

# GIANTS

## LOADING INSTRUCTIONS

### CBM 64/128

Cassette: Insert cassette into cassette player. Press **SHIFT** and **RUN/STOP** keys together. Press **PLAY** on cassette player. The program will load and run automatically.

Note: Gauntlet II - The program was originally created as a 2-sided tape. Therefore, at screen prompt to turn over tape, zero the counter and proceed to play. If you should die while playing the levels and wish to play again, rewind tape to zero and press **PLAY** on the cassette recorder.

Disk: Insert disk into drive. Type **LOAD\*\*\*\*,S,1** and press **RETURN**. The program will load and run automatically.

Important: To load Out Run type **LOAD\*\*\*\*MENU\*\*,S,1** and press **RETURN**.

### SPECTRUM 48K

Type **LOAD\*\*\*\*** and press **RETURN** or **ENTER**. Press **PLAY** on the cassette recorder. The program will load and run automatically.

### SPECTRUM 128K/+2

Use the **TAPE LOADER** as normal.

### SPECTRUM 128K/+3

Use the **DISK LOADER** as normal.

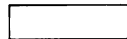
### AMSTRAD

Cassette: Insert cassette into cassette unit. Press **CONTROL (CTRL)** and the small **ENTER** keys simultaneously. Press **PLAY** on the cassette unit and then any key. The program will load and run automatically.

Disk: Insert required disk into drive. Type **RUN\*\*DISK** and press **ENTER**. Important: To load Gauntlet II, (Disk 2, Side 2) Type **CPM** and press **ENTER**.

Note cassette users: On cassette 2, 720° and ROLLING THUNDER load individually off one side of the cassette. Therefore, if you wish to play ROLLING THUNDER, stop the tape after 720° has loaded. Turn off the computer, then on again and repeat the loading procedure. You may find it worthwhile to make a note of the counter reference on the cassette player, so for your convenience we have included a box for you to make a note. It is also recommended you set your reference to zero before commencing play.

### ROLLING THUNDER



## CALIFORNIA GAMES™

### INTRODUCTION

Welcome to California. Home of the most radical sports in the world. Rad, bad and aggro. You're about to hit the beaches, parks and streets of the Golden State to go for trophies in everything from surfing to hike racing.

CALIFORNIA GAMES™ gives you the hottest sports. And the most aggro competition. You even get to pick your own sponsor.

You're about to get into the wildest games of them all... CALIFORNIA GAMES. It's only, like, the most totally awesome game in the world!

### OBJECTIVES

CALIFORNIA GAMES is a challenge of skills for one to eight players. The object of the games is to win trophies in each individual event. Players can also compete for the top trophy in overall competition.

CALIFORNIA GAMES includes six exciting events: Half Pipe Skateboard, Foot Bag, Surfing, Skating, BMX Bike Racing and Flying Disk.

Each player chooses a sponsor for the competition. You are judged on each event and a record is kept of your score. Trophies are awarded to the top scoring competitors.

If you break an event record, CALIFORNIA GAMES will save your name and display it on a special high score screen. Improve your skills in each event, compete with your family and friends and become a California Champion.

### GETTING STARTED

#### CALIFORNIA GAMES: Loading Instructions

CBM 64/128 Disk: Plug joystick into Port 2.

CBM 64/128 Cassette: Press **SHIFT** and **RUN/STOP** keys together and press **PLAY** on the cassette recorder. The cassette is recorded with three events on side 1 and three events on side 2. The cassette files are sequential, if you want to load and play an event which is before the point where you are on the tape, you must rewind the tape before attempting to load it. E.g. If you have loaded and played Foot Bag and you want to play Half Pipe Skateboarding, the cassette must be rewound to a position before Half Pipe Skateboarding. The order of events is in the options menu. It may help in positioning the tape if you zero the tape counter after loading the main event and make a note of the counter reading after each event.

After completing event no. 3 insert cassette side 2, rewind and press **PLAY**.

To abort any event whether competing or practising press **RUN/STOP** and hit **RESTORE**. The menu will automatically be reloaded from cassette.

SPECTRUM +3: Turn on the computer, insert disk and press **ENTER**. Game will load and run automatically.

