

Boomerang Kid™

It's a little known fact but boomerangs don't actually return when you chuck them. They were invented by the

Aborigines to train kangaroo's to jump on their back legs. The concept of using the boomerang as an aeronautic yo-yo is a confidence trick invented by Bob Smith.

"I bet that I can lob this bent stick and it will return to my hand," goads Bob to his victim, in the queue to the dunny outside the pub.

I should mention that the victim is usually in such a far state of inebriation,

that he doesn't see the elastic string attached to the stick. He just marvels at the sight cries "blimin' Emma" and stumps up his forfeit.

Poor Boomerang Kid, so taken in by the ruse, he spent the entire day chucking New South Wales' entire boomerang collection every where trying to copy Bob. Now the



Aborigines need them all back!

Instructions

Boomerang Kid has lost the New South Wales' entire set of Boomerangs. They have been lost in three zones:

The Outback / The Castles / The Caves

Boomerang kid must collect all of the boomerangs from each sub zone before he can continue to the next. Collect each one by jumping on it. Complete the level quickly because if the time runs out, you will lose a life.

Creatures

Avoid all contact with the wildlife. They spell instant death and Boomerang Kid will lose a life.

Switches

Some rooms have concealed switches which must be pressed to reveal hidden secrets!

Springs

Jump on the springs and see the Kid fly high in the air!



Hints 'n' Tips

- Don't fall too far or you could lose a life.
- Beware, sometimes the scenery can come to life.
- Extra lives are awarded at the end of each zone.

Controls

- | | |
|--------|--|
| A | Jump. Press this down longer for larger jumps. |
| Start | Pauses the game. Press start again to resume. |
| Select | Speeds the timer up so you can abort the game if you're stuck. |



SUPER ROBIN HOOD™

In the ancient heart of olde England, the Sheriff of Nottingham ruled his people with a fist of iron.

While the good King Richard crusaded, the Sheriff extorted higher and higher taxes from the poor folk of the land. Those who dared complain were thrown in the castle dungeons to rot.

Only one man could save them. A legend amongst men known as Robin

Hood. Once a noble man with land, servants and livestock, Hood becomes an outlaw and vows to defend the helpless, protect the needy and right evil.

But the Hood's first quest was not for the people, it was to rescue his beloved Marion!

Keys and Treasure

The route through the castle is long

and hazardous. Robin must find the keys to open doors and activate lifts. Collect the treasure you find on the way.

Hearts and lives

The game starts with three lives. Each life has three chances. These are indicated as the heart shapes on the screen. Extra hearts can be found around the castle collect six and you will have a new life. Each time you are hit by something, you will have a short time of invulnerability so you can get out of the way.

Secret Passages

Like all castles, Nottingham is littered with secret passages. If you can find the trigger points they will be revealed. So get searching!

Water and Lava

Robin can wade through water, but he will be hurt by the boiling lava. Beware!

Trampolines

In the castle you will find trampettes which Robin can jump on. To get a really high jump bounce on the tramp several times.

Hints 'n' Tips

- Duck below some arrows to miss them
- Jump above some arrows.
- Learn the thugs' firing routines, don't just rush into places.

Controls

- | | |
|-------|---------------------------|
| Up | Climb ladders |
| Down | Crouch climb down ladders |
| Left | Run left |
| Right | Run right |
| A | Jump |
| B | Load then shoot arrow. |

Advanced Controls

Allow Robin a run up time to jump large gaps. Run fast then push down and Robin will crouch slide. This helps getting into tunnels.



TRO nture

Dizzy had decided that day to set off for an adventure in his new boat, HMS Eggwhite.

The wind was soon in the sails and before long the land of Zakeria was a mere speck on the horizon. Feeling hungry Dizzy decided to break out his rod and plop it overboard and catch a fish for his tea.

Before long his eyes began to get heavy and soon he was fast asleep. In fact he was so asleep, he slept through a thunder storm. In fact he slept through crashing waves.

In fact he slept through a howling gale. In fact the only thing that woke him up

was a wallop on the back of the head as



Linus Spacehead Return to Linolium Linus screamed past his home planet at just under 300,000 miles an hour.

"This baby's really cooking! It's a dead cert to win the Galactic Car Race" His foot hit the floor as he streaked across the galaxy.

Suddenly the engine's note changed and the doobry sprocket whined continually.

"Galactic goof ups! I've run out of gas and now the doobry sprocket's jammed. Of all the luck".

The stellar boy racer careered out of control, did a broadside round cosmo corner and shot a red light on the milky intersection narrowly missing a clapped out Cosmo Capri 58 Model.

