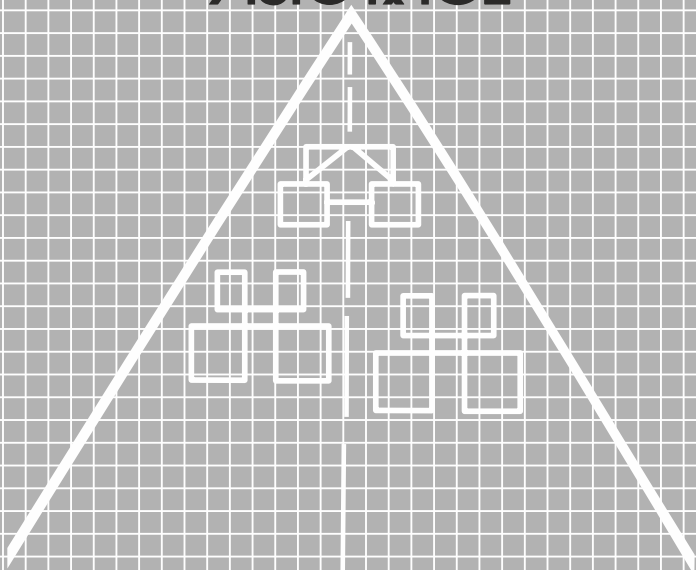


**Vectrex™**  
ARCADE SYSTEM

# ***HYPERCCHASE™*** **AUTORACE**



**GCE™**  
ENTERTAINING NEW IDEAS™



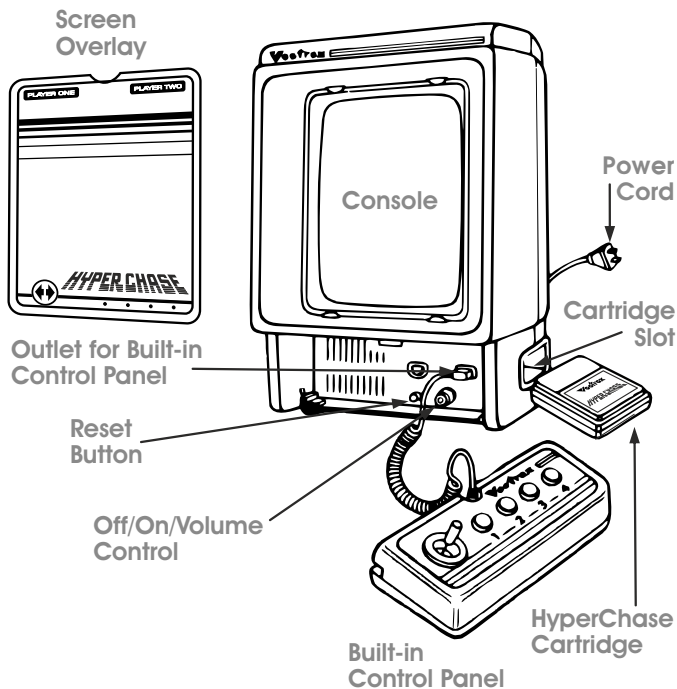
***HYPERCHASE***™  
**AUTORACE**



Watch out for the guardrail! You're behind the wheel of your formula one racer about to start the world's toughest grand prix. Try to stay alive through city streets and country roads. Start your engine - the start lights are counting down!



## Setting Up



- Make sure the console power cord is plugged into a 120 volt AC 60 cycle electrical outlet.
- Check to be sure the plug for the built-in control panel is firmly seated in the control panel outlet on the right.
- Make sure the console is turned OFF before inserting the cartridge. Insert the cartridge into the slot with the label side up. Be sure it is firmly inserted to the guideline marked on the cartridge.
- Insert the screen overlay behind the tabs at the top and bottom of the screen.
- Turn the OFF/ON/VOLUME CONTROL to the ON position (clockwise). You will see the Vectrex title for a few seconds, then the name of the game.
- Adjust the volume control to the desired listening level.

## HyperChase Controls

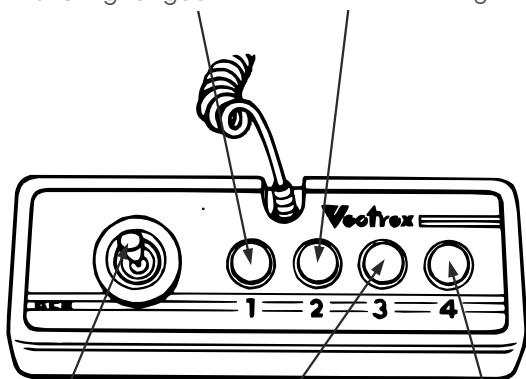
HyperChase is designed to be played with the built-in control panel only. The functions of the controls are:

### Up Shift

Shifts to higher gear.

### Down Shift

Shifts to lower gear.



Controls position of your race car on the track.

### Brake

Slows down your race car.

### Accelerator

Speeds up your race car.

## How To Play

### Player Selection

HyperChase can be played as a one or two player game. When **PLAYER 1** appears on the screen, press

**GAME 1**

Button 1 once to switch to a two player game.

**PLAYER 2** will then show on the screen. When played

**GAME 1**

as a two player game, only the built-in control panel is used, and the players take turns using this control panel. You can return to a one player game by pressing Button 1 again before starting game play.

### Game Selection

You have a choice of two game play options. They are:

**Game 1:** You play against the clock. Your goal is to drive the course in as little time as possible. Each crash wastes valuable time, but you can have an unlimited number of crashes.

