DOMARK

FOUR WHEELS OF FIRE

DOMARK

DOMARK

TURBO OUTRUN • CHASE H.Q. • HARD DRIVIN' • POWER DRIFT

TURBO Out Run ™

U.S. GOLD ®

TURBO OUT RUN™

LOADING INSTRUCTIONS

CBM64/128 Disk – Type **LOAD"*",8,1** and press **RETURN**. Follow screen prompts.
CBM64/128 Cassette – Press **SHIFT** and **RUN/STOP** keys together and press **RETURN**. Press **PLAY** on the cassette recorder. Game will load and run automatically. Follow screen prompts.
Spectrum Cassette – Type **LOAD""** and press **ENTER** key. Press **PLAY** on the cassette recorder. Follow screen prompts.
**Spectrum +3 Disk** – Turn on computer, insert disk and press **ENTER**. Follow screen prompts.
Amstrad Cassette – Press **CTRL** and small **ENTER** keys. Press **PLAY** on the cassette recorder. Follow screen prompts
Amstrad Disk – Type **RUN"DISK** and press **ENTER**. Game will load and run automatically. Follow screen prompts.
Atari ST – Insert disk, turn on computer and game will load and run automatically. Follow screen prompts.
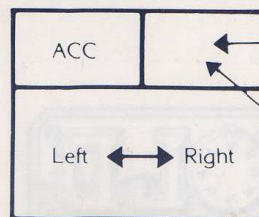**CBM Amiga** – Turn on computer, insert disk and game will autoboot. Follow screen prompts.

JOYSTICK CONTROLS (ALL COMPUTERS)

Accelerate

Left ← → Right
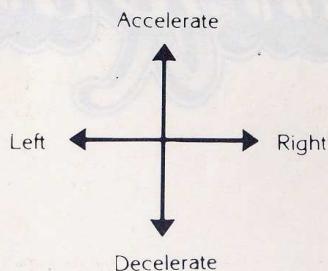
Decelerate

MANUAL – **FIRE BUTTON** – Change Gear. **SPACE BAR** – Turbo
AUTO – **FIRE BUTTON/SPACE BAR** – Turbo

MOUSE CONTROLS ATARI ST/AMIGA ONLY

ACC	
Left ← → Right	

MANUAL
Press once to change gear.
Hold down to decelerate.

AUTO
Press once for Turbo.
Hold down to decelerate.

MANUAL – Press once to change gear. Hold down to decelerate.
AUTO – Press once for Turbo. Hold down to decelerate.
SPACE BAR – Turbo

KEYS

ATARI ST/AMIGA
J – Joystick, **M** – Mouse, **ESC** – Restart/Start game, **ENTER** or **RETURN** – Pause.

SPECTRUM/AMSTRAD
Q or U – Accelerate, A, H or J – Decelerate, I or X – Left, O or C – Right, Z or P – Change gear, B, N, M, V or
SPACE BAR – Turbo, **ENTER** or **RETURN** – Pause

C64
RUN/STOP – Pause, Q – Whilst in Pause, abort game.

ROUTE INFORMATION

New York – A fairly easy trip through this stage to prepare you for the many hazards you face in future stages and a chance to get used to the Turbo.
Washington D.C. – Travel through a storm avoiding a police car and various other cars you may encounter. Watch out for the trees.
Pittsburgh – Snow Storms hinder your path on this stage which makes it very tricky to see the corners as you approach them. Turbo away from the Police Car but use your gears and brakes until you know the route. Low gears help on tight angled corners.
Indianapolis – A nice stage to deftly test your use of the Turbo.

STAGE POST 1

A chance to customise your car. High grip tyres are recommended.
Chicago – Your first chance to drive at night. Watch out for road bumps and sharp corners.
St. Louis – Once again a police car is in pursuit. Barrels split the road at some points and although your score multiplies these obstacles reduce your chances of completing the stage.
Memphis – A tricky route which takes practice especially through the valleys of rocks.
Atlanta – Sand drifts dog your route so stay as central as you can.

STAGE POST 2

2 options remain. Be careful which you choose.
Miami – Turbo recommended for this extremely fast level.
New Orleans – Watch out for the S-bends. Use gears and brakes carefully.
San Antonio – The track splits into two. Be careful which side you choose.
Dallas – A rough ground desert terrain looks deceivingly easy to negotiate. Beware unmarked corners.

