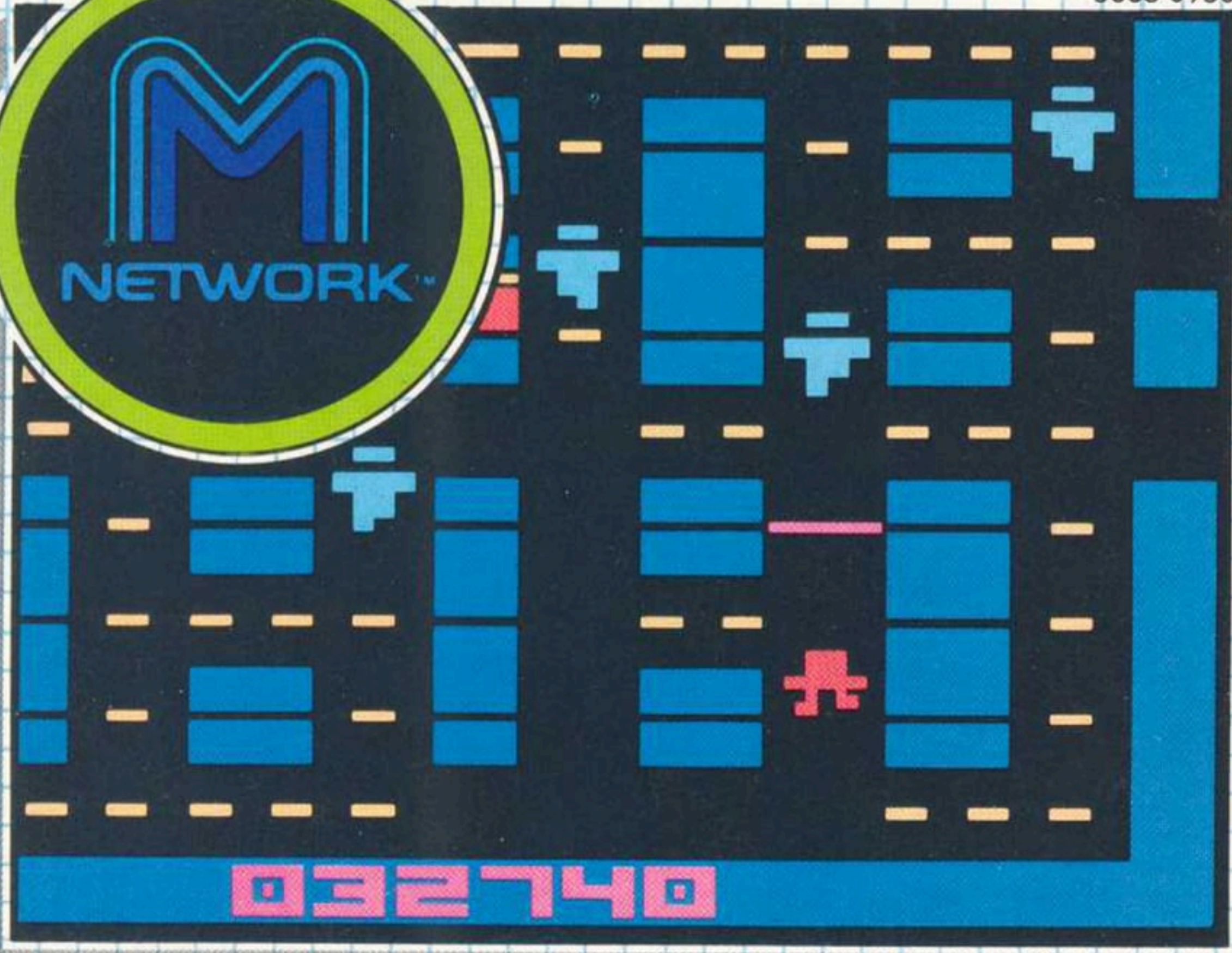


5663-0950



LOCK 'N' CHASE™ †

I N S T R U C T I O N S (For 1 or 2 Players)

