

FOR THE **COLECOVISION™** GAME SYSTEM

Guide No. 099116

CARTRIDGE INSTRUCTIONS

centuri
The Smallest That The Future Will Be

LOCOMOTION



Keep the LocoMotion trains on schedule!

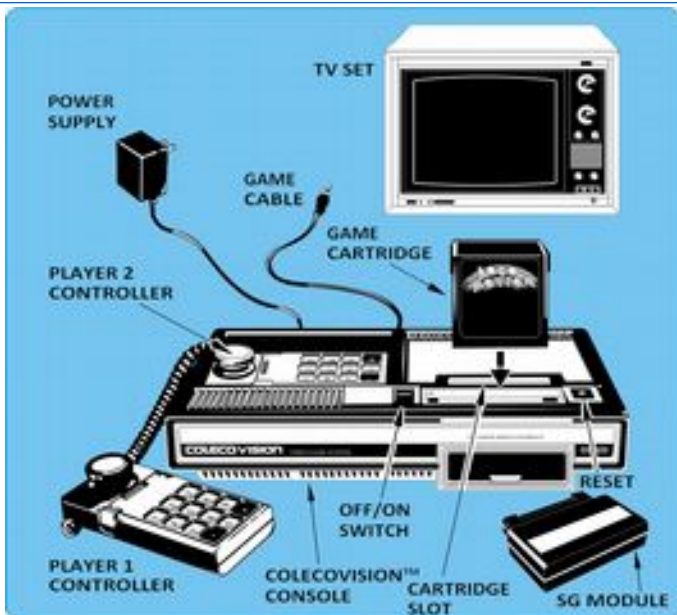
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GAME DESCRIPTION

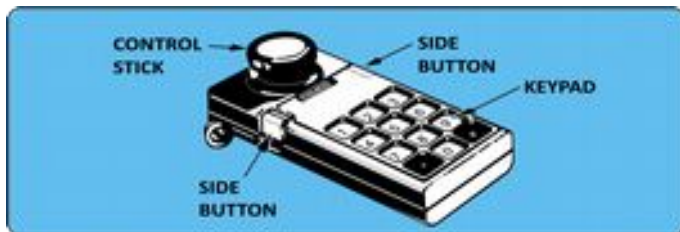
You are a lineman for the LocoMotion Train Railroad. Quick! Switch the tracks before the LocoMotion Train derails or crashes! Avoid the enemy trains! Force them to crash head-on!

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 the squares of track.
2. **Side Buttons:** Use any Side Button for speed..

HERE'S HOW TO PLAY



To a short rendition of "I've Been Working On The Railroad", a cubical network of track appears on the screen. This network includes connecting squares of different colors, and one blank square. Each square contains a different shaped section of track.

As the train chugs along, you control its destiny by adjusting the direction of the track.

You also control the speed of the train with the use of the Side Buttons. Points are added as the train travels through each station picking up passengers, and for each block of track it crosses. You must also reach the Bonus Station before the bonus reaches zero or crazy trains may materialize and threaten the safety of your train.

The faster the Bonus Station is reached, the more bonus pints earned. Clear the track and a new and more complex network of track appears on the screen.

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.

TRIVIA

Loco-Motion (also known as Guttang Gottong) is an arcade puzzle game developed by Konami in 1982 and licensed to Centuri.

Loco-Motion is basically an updated version of a sliding block puzzle game in which the player can move tiles horizontally or vertically within a rectangular frame that contains one empty square.

Locomotion was ported to Intellivision and the Tomy Tutor. Meanwhile, Activision was working on a game called Happy Trails with strikingly similar gameplay. Happy Trails was released prior to Locomotion and saw great reviews, forcing Intellivision to release Locomotion at a reduced price.

The MSX saw a port from Konami themselves under the name Crazy Train.

M-network also made a prototype for the Atari 2600 video game system. However, on July 5, 1983, the release of the game was cancelled for unknown reasons.

Confuzion (1985) for the ZX Spectrum and Commodore 64 is similar in design to Loco-Motion.

HOW TO REACH US

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www.collectorvision.com

THE FUN OF DISCOVERY

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

CREDITS

Loco-Motion ©1982 Konami, licensed to Centuri

MSX version Crazy Train ©1983 Konami, all rights reserved.

SGM Colecovision's conversion by Eduardo Mello

Box and manual by Crapahute

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LOCO MOTION



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