### STARTING PLAY

When the CALIFORNIA GAMES title screen appears, press the **FIRE BUTTON** on your joystick to continue to the menu screen. The California Games menu offers a choice of six options on the CBM 64 and seven on the Spectrum and Amstrad. To make a selection use your joystick to move the cursor to your choice, then press the **FIRE BUTTON**. You may also select an option by typing the corresponding numbered key.

#### OPTION 1: Compete in All the Events

Compete in all six events. The number of trophies awarded to each player is tallied as you compete, and a special trophy is awarded to the overall champion at the conclusion of the last event. You'll compete in the events in this order: Half Pipe Skateboard, Foot Bag, Surfing, Skating, BMX Bike Racing and Flying Disk.

- You'll first be asked to enter your name and pick a sponsor.
- Type your name on the keyboard and press the **RETURN/ENTER** key.
- Use the joystick (CBM 64)/cursor keys (Spectrum/Amstrad) to move the cursor to the sponsor of your choice, then press the **FIRE** button to pick that sponsor.
- Repeat the name and sponsor selection for each additional player up to eight (CBM 64)/four (Spectrum/Amstrad). When all players' names and sponsors have been entered, press the **RETURN/ENTER** key again.
- A verification screen will appear. If all the names are correct, select **YES** or **NO** with the control keys. CBM 64: Joystick - select **YES** and press the **FIRE BUTTON** or type **A**. If you need to make any changes select **NO** or type **B**.

#### OPTION 2: Compete in Some Events

Similar to Option 1, but you compete in the events of your choice.

- Choose the event(s)
  - (a) CBM 64 - type the corresponding numbered key or move your joystick and press the **FIRE BUTTON**.
  - (b) SPECTRUM/AMSTRAD - move your control keys and press the **FIRE BUTTON**.
- The events you choose will be displayed in purple (CBM 64)/yellow (Spectrum/Amstrad).

- When you are finished choosing the events move the cursor to the word **DONE** and press the **FIRE BUTTON**. Spectrum/Amstrad: You will then be asked to enter your name and pick a sponsor.

#### OPTION 3: Compete in One Event

Similar to Options 1 and 2 but you compete in any single event of your choice.

- CBM 64 - Choose the event by typing the corresponding numbered key or by moving your joystick and press the **FIRE BUTTON**.
- Spectrum/Amstrad: Choose the event by moving your control keys and pressing the **FIRE BUTTON**. You will then be asked to enter your name and pick a sponsor.

#### OPTION 4: Practice One Event

No scores are kept during practice rounds.

- CBM 64 - Choose the event by typing the corresponding numbered key or by moving your joystick by pressing the **FIRE BUTTON**.
- Spectrum/Amstrad - Choose the event by moving your control keys and pressing the **FIRE BUTTON**.

#### OPTION 5: View High Scores

Display the highest score recorded in all events, with the name of the player who achieved each record.

Press the **FIRE BUTTON** to return to the menu.

#### OPTION 6: View Title Screen CBM 64 ONLY

Displays the title screen and credits.

Press the **FIRE BUTTON** to return to the menu.

#### OPTION 6: Define Controls Spectrum/Amstrad

A new options menu will appear (selected by **UP** or **DOWN** or **FIRE**)

##### OPTION 1) Define set one

This allows you to select your first set of keys in this order:

**FIRE, UP, DOWN, RIGHT, LEFT**

After you have finished redefining the keys it will return to the main menu.

##### OPTION 2) Define set two

This allows you to select your second set of keys in this order:

**FIRE, UP, DOWN, RIGHT, LEFT**

After you have finished redefining the keys it will return to the main menu.

##### OPTION 3) Define both sets

This allows you to select keys for both sets.

##### OPTION 4) Default both sets

This is preset keys

Set 1 **UP - Q, DOWN - Z, LEFT - O, RIGHT - P, FIRE - SPACE**

Set 2 Sinclair control

##### OPTION 5) Main Menu

Returns you to the main menu.

##### OPTION 7) Load/Save Records

New Options Menu

7:1 Save high scores - allows you to save high scores to tape.

7:2 Load high score - allows you to load high score from tape.