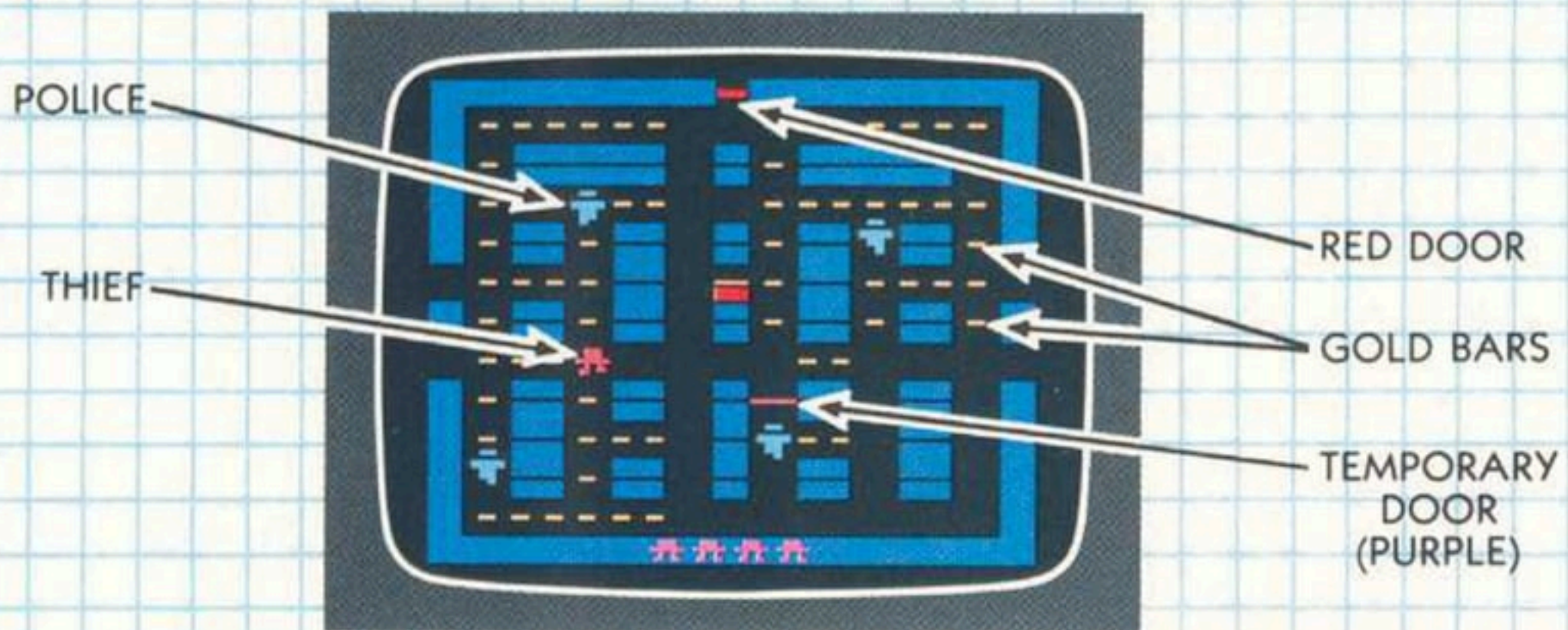
The object of the game is to keep your thief one jump ahead of the police...and pick up as many gold bars as you can!!! The police are trailing close behind. You'll need fancy footwork to dodge 'em. Don't get cornered. Slam a door to block their way. Keep running!

For Your Atari* Video Game System

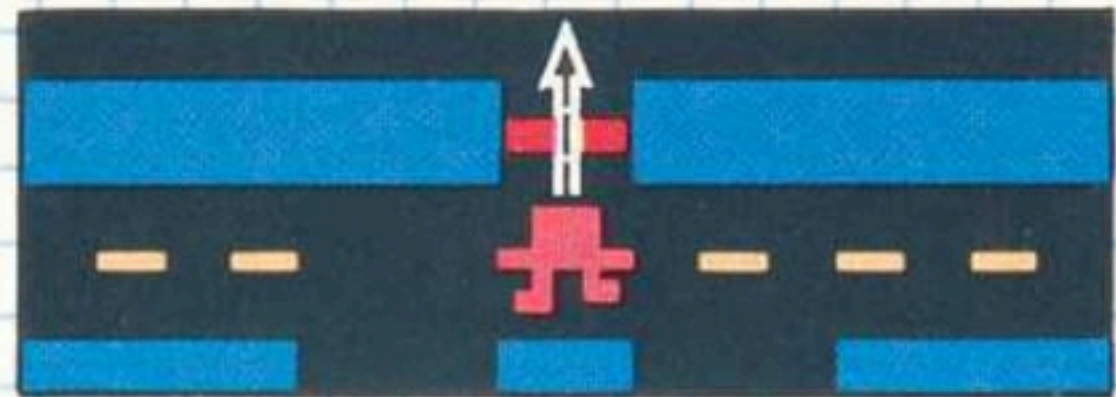
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THE GAME

It's a cops and robbers chase at your local bank. You have five thieves. They enter the vault one at a time. Four police officers are hot on the thief's trail. Direct the thief down the corridors. Keep him away from the law! The thief is "caught" when he collides with a policeman. The action stops.

