

ATARI

EDGE

VIDEO GAME MANUAL

CHIP'S CHALLENGE™



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Go Bit Buster!

Chip will do anything for Melinda the Mental Marvel. More than anything, he wants to join Melinda's exclusive computer club, the Bit Busters. Chip is ecstatic when Melinda sits down next to him in the cafeteria and offers him membership!

But not so fast, Chip! Keep your sweaty digits off that Bit Busters T-shirt. Before you can become a card-carrying Bit Buster, you'll have to do some heavy interfacing with a few interesting puzzles. Melinda will monitor your progress as you enter and work your way through 144 levels of challenging maze-like paths and puzzles. And once you accept the challenge, you can't escape. Monsters, traps, and the ticking of the clock all conspire to delete you before you complete each level.

You must ram blocks of soil together to create bridges over water traps, or use them

as buffers against cherry bombs. Invisible partitions will impede your progress. Colored keys will open doors that lead to other keys that will open still more doors! To make it through, you must keep puzzle sequences stored in your memory.

Most levels have a specific number of... chips that you must collect before you can progress to the next level. And sometimes you must snatch those chips from under the very noses of deadly bugs who are just aching to take a byte out of you!

Well, Chip, are you still up for the challenge? You just can't get that Bit Busters T-shirt out of your system, can you? OK buddy, make tracks for level one of Chip's Challenge!

Getting Started

Chip's Challenge is a series of exciting timed puzzles for one player.

Follow the steps below to start the game:

1. With your Lynx system switched off, insert the game card as described in the **Lynx Owner's Manual**.

Warning: Do not touch the game card connector pins. Do not expose the contacts to static or extreme heat. Do not bend, crush, or attempt to clean the game card.

2. Press **ON**. The Chip's Challenge title screens and credit screens are displayed. Press **A** or **B**. The Chip's Challenge text screens are displayed. Press **A** or **B** to advance to the next text screen until the level selection screen displays.
3. To begin play, press **A** to start on level one OR enter a specific level's four character code to start on that level. To enter a code, move the joystick right or left to select one of the four characters. Use the up and

down arrows to change the selected character.

Note: Each level's four character code is displayed when you enter that level.

To enhance play, the following optional game controls allow you to modify the display, control music output, and pause and restart the game:

- To flip the screen 180 degrees and reverse the controls, press **OPTION 2** and **PAUSE** at the same time.
- To toggle music on and off, press **OPTION 2**.
- To pause the game press **PAUSE**. Repeat to resume play.
- To return to the title screen press **OPTION 1** and **PAUSE**.
- To restart at the beginning of the current level, press **OPTION 1**.

Playing the Game

Every level of Chip's Challenge is a unique puzzle. The object of the game is to enter and explore each level to figure out the puzzle's solution, solve the puzzle, and progress to the next level. On most levels you must also collect a specific number of chips as part of the puzzle's solution.

The puzzles start out easy. You will wander your way through mazes, collect keys to open doors, use teleport squares to move from place to place, and other simple tasks. But the puzzles become progressively more difficult. You will need to quickly assemble webs of bridges to reach your goals, pay attention to subtle hidden clues, and figure out, memorize, and execute complex series of actions.

If that wasn't tough enough, each level contains challenges such as obstacles, traps, and monsters. And on some levels you must race against the clock to solve the puzzle before your time runs out.

You get several tries to solve each puzzle, then you are given the option to skip to the next level. But Bit Busters don't give up easily! You can hang in there and keep trying until you solve the puzzle.

The first eight levels are lesson levels. These levels introduce you to most puzzle components and give you a chance to get comfortable with the game's basic concepts. A question mark appears next to Chip at the beginning of each of the lesson levels. Move Chip over the question mark to receive information about the level. For more detailed information about the obstacles and special items you can find, see **Items**.

Use your joypad to move Chip forward, backward, left and right. Chip cannot move diagonally.

Useful items such as keys and shields must be picked up and added to Chip's inventory. To pick up items, move Chip over the item.

The item will disappear from the action window and an icon representing the item will appear in the inventory section of the information window.

