

A Fan Speaks...

"I mean, the likes of Barry Sheene and Eddie Kidd were bikin' heroes back in the 20th century, but nowadays their antics, like the machines they rode around on, are really funny, aren't they?"

"After all, romping around a dirt track on a rubber-wheeled hydrocarbon-burning antique is hardly the height of mechanical or physical achievement is it? Compared with the race technology of today, Sheene and Kidd might as well have been swinging through the jungle on vines as riding 'bikes'.

"Still, from these humble beginnings did the Plasma Bike evolve. From simple 'road racing' 'circuits', the Rasterfield was developed. So we fans of the Raster Run shouldn't mock too much, I s'pose.

"Could even find that someone from the 20th Century could get the hang of riding a Plasma Bike. But they'd never survive against a Plasma Pilot like Gazza P or Flathead Andy. Twenty-third-century heroes like them'd take some beating, eh!

"Anyway, enough of this idle chatter. Gazza and Flathead are about to ride the Rasterfield, so don't say a word until the contest's over. Just don't interrupt droid. Spoils me concentration, does idle chatter."

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LOADING INSTRUCTIONS

464: Press CTRL and small Enter

6128: Type ITAPE and press Return.

Press CTRL and small Enter

Enter to Start Game

Controls

Configuring the Game

1 sets Player One's controller

2 sets Player Two's controller and sets the skill level for the computer in a one player game

Press 0 to start the contest

Riding Those Bikes

If you control your Plasma Bike with a joystick, up, down, left and right are achieved by moving the joystick in the desired direction. Pressing fire activates the energy shield.

Keyboard players move up with the Q key, down with the A key, left with the O key and right with the P key. Prod the SPACE BAR to activate the energy shield.

Entering The Hall Of Fame

Take care when committing your name to the hall of fame - press Fire too soon and you'll end up anonymous, or with the wrong name!

The square cursor can be moved to the left and right, by waggling the joystick appropriately or by pressing K or L. To cycle through the alphabet, waggle Up and Down or press W or X. When the letter you want appears in the cursor box, move the box along to the next position to leave the letter in place. Only press Fire when your name is up there in lights!

CONTROL AND ESCAPE allows you to abort a contest and reset the game.

The Raster Runner Arena

Enter the Rasterfield and go head to head against an opponent - contestants each have ten lives (shown on large digital counters in the status area) and the Plasma Bike rider with the highest score at the end of the game takes the accolade of 'Supreme Champion'. Which is twenty-third-century-speak for 'winner'.

The object of the game is simple. Force your opponent to crash before you do - a life is lost and a new round begins whenever a bike crashes into a plasma trail or the boundary of the rasterfield. Play ends when one rider has lost all ten lives. Depending on how play progresses, a single game can last for ten rounds, or be thrashed out over as many as nineteen rounds.

A central radar screen gives an overall view of the entire rasterfield. Individual player screens reveal the immediate vicinity of the two Plasma Bikes and should be used for local navigation. Successful riders learn to keep an eye on all three displays...

In each round, a rider has three energy shields - three LED's in a rider's status area keep track of how many have been used. A prod on the the Fire button activates an energy shield for a few moments; while the shield is active and your Plasma Bike is flashing you can cross your own or your opponent's plasma trail without crashing. Go gently with your shields: you only have three per round, so they are for emergencies only; and each unused shield at the end of the round is worth 100 points.

A porky 1,000 point bonus is awarded to the rider who wins each round, 1 point is added to rider's score for each second survived out on the rasterfield, and another whopping 1,000 point bonus is awarded for each life left on the clock at Game Over.

Go on. Get out there, gather up the points and wow the twenty-third-century audience!

DEUTSCH:

LADEN: 464: CTRL und die kleine ENTER taste drücken.

6128: 1Tape eintippen und RETURN drücken.

CTRL und die kleine ENTER taste drücken.

STEUERUNG: Ø startet den Wettbewerb.

FEUER aktiviert Energieschild bei Joystick-Verwendung

LEERTASTE aktiviert Energieschild bei Tastatur-Verwendung

Tastatursteuerung: Q - HOCH

A - Runter

O - Links

P - Rechts

ITALIANO

CARICAMENTO: 464: Premi CTRL e INVIO piccolo. 6128: Batti ITAPE e premi RETURN. Poipremi CTRL e INVIO piccolo.

CONTROLLI: Premi 0 per iniziare la gara. FUOCO attiva il campo di energia quando si usa il joystick. La BARRA attiva il campo di energia quando si usa la tastiera.

Controlli tastiera:

Q - SU

A - GIU'

O - SINISTRA

P - DESTRA

FRANCAIS:

CHARGEMENT: 464 : Appuyez sur CTRL et sur la petite touche ENTER. 6128 : Tapez I TAPE et appuyez sur RETURN. Appuyez sur CTRL et sur la petite touche ENTER.

COMMANDES

Appuyez sur 0 pour commencer le combat.

FIRE - pour activer le champ d'énergie si vous utilisez le joystick.

BARRE D'ESPACEMENT - pour activer le champ d'énergie si vous utilisez le clavier.

Commandes du clavier :

Q - Haut

A - Bas

O - Gauche

P - Droite

ORIGINAL GAME DESIGNED BY
HITECH STUDIO DESIGNS

CONVERSIONS BY THE BIG RED SOFTWARE HOUSE

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