7:3 MAIN Menu - Returns you to main menu.

## THE GAMES

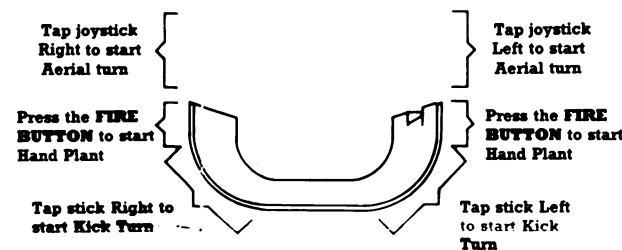
### HALF PIPE SKATEBOARDING



It's time 'o get air on the half pipe. Skateboarding is definitely an awesome event, combining strength and co-ordination - often with amazing results. You'll be riding a skateboard in a specially built half-pipe. You'll have a 1:15 minute time period, or three falls, to build up speed and successfully complete stunts. Points are awarded for each stunt, and the highest score wins the event.

**OBJECT:** The object of the half-pipe event is to ride the board back and forth on the ramp, performing stunts with proper timing and execution.

- Press the **FIRE BUTTON** to launch your board and start the event.
- To gain speed, move the joystick **UP** when the skater is going up the side of the ramp, then move the stick **DOWN** when the skater is going down.
- To perform a stunt, move the joystick as shown in the diagram. Pay attention to timing, because you'll fall if you move the stick too soon, too late, or if you hold it too long. After three falls, the event is over.



- To start a kick turn, move the joystick as indicated on the diagram above. Earn maximum points by waiting until the last moment to start the turn and holding the joystick until the moment before you'd wipe out.
- To start an aerial turn, tap the joystick in the direction indicated above. To perform this move successfully, you must be in the air off the edge of the ramp before tapping the joystick.
- To perform a hand plant, press and hold the **FIRE BUTTON** just as you reach the top of the ramp. The skater will plant his hands and flip the board over his head. Wait to release the button until the board arcs over and returns to the ramp. Earn maximum points for pressing the button at the last moment, and releasing it at the last moment.

**SCORING:** You score points for each stunt completed successfully. Your score increases with the amount of risk you take. For example, if you hold a turn until the last moment, you get more points than if you pull out early when it's safer. Some stunts are more difficult and earn higher scores than others.

Stunt	Minimum	Maximum
Kick Turns	100	300
Hand Plants	400	700
Aerial Turns	400	999

**STRATEGY:** It's important to build up the right amount of speed before trying a stunt. You can gain speed by doing a 'fakie'. To fakie, hold the joystick up or down for the full duration of the ramp (from top to bottom). Remember that you'll wipe out if you go too fast. Above all, be sure to get plenty of practice on the half pipe. This event takes experience to get the timing down just right.

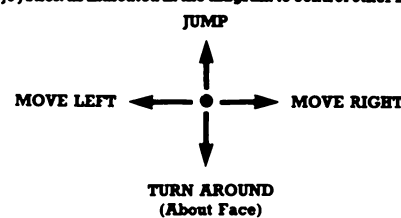
### FOOT BAG



This is probably the most laid back event, but don't lose your cool, it isn't easy. The Foot Bag event is like juggling with your feet. In this event, you have to keep a juggling bag in the air for 1:15 seconds, without using your hands. Success is all in the timing. If you time your kicks correctly, you'll keep the bag bouncing high in the air. Score extra points by performing stunts. The highest score wins the event.

**OBJECT:** Kicking at the sack with your feet, knees and head, you must try to make as many kicks as you can before time runs out. And remember, you get extra points for every stunt you perform.

- Press the **FIRE BUTTON** to kick the bag into the air and start the event.
- As the bag falls back towards the ground, press the **FIRE BUTTON** to kick again just before the bag reaches your foot.
- To perform a head butt, press the **FIRE BUTTON** just before the bag drops below the level of your head.
- Move the joystick as indicated in the diagram to control other movements.



Press the **FIRE BUTTON** to perform a kick.

