

Nintendo®

GAME BOY™

DMG—LC—USA



LOCK N' CHASE™

INSTRUCTION BOOKLET

LICENSED BY



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HAS APPROVED THE QUALITY OF
THIS PRODUCT. ALWAYS LOOK FOR
THIS SEAL WHEN BUYING GAMES
AND ACCESSORIES TO ENSURE
COMPLETE COMPATIBILITY WITH
YOUR GAME BOY SYSTEM.

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

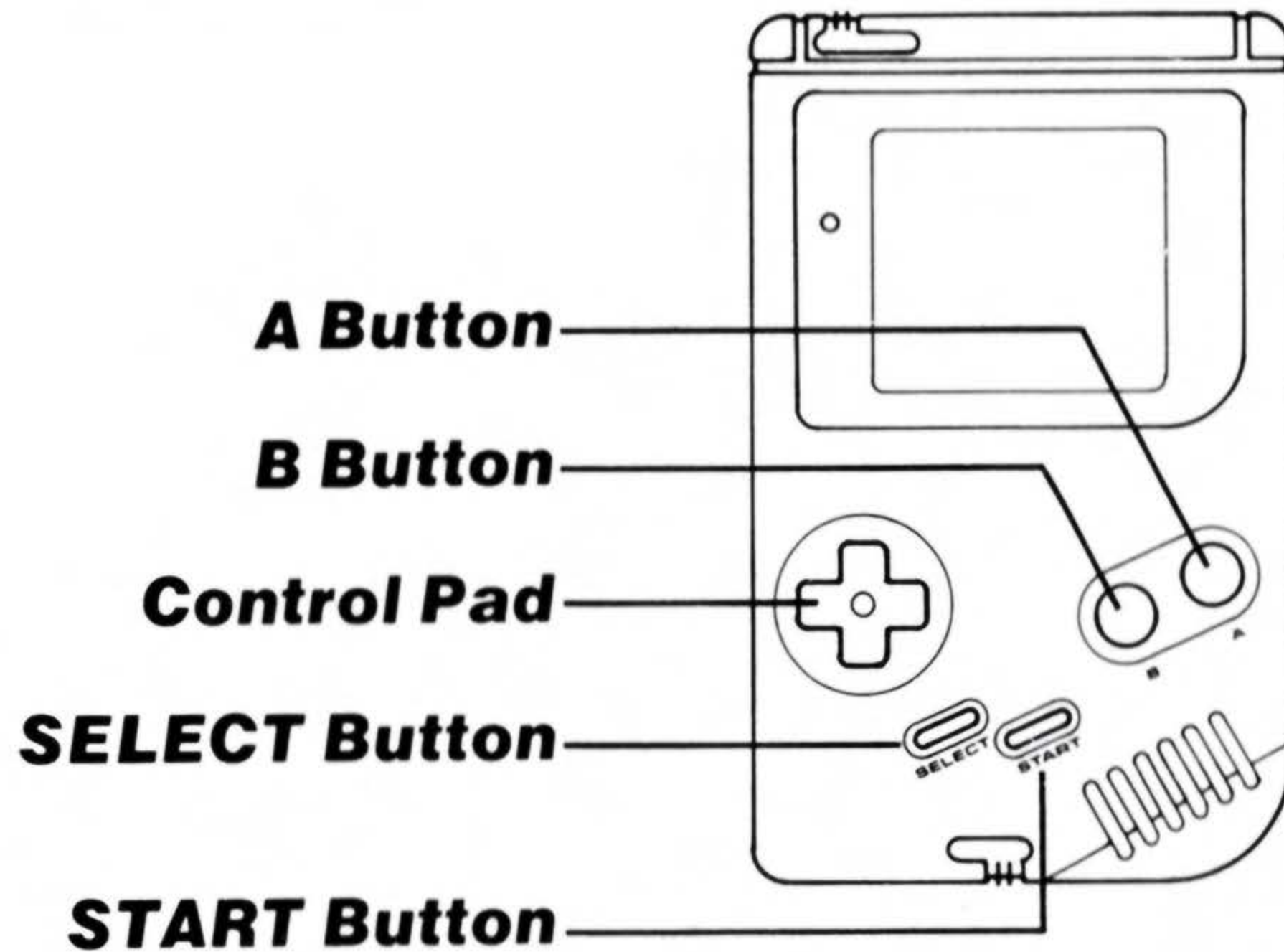
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Cautions During Use

- 1.** If you play for long periods of time, take a 10 to 15 minute break every hour or so.
- 2.** This equipment is precision-built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble the unit.
- 3.** Do not touch the connectors or let them come into contact with water, as this can cause malfunction.
- 4.** Do not wipe this equipment with volatile solvents such as thinner, benzene or alcohol.
- 5.** Store the Game Pak in its protective case when not in use.

