

Nintendo

GAME BOY™

CHASE HQ.



INSTRUCTION BOOKLET

Taito



Thank you for buying **Chase H.Q.** from **Taito®**.
Before you begin play, please read this instruction
booklet carefully and follow the correct operating procedures.

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COMPLETE COMPATIBILITY WITH
YOUR GAME BOY SYSTEM.

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Cautions During Use:

- 1) If you play for long periods, take a 10- to 15-minute break every hour or so.
- 2) This equipment is precision-built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Also, do not disassemble the unit.
- 3) Don't touch the terminals or let them come into contact with water, as this can cause malfunction.
- 4) Don't wipe this equipment with volatile solvents such as thinner, benzene or alcohol.
- 5) Store the Game Pak in its protective case when not in use.

HOW TO PLAY

***“THIS IS NANCY AT CHASE H.Q.
WE’VE GOT AN EMERGENCY HERE!”***

America’s most wanted high speed criminals are on the loose, and it’s up to you to stop them! Take to the streets in your ultra-lean cruising machine as you track down and apprehend five of the meanest felons ever to get behind the wheel. Put the pedal to the metal, Mr. Driver! You only have 60 seconds to find the bad guys. Once they’re in sight, shift into high gear and ram them off the road!

HOW TO PLAY (Continued)

Music/Sound Effects

You can listen to MUSIC or SOUND EFFECTS when playing CHASE H.Q.

Press the **SELECT** button to choose **MUSIC** or **SOUND EFFECTS** when the option screen appears.

Press the **START** button to continue.

Please Note: You can't switch between MUSIC or SOUND EFFECTS during game play.

HOW TO PLAY (Continued)

CHOOSING CAR CONTROLS

CHASE H.Q. lets you control your car in two different ways.

Press the **SELECT** button to choose **Play Control 1** or **Play Control 2**.

Press the **START** button to begin game play.

Please Note: You can only select play controls when starting the game for the first time.

Play Control 1:

Up Arrow	Accelerate.
Left Arrow	Steer left.
Right Arrow	Steer right.
Down Arrow	Brake.
"A" Button	Activate Turbo mode.
"B" Button	Shift gears.

