

**COLECO
VISION™**

CARTRIDGE INSTRUCTIONS

MR. CHIN

by **CollectorVision**



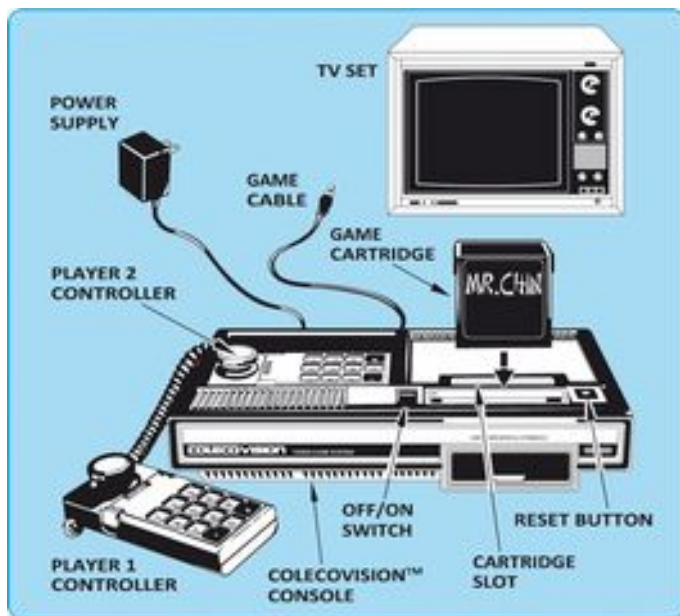
***Plays, sounds and scores like a real
arcade game!***

COLECO

GAME DESCRIPTION

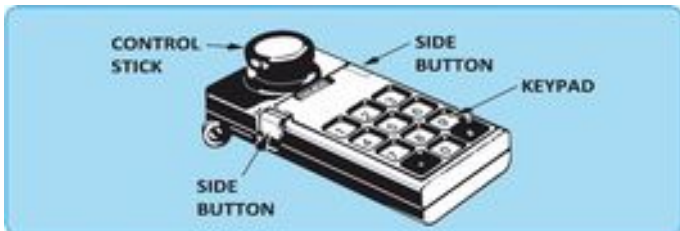
Wearing his traditional silk robe and pants, Mr.Chin, China's world famous plate spinner, hustles onto the stage! Five or six spinning dishes is child's play for this talented performer. Grab a plate from the available stacks and set one spinning atop each pole. Amaze the crowd and clear the round by maintaining a plate in motion on each and every pole simultaneously. But watch out for the treacherous Samurai who will do everything he can to cause you to fail, and lose the respect of your country.

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 MR.CHIN™, 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. **Keypad:** Select a Game Option before beginning to play.
2. **Control Stick:** Pushing the Control Stick right, left, up or down causes Mr.Chin to move in that direction.
3. **Side Buttons:** Pressing the Side Buttons make Mr.Chin jump.

HERE'S HOW TO PLAY

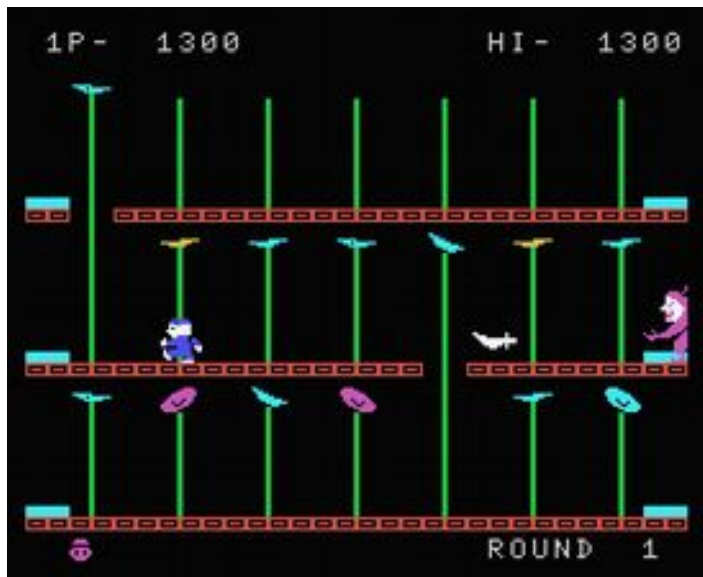
NOTE: if you are playing a two-player game, players take turns. Player 1 goes first.

STEP 1: The choice is yours

Select game option by pressing the corresponding number button on your controller keypad.

STEP 2: Grab a plate

On the left and right sides of each level is a stack of dishes for MR.CHIN™ to set spinning atop each pole. Grab a plate from the nearest pile and get to work.



STEP 3: On with the show

Now that you've got a plate, run to the nearest empty pole and press up on the Control Stick to make MR.CHIN™ climb up the pole and set the plate spinning. Once it is in motion, press down on Control Stick to make MR.CHIN™ slide down the pole and go get another plate.

STEP 4: Higher and higher

Once you have a spinning plate atop each pole on the lowest level, one of the poles will extend through a hole in the floor above, granting MR.CHIN™ access to the next set of empty poles. Run to the extended pole and press up to climb to the next floor, and then press the Control Stick either right or left to exit the pole and go grab another plate. Repeat this process to gain access to the 3rd and highest level.

STEP 5: Don't slow down

MR.CHIN™ sets the plates spinning very fast so that they will remain stable atop the poles. As the plates start to slow down they start to lose their stability, and they will begin to wobble. If they slow down too much however, gravity will win out and the wobbly plate will come crashing to the ground causing MR.CHIN™ to lose one of his lives. If you don't think that you'll be able to set the remaining plates spinning before a plate will crash to the ground, you can re-climb the pole with the wobbly plate to speed up its rotation and re-stabilize it. Once you've impressed the crowd by setting a spinning plate atop each pole simultaneously, you will advance to the next round.

STEP 6: Pick up the pieces

If a dish does crash to the floor, MR.CHIN™ will lose a life. If more lives remain, MR.CHIN™ will try his feat again by re-starting the level where he left off with each previously set plate spinning at their maximum speed atop the poles where they were. Place a plate on the remaining empty poles to finish the round.

STEP 7: Beware of the Samurai

The evil Samurai wants you to fail during your performance. He will randomly appear on either side of any one of the three levels, in an attempt to stop MR.CHIN™. The weapons he has at his disposal are his katana sword, and the very plates you are attempting to place atop each pole. The Samurai can throw his sword across the screen both high and low, and he can roll plates across the screen. MR.CHIN™ can avoid these weapons by jumping, ducking, or climbing a pole to get out of their path.

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.

SCORING

Setting a plate	100 points
Round completion Bonus	1000 points x round multiplier

Points required for bonus lives

Skill 1: 2500 / 5000 / 10000 / 20000 / 40000 / 80000

Skill 2: 5000 / 10000 / 20000 / 40000 / 80000

Skill 3: 10000 / 20000 / 40000 / 80000

Skill 4: No bonus lives awarded

THE FUN OF DISCOVERY

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

HOW TO REACH US

CollectorVision

www.collectorvision.com

CREDITS

Program by HAL Laboratory, Inc. © 1984

Special thanks:

**Daniel Bienvenu
John Dondzilla
Marcel DeKogel
Eduardo Mello
Luc Miron
Scott Huggins
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Box and manual by Vincent GODEFROY – www.colecoboxart.com
(manual based on Mike Dillum's work)

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