Stamping on the brakes he skidded again missed a big red planet, dodged a blue moon and hit a green one.

Linus came to find his spacecraft ditched, tail pipe fenders and antennae



lightning struck the main sail sending it crashing to the deck.

The next morning he found himself on an island beach.

"I hope it isn't true about those stories" he thought

"NO! cannibals don't really eat eggs for breakfast!"

Instructions

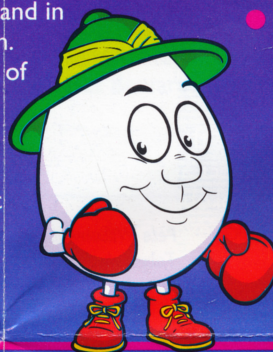
To start with you will only be able to explore a small part of the map as you are stopped from going further by different puzzles. As you solve each puzzle the map will open up and you will discover yet more puzzles.

Solving puzzles

When you find an object, stand in front and press the B button.

Dizzy can carry a maximum of three objects.

To solve the puzzle pick up the object and place it next to the problem. Experiment with the exact place as position can be quite important.



TREASURE ISLAND

DIZZY

Solutions

Either find a way off the island and back to the yolkfolk. Otherwise find thirty pieces of gold hidden around the island.

Hints 'n' Tips

- Be careful underwater.
- The magic pebble was left by totem pole builders.
- Some creatures help Dizzy some don't.



Controls

Left	go left
Right	go right
A	is to jump
B	Pick up drop or use object.
Start	will pause the game press start again to continue.

everywhere. Worst still he found he was stuck on a dodgy planet called Earth described in his guide book as MOSTLY HARMLESS.

Instructions

Linus must get back to his home planet. To do this he must signal home, but unfortunately his radio is broken. Help him collect all the pieces back again by collecting them from the crash site.

The Earth's Inhabitants.

Linus will see many strange earth creature he must avoid. Contact with most are deadly so avoid them.

Cosmic Candy.

Linoleums most popular snack is well known for its healthy properties. Linus was well stocked with candy before his fender bending. Collect five and Linus will gain an extra life.

Secret Rooms

Hidden around the planet you can find many secret rooms stuffed to the top with candy.



Linus SPACEHEAD

Hints 'n' Tips

- On tricky jumps stand on the edge of the gap as close as you dare. Press jump and jump on the spot and then press the direction you wish to jump in.
- When Linus is stunned he gets knocked backwards. If you can't pass a creature stand with your back to him and when he's stunned he will be knocked past.



Controls

Left	run left
Right	run right
Down	will make Linus duck or crouch
A	makes Linus jump
Start	will pause the game press start again to unpause the game.

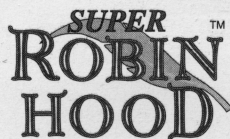


was brought to you by...



PROGRAMMING
GRAPHICS
MUSIC

Jason & Darren Falcus
Mike Murfitt
Allister Brimble



PROGRAMMING
GRAPHICS
MUSIC

The Oliver Twins
Paul Adams
Gavin Raeburn



PROGRAMMING
GRAPHICS
MUSIC

Andrew Graham
Stewart Graham
Gavin Raeburn



PROGRAMMING
GRAPHICS
MUSIC

Pete Williamson
Toby Eglesfield
Allister Brimble

and generally artie techie things...

PACKAGING
ART MANAGER
PROJECT MANAGER
PRODUCTION

Victoria Healey
Shân Savage
Philip Oliver
Stewart Regan
& Pat Stanley

Camerica and the Camera design are trademarks of Camera Corporation and used under license by Camera Limited Inc.

© Codemasters Software Co. Ltd. 1993. All rights reserved. Quattro Adventure, Boomerang Kid, Super Robin Hood, Treasure Island Dizzy, Linus Spacehead and Codemasters are trademarks being used under license by Codemasters Software Co. Ltd. Made in the U.K.

IMPORTANT PRECAUTIONS

We recommend that you take a 10 to 20 minute break for every 2 hours of play. Also to avoid eye strain, play the game at a reasonable distance from the T.V.

DO NOT touch the connectors or get them wet or dirty.

DO NOT clean the game case with benzene, alcohol, paint thinner or other such solvents.

DO NOT store the game in places that are very hot or very cold.

DO NOT hit it or drop it or attempt to take it apart.

DO NOT use on a FRONT OR REAR PROJECTOR TV. Projection TVs can be permanently damaged by displaying stationary screens or patterns, eg. a game in pause mode.

Camera will not be held liable for any such damage. It is not a defect of the game, any stationary image can cause such damage.

Please contact your TV manufacturer for more information.

