

LUCKY CHASE



For the Atari 2600™

DESCRIPTION

You are Lupin, the master thief who is after all the gold coins and riches scattered around the floor of the bank! You must run around the bank retrieving all of the gold coins and then leave the bank before one of the four super detectives catches you.

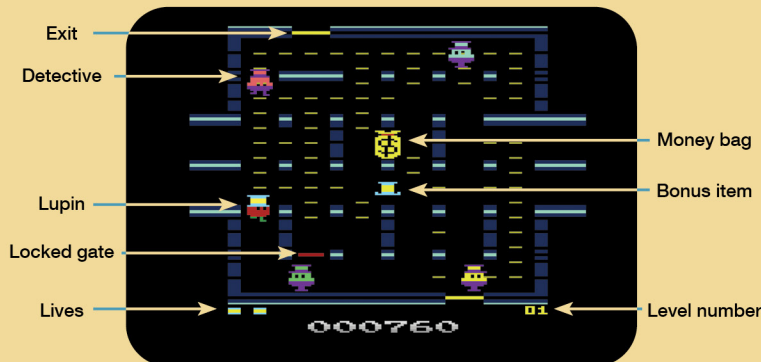
GAME OBJECTIVE

As Lupin, you must collect all of the gold coins from the floor of the bank while avoiding the four detectives. Move the joystick left, right, forward or backward to move Lupin in the desired direction. You will continue to run in that direction until you change it. Be aware of the gates that open and close randomly to block your path. You can press the controller button to temporarily lock the last gate that you ran through.

You collect coins by running over them. When you have retrieved all the coins, the exits will open and you must escape the bank through one of them. You will then enter the next bank where you'll have to try and outwit detectives who will be even more devious in the chase.

Occasionally a giant bag of money will appear for a few seconds. If you can grab it, you will temporarily stun the detectives and be awarded bonus points.

Also, each level has different items that you can collect for bonus points: hat, crown, valise, telephone, and... ?



SCORING

You begin the game with three lives and receive an additional life when you reach 15,000 points. The game is over when you lose all of your lives.

- Each collected coin is worth 20 points.
- Collected money bags are worth 500 points for the first one, 1000 points for the second, 2000 points for the third, and 4000 points for the fourth.
- Collect bonus items (hat, crown, etc.) for varying points.
- Earn bonus points by trapping detectives:
 - 100 points for trapping 1 detective
 - 300 points for trapping 2 detectives
 - 1000 points for trapping 3 detectives
 - 2000 points for trapping 4 detectives

SETTING THE CONSOLE CONTROLS

1. Place the cartridge firmly into the cartridge slot of the Atari 2600.
2. Turn the POWER switch to ON.
3. Set the LEFT DIFFICULTY SWITCH:
Position A (Expert): The game begins with faster detectives.
Position B (Novice): The game begins with slower detectives.
4. To begin play, press the GAME RESET switch or the red button on the joystick.

THE JOYSTICK CONTROLLER

- Plug the joystick controller into the left controller port.
- Use the joystick to move Lupin through the maze.
- Press the controller button to lock the last gate you went through. You can lock only two gates at a time.

HIGH SCORES

- If you have a SaveKey or AtariVox plugged into the right controller port, your high scores will be automatically saved.
- When not playing, the scores will cycle to show the highest score in red and the latest score in white.
- There will be a high score saved for Novice mode and a high score saved for Expert mode.

HINTS AND TIPS

- Each detective has a corner assigned so they have to be there from time to time.
- You can temporarily block detectives on your tail by pressing the controller button and locking a gate in front of them.
- You can trap detectives between locked gates.



- The best place to trap a detective is in the corners.
- Avoid detectives by running through one of the side passageways and returning on the opposite side.

CREDITS

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