

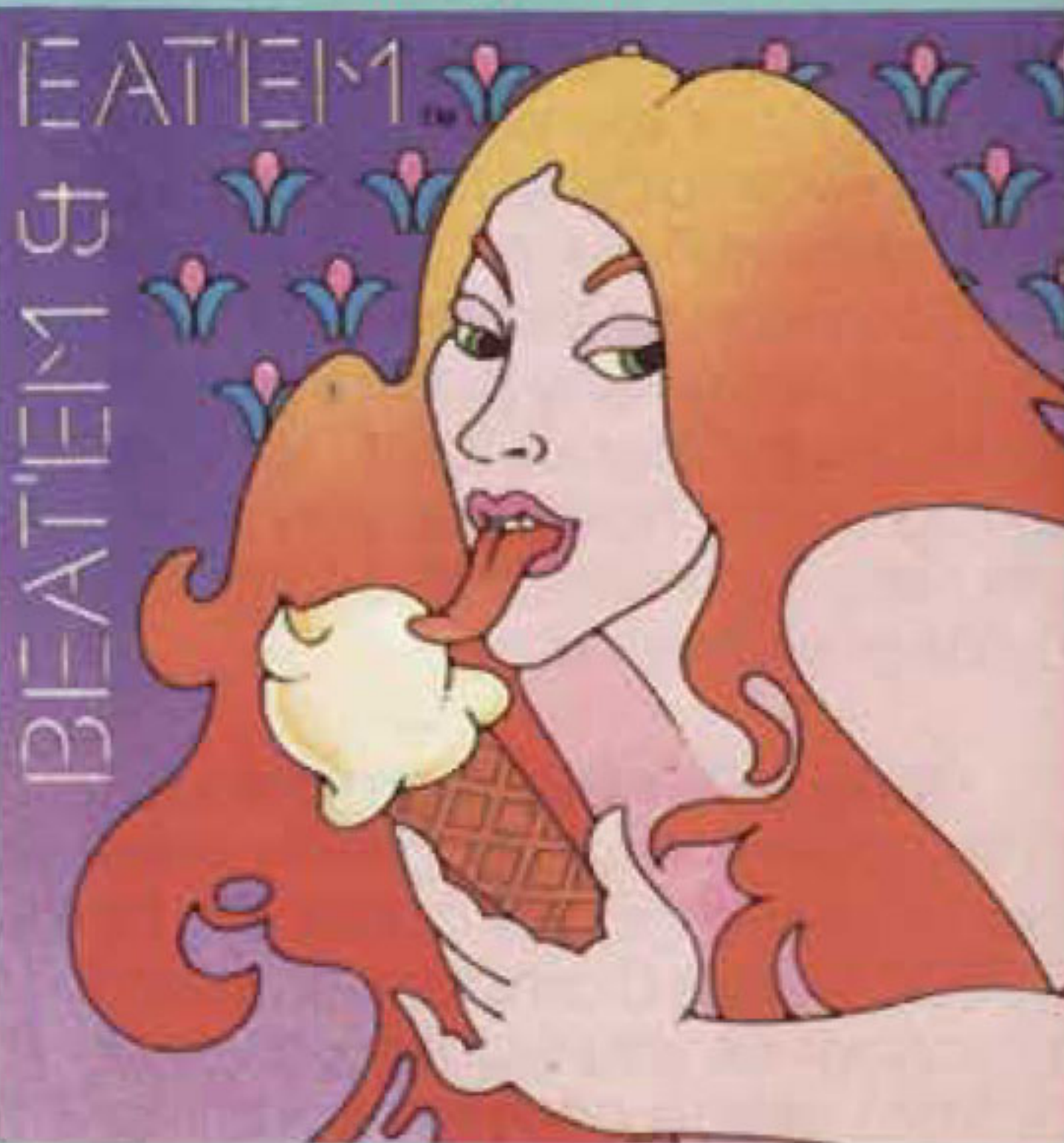
# Instructions

# mystique™

PRESENTS

# SWEDISH™ EROTICA

USE  
PADDL  
CONTRO



EAT'EM™

BEAT'EM &



## Foreplay

Beat 'Em & Eat 'Em™ is an "adult" electronic video game based upon an ancient ritual that has been passed down from generation-generation as part of the culture's oral tradition.

The object of the game is to eat 'em every time he beats 'em. You score one point for each and every drop you swallow without a miss. But should you miss, shame on you. You get one turn. After all, it could have been a famous doctor or lawyer.

You have four turns at the outset of the game. Small squares in the lower left-hand corner of the screen indicate the remaining number of turns at any point in the game.

You can earn "bonus turns" for every "69" points you score; however, you may accumulate no more than 6 turns plus the one play at any given time.

## Good For the Complexion

With the power shut off, gently insert your Mystique™ video game cartridge into your Atari® 2600 Video Computer System in the same manner as you would with any compatible game cartridge. Turning the



switch "on" will activate the "foreplay" mode. This is very similar to the "attract" mode seen on many arcade games.

