CHASE H.Q.®



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TURBO 16 GRAFX™

THANK YOU!

.....For choosing **Chase H.Q.** for your Turbografx-16 SuperSystem. We hope you will enjoy this and our other products for the TurboGrafx. Please drop us a line to let us know what YOU think of our games and which games you would like to play.



Before using your new TurboChip game card, please read this instruction manual carefully. Familiarize yourself with the proper use of your TurboGrafx-16 Entertainment SuperSystem, precautions concerning its use and the proper use of this TurboChip game card. Please keep this manual in a safe place for future reference.

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TurboGrafx-16™ Entertainment SuperSystem
TurboChip™ Game Card

Warnings

1. **This video game may cause a burn-in image on your television picture tube. A burn-in image is an image which is permanently burned into the inside of the picture tube. Do not leave static or still images (in pause or play mode) on your television screen for extended periods of time. When playing this game, it is advisable to reduce the screen brightness to help avoid image burn-in on the picture tube.**
2. Be sure that the power is turned off when changing game cards.
3. This is a precision device and should not be used or stored under conditions of excessive temperature or humidity.
4. Do not forcibly bend your TurboChip game cards.
5. Do not touch the inside of the terminal area or expose the SuperSystem to water, etc., as this might damage the unit.
6. Do not wipe your SuperSystem or TurboChip game cards with volatile liquids such as paint thinner or benzene.

TurboChip game cards are made especially for use with the TurboGrafx-16 Entertainment SuperSystem and the TurboExpress Handheld Entertainment System and will not operate on other systems.

Any duplication or rental of this software is strictly prohibited.



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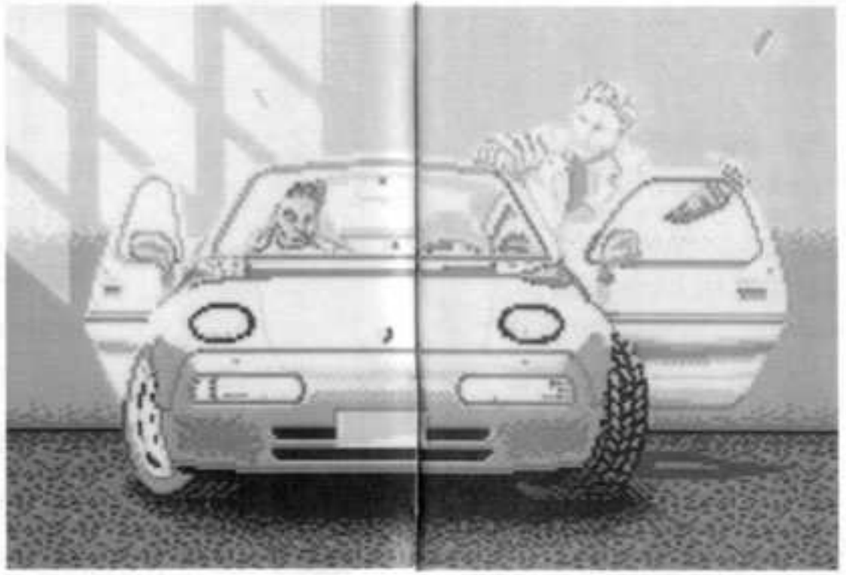
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Task Force: Chase – The Story So Far

New York has become a haven for drug dealers, murderers, and petty criminals of all sorts. The New York City Police Department has established a special task force to help clean up the city. Based in Manhattan, the Chase task force is responsible for handling dangerous, high-speed car chase operations to apprehend escaping criminals.

The task force is led by Detective Tony Gibson, a former Formula 1 driver. With his partner Raymond Brody he patrols the city in his specially armored and supercharged Chase 928S4.

Tony and Ray receive an urgent radio call. The dispatcher tells them that the Idaho Ripper has escaped his holding cell at the Tombs and is headed into the New York suburbs in a white sports car.