STAGE POST 3

Only one remaining option to take. Did you take the correct option at the last stage post?
Oklahoma City – Encounter bridges and fields. Lightning reflexes required for sharp corners.
Denver – The most difficult stage of the whole route, very little signposting and blizzards slow your path.
Grand Canyon – A reasonably simple stage ready for your home run, but narrow roads make it tricky.
Los Angeles – The final stage eases you to the finish.
Are you ready to play once again, **TURBO OUT RUN?**

CAR SPECIFICATIONS

Comparisons	Porsche 959	Ferrari F40
Value	£150,000+	£600,000+
Engine	Flat 6	3 Litre V8 Twin Turbo Intercooler
Power	450 BHP	478 BHP
Torque LB/ft/rpm	369/5,500	425/4,000
Performance 0-60 mph	4.2 secs	3.9 secs
0-100 mph	9.7 secs	7.8 secs
Top Speed	196 mph	201 mph
Compression ratio	8.3:1	7.8:1
Capacity cc	2,850	2,936

FERRARI PROFILE

1898	Enzo Ferrari born February 18th, Modena, Italy.
1910	Enzo decides to be a racing driver instead of an opera singer!
1920	Enzo finishes second in the Targa Florio Race in Sicily, racing for the Alfa Romeo team.
1929	Enzo Ferrari's race team is formed, driving Alfa Romeos.
1947	Enzo starts building the first Ferrari racing cars.
1949	Ferrari team win the Mille Miglia Race (race round the whole of Italy).
1952	Ferrari team win World Championship.
1953	Ferrari road car production starts.
1956 1958 1961 }	Ferrari win World Championship.
1963	Road car production is up to 500 cars a year.
1964	Ferrari win World Championship.
1969	Fiat buy 50% of Ferrari.
1975 1977 }	Nikki Lauda wins World Championship for Ferrari.
1979	Road car production reaches over 2000 cars a year.
1985	Road car production reaches over 3000 cars a year.
1987	Ferrari F40 car is produced to commemorate the 40th anniversary of Ferrari car production.

ROUTE INFORMATION

New York – A fairly easy trip through this stage to prepare you for the many hazards you face in future stages and a chance to get used to the turbo.

Washington D.C. – Travel through a storm avoiding a police car and various other cars you may encounter. Watch out for the trees.

Pittsburgh – Snow Storms hinder your path on this stage which makes it very tricky to see the corners as you approach them. Turbo away from the Police Car but use your gears and brakes until you know the route. Low gears help on tight angled corners.

Indianapolis – A nice stage to deftly test your use of the Turbo.

STAGE POST 1

A chance to customise your car. High grip tyres are recommended.

Chicago – Your first chance to drive at night. Watch out for road bumps and sharp corners.

St. Louis – Once again a police car is in pursuit. Barrels split the road at some points and although your score multiplies these obstacles reduce your chance of completing the stage.

Memphis – A tricky route which takes practice especially through the valley of rocks.

Atlanta – Sand drifts dog your route so stay as central as you can.

STAGE POST 2

2 options remain. Be carful which you choose.

Miami – Turbo recommended for this extremely fast level.

New Orleans – Watch out for the S bends. Use gears and brakes carefully.

San Antonio – The track splits into two. Be careful which you choose.

Dallas – A rough ground desert terrain looks deceivingly easy to negotiate. Beware unmarked corners.

STAGE POST 3

Only one remaining option to take. Did you take the correct option at the last stage?

Oklahoma City – Encounter bridges and fields. Lightning reflexes required for sharp corners.
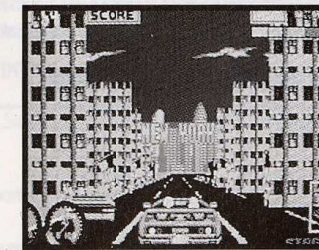
Denver – The most difficult stage of the whole route, very little signposting and blizzards slow your path.

