



CONTENTS

- ▣ INSTRUCTIONS
- ▣ ORDER INFORMATION
- ▣ ORDER FORM
- ▣ TROUBLE SHOOTING
- ▣ CREDITS

For more information about CHOMPER and upcoming titles, see the Arcade Classics web page.

[Http://ourworld.compuserve.com/homepages/classics](http://ourworld.compuserve.com/homepages/classics)

INSTRUCTIONS

The rules to CHOMPER are simple, guide CHOMPER through the maze, eating as many dots as possible while avoiding the ghosts. Whenever all of the dots in a maze have been eaten, you advance to the next level. By pressing Shift on the keyboard or button 1 on the joystick, you can make CHOMPER roll up into a ball. This gives you the advantage of being able to move at twice your normal speed, the disadvantage is, that you can not move over uneaten dots. Power pellets are located in the corners of the maze, eating these will make the ghosts vulnerable for a few seconds, allowing you to get revenge. The view screen, in the top left corner of the screen, gives you an extended view of the maze. Whenever a power pellet has been eaten the ghosts will show up in the view screen as colored dots. By pressing tab on the keyboard or button 2 on the joystick, you can view the maze in its entirety. Power items are located randomly throughout the maze, eating these will give CHOMPER different attributes, such as; increased speed, invulnerability to fireballs, ghosts etc.. Below is a summary of the controls and power items.

CONTROLS

KEYBOARD

UP - UP ARROW OR 8 ON THE NUMERIC KEYPAD.
DOWN - DOWN ARROW OR 2 ON THE NUMERIC KEYPAD.
RIGHT - RIGHT ARROW OR 6 ON THE NUMERIC KEYPAD.
LEFT - LEFT ARROW OR 4 ON THE NUMERIC KEYPAD.

ROLL INTO A BALL - CONTROL KEY.
VIEW THE ENTIRE MAZE - TAB KEY.
EXIT FROM SCREEN - ESCAPE KEY.

TOGGLE SOUND -F1
ADJUST MUSIC VOLUME -F2

JOYSTICK/GAMEPAD

USE THE JOYSTICK OR GAMEPAD TO CONTROL CHOMPERS MOVEMENT.

ROLL INTO A BALL - BUTTON 1.
VIEW THE ENTIRE MAZE - BUTTON 2.

POWER ITEMS

FIREBALL SHIELD

- INVULNERABILITY TO FIREBALLS.

GHOST SHIELD

- INVULNERABILITY TO GHOSTS.

CROSS SHIELD

- INVULNERABILITY TO FIREBALLS AND GHOSTS.

TENNIS SHOE

- INCREASED SPEED.

CHERRY

- 400 pts.

ORANGE

- 800 pts.

BANANA

- 1200 pts.

GRAPES

- 1600 pts.

APPLE

- 2000 pts.

COLA

- 2400 pts.

ORDERING INFO.

Registration is easy and best of all its only \$19.95 plus S&H!

If you have access to CompuServe, GO SWREG and register today (Registration ID: 9352). When you register through SWREG, the registered version will be uploaded to you directly, more than likely within 24 hours of your registration. Within 2 weeks, you will receive the diskette and manual in the mail.

Instructions for using SWREG

When you register, you will get a total of 20 levels including 3 new bonus levels, over 20 original musical compositions, 10 power items, transporters, an instruction manual and much more.

If you have a valid Visa or MasterCard, contact NorthStar solutions via any of the following methods.

VOICE:

1-800-699-6395 (10:00 a.m. - 10:00 p.m., Eastern Standard Time. Calls from the U.S. only.)

1-803-699-6395 (10:00 a.m. - 10:00 p.m., Eastern Standard Time. International calls.)

FAX:

1-803-699-5465 (Available 24 hours. International orders encouraged.)

E-MAIL:

CompuServe - 71561,2751

Internet - 71561.2751@compuserve.com

You may also order with a check or money order. Make them payable to NorthStar Solutions and send them to:

**P.O. Box 25262
Columbia, SC 29224**

Regardless of how you register, please have the following information ready.

- The program and version number.**
- Where the program should be mailed.**
- Your Visa or MasterCard number and its expiration date (if using Visa/MC).**
- Your drive type, 3.5 or 5.25 inch.**

IMPORTANT NOTE: NorthStar processes registrations only, please contact the author for any product or technical support.

ORDER FORM

CHOMPER ORDER FORM

Name _____

Address _____

City _____ State/Province _____ ZIP _____

Country (if not USA) _____ Phone/Fax _____

PROGRAM NAME: _____

DISK SIZE: 3.5" 1.4M 5.25" 1.2M

NUMBER OF COPIES: _____

SHIPPING CHARGE: U.S. orders add \$4, Outside the U.S. add \$5.

Amount enclosed: \$ _____

Mail to:

NorthStar Solutions
P.O. Box 25262
Columbia, SC 29224

Or FAX this sheet to 1-803-699-5465. Check your card: Visa or M/Card

Card number: _____ Expiration date: ____/____ (MM/YY)

Signature: _____ *** Thank you! ***

Make checks payable to NorthStar Solutions. Allow 2 weeks for delivery.

