Nintendo

GAME BOY®

TAITO®

DMG-Q2-USA

SUPER CHASE H.Q.™

INSTRUCTION BOOKLET

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Official Nintendo Seal of Quality

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WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

TAKING CARE OF YOUR GAME

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) Do not touch the terminals or let them come into contact with water, as this can cause malfunction.
4) Do not 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.

TAITO® Thank you for buying SUPER CHASE H.Q. for Game Boy. We suggest you read the manual completely before playing the game.

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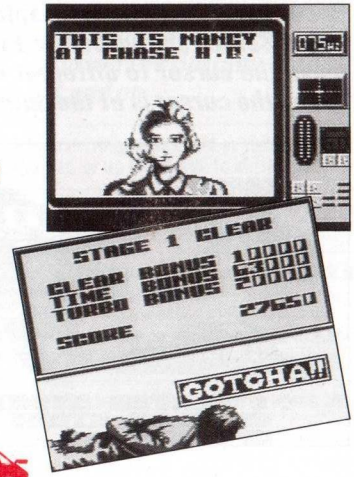
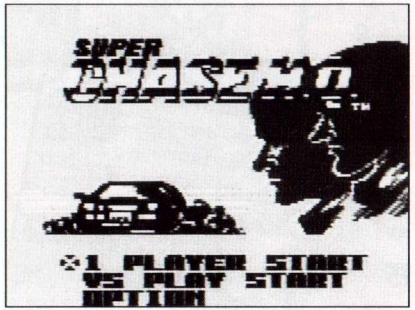


BEGINNING THE CHASE

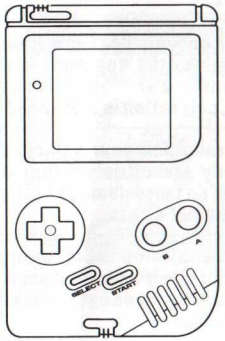
Once the Title Screen is displayed, push Start to enter the Game Setup Screen shown below. Press the Control Pad up and down to move the cursor to different options, or push the Select Button. When the cursor is at the option you want, push the Start Button.



To begin playing immediately, select 1 PLAY START and push Start. Details about the VS PLAY START option are on Page 12 of this booklet, and information about OPTION is on Page 11.

CONTROLS

The Button functions are described below in their original settings. You can enter OPTIONS and change the functions of the Buttons to suit your driving style (see Page 11). To return the Buttons to their original settings, turn the Game Boy off and on.



CONTROL PAD	While driving, press left or right to steer the car, or up and down to shift gears.
SELECT	Press Select to move the cursor, or to fire your guns in rounds 4 and 7.
START	Use Start to pause the game and push it again to resume play.
B BUTTON	This is your gas pedal. When you release it, the car automatically begins braking.
A BUTTON	To activate your Turbo Drive, press this Button.

THE MOD SHOP

On The PARTS SELECT screen, you can modify your vehicle to improve its performance. You will use the points you've earned to purchase upgraded parts for your hot rod. Press the Control Pad up and down to move the cursor, and left or right to change a setting. When all changes have been made, push Start.

BRAKE When you set the brakes to HARD, your car will stop twice as fast when you release the B Button.

TURBO Select ON here, and an extra TURBO will be added to your car for the next round—at a cost.

TIRE Get better tires to improve your car's ability to hug tight corners at high speeds.

ENGINE When you upgrade your engine, the top speed of your car in Turbo Acceleration is increased.

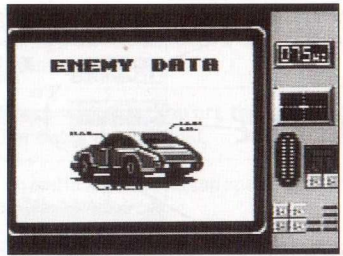
BODY Strengthen your vehicle's body structure so that it can do more damage to the criminal's cars.

SCORE This shows how many points you have to spend, and decreases as you make upgrades.

BRIEFING

Before each new round, your dispatcher, Nancy, will appear on your in-car video phone. She has the rap sheet on the suspect you are after, and she will describe him and the car he's driving. She will also have information about what you can expect from him.

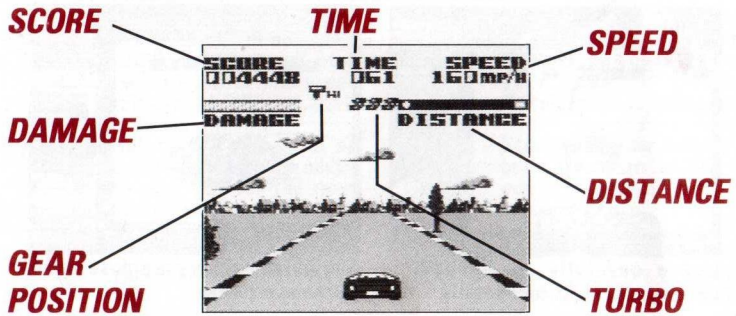
Listen carefully to Nancy's message for important details.



She will also show you a close-up of the suspect's car.

