



PlayStation

PAL

MEGAMAN
BATTLE & CHASE

CAPCOM

PlayStation®

Precautions

- This disc contains software for the PlayStation™ home video game console. Never use this disc on any other machine, as it could damage it.
- This disc conforms to PlayStation™ specifications for the European market only. It cannot be used on foreign-specification versions of PlayStation™.
- Read the PlayStation™ Instruction Manual carefully to ensure correct usage.
- When inserting this disc in the PlayStation™, always place it label side up.
- When handling the disc, do not touch the surface. Hold it by the edge.
- Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft cloth.
- Do not leave the disc near heat sources or in direct sunlight or excessive moisture.
- Never attempt to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors.

Health Warning

For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lighted room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

See back page of this manual for Customer Service Nos. and Games Hotline Nos.

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SLES-00766

MEGAMAN BATTLE & CHASE



Anything goes in the battle For victory in a robot race.

Megaman faces this challenge in Megaman Battle & Chase!

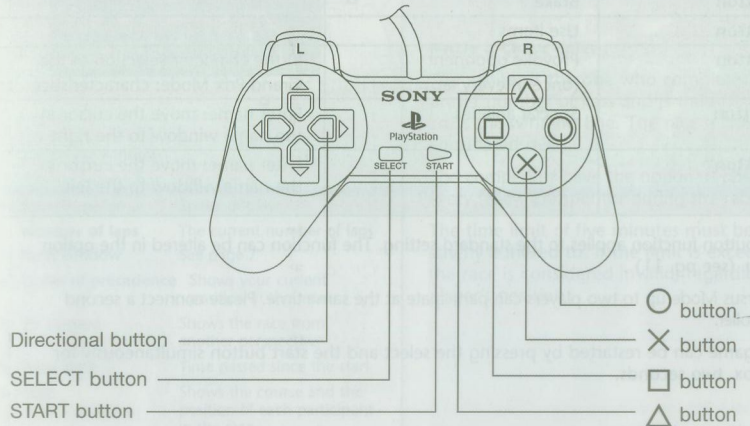
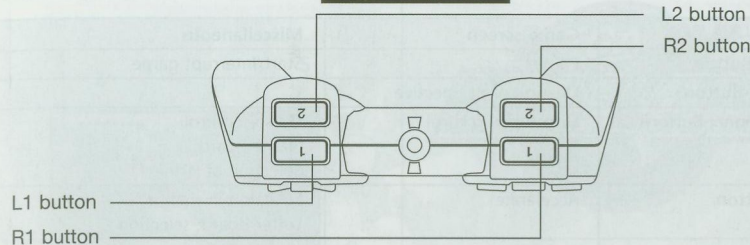
A competition like no other begins!

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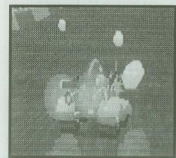
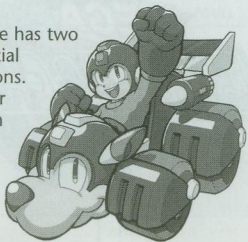
THE GAME SCREEN

Controller

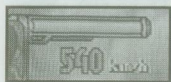


SPECIAL ABILITIES

Each machine has two types of special attack weapons. Megaman for example, can fire Mega-Busters by means of the R1-Button.



While the R1-Button isn't being operated, an energy bar fills up. When the bar is completely full you can fire a concentrated charge that is more powerful than a normal shot.



Each character has different special attacks. (see page 13: The drivers and their machines)

OBSTACLES

Numerous traps and obstacles are lurking on the roads and the course of Battle & Chase.



Acceleration platform

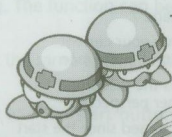


Brake platform

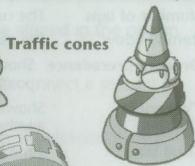


Mines

The race organisers have prepared numerous obstacles. You can drive over the mushrooms and the traffic cones. The Jumbo mushrooms are not very interested. You can only win against them with special abilities and special items.



