



## CHAMPIONSHIP RUN

### SPECTRUM TAPE LOADING INSTRUCTIONS

Place the Championship Run tape in the cassette player. Type LOAD "", and then press ENTER. Press PLAY on the tape recorder.

### SPECTRUM +3 LOADING INSTRUCTIONS

Place the Championship Run disc in the disk drive. Type LOAD "DISK", and then press ENTER. The game will then load automatically.

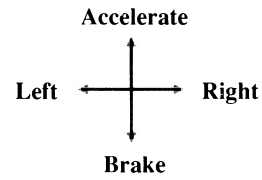
### GAMESPLAY

CHAMPIONSHIP RUN features fast Formula One action, with a host of stunning features and superb graphics.

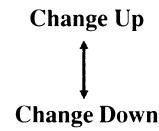
Your finely tuned works car is controlled via the KEYBOARD, or by a SINCLAIR JOYSTICK connected to the relevant port on the Spectrum.

To select the joystick control method, press FIRE to start the game. Pressing SPACE to start the game means that you control the car with the keyboard.

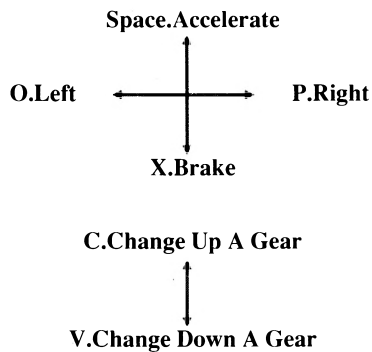
### JOYSTICK CONTROL METHOD



### JOYSTICK GEARS - PRESS FIRE TO SHIFT



### KEYBOARD DE-FAULT KEYS



The Drivers' Championship is decided by SIX Grand Prix's around the following International Circuits:

- SILVERSTONE
- IMOLA
- MONACO
- DETROIT
- TRANWELL
- SAN MARINO

### RACING

As a new competitor, your car has been placed at the back of the pack on the grid. During the race you have to improve your position to enable you to progress in the Drivers' Championship.

As well as top class driving, you will have to make full use of all of the cockpit display:

- HI SCORE** - Records your best score so far in the Drivers' Championship.
- PI SCORE** - Shows your current Championship score.
- DISTANCE** - Monitor this meter carefully. It shows the distance to the finish line and is essential for planning tactics and judging pit stops.

- POSITION** - Gives the current position your car occupies in the Grand Prix.
- KMH** - The Speedometer gives your speed in km/hr, and allows you to make the most of your slick gear changing technique.
- GEAR** - Displays the current gear selected in the three speed racing box.
- QUALIFY** - At the end of the Grand Prix your rank must be higher than this figure to move on to the next race.
- RANK** - Gives you your current World ranking. This is based on your success and the positions of your fellow drivers.
- LP TIME** - For each of the four laps in the race, a lap time is given. Use of this data will allow you to plan pit stops and estimate your increase in speed as you use more fuel in the latter stages of the Grand Prix.

Lap Boards at the side of the road give you advanced information on the severity of corners, and the locations of pit lanes.

The more the car and your driving is pushed to the limits, the more damage you are likely to sustain. Collisions with other cars and roadside objects will cause minor damage to the car. Incorrect use of the gears will also result in rapid engine wear.

If the car sustains too much damage, you will have to retire from the race. It is therefore essential that you pull into the pit lane and stop to have all of the damage repaired by the team mechanics whenever necessary.

Sometimes it may prove necessary to risk missing a pit stop to avoid losing too many positions.

CHAMPIONSHIP RUN has the best "feel" of any Formula One Racing Game. One lap and you are hooked forever !!

Programming, Graphics & FX: Hugh Mo  
Made in UK

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