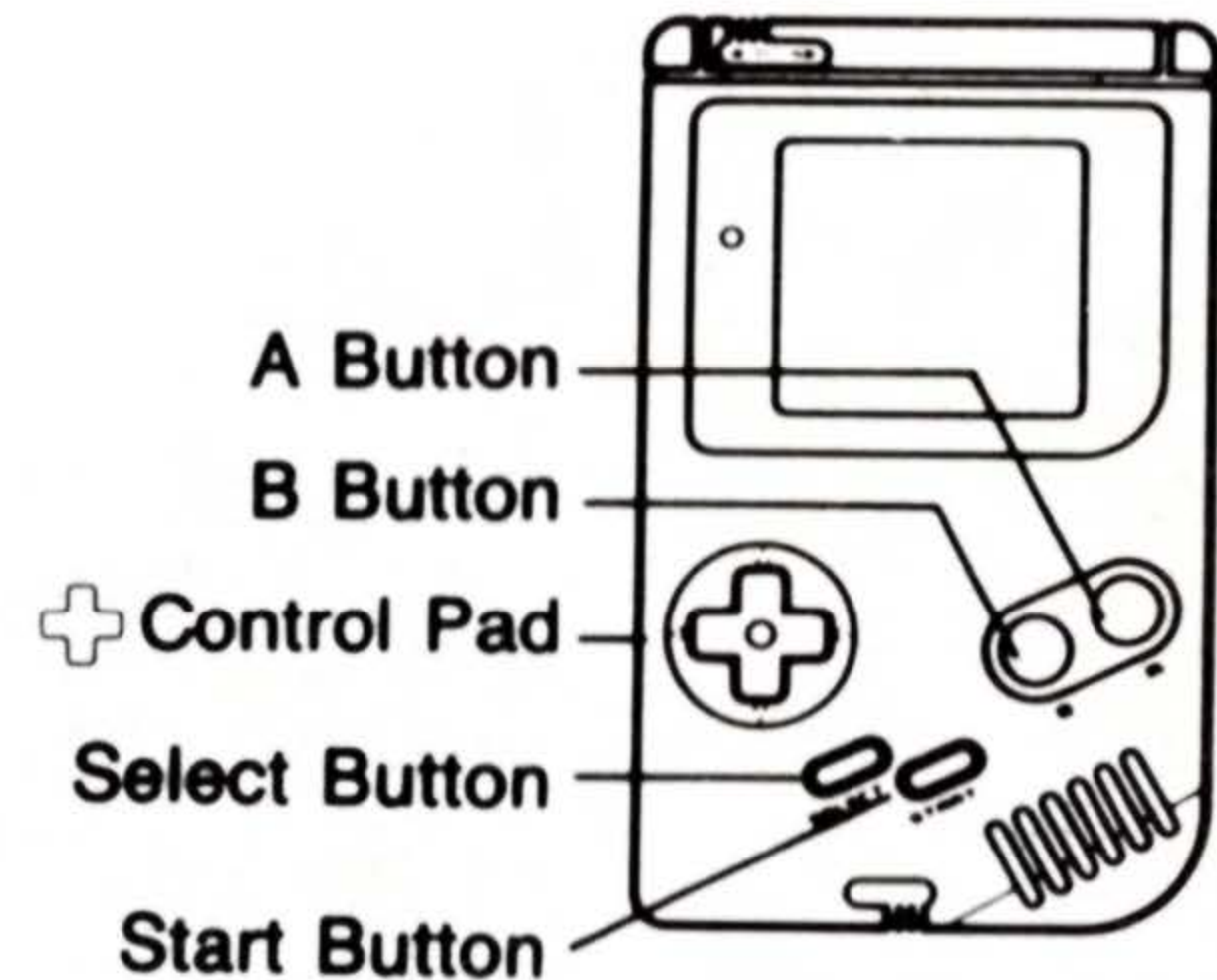


HOW TO PLAY (Continued)

CHOOSING CAR CONTROLS (Cont'd)

Play Control 2:

Left Arrow	Steer left.
Right Arrow	Steer right.
Down Arrow	Brake.
"A" Button	Shift gears.
"B" Button	Accelerate.
Select	Activate Turbo mode.



