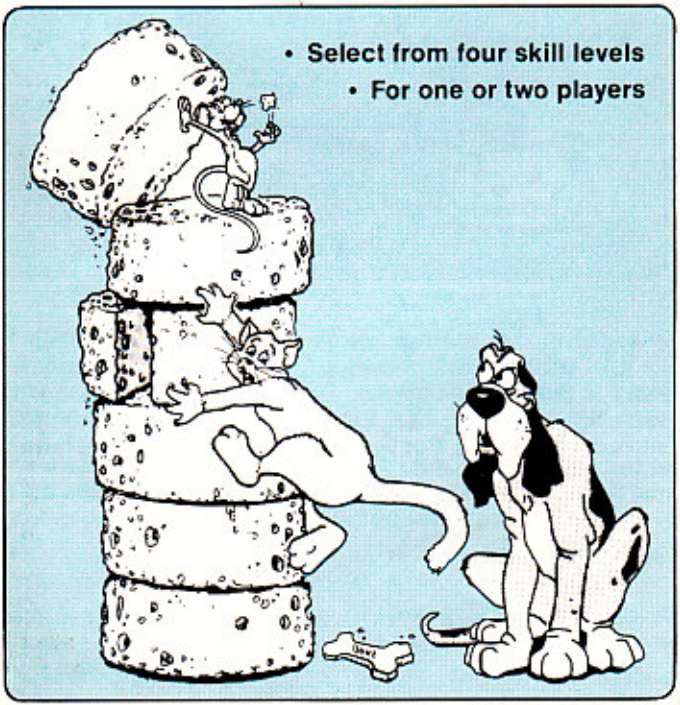
Guide No. 56697

COLECO VISION™

CARTRIDGE INSTRUCTIONS

MOUSE TRAP™

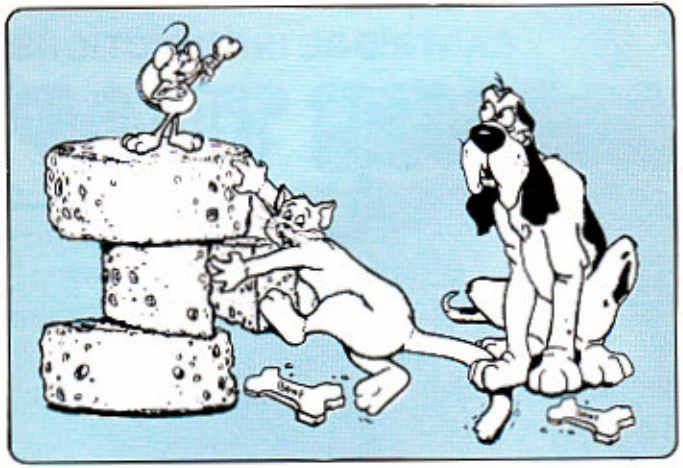


Plays, sounds and scores like the MOUSE TRAP™ arcade game!

COLECO

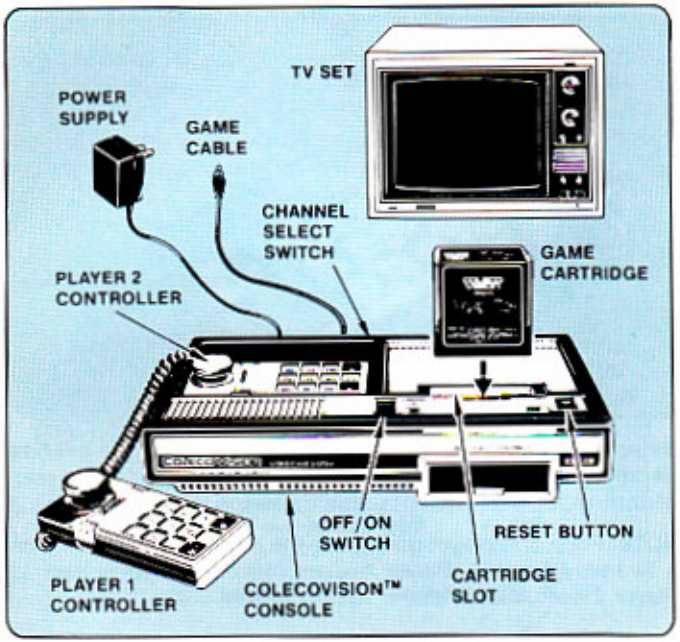
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GAME DESCRIPTION