Grand Canyon – a reasonably simple stage ready for your home run, but narrow roads make it tricky.
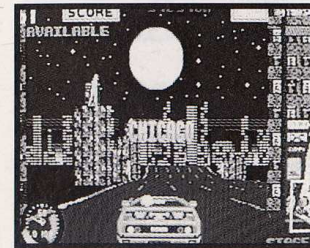
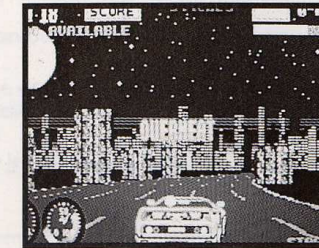**Los Angeles** – The final stage eases you to the finish.
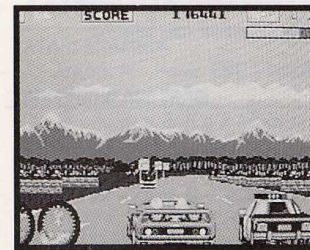
"Watch for the Police cars."

"Mind those skyscrapers!"

"Keep your eyes on the road!!"

"Don't overheat. Keep Cool!"

CHASE H.Q.

ocean®

CHASE H.Q.

SCENARIO

The heat is on! The steaming roads beckon your turbo-charged Porsche 928 as the screeching of tyres in the distance heralds another crime being committed.

"This is Nancy at Chase HQ" - we gotta few perps to catch, Algernon, Looks iike you ain't gonna get much sleep tonight"

"Gotcha, Nancy baby! We're on our way!"

Details of the perpetrators vehicles flash across your in-car computer screen as you tear away down the busy L.A. streets in search of your quarry.

You are the head of SCI (Special Criminal Investigation) and the type of guys you chase don't stop for no-one! After years of experience, you have discovered that the only way of stopping these people is to ram 'em off the road!

Your limited Turbo Chargers help you catch up, but these guys seem to drive the best (and fastest) sports cars on the road, so catchin' em ain't easy.

LOADING – 8 BIT COMPUTERS

SPECTRUM

CASSETTE

1. Place the cassette in your recorder ensuring that it is fully rewound.
2. Ensure that the MIC socket is disconnected and that the volume and tone controls are set to the appropriate levels.
3. If the computer is a Spectrum 48K or Spectrum+ then load as follows:- Type LOAD"(ENTER). (Note there is no space between the quotes). The " symbol is obtained by pressing the SYMBOL SHIFT and P keys simultaneously.
4. Press PLAY on your recorder and the game will load automatically. If you have any problems try adjusting the volume and tone controls and consulting Chapter 6 of the Spectrum manual.
5. If the computer is a Spectrum 128K then follow the loading instructions on-screen or in the accompanying manual

128K USERS: This game loads in one part.

48K USERS: This game loads in a number of parts - follow on screen instructions.

SPECTRUM +3 DISK

Set up system and switch on as described in your instruction manual. Insert disk and press ENTER to choose 'LOADER' option. This program will then load automatically.

AMSTRAD

CPC 464

Place the rewound cassette in the deck, type RUN" and then press ENTER/RETURN key. Follow the instructions as they appear on screen. If there is a disk drive attached then type ITAPE then press ENTER/RETURN key. Then type RUN" and press ENTER/RETURN key.

(The symbol is obtained by holding shift and pressing the @ key.)

CPC 664 and 6128

Connect a suitable cassette tape recorder ensuring that the correct leads are attached as defined in the user Instruction Booklet. Place

the rewound tape in the cassette recorder and type ITAPE then press ENTER/RETURN key. Then type RUN" and press ENTER/RETURN key, follow the instructions as they appear on screen.

PLEASE NOTE: Amstrad 64K: This is a multi-load game, follow on screen instructions.

Amstrad 128K: This game loads in one part.

DISK

Insert the program disk into the drive with the A side facing upwards. Type IDISC and press ENTER/RETURN to make sure the machine can access the disk drive. Now type RUN"DISC and press ENTER/RETURN, the game will load automatically.

COMMODORE

CASSETTE

Position the cassette in you Commodore recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. Follow the screen instruction - PRESS PLAY ON TAPE. This program will then load automatically. For C128 loading type GO 64 (RETURN), then follow C64 instruction.

PLEASE NOTE: This game loads in a number of parts - follow on screen instructions.

