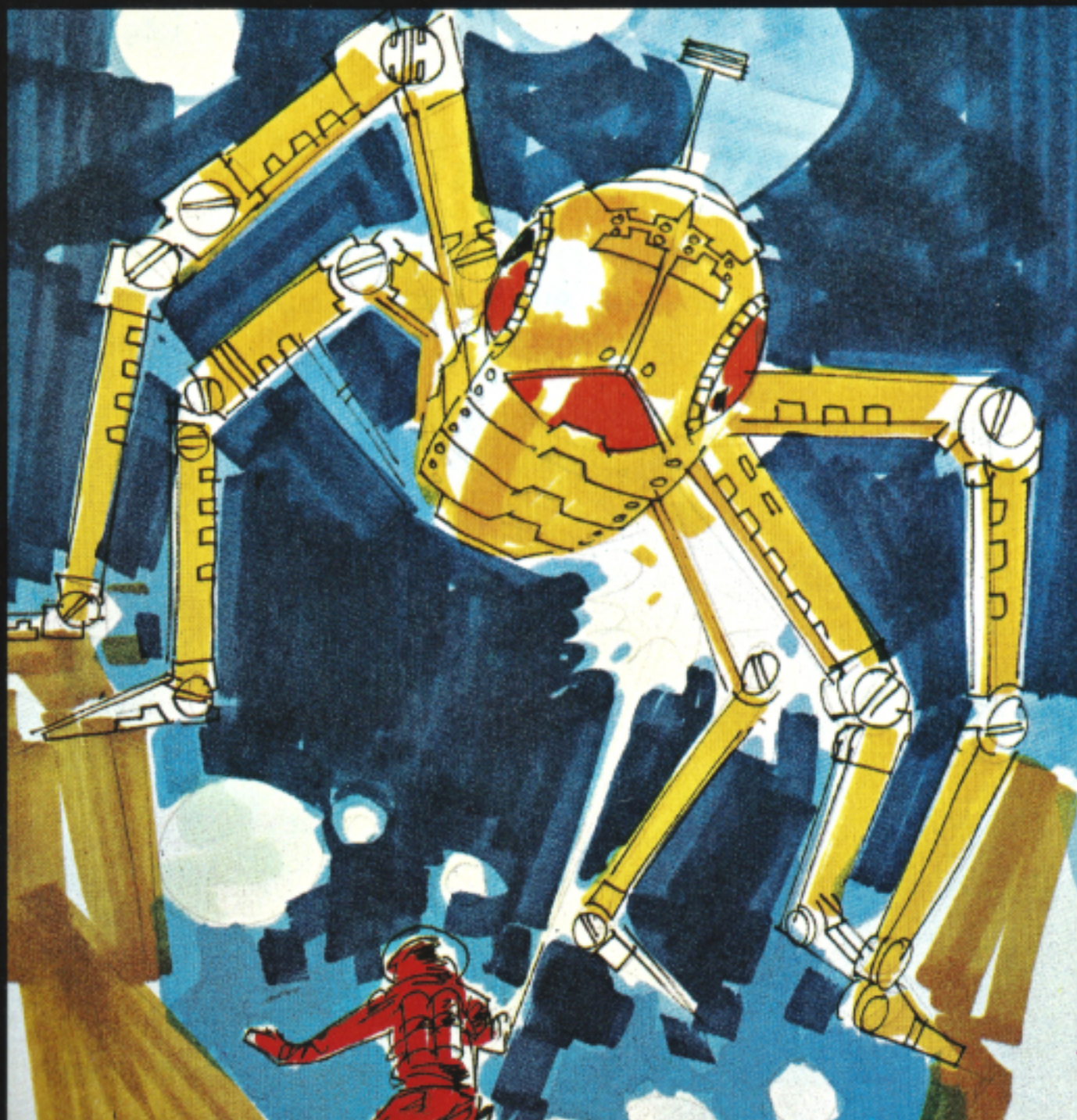


CARTRIDGE NUMBER 4
VIDEO GAME INSTRUCTIONS

SPIDERS™

FOR USE WITH THE
ATARI® VIDEO COMPUTER SYSTEM™
SEAR® VIDEO ARCADE™
COLECO GEMINI™ AND THE COLECO VISION™ EXPANSION MODULE #1



