

# *The Duel*

TEST DRIVE II™



**The Manual for Spectrum Cassette/Disk  
Amstrad Cassette/Disk**





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**Programmed by: The Sales Curve Ltd.**

Imagine the desert. Flat. Hot. Roads that drill straight ahead into perpetuity. A driver's dream. Now, imagine yourself at the wheel of a silver gem known as the Porsche 959. The world's fastest production car. That's what they told you when you plunked down your quarter-of-a-million dollars, anyway. You're cruising at 200 KPH, feeling very royal, very king-of-the-road.

Nothing in these parts can touch you. Or so you think.

Suddenly, there is a blur in the passing lane.

You blink. Whatever it was had to be going at least 240 KPH. You put your pedal to the metal and investigate. Up ahead, in a perfect red haze of automotive harmony, cruises a machine unlike any you've seen before. Your jaw drops. It's the legendary Ferrari F40 — as sleek a piece of Kevlar and carbon-reinforced plastic as ever rolled off a production line.

You pull even. The other driver looks you over. He raises his thumb ... then roars ahead, finding another 40 or 50 KPH in the bowels of his 478-horse, twin-turbo V-8. You glance at your instrumentation. You've always wanted to explore the depths of that famous Porsche 6th gear. You shift. You rocket, head to head, down the desert chute. You wind up treacherous mountain curves. You hurtle through lush woodland corridors.

And the cops are out in droves.





## HOW TO LOAD THE DUEL

### Spectrum 128 Disk

1. Connect joystick to Port 1, if you have one.
2. Turn on your computer.
3. Insert *THE DUEL* disk into the drive label side up.
4. When **LOADER** option appears on the screen, press **ENTER**.

### Spectrum 48/128 Tape

1. Connect joystick to Port 1, if you have one.
2. Turn on your computer.
3. Insert *THE DUEL* cassette into the drive label side up.
4. If you are using a standard 48k Spectrum, type **LOAD""** and press **ENTER**. If you have a +3, press the cursor down until **48K BASIC** is highlighted, then press **ENTER**. Type **LOAD""** and press **ENTER** again. If you have a +2, then press **ENTER** when the loader option appears.
5. Press **PLAY** on the cassette recorder.

### Amstrad Disk

1. Connect your joystick, if you have one.
2. Turn on your computer.
3. At the **READY** prompt, insert *THE DUEL* disk into the drive label side up.
4. Type **RUN"DISC"** then press **RETURN**.

### Amstrad Tape

1. Connect your joystick, if you have one.
2. Turn on your computer and at the **READY** prompt, insert *THE DUEL* cassette into the recorder and press play.  
\* If you are playing on both cassette and disc machine, first type | and press **RETURN**.
4. Type **RUN"** and follow the on-screen instructions.

The game will load to a car selection screen where you choose which car you want to control and which car the computer will control. Choose your car carefully because if you want to drive another car, you must re-load the game.

# The Duel

## HOW TO SET UP A RACE

Your choices include (and it's best to choose them in this order):

(1) Your Car

- F (959) and L (F40) toggle the highlight bar on the joystick icons next to the two cars. You control whichever one you highlight.

(2) The Opponent

- Q (959) and A (F40) toggle the highlight bar on the computer icons next to the two cars. The computer controls whichever one you highlight.



*The Ferrari F40: Anything that can put a quarter-mile behind you in 11.8 seconds should be classified top secret, but take a look at these specs – they'll tell you everything except what the pit of your stomach feels like, cornering at 200 KPH. (Hint: it has been described as "the Ferrari shriek".)*

*The Porsche 959: Is it truly the production zenith of modern automotive engineering? Get it up to 240 KPH on a straight stretch of road. Then try to figure out if that's a shimmy you feel – or just the racing of your heart. (Hint: Porsches don't shimmy. Ever.)*

After making your selection, press RETURN or ENTER to continue to the next section.

(3) Do you want to race against the clock?

- Press the "●" key until the clock is highlighted.

(4) Or battle the relentless, icy cool driving hand of the computer?

- Press the "●" key until the computer is highlighted.

(5) Do you want to play from keyboard?

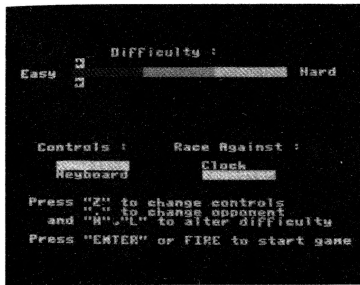
- Press the "Z" key until the keyboard is highlighted.

(6) Or play with a joystick?

- Press the "Z" key until the joystick is highlighted.



## CHOOSE YOUR SKILL LEVEL



*The Skill screen: After choosing your car and competition, it's time to honestly assess your talent. From wimp to stud.*

There are 12 levels of difficulty. Here's a quick breakdown for the different variables.

Skill level	1	2	3	4	5	6	7	8	9	10	11	12
Auto Shift	x	x	x	x								
Opponent speed	90 MPH											200 MPH
Cop speed	120 MPH											200 MPH
Traffic Density	50%											100%
Traffic Speed	30 MPH											60 MPH
Scoring	33%											100%

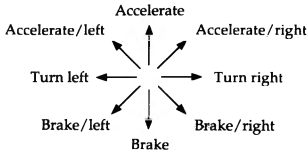
- Move your joystick left or right to choose a level, then press fire button or press K (left) and L (right) keys.