DISK

Select 64 mode. Turn on the disk drive, insert the program into the drive with the label facing upwards. Type LOAD"*",8,1 (RETURN) the introductory screen will appear and the program will then load automatically.

CONTROLS

This is a one player game which can be played with either joystick in port one or keyboard which is redefinable.
The following Spectrum joysticks may be used
KEMPSTON
SINCLAIR
CURSOR

JOYSTICK CONTROLS

UP - ACCELERATE
DOWN - BRAKE
FIRE - CHANGE GEAR
SPACE BAR - TURBO

PRESET KEYS

A - ACCELERATE
Z - BRAKE
K - LEFT
L - RIGHT
N - CHANGE GEAR
SPACE BAR - TURBO
P - PAUSE
Q - QUIT (Spectrum/Commodore)
ESC - QUIT (Amstrad)

Please note that on the 48k Spectrum control options may only be changed once - when the game has loaded.

LOADING – 16 BIT COMPUTERS

ATARI ST
Switch on the power to the computer and disk drive, then insert the disk into the drive. This program will then load automatically; follow on screen instructions.

AMIGA 500
Insert the disk in drive A and turn on the computer; the program will then automatically load and run.

AMIGA 1000
Insert the system disk; when the work bench disk illustration appears insert the disk; the program will then automatically load and run.

CONTROLS

This is a one player game which is controlled by joystick only.
Press fire button on the joystick to change gear.
SPACE BAR - TURBO
CONTROL/ESC - QUIT
If you run out of time during play you can press SPACE BAR to continue if you have credits remaining.

STATUS AND SCORING

You have 60 seconds to catch up with the target vehicle and then a further 60 seconds in which to ram it off the road.
Points are scored as you progress along the road.
Points are also awarded for passing cars as follows:-
First car passed - 200 points
Second car passed - 400 points

This continues up to 8,000 points, but if you hit another car (other than your target) the scoring will restart at 200 points.
When you reach the target vehicle you will score 10,000 points for each hit on the first level and 20,000 points for each hit on the second level etc. There is also a 'hidden' special bonus which may be awarded.
Points will also be awarded for time remaining on each level, with a cumulative bonus for completing each level starting at 100,000 points.
There will be an extra bonus for completing the game.
When you catch up with the criminals car a hit indicator will appear on screen. This will show how many times you have to hit the target vehicle; when this indicator is full your car will automatically overtake the criminals and stop them.

GAMEPLAY

Your instructions come from Nancy at Chase Headquarters as she sends a description of the criminals vehicle to your on-board computer. You have limited time to catch up to the villain, at which point you will be allotted a further time bonus to force him off the road. To achieve this you must ram his car a number of times - as shown on your status panel. If you run into any other vehicles this will slow you down and make the capture more difficult. However, you have a limited number of Turbo Boosts which will give you extra acceleration for a very short period. Use these wisely! When you have inflicted the necessary number of collisions, the criminals car will pull over to the side of the road, and you can arrest him.
There are five missions in all, each successively tougher than the last, taking you over various landscapes and through different

towns. Occasionally you will be presented with a fork in the road and an arrow will indicate the shortest route to take. A constant hazard is the presence of other innocent, but appalling drivers whom you must avoid, or pay the time penalty.

The clock is ticking, crimes are being committed, your Porsche is tanked-up and the bad guys are getting away.

"LET'S GO MR. DRIVER!"

HINTS AND TIPS

When it comes to catching criminals only the bravest need apply! Take risks as you chase the target vehicle and be prepared to weave in and out of traffic since it is important that you keep your speed as high as possible.

Concentration is the key to the game here as you won't get much warning when a tight corner is coming your way. Don't misuse your turbo – you only have a limited number so it may be wise to only use your turbo when ramming the target vehicle.

If you take the wrong route the target vehicle will be miles away by the time you get on the right track so slow down when the road splits and follow the correct turn-off.

Take your time when bashing the target vehicle. This not only increases your score but means that you are less likely to make any mistakes that could end up in you flying off the road.

