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.

N.B. Side A contains a 64K version of the game, suitable for Amstrad CPC 464, and Amstrad CPC 664; Side B contains a 128K version of the game suitable for Amstrad CPC 6128 only.

CONTROLS

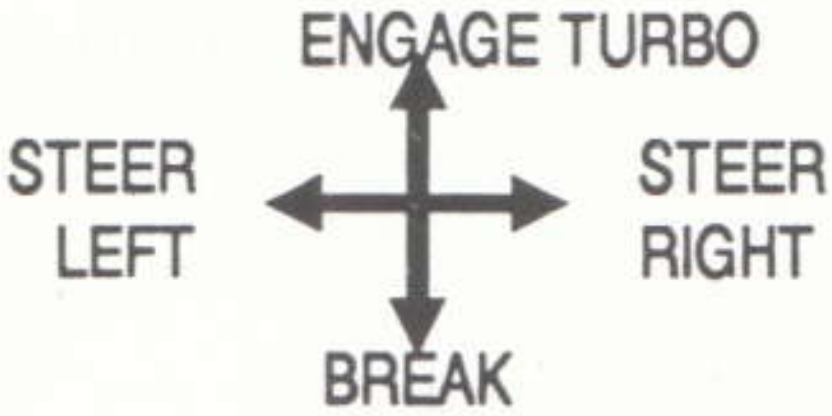
You may use either a joystick, plugged into Port 1, or the keyboard to control your kart.

KEYBOARD CONTROLS

KEYBOARD	ACTION
P	ACCELERATE
L	DECELERATE
Q	STEER LEFT
W	STEER RIGHT

Press SPACE to engage NITRO TURBO BOOST

JOYSTICK CONTROLS



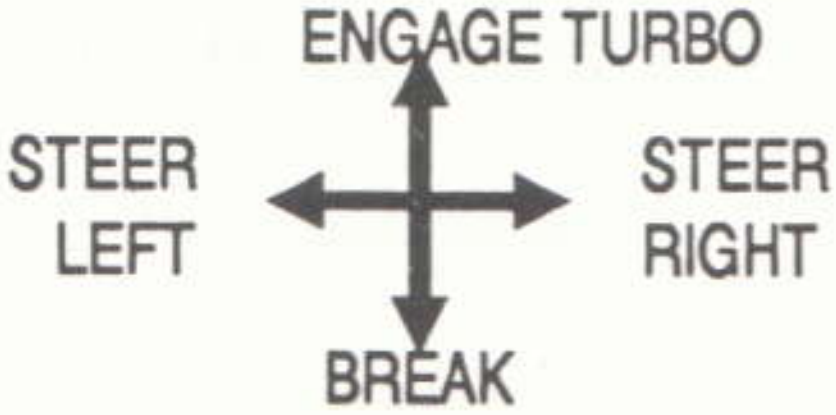
Press FIRE button to accelerate.

THE GAME

There are 4 different events in which you must compete. You must finish in first position in an event in order to progress to the next. In each event you will compete against 3 other karts. Their pole positions are dictated by their ability.

You are able to collect certain items that will help you in the next stage, if you win your present heat. These items are as follows:

JOYSTICK CONTROLS



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ITEM	ICON
EXTRA TIME	CLOCK
ENGINE REPAIR	HOOK
TYRE REPAIR	TYRE
DAMAGE REPAIR	SPANNER
EXTRA FUEL	FUEL CAN
EXTRA NITRO	BOTTLE
SPEED UP	CAR SILHOUETTE
EXTRA TRACTION	STEERING WHEEL

CREDITS

Game Design & Code:	John Foster
Sound F.X. and Music:	Sonic Graffiti
Cover Illustration:	Allsport Picture Library
Titling:	Peter Austin

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