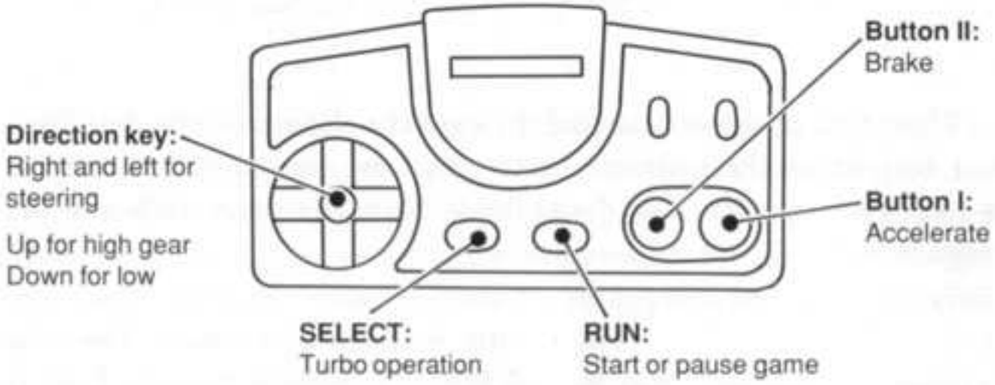


Their first problem is to find the car. The Ripper is wily, but Tony and Ray know these streets better than anyone, and soon they've spotted their quarry. The dome lights flash, the siren wails and the chase is on.

The enemy is tough and smart. The only way to stop him is to disable his car. Tony is relentless. He keeps ramming the getaway car until it can no longer move. Tony and Ray make the bust and the Ripper goes back to jail.

As a new member of the task force, your mission is to use these tactics in your own Chase 928S4 to apprehend the criminals and clean up New York. This is dangerous work, and in the process you must use all your skills to avoid hurting citizens. If you are successful, you will receive a special commendation from the police commission.

Controller Operations



Driver Tips

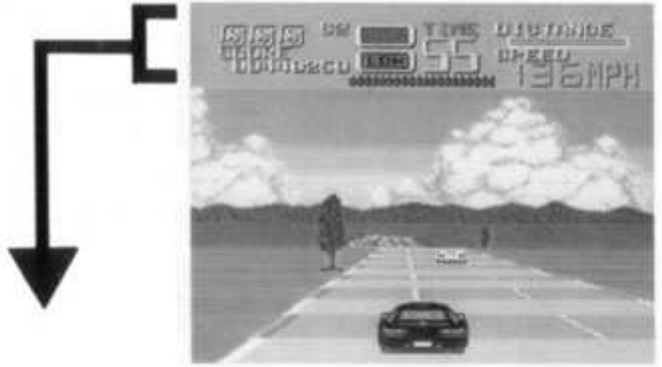
- **As you hold down the accelerator (I), your speed will increase to maximum. When you release the button, the brakes come on and bring the car to a halt.**
- **The brakes work faster in low gear (speed 1) than in high gear (speed 2).**
- **The turbo units increase acceleration and top speed for five seconds. You have three units per mission.**
- **Pressing the direction key diagonally has no effect.**
- **Hold down RUN and press SELECT to reset.**