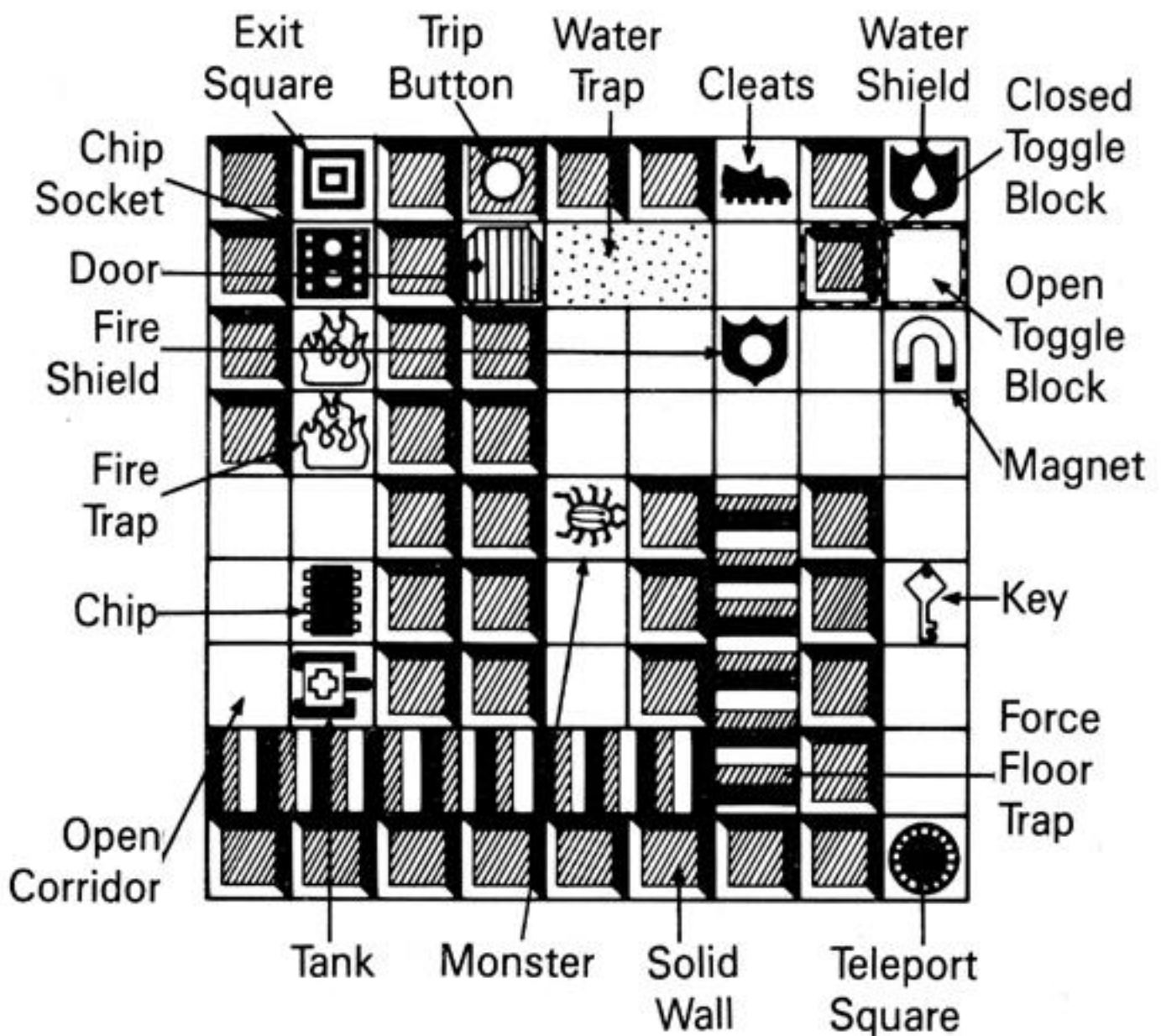
Most levels have a specific number of chips that you must collect as part of the puzzle's solution before you can pass through the chip socket and progress to the next level. When you first enter each level, the number of chips you must collect for that level appears under CHIPS LEFT in the Information window. On these levels you must solve parts of the puzzle to gain access to the chips.

On some levels the CHIPS LEFT indicator is set to zero when you enter the level. This means that you do not have to collect any chips to solve the puzzle.

When you solve a puzzle level, a congratulatory message appears on the screen. Press **A** to continue to the next level.

Screen

The Chip's Challenge screen is divided into two windows, the Action window and the Information window. All game action displays in the Action window (see below).



The window to the right of the Action window is the Information window. The following information displays in the Information window:

LEVEL shows the level number you are currently playing.

TIME gives the number of seconds remaining for you to solve the puzzle.

CHIPS LEFT lets you know how many chips you still need to find on the current level.

The **Inventory Box** displays icons of all the items you have picked up and have not yet used.

Items and Obstacles

Items cannot be taken from one level to another. The following items and obstacles can be found on various levels:

Helpful Items

KEYS open doors. Pick them up and add them to your inventory until they are needed. To use a key, walk up to a door of the same color as the key. Pass through the door. Most keys will disappear from your inventory.

DOORS are opened by keys of the same color as the door. Once the colored door is opened it stays open.

CHIPS enable you to pass each level's chip socket. Most levels have a required number of chips you must collect to pass through the chip socket and progress to the next level.

EXIT SQUARES are flashing blue squares found on every level. Step on an exit square to proceed to the next level. Exit squares are usually blocked by chip sockets.

