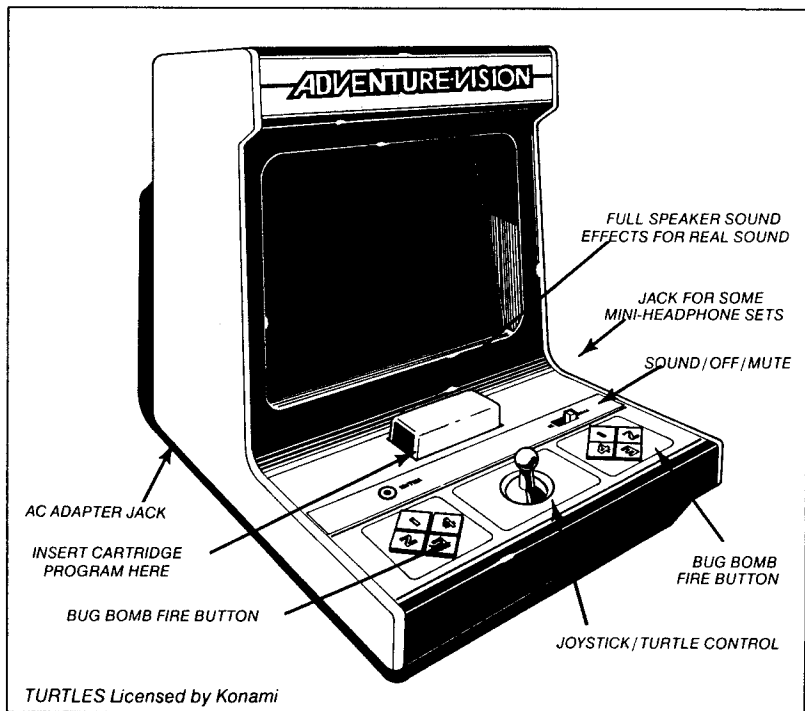


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No. 6076

ADVENTURE VISION™ TURTLES™



© 1982 ENTEx INDUSTRIES, INC., COMPTON, CA 90220
SOME PARTS OF CARTRIDGE MADE IN TAIWAN/LITHO IN USA/PATENT PENDING

CAUTION - BEFORE INSERTING TURTLES CARTRIDGE PLEASE READ GENERAL ADVENTURE VISION INSTRUCTIONS.

Welcome to the exciting world of ENTEX new tabletop cartridge game system. Adventure Vision is a totally new and unique concept in personal graphics display. It utilizes computer age solid state electronics, and through its special viewing screen system places 6,000 separate and distinct light locations for a graphics display that is virtually unequalled.

The Turtles cartridge is patterned after the world famous Turtles video arcade machine by KONAMI. Before you begin to play this sophisticated game, please read all instructions, then follow these easy steps.

1. CARTRIDGE INSERTION

Turn the game to OFF. Insert the Turtles cartridge in the Adventure Vision port.

2. OBJECT OF THE GAME

The object of Turtles is to score as many points as possible by rescuing cute little Turtlettes from mystery squares and taking them to the safety house while avoiding the evil attacking Beetles. You control the movement of the Turtle which always starts out in the lower left hand corner of the display screen. If you are successful in releasing a Turtlette from a mystery square, a safety house will appear in one of the four corners of the display screen. It may sound easy but beware, for behind two of the mystery squares are extra attacking Beetles which once released will chase you until an entire floor is cleared of Turtlettes.

Your Turtle also has a defensive weapon, the BUG BOMB. If a Beetle walks into a BUG BOMB, it is temporarily immobilized. But be careful. You are only able to drop one BUG BOMB at a time so use them wisely. You may gain additional BUG BOMBS by traveling through the flashing bonus square.

3. CONTROLS

A. SOUND/OFF/MUTE

SOUND turns the game on and engages the speaker for a wide variety of sound effects. MUTE enables the game to be played with no sound coming through the main speaker.

B. JOY STICK

Pushing the JOY STICK forward (up) causes the Turtle to travel towards the top of the screen. Pulling the JOY STICK back (down) causes the Turtle to travel towards the bottom of the screen. Moving the JOY STICK to the right causes the Turtle to move to the right and moving the JOY STICK to the left causes the Turtle to move to the left.

