

# ASTRO CHASE

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## EXPERT

17	Ramatron Jet.....	R, DS,	30
18	Ramatron Jet.....	R, PT, DS	40
19	Firetron.....	R, FL	50
20	Firetron.....	R, PT, FL	60
21	Firetron Jet.....	R, FL, DS	70
22	Firetron Jet.....	R, PT, FL, DS	80
23	Firetron Jet.....	R, FL, DS	70
24	Firetron Jet.....	R, PT, FL, DS	80

## MASTER

25 The Ultimate  
to Challenge!!  
34

## \* Note:

R = Ram only  
PT = Pass through Planets  
FL = Fire Lasers  
DS = Double Speed

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US © 1984 and written by 'First Star' Software Inc.

Burner 'FASTLOAD'

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**Remaining Energy:** If you survive a Chase, the energy remaining in your saucer is converted into points and added to your score.

**Intermissions:** There are seven (7) different animated intermissions, each awarded upon surviving Chases. After each intermission, the game automatically begins at the next higher Chase.

## To Play Summary

1. Load Program (see **LOADING INSTRUCTIONS**) and wait for the completion of the blastoff animation.
2. Select desired level (see **HOW TO START**).
3. Press Key F7.
4. The saucer will commence flight as soon as it appears, and play begins.
5. After a saucer is destroyed, check the scoreboard, then press the **TRIGGER** button and your next saucer will appear.
6. When all saucers are used and/or Earth has been destroyed, press Keys F7 and F5 to move to a new Chase. If you press the Key F7, you will restart at the next lower Chase. Press Key F5 to go to any other Chase (except Chases 25-34).
7. If you have survived and saved the Earth, you will advance to the next Chase by pressing the **trigger** button.

**Trigger Button:** The **TRIGGER** **BUTTON** on your joystick may be used:

To continue play by bringing up the next saucer, to advance to the next highest Chase if you have survived and saved the Earth, or to alter the function of your joystick so that the pressure and aiming of the joystick will control your lasers — **NOT** the saucer's direction of travel.

While your saucer is moving, depress the **SPACEBAR** and the action will pause. The screen will now appear deep blue and the images will "freeze". Press the **SPACE BAR** again to restart the action.

**Letter "S" Key:** The music (The 1812 Overture by Tchaikovsky) automatically gets softer when a game begins. If you wish to hear **ONLY** the battle sounds, you can eliminate the music by depressing this key. To restore the music, press the "S" key again. This feature can be used at any time.

## Game Features

**Bonus Saucers:** Each time you start the game for the first time or begin a new Chase after the Earth has been destroyed, you receive three (3) saucers, each having 1,000 units of energy. If you vaporise all of the Mega Mines, you will automatically proceed to the next highest Chase (by depressing the **trigger**) AND you will be rewarded two (2) additional Bonus Saucers, with 1,000 units energy each. You will continue to collect two (2) bonus saucers for each Chase survived until the Earth is destroyed or

**Single Thrust Propulsion:** This proprietary process enables you to 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. There is no need to keep pressure on the joystick. To alter your flight direction make sure your finger is off the trigger, and reposition the joystick.

**Lasers:** To fire lasers, first you must press the trigger button on the joystick and while keeping the trigger button down, move the joystick in the direction you want the laser to shoot. You can fire single shots, bursts or machine-gun fire, depending on how long you keep the **JOYSTICK** depressed. The trigger is **NOT** pushed each time you fire a blast. It is pressed first, and held down as the joystick is used to actually aim and fire the lasers. As long as the trigger is depressed AND the joystick is engaged, your saucer will continue to fire as the saucer continues to travel straight, locked onto your last directional command. The only limit to your laser supply is available energy. The actual number of shots is unlimited. You can keep shooting as long as you survive and re-energise. You can shoot in eight (8) different directions.

