

# CHIP'S CHALLENGE

## PLAYING THE GAME

The object of the game is to enter and explore each level. Solve the puzzle (usually involving the collection of a number of microchips) and progress to the next, slightly more difficult level.

As you wander through each maze, there will be items to collect and objects to use - for example, keys to open doors and teleport squares to move you from place to place.

Each level contains challenges such as obstacles, traps and monsters, with the additional challenge on some levels of a race against the clock.

Useful items such as keys and shields must be picked up and added to Chip's inventory. To pick up items, move Chip over them. The item will disappear from the action window and an icon representing it will appear in the inventory section of the information window.

Most levels have a specific number of microchips that must be collected as part of the solution before you can pass through the microchip socket and progress to the next level. When you first enter each level, the number of microchips to be collected appears under Chip's left heading in the info window.

## CONTROLS

Movement: arrow keys or numeric keypad

Restart Level: R

Exit game: X

Music toggle F1

Effects toggle F2

Pause P

Continue Space

## SCREEN

The *Chip's Challenge* screen is divided into two windows: the action window and the info window. All game action is displayed in the action window

Action screen squares include:

**Exit Square:** Three squares inside one another

**Tip Button:** Small circle inside a shaded square

**Water Trap:** Double square lined with dots

**Water Shield:** Shield with a white circle

**Chip Socket:** Looks like a Domino

**Door:** Large circle

**Closed Toggle Block:** Square circled in black and white lines and shaded

**Open Toggle Block:** Square circled in black and white lines not shaded

**Fire Trap:** Usual flickering fire-type drawing

**Fire Shield:** No different to a water shield

**Magnet:** Horseshoe-shaped drawing, shaded at the ends

**Monster:** Looks like a spider

**Solid Wall:** Plain shaded squares

**Open Corridor:** Plain squares - nothing in them and unshaded

**Tank:** Usual tank-like drawing

**Teleport Square:** Circle shaded and (looking like a telephone dial)

**Key:** Usual key-looking drawing

**Force Floor Trap:** Looks like a set of stairs

And that's yer lot on the descriptions of the action window!

To the right of the action window is the information window in which the following info is displayed:

**Level:** Shows the number of the level you are currently playing.

**Time:** Gives the number of seconds remaining for you to solve the puzzle.

**Chips Left:** Shows the number of microchips left to be found.

**Inventory Box:** Displays icons of all items you have picked up and 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.

**Keys:** These open doors; pick them up to add them to your inventory. To use a key, walk up to the door of the same colour as the key. Most keys will disappear from your inventory.

**Doors:** These are opened by the keys of the same colour. Once the coloured door is opened it stays open.

**Microchips:** Enable you to pass each level's microchip socket. Most levels have a required number of microchips you must collect before you can pass through the socket to the exit square.

**Exit Squares:** These are flashing squares found on every level. Step on an exit square to proceed to the next level. Exit squares are usually blocked by microchip sockets.

**Dirt Blocks:** These can be linked together to form bridges over water, pushed against a bomb to explode it harmlessly, or 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 stamp 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 micro-chips - however, you *may* find that a block is covering something a little more unpleasant...

**Trip Buttons:** These are linked to toggle blocks, clone machines and other obstacles. Stepping onto a trip button's colour matches the colour of the linked trap or obstacle; stepping onto a trip button square triggers the linked item. For example, moving over a green trip button square will open or close all linked green toggle blocks; moving over a red trip button square will cause a red linked clone machine to begin releasing fireballs!

**Magnets:** These neutralise the effect of force floor traps. With a magnet in the inventory, you can walk over a force floor normally.

**Fire Shields:** These neutralise fires. With a fire shield in the inventory, you can walk through fire.

**Water shields:** These allow you to walk on water.

**Cleats:** Allow you to travel over ice traps without slipping.

*Note:* Magnets, fire shields, water shields and cleats stay in inventory.

## TRAPS, MONSTERS AND OBSTACLES

**Traps:** Must be disarmed before you can pass through them. There are various sorts of traps; for example, some hold you prisoner until your time runs out, while others destroy you as soon as you step on them. You can disarm traps with strategic placements 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, however most of the time you will need to collect a magnet to neutralise the effect.

**Fire Traps:** These are impassable bonfires laid out to block your progress. Use a fire shield or have a water shield in your inventory.

**Water Traps:** These can be crossed in two ways. Either build a bridge of dirt blocks or have a water shield in your inventory.

**Ice Traps:** These are slippery obstacles that make you slide right past your goal. Cleats are required to be able to walk over ice traps.

**Monsters:** Want to destroy you and will show you no mercy. One touch from a monster and you'll (haha) cash in your chips.

**Tanks:** These block the way through crucial paths in some levels. Tanks are always linked to trip buttons; the way around them is to activate the correct trip button so they move out of your way.

**Thieves:** Touching a thief wipes your inventory clean of all items. Make sure you use the tools you need before trying to pass a thief.

**Teleport Squares:** Teleports move you to another location in the level. Some squares teleport you in the direction you are facing when you step on them, whereas others teleport you in a random direction... so beware! If you step on the only teleport square that is accessible, you will become trapped.

**Toggle Blocks:** These are outlined with broken coloured lines; the blocks can be solid or transparent. When the toggle block is solid, you cannot pass through. Toggle blocks are linked to trip buttons; when you activate a trip button, the toggle blocks linked to it will switch from solid to transparent or vice versa.

**Microchip Sockets:** These are special obstacles found on most levels. You must pass through a microchip socket to reach the exit square... but only after you have collected the required number of microchips for that level.

**Clone Machine:** Discharges fireballs, dirt blocks and other items. Most clone machines are linked to trip buttons, so if you wish to start or stop a clone machine, activate the linked trip button.

**Blue Blocks:** These can be real walls or simply just an illusion. To figure out which a particular block is, try to pass through it. If it is an illusion, it will disappear.

**One-Way Walls:** These turn into solid walls once you pass through them.

## STRATEGY

A few things to consider:

- Take notes and draw maps of difficult levels.
- Leave yourself an escape route whenever possible.
- Timing is crucial; use *pause* to give you time to think.
- If the obvious solution doesn't work, try a more bizzare one; the latter will usually pull you through.
- Monsters move in a predictable pattern.
- Many objects affect monsters the same way they affect you.
- If you get stuck in an impossible situation, you're going to have to restart the level!

## SCORING

You can earn points in two different ways playing Chips Challenge. On each level, time-bonus and level-bonus points combine to give you your level score. During each play session, your level scores are added together to give 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 it. If you complete the level on the first try, you receive five hundred points multiplied by the level number. Each time you die or have to restart, the number of points you receive decreases by twenty percent. The minimum level-bonus is five hundred points or 20 percent of the level number times five hundred, whichever is the greater.

You will receive ten 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.

**GOOD LUCK, CHIP!**