

# SNEAK'N PEEK

## INSTRUCTIONS

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## Sneak'n Peek Game Variations

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**Sneak'n Peek** is a one or two player hide and seek game designed to be played on the ATARI® Video Computer System™ or the Sears Video Arcade. There are four variations of the basic game and two levels of difficulty to increase your enjoyment and test your skill.

**Sneak'n Peek** is played in and around a spooky old house with a large yard and three weird rooms. Each room, including the yard, is a separate scene:

- a living room
- a pink bedroom
- a blue bedroom
- the yard

Each scene contains up to five hiding places. That makes a total of twenty hiding locations. Some of them are in really strange places, and some of the locations can change depending on the game you select.

The game always begins in the living room with player one standing in the corner and covering his eyes. Player two may sneak to any of the five hiding places in the living room or exit through the door to another scene. To enter another room or go out-of-doors, move the player through the doorway and a new scene will appear.

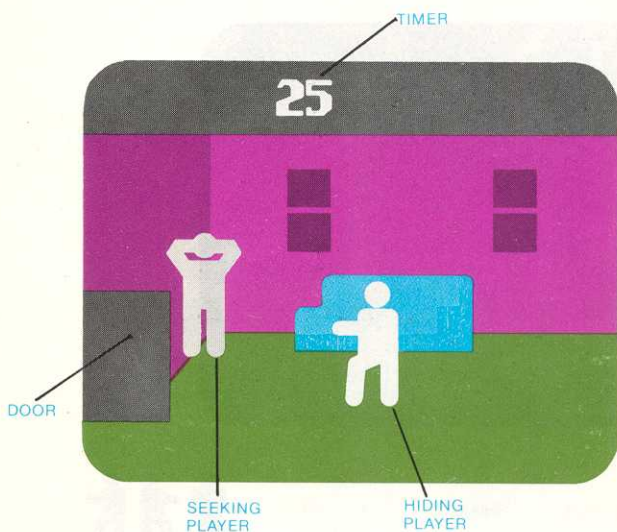
When a hiding place is found, simply move the Joystick and the hiding place will pull the player in, making him invisible. If you don't like the hiding place and want to move to another, then before the player is all the way into the hiding place, hold down the Red Button while moving the Joystick and the player will back away. A timer keeps track of how long it takes the player to hide.

Once the player is hidden, the computer will signal the other player to begin seeking the sneaky hider and his

counter will begin counting. Player two must peek in the hiding places. When player one has been found, player two will automatically be pulled into the hiding place and the timer will stop. Immediately the living room scene will reappear, and the roles will automatically reverse. Player two can then hide while player one covers his eyes in the corner. (You will probably want your opponent to really cover his own eyes while you are hiding your player so that he can't sneak a peek.)

With practice, you will be able to find and remember all of the hiding places, and be able to find your opponent in less time than he takes to find you when it is your turn to hide.

If a friend isn't available to play, the computer will be happy to hide from you. It knows all of the hiding places and is very sneaky.



## Sneak'n Peek Game Variations

GAME NO.	ONE PLAYER GAME	TWO PLAYER GAME	VARIABLE HIDING PLACES *	FIXED HIDING PLACES	PLAYERS HIDE	COMPUTER HIDES
1	●			●		●
2		●		●	●	
3		●	●		●	
4		●		●		●

\*3 fixed hiding places and 2 variable hiding places. The 2 variable hiding places can change from their standard positions to new positions in the same scene. They change every time a player enters the scene to hide.

## Instructions

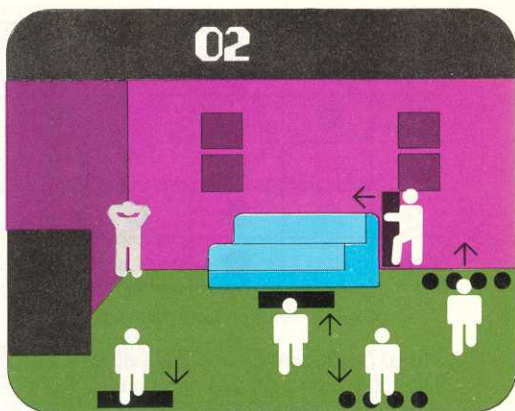
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1. Connect the ATARI Video Computer System or Sears Video Arcade following the manufacturer's instructions.
2. Install the Joystick controls. The Left Joystick controls the dark color player and the Right Joystick controls the light color player. For game variation number one, only the Left Joystick control is used.
3. Insert the cartridge, making certain that the power is **OFF**.
4. Move the power switch to **ON**.
5. Select the game variation of your choice. Continuous activations of the **SELECT** switch will cycle the unit through four possible game variations. Refer to **Sneak'n Peek** Game Variations chart.
6. Select the desired level of difficulty. The Left Difficulty Switch controls the Left Joystick and the Right Difficulty Switch controls the Right Joystick. The difficulty levels are:
  - Position A (Expert)** — Most difficult game play. The size of the hiding place is very small and entry can be gained only by moving the player in a specific direction.
  - Position B (Novice)** — Least difficult game play. The size of the hiding places is much larger and entry into the hiding places occurs independent of the player's direction of movement.
7. **Sneak'n Peek** has two timers, one for the hiding player and one for the seeking player. The seeking player's timer is four times slower than the hiding player's timer. The hiding player's timer counts up; the seeking player's timer counts down.
8. To reset the game at any time, simply depress the **RESET** switch on the ATARI Video Computer System or Sears Video Arcade.

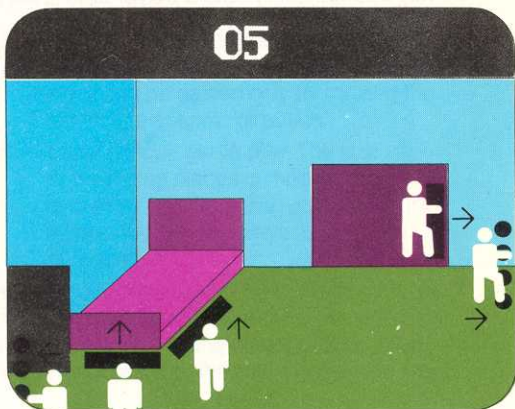


# The Hiding Places

Living Room



Blue Bedroom



POSITION OF PLAYER  
TO ENTER  
HIDING PLACE



DIRECTION  
TO ENTER  
HIDING PLACE

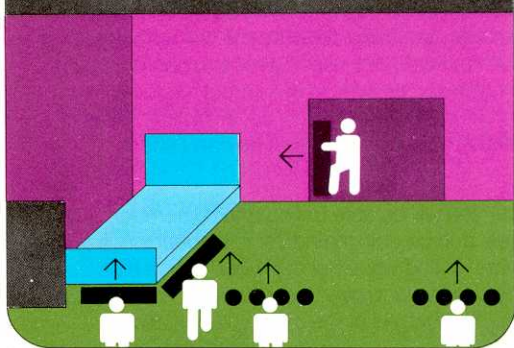


FIXED  
HIDING  
PLACE



VARIABLE  
HIDING  
PLACE

21



Pink  
Bedroom

15



The  
Yard

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