

Smurf™, Smurfette™ and Gargamel™ are the trademarks of Peyo, © 1982.

IMPORTANT

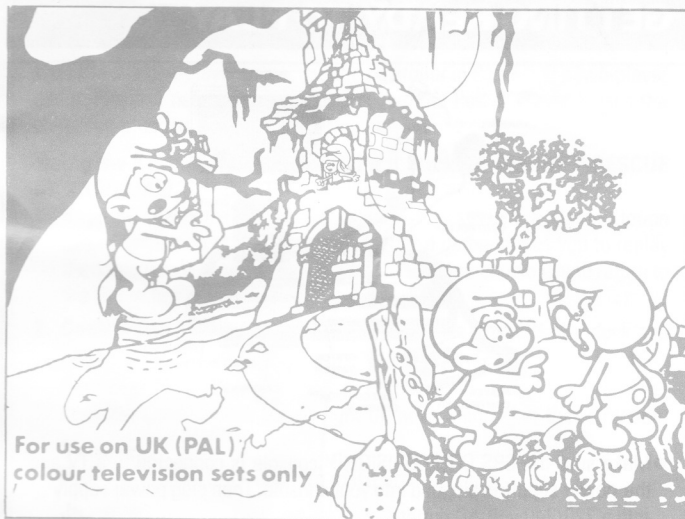
Please ensure that you complete and post the cartridge warranty registration form. Failure to do so may result in delays in repair or replacement of any cartridge which becomes defective.

CBS
ELECTRONICS

Ideal Toy Company Ltd Headley Road East Woodley Berks

Peyo™
SMURF
TM

CARTRIDGE INSTRUCTIONS



For use on UK (PAL)
colour television sets only

**CBS Electronics Video Game Cartridge for use
with CBS Coleco Vision™ Video Game System.**

CBS
ELECTRONICS

GAME DESCRIPTION

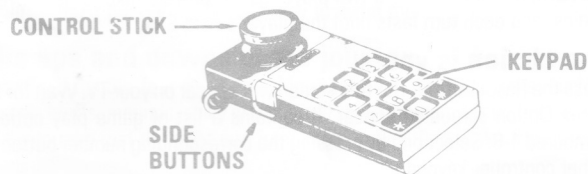
In Coleco's SMURF™ RESCUE IN GARGAMEL'S™ CASTLE, treacherous Gargamel™ has captured Smurfette™ and has trapped her in his lab. To free her, nimble-footed Smurf™ must run, jump and duck his way through dangerous woods, fields and cavern. Dodge the spooky hawks, bats and spiders sent by Gargamel™. Can you rescue Smurfette™ and save the day?

GETTING READY TO PLAY



- Make sure the CBS COLECOVISION™ console is connected to a TV and the power supply is plugged into your console. Then plug power supply into a 220/240 volt AC outlet.
- To play one-player SMURF™ RESCUE IN GARGAMEL'S™ CASTLE, use the controller in Port 1 (the rear jack). To play the two-player game, use both controllers.
- **ALWAYS MAKE SURE CBS COLECOVISION™ UNIT IS OFF BEFORE REMOVING OR INSERTING A CARTRIDGE.** Turn Off/On switch to **On** after cartridge is inserted.

USING YOUR CONTROLS



NOTE: For a one-player game, use the controller in Port 1. For a two-player game, Player 1 uses the controller plugged into Port 1. Player 2 uses the controller plugged into Port 2.

Using the Keypad Buttons and Control Stick for SMURF™ RESCUE IN GARGAMEL'S™ CASTLE

1. **Keypad:** Keypad Buttons 1-8 allow you to select a Game Option before beginning to play. Pressing * after a game allows you to replay the same Game Option; pressing # after a game allows you to return to the Game Option screen.
2. **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 again IMMEDIATELY after jumping to make Smurf™ take a **large** jump forward. If you wait just a little bit longer, he makes a **small** jump forward. If he jumps while running, he makes a small jump — but don't wait too long, or he will jump in place!

NOTE: The Side Buttons are not used for COLECO'S SMURF™ RESCUE IN GARGAMEL'S™ CASTLE.

HERE'S HOW TO PLAY

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

The choice is yours.

Press the Reset Button. The title screen will appear on your TV. Wait for the Game Option screen to appear. It contains a list of game play options, numbered 1-8. Select one by pressing the corresponding number button on either controller keypad.

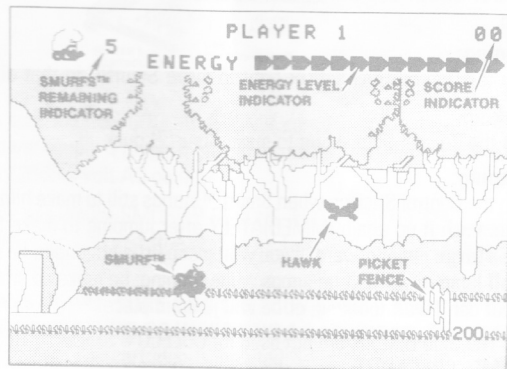
Game Options 1 and 5 are easy versions, especially designed for beginners and very young children. There are no attacking creatures and you don't have to worry about keeping Smurf's™ energy level up. When you get better, try one of the harder games (Game Options 2, 3, 4, 6, 7 or 8).

