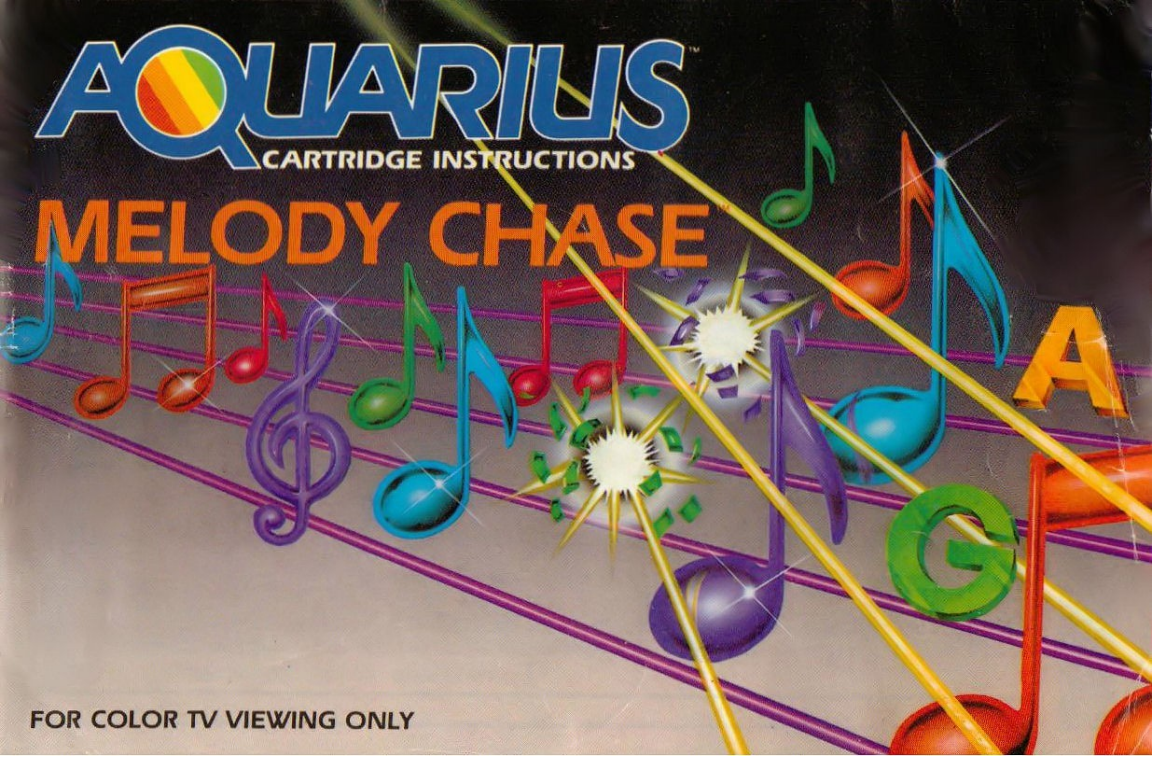
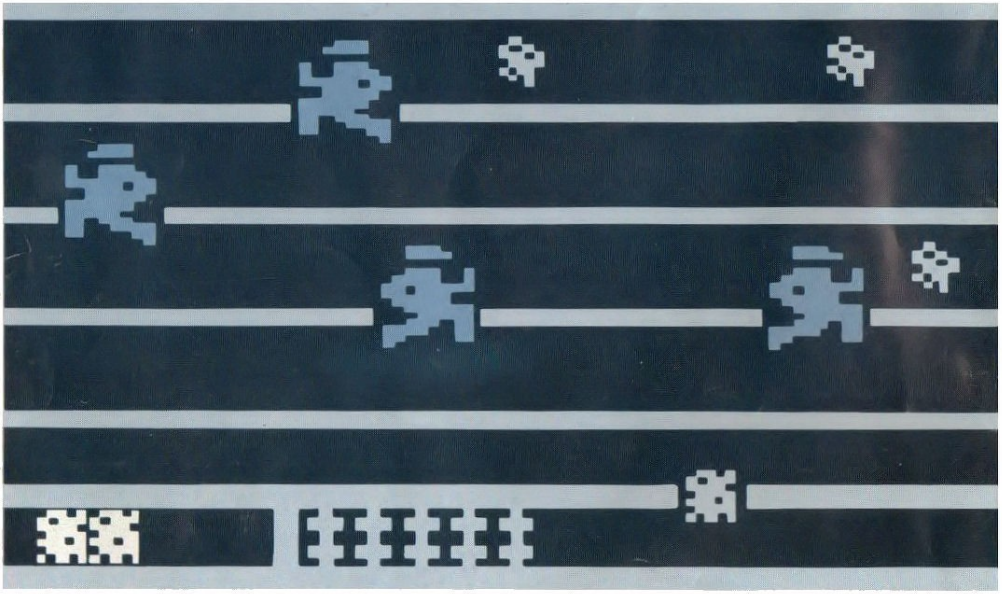
AQUARIUS™

