

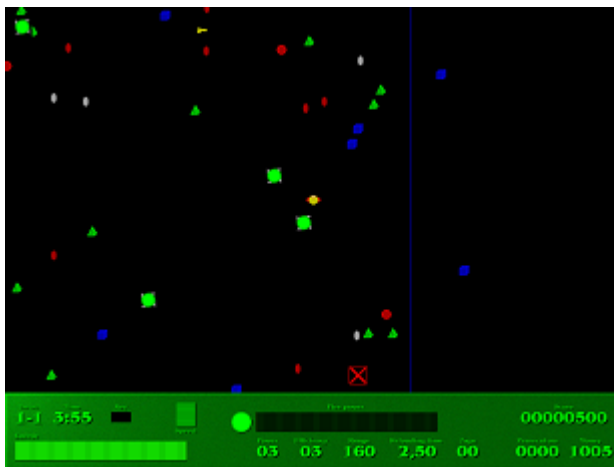
Jörg "paleface" Burkel

presents

paleface's **PERSECUTORS!** **THE ULTIMATE CHASE**

Version 3.0
(2006/04/02)

Manual



Following the browser games **PERSECUTORS!** and **RUN FOR YOUR LIFE!** from the year of 2001, there finally is the third part now: **THE ULTIMATE CHASE**. Of course you will also face the deadly Persecutors here.

On nine levels with nine sections each you will have to escape or destroy them to prevent you from getting caught and being killed by them. Other than in the first both parts, this time all happens in real time! Of course there are also objects to collect increasing your score as well as coins to get your abilities improved.

SYSTEM REQUIREMENTS

- › Microsoft Windows XP or Vista (Windows Media Player recommended)
- › Resolution min. 1024×768
- › Delivered fonts recommended (Just copy the three TTF files in the directory Fonts into your system's fonts directory, e. g. C:\Windows\Fonts)

MAIN MENU

The program is started with a double-click on the file The_Ultimate_Chase.exe. Afterwards you can see the main menu of **THE ULTIMATE CHASE**. Here you have the following options:

- F1 **START GAME** Here you can begin a new game starting from level 1.
- F2 **ENTER CODE** Here you can resume one of nine saved game situations (code SAV1 to SAV9) or start a game from a higher level (You will get the codes during game).
- F3 **BEST PLAYERS** Listing of the ten best players including their score as well as the number of destroyed Persecutors and the levels completed.
- F4 **BRIEF MANUAL** The most important instructions for playing for those who are impatient.
- F5 **LISTEN TO MUSIC** Here you can listen to the songs in **THE ULTIMATE CHASE** (only available if a newer version of the Windows Media Player is installed and the volume for music is adjusted to a value greater than zero).
- F6 **SETTINGS** Configuration of the program (see section "Settings" below for details).
- F7 **INFO & CREDITS** Information on the program.
- Esc **QUIT PROGRAM** Leaving the program.



STATUS DISPLAY



After the game has been started, on the bottom of the screen the status display will appear. This contains the following information:

- LEVEL** The current level and section where you are located. You start on 1-1 and must make your way until 9-9.
- TIME** Displays the remaining time in the current section until the very troublesome Insectoid Persecutors will appear.
- KEY** Shows if the key for the current section's exit has already been collected.
- ENERGY** Displays the energy of your game character. The game will end if it goes down to zero.
- SPEED** Displays your speed.

FIRE POWER, POWER, EFFICIENCY, RANGE, RELOADING TIME The attributes of your weapon (see section "Weapon" below for details).

ZAPS The number of Zaps at your disposal. An effective but expensive weapon.

SCORE Your current score.

PERSECUTORS The number of Persecutors that have been destroyed by you.

MONEY Your current account balance.

SHOP

At the beginning of the game as well as after every three sections, you have the possibility of buying helpful goods and services in the Shop. Just click on one of the six fields or use the function keys from F1 to F6. Please note that the prices are variable. Find the right buying strategy to save money.

In the Shop you can decide whether you want to continue the game at once or to save and quit it for this time. After having saved the game, you will get a code (SAV1 to SAV9) that enables you to resume the game. So you can save nine different games at one time.



