

INTELLIVISION[®] Intelligent Television

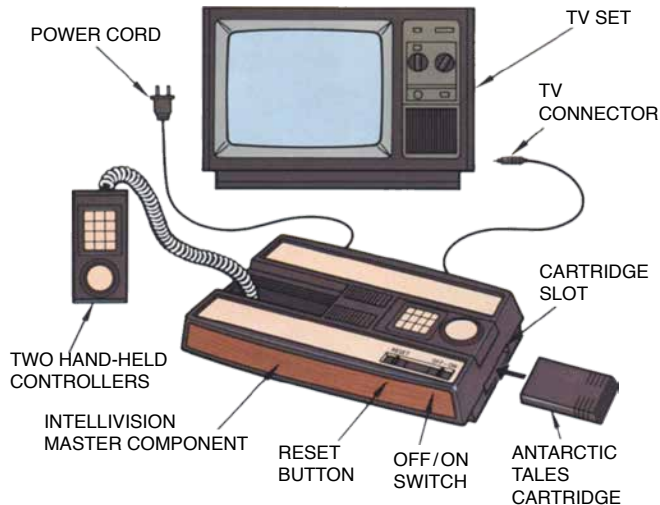
ANTARCTIC TALES[™]

**CARTRIDGE INSTRUCTIONS
(FOR 1 PLAYER)**



FOR COLOR TV VIEWING ONLY

CHECK YOUR EQUIPMENT



Make sure that:

- INTELLIVISION is connected to your TV set and power cord is plugged in.
- TV set is plugged in and properly adjusted.
- ANตาร์CTIC TALES cartridge is placed in INTELLIVISION slot and firmly engaged.
- INTELLIVISION OFF/ON switch is turned ON.



Our spunky penguin hero is in a race against the clock to circle the continent of Antarctica. To do so, he'll have to reach the remote research outposts of 10 different countries.



The journey is hazardous. Slippery puddles of water dot his route. Large crevasses in the ice have to be avoided. Friendly seals pop up to say hello, but they really get in the way. On the plus side, tasty fish provide a welcome snack. But time is short. Gotta get going!

GETTING STARTED

When you see the ANตาร์CTIC TALES title screen, use the Disc to select Start or Credits. Then press a top Action Button.



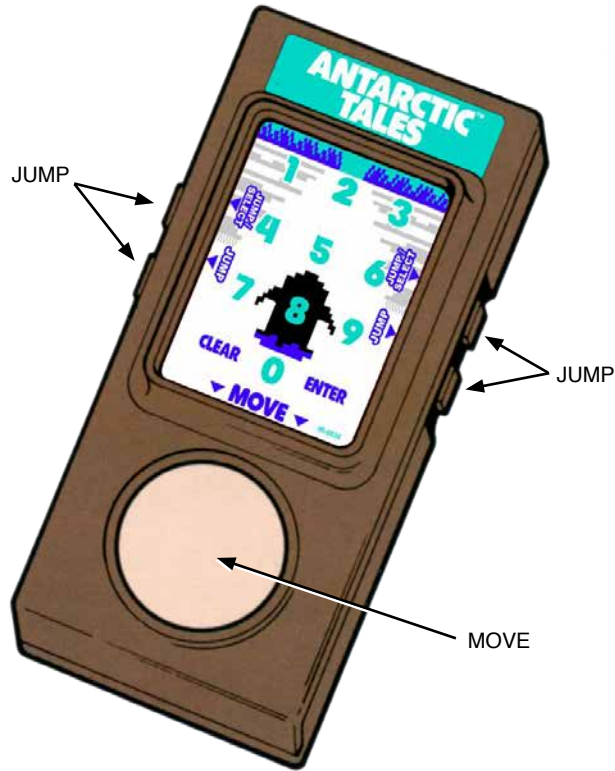
A map of Antarctica shows the route you'll follow and upcoming stage. Press a top Action Button to get started!

Note: You can also use the keypad to enter a four-digit code to play an alternate game mode. See page five for a list of codes.

