

INTELLIGENTVISION PRESENTS

LOCK'N'CHASE

REVENGE OF LUPIN

CARTRIDGE INSTRUCTIONS
(FOR 1 OR 2 PLAYERS)



FOR COLOR TV VIEWING ONLY

OBJECT OF THE GAME

Lupin the thief is back robbing a local bank, and this time he wants revenge! Police are again 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! If he collides with a cop, he's caught!

SELECT OPTIONS

When the title screen appears, press any button to continue to the Options Menu. Then use the Disc to select from these options:

Players: 1 or 2.

Level: Choose level 1 thru 9 to begin the chase.

Speed: Set the initial speed to Slowest, Slow, Fast, or Fastest.

Door Time:

Select how long doors remain locked: 1 to 5 seconds.

Bonus Life: Choose the number of points needed to earn an extra life: 5,000, 10,000 or 20,000.

Auto Doors: Turn the automatic doors on or off.

Lives: Start the game with 1 to 8 lives.

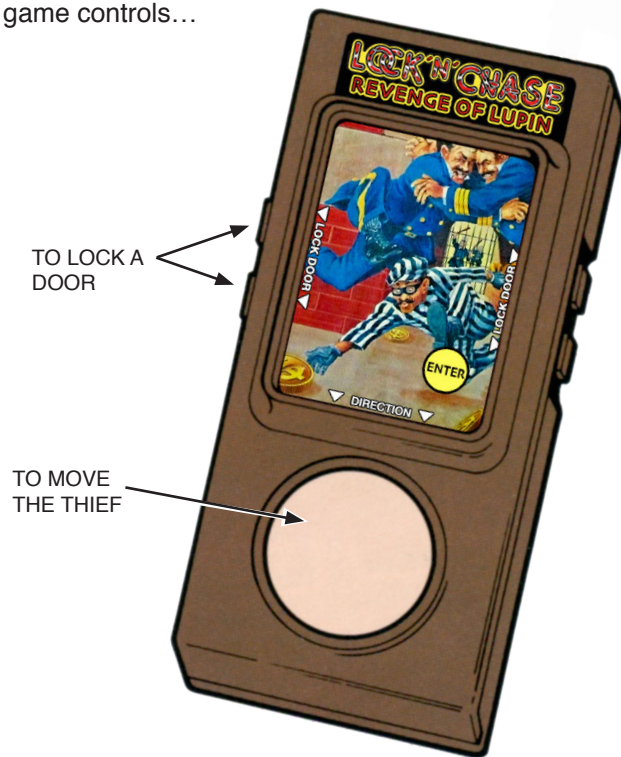
Color: Set the vault color to fixed or changing.



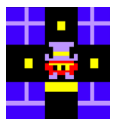
YOUR CONTROLS

Slide the LOCK 'N' CHASE – REVENGE OF LUPIN overlays into the Hand Controller frames so they cover the keypads.

These are the game controls...



HOW TO PLAY



Lupin automatically enters the vault. The yellow escape doors shut. He can't go through any escape door until all the gold coins are picked up. The four police officers begin to chase him down!

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

Lupin can dodge the 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: Of the four side doors, only *two* are open at a time! 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 Lupin collides with police, he is "caught!" The action stops, and your next thief enters the vault. In a two-player game, the next player is up.

The game ends when all your thieves are "caught." Press any button to start again!



RULES OF THE CHASE

LOCK DOORS: Automatic doors are normally locking and unlocking in the vault constantly. 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! Press an Action Button to lock the last door the thief came through. These doors are red. Doors lock horizontally or vertically at the light-colored lines in the corridors. You can lock only 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!





THE THIEVES: You start with from 1 to 8 thieves. Only one is 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 you rack up either 5,000, 10,000, or 20,000 points, you get another thief! When your last thief is caught, the jig is up, and the game ends.



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!
- When a policeman is tailing close in any of the four corners, try to trap him in a corner by locking a door behind and in front of him. You get extra points for doing this!



SCORING

Each gold coin Lupin picks up is worth 20 points.

CASH BAGS

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 in the game!

When you get to 100,000 points, the game automatically sets up at the highest speed. At 300,000 points the score begins at zero again. At the end of each game, a number below your score tells you how many times you reached 300,000. Good luck!



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Programming Enhancements by David Harley. Box and Overlay Design by Steve Jones. Overlays by Phil Boland. Box by Frank Westphal. Manual by Mark Thompson.