

peek-a-boo



COLECOVISION™

Published by



INSTRUCTION MANUAL

GAME SETUP

Hook up your ColecoVision console (or ADAM computer) to a TV set, as described in your owner's manual. Make sure the machine's power supply unit is plugged into a regular residential power outlet.

This is a game for one player only, so plug a compatible hand controller into joystick port #1.

Insert the Peek-a-Boo game cartridge firmly into the cartridge port, with the label facing you.

Push the ColecoVision's (or ADAM's) power switch to the ON position to begin playing. (Remember to turn the machine off before removing the cartridge, or else you may damage the cartridge or the machine itself.)

HOW TO PLAY

When you turn on your ColecoVision console or ADAM computer, you will be greeted with a menu with two options, "Toddler" and "Pre-schooler". Move the joystick in any direction to move the selection cursor between these two options. When the option you want is highlighted, press the joystick button to start the game.



TODDLER MODE

In the Toddler mode, Elmo is hiding in his bedroom, and he will appear in a random location each time the joystick is moved, or each time either side button is pressed, or each time any key is pressed on the numeric keypad. After popping up, Elmo will hide again and you must move the joystick or press a button to make him appear again.

The game keeps count of how many times Elmo has been shown, and it also keeps a high score of the most number of times Elmo has appeared in one session. The game ends after 25 seconds of controller inactivity, and you will then be returned to the main title screen.

PRE-SCHOOLER MODE

The Pre-schooler mode is a little more advanced than the Toddler mode. In the Pre-schooler mode, Elmo will still be hiding in his bedroom, but he will pop up randomly on his own, in one of four locations, and the player must quickly move the joystick in the direction where Elmo is standing (UP, DOWN, LEFT or RIGHT). Elmo will only stay visible for a short amount of time and if he hides before the player moves the joystick in the correct direction, the game is over.

The game keeps count of how many times you have successfully located Elmo and the best score is shown for reference. The time you have to find Elmo and move the joystick in the correct direction will get shorter and shorter the longer you play. So you need to sharpen your reactions to keep up with Elmo.

AFTER THE GAME ENDS

After seeing the “Game Over” message in either play modes, you will be returned to the title screen, and you can press any button to play again. While the title screen is displayed, if you want to go to the opening menu instead (to select another play mode) press the [#] key on the keypad. If you are using a third-party joystick which is not equipped with a numeric keypad, you can make the opening menu appear by pressing the reset button on the console.

TEAM PARTICIPANTS

- Daniel Vik : Coding and Graphics, ColecoVision port
- Vincent van Dam : Coding and Music
- Luc Miron : Game manual, cart label, software beta-testing
- Dale Crum / Doc4: Game manual layout (<http://doc4design.com>)
- Jean-François Dupuis: Printing services
- Harvey deKleine: Electronic sourcing and assemblies

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UNLIMITED WARRANTY INFORMATION

If your game cartridge should become defective at any point in time, contact Team Pixelboy by sending an e-mail to pixelboy@teampixelboy.com. The proper course of action (for the repair or replacement of your game cartridge) will be determined in all deliberate speed. Please keep in mind that you may (and probably will) be required to pay shipping fees. Replacements for boxes and manuals may or may not be available. Contact Team Pixelboy for information.

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