1. LET THE CHASE BEGIN



To start the game, insert the Lock 'N Chase cartridge into the Game Boy with the label side down. Turn on the Game Boy using the On/Off switch in the upper left corner. When the Lock 'N Chase logo appears, press the Start Button.

Can You Break The Bank? Think you can pull off the bank job of the century? You've got to stay one step ahead of the cops through six levels of frenzied action with money, money everywhere. If you're good—very good—you'll be rewarded with the African Star Diamond, the most valuable diamond on earth. You want it. You've got to have it. There's just one thing standing in your way. Those pesky police. They're after you every step of the way. Can you unlock the gem before the boys in blue put the lock on you?

It's A-Maze-Ing You race your way through a series of mazes, picking up coins along the way. You must collect all the coins in each stage before moving on to the next stage. You're faster than those annoying cops, but you've also got to be smarter: If you're not careful, you could get yourself cornered with no way out!

You start with three lives. You lose a life each time the police catch you. Collecting objects that appear on the screen may help you avoid the police. You can also put up barriers to the police.

You get points for collecting objects and for isolating police behind barriers. Every time you collect 10,000 points, you will be rewarded by jumping to the next higher stage.

2. VALUABLE OBJECTS

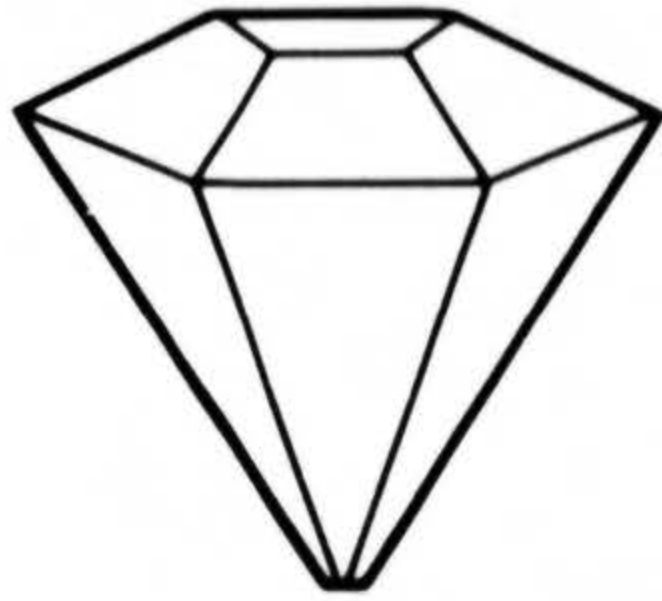


Coins Coins are placed along your route in each maze. You must collect all the coins to clear each stage of the game. Each coin collected gives you 10 points.



Money Bags Whenever you find and take a money bag, the police freeze in their tracks for a few seconds, and you're free to collect coins. Points for money bags are as follows:

First bag:	500 points
Second:	1000 points
Third:	2000 points
Fourth:	4000 points



Spinning Diamonds Diamonds are your best friend. Whenever you collect a spinning diamond, you become invincible for awhile. You can even ram into cops and they can't hurt you at all! And for every diamond you collect, you get to play a slot machine during the bonus round at the end of the stage. Points for diamonds are as follows:

First Diamond:	100 points
Second:	200 points
Third:	500 points
Fourth or more:	1000 points



Barriers You can erect barriers behind you to escape from police or isolate them so they can't get to you. But you can only activate two barriers at any one time. Whenever you successfully isolate a policeman, you get points as follows:

First time:	200 points
Second:	500 points
Third:	1000 points
Fourth:	2000 points

3. CONTROLS



Black Control Pad: Press Up, Down, Left or Right to move through each maze.



Red A or B Button: Press to put up barriers behind you when police are closing in.

To Pause: Press the Start Button during game play to pause. Press again to resume play.

To See The Entire Screen: Sometimes you can only see part of the maze on the screen. To get a view of the rest of the game screen, use the Control Pad Arrow Keys while the game is on Pause.

To Continue: When the game is over, you return to the title screen. You can start over at the beginning of the game or you can continue at the beginning of the highest stage you reached. To continue, press the Select Button to move the coin icon to Continue. Now press the Start Button to continue.

To Play the Bonus Stage Slot Machines: Press the Start Button to activate the slot machine's three windows. Each window spins until you stop it. To stop each window from spinning, press either Button A or Button B. You win extra lives by matching icons in the windows.

4. HINTS AND TIPS

- A closed door doesn't always mean you can't get through to the other side.
- There's a way to shrink those overworked policemen down to miniature size.
- Let sleeping cops lie.
- A key ingredient will help you get your hands on the African Star Diamond.

LIMITED WARRANTY

Data East USA warrants to the original purchaser only that the cartridge provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the cartridge to Data East USA or its authorized dealer along with a dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

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