ASTRO CHASE 3D

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THE MYTH: The United Earth ConFederation had been at peace...

With the advent of the faster than light (FTL) drive, man's colonization of nearby star systems became feasible. The colonization process was a tremendous undertaking that required enormous amounts of resources, energy, intellect and most of all--cooperation among the often hostile nations of Earth. The cooperative nature of this project was responsible for breaking down the defense mechanisms generated by life on the crowded home planet of Earth and forging bonds of respect and friendship between citizens of previously rival nations. The availability of vast quantities of resources in the colonies and the ease of transporting them back to Earth with FTL drive ships eliminated the need for life and death struggles for scarce resources on the home planet. The colonization project spanned decades, with numerous planets in the galaxy becoming self-sufficient Earth colonies.

The need for a central government to enforce laws guaranteeing personal liberty and ensuring a stable environment for interstellar commerce eventually gave rise to a planetary alliance which came to be known as the United ConFederation of Planets. This galactic union grew and prospered as thousands of colonial planets joined the ConFederation. With the exception of an inter-planetary police force to enforce the laws, military organizations were absent from the ConFederation as conflict and war were non-existent. Throughout the colonization, the mother planet Earth remained the governmental center of the ConFederation.

Without warning, in a far-off quadrant of the galaxy, a vast fleet of spacecraft was detected flying towards ConFederation space. Before any peaceful contact could even be attempted, the alien armada viciously attacked and laid waste to the entire Gallenan star system. In the aftermath of the Gallenan slaughter, ConFederation technologists from Iridon 5 discovered an immense alien ship at the heart of the invading fleet. In an extraordinary display of advanced technology, the ship began to emit an unusual field of radiation. The scientists were completely baffled as the composition of the energy that made up the force field was unknown.

The alien energy field began to take the shape of a giant glowing cube. Within days, the metamorphosis appeared complete. The resulting cube of unknown composition measured a thousand miles a side. Suddenly, the luminescent cube vanished, leaving no trace of its presence in Gallenan space.

Seconds after the cube's disappearance, the sub-space radio on Iridon 5 was jammed with messages of great concern from the planets located on the periphery of ConFederation space. Computer analysis indicated that all of the distress signals were essentially reporting the same phenomenon. Inexplicably, the alien invaders had created a force field that had enveloped the entire ConFederation. The force field did no harm to anything within its boundaries but it had effectively sealed off the ConFederation from the outside universe. No object in possession of the ConFederation was able to damage the impenetrable barrier.

ConFederation ships attempted to break through the barrier by way of direct collision. This method failed miserably as Space Force ships were mysteriously drained of energy with each collision and sent hurtling backward in the direction of Earth at the center of the ConFederation. Repeated collisions with the energy field eventually resulted in the unexplainable explosion of the spacecraft once all energy had been drained from the ship. Meanwhile, invading ships were able to pass through the force field unscathed into ConFederation space.

News of the impending disaster spread rapidly throughout the ConFederation, leaving its citizens in a virtual panic. Earth was quick to initiate full scale military development. Automated factories began turning out military spacecraft at an almost impossible rate. Scientists and technologists across the ConFederation focused their efforts on the creation of weaponry and defense mechanisms. Men and women of the ConFederation were trained to operate the newly developed spacecraft and accompanying weapons. The new ConFederation Space Force was hastily deployed into the Gallenan quadrant to engage the enemy. Back on Iridon 5, the ConFederation's top scientists were fast at work on a revolutionary spacecraft--the Ultraship--which would be far superior to any existing craft in the makeshift Space Force.
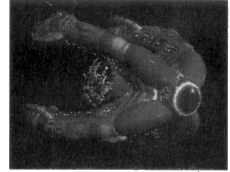
The Space Force fleet engaged the invaders in the empty reaches of space just beyond the Pelican Nebula. A fierce battle ensued and continued for several days. Each side suffered severe losses in both hardware and personnel as the newly formed Space Force held its own against an obviously superior enemy. The battle area was cluttered with debris and a large glowing cloud that was caused by the substantial amounts of energy that had been released during the fighting. The ConFederation's hyperspatial lens detectors, which were pure energy configurations, were able to penetrate the debris and energy cloud to transmit back to Earth a clear picture of the battle.