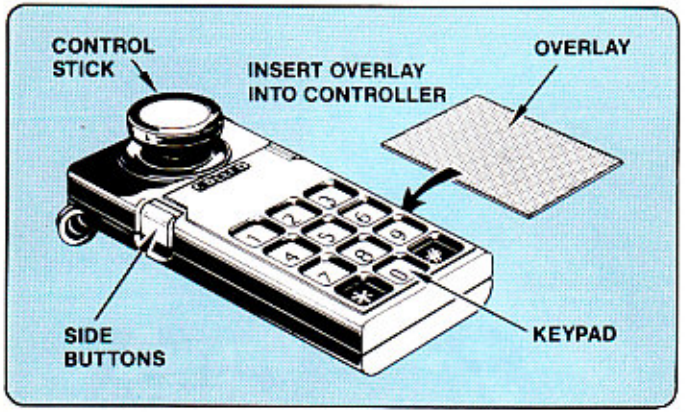
Based on the fun-filled arcade game, Exidy's MOUSE TRAP™ for COLECOVISION™ features a cheese-chomping mouse that you dash around a maze. Open and shut maze doors to escape the pursuing cats. Eat a bone, then turn your mouse into a cat-biting dog. But watch out for the treacherous hawk!

GETTING READY TO PLAY



- Make sure the COLECOVISION™ console is connected to TV. Make sure power supply is plugged into console. Then plug power supply into a 110/120 volt AC outlet.
- TV should be on and tuned to same channel as the Channel Select switch on the console.
- To play one-player MOUSE TRAP™, use the controller in Port 1 (the rear jack). To play two-player MOUSE TRAP™, use both controllers.
- **ALWAYS MAKE SURE COLECOVISION™ UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.** Turn **Off/On** switch to **On** after cartridge is inserted.

USING YOUR CONTROLLERS



Before beginning to play MOUSE TRAP™, insert the overlay as shown above. (Store overlay in space provided in rear of your COLECOVISION™ game cartridge when not in use.)

NOTE: For a one-player game, use the controller in Port 1. For a two-player game, Player 1 uses the controller in Port 1; Player 2 uses the controller in Port 2.

1. **Keypad:** Keypad Buttons 1-8 allow you to select a Game Option before beginning to play. Pressing a red, yellow or blue button (1, 2 or 3) shown on the overlay opens or closes all doors of that color. Pressing the green button (5) changes your mouse into a dog. Pressing * after a game allows you to replay the same Game Option; pressing # after a game allows you to return to the Game Option screen.
2. **Control Stick:** Pushing the Control Stick left, right, up or down causes the mouse or dog to move in that direction.

NOTE: The Side Buttons are not used for MOUSE TRAP™.

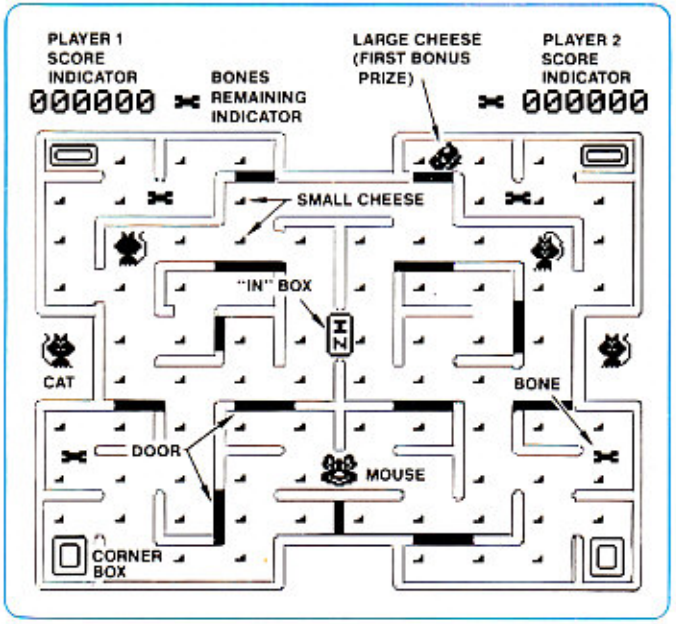
HERE'S HOW TO PLAY

STEP 1: The choice is yours.

Press the Reset Button and the title screen for MOUSE TRAP™ will appear on your TV. Wait for the Game Option screen to appear. This screen contains a list of game play options. Select one by pressing the corresponding number button on either controller keypad.

STEP 2: The race is on!

After you select a Game Option, the first of your three mice appears in the maze. Move your mouse through the maze, trying to eat all the small cheeses.



STEP 3: Cat and mouse.

Watch out for the pursuing cats! Open and close maze doors to block their paths.

STEP 4: Dog gone it!

When the cats become too clever, your mouse can become a dog if it has eaten a bone (you get one bone at game start). Check the Bones Remaining Indicator. If you have a bone, press the green Dog Button (5) to turn your mouse into a cat-biting dog for a few happy moments. But be careful. Each time you press the green Dog Button (5), you use up one bone. So, eat more bones, but save them up to get your mouse out of tight spots.

NOTE: You can save as many bones as your mouse can eat, but the Bones Remaining Indicator will show a maximum of five.

STEP 5: Hawk alert!

