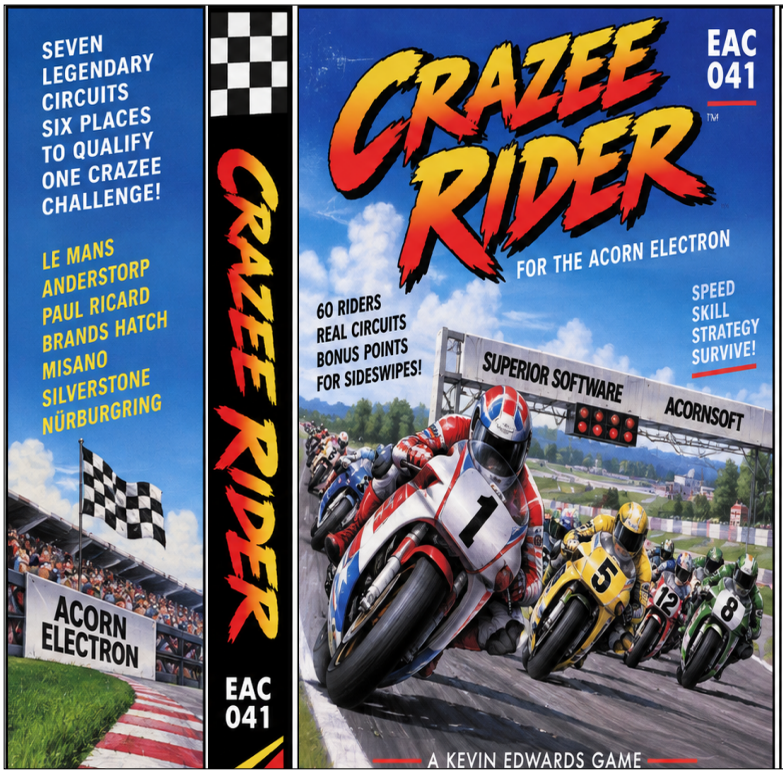


Game Objective

The objective of the game is to achieve as high a score as possible by:

1. finishing in qualifying position (the first six) on as many racetracks as you can,
2. earning bonus points by knocking other riders off their bikes.

You can push other riders off their bikes at any stage during the game. It is particularly easy to do so at the start of the race by steering alternately left then right: usually 4 or 5 riders can be pushed off their bikes during this "crazee" scramble at the start. At the end of the race, you will hear a finishing bell as you complete the lap, and your bike will gradually slow down to a stop - during this slowing-down phase you will often be able to knock one or two more riders off their bikes.

A map of the current race circuit is shown at the top of the game screen. Your bike is shown on the map as a small moving square and the start/finish line is also indicated. Your speed and your current position in the race is displayed at the bottom of the screen. Each race has 60 participants.

At the start of the race the red, amber and green starting lights are shown. Wait for the green light to appear before you start to accelerate. If you try to accelerate before the green light appears, you will be penalised and your bike will stall.

Keep clear of the edges of the road as much as possible. If you veer towards the road edges your bike will gradually slow down until you steer away.

Crashes

There are three types of crash that may occur:

1. If you steer into another bike and your bike is in front of the other bike, you will knock the opposing rider off his bike. A small "hit token" is placed at the top-right of the screen, and you are awarded a bonus score at the end of the race.
2. If there is a shunt between your bike and an opposing bike which is just in front of you, a side collision will occur and your bike will simply lose some speed.
3. If you drive right up the back end of an opposing bike, then it's a full rear crash: your speed will be reduced considerably and your bike will be disabled for a short period of time.

Bonus Points

Whenever you knock an opposing rider off his bike, a "hit token" appears at the top-right of the screen. Then, at the end of the game, you score a 200-point bonus for every rider knocked off.

Game Controls

Z - Steer left, X - Steer right, * - Accelerate, ? - Decelerate
ESCAPE - Exit from game, S - Sound on/off, H - Halt on/off
K - Toggle joystick/keyboard, J - Toggle joystick type: D = Digital, P = Plus 1

Standard joystick movements apply. The type of joystick interface is shown bottom right of the screen. The digital interface recommended is First Byte.

Title Page Controls

C - Change colours

Press the "C" key on the title pages before restarting the game. You can now change the foreground colours to any colour except black by pressing the "1","2" or "3" keys. Press SPACE to exit from the colour-change mode.

1-6
Select to start the game on racetrack 1 to 6 (only available if you have qualified from all the preceding racetracks)

Racetracks

Le Mans (France)
Anderstorp (Sweden)
Paul Richard (France)
Brands Hatch (U.K.)
Misano (Italy)
Silverstone (U.K.)
Nurburgring (West Germany)

JUMP Option

You can jump immediately to the start of the race on racetracks 1-6 provided you have already qualified from all the preceding racetracks in a previous game. To do so, press the "1", "2", "3", "4", "5" or "6" key whilst on the title pages. You will hear an audible beep confirming your selection, and the next race will take place on the chosen racetrack.

However, to see the codewords on completion of the 7th, 14th and 21st racetracks you must not use the JUMP option.