Although the newly organized Space Force had performed admirably, battle reports indicated that the ConFederation was losing its initial engagement with the invaders. Long term battle projections from the computers at ConFederation Headquarters revealed that the fighting would continue for months and the invaders would ultimately defeat the Space Force. This harsh reality would spell doom for the ConFederation as the invaders would retain sufficient numbers of spacecraft and weaponry to conquer and destroy all of the defenseless ConFederation planets.

Development of the Ultraship was progressing at a feverish pace but it wasn't fast enough for a weakening ConFederation. After several months only a handful of Space Force ships were left to struggle against the relentless onslaught of the alien invaders. Finally, the scientists at Iridon 5 were able to get one Ultraship fully functional and ready for battle. And what an incredible craft it was. This single gleaming vessel featured countless weapons and a highly advanced computer system that allowed the ship to be manned by a lone pilot. Only one question remained--who would be this pilot? He or she would have to possess a superior intellect, cat-like reflexes and total fearlessness.
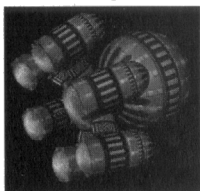
After an exhaustive search, a candidate was selected and rushed to Iridon 5 to be trained as quickly as possible in all phases of the Ultraship's command, control and weapon systems. The training was conducted completely by the on-board computer at a frantic pace. Despite the accelerated training, the candidate responded brilliantly. The pilot emerged from the training as an embodied extension of the Ultraship's computer.

Meanwhile, the situation in the Pelican Nebula was approaching its fatal conclusion. A final tragic message from the remaining Space Force defender was pulsed on a tight band to the base on Iridon 5: "We're finished, we can't hold them off any longer. Please...launch the Ultraship...it's our only chance. The invaders have launched several huge unidentifiable metallic structures into space. They seem to be equipped with some type of alien FTL drive pod. Our analysis shows that they're composed of a matter/anti-matter core, which will explode on contact with any material or energy field. There's no question that any one of these Mega Mines could easily destroy a planet...Wait! Their directional heading has just changed...THEY'RE ON A DIRECT COLLISION COURSE WITH EARTH. You've got to destroy these Mega Mines. You can't let them--"

As the doomed captain's transmission was broken off, the chief scientist turned to the Ultraship pilot: You're our last hope. Take the ship and go. Destroy the enemy spacecraft if you can but above all--ELIMINATE THE MEGA MINES BEFORE THEY DESTROY EARTH. Even if you have to scour every inch of ConFederation space you must destroy every Mega Mine. As you know, the Ultraship is not completely finished but the FTL drive is fully operational. In addition we have installed a drive system that will allow you to circumvent several laws of motion, giving you almost limitless maneuverability. Your primary weapon will be a powerful beam of static solar plasma, capable of vaporizing any object it strikes. We have also equipped your craft with a revolutionary technology called Single Thrust Propulsion™. It will allow you to accurately shoot on a chosen plane while simultaneously moving the Ultraship in any direction.

When we launch your ship, we will concurrently launch numerous energy and shield depots which will be invulnerable to invader attack. These depots are tuned only to the Ultraship so that only you will be able to absorb energy and shield enhancement from them. They are composed completely of force fields so that you only need to fly through them to translate the energy and shields to the Ultraship. The shields will render enemy attacks ineffective but remember shields will drain your ship's energy as does usage of your weaponry. Make sure your ship's energy remains at a sufficient level--if you allow the energy to fully deplete, the Ultraship will be destroyed.
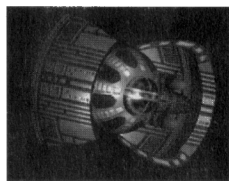
We are constantly working to develop advanced drive and weapon technology. When we achieve any technological improvement, we will store these power-ups for the Ultraship in huge space storage ships that we will position in strategic locations of ConFederation space. Make sure that you acquire these upgrades as soon as you can because you will need them to defeat the formidable invader ships in your quest to destroy the Mega Mines.

