COLECOVISION™

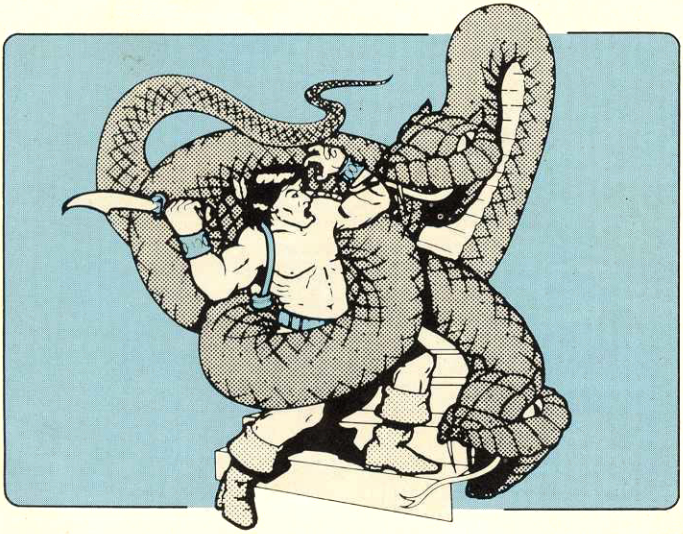
Guide No. 78291

CARTRIDGE INSTRUCTIONS

VENTURE™

by Exidy™

- For one or two players
- Select from four skill levels



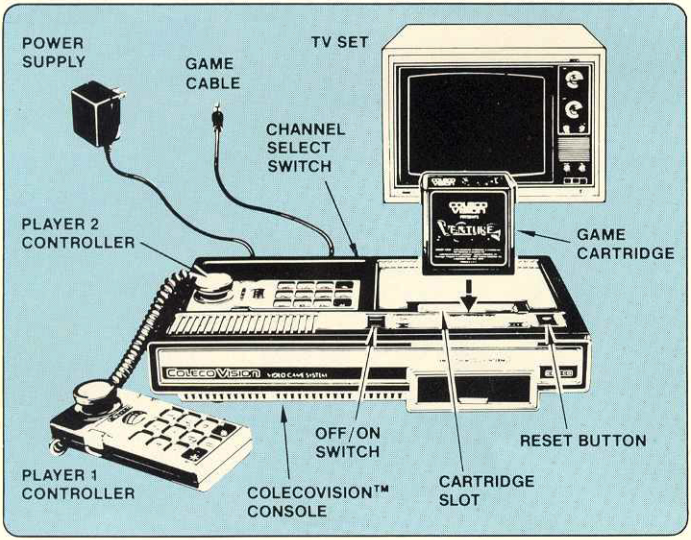
Plays, sounds and scores like the VENTURE™ arcade game!

COLECO

GAME DESCRIPTION

Winky™ has climbed deep inside a dungeon laden with incredible treasures, but guarded by terrible monsters. Equipped with only bow and arrows, he seeks the treasures as the monsters close in. Guide him through the dungeon rooms . . . but don't stop to count your treasure until you're through!

GETTING READY TO PLAY

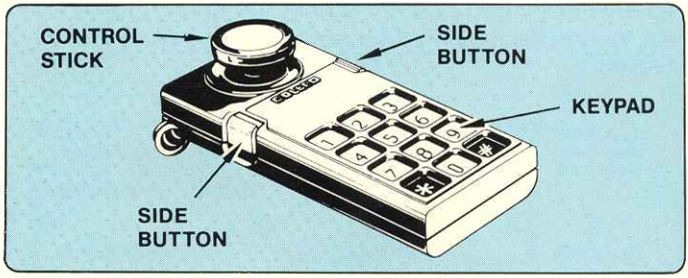


Make sure the COLECOVISION™ console is connected to TV and power supply is plugged into console. Then plug power supply into a 110/120 volt AC outlet.

TV should be on and tuned to the same channel as the Channel Select switch on the console.

- To play one-player VENTURE™, use the controller plugged into Port 1 (the rear jack). To play two-player VENTURE™, use both controllers.
- **ALWAYS MAKE SURE COLECOVISION™ UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.** Turn **Off/On** switch to **On** after cartridge is inserted.

