

CARTRIDGE NUMBER 3
VIDEO GAME INSTRUCTIONS

HOBOTM

FOR USE WITH THE
ATARI® VIDEO COMPUTER SYSTEM™
SEAR® VIDEO ARCADE™
COLECO GEMINI™ AND THE COLECO VISION™ EXPANSION MODULE #1



ATARI® AND VIDEO COMPUTER SYSTEM™ ARE TRADEMARKS OF ATARI, INC.
SEAR® AND VIDEO ARCADE™ ARE TRADEMARKS OF SEARS ROEBUCK AND CO.
COLECO GEMINI™ AND COLECO VISION™ ARE TRADEMARKS OF COLECO INDUSTRIES INC.

INTRODUCING HOBBO

We've all heard of Hobos, but have you ever met one? Well, here's your big chance! Hobos usually carry a stick and a parcel of belongings, and often wear a hat. This one is no exception. Hobo is a real lovable character, but tough, too. Wherever there's excitement and adventure, that's where he'll be. He loves a challenge like crossing a major freeway or some agile train-hopping, and can even scale a heavily guarded fortress! You can do the same thing too, but from the comfort and safety of your own home! Sounds like a good idea, doesn't it?

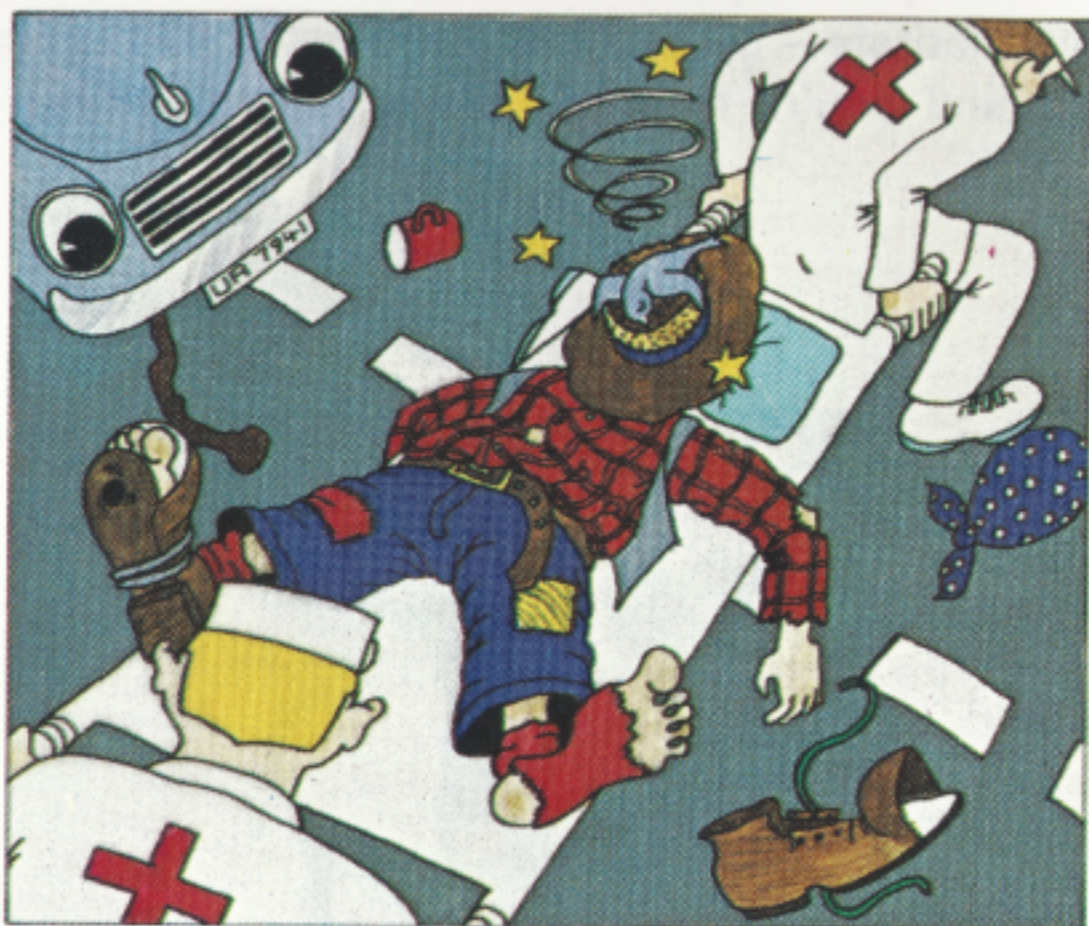
Soon Hobo will be like a member of the family, and always ready for more thrills and spills. Anyone can become an expert with practice, and have lots of fun in the process! So don't hesitate — get to know Hobo better by reading this booklet and you're ready to go on his travels with him!



HOW TO PLAY

Hobo wants to get to the other side of the Grand Central Railway Station — but there are some obstacles in his way. You have four Hobos altogether, and you score points everytime you overcome an obstacle.

The game begins with Hobo trying to cross the multi-lane freeway. Watch those cars speeding by, honking their horns at Hobo! You have to take the risk of crossing over — so keep your wits about you! If Hobo gets hit, then two ambulance men scurry across the road and take him away on a stretcher, and you only have three Hobos left.



Hobo can see a huge fortress beyond the freeway, on the way to the Station. Once across the freeway, gives you access to the fortress.