Mushroom

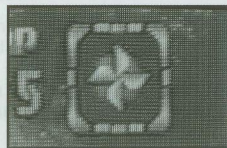


Traffic cones

Jumbo Mushroom

THE OBJECTS

The small window the right upper corner of the screen shows you the various objects that you can acquire during the race. A random generator determines which object you receive.



Pay attention to the number which appears in the window at first. It shows how many obstacles you have to overcome to activate the random generator. The object that you receive can be used by pressing the O button

There are seven different objects that you can collect on your way.

Blocker

Suppresses the special attack capabilities of opponents for a certain time period.



Count-Up

If you set a Count-Up against an opponent, they have to negotiate ten more obstacles than is usual before receiving a special object. (Attention: This is only possible in a race against human opponents)



Remote controlled bombs

Remote controlled bombs can be launched by means of the O button. Pressing the O button again detonates the bombs.



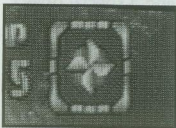
Mine Transformer

Transforms all obstacles into mines for a limited time period.



Power-Nitro

For a while your machine becomes invincible and faster as well.



Lightning Bolts

Lets lightning bolts strike all opponents. The performance of the opponents' machines is reduced for a time period.

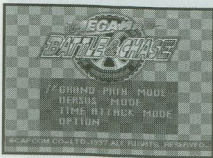


Threefold Chance

Your next item is three times more effective. The chance to decide the race in your favour!



GAME START



Grand Prix Mode

Only the best will make it! The races are transmitted live in the TV show Battle & Chase. Steal the parts from your opponents to tune up your machine!

Versus Mode

Race against your fellow players! You can also use your customised equipped machine here.

Time Attack Mode

A race against the clock! Set your own lap and course records!

Options

You can customise the controller button functions here and compare your records. (see page 11).

GRAND PRIX

If you select Grand Prix Mode, the options "New Game" and "Continue" appear. To start a new game you have to select "New Game" and if you want to continue in a game select "Continue".

Driver Selection

If you begin a new game with "NEW GAME", you have to select a driver. Mark the desired driver with the **Directional Button**



and press the **X Button** to confirm your choice. Descriptions of the machines appear if you press the **□ Button** before you confirm your choice.

Enter Name

As soon as a driver has been selected, a menu appears for entering the name. Choose the letters using the **Directional Button** and press the **X Button** to confirm your choice. The name entered is also the name under which the game data will be stored.

(The names can be altered later in the Options mode. See page 11)

Course Selection

The Battle & Chase Race will soon begin.

Of course you can now select a race course for yourself. If you come first on all the courses, you are the winner.

You can repeat courses that you have already won as often as you like.

The Settings

When you have decided on a course, you can then swap about your machine's components. If you don't have any extra components as yet, this screen does not appear.

Always remember to choose component that are suitable for a particular course. Otherwise it will be difficult to win.

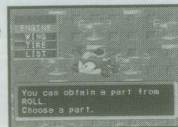
The Race

When you have fitted your component, the other race competitors will be introduced and the race can now begin.

Receiving Components

If you win, you'll receive a vehicle component from one of your opponents (engine, wing or tyres), that you can then use on your own machine.

Collect the many parts and create your own custom-built machine.



VERSUS MODE

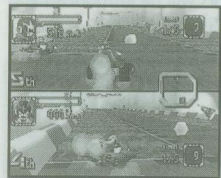
When the Versus Mode has been selected the following choice appears: "VS HUMAN" and "VS COM". If you want to play against a friend, choose "VS HUMAN". If you want to play against a computer opponent, choose "VS COM".

* "VS HUMAN" can only be selected if a second controller is connected.

You may choose your own driver, the course and your opponent. If you click on to the Memory Card-Symbol, you can import the stored driver from the Grand Prix in the Versus Mode. The second player can also load his data into the game.



If you have selected "VS HUMAN", the screen divides itself into two halves. The first player is shown in the upper half and the second on the



lower half. In Versus Mode no game data can be saved.

TIME ATTACK MODE

Here you are only driving to set a record time. Therefore there are no other drivers on the course. Only Power Nitros appear as special items.

- You can save your times on the Memory Card after every race. Especially when you have set a new record time - remember to save the data!