CARTRIDGE INSTRUCTIONS

MELODY CHASE™

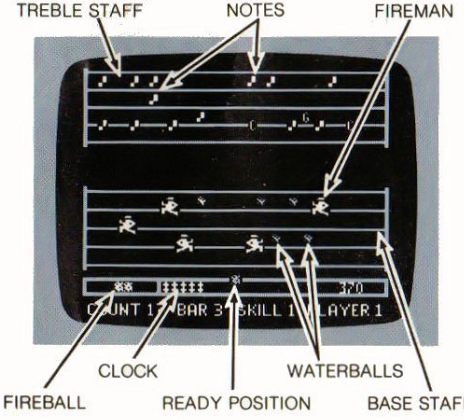


FOR COLOR TV VIEWING ONLY



THE GAME

Melody Chase™ is an exciting adventure into the realm of music for one to eight players. The action takes place on a bar



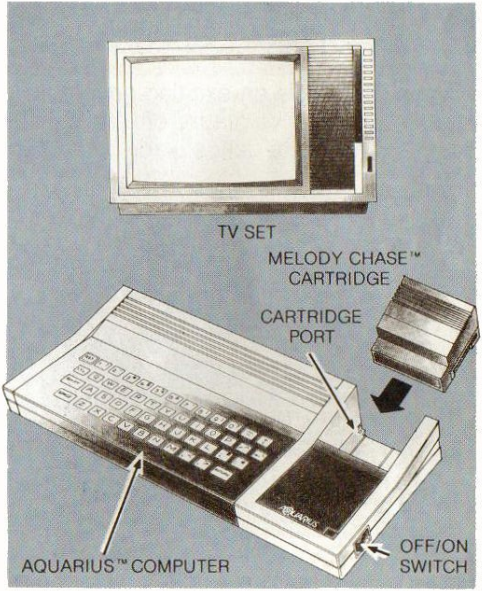
of music with twenty moving notes and an endless number of firemen armed with waterballs. You control three fireballs. Dodge the firemen and shoot your fireball at the silent notes. But hurry! You have a limited time for each shot. You will lose your fireball if you wait too long to shoot, if you miss a note, or if you touch a man. If you touch a waterball, the firemen will gain speed and quickly change directions to trap you. If you hit a note, you gain points and hear the note play. Shoot again with the same fireball. Hit all twenty notes and hear the song play. Then begin the bonus bars. See how far you can go!

If you lose three fireballs, start over. The game ends after four tries. Press any key to start a new game.

