LOADING INSTRUCTIONS

SPECTRUM:

48K; Rewind the tape to the beginning of side A. Type LOAD" " and press ENTER. The game should load automatically. Please follow all on screen prompts.

128K; Rewind the tape to the beginning of side B. Select LOADER option from the menu. The game should load automatically. Please follow all on screen prompts.

AMSTRAD CPC:

CPC 464; Rewind the tape to the beginning of side A. Hold down CTRL and tap the small ENTER key. The game should load automatically. Please follow all on screen prompts.

CPC 664/6128; Rewind the tape to the beginning of side A. Type I (shifted @) TAPE (ENTER), then type RUM" (ENTER). The game should load automatically. Please follow all on screen prompts.

COMMODORE C64/128

C64: Rewind the tape to the beginning of side A. Hold down SHIFT and tap the small RUN/STOP key. The game should load automatically. Please follow all on screen prompts.

C128; Rewind the tape to the beginning of side A. Ensure the machine is in 64K mode. Hold down SHIFT and tap the small RUN/STOP key. The game should load automatically. Please follow all on screen prompts.

★ THE RACE ★

MSX LOADING INSTRUCTIONS

Rewind to the tape to the beginning of either side. Type RUN "CAS:" and press ENTER. The game should load automatically.

THE STORY

'Welcome sports fans to the last day of the 17th Annual Interplanetary Terra – Races sponsored as always by the IPF.'

"If you are viewing the days events from the comfort of your own IPF styro-home let me tell you that here on Simu-world Four, sit uated six miles above the Earth the stadiums are packed with frenzied race fans and you could cut the atmosphere with a knife."

'The question in everyones mind is will one of the racers actually complete all six gruelling courses, a feat never before achieved in sixteen years of racing.'

'As the first two contestants pull up to the start line the holo-count begins suspended in the air before them, three, two, one..... GO !!!!!!'

THE GAME

You are one of the few drivers who have reached the final day of competition. Now you must now face the six toughest challenges the simu—worlds have to offer in your regulation 6000 SUX turbo soorts car.

It's your choice whether you go up against the clock or race head to head with a friend (or an enemy). Either way the time limits are extremely tight and the courses treacherous to the max.

Strap yourself in tight.....

THE CONTROLS

SPECTRUM AND MSX

PLAYER 1: Use keys 'Q' and 'A' to accelerate and decelerate. Use 'Z' and 'X' to turn left and right. Press 'I' to activate turbo or to replace your car after a crash. Alternatively you may use a jovstick.

PLAYER 2: Use keys 'I' and 'J' to accelerate and decelerate. Use 'B' and 'N' to turn left and right. Press '9' to activate turbo or to replace your car after a crash. Alternatively you may use a jovstick.

AMSTRAD

Either player may use keys Q,A,O,P and SPACE, a joystick or cursor keys.

COMMODORE 64

Player 1 must use a joystick connected in port 1. Player 2 must use a Joystick connected in port 2

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★ THE RACE CREDITS ★

ORIGINAL CODE AND GRAPHICS BY SIMON HOBBS

MSX, C84 AND AMSTRAD CONVERSIONS BY CLOCKWIZE

ORIGINAL CONCEPT BY SIMON DANNELS

LOADING SCREEN BY MICHAEL SANDERSON AND JABBA SEVERN

ORIGINAL MUSIC BY SONIC GRAFFITI

MUSIC CONVERSION BY ANDY SEVERN
ARTWORK AND LOGO DRAWN BY PETER AUSTIN
THE RACE IS YET ANOTHER SIMON DANIELS COORDINATED TITLE



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