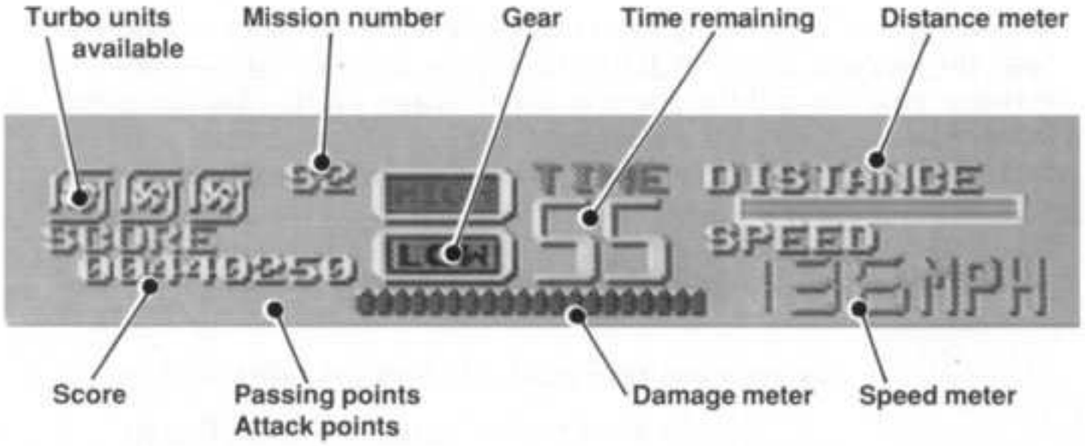
General Rules



Unlike conventional driving games, the purpose of this game is to apprehend the suspect. Your first job is to find the getaway car. The distance between your car and the getaway car is shown on the distance meter. When you catch up with the target car, the timer will restart and your flashers will come on. Chase the target car and ram it repeatedly to stop it. The damage you have done to the car is shown on the damage meter. When the damage indicator reaches maximum, the target car stops. The suspect is apprehended and you may move on to your next mission.

Display Window

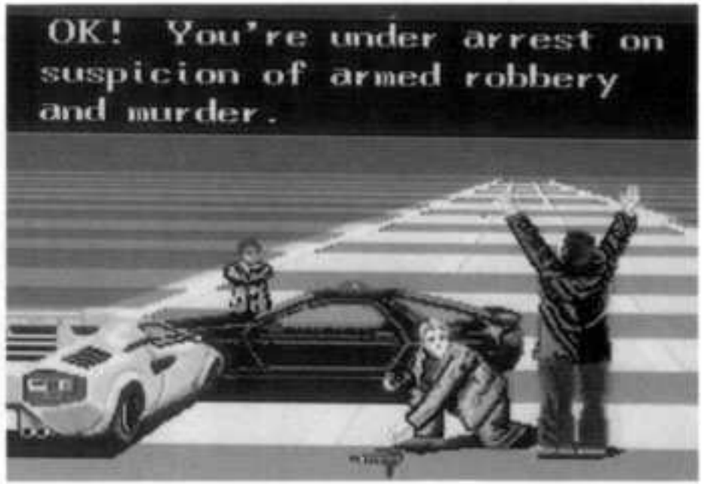




How to Play

Insert the Turbochip into the TurboGrafx-16 or TurboDuo and turn the power on. Press RUN to get the title screen followed by the regular game screen. Your car appears. Press Button I to start moving. The timer starts at this point. The game ends if you cannot find the target car by the time limit. When you find the car, the timer restarts, adding chase time to your remaining search time. Your flashers and siren come on at this point. As you ram the suspect's car and it slows down, the damage indicator rises. As the target car slows, your car slows with it. When the cars stop, the mission is cleared and you see the arrest screen.





Arrest screen

This appears when the mission is cleared. Your score, including bonus, is displayed.

Citizen cars

All cars other than the target car are citizen cars. If you hit a citizen car, your car will slip sideways and skid. Keep your course with caution.

Obstacles

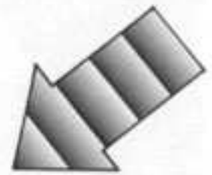
If your car hits a tree, rock or other obstacles along the way, you may crash.

Finding the getaway car and making the arrest

As you drive, the distance between you and the suspect (shown on the distance meter) gets smaller. When the getaway car appears on the screen (indicated by an arrow), your partner turns on the flasher and the siren comes on. The arrow will stay on screen during the chase when the distance between your car and the suspect's car is within a certain range (except in mission 5). The timer restarts, adding to the remaining search time up to a limit of 99 units. The damage indicator rises as you ram the target car. Keep ramming until the target car starts smoking, catches fire and stops. Now make the arrest.



CRIMINALS HERE



The arrow indicates the target car.

Course

Tunnel

If you hit the wall, sparks fly and your car slows down. If you hit the wall at tunnel entrance, your car stops and is automatically relocated to the center of the course.



Scoring

There are three kinds of points.

RUNNING POINTS are given according to mileage.

A PASSING BONUS (200 points up to a limit of 8000 points.) is given every time you pass a citizen car without hitting it. When you hit a citizen car, you lose all bonus points and start over.