You will score less for using the continue play option.
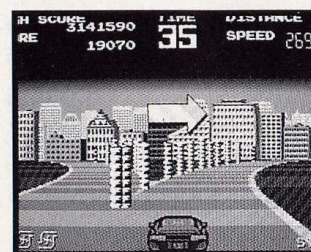
"Follow the correct turn-off."
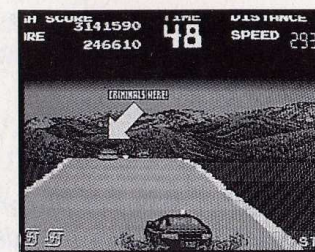
"No excuses for not seeing the criminal!"

"Take time when bashing."

"Be brave when overtaking."

CREDITS

SPECTRUM AND AMSTRAD
Programming by Jon O'Brien
Graphics by William Harbison
Music by Jonathan Dunn
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COMMODORE
Coding, Graphics and Music by Teque Software Ltd.
©1989 Ocean Software Ltd.
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Produced by D.C. Ward

Hard Drivin'

DOMARK

ENGLISH

THE GAME

It's MEAN. It's HARD. It's HERE! HARD DRIVIN', the ultimate driving simulator, races on to your home computer from its runaway success in the arcades. Now you can get behind the wheel of the world's top sports car on a stunt course. Jump bridges, drive the speed track or even get dizzy on the vertical loop – all in super realistic solid 3D. Top drivers can challenge the Phantom Photon in a head-to-head, no holds barred contest to find the top Hard Driver!

GETTING STARTED

Hard Drivin' consists of two tracks – The Stunt Track and The Speed Track each testing a different aspect of your driving skills. The Stunt Track features three main stunts – the Bridge Jump, the Loop-the-Loop and the Bank. Pay particular attention to the speed signs and your own velocity. Driving at more than 60 miles per hour over the bridge will launch you into the air to crash on landing, and under 60 mph means you won't jump far enough. The 60 Minimum sign on the Vertical Loop means you will have to drive at 60 mph or more just to stay on the loop as you spin through it! As you practise you should be able to take the Bridge, Bank and Loop at more than the recommended speeds. Make it to the checkpoints on the course and you will receive a time bonus. If you do a fast enough lap you can race the Phantom Photon (the computer's car) in a race around the Stunt Track. The Phantom drives a mean race and crashing means instant disqualification.

GAME TIPS

Practise skid control – this can save valuable seconds, as can good road position on the bends. Advanced drivers can usually take the Bank at 110 miles per hour by going in on the right and steering heavily to the left on exit – but watch that you don't go over the edge!

CONTROLS:

Amiga, Atari ST : Use Joystick or Mouse for Steering: Joystick or Keyboard for Gearchange.

Commodore 64, Amstrad CPC, Spectrum: Use Joystick or Keys.

16-BIT VERSIONS

STEERING:

The Panel has a small indicator in the centre to show steering position.

Mouse:	Steer Left/Right
	Left Fire Button – Accelerate
	Right Fire Button – Decelerate
	Both Buttons – Brake
Joystick:	Push Left/Right to steer
	Forward – Accelerate
	Back – Decelerate
	Fire – Brake

GEARS:

The panel has a current gear indicator on the far right. You can also select automatic transmission.

Joystick:	Diagonal Up + Left – 1st gear
	Diagonal Up + Right – 2nd gear
	Diagonal Back + Left – 3rd gear
	Diagonal Back + Right – 4th gear
	Fire – Clutch
Keyboard:	Key 1 – 1st Gear
	Key 2 – 2nd Gear
	Key 3 – 3rd Gear
	Key 4 – 4th Gear
	Space – Clutch (Hold Down)

8-BIT VERSIONS

Joystick:	Forward – Accelerate
	Back – Brake
	Left – Steer Left
	Right – Steer Right
	Fire & Forward – Shift Gear Up
	Fire & Back – Shift Gear Down

Keys:	Q – Accelerate
	A – Brake
	O – Left
	P – Right
	W – Shift Gear Up
	S – Shift Gear Down

LOADING INSTRUCTIONS DISK

Amiga and Atari ST: Insert Disk and switch on machine.
Commodore 64 Disk: Type LOAD"*",8,1.
Amstrad CPC Disk: Type RUN"DISC".
Spectrum +3 Disk: Use LOADER Option.

