

**COLECO
VISION™**

Guide No. 099074

CARTRIDGE INSTRUCTIONS

BAGMAN



Plays, sounds and scores like the BAGMAN™ arcade game!

COLECO

GAME DESCRIPTION

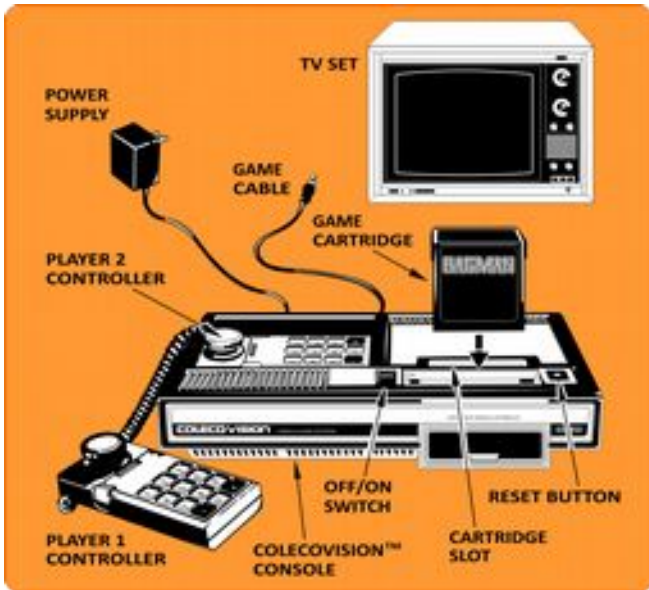


You are the Bagman™. You move through various mine shafts, picking up money bags and placing them in a wheelbarrow at the surface of the mine.

You must avoid guards, jumping inside ore carts, and using elevators. Guards can be temporarily stunned by striking them with a pickaxe or by dropping bags on them when they are below on your ladder.

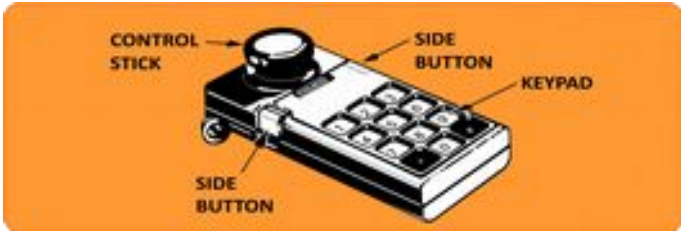
With Bagman™, you get three incredible action screens. What score will you get?

GETTING READY TO PLAY



- Make sure the COLECOVISION™ 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 to same channel as the Channel Select switch on the console.
- To play Bagman™, use the controller in Port 1 (the rear jack).
- **ALWAYS MAKE SURE COLECOVISION™ UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.** Turn **Off/On** switch to **On** after cartridge is inserted.

USING YOUR CONTROLLERS



You can move the Bagman™ horizontally at the surface and in the mine shafts with Control Stick.

You can climb up or down the ladders by pushing Control Stick up or down.

Side Button is used to make the Bagman perform the following tasks:

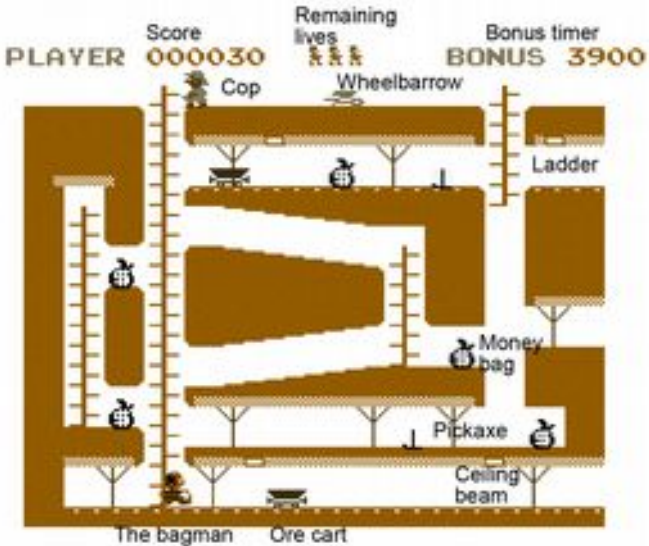
- Pick up and drop money bags
- Pick up and drop pickaxe
- Grab and release the ceiling beam to avoid the ore cart
- Placing a money bag in the wheelbarrow
- Pick up and drop the wheelbarrow

The Control Stick is also used to jump out of the ore cart.



HERE'S HOW TO PLAY

The Bagman™ runs through mine shafts picking up money bags to put them into the wheelbarrow at the surface.



You must avoid the pursuing guards, the moving ore carts and the descending elevator.

You can jump into ore carts: grab a ceiling beam and release when the ore cart passes under to fall into it.

Use a pickaxe to stun guards or to destroy a wall to get to the money bag which is behind. Guards can also be stunned by dropping a bag on their head.

Each time you put a bag into the wheelbarrow, you get points from the bonus timer.

Note that this money bag bonus is time operated. When you put a bag in the wheelbarrow, whatever bonus is showing at that time is awarded.

The bonus timer then reverts back to its original value and decrements with time. So the faster you put bags in the wheelbarrow, the higher bonus you get.

And beware, if the bonus timer reaches zero, you loose a life.

NOTE: The Reset Button on the console “clears” the computer. It can be used to start a new game at any time, and can also be used in the event of game malfunction.

SCORING

Points are granted for each horizontal step, for each money bag placed into the wheelbarrow and for each guard stunned.

You get 10 points for an horizontal step.

You get 100 points when you successfully get into an ore cart.

You get double bonus time when you drop a blue bag into the wheelbarrow.

You get 500 points for hitting a guard with a pickaxe or for stunning him with a bag.

You get an extra life when reaching 30.000 points or when completing a level - unless you finished the level by dying with the final money bag in your hands.

THE FUN OF DISCOVERY

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

HOW TO REACH US

AlekMaul

www.portabledev.com

CREDITS

BAGMAN™ by Valadon Automation, ©1982, licensed to Stern Electronics, Inc. All rights reserved.
Program by Jean-Michel Girard ©2015



JJ DRAMPO