INSTALLATION INSTRUCTIONS

To install Astro Chase 3D to your hard disk, just drag its icon from the CD-ROM to your hard disk. Then double-click the copy on your hard disk to begin. Depressing the Option key while launching the game will activate the Demonstration mode. In this mode, the game will display one of five different running demos if there is no input from the user for 30 seconds. If you hold down the Shift key while launching the game, the opening sequences will not be displayed.

HOW TO PLAY

The object of the game is to destroy all Mega Mines in each level before they reach Earth. The Mega Mines will appear as large red triangles on your radar. In more advanced levels the Mega Mines will need to be hit multiple times before they are destroyed. In certain levels, Mega Mines are protected by red, square, orbiting satellites. Contact with any of these red "guardians" will destroy your Ultraship. Be careful after destroying a Mega Mine that has a guardian. Once the Mega Mine is destroyed the guardian will break its orbit and it could strike your ship. At the most advanced levels, the Mega Mines will transmit an electricial bolt which will drain your energy unless you have active shield protection. Invading spacecraft will attempt to destroy you by ramming into your ship or firing missiles at you. As the game progresses, enemy missiles are capable of locking onto your Ultraship. These missiles will mirror your evasive tactics, making escape very difficult.

You will be awarded bonus items (extra ships, warp speed, advanced weapons) upon destroying specified numbers of enemy craft, certain asteroids and as your score increases. However, the most efficient way to acquire more Ultraship features is by traveling to the Power Up Stations. These large, multicolored spheres will launch the power ups into space when they are

fired upon. In order to obtain the power up, you must fire at the power up icon before it disappears. The type and quantity of power ups varies from level to level.

To a certain degree, your Ultraship is capable of surviving enemy fire and ramming. Damage to your ship will manifest itself in the form of energy depletion. Rebuilding and maintaining high energy levels will increase your odds of surviving enemy attacks. The Ultraship's shields will render your craft invincible as long as they are active. Activating the shields will drain some of your energy and with the shields active you will not be able to collect additional energy.

Single Thrust Propulsion™ is a proprietary process which enables you to lock your Ultraship on course while shooting in any direction. This allows you to fly forward, for example, while firing at alien ships behind you, to your left or right.

QUICK START

Your mission is to destroy all Mega Mines before any one of them reaches Earth. Mega Mines are the red triangular structures floating in space. Enemy attack ships are an obstacle to your main mission; there is an endless supply of them. If you lose all your energy you will lose your saucer. Fly through the large red circles in space to get more energy. If energy bolts are not transmitted to your saucer while flying through these red rings it means that your
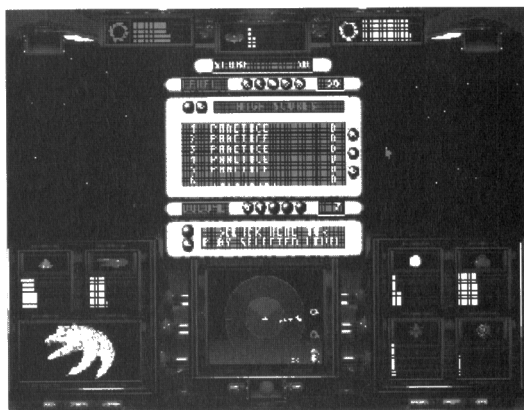
ship has the maximum amount of energy it can have, at any one time, in the given level. In the game your saucer never stops. Practice using Single Thrust Propulsion by depressing and holding the mouse button while dragging the red cross hair cursor in a circle around your saucer. In this way you will learn to fire in any direction while flying forward or backwards. This is extremely useful in fighting enemy craft which can attack you from behind as well as from all other angles.

