Toyota Celica GT Rally

INTRODUCTION

Toyota Celica GT Rally offers you the chance to find out what it is like to compete in some of the most demanding races and hazardous conditions there are. You will get the chance to try to keep control in rain, snow and sandstorms not easy, but essential if you are going to complete the thirty demanding courses in the game. The game allows up to four players to complete in a season, made up of ten courses in each of the three countries:- Great Britain, Mexico and Finland. The aim of coarse is to be at the top of the drivers table, after all the races are a real test of your driving abilities.

Installing Toyota from CD-Rom

1. Insert the Toyota 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

Configuring Rally

The very first screen will indicate the default configuration for PC, which is 256 colour VGA, Mouse control and internal speaker. If you wish to change any of the defaults press the escape key, this will take you to a new screen offering the various choices available to you. Each option has a number from 0 to 9, pressing the corresponding key will select that option, only one display type control type and sound driver type may be chosen. If you are playing from hard drive, your new configuration will be saved and will be used in future, you will not need to alter it again. Floppy disk users will need to configure the game each time Rally is loaded.

If you choose to play with the joystick another screen will appear which will allow you to calibrate the joystick. Once you are happy with the configuration press the Return key/Space bar to move on, you will now decide on the type of game you wish to play.

Playing Rally

The next screen will offer a choice of manual or automatic gears, again the number keys are used to select a particular option. Pressing the Return key/Space bar moves you to the next screen, the sensitivity screen, offering five choices ranging from Low to High, this option will obviously allow you to alter the sensitivity of the steering to best suit your playing style and mouse or joystick. The final option offers you reverse steering, whilst we were demonstrating Toyota to a number of Journalists they had the opportunity to try to drive a car with the steering reversed, turning the steering wheel to the left would turn the car to the right and turning it right would turn it to the left. This proved so popular that we have decided to include it as an option in the game. Once you have completed Toyota with correct steering an even bigger challenge will be to try it with reverse steering. When you have altered the game to your preferences hit the Return key or Space bar to move on.

On leaving this screen you will be given the option to **Start Toyota World Rally,**

Practise a Track or Continue an old game. If you chose the **Practise a track** option you will be given the choice of which country to race in either England, Mexico or Finland, once this is chosen you will automatically be taken to this track. **Continue an old game** will take you to the **Race Start Menu.**

Start Toyota World Rally
Should you choose to **Start Toyota World Rally** you will be taken to another menu where you must choose the number of players, the maximum being four. If you choose to alter the number or names of the drivers you will first be asked to enter the number of racers from one to four by pressing the number key, you will next be asked to enter the names for the players. Once the names have been entered you will automatically move to the R**ace Start Menu.**

Race Start Menu
This menu offers four choices. **Start The Race, Driver Preparation, Save Game Position** or **Load Old Position. Start The Race** will take you to the starting line of the race, **Driver Preparation** will take you to the **Driver Preparation Screen** described more fully in Creating a Co-Driver a little later. **Save Game Position** will allow you to save the current season and **Load Old Position** gives you the opportunity to load a previously saved season.

Creating a Co-Driver
Please see the illustration on the next page, as you will doubtless know rallying is a team sport, the team consists of a driver and a navigator. The navigator s used to follow the progress of the race and to warn the driver of any forthcoming hazards or bends and is essential to rallying. Using the **Driver Preparation Screen** it is easy to carry out Co-Driver Preparation. At the top of this screen(A) you will see two labels start & finish, as you progress along the road a line will be drawn between these two to indicate the length of track remaining. The larger illustration (B) shows the road and how it progresses.

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The two flashing chevrons (C) indicate at what point a message will be said or displayed if you enter one at this point. The messages available to you are found at the bottom of the screen (D), each one is a key to press to enter the particular message, for example should you wish to signal a "Hard Left" message you would press the "3" key at the point on the track that you wished to have the message presented. Moving the joystick or the cursor arrows up and down will move you up and down the track from the start to the finish. Once you have created your Co-Driver press the space key and you will be returned to the Racing menu, from which you can begin the race. During the race you will be prompted on screen by chevrons which will point in the direction of the next bend, the severity of the bend will be indicated by the number of chevrons shown.

Note:- There is already a "built in co-driver, but he is not perfect, he will give some messages out, but should you want every bend and turn indicated you will need to carry out your own Co-Driver preparation.

Saving & Loading
If you select Save Position or Load Old Position you will be taken to another menu screen which is a list of the available saving and loading positions. Each position has a number from 0 to 9 to the left. If you are loading an old position type the number of the position that you wish to load. If you are saving a position type the number of the position you wish to save to, a file will be saved with a file name derived from the current position, for example "Country 1, Stage 3" **Please make sure that you are playing from back up floppy disks before carrying out either of these actions.**

Racing
Once you are into the racing section it will be down to your superior driving skills and abilities. Obviously the aim is to complete each stage in as fast a time as possible.

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When you are racing the controls are as follows:-

Joystick

Forward	Accelerate
Backwards	Brake
Left	Turn left
Right	Turn right
Forward & Fire	Change up a gear
Backwards & Fire	Change down a gear

Mouse

Left button	Accelerate
Right button	Brake
Roll Left	Turn left
Roll right	Turn right
Keyboard >	Change up a gear
Keyboard <	Change down a gear

Keyboard

Arrow up	Accelerate
Arrow down	Brake
Arrow left	Steer left
Arrow right	Steer right
Keyboard >	Change up a gear
Keyboard <	Change down a gear

Additional Keyboard controls

Escape	Quit current game
F1	Wipers on/off
F5	Toggles building update on or off

F2	Toggles steering update on or off.

The steering wheel on the screen animates, due to the size of the sprite this option can slow the game down at points, we recommend it is only used on the faster PC's. Similarly the buildings are large and up-dating them can slow the game on slower PC's so again you may switch them on or off as you wish.

F3	Pause
F4	Calibrates the joystick, if you find that the joystick calibration you carried out earlier is not correct you can recalibrate the joystick at any point by pausing the game and pressing the F4 key.
Ctrl/esc	Exit to DOS
Space bar	Centres the steering wheel if you are playing with mouse, during the play testing of this game we found this to be invaluable option

All additional commands will be indicated on the screen.

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ANY PROBLEMS?

If you have problems loading Heroquest, 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 014 2753423.

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