

MATTEL ELECTRONICS®  
**Intellivision**™  
 Intelligent Television

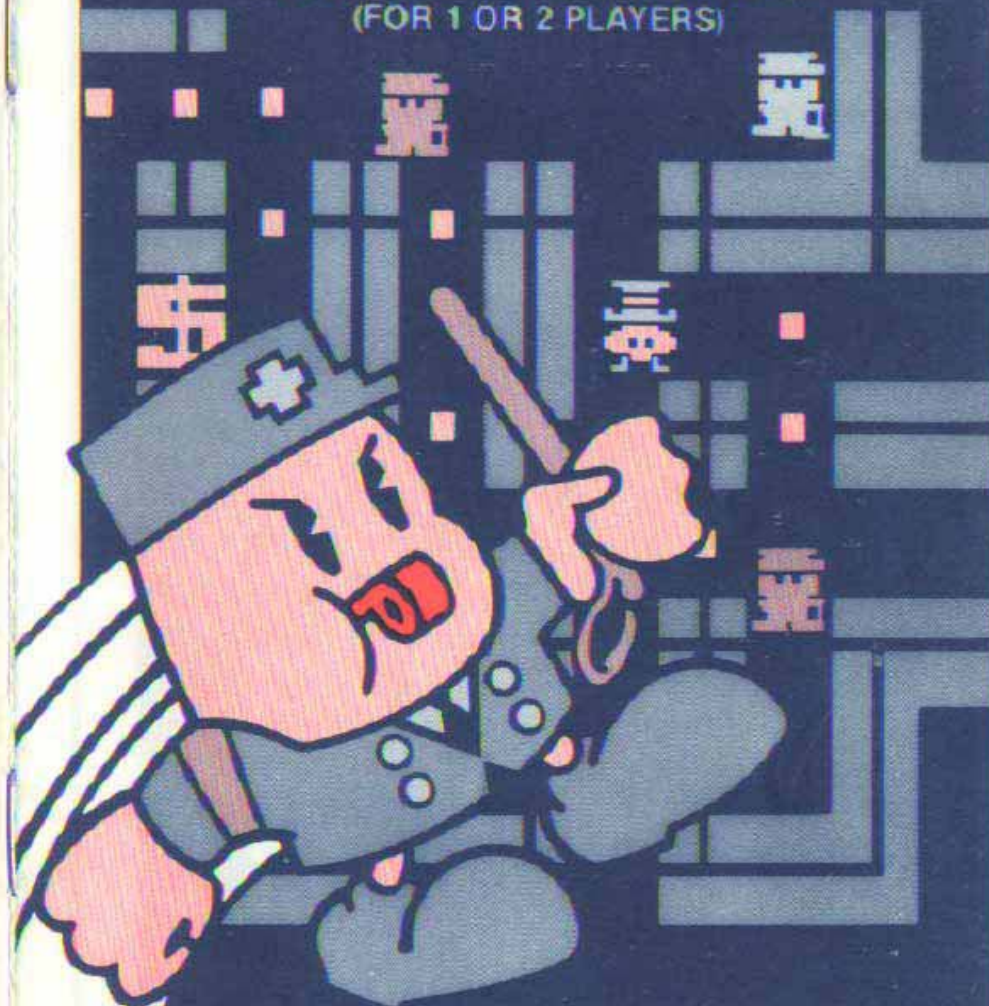


Other electronic games  
 available from Mattel Electronics.  
 Look for them!

MATTEL ELECTRONICS®  
**Intellivision**™ Intelligent Television

# LOCK 'N' CHASE™

CARTRIDGE INSTRUCTIONS  
 (FOR 1 OR 2 PLAYERS)



FOR COLOR TV VIEWING ONLY

Illustrations: © Mattel, Inc. 1982. Hawthorne, CA 90250.  
 PRINTED IN HONG KONG. All Rights Reserved.

