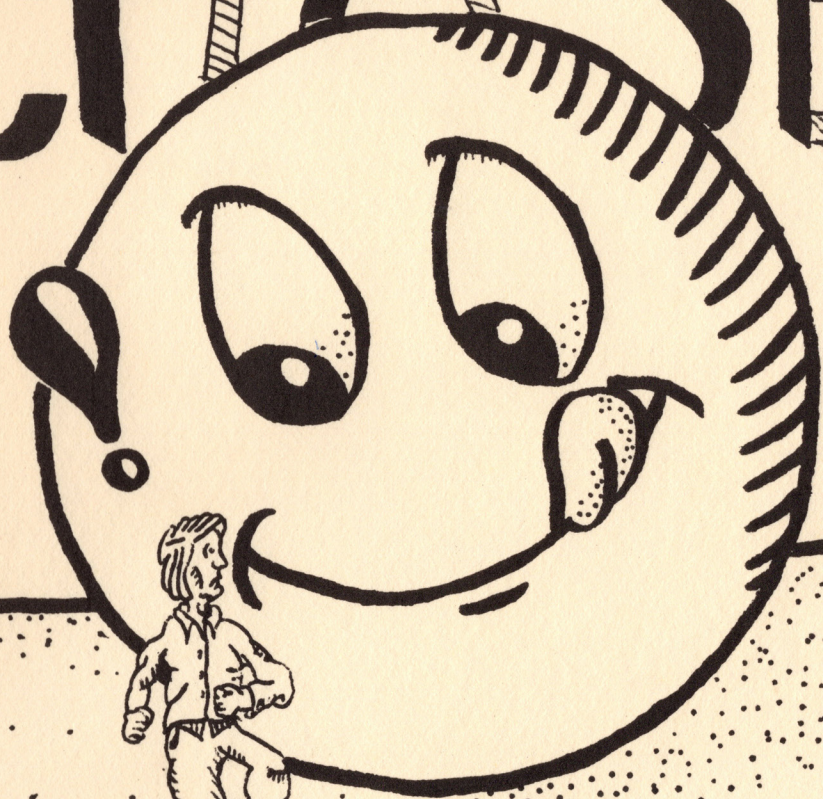


COMPUTER SOFTWARE presents:

CHASE



CHASE

By Thomas M. Perkowitz

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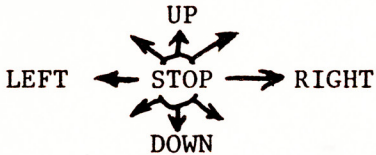
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CHASE

SCENARIO One day while taking a walk in the woods you were capture by aliens from the planet Zalompqutz. You are now trapped inside their space ship and are being taken back to their home planet. Inside your cell there is large quantities of strange foods, and a black dimensional door. Also inside your cell is a red smiley faced creature that likes to eat humans. You are doomed to eternal captivity, and your only chance to survive is to constantly eat and run away for this strange smiling monster that you call Sam.

CHASE

MOVING You are the little black man on the screen. In order to make him move you use the nine directions of the joystick. (See diag. #1)



