

**COLECO  
VISION™**

**CARTRIDGE INSTRUCTIONS**

**SIDE TRAK™**

by **COLECOVISION**



***Plays, sounds, and scores like the  
Side Trak™ arcade game.***

**COLECO**

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## GAME DESCRIPTION

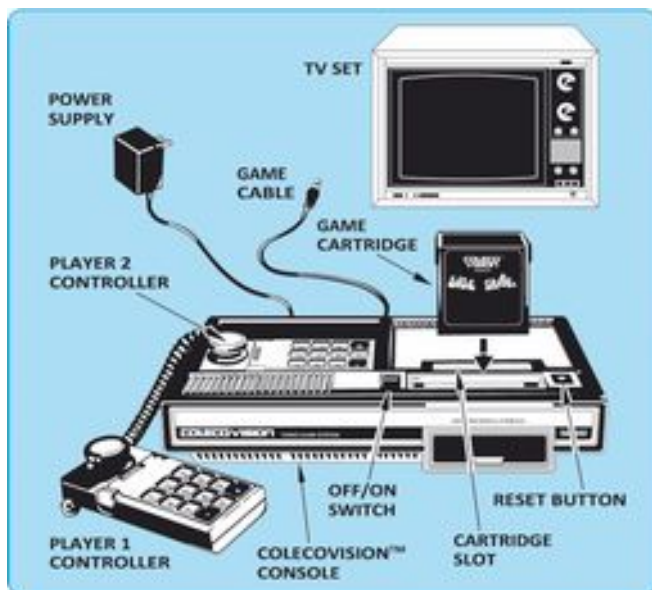
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This fast-moving game puts you in control of a thundering locomotive. You must direct the locomotive down the track and pick up the passengers along the way. In doing so, you must avoid a deadly runaway train that is out to demolish your locomotive! Can you stay on the track and score?

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## GETTING READY TO PLAY

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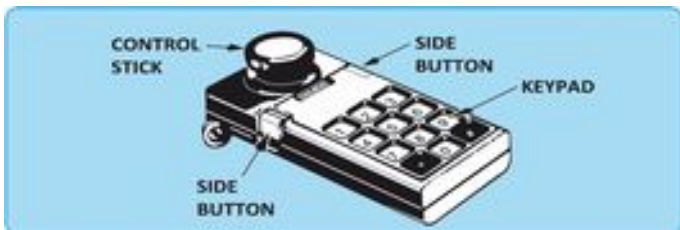
- Make sure the COLECOVISION™ console is connected to TV. Make sure power supply is plugged into console. Then plug power supply into a 110/120 volt AC outlet.

- TV should be on and tuned to same channel as the Channel Select switch on the console.
- To play Side Trak™, 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.

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## USING YOUR CONTROLLERS

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1. **Control Stick:** Push the Control Stick at interchanges in order for the locomotive to change of track in the direction of your choice.
2. **Side Buttons:** Pressing the left button makes your locomotive go faster. Pressing right button slows down your locomotive.
3. **Keypad:** Press Keypad Buttons 1 or 2 to select one or two player mode before beginning a game.

# HERE'S HOW TO PLAY

Your train starts at the bottom center of the screen (in the outer track) and moves counter-clockwise. The killer engine starts in the center of the screen, moving in the same direction.

The killer engine tries to crash into your train. You must avoid crashes by changing tracks at interchanges. Your aim is to pick up all the waiting passengers along the tracks.

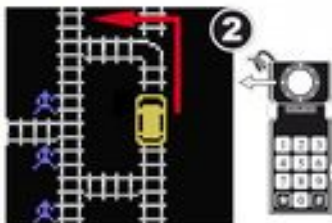
At the game start, you get one car at the beginning of your train. When passengers are picked up by the train, they disappear.

## Changing of track

In this example, our train is heading up.



When it comes close to the interchange, you can change it in order to turn simply by pushing the Control Stick in the direction of your choice. Here, we chose to go left.



As the interchange is set to turn left, the loco follows and changes of track.



You can use the FAST button (left button on the Control Stick) to reach an interchange before the killer engine.

You can also brake by using right button.

**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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When one car is attached to the train, you get 10 points for picking up passengers on the outside of the track.

An additional 10 points are added each time passengers are picked up from a track closer to the center.

For example, picking up passengers on the outer track, which is the third track from the center, 10 points are scored; 20 points are given for passengers picked up on the second track from the center; the closest track to the center track brings 30 points; and passengers picked up from the center track bring the highest score of 40 points.



Each time you pass START on the outside track, another car is added to the train (your train can be three cars long).

For each car that is added, points are increased as passengers are picked up.

For example, passengers picked up with a one-car train in the outermost track are worth 10 points. The same passengers picked up by three cars in the same outermost lane are worth 30 points, etc.

Play continues until you crash into the killer engine. If you succeed in picking up all the passengers without crashing into the killer engine, you are rewarded with a bonus of 500 points per car in your train before going to next stage.



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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 Side Trak, but it is only the beginning! You will find that this cartridge is full of special features that make Side Trak 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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### **CollectorVision**

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

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## CREDITS

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Program and GFX by Russ Kumro

Music and SFX by Daniel Bienvenu

Package ©2011 CollectorVision

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# SIDE TRAK



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