**Shields:** You can activate shields and become invulnerable to all enemy blasts and ramming. Simply fly over one of the eight (8) Shield Depots. The shield lasts for a maximum of ten seconds, decreasing as the level of the Chase advances. With your shields "on", if you ram an attack fighter or if they ram you, only THEY will be destroyed. Without shields "on", your saucer is white. When activating shields, you will hear a short musical cue and the saucer will flash,

**Ramming:** With your shields "on", you can ram any attack fighter. However, you can NOT eliminate Mega Mines in this manner.

## Summary

### The Enemy

1. **Force-Field:** You can NOT pass through it, you bounce back. You lose energy if you bump it. You CAN shoot through it.
2. **Mega Mines:** There are 16 of them. They pulsate, which helps you to find them when they hide on top of planets. These are the ultimate threat. One can destroy the Earth.
3. **Attack Fighters:** There are 8 types. The ones with vertical axis can shoot at you. Check chart to see which ones ram; ram and pass through planets; ram; pass through and fire; and which ones have double speed.

### Your Defences

1. **Single Thrust Propulsion:** You use this to lock your saucer on course, and maintain a constant speed while shooting in any of eight directions.
2. **Lasers:** You can fire single shots, bursts or machine-gun-fire. Your supply of laser shots is limited, but energy is expended when shooting. You can shoot in 8 basic directions. Depress trigger button, hold it down, then move the joystick to fire in desired direction.
3. **Shields:** They last for 10 seconds on the lower Chase levels. As the Chase's difficulty increases, the

3. Use the scoreboard to keep track of the number of Mega Mines you have yet to find.

4. Use **SINGLE THRUST PROPULSION**. If you have passed by a target or you are travelling to another part of the galaxy, keep shooting at targets behind, below, and above — **NOT** just in front of you. You will bounce, pinball-like off planets. Hot stars and the Force-Field; whenever your direction changes, try shooting in the opposite direction. Soon, it will become second nature to shoot at a Mega Mine or fighter while you are flying past it. With **Single Thrust Propulsion**, your saucer does NOT have to be heading towards your target to shoot it!

5. To explore the total capabilities of **Single Thrust Propulsion**, you might wish to start at Chase 1.

- a) At this level, you have 16 Mega Mines to destroy. The enemy attack fighters are **RAMATRONS**, which will attack you one at a time. They will attempt to ram you, but they can NOT shoot at your ncr can they pass through the planets. Practice flying to the top of the Force-Field while shooting towards the bottom of the screen. Next, try flying to the right while firing towards the left. Then try flying to the bottom while shooting towards the bottom.
- b) You can use planets to "run interference", and for blocking the ramming efforts of the enemy fighter.
- c) You do NOT need to use your shields often (if at all) and your energy can be conserved for laser blasts.
- d) Practice outrunning and evading enemy attack fighters. Don't be concerned about winning in this practice level.

6. In advanced Chase, keep your shields on, ignore enemy fighters — just hunt those Mega Mines.

orbit around our planet. Each of these orbiting space mines contains enough nuclear mega tonnage to blow up the Earth on contact.

With the Force-Field in place and the Mega Mines slowly closing in on us, the enemy has launched its awesome attack. Their squadrons advance — wave after wave . . . Their sole mission is to track and destroy any Earth saucer which has been sent forth to vaporize the Mega Mines before any of them demolish the Earth.

## Your Mission

Save the Earth from total destruction by eliminating the Mega Mines. . . the ultimate threat. There are 16 Mega Mines and a different number and type of enemy attack fighters on each of the 34 levels, or "Chases".

Attack fighters are programmed to distract and demolish your saucer. If your saucers are all destroyed, then the Mega Mines will advance quickly and pounce upon the Earth. The destruction of the planet is evidenced first by a pulsating of the galaxy, followed by a spectacular explosion in which the fragments of the Earth shatter in all directions. This is not only the end of our planet, but the end of the games as well. The mission's primary objective — "destroy all Mega Mines" — must never be forgotten. It requires intense concentration and you must continually remember to patrol the Earth (located in the centre of one-tenth of the galaxy), or all will be lost.

