

# Intellivision<sup>®</sup> MATTEL ELECTRONICS<sup>®</sup>

# LOCO-MOTION<sup>™</sup> \*

CARTRIDGE INSTRUCTIONS  
(FOR 1 OR 2 PLAYERS)



**FOR COLOR TV VIEWING ONLY**

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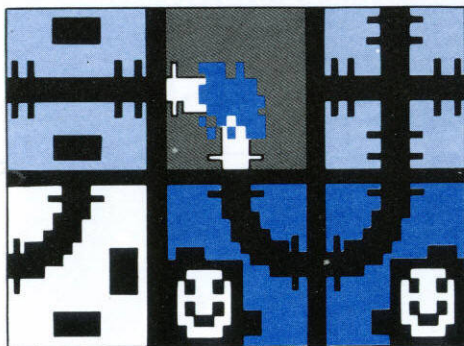
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Are you ready? **START YOUR ENGINE!** You're in the engineer's seat with full control...or so you think! This railway challenges you with troubles galore!



## OBJECT OF THE GAME

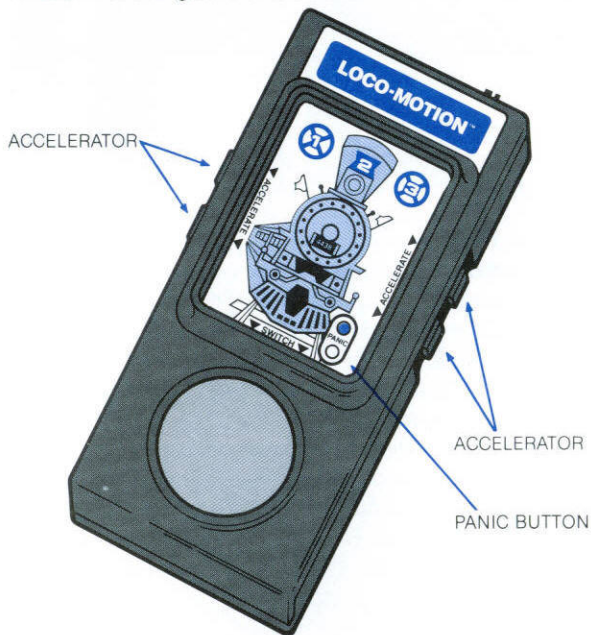
Score as many points as possible by arranging track sections and routing the Train to pick up passengers at the stations. Don't delay or they get angry, riot and blow up stations! Avoid Crazy Train or Loop Sweeper collisions — they're out to get you! And Crazy Tracks side-track you off in another direction! Panic at the right time and it may help — panic at the wrong time and it may hurt! You have 3 Trains...keep playing until you lose all 3! Pick up all passengers on a screen and a new screen appears, with an even greater challenge!

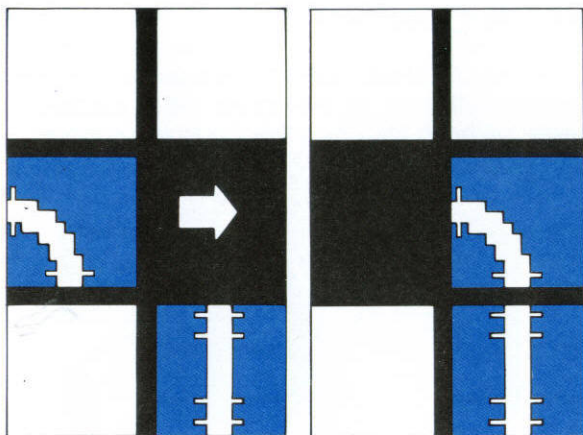


## YOUR CONTROLS

Slide the LOCO-MOTION™\* overlays into the Hand Controller frames, so they cover the keypads. Insert game in the Computer Console cartridge slot (see console owner's instructions for equipment connection details.)

These are the game controls...





The SWITCH is controlled by your disc. This allows you to SWITCH pieces of track into the blank square. By touching the RIGHT side of the disc, the piece of track to the LEFT of the blank is moved RIGHT into the blank. Touch the LEFT side of the disc, the piece of track to the RIGHT of the blank is moved LEFT into the blank. Press the TOP of the disc, the piece of track BELOW the blank is moved UP into the blank. Press the BOTTOM of the disc, the piece of track ABOVE the blank is moved DOWN into the blank. Note that you are not moving the blank, but are instead moving the pieces of track.