DIRT BLOCKS can be linked together to form bridges over water, pushed against a bomb to

explode the bomb harmlessly, and used as blocks against monsters, deadly lightning balls, and other moving obstacles.

You can only move one brown dirt block at a time. If you place a dirt block to make a bridge over water, you must tamp down the dirt to turn it into a regular floor square. To do this, step on the block after pushing it into the water.

Note: You may find things hidden under some dirt blocks. Sometimes the things you find are valuable, like chips. But you may find that the block was covering something unpleasant, such as a fire trap.

TRIP BUTTONS are linked to toggle blocks, clone machines, and other obstacles. A trip button's color matches the color of the linked trap or obstacle. Stepping onto a trip button square triggers the linked item. For example, moving Chip over a green trip button square will open (or close) all linked green toggle

blocks. Or moving over a red trip button square will cause a red linked clone machine to begin releasing fireballs. Duck, Chip!

MAGNETS neutralize the effect of force floor traps. With a magnet in his inventory, Chip can walk over a force floor the same way he would walk over a normal floor.

FIRE SHIELDS neutralize fire. With a fire shield in his inventory, Chip can walk through fire without suffering a major meltdown.

WATER SHIELDS allow Chip to walk on water.

CLEATS allow Chip to travel over ice traps without slipping. With cleats in his inventory, Chip can walk over ice the same way he would walk over a normal floor.

Note: Magnets, fire shields, water shields and cleats stay in inventory. they do not disappear after they are used.

Traps, Monsters, and Obstacles

TRAPS must be disarmed before you can pass through them. There are many kinds of traps. Some hold you prisoner until your time runs out, others zap you as soon as you step on them. You can disarm some traps with strategic placement of dirt blocks.

FORCE FLOOR TRAPS propel you with lightning speed from one area to another without allowing you to stop. Sometimes you can use this force to propel you to a desired location, but most of the time you will need to collect a magnet to neutralize the effect of the force floor.

FIRE TRAPS are impassable bonfires laid out to block your progress. Use a fire shield to walk through fire traps.

WATER TRAPS can be crossed in two ways. Either build a bridge of dirt blocks or have a water shield in your inventory.

ICE TRAPS are slippery obstacles that make Chip slide right past his goal. Chip needs cleats to be able to walk over ice traps.

MONSTERS want to destroy Chip. They think he's a dweeb and will show no mercy. One touch from a monster and you'll cash in your chips.

TANKS block the way through crucial paths in some levels. Tanks are always linked to trip buttons, so the way around tanks is to activate the correct trip button to move them out of your way.

THIEVES steal tools such as water shields and cleats. Touching a thief wipes your inventory of all items. Make sure you use the tools you need to collect chips before trying to pass by a thief.

TELEPORT SQUARES move you to another location in the level. Some of them teleport you in the direction you are facing when you step on them. Others teleport you in random

directions. Chip may step on one of these and suddenly get the feeling he isn't in Kansas anymore.

TOGGLE BLOCKS are outlined in broken colored lines. The blocks can be solid or transparent. When the toggle block is solid, Chip cannot pass through. These blocks are linked to trip buttons. When Chip activates a trip button, the toggle blocks linked to that button will toggle to the other state (solid or transparent).

CHIP SOCKETS are special obstacles found in most levels. You must pass through a chip socket to reach the next level, but only after you have collected the required number of chips for that level.

CLONE MACHINES crank out fireballs, dirt blocks, and other items. Most clone machines are linked to trip buttons. If you need a dirt block, activate the linked trip button and the clone machine will produce one. If you want

to stop the fireballs, activate the linked trip button. Hopefully, the deadly barrage will stop!

BLUE BLOCKS can be real walls or just an illusion. To figure out which a particular block is, try to pass through. If it is an illusion, it will disappear. If it is real, Chip will break his nose!

ONE WAY WALLS turn into solid walls once you pass through them.

Strategy

Take notes and draw maps of difficult levels.

Leave yourself an escape route whenever possible.

Timing is crucial on some levels. Use **PAUSE** to give you time to think.

If the obvious solution doesn't work, try a bizarre solution. The bizarre will usually pull you through!

Monsters often move in predictable patterns.

Many objects affect monsters the same way they affect Chip.

If you get stuck in an impossible situation, use **OPTION 1** to restart the level.

Scoring

You can earn points two different ways in Chip's Challenge. On each level, time bonus points and level bonus points combine to give you your level score. During each play session, your level scores add together and display as your total score.

The number of level bonus points you earn depends on how many times you have

to repeat the level before successfully completing the level. If you complete the level on the first try, you receive 500 points multiplied by the level number. Each time you die or have to restart, the number of points you receive decreases by 20%. The minimum level bonus is 500 points or 20% of the level number x 500, whichever is greater.

You receive 10 time bonus points for every second remaining on the timer when you complete a level. On levels that are not timed, the time bonus is always zero.



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