- Record times are saved separately for the Grand Prix and Time Attack modes. The individual records can be called up in the options menu. (see page 11)



THE OPTIONS

Various game settings can be selected in the options menu.

Sound

With the directional button select whether the sound should be mono or stereo.

VS Mode Level

Choose between 1 and 4 with the directional button and set the level of difficulty in the Versus Mode. This alters the strength of the opponents and the placement of the obstacles.

Key Config

You can reconfigure the buttons of the controllers here.

Name Change

Here you can change the names of the machines that are saved in the Memory Card.

GP Mode Record

Here you can call up the record times that you have achieved and saved in the Grand Prix.

TA Mode Record

Here you can call up the record times that you have achieved in Time Attack Mode.

Save Option

Here you can save the game settings. The settings are loaded automatically whenever a new game is started.

Load Option

You can load the game settings here. If the Memory Card is pushed in during the game the settings can be read.



LOADING AND SAVING GAMES

To save a game you need a Memory Card. This game requires one free memory block for each game to be saved.

Attention: If you remove the Memory Card while data is being saved or loaded you can corrupt the game data!

Loading and Saving in Grand Prix

- After you have won a vehicle component, or if you have lost the race you can save in Grand Prix-Mode. The game data and the vehicle data will be saved. You can save three sets of game data on one Memory Card i.e. three games. Record times are saved automatically, you can view them in the options menu under GP Mode Record.
- If you have selected the Grand Prix-Mode at the start, you can load previously saved game data by selecting "Continue". When selecting a driver in Versus Mode and in Time Attack Mode you can load machines that you have "tuned up" in the Grand Prix-Mode.

Saving in Time Attack Mode

- Record times that you have achieved in Time Attack Mode can be saved after the race. The records can be viewed in the options menu under TA Mode Record.

Saving and loading in Options Menu

- In the Options Menu data can be saved under "Option save". Saved Options data is automatically loaded when the console is switched on. If the Memory Card is inserted after switching on, it is possible to read the game data under "Option load" manually.

THE DRIVERS AND THEIR VEHICLES

MEGAMAN RUSH ROADSTAR

During a thunder storm a flash of lightning struck Professor Light's research laboratory and destroyed his super computer.

"The poor Professor, he can't work any more." Megaman thought to himself.

"I know, I'll take part in Battle & Chase and buy the Professor a new computer!"

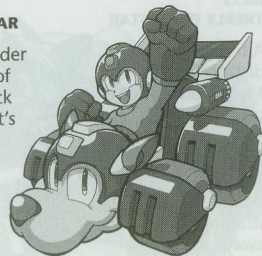
Special Attack Abilities

Mega Buster

Obstacles can be overcome by constant firing.

Charge Shot

A highly effective shot that can send your opponent into a skid.



ROLL POP'N'BEAT



Roll has somehow found out that Megaman is participating in the Battle & Chase race.

Actually she only wanted to encourage him but the urge to drive, too was even, stronger.

"A car race... even I could have a chance! Megaman, look out!"

Special Attack Abilities

Jump

Obstacles and attacks can be by-passed by jumping.

Spin Attack

A jump with a spin. Opponents who are in the immediate vicinity start skidding.

PROTOMAN RED STRIKER

The high prize money for the race is giving Protoman a headache.



"Wily will not miss this chance?"

Equipped with a sturdy shield fixture he decides to take part in the race.

Special Attack Abilities

Shield

Parries attacks from opponents. Can be moved to both the front and the rear.

Proto Strike

An energy bolt that follows its target and send the opponent into a spin.

BASS TREBLE DARK STAR

After Bass discovered that Megaman was taking part in the Battle & Chase race, he signed up straight away.



"Megaman and car racing? Hmm, a great opportunity to prove who's the best."

Special Attack Abilities

Bass Buster

An energy bolt with constant fire function. Suitable for removing obstacles out of the way.

Bass Blast

A strong blast of energy that can send an opponent into a skid.

GUTSMAN WILD ARMS

Because he's so big he uses up an unbelievable amount of energy. Now it's time to tank up.

"With the prize money I'll be able to buy myself as many energy cells as possible!"



