

VOLTMACE

DATABASE GAMES CARTRIDGE

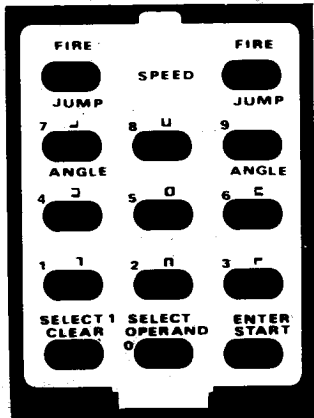
CHANGING THE CARTRIDGE

Set up the DATABASE game as per the DATABASE instruction manual. Switch off, unplug the previous cartridge and plug in the new game. Switch on, press RESET PROGRAM, then SELECT GAME until the game number that you require is displayed on the screen. Press START GAME to begin the game or to start another game the same.

N.B. Certain games such as MATHS or BLACKJACK have a different start procedure. Check the game instructions overleaf if the game start procedure does not appear to be working correctly.

If you have one of the DATABASE games that does not have the cream coloured overlays permanently fitted to the hand controls then take any two from one of your earlier cartridges and slip them onto the handcontrols.

The pushbutton notation referred to in these instructions is as the diagram opposite. **NEVER USE THE HANDCONTROLS WITHOUT THESE OVERLAYS AS THEY ARE NEEDED TO ENSURE LONG LIFE FOR THE PUSH-BUTTONS.**



CARTRIDGE No. 24 MUNCH & CRUNCH

An exciting game of chase and escape. The setting is a plan of a dark dungeon. Among the passages, are stores of Cheesey Chunks, which Munch jealously guards, and Crunch needs to eat, as he escapes out of the dungeon exit. At the start of a game, Munch is shown as a red, ferocious monster, who bounces around the dungeon protecting his Cheesey Chunk stores. Crunch is a greedy, green ball, who searches out his favourite food, Cheesey Chunks. He loses energy as he travels through the dungeon, shown by the fall on his energy scale at the bottom of the screen. For every 2 Cheesey Chunks he eats, his energy levels rise 1 unit. When this level passes 8, Crunch has enough energy to fight off Munch, who turns purple with rage, because if they meet in a passage, he cannot stop Crunch escaping past him. Fighting with Munch uses 1 of Crunch's energy units. If this energy level decays to zero, he loses the game completely.

To play, follow the relevant set up procedures for the Game Console you are using. After selecting the game number you wish to play, pressing Start (Game) displays the dungeon plan, with Munch and Crunch in their start positions. Their movements are controlled by the joysticks. Some practice may be useful, to move Munch and Crunch in the quickest way, as it is easier to move the joystick in short movements in the desired direction returning it each time to the centre.

In 2 player games, the L/Handset is Crunch and the R/Handset is Munch. 3 lives are given to Crunch indicated by three small squares at the bottom of the screen. If he is caught and eaten by Munch, he loses one of his lives. The R/Hand player then becomes Crunch. Players retain their own colours to avoid confusion. (L/Hand player Green and R/Hand player Red.) Points for Crunch are shown at the bottom of the screen. Once the score goes over 1,000 an extra life is gained. A bonus of 50 points is awarded if Crunch escapes through the exit after eating all the Cheesey Chunks.

In games 3, 4, 7 and 8, Munch's Mate joins him in the dungeon. Press buttons 7, 8 or 9 on the standard button plan overleaf, and guiding the joystick, moves Munch's Mate (top), leaving Munch (bottom) bouncing in a random movement. Pressing buttons 4, 5 or 6, ties Munch (bottom) to the joystick, and leaves his Mate (top) bouncing at random.

In 1 player games the computer is always Munch or Munch and his Mate.

In games 1 - 4 all dungeons are full of food (24 Cheesey Chunks).

In games 5 - 8 only the food Crunch has eaten will appear in the following dungeon.

Game 1:

Player vs. Computer All Cheesey Chunks renewed

Game 2:

Player vs. Player All Cheesey Chunks renewed

Game 3:

Player vs. Computer as Munch and His Mate

All Cheesey Chunks renewed

Game 4:

Player vs. Player - with Munch and His Mate

All Cheesey Chunks renewed

Game 5:

As Game 1 But only eaten Cheesey Chunks renewed

Game 6:

As Game 2 But only eaten Cheesey Chunks renewed

Game 7:

As Game 3 But only eaten Cheesey Chunks renewed

Game 8:

