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COMBO  
RACER



INSTRUCTION  
BOOKLET

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# COMBO RACER<sup>TM</sup> INSTRUCTIONS

## VIRUS WARNING

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Turn off your computer for at least thirty seconds before you attempt to load Combo Racer.

## COMMODORE AMIGA

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1. Plug your mouse into Port number 1, and your joystick into port number 2.
2. Switch on your TV/Monitor, and then your computer.
3. Insert disk A into the built in disk drive.
4. The game will now load automatically. Follow the on-screen prompts for changing between disk A and disk B.

## ATARI ST

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1. Plug your joystick into port number 1, and your mouse into port number 0.
2. Insert disk A into the internal disk drive.
3. Switch on your TV/Monitor, and then your computer.
4. The game will now load automatically. Follow the on-screen prompts for changing between disk A and disk B.

## COMBO RACER

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Combo Racer is an ultra fast motorbike arcade game, in which the aim is to finish ahead of the other drivers over a season of eight races. There are three levels of difficulty, and each will come into effect as you finish a season. You will begin on the easy level, and once a season is completed on easy, the next season will be on the intermediate, and the third will be very, very hard.

## QUALIFYING

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You can practice any of the eight tracks whenever you like, and before each race you will have just three qualifying laps that will determine your position on the grid. Your time is shown on the racing screen, along with the time of your best previous lap. Underneath this are the best and worst qualifying times of the other racers. Should you find that you have already qualified for pole position after just one or two laps, and don't wish to complete the third, then pressing the **ESCAPE** key will show you the grid positions of all the racers.



## ENGINE DAMAGE

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Each time you crash the bike when qualifying or in the race, you will sustain three percent engine damage. Similarly, should you scrape a tunnel wall, your engine damage will begin to increase. Once it reaches fifteen percent, the performance of your engine will be affected, and begin to deteriorate. Over thirty percent engine damage, and your chances of winning a race will be severely limited. Reach seventy five percent damage and your bike will be a write off, as will your chances of finishing the race.

## PLAYING INSTRUCTIONS

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Once the game has loaded, you will be presented with a main menu, from which all the sub menus, and the game, can be accessed.

## ONE PLAYER/TWO PLAYER

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This option toggles between the one and two player mode by moving the joystick left or right. Pressing **F1** will toggle the controls for player one between keyboard and joystick, and **F2** will toggle them for player two. If the two player option is chosen, then player one will drive the motorbike, and player two will control the movements of the pillion rider. If you choose the two player mode, then be prepared to pull off some amazing teamwork – you'll need to if you're going to finish ahead of the field. In the one player mode, the pillion rider is controlled by the computer.

## PRACTICE TRACK

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This option will allow you to practice any of the eight tracks currently held in memory. Moving the joystick left and right will take you through the various tracks, and pressing **FIRE** will place you on the track which is currently on the screen.

## OPTIONS

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It's from this menu that the first race will begin. Before racing, you need to create a Driver, which is done from this menu. Once this option is chosen, a menu will be displayed offering a choice of Load Data, Save Data, First/Next Race, Select Player and Main Menu. The first two will load and save driver and season details should you want to stop playing part way through a season. The third option will take you directly to the qualifying heats of the next race in the season.

In order to begin racing, choose the 'Select Player' option, and the top 'ANON' will become highlighted. Hit the **FIRE** button, delete the letters and enter your own name and press the **RETURN** key. From here just choose the 'First Race' option, and you'll be straight into the qualifying sessions. The final option will return you to the main menu.

## FIRST/NEXT RACE

This is the same as the options menu, so just highlight this option and hit **FIRE** to get to the next race of the season from the main menu. We recommend a couple of practice laps on the circuit before the race, however.

## VIEW POINTS

Obvious really, this one. Check out your teams progress towards the top of the points table.

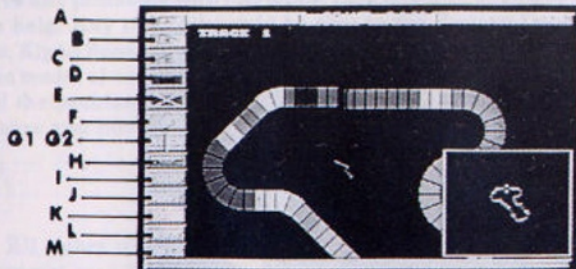
## LAPS

The number of laps can be increased in steps of five, up to a maximum of 25 laps. Move the joystick left and right to alter the number of laps, and press **FIRE** to fix the required number.