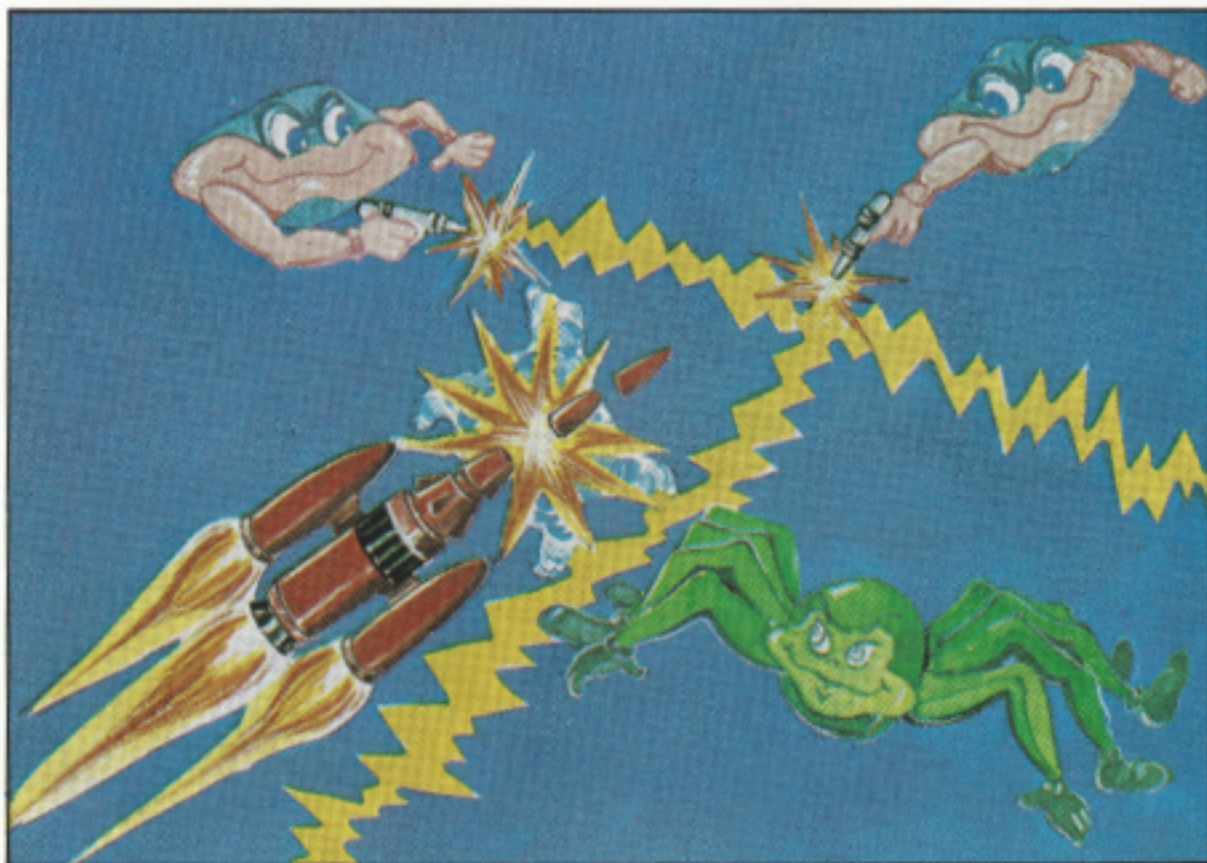
ATARI® AND VIDEO COMPUTER SYSTEM™ ARE TRADEMARKS OF ATARI, INC.
SEARS® AND VIDEO ARCADE™ ARE TRADEMARKS OF SEARS ROEBUCK AND CO.
COLECO GEMINI™ AND COLECO VISION™ ARE TRADEMARKS OF COLECO INDUSTRIES INC.