The ACCELERATOR is controlled by any side button. Pressing the button causes your Train to accelerate. Your Train automatically slows down whenever you are NOT pressing the ACCELERATOR.

Pressing the PANIC BUTTON causes the track your Train is on, along with your Train, to be interchanged with some other track on the screen. Panic at the right time and it can help!

## CHOOSE SPEED

To begin the game, press **RESET**. When game title appears, choose your playing speed. For the fastest speed possible, press the disc. The 1, 2, and 3 buttons give you slower speeds.



FAST



MEDIUM



SLOW



FASTEST



## CHOOSE 1 OR 2 PLAYERS

Once you select your playing speed and press the correct key, the computer will ask: 1 or 2 Players?



Press Key 1  
for a 1-Player game.

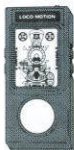


Press Key 2  
for a 2-Player game.



Press any of the  
Side Buttons for Auto Play.

In the 2-Player game, players alternate after each Train.



Player 1  
uses LEFT  
keypad.

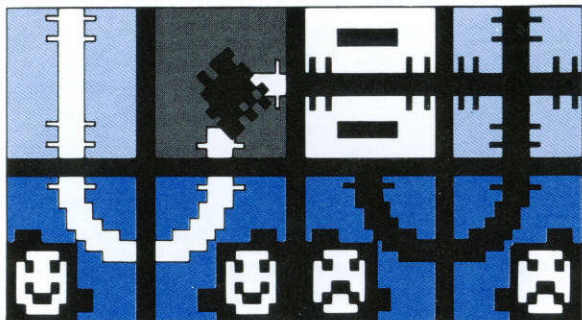


Player 2  
uses RIGHT  
keypad.

Player-up must press the outer edge of disc to begin action.



## ALL ABOARD!



After a moment's delay, the action begins!

There are between 8 and 12 train stations along the edges of the screen. With each new screen, there are passengers waiting at each station (shown by a pair of faces, some happy and some not so happy!) A YELLOW light speeds in front of your Train, indicating the route you are taking. When passengers see that they are on your route, they become happy...but change your route and they become angry until they see the YELLOW light. You arrange those sections of track on which your Train will roll. Hurry to pick up all the passengers! Stay alert! Press the PANIC BUTTON to avoid crashing into any TRAIN STOPS! Don't run out of railway! Use the disc to SWITCH pieces of track into the blank!



TRAINS

STATION REWARD

SCREEN NUMBER



To complete a screen, you must pick up passengers at all of the stations; if any of the stations have blown up, you are awarded a "CLEAR" after you complete the screen. If you are diligent and do not allow any stations to blow up, you are awarded a "PERFECT CLEAR". Sound easy? This is just the least of your worries!





## STATION REWARD

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After some time, passengers waiting at a station get restless. They offer a reward (BONUS points) if you hurry over to pick them up. Sometimes this reward is offered even after the passengers have been picked up. Listen for the sound of a horn and watch for the BONUS display on the screen. This reward decreases with time and if you let it go to zero, one of two terrible things can happen!

- The people at the station riot, and blow up the station!
- The people construct a CRAZY TRAIN (a real "Loose Caboose") that comes chasing after you!



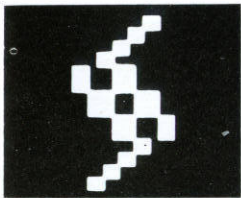
CRAZY TRAIN

If you crash into a CRAZY TRAIN, that "Loose Caboose" will cost you a Train! Watch out for that bunch!

And that's not all! Stations are also blown up if a CRAZY TRAIN crashes with another CRAZY TRAIN, or a LOOP SWEEPER while in a station!



## OH NO! LOOP SWEEPERS!

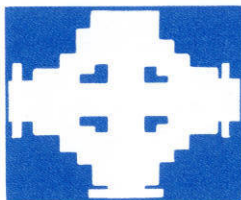


LOOP SWEEPER

These guys will straighten you right out! To keep you from going in circles, the train-riding public has gotten together and developed a strange contraption called a LOOP SWEEPER! After traveling in a closed loop for some time, the

LOOP SWEEPER starts flashing, warning you of its construction. If you fail to break the loop, the LOOP SWEEPER will be completed and quickly travel down the track trying to crash into you!

## AND THEN THERE ARE CRAZY TRACKS...



CRAZY TRACKS

These tracks will take YOU for a ride! On certain screens you'll find CRAZY TRACKS, which send you off in another direction... and chances are it's not the one in which you want to go!

