

# ROLLER COASTER RUMBLER

## INSTRUCTION CARD

**STARTING THE GAME:** To LOAD the game, insert the disk and at A> type ROLLER and press RETURN. Press the SPACE BAR to view the OPTIONS screen, which features the following play options:

- Number of Players (1 or 2)
- Player #1 Controls (Joystick, Mouse, Keyboard)
- Player #2 Controls (Joystick, Mouse, Keyboard)
- Difficulty Level (Easy or Hard)

Use the UP and DOWN arrows to scroll through options, LEFT and RIGHT arrows to make your selection and the SPACE BAR to begin.

**OBJECT OF THE GAME:** The object of ROLLER COASTER RUMBLER is to control your vehicle along its whirlwind course, shooting obstacles for points without enduring excessive damage. Each shot uses up ammunition. The ammunition supply level is displayed at the top center of the screen. You can replenish your ammo by shooting the "A" (ammunition) obstacles. You can add time to the clock by shooting the "T" (time) obstacles. All obstacles in your path cause damage to the vehicle. You must shoot no less than 60% of the obstacles in order to advance to the next level. If you sustain 100% damage, the clock runs out or you've run out of ammunition, the game is over.

### CONTROLS

- Up, Down, Left, Right arrow keys= Gun Sight Control
- Space Bar=Fire Button
- A=Accelerator
- B=Brake
- (L SHIFT) (ALT) (NUM 5)=Esc to DOS

### AUDIO & VISUAL CONTROLS

- |                                 |   |
|---------------------------------|---|
| F1-Turns game sounds ON         | F10-Music OFF   |
| F2-Turns game sounds OFF        | Alt-Toggles front and rear views in case you want to shoot objects that you've already passed for added points. |
| F5-Mono-color line graphics     |   |
| F6-Full color graphics          |   |
| F7-Changes vehicle to mono-rail |   |
| F8-Mon-rail feature OFF         |   |
| F9-Music ON                     |   |