- Several types of kicks are possible, including inside kicks, outside kicks, jumping reverse kicks, knee kicks and back kicks.
- To perform different types of kicks, move to new positions underneath the bag while it's in the air. For example, move to the right so the bag will drop next to you (but not too far). Now press the **FIRE BUTTON** when the bag approaches and you'll perform an outside kick.
- Other kicks are performed by positioning yourself in different ways. Discover the ways to perform all the kicks by trying various movements during practice.

**SCORING:** You earn points for each stunt or kick performed successfully. More difficult stunts, like turning around while the bag is in the air, earn higher scores. You lose time if you drop the bag or kick it off the screen. You also earn points for consecutive kicks completed without allowing the bag to touch the ground. Earn bonus points for catching the sack when thrown from offscreen. Here are some stunts to try by combining different kicks and moves:

- Any Kick: (10 pts)
- Half Aste: (250 pts) Any two kicks with a half spin in between.
- Full Aste: (500 pts) Any two kicks with a full spin in between.
- Horseshoe: (500 pts) Left back kick + right back kick.
- Jester: (2000 pts) Left jumping kick or right jumping kick.
- Double arch: (2500 pts) Left outside kick + right outside kick + left outside kick.
- Doda: (5000 pts) Left outside kick + head butt + right outside kick.
- On Screen Catch: (1500 pts)

**STRATEGY:** The more complicated kicks and stunts you can complete before time runs out the higher your score will be. Special bonus points are awarded for variety, so use as many different stunts as you can.

### SURFING



Surfing began as the sport of Hawaiian kings; now it rules the California coastline. From Santa Cruz to Rincon Point, surfers and their colourful boards dot the miles of sun-splashed beaches. And you're about to join them. You'll shoot the curl, shred the tube and probably even eat a little sand (when you wipe out). It's going to be hot. You'll be there. And you'll be awesome.

**OBJECT:** Competition surfing is a game of staying near the curl of the wave and manoeuvring your board smoothly at high speeds. Ride the face of the wave, moving back and forth, in and out of the tube. "Use" as much of the wave as you can before your ride comes to an end.

- Press the **FIRE BUTTON** to catch a wave and start the event.
- Hold the joystick **LEFT** to avoid wiping out at the beginning of your ride.
- To steer the board to the surfer's left, move the joystick **LEFT**.
- To steer the board to the surfer's right, move the joystick **RIGHT**.
- Hold the **FIRE BUTTON** down to make sharper turns. Note that sharp turns slow you down.
- If you go too close to the bottom of the wave, you'll either wipe out or end your ride by leaving the wave.
- To end your ride cleanly, go over the top of the wave.
- If you go over the top of the wave and turn your board around in the air, you can catch the wave again (but you'll wipe out if you come back down at a bad angle).
- You'll get 1:30 minutes for the event or 4 wipeouts. You earn more points for longer rides, so try to ride each wave as long as you possibly can.

**SCORING:** You're scored for the length of your ride, the number of turns you make and your speed each time you turn. You also earn higher points from the judges for riding in the tube (underneath the curl of the wave), and riding near the break. "Catching air" scores extra points: ride up to the top of the wave until the end of your board clears the crest, then turn and continue your ride.

**STRATEGY:** Your final score is based on how well you 'use' the wave. Riding along straight, far out in front of the break counts for very little. Take risks. The more risks you take to do your stunts, the more points you'll earn. Making cutbacks (180-degree turns). Moving up and down the wave and doing 360's (complete circles) all earn high scores. Earn maximum points for high speed turns, especially if you complete them near the top of the wave or near the break.

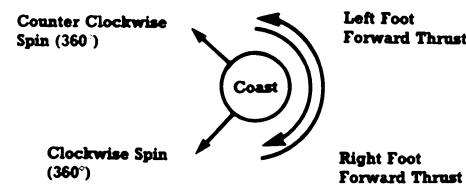
### ROLLER SKATING



Roller skating is hot. Anyone can skate and almost everyone does, with a feeling of freedom unlike any other sport. And CALIFORNIA GAMES skating is as radical as you can get. The trick is to skate down a beach boardwalk without falling. You'll have to avoid cracks in the sidewalk, grass, sand, puddles of water, shoes lying in your path and more. You'll have to squat to miss flying beach balls. You'll even have to jump over missing pieces of the sidewalk!