ACTIONS

During the game you can do the following actions:

MOVE With the cursor keys you are able to move across the field and collect objects and coins. However, moving means loss of energy what will also force you to slow down. But you can regain your strength if you do not move for a certain time – in case the Persecutors will grant you this time.

SHOOT You can shoot the Persecutors with space bar, but only if they are within your weapon's range (see section "Weapon" below for details). Aiming is not necessary because you will fire at the nearest Persecutor automatically. However, you must not move for shooting.

ZAP If you have bought Zaps in the Shop, you can fire one of them by hitting Enter. There will be a short flash and all Persecutors on the field will suddenly sustain a great loss of energy. However, they can only be weakened with this weapon, they cannot be destroyed.










LEAVE SECTION You can leave each section any time. However, you will first have to find the exit as well as its key. After you have left a section, you will get a bonus for the remaining time as well as for having collected *all* objects and having destroyed *all* Persecutors in the section. After section 9 at the end of each level an especially strong Persecutor awaits you that *must* be destroyed to enable you to reach the next level.

PAUSE GAME You can always interrupt the game by hitting P but not while fighting against the final enemy.

CANCEL GAME You can always cancel the game by hitting Esc but not while fighting against the final enemy. You will be asked if you really want to quit it. Your reached score in this game will be lost.

OBJECTS

Scattered all over the field, you will find the following objects you are able to collect:

-  **CUBE** brings 100 points.
-  **PYRAMID** brings 200 points.
-  **SPHERE** brings 500 points.
-  **STAR** brings 1000 points.
-  **COPPER COIN** increases your account balance by 1.
-  **SILVER COIN** increases your account balance by 2.
-  **GOLD COIN** increases your account balance by 5.
-  **KEY** enables you to leave the section through the exit.
-  **SURPRISE** mostly contains a welcome extra, but can also cause trouble in rare cases.

WEAPON

Your weapon has the following four attributes:

POWER The basic strength with that your weapon can harm the Persecutors. At the beginning of the game it is at three, but can be improved up to 99 percent in the Shop.

EFFICIENCY It determines how fast your weapon's power decreases at greater distances. With the value of three percent in the beginning, a Persecutor has to be very close to you to sustain damage worth mentioning. After efficiency has been increased to 99 percent in the Shop, the weapon can output almost its full power within its whole range.

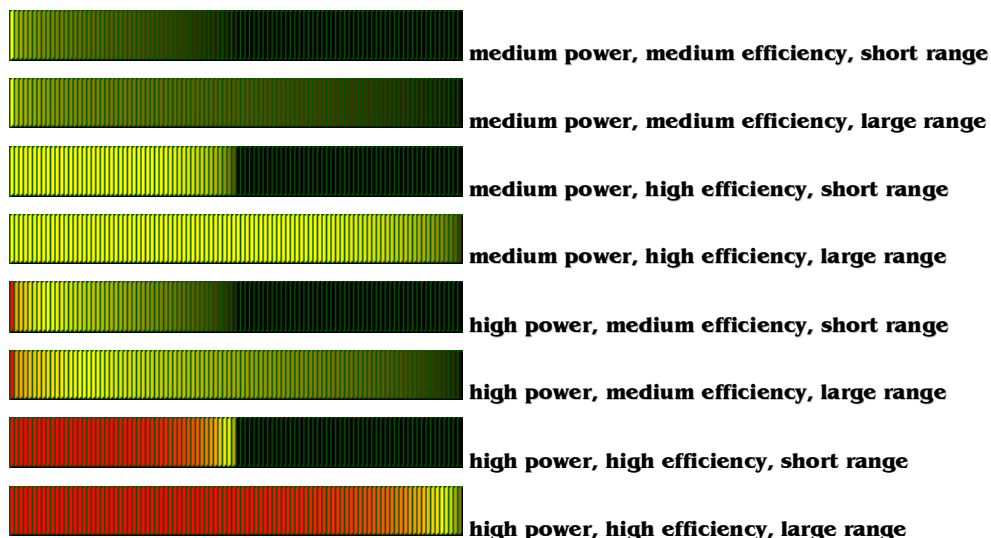
RANGE A Persecutor is only hurt if it is within the weapon's range. At the start it is at 160 pixels (a quarter of screen's height). It can be enlarged up to 320 pixels (half screen height) in the Shop.