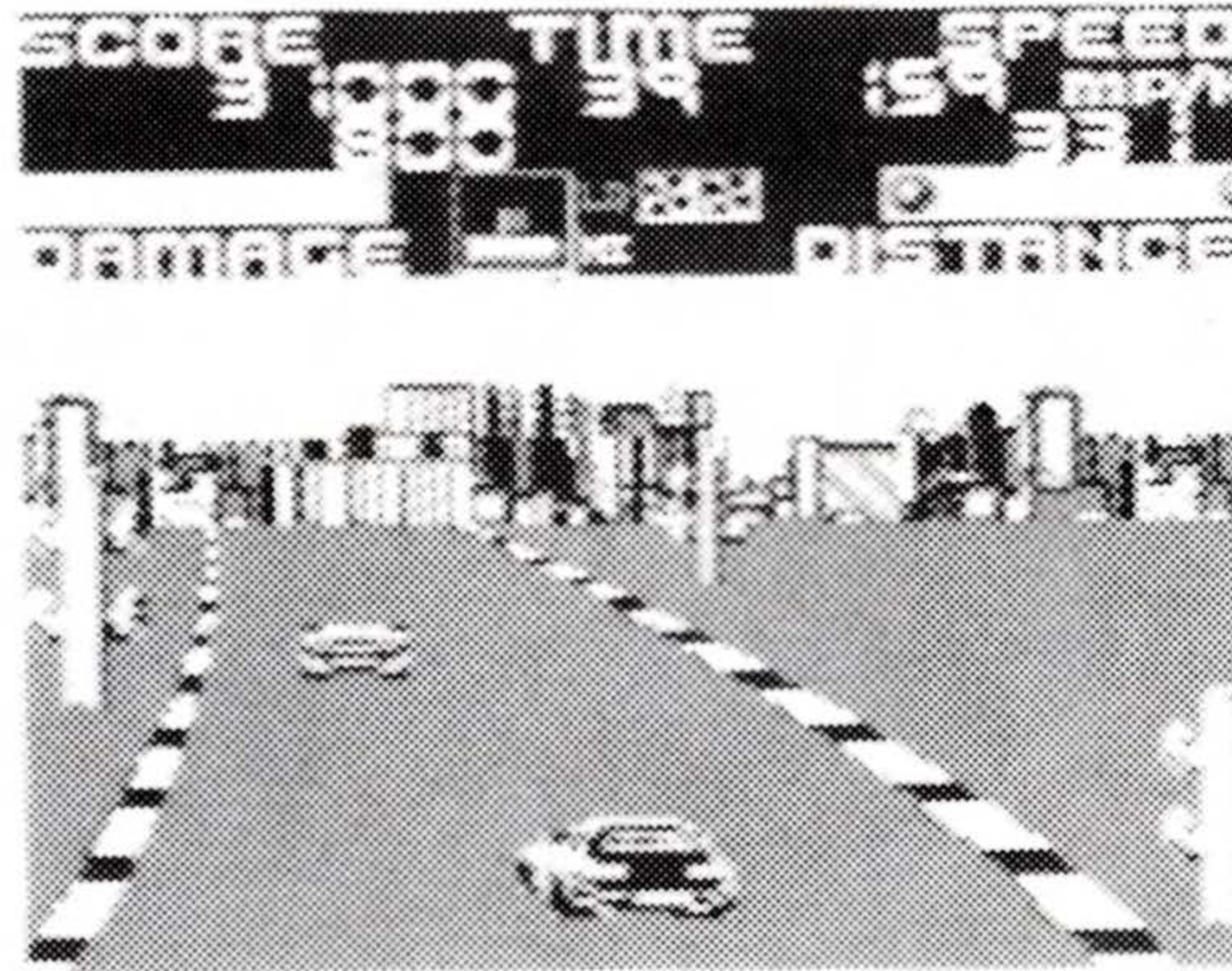
Pause Mode

Press the **START** button during play to pause the game.

Press the **START** button again to resume play.

PLAYER STATUS

Your current score and status are displayed above the game screen:



Player Score
Car Passing Bonus
Time Remaining
Current Speed

Gear Shift
Turbo Indicator
Damage to Crime Car
Distance to Crime Car

SPECIAL FEATURES

Braking/Accelerating

Braking and accelerating at the same time automatically causes your car to brake.

Counter-Steering

Your car will begin to slide when you crash into another vehicle. Steer into the direction of the slide to regain control.

Cruise Control

You can let up on the accelerator during game play and continue at the same speed (except when travelling over hills).

Turbo Mode

This option lets you boost the speed of your car for a short time. Exhaust plumes spurt from the tailpipes. Be careful-you can only use this option **THREE (3)** times per mission.

OBSTACLES

Heads up Mr. Driver! The most dangerous mile is the one in front of you!

Sunday Drivers

Innocent drivers get in the way. Score bonus points by passing them.

Tumbleweeds

These pesky plants can slow you down!

Boulders, Cactus, and Telephone Poles

Smash into these obstacles and lose precious time!

SCORING

There are four ways to score points when playing CHASE H.Q. First class drivers can score more points if they don't use their credits!

Distance

1 point for each dotted line you pass along the side of the road.

Passing Other Cars

You receive points for each car you successfully pass.

Pass 1st Car	200 points
Pass 2nd Car	400 points
Pass 3rd Car	600 points
Pass 4th Car	800 points

You continue to receive 800 points for each car you pass after the fourth one.
Smashing into a car resets the passing bonus to 200 points.

SMASHING THE CRIME CAR

Points are awarded for crashing into the criminal's car. This score depends on:

- Whether you hit him from the side or the rear.
- How many credits you have.
- Your current level.

Level	Rear Hit	Side Hit
	4 credits/< 4 credits	4 credits/< 4 credits
1	1000 pts./100 pts.	5000 pts./500 pts.
2	2000 pts./200 pts.	6000 pts./600 pts.
3	3000 pts./300 pts.	7000 pts./700 pts.
4	4000 pts./400 pts.	8000 pts./800 pts.
5	5000 pts./500 pts.	9000 pts./900 pts.

MISSION BONUS

Three bonus scores are awarded for each mission you complete:

Round Clear Bonus:

With 4 credits:	2000 pts.
With < 4 credits	1000 pts.

Time Bonus: 500 pts. x seconds remaining.

Complete All missions: 500,000 points.

CONTINUE OPTION

You can continue the current game **FOUR (4)** times.

To use the continue option:

- Press the **START** button before the timer reaches zero.

HINTS AND TIPS

- For quicker starts, accelerate in LO gear until your speed reaches 90 MPH, then shift to HI.
- Shift gears and use your brakes if you steer into a corner too quickly.
- Try to crash into the side of the criminal's car; it's more effective and scores more points!
- If you must crash into a passing car, try to hit it on the inside to avoid skidding off the roadway.
- When you crash into another car, don't forget to steer in the direction of your slide to regain control.

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