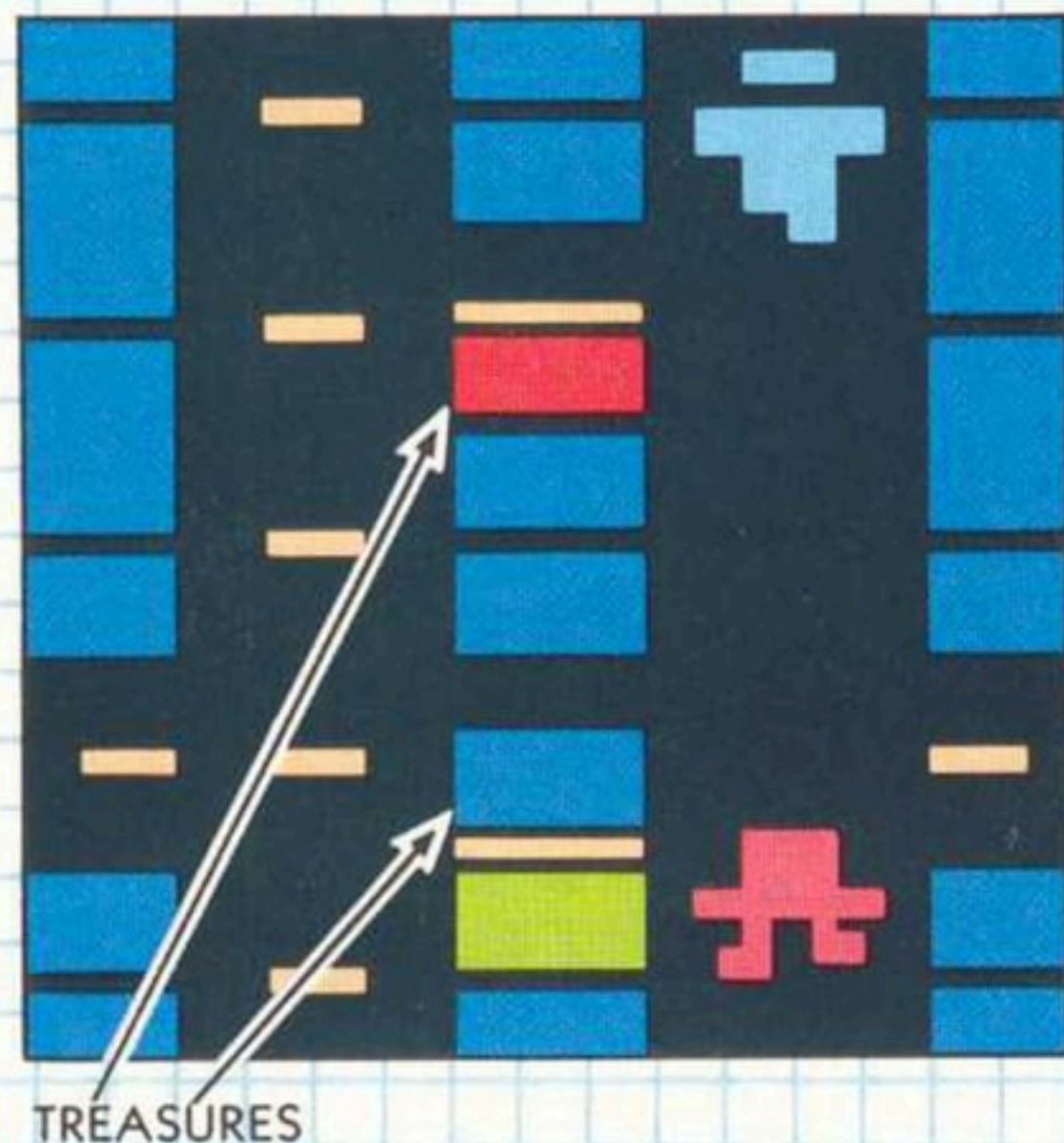


Your thief picks up gold bars as he runs. When all the gold bars are gone from the vault, the red door opens and you can escape at the top of the screen. Push the RED BUTTON and you have a whole new set of gold bars to pick up. Points are mounting!



Get extra points for picking up the "treasures". They randomly appear in the center of the screen. You have to be fast! They only appear for a short time.