GENERAL

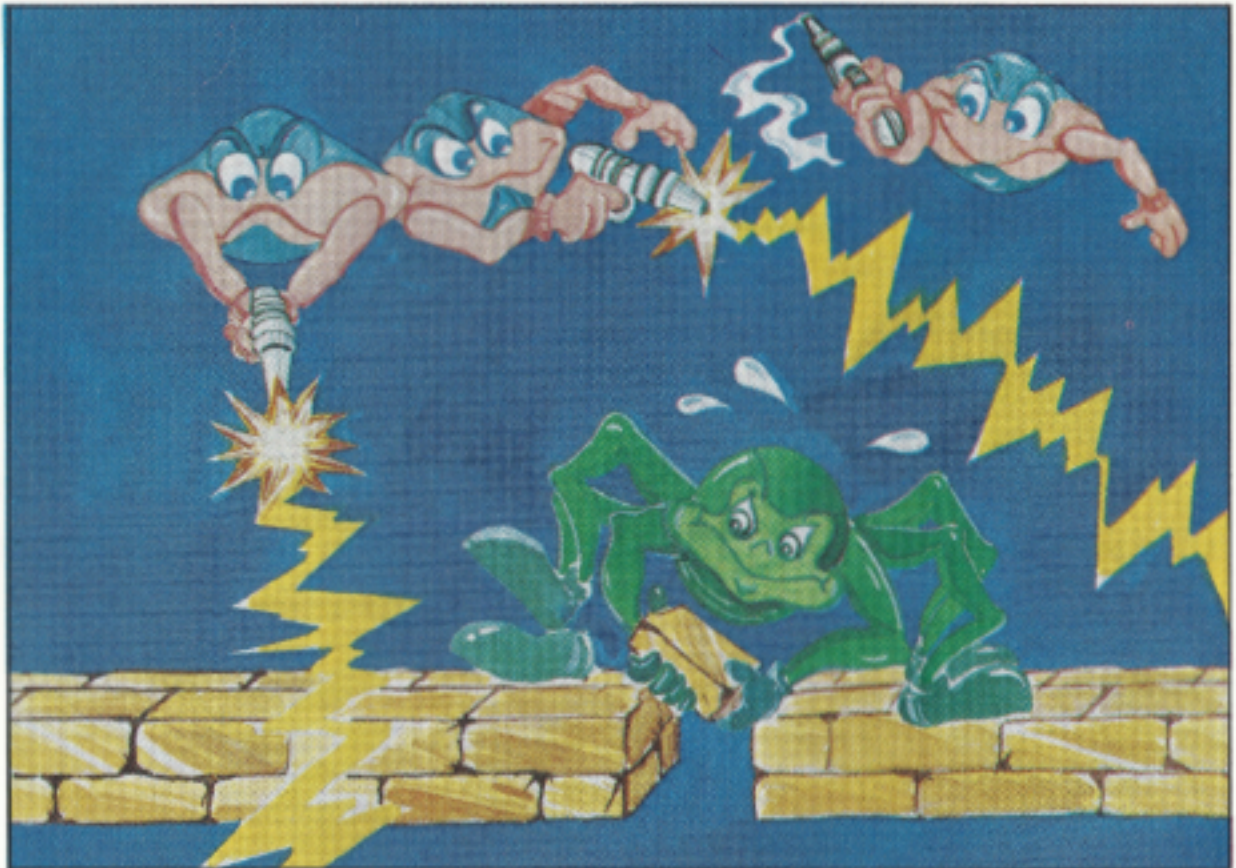
1. Be sure the POWER switch is in OFF position and the rest are in UP position when inserting or removing a game cartridge. This will prevent damage to your cartridge and console.
2. Insert cartridge into console (GAME NAME SHOULD NOT FACE YOU).
3. Read this "OWNERS MANUAL" before playing game.
4. Refer to it for all necessary adjustments for best results.

OBJECT OF THE GAME

1. The game is about Spiders, and Cocoons. You have three rockets (Green, Blue and Red) to fight against them.



2. The object of the game is for your rockets to shoot to prevent Spiders to "Land". You get points for each Spiders shot down. However if the Spider successfully landed will construct a segment of the Red Spider Bridge.
3. When the bridge is completed, your rocket will explode.



4. Spiders crawling out of the cocoons coming down towards the rocket controlled by the player.



5. You have to "Wipe Out" all the cocoons and the king Spider (which appears after all Spiders and cocoons been wiped out) to go into next phase.



6. Degrees of difficulty increases as each phase (designated by different color bar at the bottom of the screen) is completed. When the score is above 1000, laser webs firing becomes very frequent.

PLAYER CONTROLS

Player can move the joystick left and right to avoid spiders and the laser webs fired upon them from the cocoons. Both spiders and webs are deadly.



SCORING



Bonus Spider	—	50 points
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Spiders	—	5 points
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Cocoons	—	10 points
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"FREEZE" AND "UNFREEZE" **CONTROLS**

In the event you wish to interrupt play of the game for any reason (telephone call etc.), press the "TV TYPE" switch to B/W to "FREEZE" the game. To "UNFREEZE" just toggle the switch to color. You can now resume play where you had originally stopped.



TO START THE GAME

1. Read the OWNER'S MANUAL before starting.
2. Make sure the "POWER SWITCH" is down, before inserting the game cartridge into the console unit; this will prevent the damage to both.
3. Make sure the "TV TYPE" switch is "UP".
4. Toggle the "POWER SWITCH" to "ON" position (the left-most switch). This will not only turn the power on, but also "RESET" the Hi-Score to zero.
5. Push right "DIFFCULTY LEVEL" switch to "NOVICE" for Practice Mode with unlimited rockets, else to "EXPERT".
6. Press the "RED BUTTON" on the "LEFT CONTROLLER" to start the game.
7. Toggle "GAME RESET" merely resets the current game, but high score remains.
8. "THIS IS A ONE PLAYER GAME, USE THE LEFT HAND GAME CONTROLLER ONLY."
9. To restart merely press "FIRE" button twice.

DO NOT TOGGLE THE POWER SWITCH,
OTHERWISE ALL SCORES WILL BE WIPED OUT.

OTHER FEATURES

1. Auto-Demo, after power on or game over for about 2 minutes of inactivity.
2. A "FREEZE" (Pause) feature is incorporated. See Par. VI.

HAPPY PLAYING!

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