There are 40 levels of gameplay in ASTRO CHASE 3D. The first 5 are practice levels and there are *no* high score or sign-in features for these levels. These levels are recommended for younger players or anyone who finds the standard speed of the saucer a bit too fast, at first. In these practice levels your saucer's speed will increase slightly from level to level and the Mega Mines will move in on Earth at a very slow pace. Also, until level 5, your saucer will most likely have more than enough energy to complete the level. However, you may wish to try flying through the Energy Generators anyway. Energy Generators appear in space as large red circles. In the earlier practice levels energy will most likely not be transmitted to your ship because your craft will probably have the maximum energy that it can have at one time for these first few levels.

Level 6 is the first level in which your saucer travels at standard (non-warp) speed. From level 6 and above you will be awarded a score, high score sign-in and bonus saucers when appropriate. After level 6, you can select your current level or any level lower than the one you last won during continous game play. Until you clear level 20, after you exit the game, you will only have access to levels 1 to 6 when starting the game again. However, after winning level 20 (or any level above 20), you will have access to any level starting with level 1 up to and including that level which is 5 levels less than the last level you have cleared from level 20 or above.

For example, if you are playing the game on level 15 but want to start again at level 10 (to collect additional saucers and power up), you can do this IF YOU HAVE NOT EXITED THE PROGRAM. If you 'quit' the game having won level 19 (but not level 20), when you restart the program you will only be able to select levels 1 thru 6. If you 'quit' the game after winning level 23, you will be able to restart the game and select any level up to level 18 since it is 5 levels less than level 23.

Try playing with the mouse in your right hand while placing your left hand with your middle finger on the **OPTION** key, your index finger on the **COMMAND** key and your ring finger on the **CONTROL** key.

- Use **CONTROL** to toggle between forward and reverse
- Use **OPTION** to fire your forward lasers
- Use **COMMAND** to activate warp speed. Press again or fire any weapon to return to normal speed
- Use **SHIFT** to toggle between your Plasma Beam lasers and Cosmic Energy weapon
- Use "**X**" key to launch Energy Seeking Missiles
- Use "**Z**" key to launch Space Decoy Mines

On your radar, anything visible in the top half of this area is in front of you and anything below the center is behind you. Your position is indicated by the golden triangle in the center of the radar's display. An arrow next to an icon on radar indicates that this object is not on the same altitude as your saucer. Travel in the direction of these arrows, either up or down, until the arrow disappears. When the arrow disappears, you and that object are on the same altitude. Now turn either left or right to place this Icon in front of your saucer and continue to travel towards it. Remember things in the top half of the radar's display are in front of you; NOT necessarily above you.

USING THE MOUSE

To navigate with the mouse, place the cursor in the direction that you wish to travel (left, right, up or down) in any increment. You will find that the Ultraship responds superbly to your commands with the mouse. You can move into either a tight turn or a more extreme up or down direction depending on how far you move the cursor from your ship at the center of your view screen towards the edge of the screen. In most cases it is best to keep your cursor close to your ship, making small adjustments. The program does not permit movement of the navigation cursor outside the view window EXCEPT while the mouse button is depressed.

To fire the Solar Plasma Beam or Cosmic Energy Weapon (once acquired), press and hold the mouse button down. This will activate Single Thrust Propulsion™ and the Gunner mode cursor will appear (a red circle). The specified weapon will fire at the cursor's location on screen for as long as the mouse is depressed and as long as your craft CONTINUES TO FLY LOCKED ON COURSE. Release the mouse button to regain navigation control and change direction.

