

LOADING INSTRUCTIONS

Plug in a joystick, if you have one.
Amstrad CPC 664 and CPC 6128 users should connect a cassette player to the computer and type | (shifted @ key) TAPE and press the ENTER key. Place the cassette in the cassette player and rewind it if necessary. Hold down the CNTRL and ENTER keys simultaneously. Press the Play button on the cassette player, and then any key on the computer. Wait a few minutes for the game to load.

CONTROLS

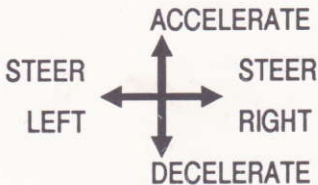
You can guide your Mustang Cobra GT around the tracks by using either a joystick or the keyboard.

KEYBOARD CONTROLS

<u>KEYBOARD</u>	<u>ACTION</u>
Q	ACCELERATE
A	DECELERATE
O	STEER LEFT
P	STEER RIGHT
M	CHANGE GEAR

Press SPACE to engage TURBO BOOST

JOYSTICK CONTROLS



Press FIRE to change gear.

Press SPACE to engage TURBO BOOST.

PLAYING THE GAME

There are 8 levels to complete in Miami Cobra GT, and each level has 4 stages. You must race your Cobra GT through mountain ranges, inner city landscapes, rolling countryside, and tree-lined avenues. To indicate when you have completed a stage, the screen changes

colour.

Your Cobra GT has 2 gears - high and low. You are allowed 8 TURBO boosts per level.

At the top of the screen is a map of the level you are presently completing, which becomes filled in as you progress through the track. Also at the top of the screen is a timer, and score indicator.

CREDITS

Programmed By: Nigel Speight

Cover Illustration: Peter Austin

© Players Software 1990

The programs and data on this cassette are copyright and may not be reproduced in part or in total by any means without the prior written permission of Players

Software. All rights reserved. No
responsibility is accepted for any errors.
Our policy is one of constant
improvement therefore we reserve the
right to modify any product without notice.