**Game 2:** Your goal is to accumulate as many points as possible. You gain points for speed and miles traveled over the course before losing 5 race cars.

When **PLAYER** appears on the screen, press Button 2

1  
GAME  
1

once to select Game 2. **PLAYER** will then appear on

1  
GAME  
2

the screen. To return to Game 1, press Button 2 again. If you do not choose a particular game, Game 1 will be chosen for you.

## Starting Game Play

Once you select the number of players, and the game play option, press Button 4 to start game play.

## Game Play

Your formula one racer will appear at the bottom of the screen with its engine warmed-up and ready to go. Your gear number (1 to start) is found at the top center of the screen and the speedometer is found at the bottom of the screen. Press your accelerator, Button 4, to get the race underway. If you keep your finger on the accelerator, your car will advance about  $\frac{1}{3}$  of the way up the track. By taking your finger off the accelerator, your car will ride toward the bottom of the screen.

Your Joystick will control your position on the track, but your gearshift (Buttons 1 and 2), combined with your accelerator, will control your speed. As



you accelerate, you will hear your engine working too hard. Press Button 1 to shift to second gear and accelerate until you again hear the engine working too hard. You can shift into third and fourth gear in the same manner.

You must now travel the course, staying on the road and avoiding collisions. Be careful not to travel too slowly because a car can always hit you from behind!

### **Automatic Play**

If you do not start your car on its route within 15 seconds, the car will begin to travel by itself. However, you can take over command of the racer by just using the Joystick and buttons.

### **Getting Hit**

If you run off the side of the road or hit another racer, you will lose your car. In Game 1, you will lose the time it takes for another racer to appear. In Game 2, you will return to the track if you have additional cars left. In both games, you return to the point on the course where you crashed. Don't forget to downshift to first gear before resuming the race.

When Game 1 is played as a two player game, the first player is allowed to finish the course and get his time before the second player has a turn, no matter how many crashes occur. When Game 2 is played as a two player game, the two opponents take turns at the wheel each time a car is destroyed.

## Number of Cars

Game 1 has an unlimited number of cars. In Game 2 you start with 5 cars. An extra car is awarded after earning 15,000 points.

## Scoring

In Game 1 your score is the amount of time in seconds it takes you to complete the entire course. The lower your time, the better you drove.

In Game 2, points are earned for the miles you travel as well as your speed. The higher your score, the better you drove.

## High Score Memory

As long as your machine is on, with the HyperChase cartridge in place, the high score is retained for Game 2 only. Once the machine is turned off and the cartridge removed, the high score is lost. To view the high score, press the Reset Button on the console.

## Restarting Game

To restart a completed game with the same number of players and game play option, press any of the 4 buttons 5 seconds after the game is over. If you wish to restart the game before it is completed, or change the number of players or game play option, press the Reset Button on the console.







## 90 Day Limited Warranty

This warranty is valid only for service in the country of purchase. General Consumer Electronics, Inc. warrants to the original purchaser of this cartridge that the product will be free of defects in material or workmanship for 90 days from the date of purchase. During this warranty period, the product will be repaired or replaced with a new or reconditioned unit, at our option, without charge.

The original purchaser must return the product to the dealer with proof of the date of purchase or mail it, properly packaged, prepaid and insured to: General Consumer Electronics, Inc., 233 Wilshire Boulevard, Santa Monica, CA 90401.

If you return the product without proof of the date of purchase, or after the 90-day warranty period has expired, it will be repaired or replaced with a new or reconditioned unit, at our option, for a \$15.00 service charge. Please include a check or money order in the full amount along with your name, address, city, state and zip code. This non-warranty service will only be available within one year from the date of purchase.

Damage caused in transit, by abuse, accident, negligence or through repairs made by others is not covered by the warranty. Any implied warranties are limited to the 90 day period from the original date of purchase.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state so that the foregoing limitations may not entirely apply.

United Kingdom - This undertaking is in addition to consumer statutory rights and does not affect those rights in any way.

## Order Form For Replacement Screen Overlays

Additional screen overlays may be ordered by completing this form and mailing it with your check or money order for \$2.00 each. Address check or money order to:

**GCE, Vectrex Screen Overlays, P.O. Box 8123,  
San Francisco, CA 94128.**

Please allow 2-3 weeks for delivery. Offer subject to availability. **NOTE: Separate cartridges are needed**

		Quantity (fill in)		Cost (fill in)
<b>Mine Storm</b>	HO-4000	_____	@\$2.00 =	_____
<b>Armor Attack</b>	HO-4010	_____	@\$2.00 =	_____
<b>Berzerk</b>	HO-4020	_____	@\$2.00 =	_____
<b>Clean Sweep</b>	HO-4030	_____	@\$2.00 =	_____
<b>HyperChase</b>	HO-4040	_____	@\$2.00 =	_____
<b>Cosmic Chasm</b>	HO-4050	_____	@\$2.00 =	_____
<b>Rip-Off</b>	HO-4060	_____	@\$2.00 =	_____
<b>Scramble</b>	HO-4070	_____	@\$2.00 =	_____
<b>Solar Quest</b>	HO-4080	_____	@\$2.00 =	_____
<b>Space Wars</b>	HO-4090	_____	@\$2.00 =	_____
<b>Star Hawk</b>	HO-4100	_____	@\$2.00 =	_____
<b>Star Trek</b>	HO-4110	_____	@\$2.00 =	_____
<b>Blitz!</b>	HO-4120	_____	@\$2.00 =	_____
<b>OTHER</b>	_____	_____	@\$2.00 =	_____
	(specify)			

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