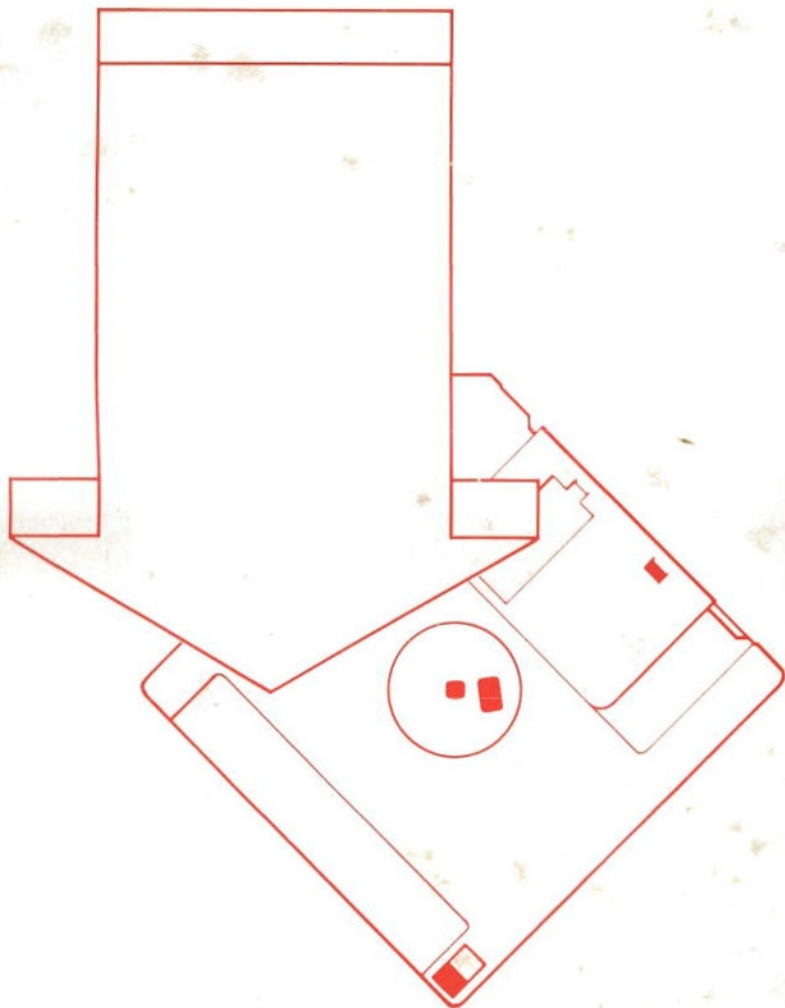


MAJOR MOTION



COPY PROTECTION

MAJOR MOTION

© MICRODEAL 1986

Produced under license from Michtron Inc. Michigan U.S.A.

About the Authors: Philip MacKenzie and Jeffrey Sorensen are college students, MacKenzie at the University of Michigan, Sorensen at RPI. They thank Jeff Hoffman for the jet and for the music played when a player earns an extra car. They also thank "the guys on 6th floor Fisher" for moral support and playtesting.

COPY PROTECTION

This Disk is copy protected.
Attempting to make a backup or copy any
of the files on the disk will render
the disk unusable.

Table of Contents

Loading <i>Major Motion</i>	3
Introduction	4
Background briefing	5
Your mission	5
Training session - the display	6
Controlling your car	7
Using your weapons	7
Scoring	8
Mission hints	8

Loading Major Motion

Load *Major Motion* by turning on your computer and inserting your working copy of *Major Motion* into a disk drive. Click on the MAJOR.PRГ icon and you'll see the opening screen, then a demonstration. Press the left mouse key to stop the demonstration and begin play.

Introduction

Rolling along in the illuminated interior of a thundering truck, you examine your new car. It's a sleek, sporty car, the latest model from The Firm. However, the crisp styling is just a cover - it's a disguise for something much more deadly.

Just as you have put on your leather driving jacket, you hear the signal from the cab of the truck. You raise the car door and slide smoothly into the seat. It seems to mold itself around you, a high-tech blend of comfort and support.

You start the car and the dashboard comes alive, softly glowing. It's more like a jet cockpit than a car - in one corner is the weapons read-out. Only the machine guns read "Functional", but The Firm has promised more weapons in the future.

The ramp from the back of the truck lowers and you slowly descend to the road. A light step on the accelerator sends power surging through the car. Your body feels that power as you are forced deep into the seat.

