



SMURF™

© Peep

Rescue in Gargamel's™ Castle

CARTRIDGE INSTRUCTIONS

For use with the Atari® 2600 Video Computer System™
and Sears Video Arcade™



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

A rescue adventure featuring TV's popular Smurfs™

COLECO

GAME DESCRIPTION

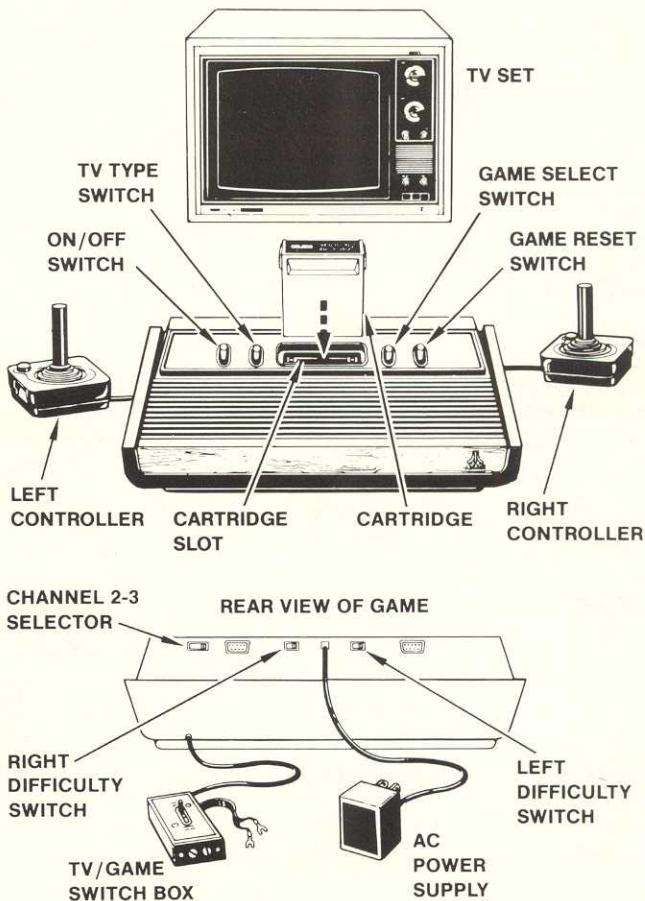


In Coleco's SMURF™ RESCUE IN GARGAMEL'S™ CASTLE, treacherous Gargamel™ has captured Smurfette™. He keeps her trapped on a shelf high above his laboratory floor. To reach the castle laboratory, nimble-footed Smurf™ must run and jump through fields, woods and caverns. That's not all, either! He must climb tall mountains and duck dangers in the forest paths. Help Smurf™ dodge the hawks, snakes, bats and scary spiders Gargamel™ sends from the castle! Once in the laboratory, Smurf™ jumps to the bench, to the table, to the chair. He must even jump to the shelf to free the captive Smurfette™! Can you make all these jumps and Smurf™ the day?

GETTING READY TO PLAY

- Make sure the Video Computer System™ is connected to the TV, and the power supply is plugged in.
- Be sure that you have plugged the controller into the jack at the rear of the Video Computer System™
- Insert cartridge as shown, then turn **On/Off** switch to **ON**.
(ALWAYS TURN THE ON/OFF SWITCH TO OFF WHEN INSERTING OR REMOVING A CARTRIDGE.)

ATARI® 2600 Video Computer System™



USING YOUR CONTROLS



NOTE: For a one-player game, use the left controller. For a two-player game, Player One uses the left controller; Player Two uses the right controller.

- 1. 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 while Smurf™ is running to make him jump forward. Push it up again immediately after Smurf™ lands from a jump to make Smurf™ do a bigger jump forward.

- 2. Red Button:** Press the Red Button on Player One's controller to begin a new game.

HERE'S HOW TO PLAY

Choosing up.

When you turn the game on, one Smurf™ head, representing one player, and the words "Skill 1" appear at the top of the screen. (This indicates the Skill 1, one-player game option.) If you want to play a higher Skill Level or a two-player game, press the Game Select Button until the Skill Level and number of players (as shown by one or two Smurf™ heads) you want appear onscreen. Then press the Red Button to complete your choice.

NOTE: If you are playing a two-player game, players take turns. Player 1 begins, and each turn lasts until the player's Smurf™ gets tired.

Smurfing™ after her.

Your first Smurf™ appears near his mushroom home in the woods. Smurfette™ — held captive by Gargamel™ — is far, far away to the right.

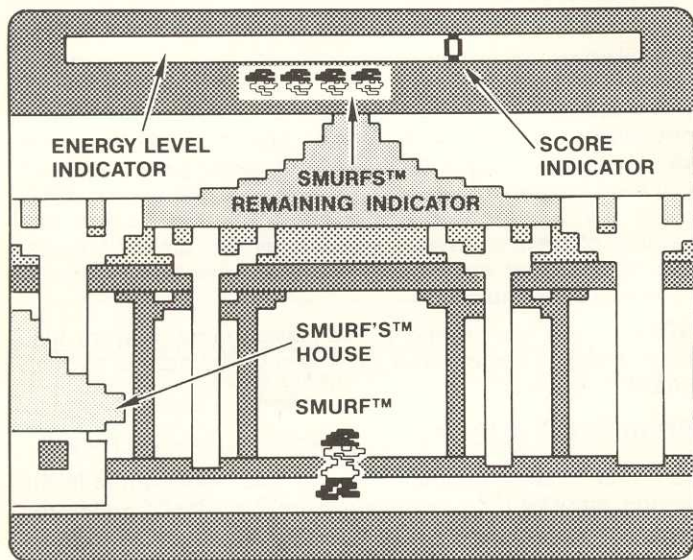
Help Smurf™ travel through woods, fields and mountains, even through dark and creepy caverns, on his way to the spooky castle.

