

IMAGIC

QUICK STEP™

GAME INSTRUCTIONS



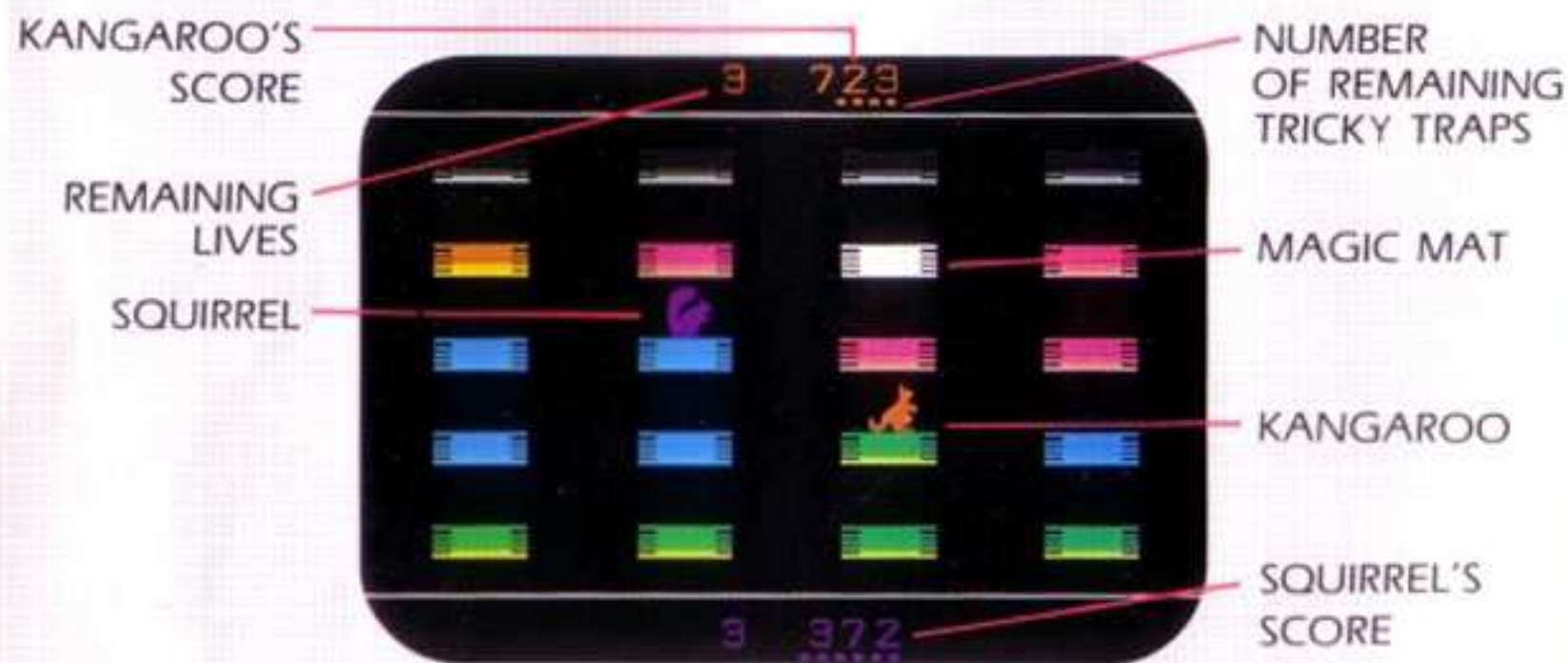
A squirrel and kangaroo engage us
In claiming Trampolines — Outrageous!
They hop and leap and spring and skip
And try to make each other slip.
Some mats are white and make one glow
While others disappear. Oh no!
Those tricky Trampolines can trap
And carry a player away in a snap!
Colors alter as you bound.
Ladders appear at a sound.
The pace picks up, the challenge grows
And just who'll win, no one knows!

GAME OBJECTIVE

- ▶ Change as many Trampolines to your color as you can by jumping on them.
 - ▶ Earn points for being the first to land on pink Trampolines.
 - ▶ Earn points when Trampolines that are your color move off the bottom of the screen.
- ▶ Outsmart your opponent by using Magic Mats and Tricky Traps.

GETTING STARTED

- ▶ **1-Player** game: Use LEFT controller.
 - ▶ Kangaroo opposes a computer-controlled Squirrel.
- ▶ **2-Player** game: Pull GAME SELECT lever. A "2" will appear at the top of the screen.
 - ▶ Left joystick: KANGAROO
 - ▶ Right joystick: SQUIRREL
- ▶ Press red button on LEFT joystick controller to begin game.
- ▶ At the end of any game, press red button on the left joystick to restart that game.



TRAMPOLINES!

- ▶ GREY Trampolines are not yet ready to be pounced upon.
- ▶ PINK Trampolines are ready for action!
 - ▶ Kangaroo lands: Trampoline turns GREEN
 - ▶ Squirrel lands: Trampoline turns BLUE
- ▶ Whenever a player lands on a Trampoline, it changes to that critter's color.
 - ▶ Claim pink Trampoline: score 3 points
 - ▶ Trampoline is your color as it moves off to the bottom of the screen: score 6 points

MAGIC MATS

You can stop your opponent in his tracks!

- ▶ White Trampolines are Magic Mats.
 - ▶ Listen for the sound that signals a Magic Mat appearance.
- ▶ Claim a Magic Mat with your color and you'll glow and make music!
 - ▶ While glowing, try to land on the same Trampoline as your opponent. The other player will be unable to move for a short time.
 - ▶ Freeze other player while you are glowing: score 10 points

TRICKY TRAPS

You can make Trampolines disappear!

- ▶ Each player begins with 6 Tricky Trap opportunities.
 - ▶ To use a Tricky Trap: Press the red button on your joystick while your critter is jumping.
 - ▶ The Trampoline you had been on will disappear.
 - ▶ Once a Trampoline disappears, no player can land on that space.

GOLD MATS

- ▶ Earn one additional Tricky Trap opportunity, to a maximum of 6, for each Gold Mat you land on.
 - ▶ Land on a Gold Mat: score 7 points

MOVIN' UP

- ▶ Listen for the 5 beeps that signal the end of a wavel
- ▶ Position yourself to climb the Trampoline ladder, a single row of Trampolines that leads to the next level.
- ▶ The higher you go, the tougher the going gets!

STAYING ALIVE

- ▶ Each player starts with 6 Lives.
 - ▶ When a Life counter reads "0", that player is using his last Life.
- ▶ Lose a Life each time your critter disappears off the bottom of the screen.
- ▶ You earn a BONUS LIFE when your score reaches 2,000 points.

JUMPIN' TO CONCLUSIONS

- ▶ When one player loses all available Lives, the game ends.
- ▶ The surviving player earns 200 additional points for each Life they have left.
 - ▶ If adding bonus points puts your score over the 2,000 point mark, you earn an additional Life.
 - ▶ You earn an additional 200 points for this extra Life.

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