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## GAME DESCRIPTION

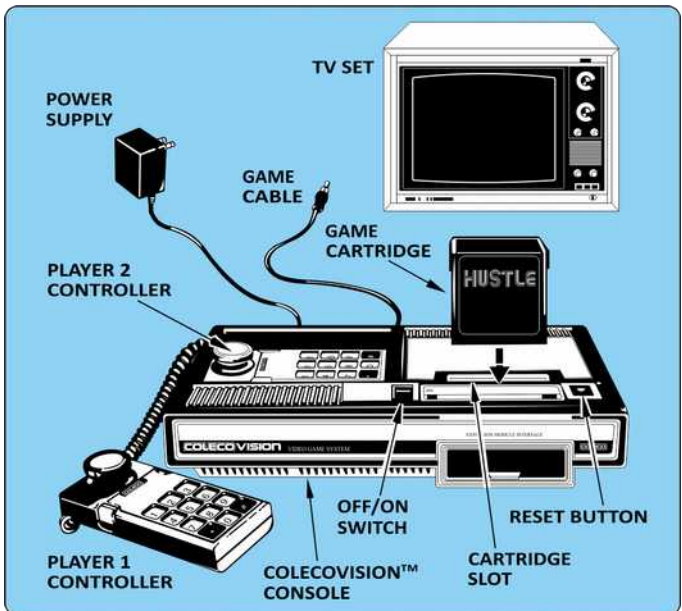
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Collide with boxes to collect the points shown. Avoid colliding with the walls or your own tail. Hitting these will get you penalties. You have unlimited lives but only 90 seconds. You've got to rack up as many points as possible.

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## GETTING READY TO PLAY

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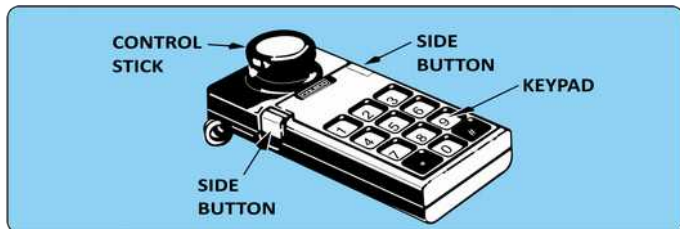
- Make sure the COLECOVISION™ or compatible console is connected to TV. Make sure power supply is plugged into console. Then plug power supply into a 110/120 volt AC outlet.
- TV should be on and tuned accordingly to your console manual.
- **ALWAYS MAKE SURE COLECOVISION™ OR COMPATIBLE UNIT IS OFF BEFORE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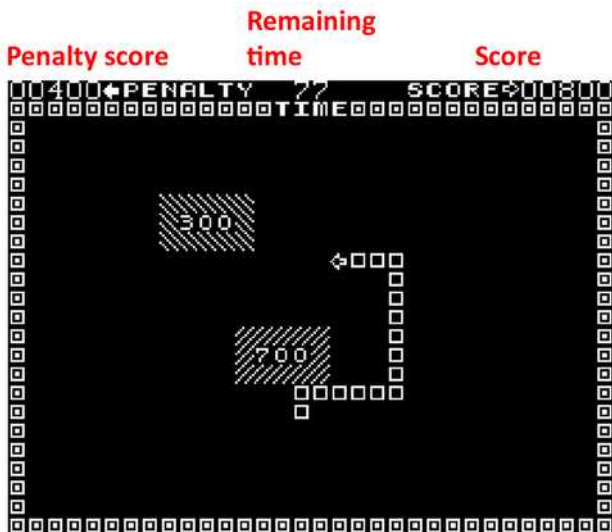


Move your Control Stick in the direction you want your arrow to go.

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# HERE'S HOW TO PLAY

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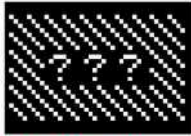
HUSTLE is a one player video game, which challenges your reaction time as you attempt to build up a high score.

The object of the game is to maneuver a moving arrow into targets, which appear randomly on the screen. Your arrow is accompanied by a "tail".

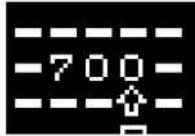
The targets appear randomly on the playfield. The position of a target, the value of a target, the time a target stays on the screen, and the time before a target appears are all unpredictable. There are never more than two targets on the screen at any time.



**You'll get 800 points.**



**What will you get?**



**Oh, no! -700...**

To add to the unpredictability, some targets appear with a value of "???". These are mystery targets, and can have a value from -900 points to +900 points. You go after the mystery targets at your own risk since the only way to determine whether or not a mystery target is positive or negative is to hit the target.

A crash occurs whenever you hit anything other than a target. The obstacles you might hit are one of the screen boundaries or your own tail. Whenever a crash occurs, your tail grows longer.

You play against yourself, and not against "the console". Crashes are scored as PENALTY points. A crash scores 400 plus all on-screen target into the PENALTY score.

At the end of the game, the PENALTY points are subtracted from your score. The object of the game is to rack up as many points as possible.

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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 Hustle™, but it is only the beginning! You will find that this cartridge is full of special features that make Hustle™ exciting every time you play. Experiment with different techniques and enjoy the game!

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## CREDITS

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Hustle ©1977 Gremlin, All Rights Reserved.

Program by ©2006 Bruce Tomlin.

Box and manual by Vincent Godefroy.

Made in Canada by ©2023 CollectorVision, Inc.,

Montreal, Quebec. Printed in Canada.

[www.collectorvision.com](http://www.collectorvision.com)

The logo for CollectorVision Games is centered on a dark blue background with a grid of glowing purple lines that recede into the distance. The text 'COLLECTORVISION' is in a bold, white, outlined, blocky font. 'Games' is written in a smaller, white, italicized, outlined font below 'VISION'.

**COLLECTORVISION**  
*Games*