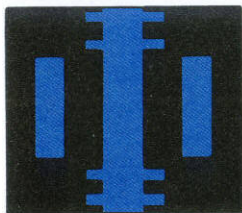


## PANIC BUTTON WARNING!



If you panic at the right time, it can help...pressing this button causes the track your Train is on, along with your Train, to be interchanged with some other track on the screen. And each time the PANIC BUTTON is used successfully, it causes the addition of one pair of TRAIN STOPS to some piece of track.

But watch out! Panic at the wrong time and it can hurt...the PANIC BUTTON is DEACTIVATED if there is a Crazy Train or Loop Sweeper on the same piece of track as your Train! And if you PANIC while in a train station, both your Train and the station blow up!



# RAILWAY RULES

You start out with 3 Trains. Only one appears on the track at a time. Route that Train and pick up as many passengers as possible!

Each time you lose a Train, another enters the track. Keep in mind the many ways you can lose trains:



RUN OUT OF  
TRACK (HIT  
THE BLANK)



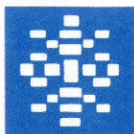
RUN INTO A  
TRAIN STOP



CRASH INTO A  
CRAZY TRAIN



CRASH INTO A  
LOOP  
SWEEPER



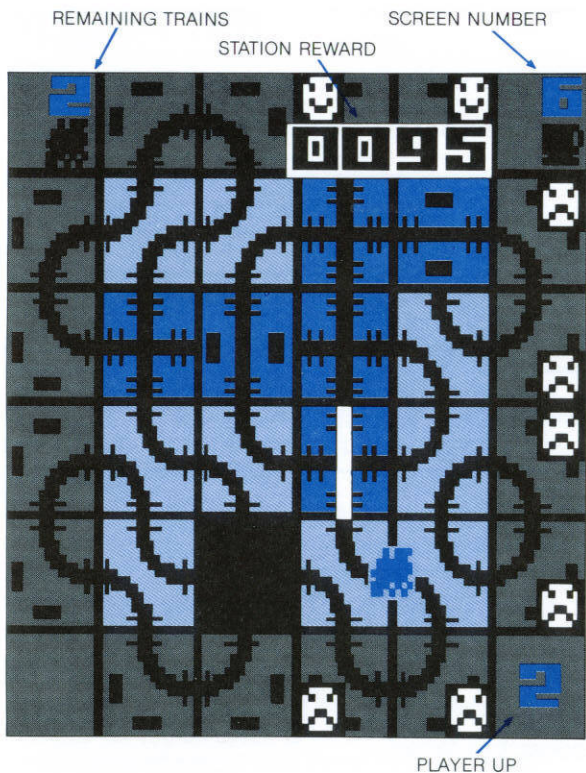
BE IN A  
STATION  
WHEN IT IS  
BLOWN UP



PANIC WHILE  
IN A STATION

The number of trains you have left shows on the screen. When you crash your last Train or it is blown up...it's the end of the line for you and the game!





## SCORING

The score is shown when you lose a Train or "CLEAR" a screen.






ACTION	POINTS
For each track section crossed	10
For passengers picked up at stations	100
Station Reward (bonus)	VARIABLE WITH TIME
For each Crazy Track crossed	150
Clear a screen	1000
Perfect Clear	5000


Bonus Trains at 10000 points and every 70000 points thereafter!


Each new screen offers you a tougher challenge with more and more excitement...CRAZY TRAINS go faster, more TRAIN STOPS appear, and STATION REWARDS decrease in value a lot quicker!





## WINNING TIPS


 The piece of track that your Train is on may be switched into the blank. The Train will move with the track.

 Learn to identify in which direction a track goes (straight, right or left) by the color of the track.

 The piece of track your Train is on is lighted with a stationary yellow light. Use this light as an indicator of when you have safely moved onto the next piece of track.

 Go for the BONUS stations first! Score more points than those offered for picking up passengers at regular stations!

 Try to arrange track sections so that 2 CRAZY TRAINS crash. It will cause the addition of one pair of TRAIN STOPS on the tracks where the collisions occurred. A fixed hazard is easier to deal with than a moving one!

 Use your PANIC BUTTON wisely! Remember when used successfully, it causes the addition of one pair of TRAIN STOPS (a fixed hazard) to some piece of track...and those TRAIN STOPS carry over to the next screen!

# Intellivision®

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available from Mattel Electronics.  
Look for them!