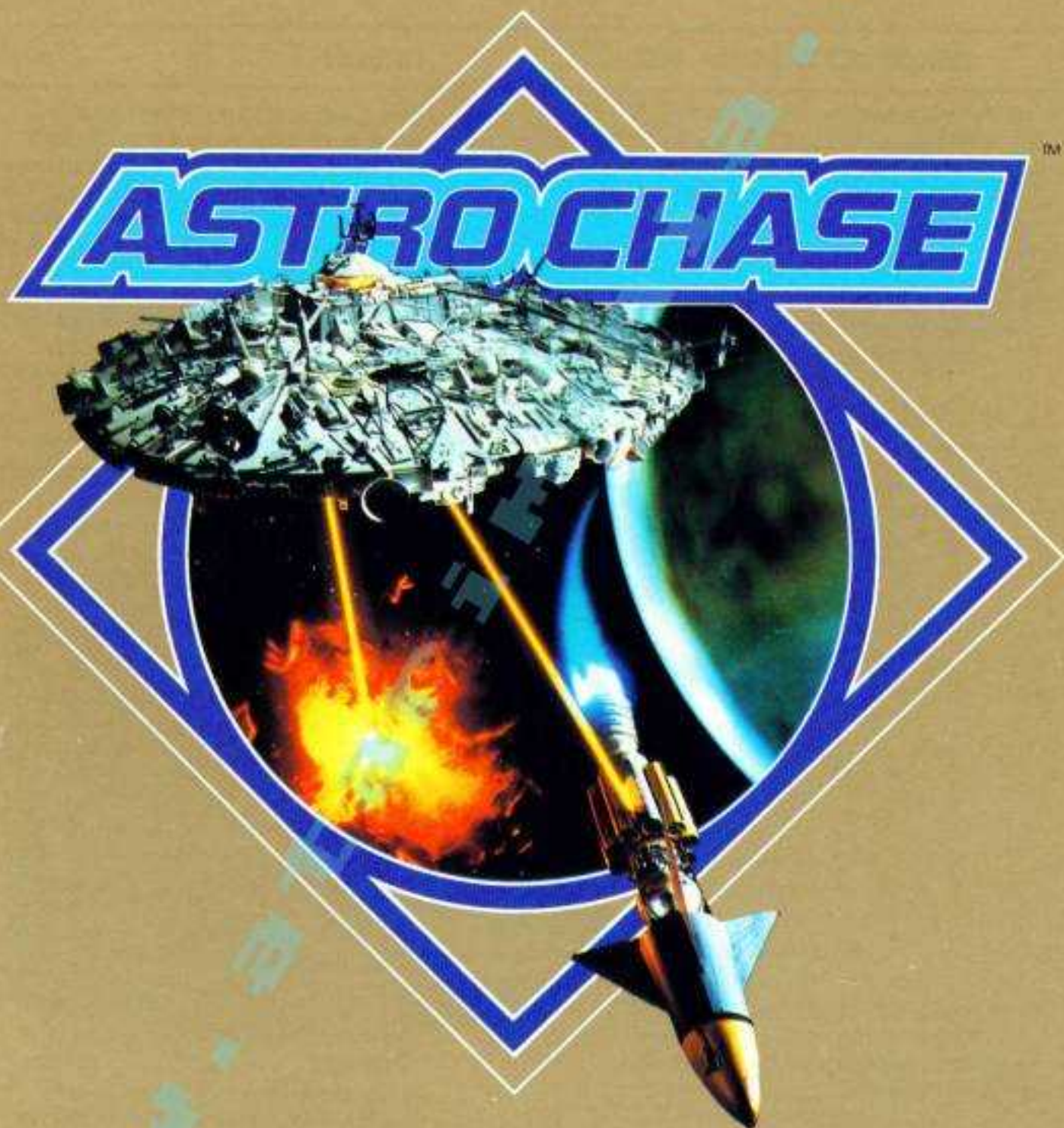

P A R K E R B R O T H E R S

A R C A D E / A C T I O N
S O F T W A R E



C A R T R I D G E F O R A T A R I H O M E C O M P U T E R S

U n d e r L i c e n s e f r o m F i r s t S t a r S o f t w a r e I n c .