To change direction simply move the JOY STICK in the direction you wish the Turtle to travel.

C. BUTTON 1

Not used for Turtles cartridge.

BUTTON 2

Not used for Turtles cartridge.

BUTTON 3

Button 3 is used to start game and to drop a BUG BOMB.

BUTTON 4

Not used for Turtles cartridge.

4. POINT SCORING

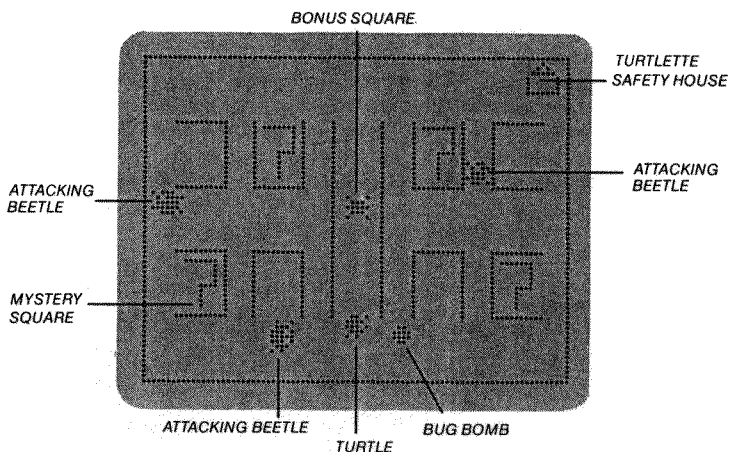
Points are scored in the following manner.

Rescuing a Turtlette from a Mystery Square - 100 points

Dropping Turtlette off at Safety House - 150 points

Immobilizing a Beetle with a BUG BOMB - 50 points

An extra Turtle is awarded at each 5,000 points scored.



5. GAME STATUS DISPLAY

At the beginning of the game and at the end of each round the display will indicate the score, which floor or level you are on, the number of Turtles remaining, the number of Turtlettes rescued, (help) and the number of BUG BOMBS in reserve. To restart the game, simply press Button number 3.

6. GAME STRATEGY

There are two keys to success in playing Turtles. The first key is your ability to out-maneuver attacking Beetles. The second key is use of the BUG BOMBS. Although only one BUG BOMB can be dropped on the playing surface at a time, the number of BUG BOMBS that you can obtain by going through the flashing bonus square is unlimited. It is wise to have a large reserve of BUG BOMBS available at all times as once a Beetle is immobilized, at that instant you are able to release another BUG BOMB.

The Adventure Vision cartridge contains eight different levels or floors. Each floor has eight Mystery Squares. Six of the Mystery Squares contain Turtlettes to be rescued and the other two Mystery Squares contain attacking Beetles that once released will chase you until the entire floor is cleared of Turtlettes. To rescue a Turtlette, simply maneuver your Turtle into a Mystery Square. If the square contains a Turtlette, the Turtlette will climb on the Turtle's back to be carried to safety. If, however, the Mystery Square contains an attacking Beetle a warning buzzer will sound and you had better get out quick!

As mentioned earlier, the object of Turtles is to score as many points as possible.

7. END OF GAME

The game is over when all Turtles have been destroyed by attacking Beetles. To reset the score and start a new game, simply push Button number 3.

If additional **ADVENTURE VISION** cartridges are not available in your area, you may order these, all based on exciting arcade games: **SUPER COBRA™** — You're the pilot of a super chopper on a mission to the secret enemy base.

SPACE FORCE™ — As the pilot of a spacecraft, it is your mission to destroy the alien attackers.

Cartridges come complete with playing instructions.

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Please send me the following Adventure Vision game cartridges:

	Price	Quantity	Total
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No. 6078 Adventure Vision SPACE FORCE™	\$18.00	_____	_____

(Cost includes postage and handling)

California residents add 6% _____

Total _____

Check Enclosed _____

Send to:
Name _____

No./Street _____

City/State/Zip _____

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Entex Industries warrants to the original consumer purchaser that this electronic game and cartridge will be free of defects in material and/or workmanship for 90 days from the date of purchase.

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Adventure Vision and one cartridge	\$40.00
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