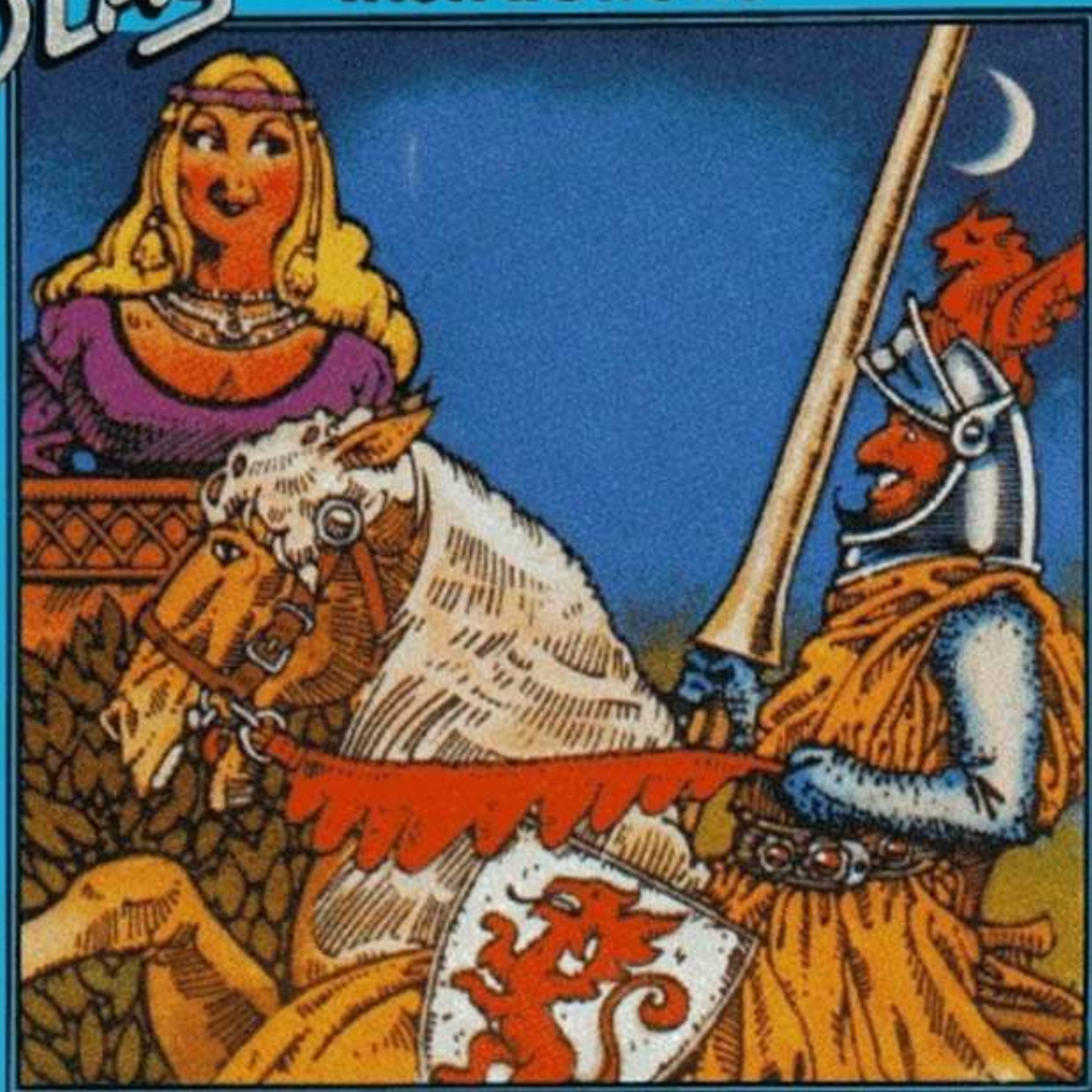


PLAY AROUND

Instructions



KNIGHT ON THE TOWN™

1. Follow the separate directions for selecting the correct game on your Playaround™ 2-in-1 Cartridge.
2. With the power off insert cartridge into game console.
3. Connect the left joystick. When playing hold the joystick with the red button at the upper left.
4. Turn power ON. If no picture, check your game and TV connections and then repeat steps 1, 2 and 3. If everything is OK then push reset to begin the game.

GAME PLAY

The object of this game is to rescue the lovely princess, held captive in the castle tower and become the object of her affections in the least possible time.