The game ends when all your thieves are "caught". The final score flashes. Reset the game and start again.

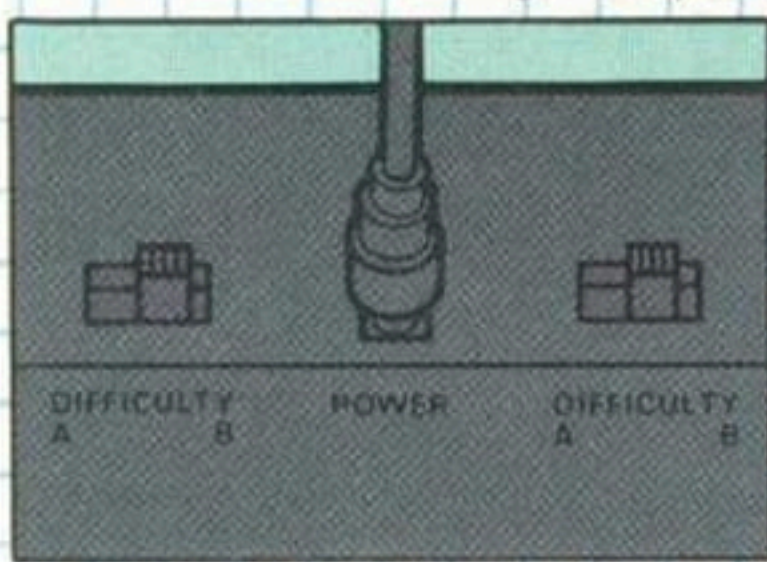


THE CONTROLLERS

Use your joystick controllers with this game. Be sure the controller cables are securely plugged into the back of your game console. Hold the controller so the red button is to your upper left.



CHOOSE LEVEL OF DIFFICULTY: Before the game begins, set your Difficulty Switch to "A" or "B". "A" gives you a fast game. "B" starts a slow game and gets faster. The faster the game, the closer the police track the thief. Be sure to set both Difficulty Switches in a two-player game.



bottom of the screen, it's a 1-player game. But if you see two thieves at the bottom, you have selected a 2-player game. The left joystick controls the red thieves. The right joystick controls the green.

CHOOSE 1 OR 2 PLAYERS: Before the game begins, press down on GAME SELECT. If you do not see any thieves at the

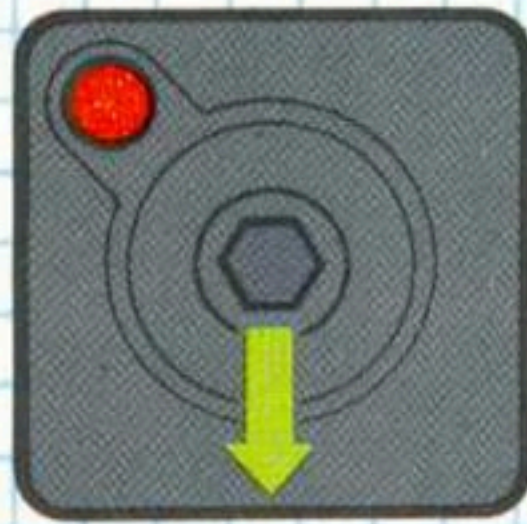


SET UP THE GAME: You need to restart the game after a thief is "caught", or after your thief picks up all the gold bars and runs through the red door. To do this, press the RED BUTTON. Look at the bottom of the screen and see how many thieves you have left!

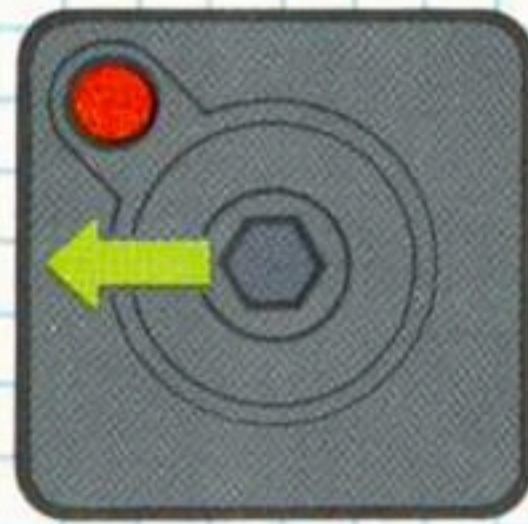
MOVE YOUR THIEF: Move your thief by pushing on the JOYSTICK. You can make him move in four different directions. You can quickly change the direction the thief is running.