## The Enemy

The treacherous Megardians will stop at nothing. Their arsenal is equipped with:

**Mega Mines:** These pulsating Mega Mines are the ultimate threat. You must hit the Mega Mines with a direct laser blast from your saucer in order to vaporise them. They are harder to hit and sometimes require several shots to vaporise them. At the beginning of each game the Mega Mines start (off the first screen) in the far edges of the galaxy. They creep slowly and relentlessly towards Earth, pulled in by the Earth's gravity.

**Attack Fighters:** The fleet of attack fighters is comprised of eight (8) types of ships. There are five (5) characteristics that distinguish the ships from one another. These features are: speed, shape, ramming ability, firing of lasers and passing through planets. The eight fighters are:

1. **Ramatrons:** They ram ONLY, and cannot go through planets. They are slower than the jets.
2. **Ramalons:** They ram ONLY, but CAN go through planets.
3. **Firetrons:** They ram AND fire lasers, but canNOT go through planets.
4. **Firelons:** They ram and fire lasers, and CAN go through planets.
5. **Ramatron Jets:** They ram ONLY, but canNOT go through planets. All jets have double speed.
6. **Ramalon Jets:** They ram ONLY, and CAN go through planets.

until you press the RESTORE Key for Mission Abort.

**Scoring Points:** Points for enemy ships destroyed, Mega Mines vaporised, and energy remaining are awarded as follows:

## Attack Fighters:

Ramatrons	..... 10	Ramatron Jets	..... 30
Ramalons	..... 20	Ramalon Jets	..... 40
Firetrons	..... 50	Firetron Jets	..... 70
Firelons	..... 60	Firelon Jets	..... 80

Each Mega Mine is worth three (3) times the point value of the type of attack fighter appearing in that Chase, i.e. in Chase 1, Ramatrons worth 10 points each are the attacking fighters. Therefore, each Mega Mine vaporised is worth 30 (3 x 10) points.

7. **Firetron Jets:** They ram AND fire lasers, but canNOT go through planets.

8. **Firelon Jets:** They ram AND fire lasers, and CAN go through planets.

**Force-Field:** The galaxy is surrounded by an invisible force-field from which there is no escape! The perimeters of this field are defined by the four (4) Energy Generators located in the four (4) furthest corners of space, and by the eight (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 — and will bounce back. You can, however, shoot through the Force-Field and destroy attack fighters or Mega Mines within the Zapper Zone.

## Your Defences

There are several defences, all of which must be used to save the Earth, master the game and progress to the next Chase.

**Your Saucers:** As the sole pilot qualified to fly Earth's most advanced aircraft, you have at your command the ultimate space saucer. WITHOUT shields activated, the saucer appears white, with small rectangular windows. This craft is equipped with Single Thrust Propulsion (see below) and laser cannons. With your shield "on", you can ram enemy fighters.

multi-coloured. You will use 100 units of energy upon activating your shields.

**Energy:** Your saucers are each equipped with 1,000 units of energy at the games' start. There is an endless supply of energy available from each of the four (4) Energy Generators located just within the four corners of the Force-Field. You use energy at the rate of one (1) unit per second of saucer flight time. It is also used when you: fire your lasers (one per blast), activate shields (100), bump into Hot Stars, planets, or the Force-Field.

A warning that the energy level is low will flash on the screen when its level drops to 300. You canNOT re-energise with shields activated. When your saucer's fuel supply is depleted, the saucer will blow up.

If you save Earth on a given Chase and advance to the next Chase, the energy remaining on your last saucer will be converted into points and added to your score. To re-energise, fly over an Energy Generator. Each horizontal pass (side to side) gives you twelve (12) additional units of energy. Each vertical pass (up and down) gives you twenty-four (24) units of energy. The amount of energy gained is determined by the number of passes over the Generator, how long you can hover over the Generator and the direction you choose to cross over the Generator.

**Bloking:** When being attacked by a Ramatron, a Firetron, a Ramalon Jet, or a Firetron Jet you can use the planets to block their advance.

**Dodging:** Enemy laser blasts, like yours, travel in a straight line. If you are far enough away and quick enough, you can side-step an enemy laser blast even after it has been fired.