LOADING INSTRUCTIONS CASSETTE

Commodore 64 Cassette: Hold down the SHIFT key and press RUN/STOP.
Amstrad Cassette: Hold down the CTRL key and press ENTER. If you have a disk drive attached type I TAPE first (I is obtained by pressing Shift and @ key together).
Spectrum 48K: Type LOAD"" and press ENTER.
Spectrum 128K: Use LOADER Option.

**Programmed by: Jürgen Friedrich 16-bit
Binary Design 8-bit**

HINTS

To be a real Hard Driver you must learn to make full use of the whole track. Brake for corners and obstacles at the last possible moment. In addition be constantly aware of oncoming traffic, and be prepared to drive on the grass if it looks like danger ahead. Don't be afraid to cut corners to improve your lap time and to beat the Phantom Photon!

When you play the game for the first time select automatic transmission. This will allow you to get the all important feel of the game without having to worry about changing gears.

The car will accelerate faster if your wheels are straight. Use the gauge in the centre of the dashboard to check the position of your wheels. If the line is in the centre, then the wheels are straight. Remember this when going around corners since every time you turn the wheel the friction slows you down a little.

Some features may not be implemented on certain computer formats.
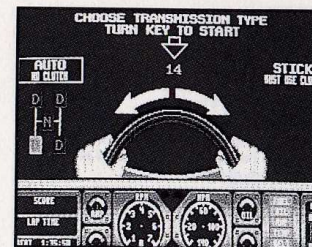
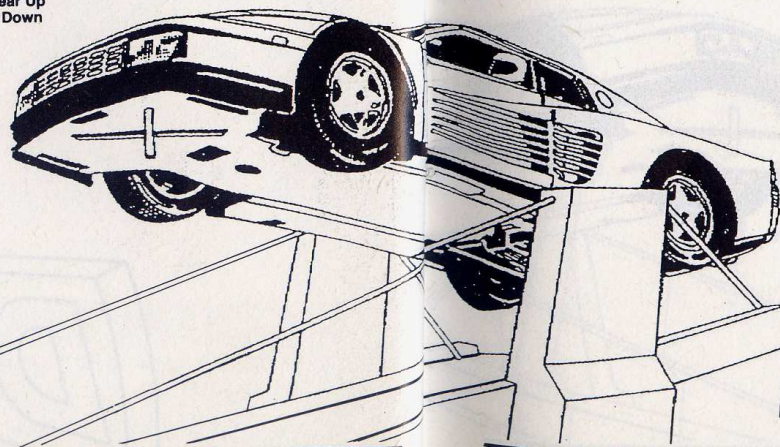"Select automatic transmission until you get a feel for the car"

"You must be going over 60 to make the loop!!"

"Make full use of the whole width of the track"

"Keep your wheels straight for maximum acceleration"

POWER DRIFT

ACTIVISION

POWER DRIFT

It's fast . . . it's furious . . . it's POWER DRIFT!

Choose from twelve wacky drivers, like Jason the Skinhead or Jeronimo the Mohican and rev your way through 27 stomach churning circuits!

Watch the dust fly and the wheels spin as you screech over a 'roller coaster' track and wave goodbye to your opponents! Roar over mounds of mud, drive through the desert, slip 'n' slide on snow covered tarmac and race your way through the night to face the final lap!

COMMODORE AMIGA

To load the program, insert game disk A into drive df0: and reset the computer by pressing the CTRL key and the 2 Amiga keys. (A1000 owners will need to load Kickstart first). The game will start to load and after a short while will announce itself. If you have 1 megabyte of RAM or more, then the game will ask for game disk B so that it can load in the course data to shorten disk accesses.

OTHER DISK ACCESSES

The game will make disk accesses when a new course and stage are started.

Whenever the game cannot find the disk in drive df0: (because there is no disk present, or because the wrong disk is inserted) it will indicate this and prompt the user to insert the correct disk

MENU OPTIONS

The following options are available from the game menu:

1) Sensitivity Adjust

In joystick/keyboard control mode, this causes a cycling of the three sensitivities (speed with which the car turns from side to side). In mouse control mode, this enables the user to define the required scaling for the mouse and a separate instruction screen is displayed.

2) Control Adjust

This toggles between mouse and joystick/keyboard control.

Control selected at startup is mouse.

To start the game, click either mouse button if mouse control mode is selected, otherwise press the joystick fire button or either SHIFT key.