These forests can be quite dangerous for travelers. But Gargamel's™ creatures and tricks make the journey even more difficult! Magic fences sometimes appear and disappear and snakes can cross water. When a fence disappears, there's no need to jump over the empty space! (Skill 1 games are a little easier. In these there are no creatures to chase you.)

If you see dangers, you can travel back toward home to escape! It's okay to outsmart Gargamel's™ evil creatures by running and jumping back the way you came. But stay alert! The creatures can follow you. You get no points for jumping hazards that you've jumped before.

Remember, when creatures come out, Smurf™ has to make the right kinds of jumping and ducking moves to escape them.

WHERE DID SMURFETTE™ GO?

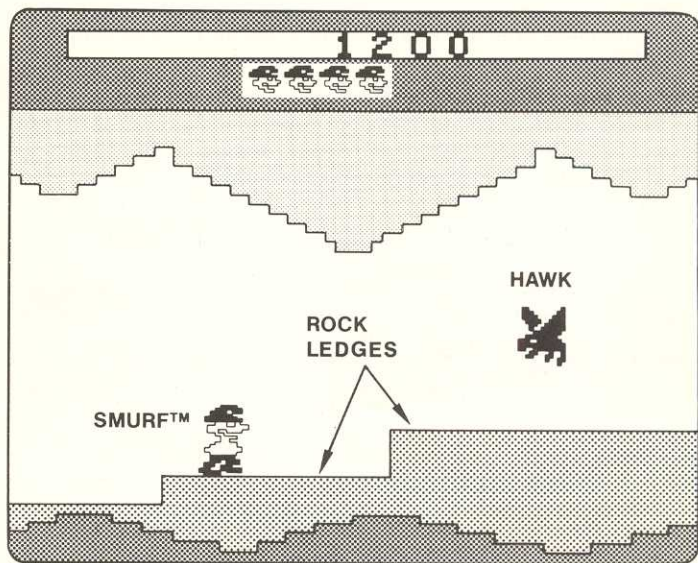


Smurf™ be nimble! Smurf™ be quick!

Smurf's™ nimble feet must jump him past dangers everywhere. Short jumps bounce Smurf™ straight up so he can dodge hawks and bats. Walking, then jumping quickly lets Smurf™ make a bigger jump. Jumping quickly twice in a row makes the second jump the biggest of all! Learn to take just the right size jumps (big or small) to take him over picket fences and streams, even up the steep mountains. And remember to duck when bats or Gargamel's™ pet hawks swoop low.

If Smurf™ falls or is knocked down by a snake, bat, hawk or spider, he feels too tired to travel farther. Then another Smurf™ must try to rescue Smurfette™.

IT'S A ROCKY RESCUE JOURNEY!



Keep Smurf's™ energy up!

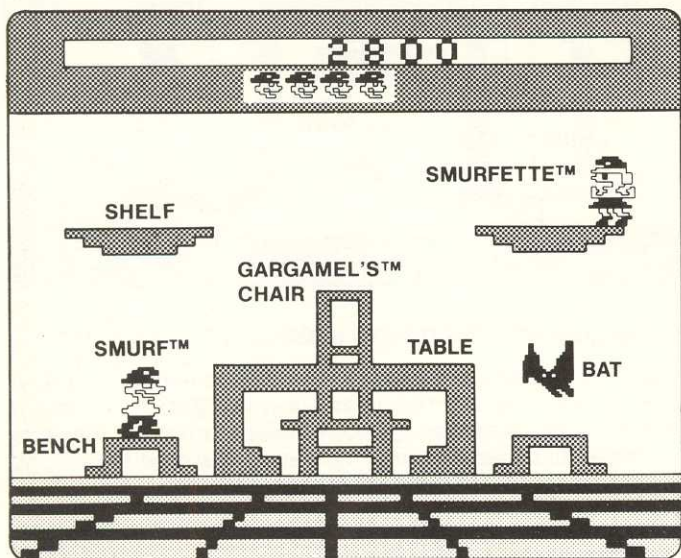
Watch the Energy Level Indicator on your screen. It drops low when Smurf™ gets tired in his travels. But the moment Smurf™ enters a new land (woods, fields, mountains, caverns or Gargamel's™ laboratory), he feels better and his energy level goes right back up!

Smurfing™ into the dreary castle.

Smurf™ crosses the last of the fields, moving closer and closer to Gargamel's™ castle. Just a few jumps and Smurf™ is inside!

Oh no! How big the chairs and table seem! And high on a shelf stands brave Smurfette™, guarded by the castle bat. (Sometimes mean Gargamel™ even makes her disappear momentarily!) Can you help Smurf™ jump to save her and Smurf™ the day?

GARGAMEL'S™ CREEPY LABORATORY.



Starting over.

When your game is done, you can play again by pressing Player One's Red Button. If you want to change the Skill Level or the number of players, press the Game Reset Button and then the Game Select Button until the Skill Level

and number of players you want appear on the screen. Then press the Red Button on Player One's controller to start your game.

SCORING



Smurf™ Action	Points Scored
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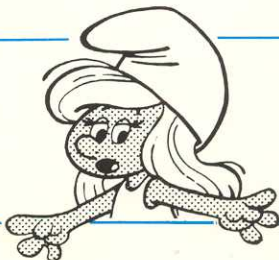
Smurf™ jumps over fence, stream, rock or other obstacle	400 points
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Smurf™ frees Smurfette™	1000 points
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If you earn 10,000 points in a game, you win a bonus Smurf™!

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 America 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.

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 to 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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