

# CHEXPER™

THE BESTSELLING ACTION GAME FROM JAPAN



 SIERRA

OVER  
500,000  
UNITS SOLD!

**INSTRUCTION SHEET  
AND  
WALK-THROUGH MAP**

# QUICK START INSTRUCTIONS

## BACKING UP YOUR PROGRAM MASTERS

1. Format a disk using MS-DOS.
2. At the A> prompt, "copy a:.\* b:".
3. If you have one drive, insert source disk first, then enter the copy command. If you have two drives, insert the source disk in drive A and the duplicate disk in drive B, then enter the copy command.
4. Repeat the procedure to copy all program masters.

## LOADING INSTRUCTIONS (from floppy disk)

1. Load MS-DOS. It is recommended that you enter the current date and time information.
2. At the A> prompt, insert your back-up program disk 1, label side up, into the drive. Close the door to the drive.
3. Type "Thexder" and press ENTER.
4. You will be prompted to briefly swap the disk in drive A with your original program master so that authenticity may be verified.
5. To bypass the opening sequence, press any key.
6. If the picture isn't centered on your screen, hold down the CTRL and ALT keys and press the left or right arrow keys (on number pad) to center the graphic display.

## INSTALLATION ON HARD DISK

1. Turn on the computer and allow DOS to boot.
2. Insert the master program disk 1 in drive A.
3. From the floppy drive containing your original program disk 1, enter the command "installh c:" where your hard disk is designated as drive c:. If your hard disk has a letter designation other than c:, use it instead.

The INSTALLH command will ask you to insert each of the program disks one at a time into drive A so that they may be transferred on to the Hard Disk. You will receive booting instructions on the screen after installation. Please note those instructions for later use.

## HOW TO PLAY

When the game opens, you are the pilot of a Thexder Super Assault Vehicle. You have been locked into the facility with no means of escape. You are currently in the Thexder Robot mode. Your only direction of travel is to the right. There are 16 different worlds to explore. The challenge: How far can you go?

## YOUR MISSION

To survive all 16 levels and disable the central computer, which creates the evil creatures which dwell in this forbidden world.

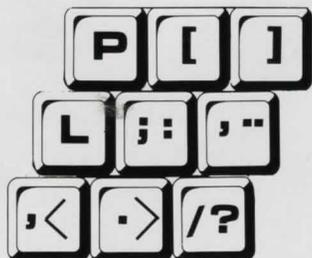
## THE FORBIDDEN WORLD

Here lies a land shrouded in mystery, with 16 different regions to explore. From underground caverns to vast cargo holds, you will constantly encounter strange and dangerous beings and bone-chilling environments. Beware! Danger lurks around every corner!

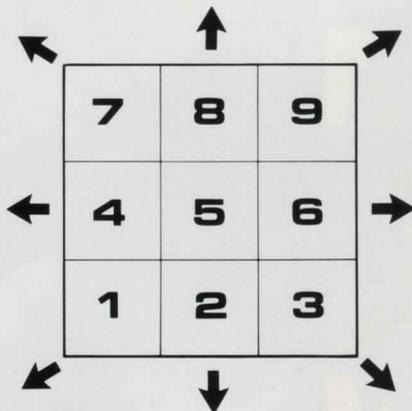
## THE STATUS SCREEN

The status screen on your computer is the only tool you have available to keep track of your energy level, the level of the world you occupy, and your score. Learn to use this information wisely. It will help you determine when to fight, and when to flee.

## IBM PCjr



## IBM/TANDY



**TO FIRE:** Press the spacebar. Hold the spacebar down for continuous fire.

**TO ACTIVATE SHIELD:** Press the Z key.

**TO PAUSE GAME:** Press the ESC key. Press ESC again to return to action.

**TO TOGGLE SOUND:** Press the S key.

**TO TOGGLE MUSIC:** Press the M key.

**TO QUIT GAME:** Press the Q key.

**TO BYPASS OPENING SCREEN:** Press the Return key.

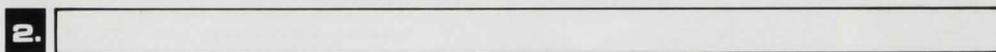
**TO TRANSFORM INTO JET:** Press any of the down arrow keys.

**TO TRANSFORM INTO ROBOT:** Make contact with the ground *or* press the arrow key opposite the direction you are flying (when you are flying horizontally).

**JOYSTICK MODE:** You can select to use a joystick from the Startup screen. The joystick will take the place of the direction keys.