The course selection screen will then be entered. This is used to select the course which you wish to play. Use left and right to select the course you wish. Press the gear change control when the driver arrow points to the driver that you want to select. Alternatively, press SPACE instead to select, without game music. After this, the course will be loaded off disk and the game will begin.

GAME CONTROL

In joystick control mode, the following controls apply:

Turn left	Joystick Lef
Turn right	Joystick Right
Accelerate	Joystick Forward
Brake	Joystick Back
Gear change	Joystick Fire Button

The keyboard can also be used at the same time as the joystick. The following keys are used:

Turn left	, (; on French Keyboard)
Turn right	. (: on French Keyboard)
Accelerate	CTRL
Brake	Space Bar
Gear change	either SHIFT

In mouse control mode, the following controls apply:

Turn left/right	The turn is determined by the mouse horizontal position
Accelerate	Mouse Left Button
Brake	SPACE bar, Keypad Enter, or any joystick direction
Gear change	Mouse Right Button

In joystick control mode, if it is possible for the user's joystick to register both left and right together (or if left and right on the keyboard are held down together), then the car will keep its current turn position.

The gear change control is used to toggle the current gear between high 'H' and low 'L'.

The game may be paused at any stage by pressing the HELP key. It may be resumed by pressing the RETURN key, or abandoned by pressing the ESC key.

To enter a high score into the table, use left and right movement of the selected control device to choose the desired character. This character can then be selected by pressing the gear change control. Characters can be deleted using the BACKSPACE or DELETE keys on the keyboard. The fourth character cannot be deleted as it is the final one.

IMPORTANT NOTES

If you boot the Workbench or CLI and insert either game disk into one of your disk drives, the system will say that the disk is bad. Do not worry, because the disk is not bad, it's just that the Amiga can't understand the format used to store the game.

Due to the upsurge in Amiga 'Viruses', the following should be noted:

The game uses its own custom 'Boot Block' to load and so some Virus detectors will warn you that the game disks are infected with a virus. Do not worry because they are not infected. Be very careful to never allow the game disks to become infected because the game will not load if they are. If you do unfortunately infect disk A, a spare copy of the boot block is stored in sectors 2 and 3 on track 0, side 0 of the disk. These should be copied to sectors 0 and 1 on track 0, side 0 of the disk to remove the virus and repair the disk. Most disk sector editors should allow you to do this although you may have trouble getting some to accept the disk because of its non-standard format.

ATARI ST

To load the program, insert game disk A into drive A: and reset the computer by pressing the reset button on the back. The game will start to load and after a short while will announce itself. If you have 1 megabyte of RAM or more, then the game will ask for game disk B so that it can load in the course data to shorten disk accesses.

OTHER DISK ACCESSES

The game will make disk accesses when a new course and stage are started.

Whenever the game cannot find the disk in drive A: (because there is no disk present, or because the wrong disk is inserted) it will indicate this and prompt the user to insert the correct disk.

MENU OPTIONS

The following options are available from the game menu:

1) Sensitivity Adjust

In joystick control mode, this causes a cycling of the three sensitivities (speed with which the car turns from side to side). In mouse control mode, this enables the user to define the required scaling for the mouse and a separate instruction screen is displayed.

2) Control Adjust

This toggles between mouse and joystick control. Control selected at startup is mouse.

3) Scan Rate Adjust

This toggles the screen display scan rate between 50Hz and 60Hz. Its use is for certain monitors (e.g. Philips CM8833) which cause a 60HZ screen to be taller than a 50HZ one. This enlarges the game screen without having to alter the monitor's vertical height setting which would otherwise alter the aspect ratio. On some monitors (e.g. Atari colour monitor), this option will have no visual effect because the monitor has constant scan line spacing instead of constant frame sizing. Scan Rate selected at startup is the value set by the ST after reset.

To start the game, click either mouse button if mouse control mode is selected, otherwise press the joystick fire button.

The course selection screen will then be entered. This is used to select the course which you wish to play. Use left and right to select the course you wish. Press the gear change control or SPACE when the driver arrow points to the driver that you want to select.

After this, the course will be loaded off disk and the game will begin.