Press RETURN or ENTER to start game.

# The Duel

## HOW TO DRIVE YOUR CAR

### JOYSTICK CONTROLS



To shift your car with these controls, accelerate or decelerate until you're ready to change gears, then simultaneously press the **fire button**.

### Keyboard Equivalent Controls



Steers left



Steers right



Accelerates



Decelerates



Upshifts while accelerating/downshifts while breaking.

### ADDITIONAL CONTROLS



P Pause the action – press again to continue.



X Ends game and takes you to the Control/Difficulty Level selection screen. (Spectrum only)

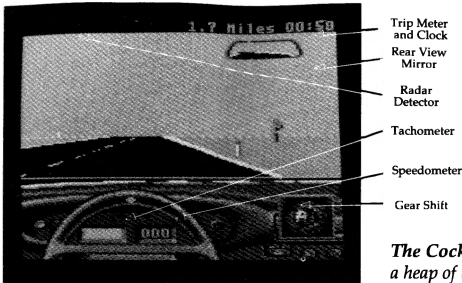


ESC Ends game and takes you to the Control/Difficulty Level selection screen. (Amstrad only)





## THE COCKPIT



Trip Meter  
and Clock  
Rear View  
Mirror  
Radar  
Detector  
Tachometer  
Speedometer  
Gear Shift

*The Cockpit: everything you need to get into a heap of trouble.*

### Tachometer

If you work it too hard, or “red line” – that is, push the tach bar graphic into the red area – you’ll blow all your precious horsepower right out the tailpipe. (Watch for smoke in the rear view mirror on the Amstrad version!)

### Steering Wheel

The joystick or keyboard turns the wheel left or right. The dot on top moves to show how far off centre you have turned the wheel.

### Radar Detector

Only appears when you’re on radar. Located on sun visor in upper left of windshield. A blinking light means it’s on. If the light flashes, slow to the speed limit, because lurking nearby is your worst nightmare; a state trooper with (1) an attitude and (2) a shortfall on his weekly ticket quota.

Of course, you could try to outrun him. But you better be good.

### Police

A cop will chase you until you either outrun him or he passes you. In the latter case, you must stop and get a ticket. (Getting a ticket is not a good thing. Not only do your insurance rates go up, but the clock is still running and you lose valuable time.) If you crash into a cop the game is over. That’s justice.

### Speedometer

Digital read out to the right on the dashboard. Your speed is measured in KPH (kilometers per hour).

# The Duel

## **THE COCKPIT (continued)**

### **Trip Meter and Clock**

Located at the top of the windshield. Critical info. The meter goes down, telling you the distance left in the leg. The clock goes up, tracking how long it takes you to negotiate the leg.

### **Gear Shift**

The gear shift is always visible on screen.

### **Rear View Mirror**

Monitor it well. Especially on higher levels, watch out for the zealous highway idiot of an opponent.

### **Dots at the top of the screen**

The dots represent your car, the computer's car and the cop's car. These dots move and give you a quick overview of where you are and how you are doing relative to the competition in the race. You are the first red dot followed by the computer's blue dot and the cop's blue dot. Three dots appear if you're challenging; two dots appear if you're racing solo against the clock. They move from left (at the start of the race) to right (at the end of the race).

## **TAKE A TRIP**

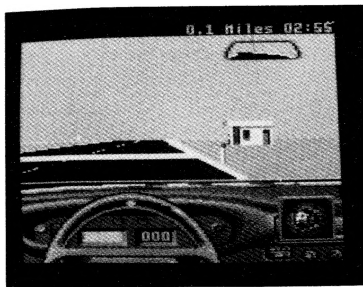
Lives. You start with five, which is less than a cat gets, but still pretty generous. You lose a life every time you crash or get a penalty. A life is gained each time you refuel.

### **Penalties**

You lose a life and get 20-second penalties (added to your time) if you crash, blow an engine or run out of gas.

### **Gas**

Elixir of the road gods. When you see a yellow line (Amstrad – white line) across the road, approx. ½ mile from the end of the section, start thinking about filling up. When the two yellow lines (Amstrad – white lines) pop up beside the gas station (like the ones in Diagram 42.76), stand on the brake and pull onto your side of the road. If you don't stop between the lines, you can't refuel. That's not good – and you'll find out why in a few miles.



*Diagram 42.76: A guy named Vern owns this station which he calls "Eat Here and Get Gas."*

Go, rev the engine, fool. You are now in gear. If you're on manual shift level, pop in gear and go.

Shift. To shift up, hit the fire button while holding the joystick up. To shift down hit the fire button while holding down the joystick.

Resurrections. After each crash or penalty, press the fire button to continue The Duel. If you run out of lives ... well, cheer up, even Rome fell. Don't quit.

## **SCORE SCREENS**

One or two score screens will appear after each leg of the race is finished.

## **TOP GUN SCREEN**

After your race, and if you have one of the six highest scores in memory, a screen appears which asks you to type in your name. Then press ENTER and you'll see your name in print. You start with a clean score screen each time you power up your computer.

# The Duel



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