Special Attack Abilities

Super Arm

Throws chunk of rock about the place with his gigantic arms.

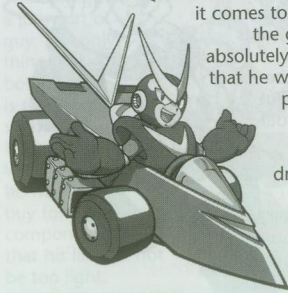
Earthquake

Hammers on the ground and causing mighty earth tremors.

QUICKMAN SONIC FORMULA

Quickman reckons that when it comes to speed, he's the greatest. It's absolutely no surprise that he wants to take part in every race.

"No one drives faster!"



Special Attack Abilities

Slide Move

Allows his vehicle to shift quickly to the left or right. Very handy for avoiding collisions.

Quick Turbo

High speed and acceleration are boosted for a short time. But if you crash into another machine or an obstacle the machine skids.

**ICEMAN
COOL MOBILE**

Iceman doesn't like the summer heat. So this year he wants to spend his holidays at the South Pole. But he needs a lot of money for that.

"I'm going to treat myself to a relaxing summer with the prize money!"



Special Attack Abilities

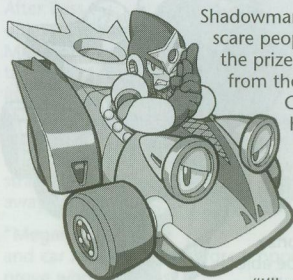
Ice Block

Places a huge block of ice on the course and causes the driver behind to skid.

Freeze

Shoots ice bombs and freezes opponents' machines.

**SHADOWMAN
SHINOBI MASTER**



Shadowman loves to scare people. With the prize money from the Battle & Chase race he wants to build a Ninja Villa which will be full of ambushes and traps.

"I'll win the race with the aid of my Ninja tricks!"

Special Attack Abilities

Throwing Stars

Throws shurikens that reduce the speed of the machine in front for a time period.

Smoke Screen

Creates a cloud of smoke restricting the view of the person following.

**NAPALM MAN
PATRIOT BOMBER**



He's a passionate collector of tanks and jets. His goal is to open up his own arms museum. This is the reason why he needs the win.

"It doesn't matter how many compete against me, my bombs will clear them all out of the way!"

Special Attack Abilities

Napalmmman owns mighty weapons. He can either lay bombs behind him, or shoot them forwards to hit his opponents and blast them out of the way.

**SPRINGMAN
SURPRISE BOXER**



The Springman is a jolly sort of guy. The only thing that bothers him is that he is such a lightweight. With the prize he wants to buy tons of vehicle components so that his life will not be too light.

"I can knock-out all the opponents with ease!"

Special Attack Abilities

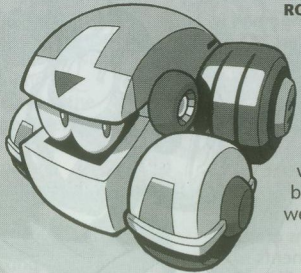
His springs protect Springman by absorbing the force of opponent attacks, at the same time they are an excellent attacking weapon.

FURTHER COMPETITORS

* You can't control these machines by yourself. You also can't steal any parts from them.

ROADER

He takes part in the race every year but has so far never won. Maybe it would work out better with a weapon.



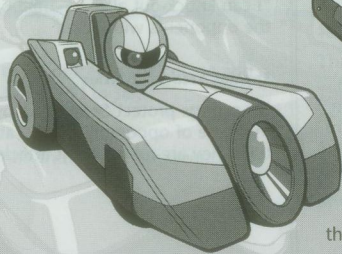
YELLOW DEVIL

Aha! The well-known Yellow Devil is up to his old tricks around the race course. His speciality: ram attacks with his heavy machine.

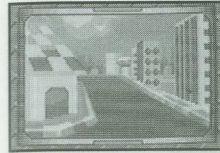


JOE

Has just got his driving licence and has the neck to go out on the race course. Watch out for the nasty mini bombs that he throws all over the course!



