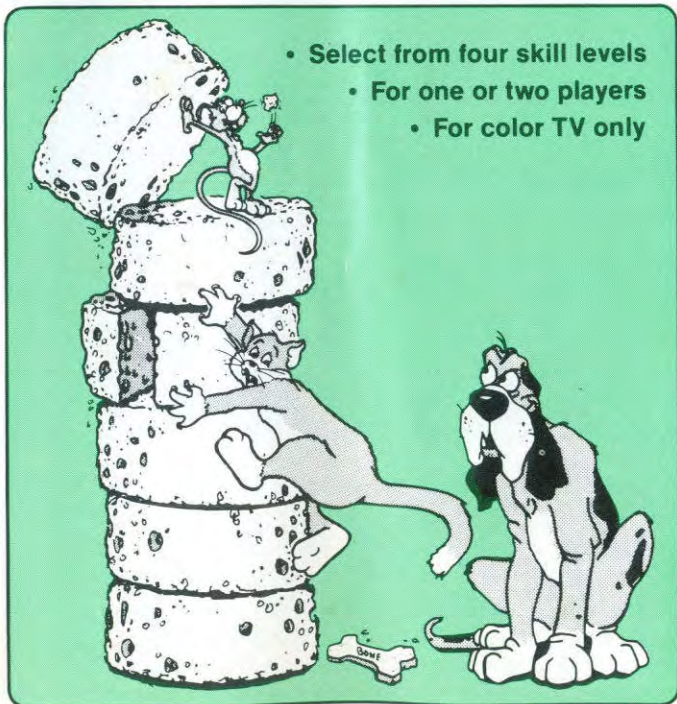


MOUSE TRAP™

CARTRIDGE INSTRUCTIONS

For use with Intellivision® or Sears Super Video Arcade™

- Select from four skill levels
- For one or two players
- For color TV only

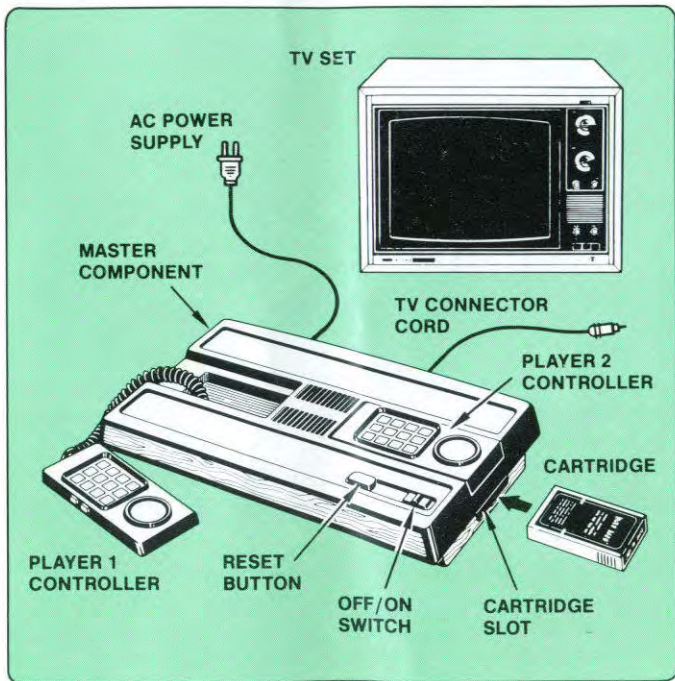


GAME DESCRIPTION



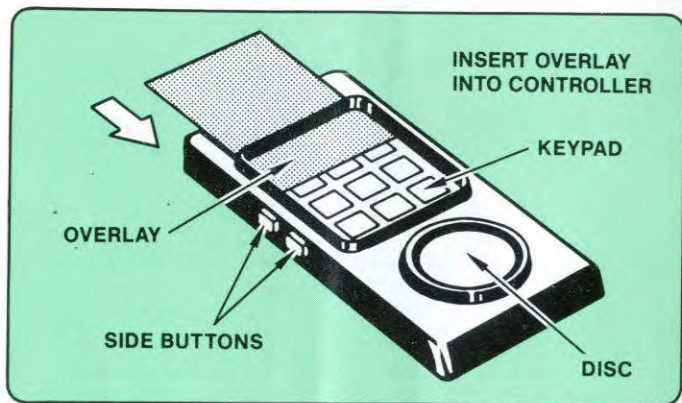
Based on the fun-filled arcade game, Exidy's **MOUSE TRAP™** for IntelliVision™ features a cheese-chomping mouse that you dash around a maze. Open and shut maze doors to escape the pursuing cats. Eat a bone, then turn your mouse into a cat-biting dog. But watch out for the treacherous hawk!