ATTACK POINTS are given when you ram the getaway car.



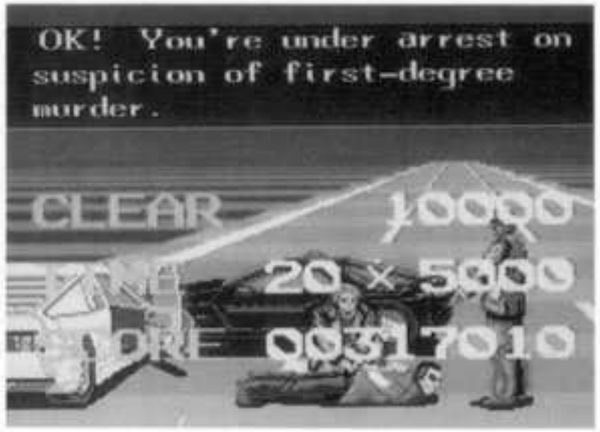
Bonus

When the car stops, the mission is cleared. In the arrest scene, the following bonuses are added to your score:

Mission bonus: Mission number multiplied by 10,000 points

- When the fifth mission is cleared, the remaining credits multiplied by 200,000 points are added to your mission bonus.

Time bonus: Remaining time multiplied by 5,000 points



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This product is warranted for 90 days from the date of the first consumer purchase.

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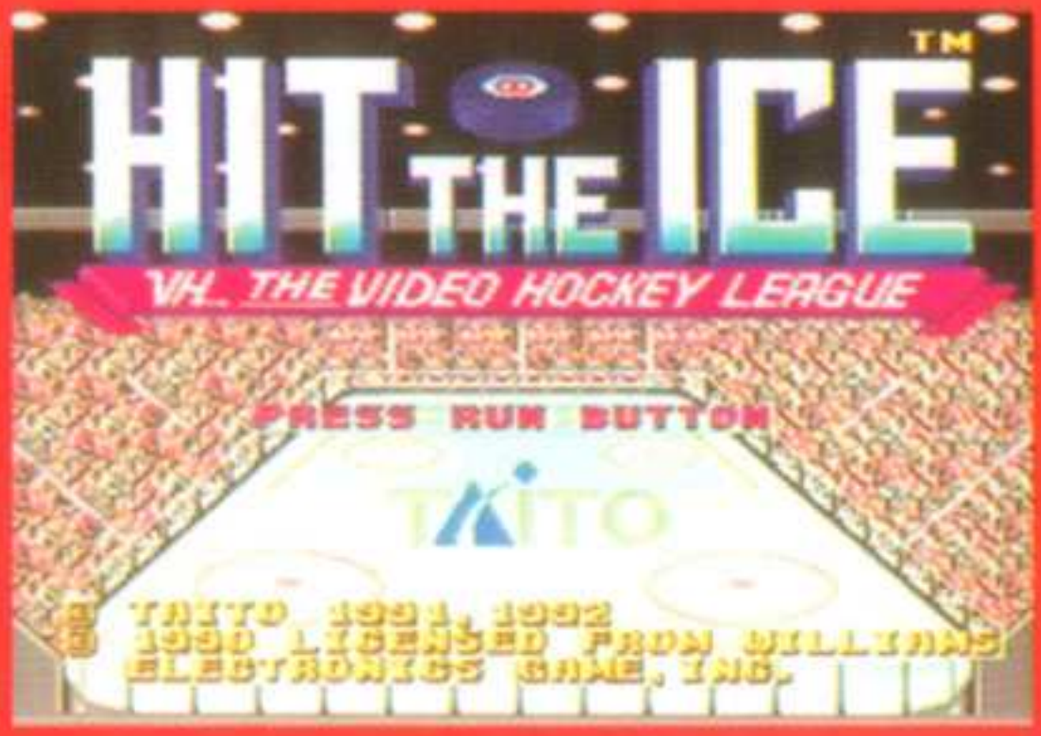
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6701 Center Drive West, Suite 500
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