**TO FIRE USING JOYSTICK:** Press the fire button. Hold down the button for continuous fire.

**TO ACTIVATE SHIELD USING JOYSTICK:** Double-click the fire button.



3. SCORE 000000 4. LEVEL 03 5. ENMAX

### THE CONTROL PANEL

1. ENERGY BAR: Displays the level of remaining energy. The three indicator colors represent Thexder's current condition. Green = good, Yellow = serious, Red = critical.
2. SHIELD BAR: Displayed when shield is on. Shows the amount of shield protection remaining before shut down.
3. SCORE: Displays your current score.
4. LEVEL: Displays the current level of the facility you occupy.
5. ENMAX: Energy maximum. Registers the total possible energy points that are available to Thexder.

# THE EXPEDITION

THE BESTSELLING ACTION GAME FROM JAPAN



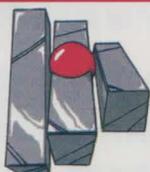
YUGAZOGY

### NOTE 1

Your mission begins here. No turning back. The war is on!



A



TRIBAR

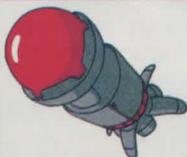


### NOTE 3

Shoot the stationary Baffin. They won't attack and they give you bonus energy points as well!



RIMQUART

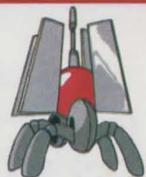
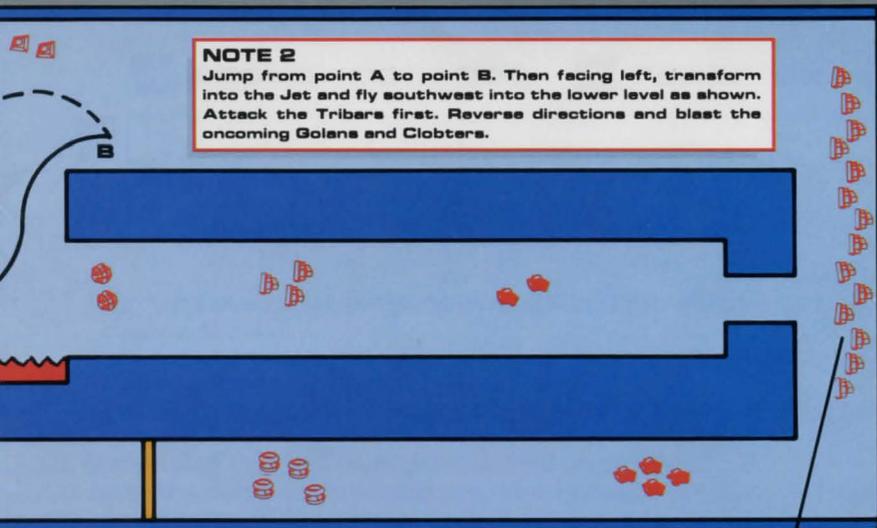


MISSILE

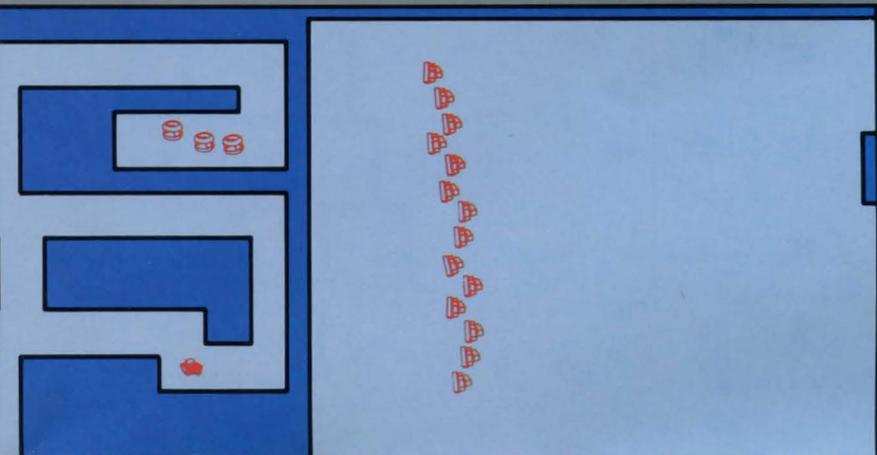
AA

**NOTE 2**

Jump from point A to point B. Then facing left, transform into the Jet and fly southwest into the lower level as shown. Attack the Tribars first. Reverse directions and blast the oncoming Golans and Clobbers.

