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KOOL-AID MAN*
Cartridge Instructions
(For 1 or 2 Players)

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GAMEPLAY

It's the next best thing to two games in one! Except that you must play your way up through the first part before starting the second. There are 13 skill levels...including a super-easy level for the very young.

In PART ONE, two children are trapped in a haunted house. A pair of insatiable THIRSTIES keeps trying to catch them. You must help the children collect the makings for a batch of KOOL-AID...sugar & pitcher, plus a packet of KOOL-AID soft drink mix. When the children bring the makings to the kitchen sink, KOOL-AID MAN comes to the rescue!

PART TWO begins when KOOL-AID MAN breaks through a wall of the house! Now, you control KOOL-AID MAN. Points are won for making KOOL-AID MAN catch PHANTOM FLAVORS and the two THIRSTIES!

YOUR CONTROLS

KEYPAD 1, 2, 3, DISC: Select game speed

ANY KEYPAD KEY (1 through 9, CLEAR, 0, ENTER): Switch between boy & girl

ANY SIDE ACTION KEY: Pick up and set down

DISC: Move the children

SELECT GAME SPEED

4 PLAYING SPEEDS!

Press console RESET to start game. When you see the KOOL-AID title on your screen, SELECT GAME SPEED...

Press 3: slowest speed

Press 2: medium speed

Press 1: fast speed

Press DISC: for fastest speed!

Keypad 3 slowest speed is for young children and will not allow any progress to higher skill levels.

As gameplay continues, skill level is indicated by the Game Clock at the bottom of your screen. (Check the color.)

Kid Stuff: Blue (KEYPAD 3)
Level 1: Red (KEYPAD 2)
Level 2: Tan
Level 3: Dark Green (KEYPAD 1)
Level 4: Light Green
Level 5: Yellow
Level 6: White
Level 7: Grey (DISC)
Level 8: Cyan
Level 9: Orange
Level 10: Brown
Level 11: Pink
Level 12: Light Blue

Level 13: Yellow/Green

PART ONE

GET THE CHILDREN MOVING!

At the start, you control BOTH children TOGETHER. Press the DISC in the direction you want them to go -- up or down, right or left. You'll be moving them around the house to find the makings for KOOL-AID soft drink...the pitcher, sugar and the packet of KOOL-AID.

MAKE THEM PICK UP & SET DOWN

You make a child pick up the object by moving directly over it. (Use the DISC for the moves.) Press any SIDE ACTION KEY to pick up the item and carry it away.

When you have moved the child to the kitchen sink, press any SIDE ACTION KEY to set the object down.

In order to ALTERNATE the children's ability to pick up the makings and set them down, press ANY KEYPAD KEY and switch from one to the other.

While the children are moving TOGETHER, you can have them carry TWO objects at the SAME TIME! Let's say the Girl picks up the pitcher. To make the Boy pick up the sugar, press ANY KEYPAD BEFORE you press a SIDE-ACTION KEY and pick up.

NOTE: To take the SUGAR off the table, you'll have to make the child locate and use the STEPPING STOOL and drop it. Have the child fetch the stool and move it to the table with the SUGAR.

Move the child up the steps with the DISC and pick up the sugar with a SIDE-ACTION KEY.

GET THE MAKINGS TO THE KITCHEN!

AS SOON as ALL THREE makings -- pitcher, sugar and a packet of KOOL-AID -- have been picked up and placed in the kitchen sink...YOU HAVE COMPLETED PART ONE!

Of course, all this time the bad-guy THIRSTIES keep trying to catch the children and put them out of action! It happens like this:

Both children are moving together when a THIRSTIE catches one. The children STOP. Press the DISC, only one child moves! Play continues with one child only. To switch to the other child, press ANY KEYPAD KEY. If a THIRSTIE catches the SAME child twice -- that's it! One child out of action -- one more to go for the THIRSTIES! (Stopped child CAN drop the object he carries. Also, the child could be immobilized off screen. You might not see it, but you can HEAR it!)

IF BOTH CHILDREN ARE IMMOBILIZED BEFORE THE KOOL-AID SOFT DRINK MAKINGS ARE BROUGHT TO THE KITCHEN SINK, THE GAME IS OVER!

WATCH YOUR TIMING! No points can be won during Part One and you have only so much total playing time. Whatever time is left after you complete Part One is ALL the time you get in Part Two. So, naturally, you'll want to get through Part One FAST! That way you give yourself MORE time to score in Part Two.

PART TWO

PART TWO action begins when KOOL-AID MAN crashes through a wall. From now on you will control KOOL-AID MAN. The children have made their KOOL-AID soft drink, escaped the THIRSTIES and disappeared. You won't see them during Part Two.

KOOL-AID MAN goes ANYWHERE, he doesn't even need stairs! Press the DISC to move

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him right or left, up or down. POINTS are won by making KOOL-AID MAN catch the insatiable THIRSTIES and the PHANTOM FLAVORS -- apple, lemon, grape, lime & orange! PHANTOM FLAVORS move faster than the THIRSTIES and they are worth more points. (See "SCORING".)

CATCH THIRSTIES -- EARLY & LATE

In Part Two you MUST catch both insatiable THIRSTIES with KOOL-AID MAN. But again, WATCH YOUR TIMING! To play this game like a pro, you'll want to stretch your SCORING TIME as much as you can. Remember: Part Two ENDS as soon as BOTH THIRSTIES are caught. The best way is to catch the first THIRSTIE early (with lots of time left on the clock). DON'T catch the second THIRSTIE until the Game Clock is close to 0:00. That way you have MORE time to score points catching PHANTOM FLAVORS!

IF KOOL-AID MAN DOES NOT CATCH BOTH THIRSTIES BEFORE THE GAME CLOCK RUNS DOWN TO 0:00 -- THE GAME IS OVER!

To continue playing at the same speed (but with no points) press ANY KEYPAD KEY. For a BRAND NEW game (back to the beginning)...press ANY SIDE ACTION KEY.

WHEN PLAY CONTINUES...

If you have SUCCESSFULLY completed Parts One and Two of the game, play continues automatically. Complete both parts TWICE and you'll play the next round at a HIGHER skill level. For every skill level there are TWO different mazes (layouts of the walls, stairs, etc.) The WHITE numbers, 1 or 2 at the lower left of your screen identify them for you.

There are 13 LEVELS in this game. If you're a CHAMPION, it is possible to play your way up through all 13!

SCORING!

All scoring happens in Part Two!

- * ALL PHANTOM FLAVORS worth: 10X NUMBER ON GAME CLOCK
- * BOTH THIRSTIES work: NUMBER ON GAME CLOCK

Score is DOUBLED at the end of Part One if neither child has been immobilized by a THIRSTIE.

All points are MULTIPLIED by the SKILL LEVEL of play when they were earned! (For example, if the SKILL LEVEL is 5 -- FIVE TIMES your point total for that round.) That GRAND POINT TOTAL is added to the points you've earned during lower levels of play.

WINNING TIPS!

- * Use TWO hands. One on the DISC, The other on a SIDE-ACTION KEY. That way you're ready to MOVE the child and PICK UP the pitcher, sugar, etc.
- * Complete Part One FAST! Then you'll have MORE SCORING TIME during Part Two. (All scoring is done in Part Two!)
- * At HIGHER Skill Levels STAY AWAY from the THIRSTIES. As difficulty increases, THIRSTIES get smarter!
- * In Part Two, keep KOOL-AID MAN close to the MIDDLE FLOOR of the house! This is the best place to catch the most PHANTOM FLAVORS!

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