GETTING READY TO PLAY



- Make sure the Master Component is connected to the TV and power supply is plugged in.
- TV should be on and tuned to the same channel as the Channel Select Switch on the console.
- **MAKE SURE THE MASTER COMPONENT IS OFF WHEN INSERTING CARTRIDGE.** Fully insert cartridge, with label facing up, to the indicator marks on both sides of label. Turn **OFF/ON** switch to **ON** after cartridge has been inserted.

USING YOUR CONTROLLERS



Before beginning to play **MOUSE TRAP™**, insert the overlay as shown above.

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

Using the Disc and Keypad Buttons for **MOUSE TRAP™**

- 1. Keypad:** Before playing a game, use Keypad Buttons first to choose a one-player or two-player game. Then use them to select game difficulty and to start playing. While playing a game, pressing a red or blue button (1 or 3) shown on the overlay opens or closes all doors of that color. Pressing the yellow button (2) opens or closes the white doors. Pressing the green button (5) changes your mouse into a dog. Pressing and holding the * button (CLEAR) turns off the sound. Pressing and holding * again turns the sound back on.
- 2. Disc:** Pressing the Disc up, down, left or right makes the mouse move in the direction selected.

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

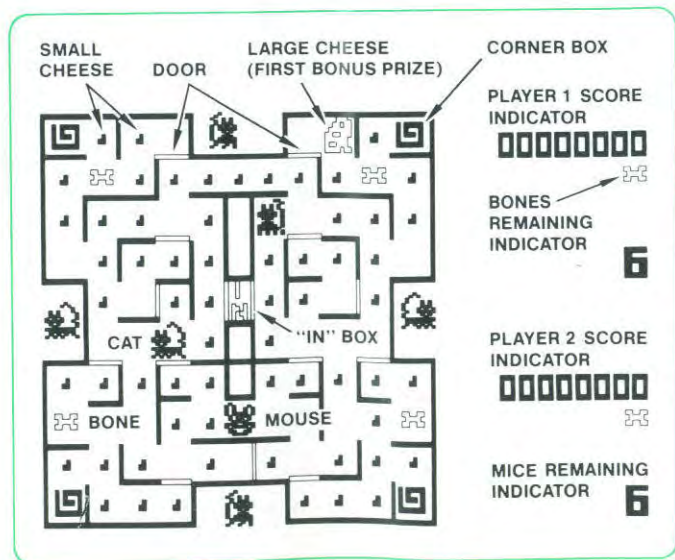
HERE'S HOW TO PLAY

STEP-BY-STEP INSTRUCTIONS

NOTE: If you are playing a two-player game, players take turns. Player 1 goes first and each turn lasts until the player's mouse is eliminated.

STEP 1: Getting started.

Press the Reset Button to make the Title screen appear, then press any Keypad Button to view the Game Option screen. Select number of players and skill level by pressing the corresponding Keypad Buttons. Finally, press any Keypad Button and the race is on!

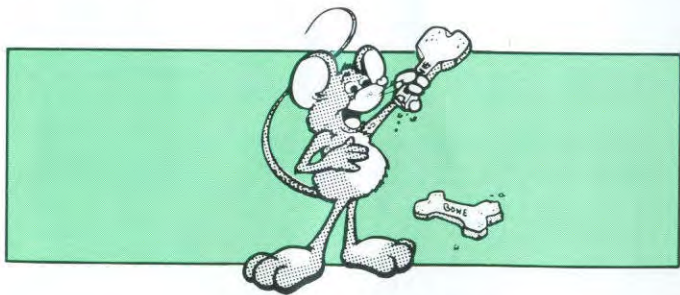


STEP 2: Cat and mouse.