## SYSTEM REQUIREMENTS

Commodore® 64 Computer  
Joystick(s) 1 to 2  
Cassette Player

## Loading

**Cassette** — Remove all cartridges, place tape into cassette player, press *REWIND* and ensure tape is completely rewound. THEN:

- i Press SHIFT and RUN/STOP keys together and START cassette player. OR
  - ii Type LOAD, press RETURN key and start cassette player.
- The program will now 'FAST LOAD' and run automatically.

## Introduction

Eons ago, back in the 23rd century, the Megard Empire invaded Earth. Our defences had all but destroyed the Megardian fleet, forcing the survivors to retreat. As you probably know, there is nothing meaner than a defeated Megardian. The remaining Megards, united in their humiliation, vowed a deadly revenge. Now, they have returned!

For centuries, their hatred has brewed. They have taken Earth by surprise and surrounded our galaxy with a huge force field from which *there is no escape!* The Megardians have placed pulsating Mega Mines in

## How To Start The Game

Once the program has autoloaded the 'BLAST-OFF' Animation will appear and execute, then you will see one-tenth of the galaxy and your saucer located about one inch to the right of the Earth's equator.

## Playing The Game

**To Start:** Press Key F7 to commence a new Chase after the Earth has been destroyed, or to begin for the first time.

**Level of Play:** Key F5 — Use this feature to select the Chase of your choice.

**'Restore Key':** This Key will abort your mission. Any time during a game, while your saucer is moving, you can use this feature to start again or select another Chase by first pressing the RESTORE Key and then Key F7 to restart.

## Advanced Levels Of Play

You cannot select Chases 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 you will be returned to Chase 23.

**Caution:** If you use Mission Abort while playing progressive Chase advances, all your accumulated bonus saucers will be lost and your "run" will be ended.

7. Once bonus saucers have been accumulated, it is sometimes wiser to sacrifice a saucer and stay by Earth, rather than travel to re-energise or activate shields, thereby leaving the planet unprotected.

Chase	Attack Level	Fighters and Rank	Fighter Capabilities*	Points per Fighter
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## BEGINNER

1	Ramatron	R	DS	10
2	Ramalon	R	PT, DS	20
3	Ramatron	R	PT	10
4	Ramalon	R	PT, DS	20
5	Firelon	R	FL	50
6	Firelon	R	FL, PT	60
7	Ramatron	R	PT	10
8	Ramalon	R	PT	20

## INTERMEDIATE

9	Ramatron Jet	R	DS	30
10	Ramalon Jet	R	PT, DS	40
11	Firetron	R	FL	50
12	Firelon	R	PT, FL	60
13	Ramatron Jet	R	DS	30
14	Ramalon Jet	R	PT, DS	40
15	Firetron Jet	R	FL, DS	70
16	Firelon Jet	R	PT, FL, DS	80

duration time for shields decreases. With your shields "on", you are invulnerable. You use 100 units of energy in activating your shields. You canNOT energise with shields "on". There are 8 Shield Depots.

4. **Energy:** Your first three saucers and all bonus saucers start with 1,000 units of energy. When advancing to the next higher Chase (having saved the Earth), the first saucer in this Chase is actually the surviving saucer from the previous Chase. It will have ONLY the remaining energy. The supply of energy available from the 4 Energy Generators, located in the 4 corners of the Force-Field, is limitless. You canNOT re-energise with shields "on".

5. **Bloking:** Since half of the enemy attack fleet canNOT pass through planets, you can place the planets between yourself and these ships to block their advance.

6. **Dodging:** If you are fast enough, you can side-step an enemy laser blast even after it is fired.

7. **Ramming:** With shields "on", you can ram enemy attack fighters. You can NEVER ram Mega Mines.

## Gaming Hints

1. REMEMBER to patrol Earth! When off in space activating shields, re-energising, doing battle or hunting Mega Mines, it is easy to forget that you can ONLY see about one-tenth of the galaxy at any one time.

2. Only by returning to Earth and scouting its circumference can you hope to find and destroy all the Mega Mines before the Earth explodes.