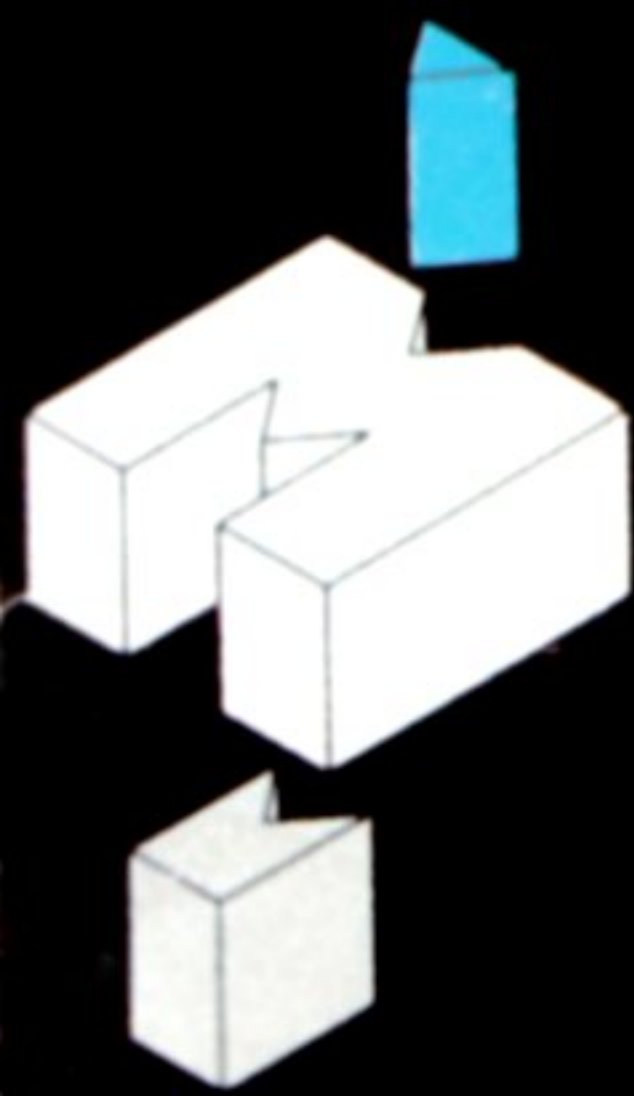
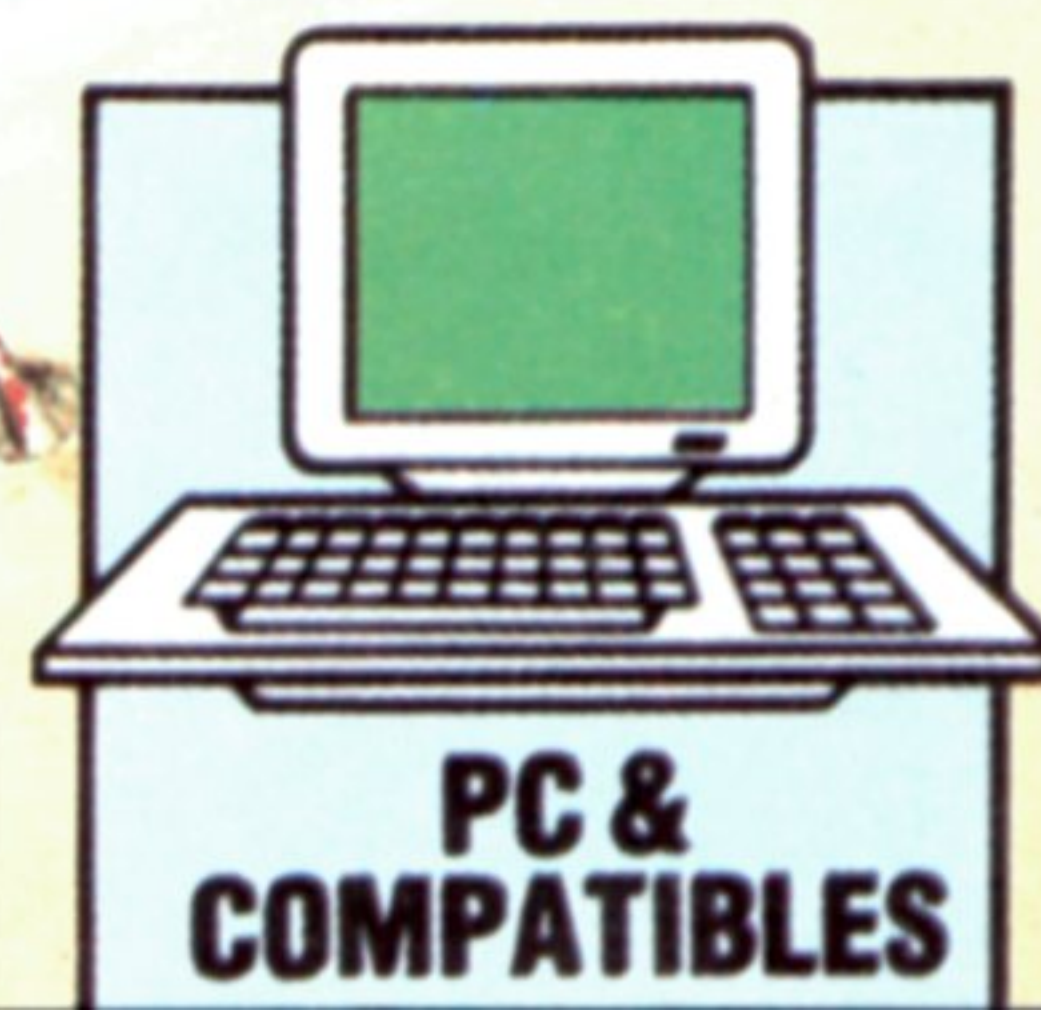


