

PARIS - DAKAR 90

The mechanics are busy around the machines... Pilots and Co-pilots are bent over the maps and are giving their last instructions... Engines are roaring in the over heated camp... The 12th Paris - Dakar rally is starting.

A - THE GAME

1. CHOICE OF CATEGORIES

At the beginning of the game, a screen shows a choice between three categories of vehicles which technical characteristics - shown on the screen - will influence the driving (road holding, speed, reliability, etc.):

T1: it is an all-roads standard car. This robust vehicle has not been optimized for competition. Very reliable, it is relatively slow. It is recommended to amateurs who have never taken part in a Paris - Dakar rally.

T2: improved all-road cars. These vehicles are especially equipped for races, and thus, faster, but their more sophisticated equipment makes them less resistant.

T3: prototypes: a very limited number of them is made. Ultra-fast, their inconvenience is to be very delicate.

Your purpose is of course to get to Dakar first in your category as well as in the overall placing in all categories.

2. THE STAGING POINTS

The race has six stages, departure from Tripoli in Libya, arrival in Dakar in Senegal, going through Niger, Tchad, Mali and Mauritania:

- n°1: Tripoli/Ghadames/Ghat/Sabha/Tumu
- n°2: Tumu/Dirkou/NGouri/NDjamena
- n°3: NDjamena/NGuigmi/Agadez/Tahoua/Namey
- n°4: Niamey/Gao/Tombouctou/Nema
- n°5: Nema/Tidjikja/Kayes
- n°6: Kayes/Saint-Louis/Dakar

3. TESTS

The departure follows the order of placing in your category and the time difference with the other competitors. For instance, if you are three minutes late behind the previous competitor, you will leave three minutes later at the next stage. If he has several hours advance, he will already have finished and you won't be able to follow his progress on the map. 9 competitors will fight for the first place in each category.

<<Normal>> driving tests

They concern the tests n°1 - 3 - 5 and 6

You are driving on a track and must overtake the greatest number of competitors.

<<Special>> tests

They concern the tests n°2 and n°4

The <<special>> tests are speed and direction tests in off-track driving.

You will leave alone, without taking the other competitors into account. Then in the wilds, you will have to get to two points, on your own, facing the stop-watch before the counter gets to zero.

If you don't manage to get to the end of the stage, you will be made to do repairs and you'll have a time penalty.

Placing

The order of arrival gives the exact order in overall placing in the category. At the end of each stage a board will show this placing. To get to the next stage press the enter key.

To skip the intermediary screens which correspond to the bivouac after each stage, press the <<space>> key. At the end of the last stage, the overall placing by category will be shown. By pressing the <<enter>> key, you will get the placing for all categories.

At the bottom of the last board, your time as well as a justificatory code will appear. **THESE ARE THE TWO ELEMENTS YOU MUST SEND US TO TAKE PART IN OUR GREAT COMPETITION. YOU WILL FIND THE ANSWER SHEET HERE ENCLOSED.**

B THE DASH BOARD

On the dash board of you 4 x 4 you will find, next to the steering wheel:

1. THE SPEEDOMETER (at the top)

Speed is limited according to the categories chosen. The most powerful prototypes (T3) can go as fast as 240 km/hr.

2. METER FOR THE CONDITION OF THE CAR (on the right)

It increase every time a breakdown damages your vehicle. When it is full, it is a total breakdown.

3. THE ELECTRONIC COMPASS (at the bottom)

It shows your direction in degrees;

Bottom: 0; Left: 90; Top: 180; Right: 270

4. THE MAP

The map shows you the route of the stage. It also shows your position and your nearest competitors'. In <<special>> tests, you will appear alone on one side of the map and you will have to reach the opposite side.

C ADVICE

1. DRIVING

Caution! The differences on the ground can embarrass you. If you take a turn at high speed you may skid. It's up to you to control it and take advantage in order to gain ground.

You may well decide to take a short cut off-track by finding your way around on the map. But if the route is shorter, it has several obstacles which may slow you down or break your vehicle and the time for off-track driving is counted.

Controlled Skid: the skid happens in the same conditions as a real life situation: it depends on the speed of your vehicle when it reaches the curve. To control the skidding you will have to turn the steering wheel in the opposite direction of the turning. If you fail to control your turning, your vehicle will spin off the track, or you may hit one of several obstacles which are in the desert.

2. ACCIDENTS

If you hit a competitor or an object, you may break an essential part of your car. A heavy shock or several slight ones can lead to a total breakdown. In that case the emergency team will intervene to make you reach the camp, which will cost you a time penalty.

COMMANDS

ACTION	KEYBOARD	JOYSTICK
To accelerate	arrow to the top	upwards
Turnings	Right arrow Left arrow	To the right To the left
To slow down	arrow down	downwards
To give up	ESC key	Esc key



HOW TO USE THE COLOUR CHART

When the jack-pot screen appears press any key. The jack-pot will start and show a code. Spot the colour corresponding to this code on your colour chart. Exa.ple: code C127 = green

- if you use the mouse: click on the number corresponding to the colour of the code which is on the screen. Then click on <<Enter>>.

- if you use the keyboard: place yourself using the arrows on the number corresponding to the colour of the code. Validate by pressing the enter key. Then using the arrows place yourself on <<enter>>, validate again with the <<enter>> key.

If you can't understand how to use the colour chart, click on S.O.S with the mouse, place yourself on S.O.S and validate by pressing the <<enter>> key with the keyboard. Directions for use will appear successively in French, English, German, Spanish and Italian.

TO START THE PROGRAMME

COMPATIBLE PC: switch on the computer, insert your disc (if the programme includes several discs, insert disc 1 or the LOADER disc) type LOADER then validate by pressing ENTER or RETURN key.

A menu showing different graphic cards will appear. Make your choice... Then, depending on which programme you have, you are given a choice of two menus.

- one concerning type of mouse

- the other concerning the sound: be careful, the choice <<sound with MDO Intersound>> is only possible if you have this interface.

REMARK: for those who use MDO Intersound with VGA graphic card, you must have an AT extended memory. In case of a problem contact our after sales service.