



Street Machine

STREET MACHINE

Copyright SOFTWARE INVASION 1986

STREET MACHINE places you in control of a Turbo Charged, High Powered, Ultimate Automobile.

THE RACE is split into 3 stages:-

STAGE 1 - Daytime with Fine Weather on Dry Roads.

STAGE 2 - Nighttime with Rain, Thunder & Lightning on Wet Roads.

STAGE 3 - Daytime with Snow on Icy Roads.

CAR HANDLING will alter depending on the road conditions. Thus, if you enter a bend too fast it may induce a skid. This can be put to very good use by advanced drivers who will derive great satisfaction from 'drifting' round the bends.

HIGH SPEED CRASHES will simply explode the car and end the race, but low speed crashes will add to the general wear & tear. When damage reaches advanced levels the car will backfire & emit smoke. Eventually, the damage will become so excessive that the car will break down and you will be given a chance to make repairs, although valuable time will be lost. A knowledge of car parts, though not essential, is a help as only vital parts will cause a breakdown. (You can still drive with a broken windscreen or silencer etc.)

THE MAINTENANCE CHART will appear when a breakdown occurs and again at the end of a lap. Simply move the cursor over each of the damaged parts in turn, pausing long enough to make as much repair as you feel necessary. Any VITAL parts remaining with more than 79% damage at 'Time Out' will end the race.

EACH STAGE is timed and the number of seconds taken to complete each lap is displayed on the Leader Board. Points are awarded for each lap and the best overall time is then displayed at the top.

CONTROLS

KEYBOARD	ACTION	JOYSTICK
SPACE	Stop/Demo	Fire
N	Accelerate	Forward
B	Brake	Fire
M	Reverse	Back
Z	Left	Left
X	Right	Right

For Maintenance Chart:-

N	Cursor Down	Back
B	Cursor Up	Forward

Note. The car must be stationary to change from FORWARD to REVERSE and back again.