

**COLECO  
VISION™**

**CARTRIDGE INSTRUCTIONS**

**LOCK'N  
CHASE**

by **COLLECTOR VISION**



**Lock out the police and grab the gold...  
before the police grab you!**

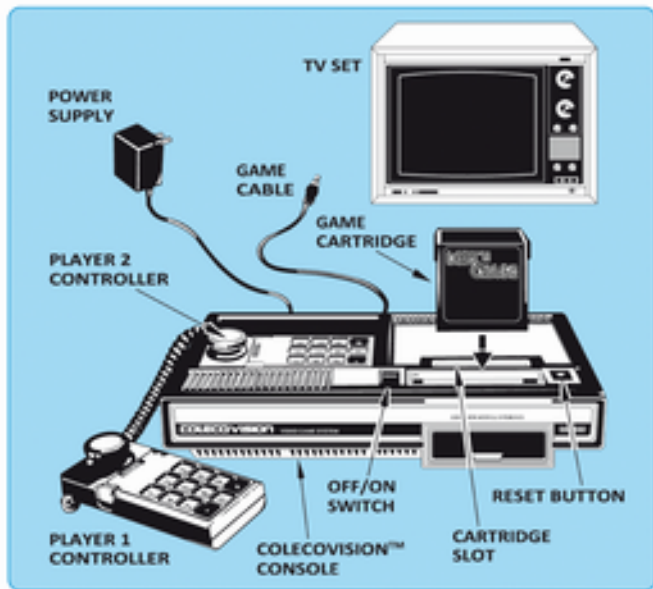
**COLECO**

## GAME DESCRIPTION

Your thief's robbing a local bank. Police are in hot pursuit! Make tracks down the vault corridors. Swipe gold coins and other treasures as you go!

Keep one step ahead of the law! Lock doors and throw cops off your trail! Collide with a cop...he's "caught"! Keep on the run!

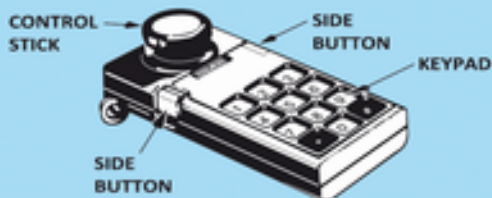
## GETTING READY TO PLAY



- ◆ 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 Lock'n Chase™, 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.

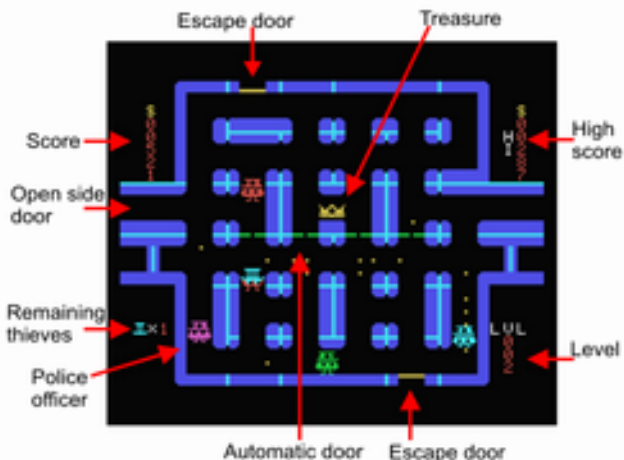
## USING YOUR CONTROLLERS



1. **Control Stick:** Push the Control Stick in the direction you want to move the thief.
2. **Side Buttons:** Press any button to shut the door behind you.



## HERE'S HOW TO PLAY



The thief automatically enters the vault. The escape doors lock shut! He can't go through either escape door until all the gold coins are picked up. The four police officers begin to chase him down!

The thief can dodge police by running through the open side doors. When he exits through one side, he quickly enters on the other side. Be careful! Don't run smack into a policeman on the other side!

Your thief picks up gold coins as he runs. Once the thief has gotten all the gold coins, run him through the top or bottom escape door! You foiled the cops! Play begins again with a whole new set of gold coins to pick up! Points are mounting!

Sometimes "treasures" appear in the center of the screen. You have to land on these fast...they only appear for a short time!

As the thief collides with police, he's "caught"! Action stops and your next thief enters the vault.

The game ends when all your thieves are "caught".

## RULES OF THE CHASE

Automatic doors are constantly locking and unlocking in the vault. They are solid green when locked and disappear when unlocked.

Police and the thief can't get through these doors until they unlock and disappear.

Give the cops the slip by locking doors behind you! To do this, press any Lock Door side button on the Controller, and the last door the thief came through locks shut!

These doors are yellow. You can only lock two doors at a time. After a few seconds, the doors automatically unlock. Try not to run into any door...you might stick to it!

Doors lock horizontally or vertically at the "light" lines in the corridors.

## EXTENDED MODE

If you selected an extended mode on the game option selection screen, you get access to new mazes.

**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.



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## SCORING

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There are gold coins throughout the vault. Pick them up and your scores rises. When the cash bag or one of the ten treasures appears on the screen, run over it quickly! When the thief grabs the loot, the screen shows how many points you got.

Each gold coin the thief picks up is worth 2 points.

### CASH BAGS

Your thief can pick up cash bags while he cleans out each vault. You get 10 points and police freeze for a while.

### OTHER TREASURES

HAT	20 points
CROWN	30 points
BRIEFCASE	50 points
PHONE	60 points
BULB	70 points
CAMERA	100 points
SUNGLASSES	150 points
TORCHLIGHT	200 points
HEART	500 points

When you rack up 500 points, you get another thief! Then you get an extra thief each 1500 points until you reach 8000 points.

### TIPS

- You can lock the thief behind doors to keep the cops away. Hope they move on and you can escape when the door unlocks!
- The police can come through the open side doors too...so don't stay around these areas!
- When the police run into one of the door you shut, you get one point.

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

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## HOW TO REACH US

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### **BFG – Michel Louvet**

<http://bfg-gamepassion.blogspot.fr/>

### **CollectorVision**

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

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## CREDITS

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Program, GFX, SFX and Music by Michel LOUVET

Package ©2012 CollectorVision

Made in Canada by CollectorVision

Montreal, Quebec. Printed in Canada

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