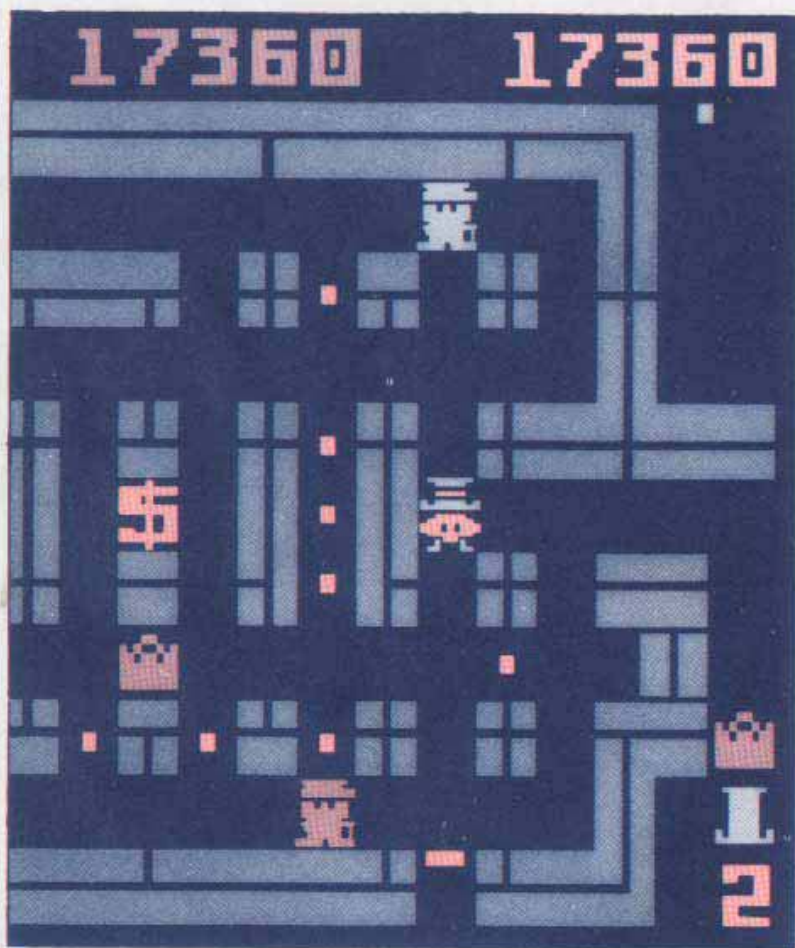
5637-0920

\*LOCK 'N' CHASE is a trademark of DATA EAST, INC., used under license.  
 © 1981, 1982 DATA EAST, INC.



## OBJECT OF THE GAME

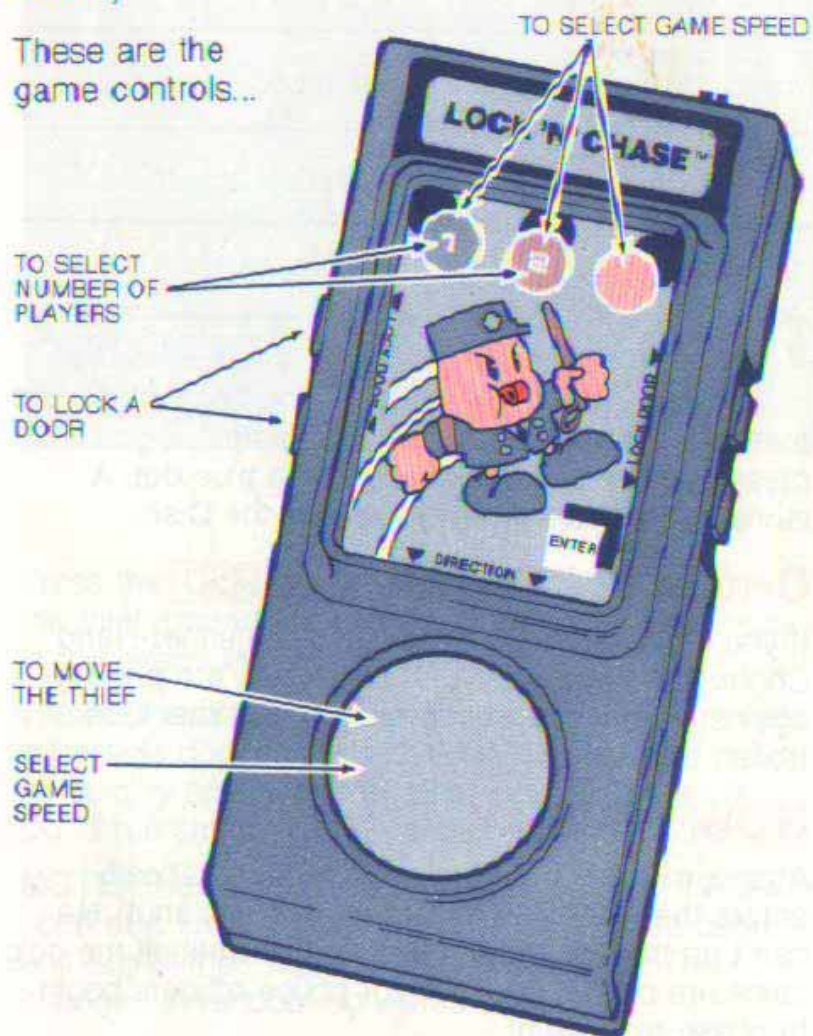
Your thief's robbing a local bank. Police are in hot pursuit! Make tracks down the vault corridors. Swipe gold coins and other treasures as you go! Keep one step ahead of the law! Lock doors and throw cops off your trail! Collide with a cop...he's "caught"! Keep on the run!