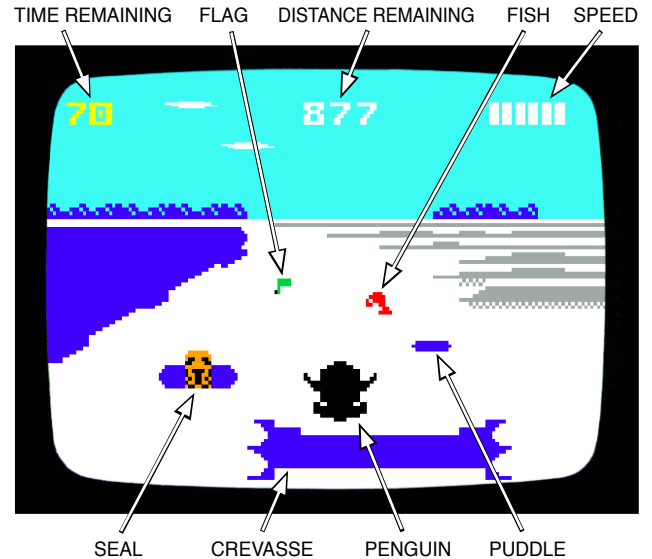


EXAMINE YOUR CONTROLS

Slide the ANTARCTIC TALES overlays into the Hand Controller frames so they completely cover the keypads.



PAUSE: PRESS 1 & 9



HOW TO PLAY

Race across the ice to reach a remote outpost before time runs out. It's a tricky balance of speed and skill!

Change Direction: Press left or right on the Disc to steer the penguin across the ice, avoiding hazards while catching fish, and grabbing flags.

Speed Up or Slow Down: Press up on the Disc to increase the penguin's speed or down to decrease speed. He stays at a given speed until he collides with a seal or puddle or falls into a crevasse.

Jump: Press any Action Button to jump out of a crevasse or over an obstacle in the penguin's path.





Your Stage 1 objective is to reach the Australian outpost, the first pitstop on your Antarctic trip. Keep moving as quickly as you can, but you may need to slow down on the curves to avoid these obstacles:

Puddles will slow you down, so you'll either want to jump over them or go around.

Seals sometimes pop up out of holes in the ice. Their size makes them hard to jump over, so it's best to go around them.



Crevasses are the biggest hazard on your trek. Either go around or jump over them. Touching the edge will slow you down, but if you should fall in, you'll have to jump out of the water and back onto the ice before continuing.

– *Two things on your route can boost your score* –



Fish occasionally jump out of holes in the ice. Catching one as a snack will earn you points.



Flags along the route are not a hazard. In fact, grabbing one as a souvenir gets you points.

When you reach the 10th outpost and complete the circuit around Antarctica, you're ready for a second lap, this time at a higher difficulty level.



SCORING

If the timer reaches zero, the game ends. Your final score is tabulated and shown on the screen.

Distance Traveled 1 point per km
Catch A Fish 10 points
Grab A Green Flag 50 points
Grab A Purple Flag 250 points

ALTERNATE GAME CODES

At the title screen, use the keypad to enter one of the four codes below for even more fun!

Hard Mode	1979	Start on lap 3
Tuxedo Night	1610	Dark skies, penguin outposts, lots of fish to eat
Maple Leaf	1867	Canadian outposts
Ordem e progresso	1822	Brazilian outposts
German Unity	1990	German outposts

TIPS FOR SUCCESS

- Slow and steady will not win this race! If you play it too safe, you'll run out of time.
- Don't go too far out of your way to catch fish or capture flags. You could end up with no time to dodge an obstacle.
- As you get close to an outpost, the number of obstacles will diminish. That's a good time to go full speed to the finish!



INTELLiVISION[®]

Intelligent Television

A game by Carlos Madruga. Published by IntellivisionRevolution.

Programming: Cmadruga. SFX and Music: Nyuundere & Anders Carlsson.
Title Graphics: Tarzilla. Manual: Mark Thompson. Box Design and Artwork:
Steve Jones. Box Production: Frank Westphal. Overlay Design: Phil
Boland. Special thanks to Don Switzer, Christian Martin, Brad Dillon,
Jonathan Hershberger, and Anders Carlsson. Powered by IntyBASIC.
Extra special thanks to Óscar Toledo G.

Developed with generous support and encouragement from the AtariAge
Intellivision programming community. Keep the Intellivision alive! Support
independent game developers!

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