

DEADRINGER

BY LANCE MASON
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ENGLISH
INSTRUCTIONS

C64/128 DISK: AS 72595
C64/128 CASSETTE: AS 52695
SPECTRUM 48/128 AS 56695

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So, you thought Dodge-ems were safe? Climb aboard your Skimmer and power up your thrusters, you're in for the ride of a lunch-time.

First of all may I assure you that the chances of coming out of this alive are slim!

You may race in any of the four lanes, but racing on the blind side (the outside edge) should only be attempted by the bravest.

As you can imagine there are a number of really nasty things to try and stop you doing this, and they are:—

WALLS:— Avoid them, to hit them is bad news.

WARP GATES:— These wack the speed to maximum. You can avoid them or shoot them.

AMMO DUMPS:— Don't shoot them. Drive through to stock up your arsenal. You only have a limited supply of bullets!

ENEMY:— You are not alone! There is another craft on the track, armed and hostile. Kill him or get out of his way. Do not stop to chat!

MINES:— Boom! You have three choices. Avoid it, shoot it or drive into it and get blown into lots of little bits. It's up to you.

CONTROLS:— Accelerate, Decelerate, Left, Right, Fire.

On the C-64/128 Use the Joystick.

Spectrum users may use Joystick or the Keyboard.

LOADING:— See your label for instructions.

At the beginning of each level you will be told what you need to do to complete the race. They are not all the same.

THE RADAR:—

You have a three-track radar which shows what is on your track and the ones either side of it. It does not show what is opposite you. In addition to this you have a rear view mirror which comes in handy when trying to avoid the enemy skimmer.

Lucky Spectrum owners may turn around and go the other way. Press **FIRE** and **DECELERATE** at the same time.

THE DASH BOARD LIGHTS:—

The indicators show Time, Distance travelled and number of lives remaining.

CREDITS

Game design	Lance Mason
C-64 program	Darrell Etherington
Spectrum	Lance Mason
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Audio	We M.U.S.I.C.
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