Move your mouse through the maze, trying to eat all the small cheeses. Watch out for the pursuing cats! Open and close maze doors to block their paths.

STEP 3: 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.



STEP 4. 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 5: Eat and run.

Bonus prizes appear one at a time in certain locations in the maze and earn you bonus 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.

SCORING



Small cheese	100 points
1st Cat bitten	100 points
2nd Cat	300 points
3rd Cat	600 points
4th Cat & up	900 points



The first Bonus Prize (Large Cheese) is worth 1200 points. Each Bonus Prize thereafter (different each time) is worth 100 points more than the previous one.

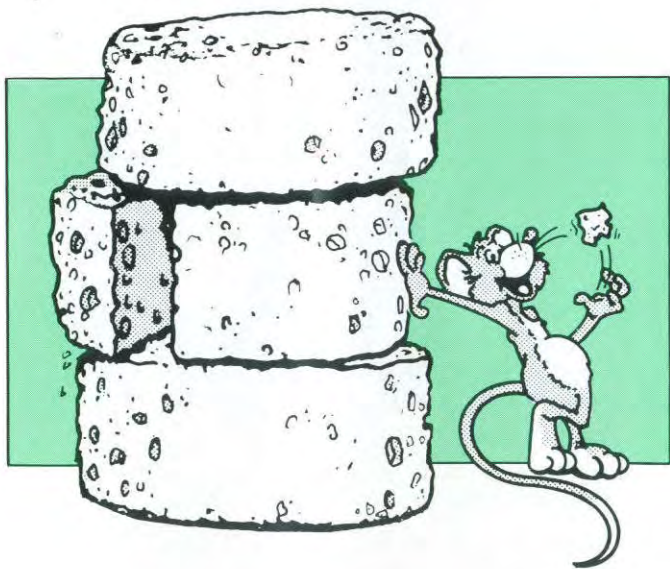
Each player begins with six mice. Each time your score reaches a multiple of 20,000, you win a bonus mouse!

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 purchaser in the United States of America any video game cartridge it manufactures, that the cartridge will be free of defects in material or 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 the Factory Service Station as listed. 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 it therefore will not be 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, (some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you). 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.

This 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.

This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

CARTRIDGE 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 check in the amount of \$10.00 payable to Coleco Industries, Inc.

For service information regarding your Coleco cartridge call 1-800-842-1225. This service station is in operation from 8:00 a.m. to 4:30 p.m., Eastern time, Monday thru Friday.

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 it therefore will not be covered by the warranty, 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 Industries, Inc.
Consumer Electronics Department
P.O. Box 47
Amsterdam, New York 12010
Attention: Consumer Quality Manager**

TO ORDER YOUR REPLACEMENT OVERLAY FOR # 2479 EXIDY'S MOUSE TRAP™

Fill out and send this form to Coleco Industries, Inc., Customer Service Department, P.O. Box 47, Amsterdam, N.Y. 12010.

Please ship () Overlay Sets No.91703 @ \$1.75 2 per set.	
Merchandise Total	
Appropriate Sales Tax	
Total	

SEND COMPLETE FORM WITH CHECK OR MONEY ORDER ONLY. (DO NOT MAIL CASH OR COINS.)

NO C.O.D. ORDERS WILL BE ACCEPTED.

NOTE: PRICE IS SUBJECT TO CHANGE WITHOUT PRIOR NOTICE

— SHIPPING LABEL — PRINT CLEARLY IN INK — DO NOT REMOVE —

COLECO

COLECO IND. INC., P.O. BOX 47
AMSTERDAM, N.Y. 12010

TO

NAME

ADDRESS

CITY STATE

ZIP CODE

POSTMASTER:

CONTENTS MERCHANDISE — RETURN POSTAGE GUARANTEED.
MAY BE OPENED FOR POSTAL INSPECTION IF NECESSARY.

CUT ALONG DOTTED LINE. FILL OUT BOTH SECTIONS AND MAIL





MOUSE TRAP™ is the trademark of Exidy, Inc.
© 1981 Exidy Incorporated

IntelliVision® is the trademark of Mattel, Inc.

Super Video Arcade™ is a trademark of Sears Roebuck & Co.

Package, Program and Audiovisual © 1982 Coleco Industries, Inc. Amsterdam, New York 12010