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The Official
CARNIVAL
by SEGA (R)
Guide No. 78091

Cartridge Instructions

< Picture of a Bear holding a target >

* For one or two players * For color or black-and-white TV

C O L E C O

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G A M E D E S C R I P T I O N

< Same picture of a Bear holding a target >

Step right up and prove your skill at hitting targets in this challenging carnival shooting gallery. Take aim to build up your score with careful choice of targets, but watch out for the bullet-eating ducks!

G E T T I N G R E A D Y T O P L A Y

- * Make sure the Video Computer System(TM) is connected to the TV, and the power supply is plugged in.
- * Be sure that you have plugged the controllers into the jacks at the rear of the Video Computer System(TM)
- * 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)

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ATARI(R) Video Computer System(TM)

<Picture of an Atari 2600 in front of a TV with a couple joysticks. Everything is labeled>

<Picture of the back of an Atari 2600 showing the switches. Everything is labeled>

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U S I N G Y O U R C O N T R O L S

<Picture of an Atari joystick with "control stick" and "Red Button" labeled>

1. CONTROL STICK: Push the Control Stick right or left to move the gun.

2. RED BUTTON: Press the red button to fire the gun.

H E R E ' S H O W T O P L A Y

STEP-BY-STEP INSTRUCTIONS

NOTE: Set the Left and Right Difficulty Switches to Position A.

STEP 1: Getting Started

After power is turned on, a demonstration of the game is shown on the screen. Press the Red Button on the left controller or the Game Reset switch to start the one-player game.

To select a two-player game, press the Game Select switch for two-player, then press Game Reset.

STEP 2: Fire away!

Rack up points by firing bullets at the moving targets:

- * Owls
- * Ducks
- * Rabbits
- * Extra-Bullet Boxes

But be careful how you aim. Your bullet supply is limited.

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<Nice picture of the screen, here is my attempt using ascii>

```
-----
Players Score Indicator -|-----> 0 0 0 0 0 |
-----
      Pipes           -|-----> #--I--# |
Plus-Minus Target    -|-> + 3 0 0      ##### |
-----
      O      D              O R R      |
Extra-Bullet Target -|---> [8]          D      O |
      R R      D              R      |
Flying Duck         -|-----> X |
      | | | | | | | | | | | | | | | | | |
Gun               -|-----> L |
-----
Bullet Supply Indicator >|#####|
-----
```

- * The O's look like owls, the D's look like ducks, the R's look like Rabbits. The [8] is a box with an 8 in it. The X looks like a duck flying, and the L looks like a hand gun point up.

S T R A T E G Y

DUCKS BITE THE BULLETS

What out! Ducks that you don't hit can fly down from the bottom row to eat ten of your bullets!

Special Strategy: Make sure you use up at least eight bullets before hitting the Extra-Bullet target. Your bullet supply can never show more than 40 bullets.

PIPE DREAMS

Eight on-target hits clear the pipes from the screen. Hit the same color pipes with the two consecutive shots and you get four time the pipe score value.

Special Strategy: Knock out the pipes early in the game, while avoiding the moving targets. If the pipes remain in view while you are hitting moving targets, ducks, ducks and more ducks start coming out!

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WIN SOME - LOSE SOME

Score extra points or bullets by hitting the plus-minus target when the plus sign shows. But look out! If the minus-sign is showing when the target is hit, the points or bullets are subtracted from your score or bullet supply.

THE END

Clear the rack of all moving targets and pipes to move on to the next higher level of game play. The game ends when the last bullet is fired.

To replay the type of game you have playing, press the Game Reset switch.

SCORING

Points scored for each target are listing according to level of play:

TARGET	LEVEL:	1	2	3	4
Pipe		200	200	200	200
Bottom Row		20	30	40	50
Middle Row		40	50	60	70
Top Row		60	70	80	90
Extra Bullet		8	8	8	8

Hit two pipes of the same color with two consecutive shots for a score of 200 points for the first pipe and 800 points for the second.

After you clear the gallery, 50 points are added to your score for each bullet remaining at the bottom of the screen. The maximum number of bullets you can have in the Bullet Supply is 40.

< Pictures of targets, Rabbit, Owl, Duck, Owl, Rabbit >

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T H E F U N O F D I S C O V E R Y

This instruction booklet will provide the basic information you need to get started playing CARNIVAL(R), but it is only the beginning! You'll find that this cartridge is full of special features to make CARNIVAL(R) exciting every time you play. Experiment with different techniques - and enjoy the game!

9 0 - D A Y L I M I T E D W A R R A N T Y

<Legal stuff in fine print>

**-* Back Cover *-*

<More Legal stuff in fine print>

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