Designed by Fernando Herrera

Rules © 1983, Parker Brothers, Beverly, MA 01915. Printed in U.S.A.

Object

Your mission is to save the planet earth from total destruction! To do it, you must eliminate all 16 mega mines now approaching earth—just one will shatter the earth like glass! And while you're blasting mega mines, you must also destroy a barrage of enemy ships as they chase you to the ends of the galaxy! The larger your conquests—the bigger your reception upon returning home! Good luck with your mission!

Setting the Console Controls

1. Place the cartridge firmly into the cartridge slot at the top of the Atari 400 unit; on the left-hand side of the Atari 800 unit; or on the side of the Atari 1200XL unit.
2. Press the ON/OFF switch to ON.
3. Once the initial animation scene has ended, press down the SELECT button to choose the Chase or skill level desired. The numbers will appear at the bottom, left-hand side of the screen. To reach a higher number skill level, hold down the SELECT button until the Chase or skill level desired appears. NOTE: You cannot select Chase 25 through 34. You must survive Chase 24 to be awarded the opportunity to play Chase 25 or higher. If you lose at any Chase past 24, the game will automatically return to Chase 23.
4. To begin playing, press down the START button or the FIRE button on the joystick controller.

The Joystick Controller

Plug the joystick controller firmly into the Atari 1200XL unit. For the Atari 400 and 800 units, plug the controller into the jack labeled "No. 1."

Use the joystick to navigate your ship in any direction—left, right, up, down, or diagonally. Press the FIRE button to shoot lasers at attacking enemy ships or mega mines. Holding down the FIRE button lets you fire in rapid succession.

Playing

The following illustrates all the situations which may appear on the screen during the game:



- Planets
- Hot Stars
- Your Saucer
- Earth
- Energy Remaining
- Number of Remaining Mega Mines
- Your Score
- Highest Score to Date
- Number of Remaining Saucers
- "Chase" or Skill Level

Each time you begin the game for the first time, or begin a new Chase AFTER the earth has been destroyed, you receive 3 saucers, each having 1,000 units of energy.

Force Field

The galaxy is surrounded by an invisible (and inescapable!) force field. Its perimeters are defined by the 4 Energy Generators located in the four furthestmost corners of space, and by the 8 Shield Depots located across the top, sides, and bottom of the field. If you hit the Force Field, the galaxy sparks—you lose energy—but bounce back. You can, however, shoot the Force Field and destroy enemy ships or Mega Mines.

Shield Depots

To activate your shields and become invulnerable to all enemy blasts and ramming, simply fly through one of the 8 Shield Depots. You will hear a short musical cue and your saucer will begin to flash. Now, if you ram an enemy ship, or if one rams you, it will automatically be destroyed. The shield lasts for approximately 10 seconds and you will use 100 units of energy upon activating it. NOTE: You use 100 units of energy when you activate your shields.

Energy Generators

There is an endless supply of energy available from the 4 Energy Generators located just within the four corners of the Force Field. To reenergize, simply fly through one of the generators. Each horizontal pass through it gives you 12 additional units of energy. Each vertical pass through a generator gives you 24 additional units of energy. NOTE: For each second of saucer flight time, and for each single blast of our laser, you use 1 unit of energy. You also lose energy when your saucer bumps into hot stars and planets. When your energy level drops to 300 units, a warning will flash on the screen. Use all your energy and your saucer blows up!

Lasers

To fire lasers, simply hold down the FIRE button on the joystick and simultaneously move the joystick in the direction you want the laser to shoot.

Single Thrust Propulsion™

This special game feature lets you lock your saucer on course, at a constant speed, and continue to shoot, in any direction, simultaneously—regardless of the direction of travel. To fly, simply tap the joystick in the direction you wish to head. Then, by holding down the FIRE button, you will continue flying in that direction, but will be able to direct your missiles by moving the joystick.

Scoring

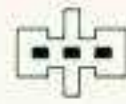
Destroying Enemy Ships:



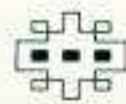
Ramatrons ... 10 points
Characteristics: They ram only, and cannot go through planets. They are slower than jets.