Now Hobo has to collect all the prizes on different floors, guarded by Security Guards. Listen to the noise of those boots as they march up and down! Here's where you must employ your greatest cunning — if the Guards catch Hobo it's off to Jail for trespassing, and another of your chances are gone! Luckily Hobo has springs in his heels and can jump over the guards — the most two at once! Don't forget Hobo also needs to take a breath between jumps. But where there's a will there's a way, and Hobo can see ladders connecting the different levels of the fortress which will help him get over it.



Phew! If you managed to collect all the prize in the fortress, here comes the biggest test of all. Hobo must cross to the other side of the Station — but look at all those trains coming in and out! Hear them whistling their warnings! Hobo can't walk on the electrified tracks, he has to jump on top of a passing train and then hop onto another moving in the opposite direction, until he jumped onto a hand cart. This requires some real skill. Beware of those short trains, as these trains go through low-ceilinged tunnels which will knock Hobo off the train, and that means one Hobo less. With practice you can become a real pro at train-hopping. "Watch the countdown from 99 at the bottom of screen, you have that much of time to complete a scene"



Now try and see if you can break your own record. The Hi-score will be retained on the top right of the screen. Good luck!

VARIATIONS of the **GAME**

GAME X — Y



X (Game Option)

Y (Starting Scene Option)

GAME OPTIONS

X = 1 Normal Play:

You have four Hobos to start with automatically goes to next scene on completion.

X = 2 Repeat Mode: (One Scene At A Time)

In this mode, you can concentrate on one scene at a time until you master it! Level of difficulty increases, each time Hobo reaches his ultimate goal. Game end at all four Hobos have bitten the dust.

X = 3 Practice Mode:

Same as repeat mode, except you have unlimited Hobos to have a go at the scene you have selected, until you have mastered it.

SCENE OPTIONS

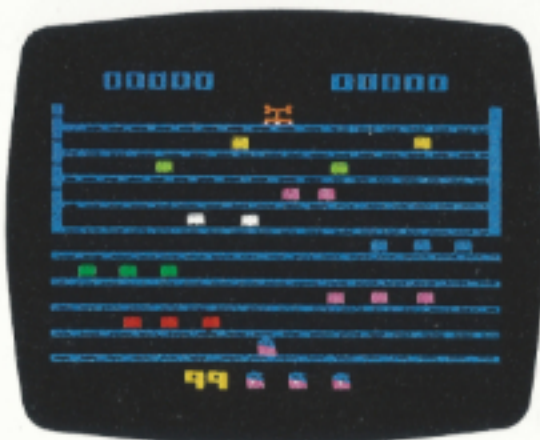
Y = 1 Free-way scene, the object is to cross the free-way without being hit by cars.



Y = 2 Fortress scene, Hobo has to collect all four prizes at different level, without being caught.



Y = 3 Train scene, Hobo has to jump from top of trains to the hand cart at the top of screen.



"LEVEL OF DIFFICULTY INCREASES AS IT PROGRESSES"

STARTING THE GAME

1. Read the OWNERS MANUAL before starting — you don't want to miss any important points!
2. Make sure the POWER switch is down (Off Position) before inserting the Game Cartridge into the Console Unit; this will prevent damage to both.
3. Just toggle "GAME SELECT" to select your game — see under "VARIATION OF THE GAME" for options.
4. If you want to see a demonstration of the game actions, just wait for 1 minute after the title page came out.
5. Press the "RED BUTTON" on the left controller to start the game. At game over, if you wish to start the game at the last played scene and Game-Option, just press the RED BUTTON twice, else toggle "GAME RESET" switch first and repeat from 3.

THIS IS A ONE PLAYER GAME, USE ONLY THE LEFT HAND CONTROLLER.

USING THE CONTROLLERS

Move the joystick in the direction in which you want Hobo to move. For instance, move it to the left if you want Hobo to move left, or right for right, up for up and down for down.

When Hobo is in the fortress he needs to jump over Security Guards or he will be caught. To make Hobo jump, press the RED BUTTON of your left-hand controller.

In the train-hopping scene, move the joystick left or right to centre Hobo on the carriage, and "UP" to jump forward or "DOWN" to jump back one track.



FREEZING THE GAME



Rrrrrring — rrrrring Rrrrring — rrrrring! Oh no — that's the telephone ringing right in the middle of a game! Don't worry, Hobo has a unique feature — just push the "TV TYPE" switch DOWN to B/W and the game stops instantaneously and waits for you to deal with the interruption. When you're ready again push the "TV TYPE" switch UP to COLOR and the action and sound continues where you left off.

If necessary you can also reduce the volume on your TV until it's time for you to play again, but don't forget to turn it back on!

 SCORING

The computer will score for you automatically, and retain the highest score in its memory bank for you or your friends to challenge.

1000 points for each scene completed.

 TIPS TO KEEP HOBBO ON HIS WAY

When trying to cross the freeway, remember the Green Cross Code! Look right, look left, look right again. If there's nothing coming walk quickly across the road — but not all the way! Hobo can stop and re-assess his timing on the dotted lines that divide the lanes of the freeway, and get across safely in two or three parts.

When in the fortress Hobo can wait on the ladders until the security guards have passed and then make a run for it. When Hobo is train-hopping, make sure he hops on the centre of a carriage because everytime the train goes round Hobo might fall off. Watch out for those short trains going through the low-ceilinged tunnels which will knock Hobo off.

HAPPY PLAYING!

© UA LTD. 1983
ALL RIGHTS RESERVED

PRINTED IN HONG KONG