The control console icons can be accessed by pressing the mouse button and dragging the cursor (from the active window at the top half of the screen) into the console area at the bottom of the screen. Your ship's movement will default to a forward or reverse traveling direction after making this move.
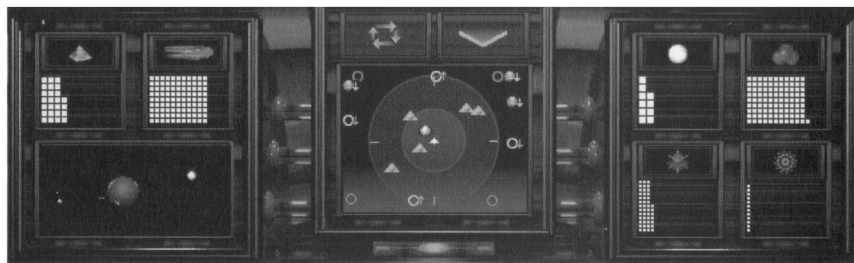
ABOUT THE ULTRASHIP
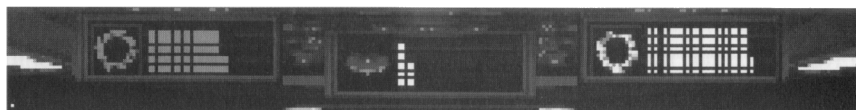
| ENERGY | SAUCERS | SHIELDS |

Above the forward view window are three icons. The red circle on the left represents your ship's energy. The gauge to the right of this icon indicates the number of energy units that remain. The center icon displays the number of ships the player has, with each white square signifying the number of Ultraships. The light blue circle on the right represents the shields; with the gauge to the right indicating the length of time before shields are deactivated. The bottom of the console is divided into three areas. In the lower left corner a remote video view from a camera orbiting Earth transmits images to your ship. Just above this small video monitor are two icons. The red pyramid icon for the Mega Mines is on the left. Each of the small squares below this icon represents an active Mega Mine. When warp speed is activated the icon will "light up" (from deep blue to red) and the squares below this icon will disappear as warp energy is used.

| | | INERTIALESS | FORWARD | | PLASMA | ENERGY |
| MEGA MINES | WARP | DRIVE | REVERSE | | BEAM | WEAPON |

| VIDEO | MONITOR | | RADAR | | SEEKING | DECOY |
| | | | | | MISSLES | MINE |

NOTE: THE ICONS FOR WARP SPEED, COSMIC ENERGY WEAPON, ENERGY SEEKING MISSILES AND SPACE DECOY MINES WILL ONLY APPEAR ON THE CONSOLE AFTER THEY HAVE BEEN ADDED TO THE SHIP'S ARSENAL. WHEN A WEAPON OR WARP SPEED IS EITHER COLLECTED OR FULLY DEPLETED, A SLIDING PANEL WILL OPEN OR CLOSE OVER THE APPRO-PRIATE ICON.

The ship's radar is displayed in the center of the lower portion of the console. The Ultraship is equipped with both long and short range radar. There are two icons above the radar display. The one on the left (comprised of four large, red arrows) represents the Inertialess Drive. When activated, the ship can be set in motion to the right, down, left or up without moving forward or back-ward. In addition, while in this mode, the player can fire in any direction simultaneously. To engage the Inertialess Drive, click and drag the icon in the desired direction. The red arrows will turn silver, indicating the direction highlighted. To select a direction, release the mouse button. Return the cur-sor to the active space window and fire in any direction, while you're in Inertialess Drive. To turn off the Inertialess Drive, click on the icon once and release.