Ramalons ... 20 points
Characteristics: They can ram only, but can go through planets.



Firetrons ... 50 points
Characteristics: They ram and fire lasers, but cannot go through planets.



Firelons ... 60 points
Characteristics: They ram and fire lasers, and can go through planets.



Ramatron Jets ... 30 points
Characteristics: They ram only, but cannot go through planets. ALL JETS HAVE DOUBLE SPEED.



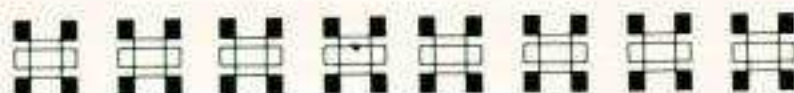
Ramalon Jets ... 40 points
Characteristics: They ram only, and can go through planets.



Firetron Jets ... 70 points
Characteristics: They ram and fire lasers, but cannot go through planets.



Firelon Jets ... 80 points
Characteristics: They ram and fire lasers, and can go through planets.



Destroying Mega Mines:
Each Mega mine is worth 3 times the point value of the type of enemy ship appearing in that "chase." NOTE: EX.: In Chase 1, Ramatrons worth 10 points each are the attacking fighters. Therefore, each Mega mine destroyed is worth 30 points (3 x 10 points).

Bonus Saucers

With each successful Chase you complete, you'll be awarded 2 Bonus saucers with 1,000 units of energy each.

Remaining Energy:

When you survive a Chase, the energy remaining in your saucer is converted into points and added to your score.

Special Console Controls

"Option" Button

At any time during the game, while your saucer is moving, you may abort your mission by pressing down the "Option" button on the console. You may then press down the "Start" button to begin the same Chase again, or depress the "Select" button to choose another Chase and then press the "Start" button to begin playing. NOTE: If you abort your mission while playing progressive Chase advances, all your accumulated bonus saucers will be lost and your "run" will be ended.

"Space" Bar

While your saucer is moving, depress the "Space" bar on the console and the action will pause. To begin the action, simply press the "Space" bar again.

Letter "S" Key

At any time during the game, if you wish to eliminate the music, and hear only the battle sounds, press down the letter "S" key. To restore the music, simply press the letter "S" key again.

Reset Button

The Reset button will restart the game beginning with the animation sequence. The high score will be lost.

Strategy Tips and Service Information

If you would like strategy tips on ASTRO CHASE or have any questions or comments about this game, or other Parker Brothers software, write to the Consumer Response Department in the location nearest you:

In the U.S.A.: Parker Brothers, P.O. Box 1012, Beverly, MA 01915.

In Australia and New Zealand: Toltoys Pty. Ltd., 104 Bourke Road, Alexandria, N.S.W. 2015.

In the United Kingdom: Palitoy Company, Owen Street, Coalville, Leicester, LE6 2DE England.

If you should have any difficulty operating or playing ASTRO CHASE, call our Electronic Service Department at these toll free numbers:

In Massachusetts 1-800-892-0297

All other states (except Alaska, Hawaii, or Canada), 1-800-225-0540

Lines are open 8:30 a.m. to 4:30 p.m. (EST) Mon.-Fri. (excluding holidays).

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2. **Proper Delivery:** The product must be shipped, prepaid, or delivered to PARKER BROTHERS (address: 190 Bridge Street, Salem, MA 01970, Attention: Quality Control Dept.) for servicing, either in the original package or in a similar package providing an equal degree of protection.
3. **Unauthorized Repair, Abuse, etc.:** The product must not have been previously altered, repaired or serviced by anyone other than PARKER BROTHERS; the product must not have been subject to an accident, misuse or abuse.

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If the product malfunctions after the 180-day warranty period, you may ship the product prepaid and enclosed with a check or money order for \$8.00 to **Parker Brothers**. **Parker Brothers** will, as its option, subject to the conditions above, repair the product or replace it with a new or repaired unit, subject to availability of parts. If replacement units or required parts are not available, the \$8.00 payment will be refunded.

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