## TRACK EDITOR

Designing tracks is brilliant fun, and on the data disk, you'll find a set of eight that we, in the immortal words of John Noakes, prepared earlier. It's more fun doing your own though. Once the track editor has loaded, **F1** will toggle between mouse and joystick control.

You will first be given the option to 'Upload all Tracks'. If you wish to alter the tracks currently held in memory, then choose 'NO'. If, however, you want to load up a new set of tracks from a data disk, then choose 'YES'. If it's your first time using the editor, then choose 'NO'.





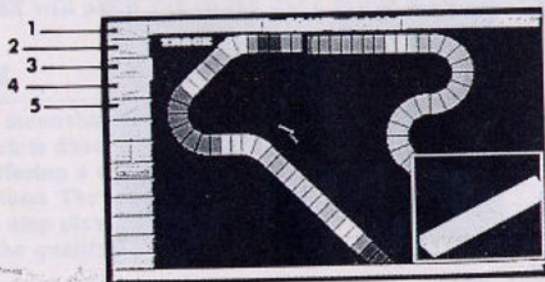
Of course, the best way to learn how to use the Editor is to experiment with it, and so long as you don't save anything to disk, you won't be doing any damage, so bash away if you want to experiment. Here's a quick guide to using the track editor though, for the more methodical amongst you.

First off, click the left mouse button on the 'Clear Current Track' option. A prompt will confirm this option, so just click on 'YES' to begin track building. Next, move the pointer over the option 'A', to add a straight piece of track. Click on this option about twenty times, and you will see the track begin to develop. The smaller screen is used mainly to help to make sure that the track actually ends at the same place it begins, and to give you an idea of how your track is developing.

Once you have done this, move the pointer to option 'B', to add a right hand curve to the track. Add a semi-circle, so that the track doubles back on itself. Next add about five straights, followed by a left hand curve, created with option 'C'. Add another five straights, followed by a right hand quarter circle, six straights, a quarter circle turn to the left, and a semi-circle and a couple of straights to join up with the original starting line. You have now created a circuit, albeit a pretty boring one.

Next, click on the tunnel option, and move the pointer to any section of track, and click over the section that you want to become a tunnel. It will become mottled, to indicate that a section of tunnel is present.

Of course, whizzing round a track that's as flat as Holland isn't exactly the most fantastic of activities, so you'll want to add some hills and stuff. Click on option 'F', the one that looks like a cheese wedge, and you'll see all the options above it change to different triangles.



The top one, 1, will mark a steep downhill section, 2 is not so steep downhill, 3 is flat, 4 is uphill, and 5 is steep uphill. Clicking on any of these will highlight the option, and then moving the pointer over a section of the track will make that into a hill. You start at the start of your circuit, and work your way round to the end. Starting about half way through will mean that any track before the first hill will remain flat. The small window will now be an exaggerated representation of the hilly sections, and will give you some idea of the hills in your track. The track will also change colour on the hilly sections, which will also allow you to see how your track is developing.

To add a hill, click the pointer on the type of hill you want, and then click it on the section of track you want it to appear on. All the track from that point will be coloured to indicate the height. You can make the hill steeper and longer by adding another hill to the next section and so on, up to three 'hills' high. To come down to base level again, it's simply a case of clicking on the downward hills, and clicking over the section that you want to start going down the hill on. Simple as that. Now that you've got your track, you'll want to add scenery. Choose the option that looks a little bit like a landscape 'H', and you will be presented with a menu offering the eight different types of scenery. Simply click on the scenery of your choice, and it's done.

**PLEASE NOTE:** Hills and tunnels cannot occupy the same section of track.

Once you have completed your track, click on the save option, which will then give you the choice of saving to Ram or Disk. If you are saving to disk, first name the track with option 'L' from the menu. A data disk can be any formatted disk. After saving, go to quit, and then you will be back at the main menu, and by choosing 'Practice', you'll be able to try out your new track.

## **PROBLEMS**

If you have any problems with this game, then Gremlin Graphics will be more than happy to help. Any returns should be sent to the Testing Department, Gremlin Graphics, Alpha House, 10 Carver Street, Sheffield S1 4FS. Always include information giving the model of computer you were using, what peripherals were connected, and nature of the problem. Alternatively, you can telephone Gremlin on 0742 753423, making sure you have the above information to hand.

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