MAD·MAD·MAD

MASTERTRONIC added DIMENSION
16 · BIT · S O F T W A R E



MOTOR BIKE *Madness*



It's trials time and you take the role of an ace rough-track rider. Competing against real or computer-driven opponents on a series of tricky and dangerous courses, can you consistently achieve the best times and walk away with the prize money?

The action takes place in the mountains – on the roughest, meanest slopes imaginable, and features courses made up of hazards that will test the brains, courage and biking knowledge of the most experienced trials rider. You are the best in your league – can you keep that position?

Steer your machine around treacherous obstacles including pools of water, abandoned vehicles, slippery poles and strategically placed jumps, but take care – just as in real life, damage to your bike affects its performance. Repairs cost money . . . when you've just won a contest, the last thing you want to spend the prize money on is a new set of shock absorbers!

The Challenge

The stages of this knockout contest are raced on a downhill mountain slope, littered with potential hazards. To proceed to the next stage, the course has to be completed within the time limit. That in itself is a challenge, but you also need to

earn enough points to qualify – in the knockout league, the rider who comes last in each race is automatically disqualified . . .

Judge your approach to the hazards correctly, and collect points for negotiating them successfully. Each hazard needs to be tackled in the right way if success is to be yours. Slippery poles, for instance, need to be approached carefully, with the bike well-balanced; jumps, on the other hand, need to be taken at the right speed if the landing is to be safe. Make a mistake and you are thrown off your bike; vital time is wasted as you recover and remount, and the bike gets damaged in a fall.

Falls and crashes affect your machine's handling. As the race progresses, the bike's condition is displayed on-screen: it starts out as a bright, shiny machine but in the hands of an incompetent rider it can soon end up as a battered, incomplete heap of scrap. Damage is progressive – as you sustain more and more knocks, beginning with scratches and dents, the mechanical condition deteriorates until parts start to fall off.

A countdown clock shows the time remaining in which the current course has to be completed – take too long and disqualification is the result. A fast time

earns a bonus – the surplus time is multiplied up by a factor that depends on the level of the game, and the total is added to your score.

