

# MASTERS OF THE UNIVERSE

## THE POWER OF HE-MAN



CARTRIDGE INSTRUCTIONS

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## THE ADVENTURE

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HE-MAN™ leaps into his WIND RAIDER™ and takes off. You have 5 chances with which to fly him to the edge of the wilderness realm of SKELETOR™, 30 miles away. There is limited fuel for the perilous journey through swarms of fireballs. If your fuel runs low or you're hit by a fireball, you lose a chance. You can duck, dodge or blast away the fireballs with the bombs and cannon on board the WIND RAIDER, but if you use up all your chances the chase is over.

If you make the 30 miles, HE-MAN leaps from the WIND RAIDER to continue the pursuit of SKELETOR on foot, through mountains, forests and finally CASTLE GRAYSKULL™ itself. HE-MAN must ward off the lightning-balls, power bolts and magic swords of SKELETOR, who fights for time to cast the magic cyclone spell which can carry HE-MAN away. If HE-MAN gets to SKELETOR in time, they draw their swords and duel until SKELETOR runs away to fight again... but first you have to catch him!

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## GETTING READY TO PLAY

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- Make sure the COLECOVISION™ or compatible console is connected to TV. Make sure power supply is plugged into console. Then plug power supply into a 110/120 volt AC outlet.
- TV should be on and tuned accordingly to your console manual.
- **ALWAYS MAKE SURE COLECOVISION™ OR COMPATIBLE UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.**

Turn **Off/On** switch to **On** after cartridge is inserted.

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## USING YOUR CONTROLLERS

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Whenever you're ready, you can start the game by pressing the keypad, or alternatively moving the Control Stick (it will default to difficulty 3). You can press on the keypad:

1 for "practice,"

2 for "novice,"

3 for "challenger,"

4 for "master,"

5 for "master of the universe,"

The game will start immediately with PHASE 1.

### CONTROL STICK

**PHASE 1 - WIND RAIDER:** Use the stick to move the WIND RAIDER up or down and turn it right or left, as the ground rushes by beneath it. Push the stick in the direction you want the WIND RAIDER to move.

**PHASE 2 - HE-MAN:** Use the stick to control the direction HE-MAN runs.

### SIDE BUTTONS

**PHASE 1 - WIND RAIDER:** Press the right side button to rapid-fire the cannon. The gun will continue firing as long as the button is held down. Press the left side button to drop bombs. Just touch it for single release or hold it down for a volley.

**PHASE 2 - HE-MAN:** Press any side button to raise the shield of HE-MAN. Raising the shield halts HE-MAN's forward motion until the side button is released.

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# HOW TO PLAY

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## PHASE 1 - WIND RAIDER!

### BASIC MANEUVERING AND COMBAT STRATEGY:

Before you can rack up big scores, you must get the knack of piloting the WIND RAIDER 30 miles to the right, with as few collisions and as much fuel left as possible. Make quick left turns to zap a fireball for points, but any time spent moving left has to be made up moving right. Time equals fuel and fuel remaining equals points. Run low, and the game is over. First try a straight, low level run. Get the feel of firing the cannon and releasing the bombs. You can drop bombs on the fireballs or on the ground in front of SKELETOR, which causes him to trip into the crater.

The first time you play the game, at practice skill level, try keeping the WIND RAIDER level at the bottom of the screen. You'll probably make the 30 miles, but not likely a very high score. To go for a higher score, maneuver about the screen. Make quick turns to zap fireballs. Swoop up and down to shoot at or evade them.

\* When the fuel remaining is less than the number of miles, you lose one chance and start again. Crashing into a fireball costs one chance.

\* Red fireballs require 1 bullet or bomb to destroy. White fireballs take six, changing color with each successive hit.

\* When the WIND RAIDER lands, the different components of your score are listed, then totalled. If you have any chances remaining, play resumes at Phase 2.

## PHASE 2 - GROUND ATTACK

### BASIC MANEUVERING AND COMBAT STRATEGY:

HE-MAN must catch SKELETOR 3 times - through mountains, forest and finally in CASTLE GRAYSKULL. HE-MAN maneuvers against a hail of lightning balls and power-bolts hurled by SKELETOR. If you fail to raise his shield in time, each hit pushes him back. THERE IS A TIME LIMIT in which to get across all 3 screens. It's 50 seconds at the lowest skill level and 60 seconds on the more advanced levels. A warning horn sounds the last 10 seconds. If you don't get HE-MAN across in time, he's carried off in the magic cyclone spell of SKELETOR. When you make it across a screen, HE-MAN duels with SKELETOR and chases him into the next screen. At the higher skill levels the shield is less effective and maneuvering becomes more important. If you make it through all 3 ground screens, HE-MAN leaps back into the WIND RAIDER and takes off again. The chase begins anew at a higher skill level.

\* On the ground screens, seconds remaining tick off at the lower left. The score appears at lower right. At the side of the seconds remaining indicator is the number of chances remaining.

\* You earn a 10,000 point bonus for crossing a screen without raising the shield.

\* To buy more time, go after the magic swords. You gain 10 extra seconds. Valuable bonus points are scored for each magic sword taken by HE-MAN.

\* Red lightning-balls can knock you all the way back.

\* Purple lightning-balls and green power-bolts temporarily destroy your shield.

\* You may have to reverse course quickly if you can't raise the shield in time. As you gain more skill, the options will increase.

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## SCORING

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WIND RAIDER SCREEN:

Fireball shot down or bombed 500

SKELETOR falls in crater 1000

Each gallon of fuel remaining when WIND RAIDER lands 1000

Lightning-ball or power-bolt hits shield 50

HE-MAN reaches SKELETOR 10,000 (1<sup>st</sup>) 15,000 (2<sup>nd</sup>) 20,000 (3<sup>rd</sup>)

Magic sword 1,000

BONUSES: EXTRA CHANCES, TIME AND POINTS:

\* Each 100,000 points you score, HE-MAN gets another chance.

\* Catching the drifting magic sword is worth 5 extra seconds at the lowest skill level, more at higher skill levels.

\* If you cross any screen without raising the shield. it's worth a 10,000 point bonus.

\* You get 200 bonus points for each second remaining after crossing the Castle Screen. The time bonus increases to 400 points per second at higher skill levels.

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## TIPS

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MASTERS OF THE UNIVERSE™ THE POWER OF HE-MAN™ is an action packed, fast-paced game which requires practice

and patience. Start slow and try to keep the action going as long as possible. Avoid spending time and fuel on fancy maneuvering, at least until the basic moves -firing, bombing, turning, shield-raising, broken-field running and other evasions-- become more natural and rapid, as they will with practice.

## **VARIATIONS**

You can play alone, or 2 can alternate and compare scores. It's also fun for 2 to use both controllers at the same time, either working together or dividing up the battle tasks. In any case, the name of the game is "HAVE FUN!"

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## **THE FUN OF DISCOVERY**

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This instruction booklet will provide the basic information you need to get started playing Masters of the Universe, the Power of He-Man™, but it is only the beginning! You will find that this cartridge is full of special features that make Masters of the Universe, the Power of He-Man™ exciting every time you play. Experiment with different techniques and enjoy the game!

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## **CREDITS**

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# MASTERS OF THE UNIVERSE

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MATTEL ELECTRONICS