

**COLECO
VISION™**

CollectorVision
Games
Guide No. 099082

CARTRIDGE INSTRUCTIONS

**LIGHT GRID
RACING**



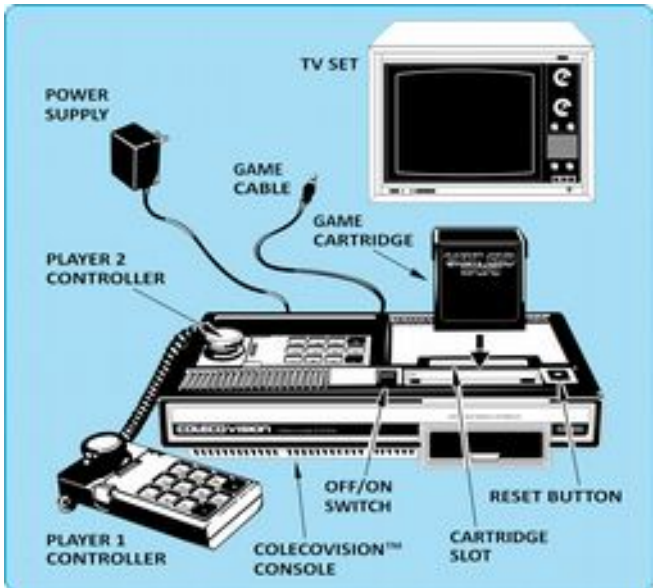
Escape the grid with your light bike !

COLECO

GAME DESCRIPTION

You are a computer programmer who's been zapped into the grid, a virtual world run by the Main Control Program, an Artificial Intelligence bent on destroying human beings. Your aim is to escape this electronic world.

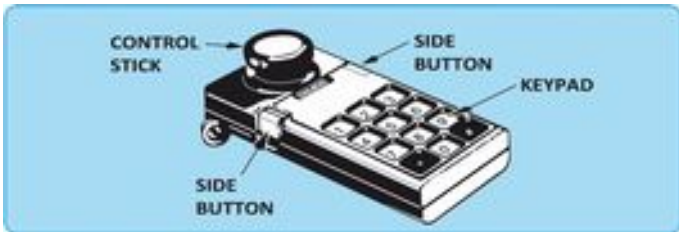
GETTING READY TO PLAY



- 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 Light Grid Racing™, 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



Use Control stick to move your Light Bike around. Press either side button to speed up.

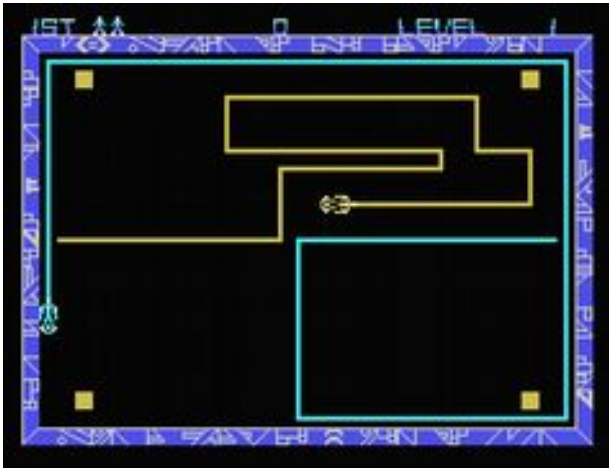
Restart Game by pressing # on the keypad.

Press * to PAUSE and Fire to continue playing.

On 1P VS 2P, after a match is over, a menu appears.

Press Left or Right to preview the next area. Press the Fire button to make your selection.

HERE'S HOW TO PLAY



You are driving a Light Bike. A line of light is left wherever you go. You must avoid the other bikers, the walls and the lines of light. Use teleporters, line disruptors, power boosters, side blasters and line destroyers to outmaneuver your enemies. One wrong turn can spell disaster in Light Grid Racing.

The Control Stick controls the direction your Light Bike will go. The side buttons control the speed of your Light Bike. If you press a Side Button, your Light Bike speed will be approximately doubled. If you release it, you will slow down again. You cannot stop or back up. You cannot touch the walls or any light line, including your own. If you do, you will be dazed. You must outmaneuver your opponents, causing them to run into the walls, your light line, or their own light line, which will eliminate them.

On the Title Screen, press Up or Down to select a mode.