**ARBALEST****BAFFIN****NOTE 4**

You may be tempted to use your shields here. But, with a little practice, and the courage to stand still and fire, you may acquire the skill to destroy all of the Tribars without suffering any damage.

**BALDER****BAUA**

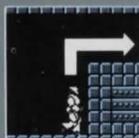
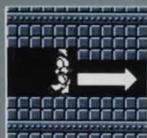


**JUMPER**

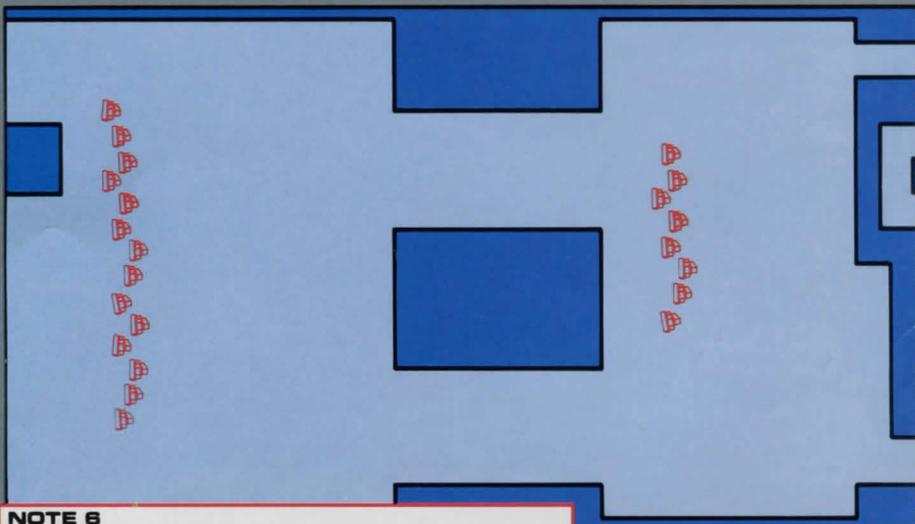
**NOTE 5**

Here is a situation where you must transform into the Jet [see Figure 1]. Hit your middle down key [2] and you will be on your way.

In this situation, you do not need to transform [see Figure 2]. Simply press your 9 key [upper right key]. Thexder will jump until he is above the block, then he will go to the right.



**GOLAN**



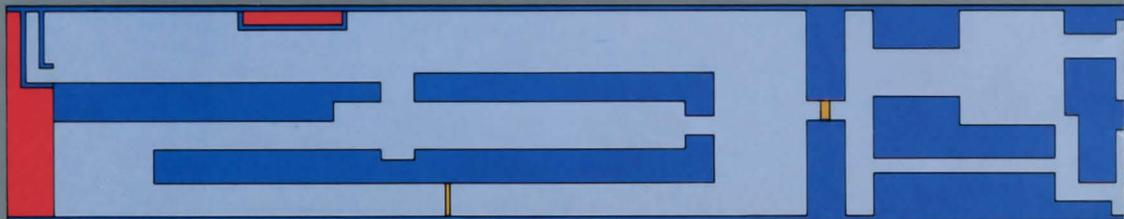
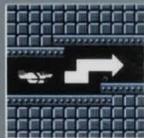
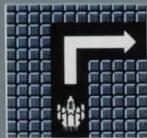
**4-BALLS**

**NOTE 6**

When Thexder is in Jet form, he will transform back into the Robot if he hits a corner at a 90 degree angle [see Figure 4].

When the Jet is in a low corridor and hits a corner at an angle of less than 90 degrees, it uses radar to negotiate the curve and remains in Jet form [see Figure 5].

When the Jet encounters a series of 90 degree angles [see Figure 6], you must quickly hit the correct direction keys to keep in Jet form.