CHECK YOUR EQUIPMENT

MAKE SURE:

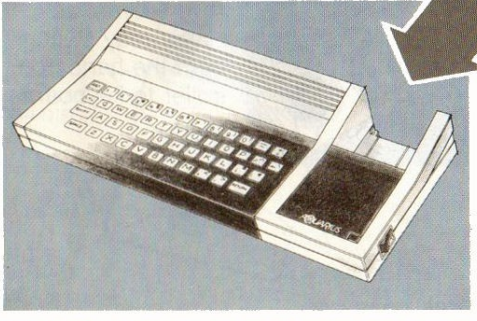
- Aquarius™ Computer is connected to your TV set and the power cord is plugged in.
- Antenna Switch Box is set at COMPUTER.
- TV set is plugged in and properly adjusted.
- Melody Chase™ cartridge is placed in cartridge port and firmly engaged. Game title should be facing up.
- OFF/ON switch is turned ON.



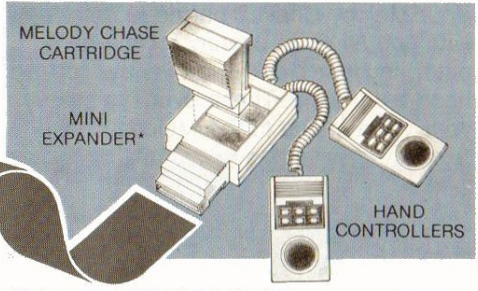
IF MINI EXPANDER AND HAND CONTROLLERS* ARE USED

NOTE: Melody Chase™ can be played without the Mini Expander, but you will not hear any music.

■ Insert the Mini Expander into Aquarius™ computer cartridge port.



*SOLD SEPARATELY.



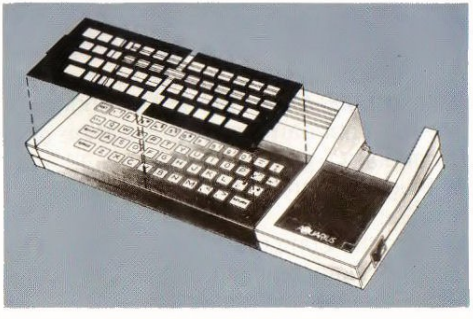
■ Insert MELODY CHASE™ cartridge into the front game port of the Mini Expander.

■ Plug the Hand Controllers into the Mini Expander.

■ Turn the computer OFF/ON switch to ON. (For detailed instructions, see your Mini Expander Instructions.)

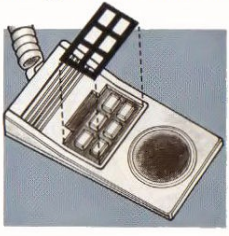
ADD OVERLAYS

Your Melody Chase™ cartridge comes with one two-part overlay for the computer keyboard, and two overlays for the hand controllers. These overlays are your visual guide to the Melody Chase™ game.



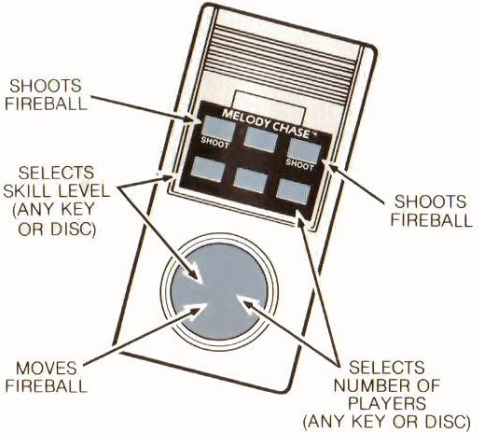
If you are using the keyboard, fit the overlay onto the keyboard. You may use either the right or left side, whichever is comfortable.

If you are using hand controllers to play the game, fit one hand controller overlay over the keys of each hand controller. At any time, any player may switch from the hand controller to keyboard.