You accomplish this by maneuvering your knight (who's not in shining armor) to build a bridge across the moat, avoiding the dangers of a beast, a crocodile and in the more difficult version, a flying dragon which drops fireballs.

Start the game by pressing the game reset switch on the console, or by pressing the red button on the joystick control.

Moving the joystick to the left causes the Knight to face and walk toward the left of the screen. Move the joystick to the right and the Knight will face and walk toward the right side of the screen.

Pressing the fire button on the joystick will cause him to jump straight up when the joystick is in the center position, jump to the right when the joystick is held to the right and jump to the left when the joystick is held to the left. These moves are essential to help you avoid the monsters, and to climb up the tower after you have completed the bridge.

To build the bridge, maneuver the Knight over to the pile of lumber on the left side of the screen, and by moving the joystick down (toward you), pick up a piece of lumber, turn to the right and place it adjacent to the last piece by moving the joystick up (away from you). Be careful not to go too far, because if you fall off the end of the bridge the crocodile will get you.

As your Knight is walking, you will notice a crocodile that swims up from the moat and tries to grab hold of the Knight. If the crocodile is successful, your Knight will fall into the moat and the crocodile will start chomping away on his best asset. A new Knight will then appear standing in front of the lumber pile. You can try to avoid the crocodile either by jumping or walking the other way. You have an unlimited number of turns because you are playing against the clock.

Once you have successfully compiled about 1/3 of the bridge, a hungry little monster will appear from behind the lumber pile and take chase after the Knight. If you don't avoid him, he'll knock the Knight into the moat and the crocodile will get him. You can avoid the monster only by jumping up at the right moment.

As you complete more of the bridge, the speed of the monster will increase. With the left difficulty switch in the "A" or "expert" position the monster first appears when the bridge is about 1/3 complete. With the left difficulty switch in "B" or "novice" position he appears when the bridge is about 1/2 complete.

If you are playing with the right difficulty switch in the "expert" or "A" position, the flying dragon will drop fireballs at you. With the right difficulty switch in the "novice" or "B" position fireballs will not appear. If you get hit by one, you'll fall into the moat and the crocodile will once again get you. If the fireballs miss you, but hit the end piece of the bridge, it will destroy that piece. However, the fireballs will not affect

any other parts of the bridge. It is possible to switch difficulty levels at any time during the game. Once the bridge is completed, the fireballs cannot destroy any part of it. You will also note that the Damsel in Distress starts to turn back and forth. At the precise moment that she is turned backwards and you are standing on the last piece of the bridge, hold the joystick to the right, press the fire button, and our hero will jump up onto the balcony and receive a reward for his efforts.

Move the joystick up and down 15 times to "score," and the clock will stop, freezing your "time-score."

Note: You can freeze the clock and the game play at any time merely by switching the B/W and Color switch on the console to "B/W." To resume play, switch it back to "Color."

AFTER PLAY

The world of adult electronic video games is a most exciting concept. Consenting computer images stimulate, sharpen the reflexes and challenge the competitive urge.

Until recently video games have been considered by many to be "child's play" and were marketed as such. Playaround™ 2-in-1 Games are for adults only (so you don't have to compare your score with your kids).

We have designed our "Adult" games to be fun, challenging, entertaining, satisfying and naughty. Our own team of design engineers has developed a line of games that don't just stop at "Adult," but push your video game 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" "bleep".

It is our desire to provide you with not only the finest in adult video games, but with a level of quality — playability, graphics, effects, challenge and humor — rarely found in any video game — adult or not. We want you to laugh, smile a lot, have a challenge and enjoy!

**PLAYAROUND™
VIDEO GAME CARTRIDGE
LIMITED SIX MONTH WARRANTY**

Playaround™ warrants to the original retail purchaser of this video game cartridge that it will be free from defects in materials and workmanship for a period of six (6) months from the date of purchase. Playaround™ 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 Playaround™ and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if resulting from mistreatment or neglect. This warranty is in lieu of all other express warranties and no other representation of claims of any nature shall be binding on or obligate Playaround™. ANY IMPLIED WARRANTIES APPLICABLE TO THIS CARTRIDGE ARE LIMITED TO THE SIX (6) MONTHS PERIOD DESCRIBED ABOVE. IN NO EVENT WILL PLAYAROUND™ 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.

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