On 1P VS 2P, you can press Left or Right to select an area.

Press the Fire button to Start the Game.

GAME MODES

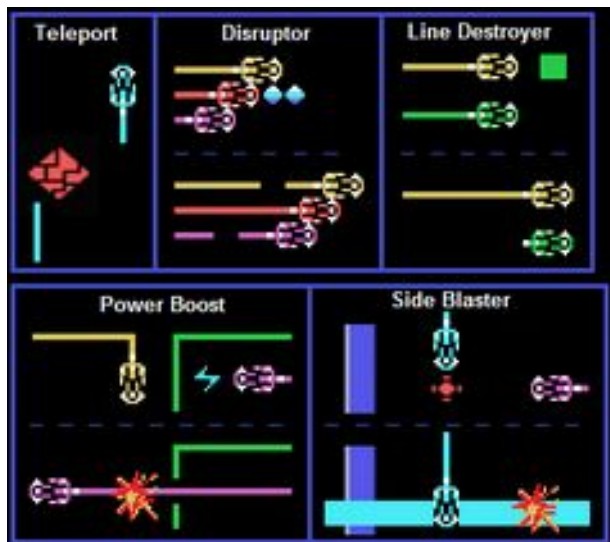
ARCADE

- 1 PLAYER Play against the computer bikes in an ARCADE style mode.
- 2 PLAYER Play with a friend against the computer in a player alternating ARCADE mode.

ENHANCED

- P1 VS Cpu Play against the computer bikes with all New Enhanced features.
- P1 VS P2 Play against a friend with all New Enhanced features. On Bonus Stages, it is a battle to see who can collect the most disks.
- Coop VS Cpu Play with a friend as a team against the computer bikes with all New Enhanced features. You only lose a life if both players crash.

OBSTACLES AND WEAPONS



Teleport - Teleports your bike to a random location.

Disruptor - Temporarily disrupts the creation of lines by all other bikes which leaves gaps in the lines.

Line Destroyer - Destroys the line of a bike depending on what color it is when touched. If it is blue when touched, it will destroy all computer bike lines.

Power Boost - Launches bike 5 to 7 spaces depending on the bike speed when hitting the Power Boost icon. This makes the bike temporarily invincible and can be used to power through any obstacle.

Side Blaster - Fires a wide beam on both sides of your bike and destroys all obstacles in its way.

HINTS

1. If you hold a diagonal direction, your bike will drive in a step like pattern.
2. You can do a U-Turn in the game. For example, if moving Right, hold UP+LEFT and your bike will turn around. Let go after it turns around to perform a U-Turn.
3. To help with making turns, let go of the fire button so you can take the turn slowly.
4. On BONUS Stages, use weapons to help you collect all the disks.
5. If you or your friend is trapped in a maze, hit the Line Destroyer while it is on the corresponding color to free them!
6. On stages that have Side Blasters, keep an eye on your enemies so they won't blast you from across the screen.
7. On COOP mode, make sure to talk to your friend so they know what you're planning to do. This teaches communication skills!

COLOR CODE

On the Title Screen, press [1-4] to select a bike color.



STAGE SELECT CODE (for 1P VS CPU or COOP VS CPU)

On the Title Screen, move to the P1 VS P2 option and select an AREA number. Press [8] to activate the Stage Select code. Move to the ENHANCED game mode you want to play and press Fire to start at that stage.

TELEPORT CODE

On the Title Screen, press [9] to activate the Teleport code. Select any ENHANCED mode game and press fire. All outer walls are now teleporters.

If a computer bike runs into an outer wall, it will leave a hole in the wall. You can escape the grid by driving out through the hole!!!

Every 5th stage is a BONUS Level and you cannot lose a life on these levels (except the final level). These are puzzle levels. You must collect all the disks before time runs out.

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.

HOW TO REACH US

parkfun101

www.youtube.com/user/parkfun101

CollectorVision

www.collectorvision.com

THE FUN OF DISCOVERY

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

CREDITS

Program and audiovisual by Todd Spangler

Package ©2015 CollectorVision

Made in Canada by CollectorVision, Inc.

Montreal, Quebec. Printed in Canada

Box and manual by Vincent GODEFROY – www.colecoboxart.com

Artwork by John Calcano

Special Thanks to Aaron Kline and Tarzilla for helping with sfx and game ideas and all those who supported this project on AtariAge.