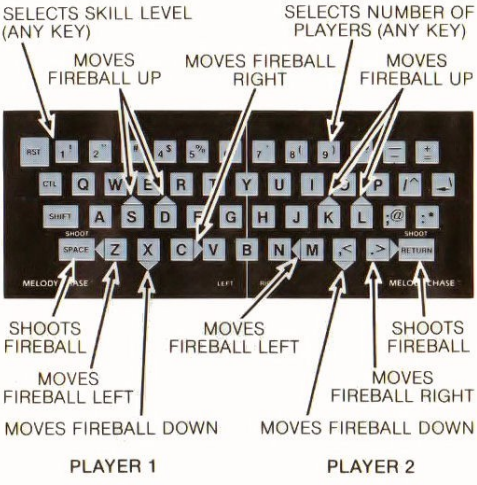


EXAMINE YOUR CONTROLS

Hand Controller

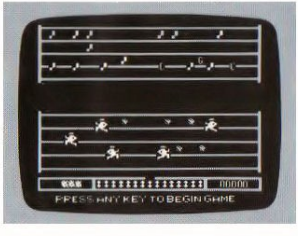


Keyboard



DEMONSTRATION MODE

After you see the Melody Chase™ title screen and hear one of 20 songs, the game will switch to the game screen. The game screen will ask you to press any key to begin. If you do not press a key, the title screen will appear again and play a different song. The demonstration mode will continue until you press any key.



SELECT NUMBER OF PLAYERS

At any time during the demonstration mode, you may begin the game by pressing any key on the keyboard or hand controller. The computer will ask you to choose the number of players. You will see the numbers 1 through 8 cycle across the screen. When the number you want appears, press a key. The numbers will cycle continuously until you press a key.

SELECT GAME LEVEL

After you choose the number of players, the computer will ask you to choose a game level for each player. There are four levels of play. You will see the numbers 1 through 4 cycle across the screen. When the number you want appears, press a key on the keyboard or hand controller. The numbers will cycle continuously until you press a key.

Level 1 is the easiest level, four is the hardest. The time allowed for each shot is different on each level. Level 1 allows 15 seconds per shot; level 2 allows 10 seconds; level 3 allows 10 seconds and the action is faster; level 4 allows 5 seconds.

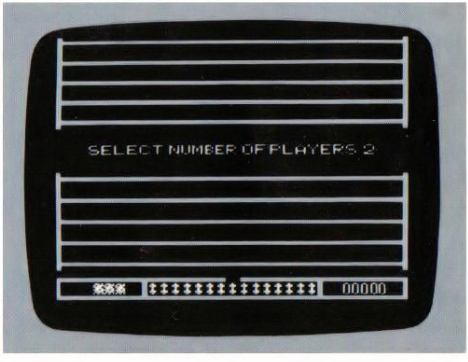
TIME OUT

You can put the game on hold any time after the game play has started by simultaneously pressing the 1 and 6 keys on either the keyboard or a hand controller. When the game is on hold, the game screen will be frozen and it will change colors after five minutes of inaction. Restart the action by pressing any key.

Melody Chase™ will time out by itself if you leave the game untouched for five minutes. Press any key to restart the game.

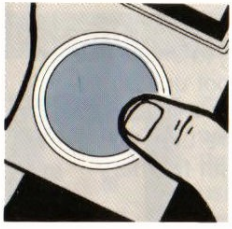
THE GAME BEGINS

Once you have chosen the number of players and the skill levels, player 1 may begin. The fireball moves to the ready position. The clock begins counting down the seconds. You can see how much time you have to shoot by watching the ticks disappear on the clock. The firemen will enter the screen at random. Use the DISC to move into the bass staff and shoot when you have a clear shot. The faster you shoot, the higher your score. When you score a hit, the number of points will flash on the screen. Your fireball will reappear in the ready position for another shot. Each player has three fireballs for each turn. If you complete a bar of music and have fireballs remaining, you receive 5,000 extra points for each fireball you have left.