## YOUR CONTROLS

Slide the LOCK 'N' CHASE overlays into the Hand Controller frames, so they cover the keypads. Insert game in the Computer Console cartridge slot (see owner's instructions for equipment connection details).

These are the game controls...





## CHOOSE SPEED

To begin the game, press **RESET**. You see the LOCK 'N' CHASE™ Title Screen. Now choose your speed:

Press **BLUE** for the slowest speed.

Press **GREEN** for the slow speed.

Press **RED** for a fast speed.

Press **DISC** for the fastest speed.

A dot in the upper right corner of the screen indicates which speed you choose. The color of the dot matches the speed button. For example, if you press the slowest speed, you see a blue dot. A white dot appears when you press the Disc.

## CHOOSE 1 OR 2 PLAYERS

If you are playing alone, press **1** on either Hand Controller, then press **ENTER**. If you are playing against another person, press **2** on either Controller, then press **ENTER**.

## HOW TO PLAY

After a moment's delay, 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!



Press the **DISC** on your Hand Controller to move the thief around the corridors. Press the Disc edge in the direction you want him to go.

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!

**NOTE:** There are four side doors, but only **TWO** are open at a time! Sometimes the top two are open, and sometimes the bottom two are open. This changes at random so watch out.



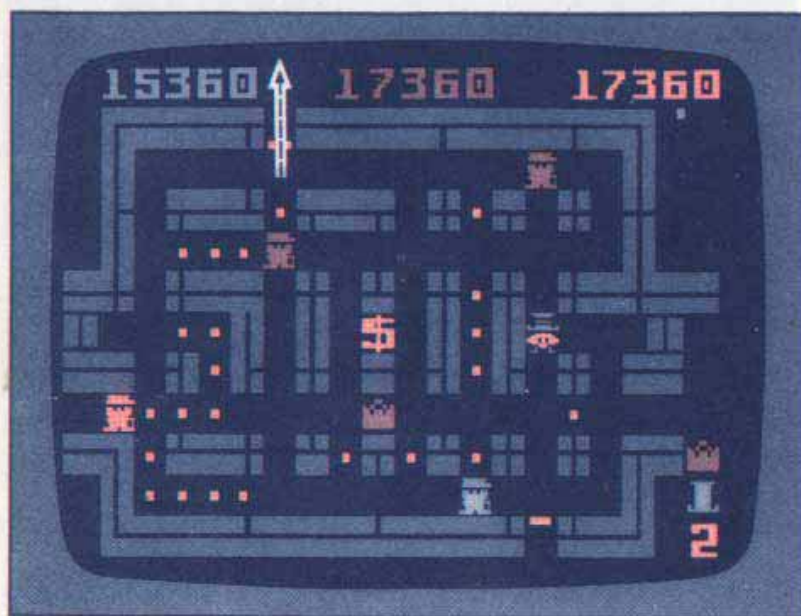


Your thief picks up gold coins as he runs. Once the thief has gotten all the gold coins, run him through the top or bottom escape door! You foiled the cops! Play begins again with a whole new set of gold coins to pick up! Points are mounting!

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

If 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". Score shows. Reset the game and start again.

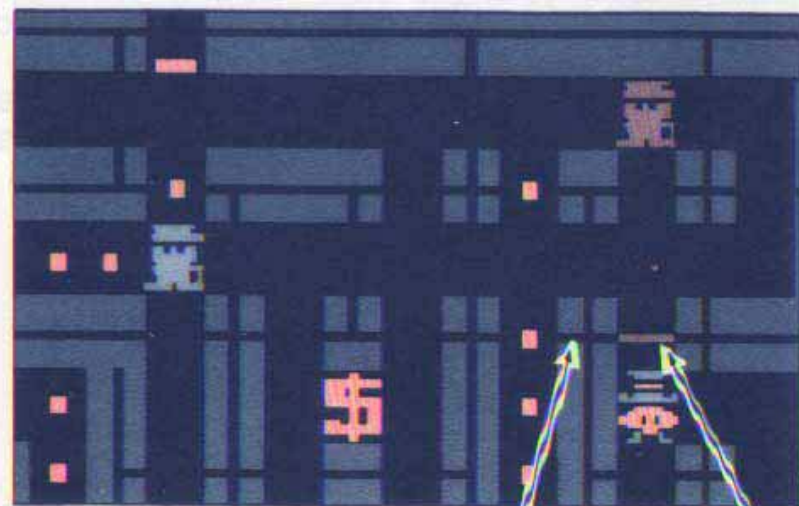


## RULES OF THE CHASE

**LOCK DOORS:** 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** button on the Hand Controller, and the last door the thief came through locks shut! These doors are red. 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.