THE COURSES

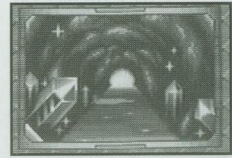


STREET COURSE

Town streets that have been turned into a race course. This is the best place for you to begin as the difficulty level is low.

MOUNTAIN COURSE

Consists mainly of cross-country roads that criss-cross through a mountain. The course has plenty of ups and downs and is very wide. But take care: the last part of the course is heavily mined!



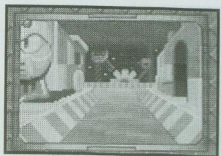
CRYSTAL COURSE

A glistening cave course with crystals on the cave walls and in some places with overpasses and underpasses. This is where acrobatics are required.

SUNSET COURSE

A romantic twilight race course. As part of the course has two lanes you, have to reckon with oncoming traffic.



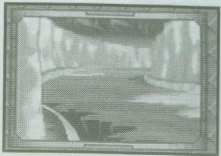


TOY FACTORY COURSE

This race course is in a toy factory. There are various switches hidden in the course which alter the conditions on the ground. A really turbulent track.

SOUTH POLE COURSE

A frosty world of snow and ice. This largely frozen course has deep ice crevasses. Don't skid and fall in!

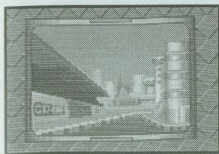
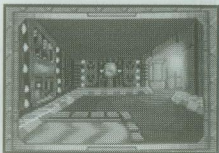


RIDGE COURSE

A course of hilly mountain passes. The river which is difficult to cross should be avoided at all costs.

ARMS FACTORY COURSE

A renovated arms factory serves as the stage here. There are various conveyors about the place which can take your machine off course.



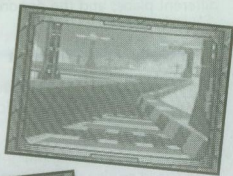
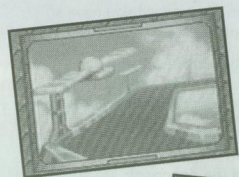
CITY COURSE

Similar to the street course, this track is located in a city centre. Mobile walls have been put up here and these will move when they are shot at.



SKY CIRCUIT 1 TO 3 (AVAILABLE ONLY IN VERSUS MODE)

Driven by a huge rotor, the entire race track floats in the air. This course has been especially made for Versus Mode, not available in Grand Prix. The difficulty level has been kept low.



TIPS & TRICKS

Tips On The Courses

- The mine fields on the Mountain Course are dangerous but the acceleration platforms which are to be found here are not to be ignored. If you have fallen behind in the last lap you can always counter-attack with using these.
- The obstacle posts on the Sunset Course shoot up if you drive over them. Take care if you have an opponent in front of you!
- The conveyors on the Arms Factory Course lead in different directions. If you drive against the direction of travel you lose a lot of time.
- Even if you have already completed a course you can always repeat it. Only the obstacles are in different places and the opponents are far stronger.

Tips On Vehicle Component

- There are tyres that are intended for the street or off-road courses. Find out which are best suited for off-road.
- For courses with lots of straights it is best to take a high speed engine. If there are lots of obstacles and corners to be mastered an engine with good acceleration is better.
- The wings have different properties. Some bring more speed and others more acceleration. There are also wings with magical powers.

Winning a race is in itself not enough to steal an opponent's bodywork. You'll only get it if you've already whipped away the engine, spoiler and tyres from the same opponent. But it's not that easy to win four times against the same opponent!

- You receive exact information about the properties of a vehicle component when you hold it in your hands. But if you observe the driving style of your opponent you can guess certain aspects.

Tips For The Contest

- To begin with you should practice special abilities. Once you've learned when to use normal and loaded charges according to a given the situation you've more or less passed the entry test.
- Remote controlled bombs and mine transformers are difficult to handle. If you can guess your opponents' moves in advance, then you're pretty well a pro!
- Once you have mastered special abilities, objects are next on the list. These can be used to remove obstacles. But you have to know the course really well.
- To win in Versus Mode you not only require optimal equipment and driving techniques but also the will to succeed. Never give up as clever use of object can let allow you to turn the tables right up to the end!