Select your choice of games (see "Ménage a Trois") by depressing the "game select" switch on your console. Start the game by merely depressing the red "fire" button on your left paddle control (plugged in to the left socket). There's no need to get up or reach for the game reset switch on the console unless you wish to restart the game before you complete the one in play. Depress the red "fire" button again and you will notice our tellywhacker standing on the rooftop amusing himself by abusing himself, complete with sound effects that most men will surely recall from their days of youth.

### **Scoring**

Using your paddle control—as opposed to your self control—you, too, must take matters in hand and quickly maneuver our lady-in-waiting (or ladies, as the case may be) to where she (or they) can catch the falling objects one by one. You'll hear a computer "slurp" with each catch. If you catch all of the



drops from each "shot," the female computer image will lick her lips to the sound of music.

Remember to go after the lowest drops first because once you miss and one splats on the ground, you lose that turn.

Incidentally, you'll know it when you miss because you'll hear the splat and see it too! You lose your turn, and the female computer image(s) lets loose with the world's first breaking of a computer wind.

### **Ménage a Trois**

Beat 'Em & Eat 'Em consists of two game versions. Game number 1 offers the swinger types a chance at twin female computer images. Double your pleasure, and see what fun; turn the paddle-wheel knob and catch all the ---. Game number 2 is more difficult in that there is only one female computer image to do all catching. The number of the game selected appears on the stripe at the bottom of the screen before you start the game.

**69**

When you reach "69" points, you earn a bonus turn. You receive additional bonus turns



for each multiple of 69 points that you earn (138, 207, etc.). To help you celebrate this wonderful achievement, the lovely ladies dance across the screen to the tune of **Pop Goes the Weasel**, and the skyline glows with glee.

### **Difficulty Levels**

Use the "difficulty" switch on your console to control the difficulty of play. In the "A" position, you have made a successful catch if you intersect with the falling object before it reaches the hip level of the female computer image. In the "B" position, you must intersect with the falling object before it reaches shoulder level.

### **You've Said a Mouthful**

Remember, each time you don't lose a doctor or lawyer (see "foreplay"), you get a free turn. You have 4 turns plus any free ones you earn to prove that the Swallows do in fact return to Capistrano. Gulp! But once you lose all your turns, lightning will strike, thunder will roar and the game will return to the "attract" mode. Depressing the red "fire" button on the paddle control will then start a new game.



## After Play

The world of electronic video games is a most exciting concept. It uses computer generated images to challenge the player's imagination; to create a fantasy situation that offers a challenge.

Until Mystique,<sup>™</sup> video games have been considered by many to be "child's play" (because they usually beat the adults). But here's a game kids can't play (so you stand a chance of winning).

We at Mystique<sup>™</sup> feel that it's time for video games and their adult players to come out of the closet, away from the kids, and deal with ADULT fantasies. After all, grown-ups have been known to be imaginative and competitive, as well as have fantasies.

We have designed our "Adult" games to be whimsical, entertaining, challenging, naughty and FUN. Our own team of design engineers has developed a line of games that don't just stop at "Adult", but push the Atari<sup>®</sup> console to the limit. You'll see graphics of a quality that you probably have never seen before. You'll hear music and sound effects where you've come to expect only an occasional "bleep"



before. Nearly every bit of capability of the Atari® 2600 is used.

It is our desire to provide you with not only the finest in adult video games, but with a level of quality—play, graphics, effects and humor—rarely found in any video game—adult or not. We want you to laugh, smile a lot, have a challenge and enjoy! Any suggestions for improvement are welcome. Compliments are adored. However, we'd love to hear from you either way.

So let your smile be your umbrella; sing in the rain; let raindrops fall on your face and have a great time playing Mystique's™ Beat 'Em & Eat 'Em!™



## LIMITED ONE YEAR WARRANTY

Mystique™ warrants to the original consumer purchaser of this Mystique™ video game cartridge that it will be free from defects in materials and workmanship for a period of one (1) year from the date of purchase. Mystique™ agrees to either repair or replace, at its option, free of charge, any cartridge discovered to be defective within the warranty period upon receipt of the cartridge, postage paid, with proof of date of purchase, at its Factory Service Center. This warranty is limited to the electronic circuitry and mechanical parts originally provided by Mystique™ and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the cartridge has arisen through abuse, unreasonable use, mistreatment or neglect. This warranty is in lieu of all other express warranties and no other representation or claims of any nature shall be binding on or obligate Mystique™. ANY IMPLIED WARRANTIES APPLICABLE TO THIS CARTRIDGE ARE LIMITED TO THE ONE (1) YEAR PERIOD DESCRIBED ABOVE. IN NO EVENT WILL MYSTIQUE™ BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGE RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS CARTRIDGE.

Some states do not allow limitations on how long an implied warranty lasts and/or the exclusion or limitation of incidental or consequential damages so the above limitations and/or exclusion or limitation of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

### **FACTORY SERVICE CENTER**

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