**CARUGO**



**CENTIBEET**



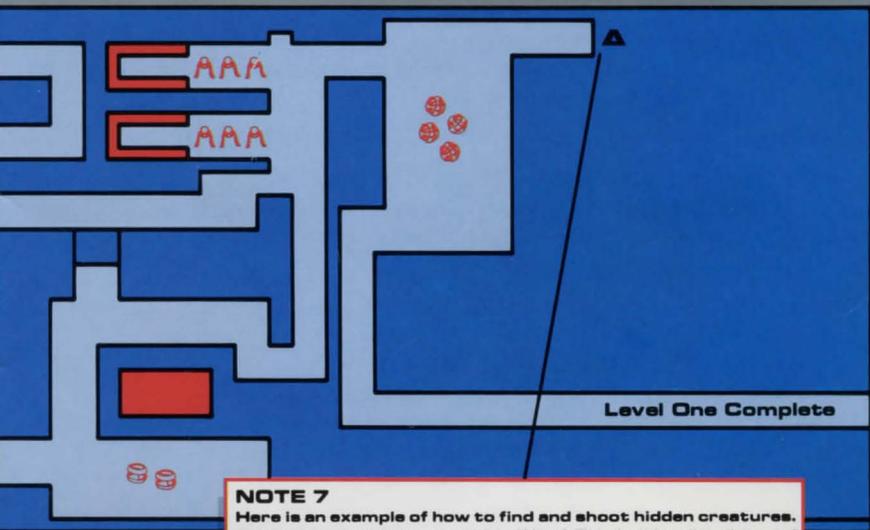
**CLOBTER**



When you fall into a pit (see Figure 3), you must jump using your B key (top middle key). Once Thexder is in the air, quickly press the transform key [E]. Thexder will transform into the Jet in mid-air and will proceed to fly out of the pit.

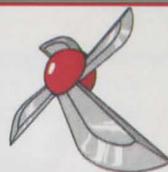


**BELLMETA**



**NOTE 7**

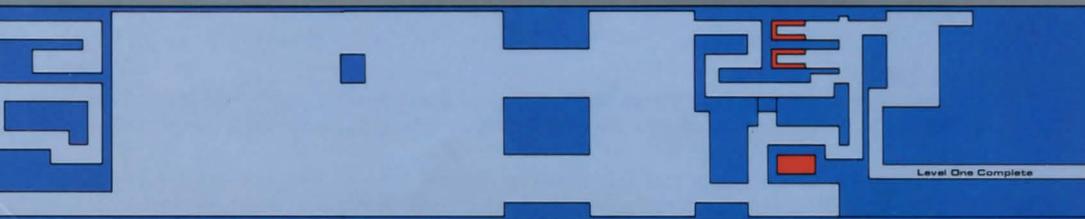
Here is an example of how to find and shoot hidden creatures. Shoot the wall to your right. Wow! The bricks dissolve and out comes an angry creature. Drop to the ground. The creature will stay directly above you at the top of the screen. Using either the Robot or the Jet, you can now demolish this creature with repeated hits.



**BLADEMILL**



**CARDS**



**EIPS**



**EYE WALL**



**FOTON**

## **THEXDER, SUPER ASSAULT VEHICLE**

Thexder is a hyper dual-armor robot-jet transformer. Armed with heat-seeking lasers and touch-controlled flight mechanisms, Thexder is the ultimate fighting machine! There is only one Thexder in existence, and you are the proud pilot at its control. Be careful. If disaster falls upon your vehicle, there will be no replacements, and your mission will be terminated.

### **SCORE**

Your score will increase with each creature you destroy, depending on the type of creature. You do not get extra points for completing a level, but you do get an increase in your enmax and energy points (depending on whether you used your shield). See below.

### **ENERGY INCREASES:**

1. When you destroy certain creatures. How many energy-releasing creatures can YOU discover?
2. When you complete a level without using your shield (energy increases by 100 points [up to enmax]).

### **ENERGY DECREASES:**

1. When you make contact with any of the enemy creatures.
2. When you make contact with any hazard area (lava pits, acid lakes, etc.).
3. When you fire your lasers. Energy loss = 2 points for every 30 shots taken. Exception: When shields are on, there is no energy loss for shooting lasers.
4. When you lock on shields. Energy loss = 10 points for each use of the shield.

### **ENMAX INCREASES:**

1. When you destroy certain enemy creatures. How many enmax-bearing creatures can YOU discover?
2. When you finish each level.  
Level completed = 10 enmax points.  
Level completed without using shields = additional 20 enmax points.

Enmax never decreases. Maximum enmax allowed in the game = 500 points.

### **ADDITIONAL TIPS**

1. Make maps of each world. Map out the exits to mazes as you travel through each level. Take note of the booby traps and hidden creatures. Follow the most accessible and least dangerous path to the next exit.
2. Try to build up your enmax capacity whenever possible. This is the key ingredient to your prolonged existence. Find the creatures that will boost enmax. Refrain from using your shields for additional enmax bonuses! See ENMAX INCREASES.
3. Use your shields sparingly. Remember--You receive bonus points if you can survive a level without activating the shield. Also, you do not receive energy points for eliminating creatures while your shield is activated.
4. Don't shoot at everything. Avoid the creatures which provide no energy or enmax increases. Only eliminate the creatures that will benefit Thexder.

