

A VIDEO
GAME CARTRIDGE FROM
 PARKER BROTHERS



AMIDAR™

AMIDAR is a trademark of Konami Industry Co., Ltd. and is used by Parker Brothers under authorization

FOR ATARI® & SEARS® VIDEO GAME SYSTEMS

First you're a gorilla in a maze pursued by wild warriors! The gorilla wants to color in the maze and the warriors want to do in the gorilla. It's up to you to keep the gorilla ahead of the patrolling pack while you guide him on his coloring spree every which way throughout the maze. If you're successful, suddenly you're a paint roller pursued by patrolling pigs. And it's another fast and furious chase all over again!

OBJECT

The object of the game is to "color in" as many mazes as you can while avoiding the patrolling warriors or pigs—and to collect the most points along the way.

SETTING THE CONSOLE CONTROLS

1. Set the DIFFICULTY switch:
Position A—starts the game at level 1; five warriors patrol the maze at the slowest speed
Position B—starts the game at level 3; six warriors patrol the maze at a faster speed
2. Press down the GAME RESET switch and the action begins.

THE JOYSTICK CONTROLLER

Since this is a one-player game, you'll need only one Joystick. Plug the Joystick into the LEFT controller jack. Make sure you plug it in firmly.

Use the Joystick to maneuver the gorillas and paint rollers up, down, left, and right throughout the maze.



PLAYING

The first round in AMIDAR™ is the warriors and gorilla game. In this round, you'll have three gorillas with which to color in the entire maze. As soon as you hit the RESET switch, you'll

see the first gorilla at the right-hand side of the maze. There will be a short pause, and the action will begin. *Throughout the round, the number of gorillas available to you will be monitored in the lower right-hand corner of the screen.*



PROOF OF PURCHASE
AMIDAR

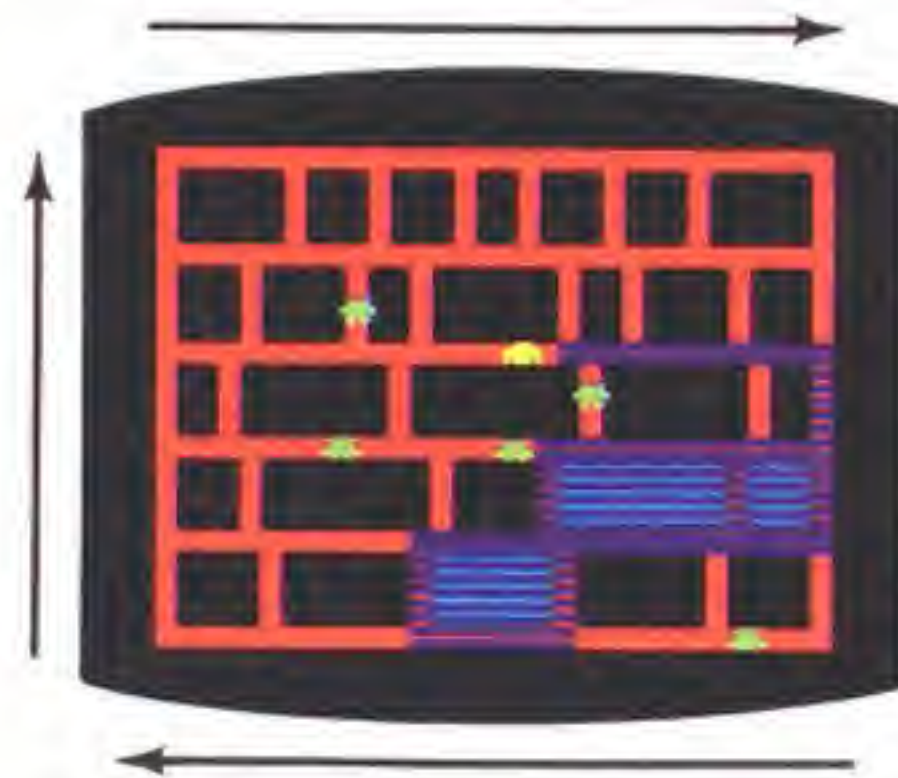
As soon as the warriors begin their patrol, start your gorilla coloring his way throughout the maze. To color, you must move the gorilla along the lines that form the various "boxes" inside the maze. Trace one side of a box, and the side turns blue. Trace all four sides of a box, and the box turns blue. Try to color in the entire maze in this way. You don't have to trace all four sides of one box before you trace another. You may move any which way throughout the maze that you wish. Just don't run into a warrior—or he'll squash your gorilla.

HOW THE WARRIORS MOVE

Because the warriors are unrelenting patrollers, you'll need to know a few things in order to dodge them:

- **Warriors always turn the nearest corner they encounter.** Let's say a warrior is coming at you. Don't panic! Because if there's a corner between you and the warrior, the warrior will turn the corner and you can be on your way.

- **Warriors can intersect one another.** When they do, each will continue to move in its own direction, turning the nearest corner it encounters.
- **Warriors always move faster than the gorilla.** So there's no use trying to outrun them. Instead, stop and let them turn corners or else lose them with a few turns of your own.



- **In every round, there is a special warrior who moves in a different way from the others.** This warrior is called the "Tracer." The Tracer patrols only the outer edge of the maze. Like the warriors, the Tracer moves faster than the gorilla.

END OF ROUND

Remember that you have three gorillas (chances) with which to color in the entire maze. If your third and last gorilla gets squashed before you've done so, that's the end of the round and the end of the game.

But if you *do* color in the entire maze using three or fewer gorillas, you'll have made it to the second round—the pigs and paint roller game.

