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NES-CI-USA

JALECO™

City Connection™

Instruction Manual



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Thanks for buying Jaleco's City Connection. It's just one of many exciting new games we will be bringing out for your NES.

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TAKING CARE OF YOUR JALECO GAME

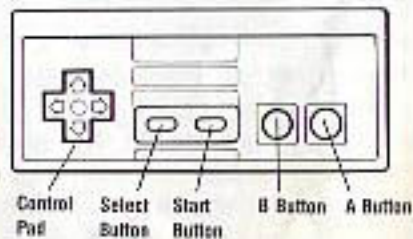
- This Jaleco Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.
- Never insert your fingers or any metal objects into the terminal portion of the expansion connector. This can result in malfunction or damage.

THE STORY

You're on the run! You've broken into an exclusive paint store in New York City. You're carrying leaking 10 gallon cans of paint. Now the cops are after you!! You must drive over every mile on the highways in New York City before you can catch the boat to England. From there you go on a tour of the world, trying to avoid the police and leaking paint all over. Your only defense: Pick up the oil cans left on the highways and shoot them at the police cars. Send the police cars into a spin and knock them off the road.

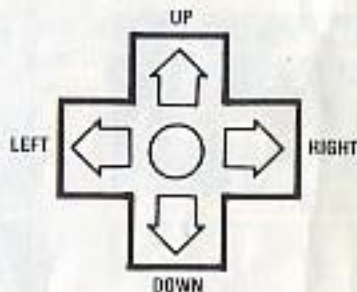
THE CONTROLLER

This illustration shows you the control points on your City Connection controller. Push the "Select" button to play a one or two player game. Push the "Start" button to begin playing. You can use it to "pause" during the game. Push the "A" button when you want your car to jump. Push the "B" button when you want to throw or shoot oil cans.



THE CONTROLLER

The control pad controls the movement of your Get-Away car. Use the control pad to "jump up" or "drop down", and to move your car from "left" to "right" on the screen. If you want to drive faster while you're moving to the right, hold down the right side of the control pad. Go faster while you're driving left by holding down the left side of the control pad.



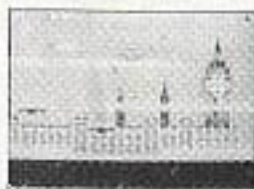
HOW TO PLAY

Playing City Connection is like driving on an action-packed, obstacle course, in six different countries. You'll start in New York, USA and then move on to London, England. You've got to be good to continue your tour of the world, with your next stop in Paris, France—the home of many world class racing car drivers! From Paris, you'll drive to Frankfurt, West Germany, into Delhi, India and finally, Tokyo, Japan. Each city has a 3-tiered highway that must be driven and covered with your leaking paint. You and a friend can play City Connection; just take turns. Or you can play by yourself.

Here's some scenes to watch for when you drive City Connection:



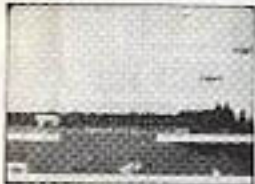
New York



London



Paris



Frankfurt



New Delhi



Tokyo

KNOWING YOUR SCORE

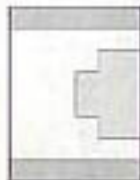
Check the screen to learn your score. You'll be able to see your score, the number of miles you have driven and the number of oil cans you have collected.

CHARACTERS AND POINTS

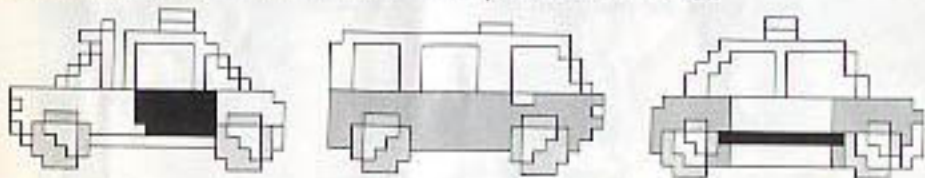
Your get-away car. You can make it jump and pick up oil cans. Start out with 3 cars. Bonus cars are awarded at 100,000 and 300,000 points.



Pick up as many oil cans as you can. They're your only defense. Shoot them at the police cars and then knock them off the road. Use them carefully because you're awarded bonus points after clearing each stage—100 points for each remaining oil can.



Police cars...watch out!! These guys are after you. Shoot an oil can at the police car and cause it to go into a spin. While it is still spinning, drive up behind it and ram it off the road—400 points for each car.



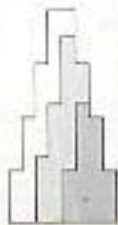
Try to catch the floating balloons. If you get 3 of them, you will "warp" to another country. Your bonus for warping = $1000 \times$ the number of oil cans you have.



Be careful! This cat comes out of nowhere and shows up everywhere...dashing in front of your Get-Away car when you least expect it. Avoid him!



These will appear in front of your Get-Away car when you drive too long on one level. You've got to jump to another level to avoid them.



HINTS:

1. Try to drive on the upper highways first. As your miles driven increases, it becomes more difficult to get to the top.
2. Don't stay on the same level for too long. Sometimes a road block will appear and you will lose a life (car).
3. Bonus points are awarded if you knock more than one police car off the road at the same time.
4. While you're touring London, try to catch a balloon. When the number of oil cans you have is 11, this will cause the next balloon to appear right away.
5. In Paris, under certain conditions, a heart will appear instead of a balloon. Grab it if you can. Bonus points will be awarded.
6. Do NOT hit the cat. It will cause you to lose a life (car).

**COMPLIANCE WITH FCC REGULATIONS**

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: *How to Identify and Resolve Radio-TV Interference Problems*. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

