

FOR THE **COLECOVISION™** GAME SYSTEM

Guide No. 099141

CARTRIDGE INSTRUCTIONS

Hustle Chummy

ハッスル
チューミー



**Get out of the sewer to get
some food!**

**COLLECTOR
VISION
Games**

HUSTLE Chummy

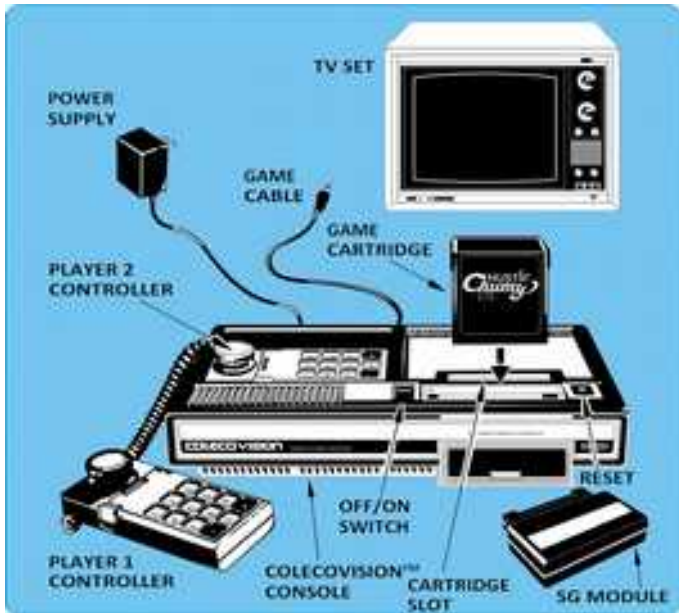
ハッスル
チューミー

GAME DESCRIPTION

It is time for Chummy the little rat to get out of his nest to get some food. He must explore the sewer using the ladders and the pipes to collect food and bring it back to his home. But he must be careful as many enemies will try to catch him!

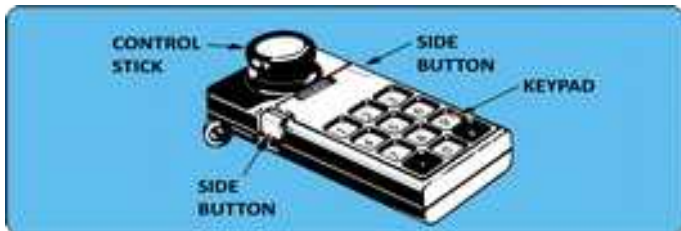


GETTING READY TO PLAY



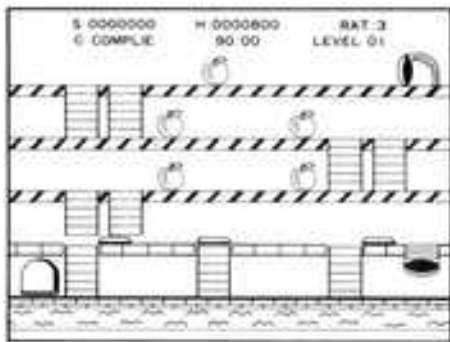
- Make sure the COLECOVISION™ console is connected to TV. Make sure power supply is plugged into console. Then plug power supply into a 110/120 volt AC outlet.
- TV should be on and tuned to same channel as the Channel Select switch on the console.
- **ALWAYS MAKE SURE COLECOVISION™ UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.** Turn **Off/On** switch to **On** after cartridge is inserted.

USING YOUR CONTROLLERS



1. **Control Stick:** Use Control Stick to move Hustle Chummy.
2. **Side Buttons:** Use left Side Button to jump and right Side Button to shoot.

HERE'S HOW TO PLAY



The screen is divided into two sections.
The top portion has two lines which contain the following information:

- S: This is the score for either the last game played or the one in progress.

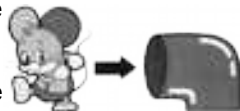


- H: This is the high score for this session of play. Restarting the game resets this score to 0.
- RAT: This number reflects the number of lives you have. Needless to say, when it is at 0, you are on your last life. An extra rat is awarded at 35,000 points.
- Clock: The time left to complete the level. You have 90 seconds to complete each level. If the clock runs down to 0:00, a rat life will be lost. Each second remaining on the clock at the end of the level is worth 100 bonus points.
- LEVEL: The level you are playing.

The bottom portion of the screen is where all the action occurs. This area is divided into two sections.

The above ground section depicts platforms and stairways which must be navigated through to gather the items. Keep in mind that walking off the screen in this section loops you to the other side of the screen. Enemies can also do this. Be wary when going off-screen since enemies tend to spawn at the edges.

The bottom section shows a portion of sewer from which you begin and end the level. That mouse hole in the bottom-left is your base. Entering and exiting the sewer can be tricky. Notice that the sewer ladders can be blocked by red manhole covers which move on their own in a random manner.



A quick way down to the sewer is to use the pipe located at the top-right.

Your regular attack has a low arc and short range. Once you've picked up an item, this attack will have a higher arc and farther range.



There are different items to pick up for each level. Each item is worth 50 points. Carrying an item turns your rat a reddish color and slows it down. The more items you carry, the slower Chummy moves. As a measure of compensation, your attack has a further range. If you wish to empty Chummy's pockets you can go to the mouse-hole and drop the items within, thereby restoring your full speed.

ENEMIES

Horohoro

These critters are black. Bats are airborne and usually fly over Chummy. They can be defeated with one hit. Bats are the only enemies which increase in number as the levels progress.



Oraora

This enemy looks like a robot and walks in a stilted manner. He will travel between floors and even go down to the sewer. He seems impervious to Chummy's attack. Shooting him will, however, slow him down at first. Since He is slow, just find a way around him. But if you shoot him too many times he becomes mad.



Zurizuri

They are of a greenish hue. They are lazy and regularly just doze in one particular spot. You can tell that an alligator is asleep by the tiny bubbles floating above its head. If a gator decides to move about, it is a relatively slow process. They can be defeated with one hit.



Tany

Tany is a yellow cat and his wagging tail gives him away. He can be tricky, since he is able to hop about. He can be defeated with one hit.



Oniwaman

It takes three hits to kill him. Each hit changes his color (grey, purple and green). This enemy also travels between floors.



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.

HINTS

- When jumping, beware of Horohoro's moves.
- Be careful when firing at Oraora, you can make him sleep or mad if you hit him between 20 or 30 times.
- If you bring food in less than ten seconds in your mouse-hole, time bonus will be increased.



HOW TO REACH US

CollectorVision

www.collectorvision.com

THE FUN OF DISCOVERY

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

CREDITS

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SGM Colecovision's conversion by Crazy Boss

Box and manual by Crapahute

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