

## **CHASE HQ**

### **SCENARIO**

The heat is on! The steaming roads beckon your turbo-charged Porsche 928 as the screeching of tyres in the distance heralds another crime being committed. "This is Nancy at Chase HQ" – we gotta few perps to catch Algenon, Looks like you aint gonna get much sleep tonight"

"Gotcha, Nancy baby! We're on our way!"

Details of the perpetrators vehicles flash across your in-car computer screen as you tear away down the busy L.A. streets in search of your quarry.

You are the head of SCI (Special Criminal Investigation) and the type of guys you chase don't stop for no-one! After years of experience, you have discovered that the only way of stopping these people is to ram 'em off the road!

Your limited Turbo Chargers help you catch up, but these guys seem to drive the best and fastest sports cars on the road, so catchin' em ain't easy.

### **LOADING**

#### **SPECTRUM**

48K USERS – Type LOAD"" (ENTER).

This game loads in a number of parts – follow on screen instructions.

128K USERS – USE LOADER.

This game loads in one part.

#### **CONTROLS**

This is a one player game which can be played with either joystick in port one or keyboard which is redefinable. The following Spectrum joysticks may be used:

KEMPSTON / SINCLAIR / CURSOR

#### **JOYSTICK CONTROLS**

UP	- ACCELERATE
DOWN	- BRAKE
FIRE	- CHANGE GEAR
SPACE BAR	- TURBO

#### **PRESET KEYS**

A	- ACCELERATE
Z	- BRAKE
K	- LEFT
L	- RIGHT
N	- CHANGE GEAR
SPACE BAR	- TURBO
P	- PAUSE
Q	- QUIT

Please note that on the 48K Spectrum control options may only be changed once – when the game has loaded.

#### **STATUS AND SCORING**

You have 60 seconds to catch up with the target vehicle and then a further 60 seconds in which to RAM it off the road. Points are scored as you progress along the road. Points are also awarded for passing cars.

This continues up to 8,000 points, but if you hit another car (other than your target) the scoring will restart at 200 points.

When you reach the target vehicle you will score 10,000 points for each hit on the first level and 20,000 points for each hit on the second level etc. There is also a 'hidden' special bonus which may be awarded. There will be an extra bonus for completing the game. When you catch up with the

criminal's car a hit indicator will appear on screen. This will show how many times you have to hit the target vehicle; when this indicator is full your car will automatically overtake the criminals and stop them.

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