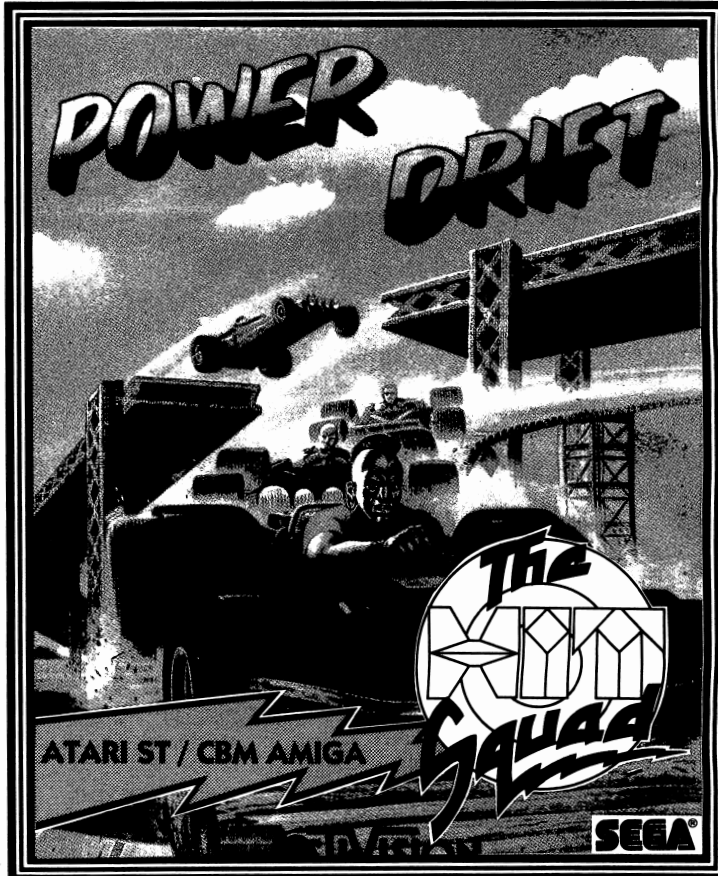


# GHOSTBUSTERS II BATMAN™ THE MOVIE BAD DUDES VS. DRAGONNINJA ALTERED BEAST HEAD OVER HEELS

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FANTASTIC GAMES FROM



## POWER DRIFT

It's fast... it's  
furious... it's **POWER DRIFT!**

Choose from twelve wacky drivers, like Jason the Skinhead or Jeronimo the Mohican and rev your way through 27 stomach churning circuits! Watch the dust fly and the wheels spin as you screech over a 'roller coaster' track and wave goodbye to your opponents! Roar over mounds of mud, drive through the desert, slip 'n' slide on snow covered tarmac and race your way through the night to face the final lap!

## LOADING

**COMMODORE AMIGA** To load the program, insert game disk into drive df0: and reset the computer by pressing the CTRL key and the 2 Amiga keys. (A1000 owners will need to load Kickstart first). The game will start to load and after a short while will announce itself.

**OTHER DISK ACCESSES** The game will make disk accesses when a new course and stage are started.

## MENU OPTIONS

The following options are available from the game menu:

### 1) Sensitivity Adjust

In joystick/keyboard control mode, this causes a cycling of the three sensitivities (speed with which the car turns from side to side). In mouse control mode, this enables the user to define the required scaling for the mouse and a separate instructions screen is displayed.

### 2) Control Adjust

This toggles between mouse and joystick/keyboard control. Control selected at startup is mouse.

To start the game, click either mouse button if mouse control mode is selected, otherwise press the joystick fire button or either SHIFT key. The course selection screen will then be entered. This is used to select the course which you wish to

play. Use left and right to select the course you wish. Press the gear change control when the driver arrow points to the driver that you want to select. Alternatively, press SPACE instead to select, without game music. After this, the course will be loaded off disk and the game will begin.

## GAME CONTROL

In joystick control mode, the following controls apply:

|             |                      |
|-------------|----------------------|
| Turn left   | Joystick Left        |
| Turn right  | Joystick Right       |
| Accelerate  | Joystick Forward     |
| Brake       | Joystick Back        |
| Gear change | Joystick Fire Button |

The keyboard can also be used at the same time as the joystick. The following keys are used:

|             |              |
|-------------|--------------|
| Turn left   |              |
| Turn right  |              |
| Accelerate  | CTRL         |
| Brake       | Space Bar    |
| Gear change | either SHIFT |

In mouse control mode, the following controls apply:

|                 |                                                         |
|-----------------|---------------------------------------------------------|
| Turn left/right | The turn is determined by the mouse horizontal position |
| Accelerate      | Mouse Left Button                                       |
| Brake           | SPACE bar, Keypad Enter, or any joystick direction      |
| Gear Change     | Mouse Right Button                                      |

In joystick control mode, if it is possible for the user's joystick to register both left and right together (or if left and right on the keyboard are held down together), then the car will keep its current turn position. The gear change control is used to toggle the current gear between high 'H' and low 'L'. The game may be paused at any stage by pressing the HELP key. It may be resumed by pressing the RETURN key, or abandoned by pressing the ESC key. To enter a high score into the table, use left and right movement of the selected

control device to choose the desired character. This character can then be selected by pressing the gear change control. Characters can be deleted using the BACKSPACE or DELETE keys on the keyboard. The fourth character cannot be deleted as it is the final one.

**ATARI ST** To load the program, insert game disk A into drive A: and reset the computer by pressing the reset button on the back. The game will start to load and after a short while will announce itself. If you have 1 megabyte or RAM or more, then the game will ask for game disk B so that it can load in the course data to shorten disk accesses.

**OTHER DISK ACCESSES** The game will make disk accesses when a new course and stage are started.

Whenever the game cannot find the disk in drive A: (because there is no disk present, or because the wrong disk is inserted) it will indicate this and prompt the user to insert the correct disk.

## PLAYING TIPS

Before the race starts check the game sensitivity level on the main menu. It is wise to start off with low sensitivity and to gradually increase it as you get better and better at the game. The corners in this game are very, very tight, but there is a way to cope with them even at full speed!! The way to do it is to keep an eye out for the signposts before each corner. Then be brave. Put your foot to the floor and literally throw your car into the bend. It may take a little practice to get it right, but once you do you'll be storming towards the winning post! Before the start of the race, keep your revs up and the second the lights turn green try to dive in between the cars on the front row. Once you are in first place you have the opportunity to build up good lead without having to worry about overtaking. These cars are built to last! Don't be afraid of hitting competitors if they get in your way.

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