The red triangle icon to the right of the Inertialess Drive control represents the toggle control for forward/reverse movement. Flying in reverse while press-ing the **OPTION** key to fire forward is an effective technique to use when shooting at Mega Mines if you start to fly past them.
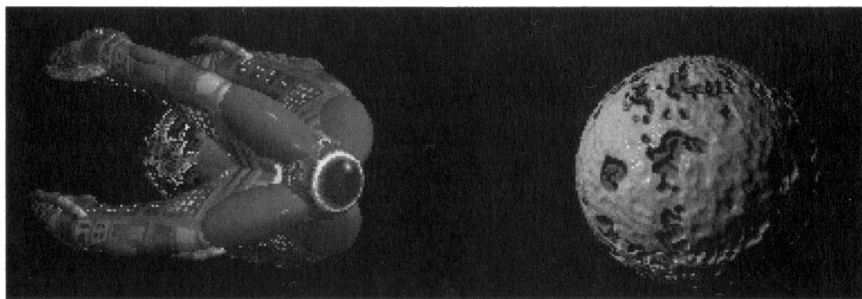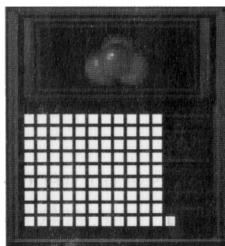
WEAPONS

The bottom, right side of the control console displays the user's four weapons systems:
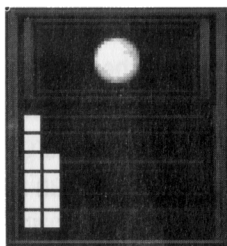
SOLAR PLASMA BEAM - The Ultraship is equipped with a standard yet powerful static solar plasma beam, capable of destroying enemy ships, Mega Mines and asteroids upon contact. It can also be used to blast power ups from the Power Up Stations. The beam's status is displayed below the orange sphere icon. This icon is located left-most in the top row, just to the right of the radar display.

COSMIC ENERGY WEAPON - This is your ultimate weapon, generated from an intense concentration of cosmic energy. This weapon has more destructive power, greater range and speed than the Solar Plasma Beam. The icon for this weapon (a tight cluster of small purple spheres) and its status are situated just to the right of the Solar Plasma Beam. Once acquired, this icon will have a deep blue appearance. When this weapon has been chosen, its icon will turn on while the Solar Plasma Beam's icon simultaneously turns off. A single blast from the Cosmic Energy Weapon can destroy Mega Mines and enemy craft which often require multiple hits from the Solar Plasma Beam.
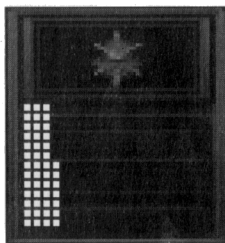
ENERGY SEEKING MISSILES - These missiles are designed to seek out and destroy the closest enemy attack fighter, energy missiles or collect bonus items released from Power Up Stations. The icon for this weapon and its status are located just below the Solar Plasma Beam. Once acquired, this weapon will be rep-

resented by a deep blue, spiked, spherical icon. When one of these missiles is fired the icon will light up and remain lit until it destroys an enemy craft. While lit, the weapon can NOT be fired again. It can be used again only after the launched missile has destroyed its target and the icon has switched off. However, with the Caps/Lock key depressed these missiles will continually and automatically aim and fire at enemy fighters, enemy missiles or bonus items.
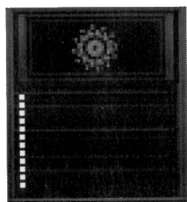
SPACE DECOY MINES - When deployed, these decoy mines will attract all enemy ships and enemy smart missiles in your area and jam their radar. In lower levels, the decoy mine will only destroy the first enemy attack fighter that rams the mine. Once the first enemy craft is destroyed, the other attack fighters will regain accurate use of their radar and zero in on your Ultraship yet again. In advanced levels of the game, the decoy mines last longer and thus attract more ships. They can also be used to lure enemy smart missiles which is an important asset in the more difficult levels. This weapon's status is located just to the right of the Energy Seeking Missiles' display. When launching a decoy mine, its icon (represented by a burst of small red spheres) will light up. Like the Energy Seeking Missile, when the icon is lit it can NOT be fired again until the icon turns deep blue. The weapon can be used again only after the recently launched mine has been destroyed.