TROUBLE SHOOTING

FREEING MORE MEMORY:

UNDER DOS:

1. From the DOS prompt, type "MEM" and press Enter.
2. You'll see a lot of information about your computer's memory. Look at the number following the words "largest executable program size". This is how much free conventional memory your computer has available. If this number is less than 573,440 your computer does not have enough free conventional memory for CHOMPER to run properly.

Tips on freeing more memory:

1. Make sure you are not running any type of menu programs such as "DOSSHELL". To make sure that you are not, type "exit" at the DOS prompt, this will return you to the menu program if you are currently using one. Exit the menu program completely and type "mem" again to see if there is enough free conventional memory.
2. If you have DOS 6.0 or higher you can free more conventional memory by running memmaker. To run memmaker type "memmaker" from the DOS prompt and follow the instructions given. For more information on how to use memmaker, consult your DOS 6.X manual.
3. If the above suggestions do not fix the problem and you have DOS 6.0 or higher, then you can do the following.
 - A. Reboot your computer.
 - B. Wait for the message "starting MS-DOS..." to come up. As soon as you see this message, press the [F5] key on your keyboard. This will cause DOS to bypass all of your TSRs, memory managers and other programs that normally occupy conventional memory.
 - C. Now change to the CHOMPER directory and type "CHOMPER".
4. If you have a version of DOS below 6.0, then you need to create a "boot disk", to allow you to boot your computer without loading any unwanted TSRs or other programs that might use conventional memory.

- A. Put a blank disk in your A: drive and type the following.

FORMAT A: /S

(NOTE: Don't do this from your B: drive, because you may not be able to boot from your B: drive.)

B. After the disk has been formatted, reboot your computer with the disk in the A: drive. From now on, whenever you want to run CHOMPER, reboot your computer with the boot disk in the A: drive.

UNDER WINDOWS 3.1:

If you are running CHOMPER through Windows 3.1, make absolutely sure that you have run setup (not INSTALL) and are using the icon provided by setup. To free more memory, you need to completely exit Windows and follow the instruction above, for freeing more memory under DOS.

UNDER WINDOWS 95:

If you are running CHOMPER through Windows 95, make absolutely sure that you have run setup (not INSTALL) and are using the shortcut (icon) provided by setup. When you run CHOMPER, it will give you a choice of whether to run from Windows 95 or in DOS mode. Under most circumstances, CHOMPER will run properly through Windows 95. If for some reason you do not have enough conventional memory to run CHOMPER from Windows 95 or if CHOMPER runs slowly, then try running it in DOS mode.

MUSIC AND SOUND:

NO MUSIC PLAYS IN THE BACKGROUND:

If there is not any music playing in the background, it is probably one of two things. The most likely being that you do not have enough free conventional memory, try following the instructions above on freeing more memory. The other possibility is that you have not properly set up the music for CHOMPER. Try running the setup program again, from the CHOMPER directory, and make sure that you have selected the proper MIDI or FM device. If you are not sure what type of sound card your computer has, try selecting the SoundBlaster clone option.

(NOTE: If you are using a wavetable MIDI device, such as an AWE32 or Roland Sound Canvas, CHOMPER will require an extra 10-20K of conventional memory.)

NO SOUND EFFECTS:

If no sound effects are heard while playing the game, then try running the setup program again, from the CHOMPER directory and make sure that the proper sound card has been selected. If you are not sure what type of sound card your computer has, then select the SoundBlaster clone option. If you are sure that the proper sound card has been chosen and the problem still persists, make sure that there are no conflicts with the IRQ, DMA or I/O address that your sound card is using.

Pro Audio Spectrum:

To run CHOMPER on any Pro Audio Spectrum sound card, you need to have the PAS drivers loaded properly. CHOMPER will not be able to use your PAS sound card if these drivers are not loaded. See your PAS manual for instructions on loading the right PAS drivers in your AUTOEXEC.BAT and CONFIG.SYS files.

TECHNICAL SUPPORT NUMBERS:

Company	Sound Card	Phone	BBS	CompuServe GO
Media Vision	Pro Audio Spectrum	800-638-2807	510-770-0527	MultiVen (12)
Creative Labs	Sound Blaster	405-742-6622	405-742-6660	Blaster
Gravis	Ultrasound	604-431-1708	604-431-5927	PcVenB (14)

TECHNICAL SUPPORT:

If the above suggestions do not fix your problem, then you can reach the author for technical support, via the following methods.

CompuServe: 76512,1704
Internet: 76512.1704@compuserve.com
Phone: (405)741-0528

CREDITS

Programming and Artwork
by
Brandon Kuschner

Music
by
Eric P. Nielsen

If you have never used SWREG before, it is easy. If you have a subscription to CompuServe then GO SWREG and select register shareware, after answering a few simple questions, your registration will be complete (be sure to have the registration number handy 9352). The registration fee of \$19.95 plus S&H (\$4 in the U.S. \$5 outside the U.S.) will be billed to your CompuServe account. The author will be notified of your registration and the registered version of CHOMPER will be uploaded to you directly and the diskette and manual will be mailed out shortly.

Selecting DOS mode will reboot the computer in DOS mode automatically. When you exit the game, Windows 95 will start up again. Select this option only if you have a problem running CHOMPER directly through Windows 95.