CODEMASTERS' HELPLINE 1-900 RESTART 1 900 737 8278

Calls cost \$1.75 for the first minute
and 90 cents thereafter.

Phone the Codemasters' Helpline for Hints and Tips that
will help you play Quattro Adventure™

This helpline is for gameplay advice only
If you are under 18, you **MUST** have your parents' permission
Touchtone phones only.



CAMERA LIMITED INC., LIMITED WARRANTY

Camera Limited Inc., ("CAMERICA") warrants to
cartridge that the medium on which this computer
materials and workmanship for a period of ninety (90) days.

This warranty is not applicable to normal wear and
shall be void if the defect in the Camera game
UNREASONABLE USE, MISTREATMENT OR NEGLIGENCE.
Camera agrees for a period of ninety (90) days
free of charge, the Camera game cartridge for
postage paid with proof of date of purchase.

Replacement of the game cartridge found not to be
Camera by the original purchaser within ninety (90) days
Camera's warranty obligations and is the purchaser's responsibility.

This warranty is in lieu of all other warranties
express or implied, including but not limited to, in
and fitness for a particular purpose and those arising
of dealing or uses of trade are all expressly disclaimed.

In no event will Camera be liable for any special
possession, use or malfunction of this Camera game
The express warranty above gives you specific rights
from jurisdiction to jurisdiction. Some jurisdictions
incidental or consequential damages or limitation
last, so the above limitation or exclusion may not
be applicable to the extent it is prohibited by the
severed from the rest of these terms.

Camera Ltd Inc., 3415 14TH Avenue, Markham,
Ontario, L3R 0H3, Canada -Tel (416) 470-2791



Written by

CODEMASTERS

GAME DOES NOT
CUSTOMER HELPLINE
UNITED STATES &
CANADA

MORE GREAT GAMES TO WATCH OUT FOR!



CODEMASTERS



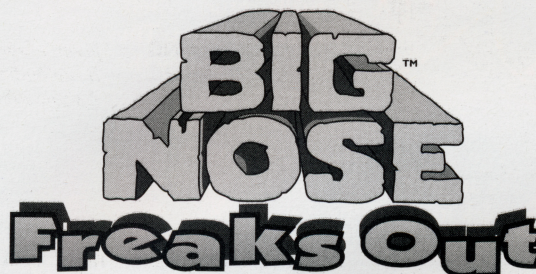
With advanced micro chip technology Codemasters have done it again! Now four full spec'd sports games squeezed into an Aladdin Micro cart.

The awesome Baseball Pro's packed with realistic features from the actual game.

Soccer Simulator, a wicked action game with all the crucial gameplay element of the real thing.

You can almost smell the Wimbledon lawns in Pro Tennis. With three skill levels, smashes lobs and volleys, it's playable beyond belief.

Against the clock dirt bike racing at it's best with BMX Simulator. Burms, Bumps and ramps that actually work. Absolutely Brilliant! Four times the software, four times the action and four times the playability.



Join Bignose, (the hysterical prehistoric hero), in a mad cap chase speeding through prehistoric landscapes on his invention - the wheel.

Race through fire worlds of hills and slopes. Perform death defying leaps clearing a path through an army of prehistoric monsters!

Discover secret levels, special bonuses and more!
But Beware...

TY

the original purchaser only of this Camerica game program is recorded is free from defects in (90) days from the date of purchase.

and tear. This warranty shall not be applicable and game cartridge has arisen through ABUSE, ELECT.

to either replace or repair, at Camerica's option, and not to meet Camerica's express warranty,

meet Camerica's express warranty and returned to (90) days of purchase, is the full extent of the exclusive remedy.

and conditions and all warranties and conditions implied warranties and conditions of merchantability by statute or otherwise in law or from a course of dealing.

incidental or consequential damages resulting from the use of the game cartridge.

its and you may also have other rights which vary from jurisdiction to jurisdiction. This warranty does not allow the exclusion or limitation of damages on how long an implied warranty or conditions of sale apply to you. Any exclusion or limitation shall not be valid in any jurisdiction and such provision shall be

FCC INFORMATION

The device complies with Part 15 of the FCC Rules. Operations subject to the following two conditions.

- ① This device may not cause harmful interference and
- ② This device must accept any interference received including interference that may cause undesired operations.

This equipment has been tested and found to comply with the limits for a Class B Digital Device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. The equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Re-orient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/tv technician for help.

This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus as set out in the radio interference regulations of the Canadian Department of Communications.

NOT WORK OR PLAY?

1-800-565-2688 TOLL FREE

CANADA • 800-565-2688

CAMERICA GAMES

Published by