RADAR

Your saucer is indicated by the small golden triangle in the center of the radar display. Fixed objects are always visible on your long range radar. These include: Earth (light blue sphere), Shield Depots (light blue circle), Energy Generators (red circle) and Power Up Stations (multicolored sphere). Their position, relative to your saucer is shown either moving freely in the interior of the square radar window or pressing against the outer edges of the radar window. Objects moving around the very edge of the radar window are those which are furthest away. Conversely, those shown in the center of the radar window are closer.
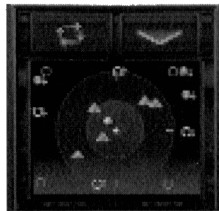
Moving objects such as attack fighters (golden "x"), Mega Mines (large red triangles), Power Ups ejected from Power Up Stations (small, yellow "x" inscribed in a red square), launched Space Decoy Mines, Energy Seeking Missiles and enemy missiles are only detectable with the radar system if they are within short range radar.

The altitude of all fixed objects as well of that of Mega Mines and enemy ships relative to you is indicated by either an up or down arrow. If no arrow is displayed next to one of the above object's radar icon, then you and that particular object are on approximately the same spatial plane.

The user is capable of remotely viewing the situation around Earth by clicking once on the radar display. This places Earth (rather than the Ultraship) in the center of the display. Clicking again restores the standard view.

Earth   Shield Depot   Energy Generator   Power Up Station
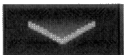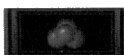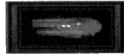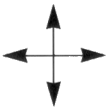
Attack fighters   Mega Mines   Power ups

KEYBOARD GAME CONTROLS

KEY	ICON	COMMAND/ACTION
CONTROL		Toggle between forward/reverse movement
OPTION		Fires Solar Plasma Beam or Cosmic Energy Weapon forward only
SHIFT		Toggle between Solar Plasma Beam and Cosmic Energy Weapon
Z		Launch Space Decoy Mine
X		Launch Energy Seeking Missile
COMMAND		Toggle between standard and Warp Drive
SPACE BAR		Toggle between Navigation or Gunner Mode
P		Pause game, access option menu
R		Toggle radar view with either saucer or Earth in the center
TAB		Toggle between forward/reverse movement
COMMAND Q		Will quit the game except from inside the Option Menu
		These 4 arrows control the corresponding movements of the saucer. These are used in setting the driver for the Gravis MouseStick II™ as well
DELETE		Functions the same as the Blue button on the Gravis Game Pad™

]] KEY	Functions the same as the Red button on the Gravis Game Pad™
	\ KEY	Functions the same as the Green button on the Gravis Game Pad
RETURN	Functions the same as the Yellow button on the Gravis Game Pad

KEY   NUMERIC PAD   COMMAND/ACTION

KEY	NUMERIC PAD	COMMAND/ACTION
Y	8	Increase altitude while flying forward/backward
N	2	Decrease altitude while flying forward/backward
T	7	Turn left while flying forward/backward
U	9	Turn right while flying forward/backward
SPACE BAR* & Y	8	Shoot forward, straight ahead
SPACE BAR* & T	7	Shoot forward, to your left at 45 degrees
SPACE BAR* & U	9	Shoot forward, to your right at 45 degrees
SPACE BAR* & G	4	Shoot to your left side at 90 degrees
SPACE BAR* & J	6	Shoot to your right side at 90 degrees
SPACE BAR* & N	2	Shoot backward, directly behind your ship
SPACE BAR* & B	1	Shoot backward, to your left at 45 degrees
SPACE BAR* & M	3	Shoot backward, to your right at 45 degrees