diag. #1

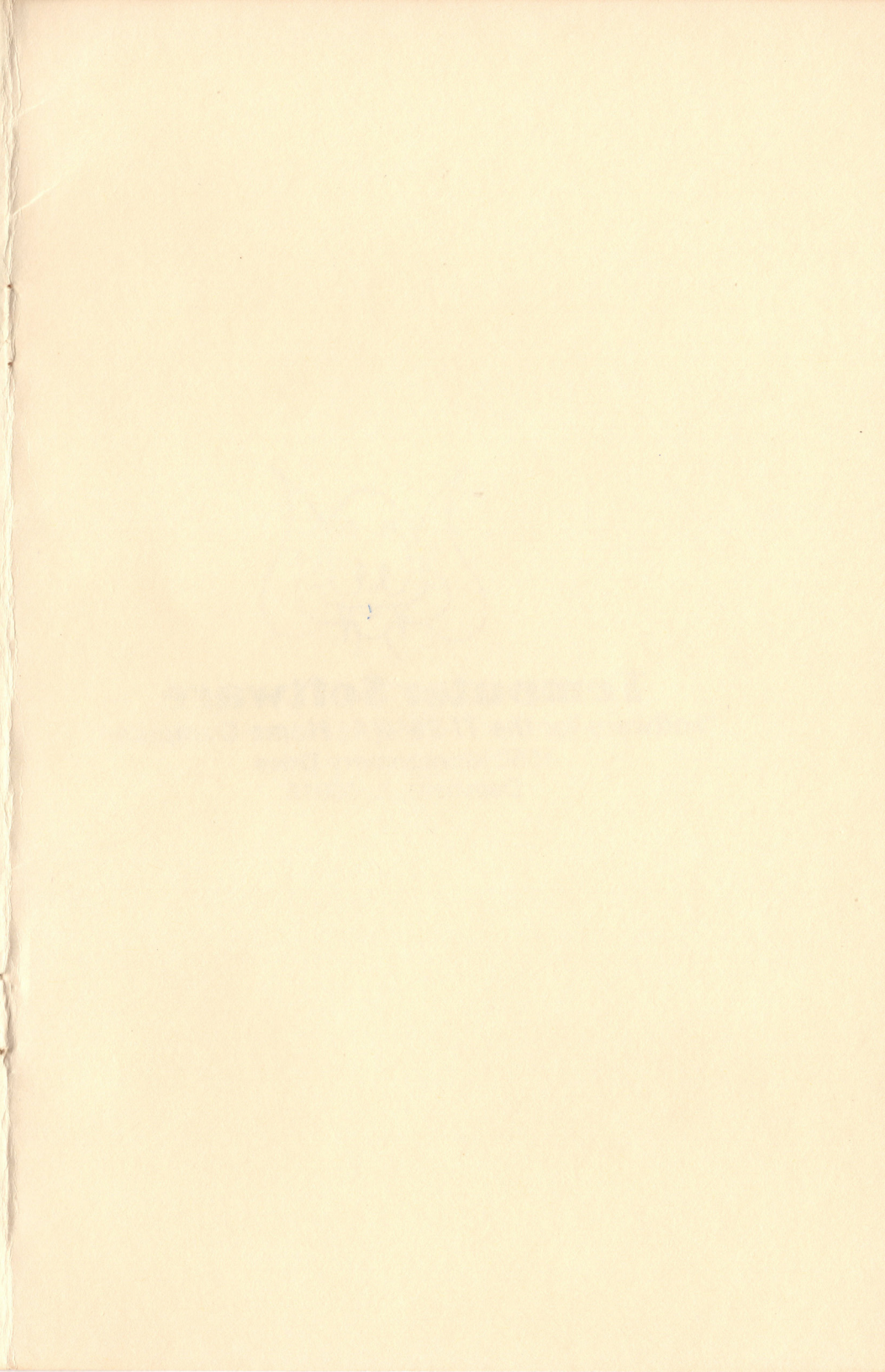
SCORE You score by eating the colored squares that cover the screen.

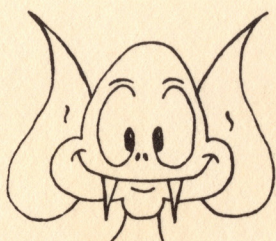
<u>color</u>	<u>points</u>
GREEN	10
BLUE	100
YELLOW.....	1000

LIVES You have one life. If you are eaten, the game is over.

DOOR After running around the room for a while the computer will make a strange sound. This sound means that you have to leave the room because there is very little air left. To leave simply run out the black door.

ROOMS After you run out the door you will land in a new room, with an even faster smiley face to chase after you. The room level that you are on is displayed in the center of the door.





Tomputer Software

"software for the TI-99/4(A) Home Computer"

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