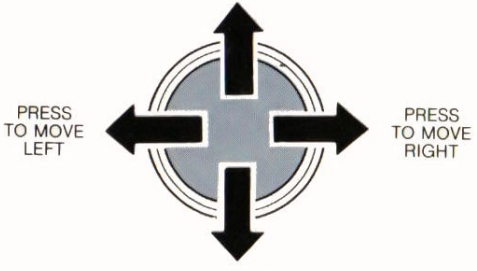


HAND CONTROLS

Press the DISC to move the fireball into the bass staff. Press the DISC edge in the direction you want the fireball to move. Release the Disc to stop. Dodge the firemen. Avoid the waterballs unless you want to change the direction the firemen are running. Remember though, every time you touch a waterball the firemen gain speed and are harder to dodge.



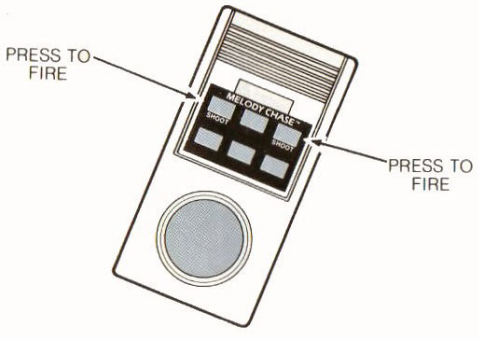




SHOOTING

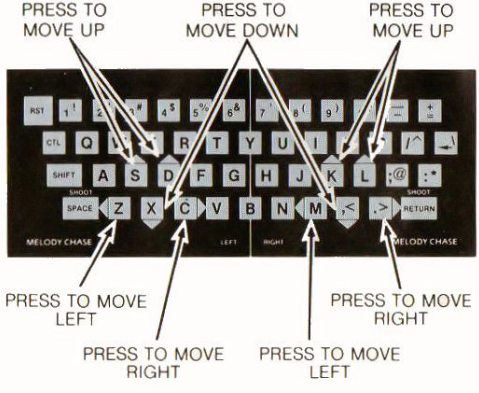
Press key [1] or [3] to shoot the fireball. You can only shoot up. Do not shoot a fireman or you will lose your fireball. You cannot fire until you enter the bass staff filled with firemen.

Hand Controller



KEYBOARD CONTROLS

You can move your fireball in four directions by pressing one of four keys. When you release the key, the fireball stops.

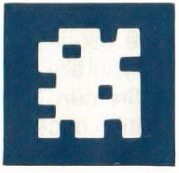


SHOOTING

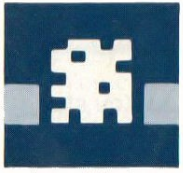
Press the SPACE or RTN key to shoot the fireball. You can only shoot up. Do not shoot a fireman or you will lose your fireball. You cannot fire until you enter the bass staff filled with firemen.



RULES OF THE GAME



FIREBALL: You start with three fireballs. Each fireball can be used over and over again until you lose it by failing to shoot before the clock runs down, missing a target, touching a fireman, or shooting a note twice. After you lose a fireball, your next fireball will enter the ready position. Your turn is over after you lose all three fireballs.



READY POSITION: The ready position of the fireball is the only safe position on the screen. Once you leave this position you are vulnerable to waterballs and firemen. You cannot return to the safe position once you have entered the bass staff.



FIREMEN: An endless number of firemen will randomly run across the screen throwing waterballs. You must avoid being hit by the men. To do this, move up, down or touch a waterball and reverse the direction of the men. Each time you touch a waterball the men will run faster. Be careful when you reverse the direction of the men. If a man is right behind you, he may run into you when you change his direction.



WATERBALLS: Waterballs are thrown across the bass staff by the firemen. Use the waterballs to your advantage by touching a ball when you want the firemen to run the opposite direction. But remember! Each time you change the direction of the men, they will run faster.

