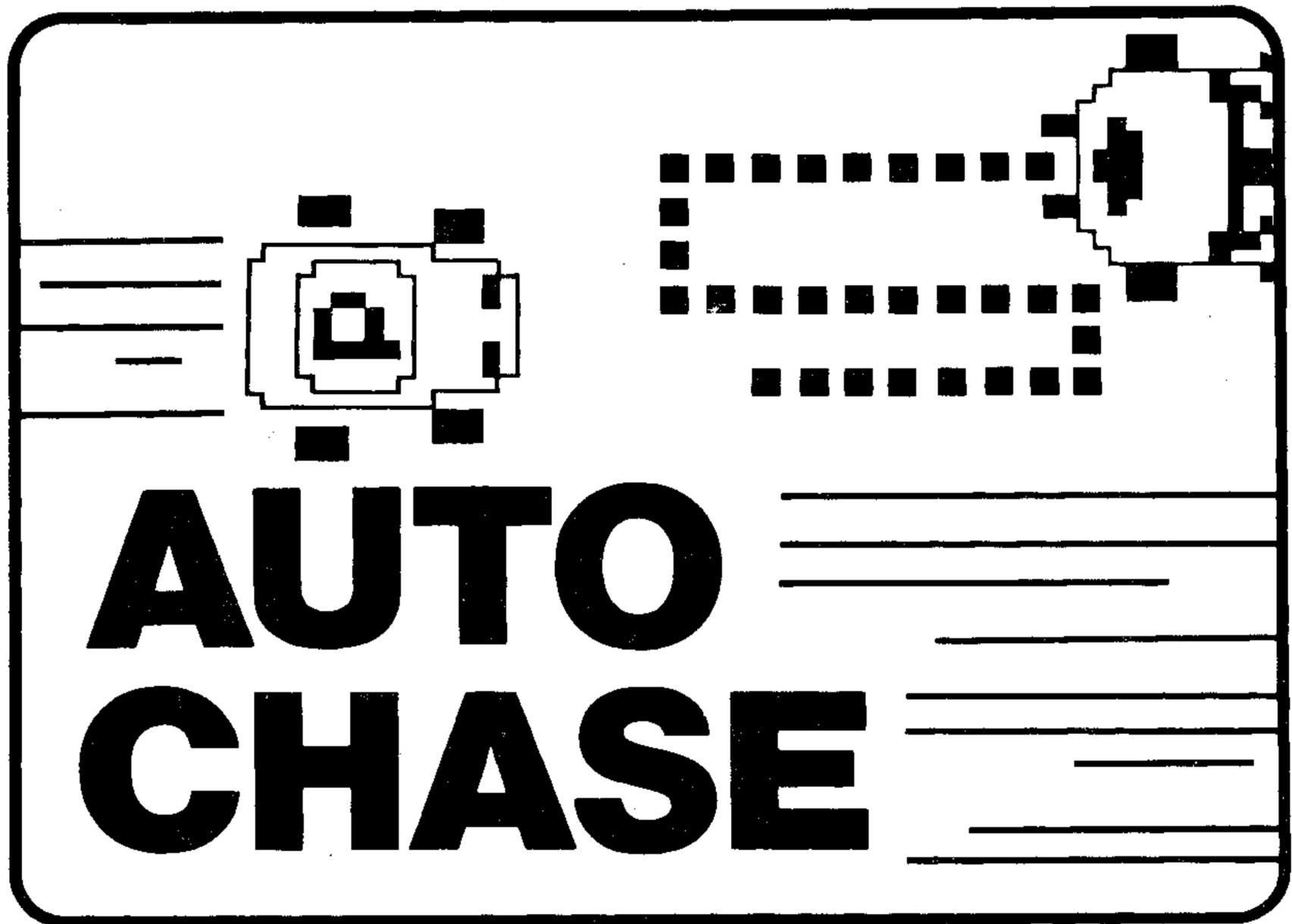




Home Entertainment & Personal Computing System



CARTRIDGE INSTRUCTIONS

Y-1630



You're in for the race of your life with

DICK SMITH WIZZARD'S AUTO CHASE

You drive the getaway car!

On holiday in an evil dictatorship country, you are contacted by the freedom fighters and asked to deliver vital cash reserves to the free world. But first you have to drive around the city and pick up the money bags.

Unfortunately the evil secret police have been notified and are out in force to stop you.

The treacherous secret police

Out to get you at all costs the secret police, in their specially marked cars will try to collide with you to bring you to a halt.

Your hidden weapons

Your mission is to pick up as much of the money as possible and the freedom fighters have equipped your getaway car with special poison gas, so if the secret police get too close, you can leave a trail of poison gas in front of them, which will make them go off the road.

Car trouble!

The freedom fighters have provided you with a total of three getaway cars, but if you lose them all, it's game over for you and for the Cause.

Also, you have to watch your fuel gauge. It appears in the upper right corner of the screen. If you run out you're in trouble, so try to get to the filling station whenever you think your fuel is getting too low.

Dangerous roads!

You are driving around the suburbs of a large city but even here there is danger. Every once in a while you will come across a large puddle of water. If you hit one of these, your car will go out of control and you will lose the car. So watch out.

Picking up the money!

There are 10 bags of money hidden around the suburbs. All you have to do to pick them up is to drive right over top of them. The freedom fighters have equipped your car with a special device to scoop up the money.

Use your OVERVIEW SCOPE to score higher!

At the top of your screen you will see a small map of the neighbourhood. This is your OVERVIEW SCOPE, a special invention of the Freedom Fighters to give you a fighting chance! It shows the exact location of your car (Red Dot) the position of money bags (Small Black Dots) and exactly where the Secret Police cars are (Large Black Dots). So you don't have to just depend on blind luck!

