

FULL THROTTLE by M J Estcourt

Loading Instructions:

Connect cassette player as per user manual and rewind cassette on master program side.

To load press '**J**' key and, holding down red **SYMBOL SHIFT**, press '**P**' key twice. Screen should show **LOAD " "**. Press **ENTER** and start replay of tape.

FULL THROTTLE PLACES YOU ON THE SADDLE OF A 500cc Grand Prix motorcycle. You can choose to race on any of ten of the world's top racing circuits. As a newcomer, you are started at the back of the grid in a field of 40 bikes. You have the best bike in the race, but that alone will not help you!

Cornering too quickly will cause a skid. Running off the road will slow you down badly, and if you make contact with another rider your machine will be forced to a halt – that's getting off lightly – and following riders will start to stream by as you get going again. The other riders can weave side-to-side as unpredictably as you, so watch out!

You lean your machine over more as long as you keep the control pressed. Releasing it will slowly bring your machine back on straights. Pressing the opposite control will return you more quickly.

Each circuit is faithfully reproduced, and part of the key to winning is to know the circuit well enough to predict the bends – the other riders can, after all. You can practice alone on any circuit for as long as you wish.

The race itself can last up to 5 laps. The more laps you race the more time you have to catch the leaders, so increase the challenge by reducing the number of laps you are allowed as you get to know a track better. Then try a new track... watching it on TV will never be the same again!

The best position achieved is shown at the bottom of the menu-screen. Coming first is not the end of it, since you are then given your time ahead of the second-place man so that you can try to better your performance. As soon as you change tracks or number of laps the record is reset.

To start with we suggest that you try Silverstone as it is comparatively easy to learn (slow down for right-handers, take left-handers at full speed), give yourself some practice and try a short race. Then you are on your own... good luck!

Operation of Facilities

TRACK SELECTION is made by pressing **1**, using **SPACE** to choose the circuit and pressing **ENTER** to return to the menu. Simply looking at the tracks does not reset the highest-position record.

NUMBER OF LAPS is changed by repeatedly pressing **2**.

PRACTICE is started by pressing **3**.

Return to menu by pressing **R**.

START RACING by pressing **4**.

You may abort at any time by using **R**.

SELECT CONTROL (Keyboard/Prottek/Interface 2/
Kempston) by using **5**. Keyboard controls are **1-LEFT**;
0-RIGHT; **9 ACCELERATE**; bottom row-**BRAKES**.
Brakes will always override the accelerator.

Some information about the track modelled in FULL THROTTLE and lap records existing at the time of printing is given below.

DONNINGTON, UK	2.5 miles - 4.03 km
No record yet for altered circuit.	
MUGELLO, SAN MARINO	3.26 miles - 5.25 km
Takazumi Katayama (Honda)	
	2:03.69 - 94.86 mph (1982)
JARAMA, SPAIN	2.06 miles - 3.31 km
Kenny Roberts (Yamaha)	
	1:29.57 - 82.72 mph (1983)
PAUL RICARD, FRANCE	3.61 miles - 5.81 km
Freddie Spencer (Honda)	
	2:01.97 - 106.49 mph (1984)
NURBURGRING, WEST GERMANY	2.81 miles - 4.52 km
Freddie Spencer (Honda)	
	1:43.43 - 98.23 mph (1984)
MISANO, ITALY	2.17 miles - 3.49 km
Freddie Spencer (Honda)	
	1:21.34 - 95.92 mph (1984)
SILVERSTONE, UK	2.92 miles - 4.71 km
Kenny Roberts (Yamaha)	
	1:28.2 - 119.47 mph (1983)
SPA-FRANCORCHAMPS, BELGIUM	4.33 miles - 6.98 km
Kenny Roberts (Yamaha)	
	2:32.42 - 101.82 mph (1983)
RUEKA, YUGOSLAVIA	2.59 miles - 4.71 km
Freddie Spencer (Honda)	
	1:32.30 - 100.98 mph (1984)
ANDERSTORP, SWEDEN	2.50 miles - 4.03 km
Kenny Roberts (Yamaha)	
	1:37.11 - 92.77 mph (1983)

Circuit information supplied by Motorcycle News.
Loading screen by Image Systems

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has been carefully developed and manufactured to the
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instructions for loading which are included. If for any
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