NOTES: The notes will move across the screen in the treble staff. You cannot enter the treble staff, but must shoot from the bass staff. When you hit a note, the note will change to a letter and you

will hear its tone once it leaves the screen. Notes move across the screen from left to right. They exit on the right of the screen and reenter on the left. If you shoot a note that has already been converted to a letter, you will lose your fireball. On the lower left side of the screen you can read the number of notes you have left.

CLOCK: The clock is in the center of the lower screen. It has a total of sixteen ticks. Depending on the game level you select, the clock will run out of ticks in 15, 10 or five seconds. Shoot before the clock runs out of time! If you fail to shoot before the time limit is up, your fireball will blow up. When there are five ticks left on the clock, the clock will beep as each tick disappears.

IMPORTANT: The ticks on the clock are also used for calculating your score. The more ticks left on the clock when you shoot, the higher your score. See Scoring.

FIVE TICKS REMAINING



SCORING

Each time you hit a note you receive points. The number of points given varies depending on the skill level played, the amount of time taken to shoot, and the row from which you fire in the bass staff. You will see how many points you earn per shot as the score flashes in the center of the screen. The points are added to your total score in the lower right hand corner of the screen. If you complete a bar of music (20 notes) and still have fireballs left, you receive 5,000 points for each fireball.

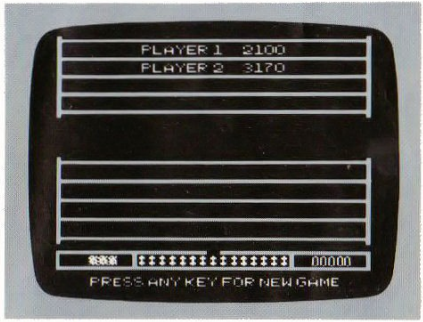
IMPORTANT: You will score the highest number of points from the lowest rows of the bass staff. For every tick left on the clock when you fire, your points will be multiplied by 10. For example, shooting from the lowest row, gives you four points for hitting a note; but you have 8 ticks left on the clock. Multiply four times 8 times 10. You have just earned 320 points! See the chart below to determine how the score is figured for each level of game play for each row.

SKILL LEVEL	ROW 4 (TOP)	ROW 3	ROW 2	ROW 1 (BOTTOM)
1	X1	X2	X3	X4
2	X2	X3	X3	X4
3	X2	X3	X4	X4
4	X3	X4	X4	X4

BONUS: If you complete a bar of music, you can try to complete a bonus bar. There are an endless number of bonus bars for each regular bar of music. You will have a chance at the bonus bar after completing any bar of music. Each bonus bar has faster action than the previous bonus bar. Points for the bonus are awarded according to the skill level on which you play: skill level 1 is 10,000 per bonus bar; skill level 2 is 15,000 per bar; level 3 is 20,000 per bar; and level 4 is 25,000 per bar. In addition, you receive 5,000 points for each fireball left on the screen after completion of the bonus bar regardless of the skill level.

START A NEW GAME

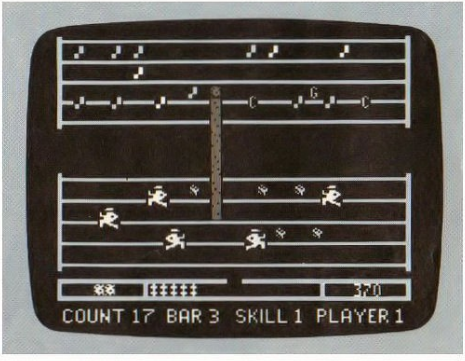
At the end of every game, each player's score will show across the screen. If you did not complete the song, the computer will now play it for you. To start a new game, press any key.



GAME STRATEGY

Enter the bass staff quickly before it fills with firemen. Shoot right away from the lowest row for the highest scores. Avoid shooting or touching the firemen. If advanced players are playing with beginners, adjust the individual skill levels to handicap the advanced players.




COUNT 17 BAR 3 SKILL 1 PLAYER 1

4652-0920R



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