**OBJECT:** The object in roller skating is to avoid the obstacles and cover the course in the best possible time, with as many stunts as you can perform during the event.

- Press the **FIRE BUTTON** to start the event.
- To begin skating, roll the joystick to the **UP** position. Then roll the joystick to the **DOWN** position. Continue rolling between these two positions to gain speed.
- Move the joystick as shown in the diagram to perform other skating moves.



- To squat, press and hold the **FIRE BUTTON**.
- To jump, release the **FIRE BUTTON**.
- Try to avoid all the obstacles. You're allowed three falls. On the third fall you are disqualified and your race is over.

**SCORING:** Score points for each obstacle you avoid. Earn double points for jumping over obstacles. Earn the highest scores for 360's while jumping obstacles.

### Avoiding Obstacles: 10-30 points

### Jumping Over Obstacles: 20-60 points

### Spinning Jump Over Obstacles: 40-120 points

**STRATEGY:** You'll score points for each object you successfully avoid or jump over, so be careful - speed is less important than staying on your feet. Remember that you earn points for spinning jumps over obstacles (jumping and spinning at the same time). Complicated moves lead to high scores. But be careful not to fall more than twice, or you'll be out of the competition.

### BMX BIKE RACING



BMX stands for Bicycle Motorcross. It also stands for radical action and challenging competition. In this event, riders use strong, lightweight bicycles to race on an action-packed course down a California mountain. There are plenty of jumps, bumps and dips. (Rows of low bumps are called 'Whoop di dos') You'll need speed, a good sense of timing and a heavy dose of endurance.

**OBJECT:** The object is to cover the course in the fastest possible time, performing stunts and avoiding or jumping over obstacles. The fastest dare-devil rider will win the event.

- Move the joystick **RIGHT** to start the event.
- Move the joystick **UP** to steer left.
- Move the joystick **DOWN** to steer right.
- Move the joystick **RIGHT** repeatedly to increase your speed.
- Press the **FIRE BUTTON** to jump.
- Move the joystick **LEFT** to do a wheelie.
- To begin a jump, move the joystick **LEFT** as you ride onto a hill or ramp.
- When you're in the air, use the joystick to perform stunts:
  - Move the stick **UP** to do a table top. Hold the stick as long as possible then release the joystick to put the bike down.
  - Move the stick **DOWN** to do a 360-degree turn.
  - Move the stick **LEFT** to do a backward flip.
  - Move the stick **RIGHT** to do a forward flip.

Timing is important to perform stunts and jumps. You must time the start and finish of each move to complete it successfully. If you're not back in a "centred" position by the time you land or complete your stunt, you will crash.

- You're allowed one 'serious' fall or three 'easy' falls before you're out of the race. If you flip and fall on your head, it's a serious fall.
- At the end of the course, press the **FIRE BUTTON** to stop. You earn bonus points for stopping on the finishing pad.

**SCORING:** Try to complete the course within the 2:00 minute time limit. The faster your time, the higher your score will be. You also get bonus points for each stunt, with bonus points for holding stunts as long as possible. Here's a table of the minimum and maximum points awarded for each stunt:

Stunt	Minimum	Maximum
Wheelie	100	200
Jump	200	400
Table Top	500	1000
360 Turn	1000	2000
Backward Flip	1500	3000
Forward Flip	3000	6000

**STRATEGY:** When you complete the course, you get 60 points for each second left in the time limit. So finishing the course in the fastest possible time is important, but the highest scores go the riders who perform the most daring stunts. Make a 6000-point forward flip, and you've probably got a lock on the first place trophy.

### FLYING DISK



To serious competitors, the plastic saucer invented by two Californians in 1947 is called a 'flying disk'. Of course, you may know it by another name. Originally spelled Frisbie, the disk's most popular name originated at Yale University, where students first started tossing empty pie plates made by the Frisbie Pie Company one hundred years ago. Now moulded from light and flexible plastic, the flying disk is a common sight whirling through the air at beaches and parks everywhere in California, and it's the perfect challenge of skill and timing to wind up the competition in CALIFORNIA GAMES.

**OBJECT:** The object of the Flying Disk is to throw accurately to the catcher at the other end of the field. Score extra points for difficult catches.