RELOADING TIME After you have fired the weapon it takes some time until it is ready again. You can see that at the fire readiness display on the left of the fire power display: if it is red, the weapon is being reloaded and can therefore not yet be fired again. You can reduce the reloading time from the default value of 2.5 to 0.9 seconds in the Shop.

Your weapon's fire power resulting from power, efficiency, and range is displayed on the status screen: on the left you can see how strong a Persecutor is harmed that is situated directly at you. On the right the damage of a Persecutor at a distance of 320 pixels (half screen height) is shown. The spectrum reaches from black (no resp. low harm) over yellow (medium harm) to red (much harm).

If you improve the wrong attribute of your weapon first, destroying a Persecutor could take pretty much time. So try to find the optimum.

Comparison of the fire power resulting from several weapon adjustments:



ENEMIES



The Persecutors own several attributes that they will improve in the course of the game:

SPEED The speed with that the Persecutors are moving towards you depends on their strength: the more you are able to weaken them, the more they will slow down. Furthermore, the Persecutors are slower if they are situated at greater distances.

STRENGTH The stronger a Persecutor, the more it is able to harm you if it has reached you. You can weaken the Persecutors with your weapon and the Zaps and destroy them in the end.

RANGE If you are situated beyond a Persecutor's range, it won't be able to see you and will stop chasing you.

The Persecutors also appear as insects in **THE ULTIMATE CHASE**. But these won't appear until you are out of time in a section. They are much smaller but at least as obtrusive and dangerous as their big brothers.

END OF GAME

If the Persecutors are able to weaken you so badly that you run out of energy, the game will be over. Otherwise, the game will end if you cancel it or manage to make it through all of the nine levels. After the end of the game you will receive a bonus for the number of the destroyed Persecutors so that your score will even be doubled if you have killed 1000 of them!

SETTINGS

In the main menu you have the possibility of adjusting the program to your liking:

PROGRAM LANGUAGE You can set the language for the program. At this time you can choose between English, German, and Italian.

VOLUME Here you have the possibility of adjusting the volume for music, sound effects, and voice (only available if a newer version of the Windows Media Player is installed).

SCROLLING Here you can adjust the scrolling during the game. At 1 your character won't be centered until it reaches the edge of the screen, at 5 it is located in the center permanently. However, permanent scrolling is not recommended on slower CPUs because the game could be displayed jerky and slow down too much.

CURRENCY SYMBOL You can choose between Dollar, Euro, Pound, and Yen as game currency.



TROUBLESHOOTING

Here you can find a list of the problems known up to now that may occur with **THE ULTIMATE CHASE** and how they can be solved:

Problem	Reason	Solution
Runtime error 6, 13, or 62 at start of program	The file with the configuration settings is damaged.	Open the directory Data and delete the file Settings there. It will be created new after starting the program again.
Runtime error 6 or 62 at resuming saved game	The file with the saved game is damaged.	Open the directory Data and delete the corresponding SavedGame file (1 to 9) where the error occurred. Afterwards, this place can be used for new game savings, the damaged game is lost.
Runtime error 75 (Error accessing path/file)	You started the game from CD. Therefore, the files for settings, best players, and game saving cannot be written.	Copy all program files to your hard disk and start the game from there.
Runtime error 76 (Path not found)	The directory Data has been renamed, moved, or deleted.	Create a directory named Data in the same directory where the file The_Ultimate_Chase.exe is located.
Jerky display	Your CPU seems to be too slow. This occurs mainly with permanent scrolling.	You should adjust scrolling to a level lower than 5 in the settings.
Display not complete	The resolution is adjusted too low.	Adjust your resolution to at least 1024×768. On other platforms than Windows XP (e. g. Windows 95) it may be necessary to adjust it to 1280×960. In this case some graphics are not displayed correctly, e. g. the background pattern of the windows is too small.