SMURFETTE™ HAS BEEN CAPTURED!!!

After you select a Game Option, Smurf™ appears. Smurfette™ has been captured and is trapped in Gargamel's™ castle. To save her, off you go to Gargamel's™ castle, far, faraway to the right.

Move Smurf™ through fields, woods and cavern to get to the spooky castle.

SMURF™ AT HOME



Hawks, spiders and bats!

Scary hawks, spiders and bats, trained by evil Gargamel™, try to stop Smurf™ from getting to Smurfette™. When these creatures appear, Smurf™ must duck, jump or run away to avoid them.

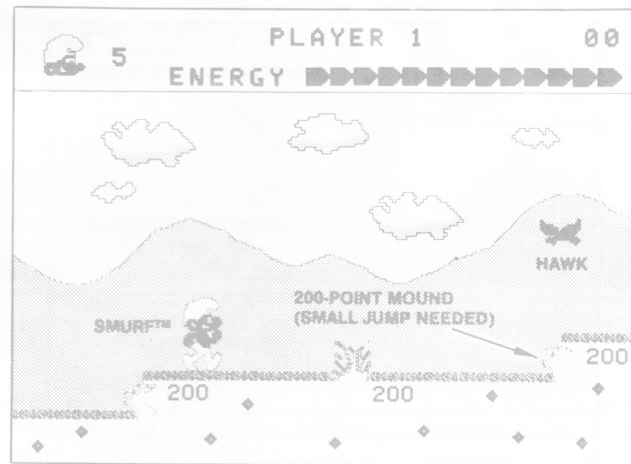
The ups and downs of the journey.

Smurf's™ nimble feet must take him past all sorts of dangers, such as fences, bluffs, mounds, spiky grasses and sharp stalagmites (in the cavern). Learn to take just the right size jumps (big or small) to make it past all of them.

While Smurf™ is travelling toward the castle, you get points when he jumps over any obstacle. But if he's running back toward the house, you get no points for the jumps.

Remember, if Smurf™ falls down after jumping or is knocked down by an attacking creature, he is eliminated. Then, another Smurf™ must try to rescue Smurfette™.

IN THE FIELDS: DANGER EVERYWHERE!



Keep Smurf's™ energy up!

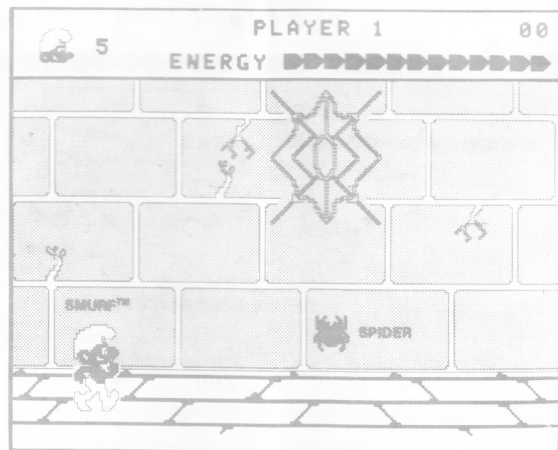
Watch the Energy Level Indicator on your screen. It shows you that Smurf™ sometimes gets tired and discouraged as he travels. But whenever Smurf™ enters a new kind of countryside (field, woods or cavern) or when he enters the castle, he starts feeling better and his energy level goes right back up to the top!

Keep in mind that Smurf's™ energy comes back up only when he comes to NEW land, not when he travels over the same old ground again. And the faster he moves toward the castle and Smurfette™, the better he feels and the more Energy Bonus points YOU get! If Smurf™ runs out of energy, he gets too tired and falls.

Smurfing™ Smurfette™ free!

Finally, Smurf™ reaches Gargamel's™ castle. But what an awful place it is! Spiders lurk in the gloom, then leap out at Smurf™. Can you help Smurf™ save Smurfette™ from this creepy castle? Try to jump up and set her free!

INSIDE GARGAMEL'S™ CASTLE



Game End and Starting Again

The game ends when all your Smurfs™ have fallen. At that time, the screen displays your final score.

To replay the same Game Option that you have been playing, press*. Or you can go back to the Game Option screen by pressing #.

NOTE: The Reset Button on the console "clears" the computer. It can be used to start a new game and can also be used in the event of game malfunction.

SCORING

Smurf™ Action	Points Scored
Jumping fences (woods) _____	200
Jumping mounds, bluffs and spiky grasses (fields) _____	200-300
Jumping stalagmites (cavern) _____	200-300
Jumping onto the skull (castle) _____	300
Rescuing Smurfette™ _____	10,000

Each time Smurf™ leaves a new section of countryside, you score Energy Bonus points. The faster Smurf™ finishes the section of countryside, the more points you get!

You get five Smurfs™ per game.

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!