- Press the **FIRE BUTTON** to start the event.
- You get three attempts to throw and catch the disk.
- Try to throw the disk far enough to reach the catcher standing at the other end of the field.
- Use the bar at the bottom of the screen to make your throw. The bar has three colours: red, yellow and green. Use the green area for the most powerful throw.
- Tap the joystick **LEFT** to start swinging your arm back. When the needle reaches the green section of the bar, tap the stick **RIGHT**. When the needle reaches the green section on the right side of the bar, tap the stick **LEFT** again to release the disk.
- The display at the top of the screen helps you move the catcher to intercept the disk after it has been thrown.
- As the disk flies across the field, move the joystick **LEFT** or **RIGHT** to run toward the point where you think the disk will land.
- To catch the disk, you must meet it with your hands. Note that your hands are extended only when you're running or diving.
- To attempt an overhead standing catch, hold the joystick **UP** to reach up for the disk.
- To dive after the disk, press the **FIRE BUTTON**.

**SCORING:** Points are awarded for the throw and the catch. For the throw, score points for the accuracy and height of the toss. The fewer steps the catcher has to run to meet the disk, the more points are awarded for the throw. Points are scored for catching the disk as follows:

150 pts for a catch while running right
250 pts for a catch while running left
250 pts for a catch while diving right
350 pts for a catch while diving left
350 pts for a catch over your head

### CREDITS

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## OUT RUN™

### BACKGROUND

Taking 9 months for numerous programmers to develop the graphic design and gameplay, OUT RUN must surely be one of the greatest, if not THE greatest, home computer arcade version of all time. The computer game reproduces as faithfully as possible all of the exciting elements of the OUT RUN arcade machine. If it was more realistic you would need a driving license to play.

## GAMEPLAY

Like no other game before it, you try a race against time to achieve your objective of reaching any one of five goal lines and become a winner. The course you will take is up to you. Start your engine, grip the controls and participate in the fastest race ever. Be prepared to dip, curve and increase your speed as you drive this arduous course. Familiarise yourself with the controls and GET READY!

Use your skill and judgement on this hand to eye masterpiece to manoeuvre your way past the many obstacles placed in your path. Avoid collisions and try to stay on the road.

**Use of Gears:** These will help you accelerate, decelerate and manoeuvre through the curves. Use a low gear to start until you have gained speed and then open it up for tremendous acceleration. Keep in a low gear when tackling a curve to hold the road and shift into high gear for maximum acceleration on the open straight.

### Screen Directions:

**Score:** As you drive through each scene, points will be gained for driving well. As you will observe your points add up instantaneously.

**Time:** Each race scene needs to be completed within a specific time. The time will count down as soon as you start the race.

**Speed:** Your cars' speed will be displayed in kilometres per hour.

**Time Limit:** You'll be disqualified if you fail to complete the respective scene within the designated time limit and you will have to restart. The time limit will vary but will always be displayed under "TIME" on the screen.

## COMPUTER LOADING INSTRUCTIONS

**CBM 64/128 Cassette:** The OUT RUN game is divided into five different courses with five stages as shown by the diagram below.

You may choose to play any course at any time. Each course has different scenery and is a completely self contained game which must be loaded separately. When you have finished a course or run out of time, you may wish to drive another course, you must turn off the computer and then back on again.

When playing for the first time, load each course sequentially as they appear on the tape. Courses A and B are on Side 1 of Tape and courses C, D and E are on Side 2. Zeroise your tape counter at the beginning of each side and make a note of the beginning of each course in the grid below. Then by fast forwarding or rewinding, you can position the tape at the beginning of your chosen course for future use.

Side 1:		Side 2:	
Course A	<input type="text" value="000"/>	Course C	<input type="text" value="000"/>
Course B	<input type="text"/>	Course D	<input type="text"/>
		Course E	<input type="text"/>

**LOADING:** To load any course, position your tape at the start of the chosen course. Press **SHIFT** and **RUN/STOP** keys together and then press **PLAY** on the cassette recorder. A title screen will appear followed by the appropriate course.