GAME CONTROL

In joystick control mode, the following controls apply:

Turn left	Joystick Left
Turn right	Joystick Right
Accelerate	Joystick forward
Brake	Joystick Back
Gear change	Joystick Fire Button

In mouse control mode, the following controls apply:

Turn left/right	The turn is determined by the mouse horizontal position
Accelerate	Mouse Left Button
Brake	SPACE bar, Keypad Enter, or any joystick direction
Gear change	Mouse Right Button

In joystick control mode, if it is possible for the user's joystick to register both left and right together, then the car will keep its current turn position.

The gear change control is used to toggle the current gear between high 'H' and low 'L'.

The game may be paused at any stage by pressing the HELP key. It may be resumed by pressing the RETURN key, or abandoned by pressing the ESC key.

To enter a high score into the table, use left and right movement of the selected control device to choose the desired character. This character can then be selected by pressing the gear change control. Characters can be deleted using the BACKSPACE or DELETE keys on the keyboard. The fourth character cannot be deleted as it is the final one.

SPECTRUM CASSETTE

Insert cassette in your tape recorder and type LOAD'' '' then press ENTER. Press play on the tape recorder. After this, follow on screen instructions.

CONTROLS

Joystick

←	— Left
→	— Right
↑	— Accelerate
↓	— Brake
FIRE	— Gear Change
P	— Pause
G+H	— Together to abort track.

KEYBOARD

All keys totally definable, including pause & quit.

AMSTRAD DISC

Insert the disc in the drive. Type RUN''DISC and press ENTER.
The games will now load. Follow on screen instructions from now.

AMSTRAD TAPE

Press CTRL and the small ENTER key. Press play on cassette recorder.
CONTROLS
As Spectrum.

C64 CASSETTE

Insert the cassette in your data cassette. Hold down the SHIFT key and press RUN/STOP.

C64 DISC

Insert the disc in the drive. Type LOAD''*'', 8,1 then press RETURN.

CONTROLS

Joystick (only)

←	— Left
→	— Right
↑	— Accelerate
↓	— Brake

SPACE BAR — To pause (toggle)
FIRE Button — Gear Change
NOTE: This game is not a multi-load, so once this game is loaded no other tape/disc access will be necessary!

GENERAL NOTES

To choose which course you wish to play, use the left, right & gear change controls of your currently selected control option. The 12 different drivers can be selected by pressing gear change as the cycling indicator passes the desired driver. This will select the driver and course simultaneously.

PLAYING TIPS

Before the race starts check the game sensitivity level on the main menu. It is wise to start off with low sensitivity and to gradually increase it as you get better and better at the game.

The corners in this game are very, very tight, but there is a way to cope with them even at full speed!! The way to do it is to keep an eye out for the signposts before each corner. Then be brave. Put your foot to the floor and literally throw your car into the bend. It may take a little practice to get it right, but once you do you'll be storming towards the winning post!

Before the start of the race, keep your revs up and the second the lights turn green try to dive in between the cars on the front row. Once you are in first place you have the opportunity to build up a good lead without having to worry about overtaking.
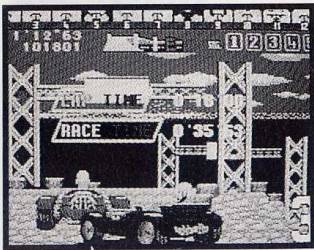
These cars are built to last! Don't be afraid of hitting competitors if they get in your way.
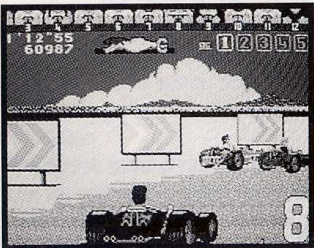
"Keep an eye out for the signposts."
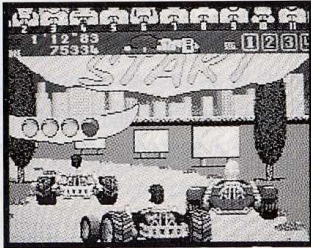
"At the start, dive in between the leading cars."

"These cars are built to last."

CREDITS

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Programmed by: John Mullins
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Commodore 64
Programmed by: Chris Butler
Graphics by: Chris Butler

Music by: Uncle Art
ST/AMIGA
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A Software Studios Production.