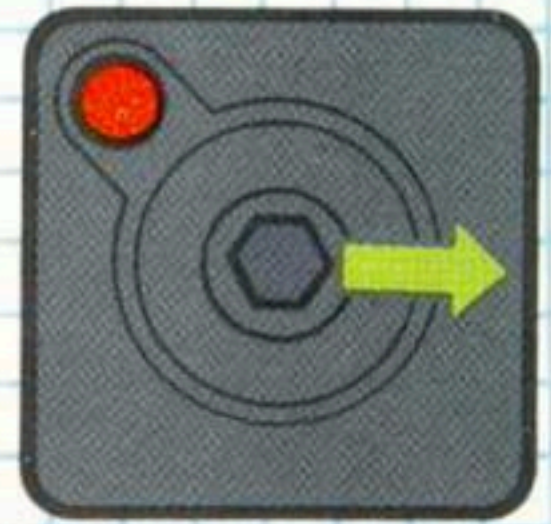
PUSH TO MOVE
THE THIEF
UP



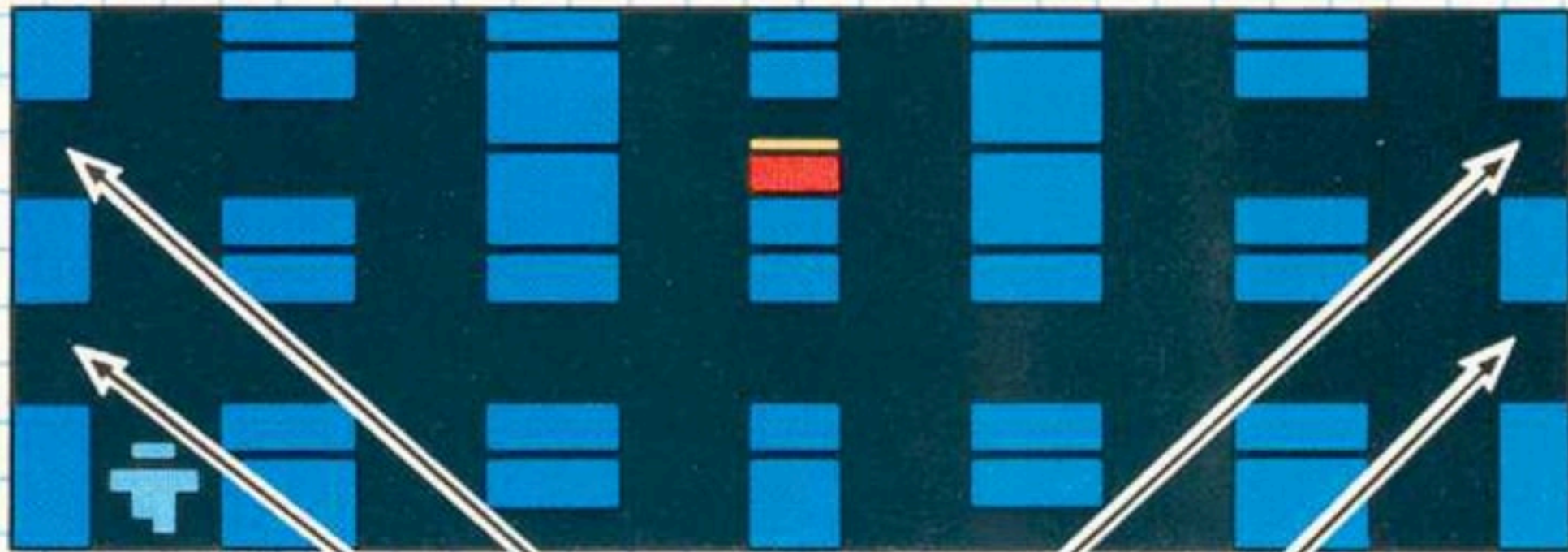
PUSH TO MOVE
THE THIEF
DOWN



PUSH TO MOVE
THE THIEF
LEFT



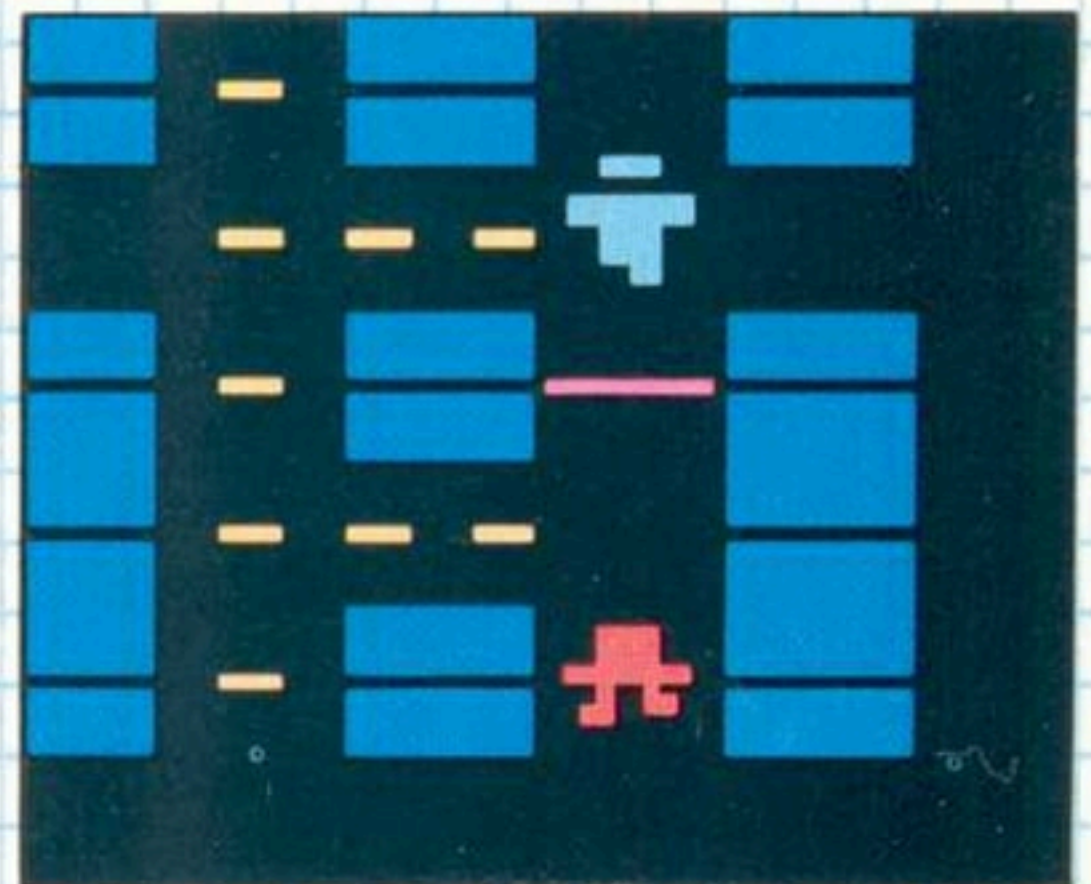
PUSH TO MOVE
THE THIEF
RIGHT



THE THIEF CAN RUN OUT OF THESE OPEN DOORS.

Your thief can escape the clutches of the police by running through open doors on the left and right sides of the vault. When he runs out one side he quickly enters on the other side. Be careful! Don't run smack into a policeman on the other side.

SLAM DOORS: You can slam a door behind the thief and divert the cops' pursuit. To do this, press the RED BUTTON. Doors only slam horizontally at the black lines in the corridors. Only two doors can be slammed at a time. After a few seconds, the door opens again. Watch out... the thief cannot run through a door either!



DOORS CAN SLAM SHUT AT THE
BLACK LINES.

WINNING TIPS

- Keep your thief on the run! Always look for an escape route, the police are right behind you.
- Try to trap police between two doors on the lower left or right vertical corridors. Get extra points for this feat.
- Don't stay around open side doors for long...the police can come through here too!
- Be careful in the corners. It's easy to get trapped there!

SCORING

Gold Bars:	20 points each
Upper Treasure:	500, 1000, 2000 then 4000 points
Lower Treasure:	250, 500, 1000, 2000, etc., doubling each time
Trap A Cop:	2000 points each time (once per screen)

IMPORTANT: Be sure to turn your game unit off when not in use.

90 DAY LIMITED WARRANTY

Mattel Electronics warrants to the original consumer purchaser of any cartridge or cassette it manufactures that the product will be free of defects in material or workmanship for 90 days from the date of purchase. If defective, return the product along with proof of the date-of-purchase to either your local dealer or, postage prepaid, to:

Mattel Electronics Service Center (West)
5000 West 147th Street
Hawthorne, California 90250

Mattel Electronics Service Center (East)
10 Abeel Road
Cranbury, New Jersey 08512

for repair or replacement. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, misuse or abuse.

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