DOORS CAN LOCK WHERE  
LIGHT LINES APPEAR.

LIGHT LINES

DOOR







**THE THIEVES:** You start with 5 thieves. There is only one in the vault at a time. Maneuver the thief and try to give the cops the slip!

After one thief is caught, another enters the vault. The number of thieves you have left shows on the screen. When your last thief is caught, the jig is up, and the game ends!

When you rack up 20,000 points, you get another thief!



**THE POLICE:** Four police officers are constantly tailing the thief! Sometimes you can run right through one. But you never know when this will happen!



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

## TIPS

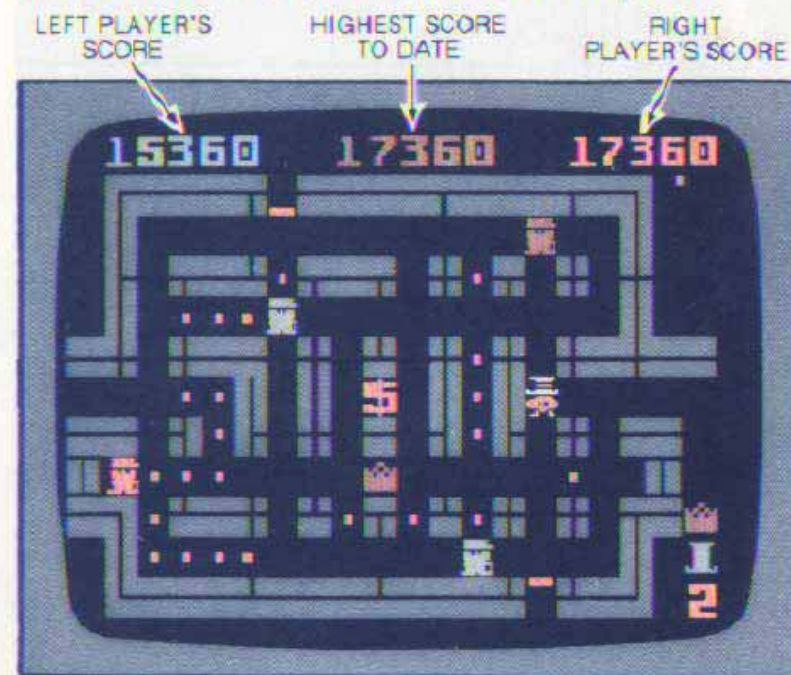
- You can lock the thief behind doors to keep the cops away. Hope they move on and you can escape when the door unlocks!



- The police can come through the open side doors too...so don't stay around these areas!
- You can set the speed for the next game and at the same time keep the high score from the last game. Do this at the end of game by pressing **1**, **2** or **3** for the slow speeds or press any **LOCK DOOR** button for the fastest speed.
- When the police are tailing close in any of the four corners, try to trap him in the corner by locking a door behind and in front of him. Get extra points for this!

## SCORING

The scores show on the screen at all times. Each gold coin the thief picks up is worth 20 points.





## CASH BAGS

Your thief can pick up four cash bags while he cleans out each vault.

Get 1st cash bag	500 points
Get 2nd cash bag	1000 points
Get 3rd cash bag	2000 points
Get 4th cash bag	4000 points

## TREASURES



As the thief cleans out the vault the **first** time he picks up hats.  
HAT = 200 points.



As the thief cleans out the vault the **second** time he picks up crowns.  
CROWN = 300 points.



As the thief cleans out the vault the **third** time he picks up briefcases.  
BRIEFCASE = 500 points.



As the thief cleans out the vault the **fourth** time he picks up phones.  
PHONE = 100 points.

Discover 6 more treasures when you advance to higher levels.



When you get 100,000 points, the game automatically sets up at the highest speed!

Once you get 300,000 points, the scoring begins at zero again. At the end of each game you will see a number under the center score. This tells you how many times you have reached 300,000. You can reach 300,000 a total of 200 times...for a possible score of 60 million! Good luck!

