

**COLECO
VISION™**

CARTRIDGE INSTRUCTIONS

Chack'n Pop™

by **COLECO VISION**



**Plays, sounds, and scores like the
Chack'n Pop™ arcade game.**

COLECO

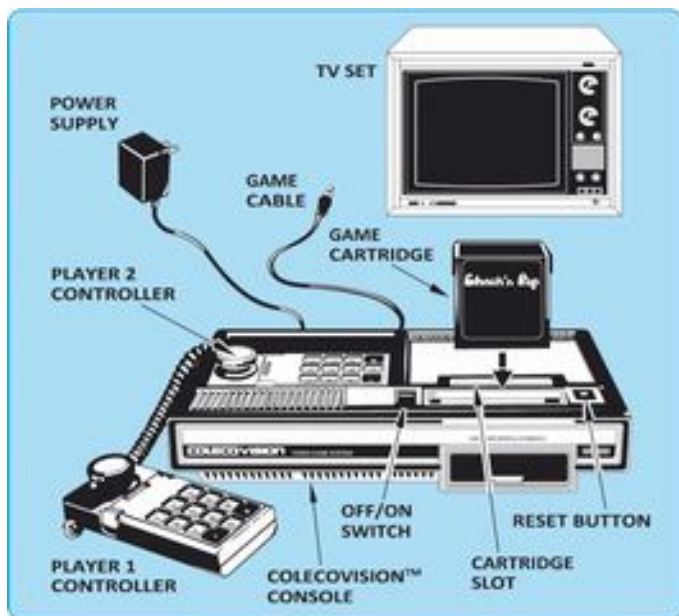
GAME DESCRIPTION

Jealous of the love between Mr. Chack'n and Miss Chack'n, the Mighta wizards construct a plan to steal their love and break them apart.

You are in the role of Mr. Chack'n who must rescue all of the hearts that were stolen by Monstas during a romantic interlude between you and Miss Chack'n.

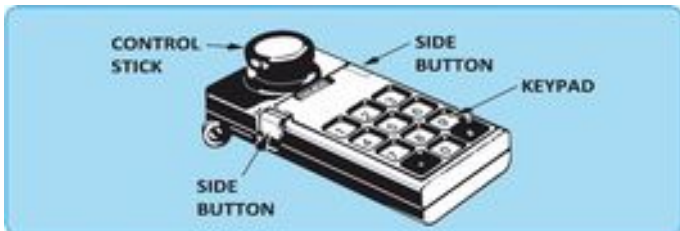
While you chase after them trying to restore your relationship with your bride, the Monstas will attempt to stop you as you make your way through 14 mazes in an effort to free your hearts from the cages with your bombs.

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 Chack'n Pop™, 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



1. **Keypad:** You can pause the game by pressing *.
2. **Control Stick:** Pushing the Control Stick right or left, will move Mr. Chack'n in that direction. He will continue to run in that direction until he bumps into something. Hold the Stick left or right to make Chack'n attempt to climb over an obstacle. Push the Control Stick up, Chack'n's legs will extend. They will extend his entire height as long as he has both feet standing on the ground. If only one foot is on the ground, he can only extend half of his

height. While extending, if he touches a ceiling, he will immediately flip upside down and stick to the ceiling. Push the Control Stick down any time Chack'n is hanging from the ceiling to drop back down.

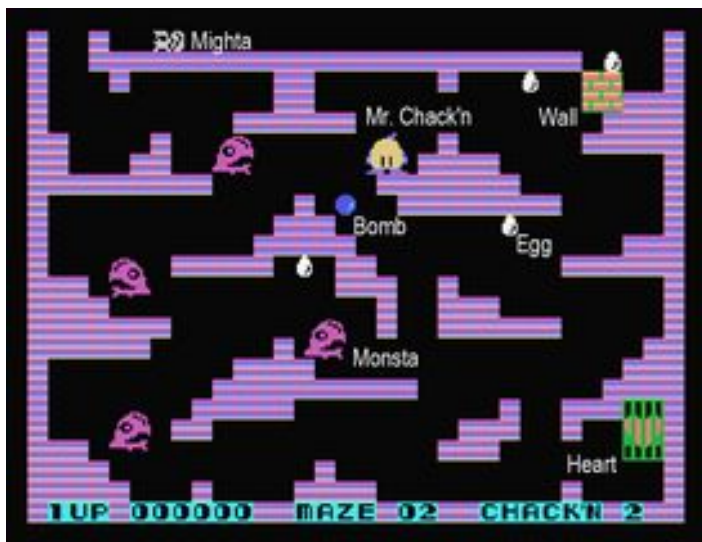
3. **Side Buttons:** Press left button to drop a bomb to Chack'n's left. He can only release one bomb to his left at a time. Press right button to drop a bomb to Chack'n's right. He can only release one bomb to his right at a time.



HERE'S HOW TO PLAY

Chack'n starts every level in the upper left corner of the screen, and must free every heart from their cage in order to exit the stage through the upper right corner of the screen.





Chack'n can throw a bomb to the right and to the left, and can only throw one bomb per direction at a time, but he can throw both bombs in both directions simultaneously. Bombs are needed to free the hearts from the cages.

Chack'n can walk on ceilings, and can extend his legs to reach ceilings that are low enough. Chack'n can drop from a ceiling at any time.

Chack'n must avoid contact with the purple Monstas. They hatch out of the eggs that are attached to the ceiling. When the egg is ready to hatch, it falls to the floor. Upon landing, the Monsta pops out of the egg and proceeds to float around the stage. They don't directly attack Chack'n unless they get very close to him. Chack'n may bomb them, but he must also avoid the smoke created by the bombs. Bomb smoke will also destroy Monsta eggs when they are falling.



If Chuck'n manages to destroy more than one Monsta at a time, he will earn a special bonus fruit that he can collect for points. He may occasionally earn a super heart power up that makes him invincible for 10 seconds.

Once Chuck is in the maze, a Mighta appears at the top, busying himself with the task of pushing a stone towards the exit. If he manages to get it close to the exit, five more Mightas will appear and help him with the final push to plug the exit, signifying that your time is over and you lose one life.

The first maze is a purely introductory maze. It teaches you the basics of the game. If you're new to the game, get to know the way that Chuck'n can move through the maze. The first two Monstas make an easy multiple kill target, as do the two Monstas on the bottom if you're will to wait for both of them to hatch. If you happen to die on this level, you will not lose a life, but you will automatically be sent to Maze 2.



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

If you destroy one Monsta, you earn 200 points. If you kill two at once, you earn 600 points, three earns you 1200 and four earns you 2000 points. Additionally, if you kill more than one Monsta at a time you earn a bonus fruit, or potentially a super heart.

If you manage to destroy every Monsta in a stage (and as Monstas, not eggs) you will earn 5,000 bonus points.

If you somehow manage to destroy no Monsta or egg, you will earn a 20,000 point bonus and an extra life. This is extremely difficult to do.

THE FUN OF DISCOVERY

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

HOW TO REACH US

CollectorVision

www.colecovision.dk/collectorvision.htm

CREDITS

Program, GFX and Music by Eduardo MELLO

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Made in Canada by CollectorVision

Montreal, Quebec. Printed in Canada

Box artwork by Vincent GODEFROY – www.colecoboxart.com

Thanks to the ColecoVision Brotherhood

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