

Installing Team Suzuki from CD-Rom

1. Insert the Team Suzuki CD-Rom into your CD-Rom drive.
2. Select the correct drive letter that your CD-Rom drive uses i.e. D:
3. Type INSTALL at the prompt. The Install program will now execute.
4. Follow any on screen instructions

Mouse Controls

125 Bike

Gears automatic		
Right mouse button	-	Increase revs
Left mouse button	-	Decrease revs
Mouse right	-	Bike right
Mouse left	-	Bike left

250 Bike

Change gear up	-	Control key
Change gear down	-	Shift key
Right mouse button	-	Increase revs
Left mouse button	-	Decrease revs
Mouse right	-	Bike right
Mouse left	-	Bike left

500 Bike

Same as 250 Bike Controls

Alternative Mouse Controls

Right mouse button and roll forward	-	Increase revs
Left mouse button and roll forward	-	Change gear up
Right mouse button and roll backwards	-	Decrease revs
Left mouse button and roll backwards	-	Change gear down
Mouse right	-	Bike right
Mouse left	-	Bike left

Joystick controls

Joystick forward	-	Increase revs
Joystick backwards	-	Decrease revs
Joystick left	-	Bike left
Joystick right	-	Bike right
Up and press Fire	-	Change gear up
Down and press fire	-	Change gear down

F1	-	Front View	-	Fixed
F2	-	Rear View	-	Fixed
F3	-	External View	-	Fixed
F4	-	Camera Video	-	Relative to bike
F5	-	Camera View	-	Relative to north
F4 & F5	-	Can be altered by using cursor keys and O, I, to zoom in and out		
F6	-	Overhead View		
This can be altered by using O, I, to zoom in and out				
M	-	Man on/off Bike		
Q	-	Quit race		
Escape	-	Quit		
D	-	Display Damage Points		
H	-	Alter Controls		
Space	-	Look over shoulder		

Keyboard Controls

Z	-	Bike left
X	-	Bike right
L	-	Accelerate
<	-	Decelerate

Change gear up and down by accelerating/decelerating and press: key. To change name on screen after options delete existing name using < and then type name in.

TRAINER OPTION

If trainer is selected you are given the opportunity to learn how to ride a Team Suzuki Motor Cycle, this works in the following way:

A panel in the top left hand corner will give you a target time in which to complete a full lap of the course. Once you have completed a lap in the target time or less the time is then decreased, you then have the objective of beating this new tie. When achieving the final target time of 50 seconds then you can consider yourself proficient enough to compete as a Team Suzuki Professional Rider.

ANY PROBLEMS?

If you have problems loading Team Suzuki, then return it to your retailer, or to Gremlin Interactive Limited at the address on the packaging. If you have any questions relating to the game, then Gremlin Interactive Limited Helpline is available between the hours of 9.30am and 5.30pm U.K. time Monday to Friday, on 0114 2753423.

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