Prize money is awarded at the end of each round and winnings are added to your cash reserves on screen. Before the next round starts you can upgrade your machine with repairs and spare parts – so long as you have the money. Select the item or service you require from the repair screen and the cost is deducted automatically from your bank balance. The part is fitted or the repairs effected immediately and the performance of your bike improves instantly. If the bike is really battered and you have a lot of money in the bank, you can always buy a brand new machine . . . Remember, you can only buy what you can afford: the garage doesn't give credit in this game!

Get used to the controls by practising with the clock option off.

Note that as it's a downhill race, there's no backtracking: you only get one attempt at each hazard on the way down the hill. If you're too cautious with the throttle you'll never complete the round in time . . .

Ready to race? Then helmet on, ignition on, and your're off!

PLAYING CONTROLS

Joystick		Keyboard
UP	– accelerate	Q
DOWN	– decelerate	A
LEFT	– turn left	O
RIGHT	– turn right	P
FIRE	– wheelie	SPACE

LOADING INSTRUCTIONS

1. Switch on your computer and your disc drive.
2. Load MS-DOS from another disc.
3. Insert game disc.
4. Type AUTOEXEC and press RETURN.
5. Game will load and run automatically.

MOTORBIKE MADNESS

Das Wettrennen geht den Berg hinunter, ein Ausscheidungskampf gegen die Uhr. Sie müssen genug Punkte verdienen, um sich zu qualifizieren und zur nächsten Stufe gelangen. Der letzte Fahrer wird bei jedem Rennen automatisch disqualifiziert.

Stürze und Unfälle haben gewisse Auswirkungen auf Ihre Maschine. Der Schaden wirkt progressiv, und allmählich werden Sie Teile Ihrer Maschine verlieren.

Das Preisgeld wird am Ende jeder Runde verteilt. Bevor die nächste Runde beginnt, können Sie Ihr Motorrad reparieren lassen oder, falls der Schaden zu groß ist und Sie das entsprechende Geld vorhanden haben, sich ein neues kaufen.

SPIELKONTROLLEN – ALLE VERSIONEN

Joystick		Tastatur
HOCH	– Beschleunigen	Q
RUNTER	– Bremsen	A
LINKS	– Nach links biegen	O
RECHTS	– Nach rechts biegen	P
FEUER	– Wheelie	SPACE

LADENWEISUNGEN

1. Schalten Sie Ihren Computer und das Laufwerk ein.
2. Laden Sie MS-DOS von einer anderen Diskette.
3. Legen Sie die Spieldiskette ein.
4. Tippen Sie AUTOEXEC und drücken Sie dann RETURN.
5. Das Spiel lädt und läuft automatisch.

MOTOFOLLIA

La corsa è una gara a eliminazione in discesa contro il cronometro. Tu devi fare punti sufficienti per qualificarti e procedere al prossimo stadio. Il corridore che arriva ultimo in ogni stadio, viene squalificato automaticamente.

Scontri e cadute pregiudicano la tua macchina. I danni sono progressivi e alla fine si staccano parti dalla moto.

Alla fine di ogni turno di gare, vengono assegnati premi in denaro. Prima dell'inizio del prossimo turno, è possibile riparare la moto, oppure, se questa è danneggiata seriamente, e dispono di denaro sufficiente, ne puoi acquistare un'altra.

CONTROLLI DI GIOCO – PER TUTTE LE VERSIONI

Joystick		Tastiera	
SU	–	Accelera	Q
GUI	–	Rallenta	A
SINISTRA	–	Gira a sinistra	O
DESTRA	–	Gira a destra	P
FUOCO	–	Impennata	BARRA

ISTRUZIONI DI CARICAMENTO

1. Accendere il computer e il drive.
2. Caricare MS-DOS da un altro dischetto.
3. Inserire il dischetto gioco.
4. Battere AUTOEXEC e premere RETURN.
5. Il gioco si carica e gira automaticamente.

LA FOLIE DE LA MOTO

La course est une compétition à élimination progressive en pente et contre la montre. Vous devez gagner assez de points pour vous qualifier et passer à l'étape suivante. Le dernier concurrent dans chaque course est automatiquement disqualifié.