As Game 4 But only eaten Cheesey Chunks renewed

DATABASE CARTRIDGES

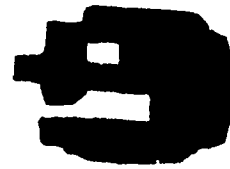
- No. 1 AIR SEA**
- No. 2 BLACKJACK**
- No. 3 BAT & BALL**
- No. 4 ROAD RACE**
- No. 5 TANK & PLANE**
- No. 6 MATHEMATICS 1**
- No. 7 MATHEMATICS 2**
- No. 8 SHOOTING GALLERY**
- No. 9 BRAIN DRAIN**
- No.10 MAZE**
- No.11 HORSE RACE**
- No.12 CIRCUS**
- No.13 BOXING**
- No.14 FOUR-IN-A-ROW**
- No.15 SPACE BATTLE – available early 1981**
- No.16 EARTH INVASION – available mid 1981**
- No.17 GOLF – available mid 1981**
- No.18 BOX CLEVER – available late 1981**
- No.19 TREASURE HUNT – available late 1981**
- No.20 ARCADE – available mid 1981**
- No.21 MUSICAL MEMORY – available late 1981**

**DATABASE and DATABASE CARTRIDGES are
manufactured by:- VOLTFACE Ltd., Park Drive,
Baldock, Herts.**

MUNCH & CRUNCH PRIZE FORM



Munch



Crunch

Reaching the amazing score of 9,999 on your Munch & Crunch cartridge wins you one of our prizes, listed below. To foil any persons, who are not above deception, trying to win, a password has been programmed to appear on the screen after 9,999 is achieved. This password is known only to us and other Munch & Crunch experts. It is different for 1 and 2 player games. When you know the password, fill in this form and post it to us at VOLTMACE LTD, PARK DRIVE, BALDOCK, HERTS.

Date that 9,999 was scored :.....

Game No

Password for 1 player games.

This entitles you to enter our free monthly draw. There will be 3 draws on the 30th Nov. 1982, 30th Dec. 1982 and 30th Jan. 1983. Entries received by the 25th of each month will go into the draw. 1 in 10 entrants will be winners, so if 500 names are in the draw then 50 cartridges will be won. All non-winners names will be carried over to the following months draw, and all entrants will receive one of our mini model Munches. If you are lucky enough to win please show your preference of cartridge from the list below:-

1st choice

2nd choice

- | | | | |
|--------------|---------------|----------------|------------------|
| Air/Sea | Blackjack | Bat/Ball | Road Race |
| Tank & Plane | Mathematic I | Mathematics II | Shooting Gallery |
| Brain Drain | Maze | Horse Racing | Circus |
| Boxing | Four in a Row | Space Battle | Earth Invasion |
| Box Clever | Treasure Hunt | Arcade | Musical Memory |

-----oCo-----
Password for 2 player games.

You will not be entered for the draw, because there is a method of obtaining this password easily. But you will win our mini model Munch. This will prove to your friends that you know the password.

All entrants who are not members of our Database Owners Club already, will become members on receipt of this entry form. They will be sent a Database Owners Club Membership Card and badge etc., and up to date information about our latest cartridges.

Name:.....

Address:..... Age:.....
.....
.....

Entries will only be accepted on this official entry form, limited to 1 entry per Munch & Crunch cartridge purchased.

Your draw ticket No. is:

100650

Please do not detach Draw ticket.

100650

PARK DRIVE,
BALDOCK,
HERTS.
SG7 6EW
Telephone (0462) 894410

AERIAL SWITCHES

If you have a Database computer game and have not sent in your guarantee card, it is not too late to do so. On receipt of this card, plus 35p in postage stamps, we will send you an aerial switch. This device enables you to keep you computer game's aerial and your T.V aerial plugged into your T.V. set at the same time, which saves wear and tear on your T.V.'s aerial socket. For owners of any other computer game, the aerial switch can be purchased from us for £2.00 including postage and packaging.

CARTRIDGE ADAPTOR

Which computer game did you use to play your Munch & Crunch cartridge on? (Please tick appropriate game)

Database	Acetronic MPU 1000
Radofin 1292/1392	Audiosonic FP 1292
Prinztronic VC 6000	Interton VC 4000

The names of other computer games have been added to the list, as well as our own Database, because we now have a cartridge adaptor, which some of you have already. This is the first adaptor of its kind, and enables your friends to use one of our cartridges on any of the above listed computer games. It can be obtained from your local Database dealer or, if you have difficulty in doing so, please ask us for details of your nearest stockist.

MARKET RESEARCH

Would you please help our Market Research Dept. by answering the following questions. The answering, or not answering, of these questions, will not affect your chances of winning prizes in the above draw.

How long have you owned your computer T.V. game?

How many cartridges do you have?

Place in order of preference, which sort of cartridge, from the list below would you like to see brought out next?

1st 2nd 3rd

- Defender type game
- Frogger type game
- Phoenix type game
- Kong type game
- Cricket game
- Snooker game
- Any Others

Thank you for your assistance.