactures that the product will be free of defects in material or workmanship for 90 days from the date of purchase. If defective, return the product along with proof of the date-of-purchase to either your local dealer or, postage prepaid, to:

Mattel Electronics Service Center (West)
13040 East Temple Ave.
City of Industry, California 91746

Mattel Electronics Service Center (East)
10 Abeel Road
Cranbury, New Jersey 08512

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