

LOADING INSTRUCTIONS

Plug in a joystick, if you have one.
Amstrad CPC 664 and CPC 6128 users should connect a cassette player to the computer and type | (shifted @ key) TAPE and press the ENTER key. Place the cassette in the cassette player and rewind it if necessary. Hold down the CNTRL and ENTER keys simultaneously. Press the Play button on the cassette player, and then any key on the computer. Wait a few minutes for the game to load.

N.B. Side A contains a 64K version of the game, suitable for Amstrad CPC 464, and Amstrad CPC 664; Side B contains a 128K version of the game suitable for Amstrad CPC 6128 only.

CONTROLS

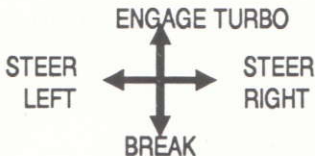
You may use either a joystick, plugged into Port 1, or the keyboard to control your kart.

KEYBOARD CONTROLS

<u>KEYBOARD</u>	<u>ACTION</u>
P	ACCELERATE
L	DECELERATE
Q	STEER LEFT
W	STEER RIGHT

Press SPACE to engage NITRO TURBO BOOST

JOYSTICK CONTROLS



Press FIRE button to accelerate.

THE GAME

There are 4 different events in which you must compete. You must finish in first position in an event in order to progress to the next. In each event you will compete against 3 other karts. Their pole positions are dictated by their ability.

You are able to collect certain items that will help you in the next stage, if you win your present heat. These items are as follows:

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ITEM

EXTRA TIME

ENGINE REPAIR

TYRE REPAIR

DAMAGE REPAIR

EXTRA FUEL

EXTRA NITRO

SPEED UP

EXTRA TRACTION

ICON

CLOCK

HOOK

TYRE

SPANNER

FUEL CAN

BOTTLE

CAR SILHOUETTE

STEERING WHEEL

CREDITS

Game Design & Code:

John Foster

Sound F.X. and Music:

Sonic Graffiti

Cover Illustration:

Allsport Picture
Library

Titling:

Peter Austin

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