THE GAME SCREEN

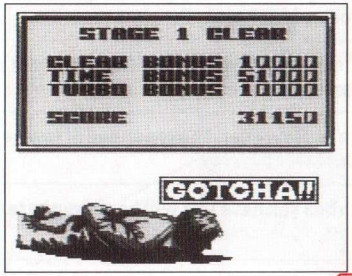
When you are involved in a high-speed chase, you have to monitor the game screen closely. At all times, you need to try to earn points, plot a strategy that will stop the suspect's car quickly, and drive your own vehicle efficiently and safely.

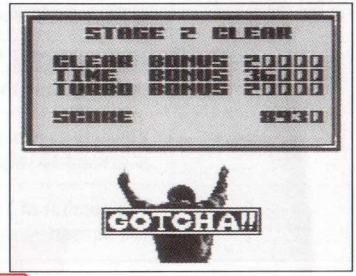


SCORE	You earn points by passing other cars and for apprehending suspects quickly.
TIME	This shows how much time you have to catch the suspect. More time is added once you find him.
SPEED	Look at this meter to check the current speed of your vehicle.
DAMAGE	As you inflict damage on the suspect's car, this meter will gradually become black.
DISTANCE	Track your progress with this. You are the white dot on the left; the other dot is the criminal.
GEAR	You only have high and low gear. The top speed of low gear is around 100 mph.
TURBO	The number of Turbos you have left will be shown here on the screen.

BONUS POINTS

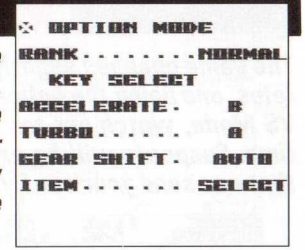
When you complete each round, you will be awarded bonus points. You earn 10,000 points for completing round 1, 20,000 points for round 2, etc. In addition, you get bonus points for finishing a round with extra time and unused Turbos. Below are examples of the Bonus Screens.





OPTION

In the Option Screen you can set the game difficulty level to EASY, NORMAL, or HARD. You can also change the functions of the Buttons by pressing the Control Pad left or right and then pushing Start. Also, under Key Configuration, you can choose to shift the car manually or automatically.

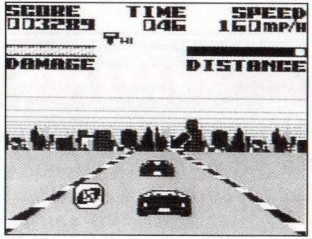


CONTINUE

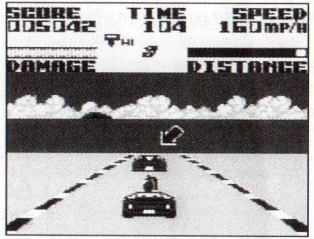
If you run out of time before apprehending the criminal, you can choose to Continue. In EASY Mode, you have 4 Continues, in NORMAL you have 3, in HARD, you have 2. The game ends once you've used all the Continues.

VS MODE

The game changes slightly in VS Mode. You and a friend will take roles, one being the police officer, the other being the suspect. In VS Mode, watch out for TIME DOWN items that will steal your time. Suspects will be armed with grenades, and ramps appear that can send your car flying.



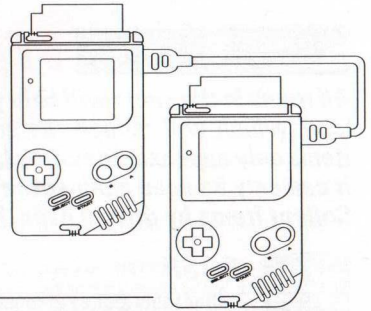
The officer, shown here, is catching up to the criminal.

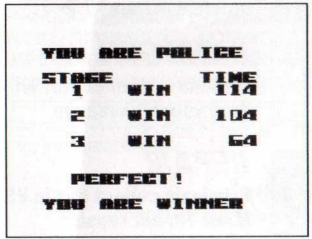


Player 2, the suspect, chucks grenades at the officer.

LINK UP

To play in VS Mode, you need two SUPER CHASE H.Q. Game Paks, two Game Boys, and a Game Link cable. Connect two Game Boys with the cable, as shown to the right. Insert the Game Paks in the Game Boys and turn them on. Both players must select VS PLAY MODE. The player who first pushes Start after moving the cursor to VS PLAY MODE will be the officer.





AND THE WINNER IS...

You will only play three rounds in VS Mode. The winner must take at least 2 out of 3 rounds. Suspects earn points by evading capture until the officer's clock runs out. Officers earn points by apprehending suspects in one of two ways: by bashing the suspect's car, or by pulling ahead of the suspect and forcing him over.

ITEMS

All items in the game will help you out, except for the TIME DOWN icon, which will reduce the amount of time you have left. Some items only appear in specific stages. When you find a gun in a round, it can only be used against the suspect of that round. Collect items by driving over them.

CASH

Collect this money in round 2 for extra points.

TIME

This adds 20 seconds to the clock.

TURBO

Your supply of Turbos is increased by one.

BAZOOKA

A helicopter drops you this weapon in round 7.

HAND GUN

In round 4, a helicopter will drop you this weapon.

REPAIR

Criminals collect this in VS Mode for car repairs.

WARRANTY

Taito America warrants to the original purchaser of this Taito product that this Game Pak is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Taito product is sold "as is" without expressed or implied warranty of any kind, and Taito is not liable for any losses or damages of any kind resulting from the use of this product. Taito agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, this Taito product. Send product postage paid, along with dated proof of purchase, to the address shown below.

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