USING YOUR CONTROLLERS



NOTE: For a one-player game, use the controller plugged into 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 Buttons and Control Stick for VENTURE™.

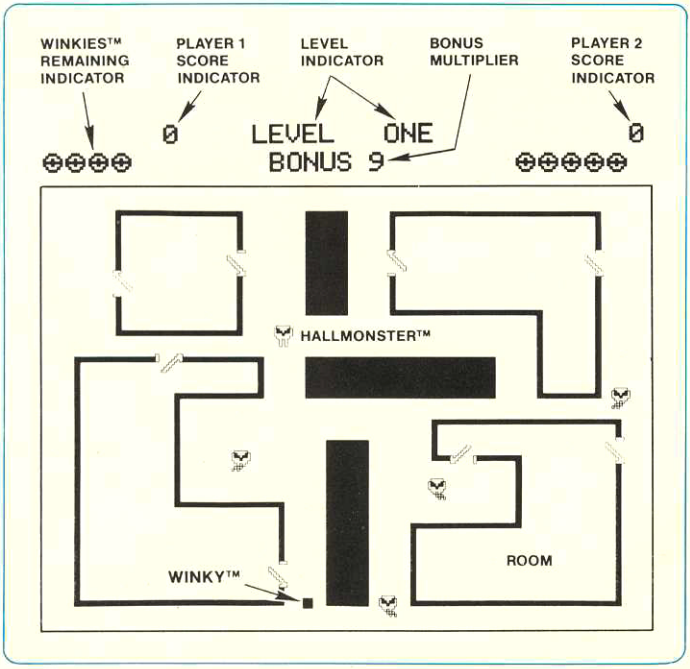
1. **KEYPAD:** Keypad buttons 1-8 allow you to select a Game Option before beginning to play. Pressing * after a game allows you to replay the same Game Option; pressing # after a game allows you to return to the Game Option screen.
2. **CONTROL STICK:** Pushing the Control Stick in any of its eight directions causes Winky™ to move in that direction. It also points his bow in the same direction.
3. **SIDE BUTTONS:** Pressing either Side Button causes Winky™ to fire an arrow.

HERE'S HOW TO PLAY

NOTE: If you are playing a two-player game, players take turns. Player 1 goes first, and each turn lasts until the player's Winky™ is eliminated.

STEP 1: 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.



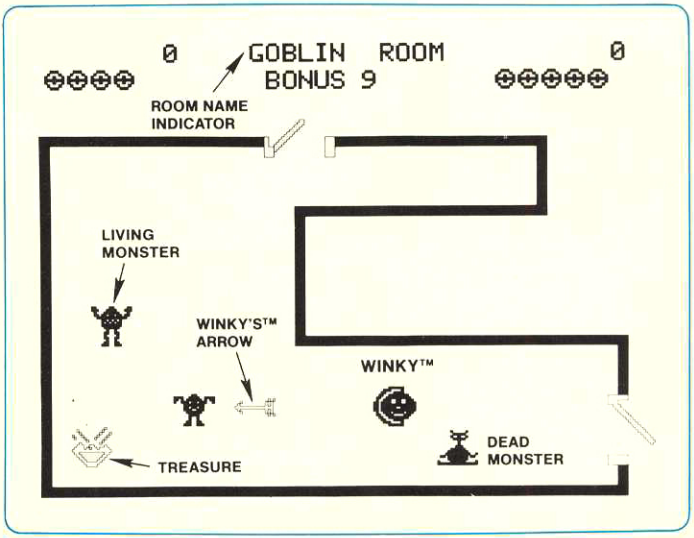
HALLWAY SCENE

STEP 2: Down to the dungeon.

After you select your game, the treasure block screen appears. Question marks in the screen are replaced with treasures as you earn them. Next, Winky™ appears in the first level of the dungeon.

STEP 3: Time to explore.

While Winky™ is in the hallway, he appears as a small dot. Beware of the treacherous Hallmonsters™ that search for him. Winky™ can't eliminate the Hallmonsters™, so he must try to avoid them!