**CBM 64/128 DEEK:** Type **LOAD"MENU"**, **B**, 1 and press **RETURN**. A menu will appear. Choose your appropriate course and it will load automatically. When you have completed or run out of time for that course and you wish to load another course then turn the computer off, then on again and repeat the loading procedure.

**SPECTRUM CASSETTE:** Type **LOAD""** and press **ENTER** key. Press **PLAY** on Tape, Side 1 which will load the driver program. Remove Side 1 from the recorder. Insert Side 2. Press **PLAY** on the cassette recorder.

**KEY CONTROLS:** **Q** - Accelerate; **A** - Brakes; **O** - Left; **P** - Right; **M** - Gear Change; **H** - Hold/Pause game; **R** - Reset Game.

**SPECTRUM + 2:** As Spectrum. On specific machines you may be able to use tape counter, otherwise press **PLAY** and when prompted to do so **STOP** or **PAUSE** the tape. Press **PLAY** to load the appropriate section and play **OUT RUN**.

**SPECTRUM +3 Disk:** Turn on the computer. Insert disk and press **ENTER**. Follow screen prompt where required.

**AMSTRAD CASSETTE:** Press **CTRL** and **SMALL ENTER** keys. Press **PLAY** on the cassette recorder. (SEE NOTES BELOW). Keyboards are user definable.

**AMSTRAD DEEK:** Type **RUN"DEEK** and press **ENTER**. Game will load and run automatically. Keyboards are user definable.

### Notes for Spectrum/Amstrad Cassette Users

We have included a grid for you to record tape counter readings after ensuring that you have set the counter to zero before loading Side 2 Spectrum or Side 2 Amstrad.

The tape has 15 short pieces of data recorded sequentially (1 - 15 inclusive). There are numerous ways to travel from the **START** to give finishing points (A, B, C, D, E). You will always travel in a forward direction. At the end of each short route you will come to a fork in the road from which you choose the left or right route (1, a, at the end of stage (1) you can choose either stages (2) or (3)). After you have chosen the respective route, the computer will prompt you to load the appropriate section of road. Press **PLAY** on the cassette recorder and the program will automatically find the correct piece of route data. After the data has loaded, press **STOP** or **PAUSE** promptly on the cassette recorder. Note: the border turns blue when the program finds the correct route.)

Proceed to play your chosen route. Repeat this procedure after arriving at any chosen fork. When you have completed any of the five finishing points, rewind the tape and play the same or any other course.

If you should run out of time for the route you have chosen, rewind and start again.

### SPECTRUM CASSETTE

Once side 1 has loaded:

1. Select traffic and controls.
2. Press 1 for Out Run.
3. Insert side 2.
4. Rewind side 2 and press **PLAY** on the cassette player.
5. Follow instruction sheet very carefully.

### SPECTRUM DEEK and +2 USERS

Ensure you load tape using **TAPE LOADER**

### AMSTRAD CASSETTE

Out Run routes are on side 2 of the cassette. Once side 1 has loaded:

1. Select traffic and controls.
2. Press 1 for Out Run.
3. Turn over cassette, rewind and press **PLAY** on the cassette player. Levels will automatically load

## HOW TO SPEED UP ROAD DATA LOADING

### (Spectrum/Amstrad)

By recording your counter references in the boxes provided within the grid it will give you speedy access to routes you have used before. We suggest

that the first time you choose a new route to a finishing point you do not fast forward or rewind the tape as the data is recorded sequentially (1, 2, 3, 4, 5 etc to 15). When prompted by the computer, press **PLAY** and allow the appropriate road data to load (Note: the border turns blue when the correct code is found, otherwise the border is red) then press **PAUSE** or **STOP** promptly. Note the counter reading in the appropriately referenced box.

**Example:** When you have reached stage 9 you will meet the fork which has to load stages 13 or 14. Therefore you will have to wait while the road data for stages 10, 11 and 12 is searched through before coming to stages 13 or 14. By noting the counter reference you will be able to fast forward the tape to the appropriate point the next time you choose a route which includes the stages 13 or 14.

Eventually you will have tape counter references for all of the various stages and be able to find any new road very quickly by fast forwarding the tape.

## JOYSTICK CONTROLS -

### All computers

