BABY BOOMER CONTROL SUMMARY

Goal
Reunite Baby Boomer with his mother.

Controls
Start Button: Pause.
Zapper: Used for all game controls (except pause). Used primarily to remove dangers before they can frighten or harm the baby (e.g.: zap firecrackers before they explode) and for circumventing obstacles (e.g.: zap a cloud to form an ice bridge over a crevasse).

Special Objects
Zap milk bottles to keep Baby Boomer nourished. Keep your eye on the milk gauge at the top of the screen!
Don't zap gold nuggets! The baby will collect them for you. Collect enough and gain an extra life!
Zap valve handles on pipes to determine which exit the baby will use.
Zap astronomical entities (moon, etc.) to gain more gold!

Note
There are far too many special objects, tricks and surprises to elaborate on here. Be creative, and when all else fails, zap everything in sight!
BABY BOOMER

Meet Baby Boomer! One day, while no one was looking, he crawled out of his crib and wandered off into the woods. Little did he realize that while he's enjoying this adventurous journey into the unknown, there are many dangers awaiting him! Your job is to protect Baby Boomer and help him find his way home to his mother.

Unlike other Zapper® games, you can shoot just about anything you see in Baby Boomer. Some things give extra points, while others give extra lives, open secret passages, control something in another part of the world or clear a safe route for Baby Boomer to follow.
PRECAUTIONS

1) Store at room temperature. Do not subject to environmental extremes.
2) Always ensure that power is off before inserting or removing the cartridge from the Nintendo Entertainment System®.
3) Keep contacts clean (do not touch them and store the cartridge in its box when not in use).
4) Do not try to open or disassemble the cartridge.
5) Do not sit too close to your television.
6) Do not clean the cartridge with chemical agents.

IMPORTANT! If the Zappo® does not seem to work effectively, turn down the television's brightness and/or turn up the television's contrast.

You must protect Boomer from dangerous creatures that will try to harm him. Keep spiders, snakes and other bad guys from reaching the baby by zapping them with the Zappo®

Missile

Hammer

Pickaxe

Rat

Raven

Rock

Riveter
Be sure to zap all the milk bottles you can find for Boomer, or he will get hungry and start crying.

Not all milk bottles are visible. You may have to search high and low to satisfy Baby Boomer's ravenous appetite.

Note: Watch your milk level indicator at the top of the screen to see how much milk Boomer has left.

Zap fireworks before Baby Boomer reaches them or they will scare him. Invisible fireworks scare the baby as much as visible ones. Spot them by their glowing fuses.

Don't shoot the gold nuggets! Baby Boomer will collect these as he passes them. When he gets enough, you will get an extra life.

Boomer likes to stop and smell the flowers for a moment before continuing on.
To get Baby Boomer back home safely, you will encounter many puzzling obstacles which require good marksmanship and a clever mind. Don’t let Boomer fall off cliffs or into rivers or empty graves!

You must figure out how to make bridges to let Boomer cross these obstacles safely. It’s not easy! If you really get stumped, try zapping everything in sight. Something is bound to work!

CAUTION: Bridges may not be sturdy!

HINTS

Zapping valve handles on pipes can determine which pipe opening Boomer will exit through.

Fire hydrants may have more uses than just putting out fires!

Rock formations in the cave may come in handy.
Shoot the moon and catch a falling star! Astronomical entities are worth their weight in gold!

When the lights go out, beware of things that bump in the dark!

Be very careful of storms. They can make things slippery to crawl on.
COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturers' instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause 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:

- Reorient the receiving antenna.
- Relocate the NES® with respect to the receiver.
- Move the NES® away from the receiver.
- Plug the NES® into a different outlet so that NES® and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.

The user may find the following booklet prepared by the Federal Communications Commission helpful: HOW TO IDENTIFY AND RESOLVE RADIO-TV INTERFERENCE PROBLEMS. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00545-4.

Note: NES® is the abbreviation for Nintendo Entertainment System®

90-DAY LIMITED WARRANTY

Color Dreams, Inc. [MANUFACTURER] warrants to the original purchaser that this Color Dreams Game Cartridge [PACKAGAGE] shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs within the warranty period, Color Dreams will at its option repair or replace the defective CARTRIDGE free of charge except to the cost of returning the CARTRIDGE.

TO RECEIVE THIS WARRANTY SERVICE:

1. Send back your CARTRIDGE together with the original dated proof of purchase (Sales Slip) and show the item.
2. Include a note stating the nature of the problem or defect.
3. Return your package freight prepaid, at your own risk of shipping damage, within the 90-day warranty period to: COLOR DREAMS, INC. CUSTOMER SERVICE DEPARTMENT 2700 E IMPERIAL HAY, BLDG B, BREA, CA 92621.

This warranty shall not apply if the CARTRIDGE has been damaged by negligence, accident, modification, tampering, unreasonable use, or by other causes unrelated to defective materials or workmanship.

LIMITATIONS:

IF APPLICABLE, ALL IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90 DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH ABOVE. In the event that Color Dreams be held liable for incidental or consequential damages for the breach of any express or implied warranty. The provisions of this warranty are void in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusions or limitations of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.
NOTES

BABY BOOMER EVALUATION SHEET

NAME: ___________________ AGE: ______ SEX: ______

DATE ______ PHONE # (Optional): ______

1) GAME'S OVERALL ENTERTAINMENT VALUE ______ ______ ______ ______ ______
2) COMPARED WITH GAMES THAT YOU PLAY REGULARLY ______ ______ ______ ______ ______
3) COMPARED WITH ALL EXISTING GAMES ______ ______ ______ ______ ______
4) VARIETY (ENEMIES, WORLDS, TRICKS, WEAPONS) ______ ______ ______ ______ ______
5) GRAPHICS (COLOR, DESIGN, ANIMATION) ______ ______ ______ ______ ______
6) SOUND EFFECTS (BACKGROUND MUSIC, ANIMATION) ______ ______ ______ ______ ______
7) DIFFICULTY LEVEL (1: TOO EASY ... 5: TOO DIFFICULT) ______ ______ ______ ______ ______
8) FLAWS OR PROBLEMS (1: NONE ... 5: TOO MANY) ______ ______ ______ ______ ______

HINT LIST OFFER
- PLEASE SEND $2 SHIPPING AND HANDLING FOR THE HINT LIST.
- MAKE CHECK OR MONEY ORDER PAYABLE TO COLOR DREAMS, INC.
- ATTACH STAMP.
- ALLOW 10 DAYS FOR PROCESSING.
- YOUR PAYMENT WILL BE RETURNED TO YOU IF THERE ARE NO MORE HINT LISTS AVAILABLE.
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