* to activate gunner mode

MACPLAY ✳

KEY	NUMERIC PAD	COMMAND/ACTION
H & Y	5 & 8	Immediately float upwards, without any forward/reverse movement (faster with Warp Drive)
H & N	5 & 2	Immediately float downwards, without any forward/reverse movement (faster with Warp Drive)
H & G	5 & 4	Immediately float left, without any forward/reverse movement (faster with Warp Drive)
H & J	5 & 6	Immediately float right, without any forward/reverse movement (faster with Warp Drive)
H	5	Neutralizes any of the four immediate up/down, left/right commands and returns your ship to forward motion, straight ahead

GRAVIS MOUSESTICK II™ AND GRAVIS MAC GAMEPAD™

To use either the Gravis MouseStick II or Gravis GamePad controllers, copy the appropriate file to the **MouseStick Sets** folder located in your system folder. Then select **Astro Chase 3D** from the MouseStick II or GamePad control panel.

GAMEPAD™

The Directional Pad controls either the direction of the saucer or the user's lasers in most cases. If the GREEN button is held down, pressing left or right on the directional pad will set the saucer in either a left or right side (Inertialess Drive). If the GREEN button is held down and either the top/forward or bottom/reverse directional pad is pressed, Warp speed will be acti-

vated. One press and release on the GREEN button toggles between forward and reverse. The RED button fires the forward lasers. The YELLOW button, while depressed, triggers gunner's mode and movement of the directional pad will fire the lasers in the selected direction. A single press of the BLUE button allows selection in the Console Controls area and the user can use the directional pad to cycle through warp and weapon selections. Pressing the BLUE button a second time selects the highlighted weapon. To access the Option Menu the user presses the BLUE button once and then the GREEN button.

Press once to use Direction Pad to highlight warp speed or weapon. Press again to select highlighted item.

Direction Pad controls either direction of saucer or saucer's lazers while yellow button is pressed.

• Quick press and release toggles forward or reverse.

Press here while pressing Green button to slide left.

• Press & hold, then press Direction Pad left or right sets saucer in left & right slide. (no forward or reverse movement)

Press here while pressing Green button to activate Warp Speed.

• Press & hold, then pres Direction Pad top & bottom to activate Warp Speed.

Fires forward lazers.

While pressed, direction of lazers controlled by Direction Pad.

MOUSESTICK II™

The front button on the base, when held down, turns on the gunner's mode such that movement of the joystick aims and fires the user's lasers. The back button the the base of the stick toggles forward & reverse. The small button on the front of the top of the stick is used to select warp and weapons from the control console. The left button on the top of the stick when held, is used to select Inertialess Drive (2 way slides = left or right) or warp (moving the stick forward or backwards with this button depressed). It can also be used to toggle between forward & reverse. The button on the right on the top of the stick fires the forward laser.

- Quick press and release toggles forward or reverse.

- Press & hold, then move joystick left or right to slide left or right.

- Press & hold, then move joy stick forward or backwards to activate warp speed.

Fires forward lazers.

Press once to use joystick to highlight warp speed of weapon, Press again to select highlighted item.

Toggles direction of saucer between forward or reverse.

While pressed, direction of lazers aimed by moving joystick.

ABOUT THE GAME'S TECHNOLOGY

The Software Accelerated Graphics Engine™ (S.A.G.E.™) was first demonstrated in Chicago at the Summer '93 Consumer Electronics Show. S.A.G.E. manipulates bit mapped graphics so quickly and with such memory efficiency that it can render highly detailed and realistic environments in real time. ASTRO CHASE 3D™ is the first game created using S.A.G.E.

After viewing a pre-release version of ASTRO CHASE 3D at CES, *Mac Home Journal* reported, "The technology in ASTRO CHASE 3D is revolutionary. You must see it to believe it!" "A huge advancement for Macintosh gaming." "An amazing arcade/strategy game." S.A.G.E. was conceived by Amethyst Enterprises, Inc., and Imagine It Inc. and was programmed by Imagine It, Inc.

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