When you've got all the money!

If you manage to pick up all 10 money bags without difficulty, you will automatically be moved to new neighbourhood, where there are 10 more. So you can keep on trucking.

START YOUR ENGINES!

Make sure everything is running well before you get out on the dangerous streets. Go through this tune-up checklist carefully:

- 1) MAIN UNIT ANTENNA CABLE . . . CONNECTED TO TV . . . CHECK!
- 2) MAIN UNIT POWER CABLE . . . PLUGGED IN . . . CHECK!
- 3) TV SET . . . PLUGGED IN . . . CHECK!
- 4) MAIN UNIT POWER SWITCH . . . OFF . . . CHECK!
- 5) AUTO CHASE CARTRIDGE . . . INSERTED . . . CHECK!

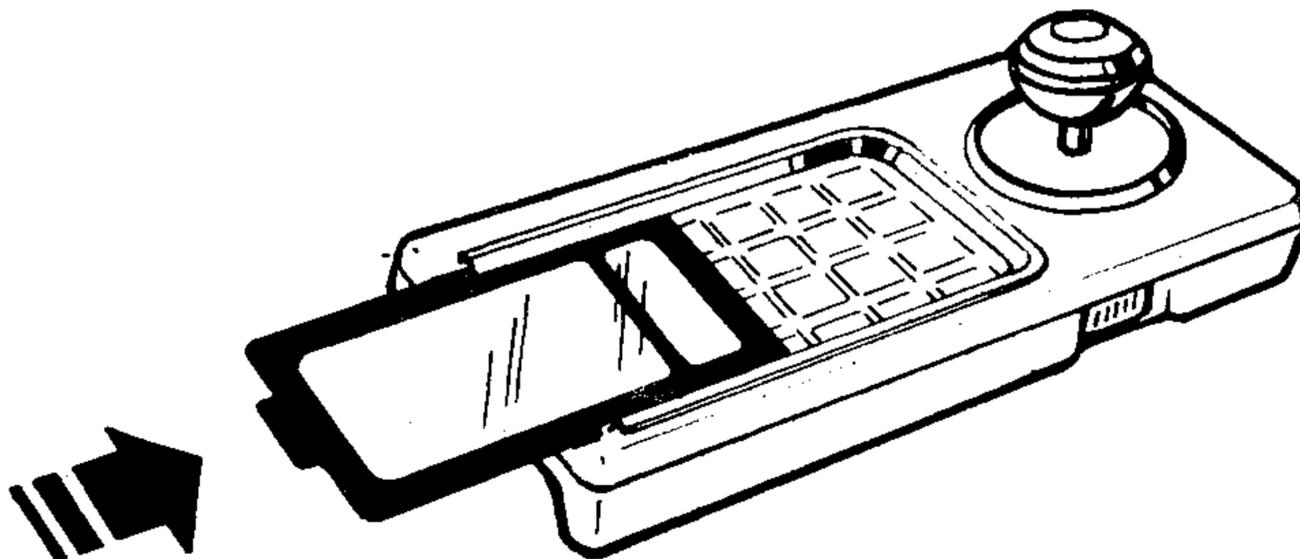
Now you're ready to roll!

MOVE MAIN UNIT POWER SWITCH TO . . . ON position.

Auto chase should appear on your screen in the demonstration mode. If not, adjust your TV set until it does.

GET READY!

Insert one of the enclosed DRIVING GRIDS into each hand control as shown in the diagram.



GET SET!

- 1) Press the RESET button on the main unit
- 2) Select GETAWAYS #1-8 by pressing the SELECT/SMOKE buttons on the hand controls.

GO!

Press the START AREA on the DRIVING GRID of the hand controls.

Now you're in business. Move the JOYSTICK in the direction you wish your car to move. And drive carefully!

Using your smoke screen

If the nasty secret police are getting too close, just press the SELECT/SMOKE buttons on your hand control. This will lay down a cloud of poison gas in front of the evil secret police and get them off your trail.

Using the filling station.

Every time you lose your car and have to start again, you begin right beside the filling station, in the centre of the neighbourhood. When fuel runs low, you must return here for more. The secret police cannot touch you in here, but you cannot stay for long. The computer will kick you back out on the street as soon as you have refilled.

SELECTING YOUR GETAWAY

To make a successful getaway, you have to plan in advance. So select the GETAWAY that you think you will have the most luck in getting away with.

You have 8 GETAWAYS to choose from.

GETAWAY #1 (1 player)

High speed chase with lots of secret police after you. Drive carefully.

GETAWAY #2 (1 player)

Suicide-speed chase with secret police on your trail. Be careful!

GETAWAY #3 (1 player)

High speed chase with lots of secret police. The difference here is that the money bags are invisible, so you won't know if you're doing well or not.

GETAWAY #4 (1 player)

Suicide speeds with secret police and with invisible money bags. Almost impossible to survive.

GETAWAY #5 (2 players)

Corresponds to GETAWAY #1 except that 2 players play, one after another with separate scores shown.

GETAWAY #6 (2 players)

Corresponds to GETAWAY #2. Players play alternately.

GETAWAY #7 (2 players)

Same as GETAWAY #3 except players play alternately.

GETAWAY #8 (2 players)

Corresponds to GETAWAY #4. Each player plays alternately to achieve separate score.

MAKING THE SCORE!

There are 10 money bags hidden in each neighbourhood. Each is worth 50 points. If you get all 10, you get a bonus score of 500 points before moving to the next neighbourhood.