ROOM SCENE

STEP 4: Search and seizure.

Move Winky™ into one of the dungeon rooms to capture the treasure within. But each room is infested with monsters. Fire arrows at them for points. Just be careful — if Winky™ even touches a monster, living or dead, he will be eliminated.

EXPECT THE UNEXPECTED! In some rooms, monsters may appear or disappear at special times. In the Cyclops Room, the cyclopes even "teleport" from place to place!

The Wall Room has deadly moving walls instead of monsters. Winky™ must squeeze past the walls to get the treasure. Remember, Winky's™ arrows cannot harm the walls!

STEP 5: Don't overstay your welcome.

Try to capture the treasure and eliminate the monsters quickly. If Winky™ stays in the room too long, a Hallmonster™ appears and tracks him down. After you seize the treasure, you can go on to victory in another room!

STEP 6: There's no turning back.

Enter all the rooms on a level. Once you have seized the treasure and left the room, you may never return. When you have captured all the treasures on a level, descend deeper into the dungeon to even more dangerous adventures.

To replay the VENTURE™ Game Option that you have been playing, press *. To go back to the Game Option screen, press #.

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

SCORING

LEVEL	MONSTERS	TREASURES
One	100	200
Two	200	400
Three	300	600
Four	400	800
Five	500	1000
Six	600	1200
Seven	700	1400
Eight	800	1600
Nine	900	1800

The Bonus Multiplier at the top of the screen starts out at a value of 9 and slowly decreases as you play. When you have completed a level, the points you have earned for that level are multiplied by the Bonus Multiplier and added to your score.

The farther into the dungeon you venture, the more points you gain for each treasure or monster.

Bonus Winkies™ are awarded to players at multiples of 20,000 points. (All action ceases for a moment when a bonus Winky™ is awarded during play.)

Each player receives five Winkies™ per game.

THE FUN OF DISCOVERY

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

90-DAY LIMITED WARRANTY

Coleco warrants to the original consumer purchaser in the United States of any video game cartridge it manufactures, that the cartridge will be free of defects in material or workmanship for 90 days from the date of purchase under normal in-house use.

If your cartridge fails to operate properly DURING THE FIRST 90 DAYS AFTER PURCHASE, return it postage prepaid and insured, with your name, address, proof of the date of purchase and a brief description of the problem, to the Factory Service Station as listed. If your cartridge is found to be factory defective during the first 90 days, it will be repaired or replaced at no cost to you. If the cartridge is found to have been consumer damaged or abused it therefore will not be covered by the warranty, then you will be advised in advance of repair costs.

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at its authorized Coleco Service Station, and Coleco shall in no event be liable for incidental, consequential contingent or any other damages, (some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you). This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism or misuse.

This warranty is made in lieu of any other express warranty, and except for the foregoing warranty which is exclusive, there is no other express warranty being made.

This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

Please read the Owner's Manual carefully before using the product. If a malfunction occurs, please refer to the trouble-shooting checklist in the Owner's Manual for your video system. If you cannot correct the malfunction after consulting the trouble-shooting checklist, please call the Factory Service Station listed in your video system manual.

CARTRIDGE SERVICE POLICY

If your cartridge requires service after expiration of the 90 day Limited Warranty period, Coleco will service the cartridge and put it in working condition or replace it with a reconditioned unit (at our option), on receipt of your cartridge, postage prepaid and insured, with your check in the amount of $10.00 payable to Coleco Industries, Inc.

For service information regarding your Coleco cartridge call 1-800-842-1225. This service station is in operation from 8:00 a.m. to 4:30 p.m., Eastern time, Monday thru Friday.

Coleco's service obligation does not apply to defects arising from abuse, misuse or alteration of the cartridge. If the cartridge is found to have been consumer damaged or abused it therefore will not be covered by the warranty, then you will be advised in advance of repair costs.

Please allow 4-6 weeks for repair and return.

All returns must be directed to: **Coleco Industries, Inc.**
Consumer Electronics Department
P.O. Box 47
Amsterdam, New York 12010
Attention: Consumer Quality Manager



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