When playing games at Skills 2, 3 and 4, beware of the hawk that flies out to catch your mouse or dog. Enter the "IN" box to escape to one of the maze corners and confuse the hawk.

STEP 6: Eat and run.

Bonus prizes appear one at a time in certain locations on the screen and earn you points when eaten. Start with the large cheese and go on to other special treats.

Eat all the small cheeses and win a bonus — then move on to another maze and even livelier action. Keep playing until you run out of mice.

Press * to replay the MOUSE TRAP™ Game Option that you have been playing. Press # to go back to the Game Option screen.

NOTE: The Reset Button on the console "clears" the computer. It can be used to start a new game at any time, and can also be used in the event of game malfunction.

SCORING



Small Cheese	90 points
1st Cat bitten	100 points
2nd Cat bitten	300 points
3rd Cat bitten	500 points
4th Cat bitten	700 points
5th Cat bitten	900 points
6th Cat bitten	1100 points



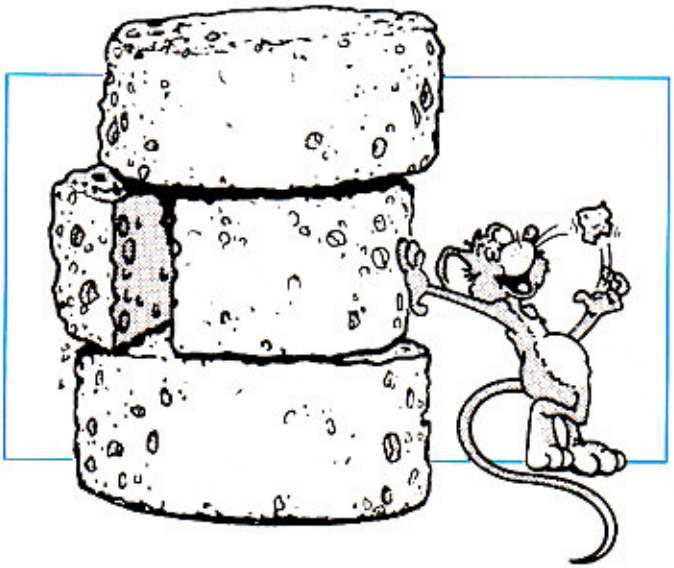
The first Bonus Prize (Large Cheese) is worth 1000 points. Each Bonus Prize thereafter (different each time) is worth 200 points more than the previous one. The number of Bonus Prizes a mouse can eat in a single maze is limited. There are six possible prizes in the first maze, seven in the second, and so on until you reach a maximum of 15 prizes.

Each player begins with three mice. Each time your score reaches a multiple of 40,000, you win a bonus mouse (up to a total of five mice at any time.)

You receive a 10,000 point bonus each time you eat all the small cheeses in a maze.

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing MOUSE TRAP™, but it is only the beginning! You'll find that this cartridge is full of special features to make MOUSE TRAP™ exciting every time you play. Experiment with different techniques — and enjoy the game!



90 DAY LIMITED WARRANTY

Coleco warrants to the original consumer in Canada that each video game cartridge it manufactures shall be free from factory defects in material and workmanship for 90 days from the date of purchase under normal in-house use.

If your cartridge fails to operate properly DURING THE FIRST 90 DAYS AFTER PURCHASE, return it postage prepaid and insured with your name, address, proof of the date of purchase and a brief description of the problem to COLECO (CANADA) LIMITÉE, Customer Service — Electronics, 4000 St. Ambroise, Montreal, Quebec, Canada H4C 2C8.

If your cartridge is found to be factory defective during the first 90 days, it will be repaired or replaced at no cost to you. If the cartridge is found to have been consumer damaged or abused and therefore not covered by the warranty, then you will be advised in advance of repair costs.

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at its authorized Coleco Service Station, and Coleco shall in no event be liable for incidental, consequential contingent or any other damages. This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism or misuse.

The warranty is made in lieu of any other express warranty, and except for the foregoing warranty which is exclusive, there is no other express warranty being made.

Please read the Owner's Manual carefully before using the product. If a malfunction occurs, please refer to the troubleshooting checklist in the Owner's Manual for your video system.

SERVICE POLICY

If your cartridge requires service after expiration of the 90 DAY LIMITED WARRANTY period, Coleco will service the cartridge and put it in working condition or replace it with a reconditioned unit (at our option) on receipt of your cartridge, postage prepaid and insured with your cheque in the amount of $15.00 payable to COLECO (CANADA) LIMITÉE.

Coleco's service obligation does not apply to defects arising from abuse, misuse or alteration of the cartridge. If the cartridge is found to have been consumer damaged or abused, then you will be advised in advance of repair costs.

Please allow 4 to 6 weeks for repair and return.

All returns must
be directed to: **COLECO (CANADA) LIMITÉE**
Customer Service — Electronics
4000 St. Ambroise
Montreal, Quebec,
Canada H4C 2C8