Les chutes et les accidents affectent votre machine. Les dégâts sont progressifs et, éventuellement, des morceaux de votre moto commenceront à tomber.

Un prix en espèces est décerné à la fin de chaque étape. Avant le début de l'étape suivante, vous pouvez faire réparer votre moto, ou, si elle est gravement endommagée et que vous avez assez d'argent, vous pouvez acheter une machine neuve.

LES COMMANDES DU JEU – TOUTE VERSION

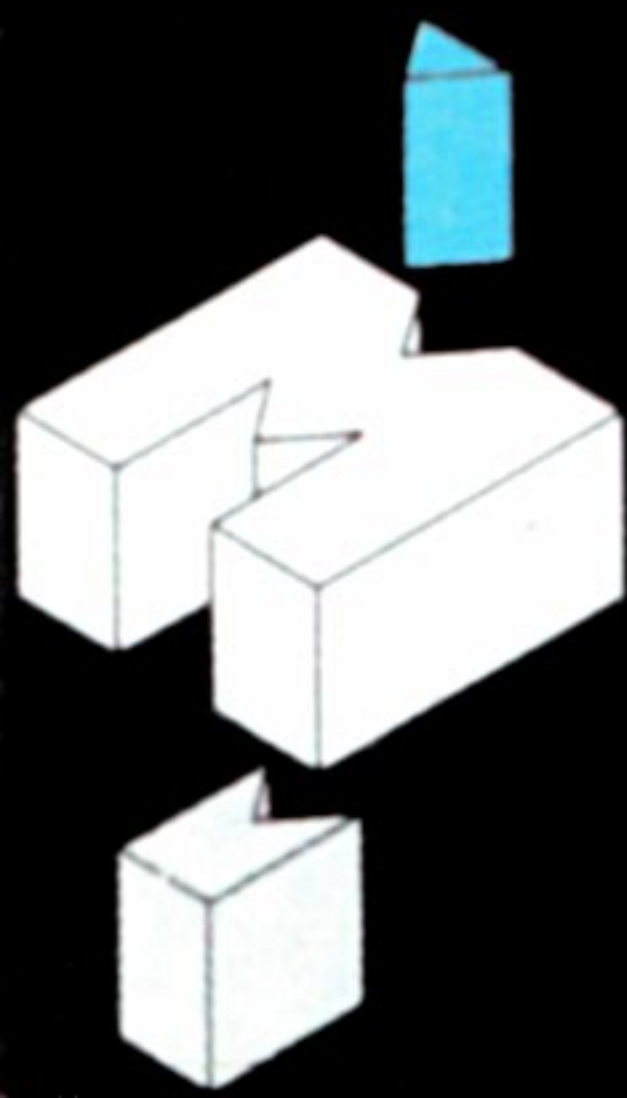
Manche à		Clavier	
Balai			
HAUT	–	Accélérez	Q
BAS	–	Ralentissez	A
GAUCHE	–	Tournez à Gauche	O
DROITE	–	Tournez à Droite	P
FEU	–	Montez sur une roue	ESPACEMENT

INSTRUCTIONS DE CHARGEMENT

1. Allumez votre ordinateur et votre lecteur de disques.
2. Chargez MS-DOS d'un autre disque.
3. Introduisez le disque de jeu.
4. Tapez AUTOEXEC et appuyez sur RETURN.
5. Le jeu se chargera et se déroulera automatiquement.

MAD·MAD·MAD

MASTERTRONIC added DIMENSION
16·BIT·SOFTWARE



MOTOR BIKE *Madness*

It's all downhill in MOTORBIKE MADNESS – the fastest rider collects the cash and ends up top of the league.

The mountainside courses are shown in 3D as your trials bike negotiates the hazards that include slippery poles, pools of water and even VW Beetles!

Get past the obstacles and collect points: come off the bike and you damage it – which means precious prize money has to be spent on repairs . . .

MOTORBIKE MADNESS – the game that put trial into trials riding.

Joystick or Keyboard Option

PROGRAMMED BY BINARY DESIGN



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