The road blows by in a whirlwind of vibrant, pulsating color. Is the car as maneuverable as it is powerful? You easily swerve to the left and right. Strange - the car seems to sense what you want to do before you do it. You think, "No, that's impossible!" Or is it?

Before you have a chance to consider this, you spot the evil enemy up ahead. You push the accelerator to the floor...

... and the battle begins.

Background briefing

A group calling itself "The Draconian League" has taken over the highways on the western frontier. Lawlessness and hysteria suddenly pervade the region.

Apparently the League slowly built up a fleet of powerful, deadly cars. But only when they began terrorizing the highways a few days ago did we realize the extent of the danger. We still don't know how many cars they have.

Your mission

Your mission is to rid the frontier of this enemy of freedom, to make the roads safe for civilian cars once more. Your car is fast, powerful and ready to accept weapons systems that will be delivered to you as soon as they are ready. Your code name on this mission will be **Major Motion**.

No scouts from the area have survived long enough to file complete reports, so we have only a little information:

1. Some cars have spikes on their wheels that slash any tires that come into contact with them.
2. Some cars are armored against machine guns.
3. The enemy has an attack helicopter at its disposal.
4. A very fast car fires machine guns from its sides.
5. The League has stolen an early prototype of the car you will be driving. It's called "Evil Twin."

A weapons truck will drop you off on the frontier. We can supply you only with machine guns at the start, but if you can survive, the truck will return periodically to bring you new weapons systems.

Training session - the display

Your electronic car key is disguised as a 3-1/2 inch computer disk. Load the disk marked with your code name into your computer disk drive and click on MAJOR.PRQ.

You'll see an opening display with a title screen, a list of the scores run up by other agents and some film of action on the road you'll be driving.

At the left is the weapons display. Available weapons are shown in white, those not ready yet in blue. To the left of each weapon is displayed the key you must press to fire it. At the right is the number of times you may fire it before the weapons truck returns with more ammunition. As you fire any weapon, its symbol flashes.

Below the weapons table is the weapons truck symbol. This symbol turns white when the truck is ready for you. If it's nearby but hasn't seen you yet, the symbol flashes.

Your current score is displayed below the truck symbol.

Next is the number of cars The Firm will give you before they turn the mission over to another agent.

At the bottom left are special functions.

F1 - Press twice to abort the mission.

F2 - Press once to pause, again to continue.

F3 - Press once to stop the music, again to restart it.

F4 - Press once to pause and reassign weapons keys. Each weapon symbol will turn white in turn, and you may assign any key by pressing it. When all weapons are assigned, the mission will resume.

Control C - returns you to TOS.

Controlling your car

Yours will be the white or yellow car dropped from the weapons van at the start of the mission. The mouse controls your car; some weapons use keys on the numeric keypad.

To accelerate - move the mouse forward.

To brake - move the mouse backward.

To swerve left or right - move the mouse left or right.

To use the turbo burst - press the right mouse button. (You'll have to get along without turbo boost at first, but you'll get it if you survive long enough.)

To call the weapons truck - press the *asterisk* key.

Using your weapons

At the beginning, you'll only have the machine gun, which fires straight ahead when you press the left mouse button.

Missile - can shoot down the helicopter. Fire by pressing the *Enter* key. Maneuver the missile by moving the car as you want the missile to move.

Turbo boost - can get you out of trouble with a burst of speed. Press the right mouse button to use it.

Repulsor - can push away all nearby cars. Fire by pressing the *left parenthesis* key.

Oil slick - can cause trailing cars to skid off the road. Fire by pressing the *right parenthesis* key.

Smoke screen - can blind trailing drivers, causing them to run off the road. Fire by pressing the *slash* key.

Scoring

The Firm will reward you with between 200 and 400 points for each Draconian League car you destroy with your weapons or with between 400 and 800 points for each one you eliminate by knocking it off the road.

If you down the helicopter (you'll need the missile weapon to attack it), The Firm will give you 2,000 points.

You'll get extra points if you drive faster and cover more of the threatened territory.

If you score 10,000 points, The Firm will entrust you with extra car.

Mission hints

All Draconian cars are blue and black. If you destroy too many civilian cars, a patrolling jet will decide you've deserted to the Draconians and shoot a missile at you, so be careful of non-combatants.

All cars you encounter, including your own, are amphibious. Some lay mines when they are in the water.

It's handy to have a repulsor ready to fire as you leave the water and return to the road.

Don't drive behind the helicopter.

Try to hide from "Evil Twin" in the weapons truck or on a split road.

A moderate speed is best when you're trying to bump cars off the road.

When you first get a new weapon, try it to see what it does.