PIGS AND PAINT ROLLERS

This round plays just like the warriors and gorilla game—it's just played with different characters. But because it's the **second** round, the pigs will move a bit faster. Also, the number of paint rollers with which you'll have to paint the maze will depend on the number of gorillas you used

in the first round. If there are three gorillas remaining on screen at the end of the first round, you'll have three paint rollers. If there are two gorillas remaining on screen, you'll have two paint rollers, plus one for completing the round. If there is one gorilla remaining on screen, you'll have one paint roller, plus one for completing the round.

If you can paint the entire maze using the available number of paint rollers or fewer, you'll have made it to round three—and it's back to the warriors and gorilla game. Similarly, the number of gorillas you'll have in round three will depend on the number of paint rollers you used in round two.



LEVELS OF DIFFICULTY

As long as you can stay in the game, you'll alternate between the warriors and gorilla and the pigs and paint roller games. As you go from one round to the next, the warriors and pigs move progressively faster. This will happen for six consecutive rounds; round one is the slowest, round six is the fastest. In rounds three through six, there will be six warriors/pigs patrolling the maze, instead of five.

END OF GAME

The game ends when there are no gorillas/paint rollers left on screen.

To play again, simply press down the GAME RESET switch.

STRATEGY HINTS

- a) When making a turn inside the maze, you may want to lead into it with your Joystick. This can prevent your missing the turn completely.
- b) In order to earn the most points catching chickens, leave one side of the last corner box untraced, wait until the warriors/pigs are close by, then complete the last corner box. Your gorilla/paint roller will be in a better position to catch chickens than if they'd been at other parts of the maze.

*Just a word with all of you
Sears Video Arcade™ owners....*

If you wish to start the game at level 1, set the difficulty switch at Expert; if you wish to start at level 3, set it at Novice.

Good luck. And don't let those warriors catch me!



180-DAY LIMITED WARRANTY

PARKER BROTHERS warrants, subject to the conditions below, that if the components of this product prove defective because of improper workmanship or material during the period of 180 days from the date of original purchase, PARKER BROTHERS will repair the product or replace it with a new or repaired unit, without charge, or will refund the purchase price.

CONDITIONS:

1. **Proof of Purchase:** The retail sales receipt or other proof of purchase must be provided.
2. **Proper Delivery:** The product must be shipped, pre-paid, or delivered to PARKER BROTHERS (address: 190 Bridge Street, Salem, MA 01970, Attention: Quality Control Dept.) for servicing, either in the original package or in a similar package providing an equal degree of protection.
3. **Unauthorized Repair, Abuse, etc.:** The product must not have been previously altered, repaired or serviced by anyone other than PARKER BROTHERS; the product must not have been subjected to an accident, misuse or abuse.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the product malfunctions after the 180-day warranty period, you may ship the product prepaid and enclosed with a check or money order for \$8.00 to Parker Brothers. Parker Brothers will, at its option, subject to the conditions above, repair the product or replace it with a new or repaired unit, subject to availability of parts. If replacement units or required parts are not available, the \$8.00 payment will be refunded.

EXCEPT TO THE EXTENT PROHIBITED BY APPLICABLE LAW, ALL IMPLIED WARRANTIES MADE BY PARKER BROTHERS IN CONNECTION WITH THE PRODUCT, INCLUDING THE WARRANTY OF MERCHANTABILITY, ARE LIMITED IN DURATION TO A PERIOD OF 180 DAYS FROM THE DATE OF ORIGINAL PURCHASE; AND NO WARRANTIES, WHETHER EXPRESSED OR IMPLIED, INCLUDING THE WARRANTY OF MERCHANTABILITY, SHALL APPLY TO THIS PRODUCT AFTER SAID PERIOD. SHOULD THIS PRODUCT PROVE DEFECTIVE IN WORKMANSHIP AND MATERIAL, THE CONSUMER'S SOLE REMEDY SHALL BE SUCH REPAIR, REPLACEMENT OR REFUND AS IS HEREIN ABOVE EXPRESSLY PROVIDED; AND UNDER NO CIRCUMSTANCES SHALL PARKER BROTHERS BE LIABLE FOR ANY LOSS OR DAMAGE, DIRECT OR CONSEQUENTIAL, ARISING OUT OF THE USE OF, OR INABILITY TO USE, THIS PRODUCT.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR THE EXCLUSIONS OR LIMITATIONS OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS OR EXCLUSION 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.

SCORING

Your score is displayed at the bottom right of the screen throughout the game. Points accumulate as follows:

Coloring one side of a box	Horizontal lines: from one to six points, depending on the length of the line; 1 point for the shortest line, 6 points for the longest line. Vertical lines: 1 point
Coloring an entire box	50 points
Catching a chicken	100 points

GAME LEVELS

<u>Round</u>	<u>Number of Patrollers</u>	<u>Speed</u>
1	5 warriors	slowest
2	5 pigs	↓ fastest
3	6 warriors	
4	6 pigs	
5	6 warriors	
6	6 pigs	

Once you reach round 6, the following rounds will remain at level six (six warriors/pigs patrolling at the fastest speed) until you're out of the game.

If you should have any difficulty operating or playing AMIDAR call our Electronic Service Department at these toll free numbers.

In Massachusetts 1-800-892-0297. All other states (not available in Alaska, Hawaii, or Canada) 1-800-225-0540.

Lines are open 8:30 a.m. to 4:30 p.m. (EST) Mon. - Fri. (excluding holidays)

If you are unable to reach us via the Answer Service Line, write to the Consumer Response Department in the location nearest you:

In the U.S.A.: Parker Brothers, P.O. Box 1012, Beverly, MA 01915.

In Australia and New Zealand: Parker Games, 104 Bourke Road,
Alexandria, N.S.W. 2015.

In the United Kingdom: Parker Games, Owen Street, Coalville, Leicester
LE62DE England.