

No Second Prize



## CREDITS

Idea: Erik Simon

Graphics: Thorsten Mutschal

Amiga Sound: Matthias Steinwachs

Atari ST Sound: Gunnar Gaubatz

Atari ST Programming: Christian Jungen

Amiga Programming: Christian Jungen

Instructions: Harald Uenzelmann

English Translation by Newspeak (UK) Limited

Test Riders: Thorsten Mutschal, Erwin Kloibhofer, Erik  
Simon

Project Manager: Erik Simon

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Thalion Software GmbH, Koenigstrasse 16, 4830 Guetersloh,  
Germany

## NO SECOND PRIZE

There it is ... Has a more beautiful racing motorcycle ever seen the light of day? When this machine was built, only one rule applied: Only the best would be good enough.

And that's exactly how it turned out. The fairing sweeps elegantly around the engine and the forks. And that stylish line continues smoothly to the saddle. What motorcycle fan would not love to sit just once on a dream machine like this one and do a few fast laps around a famous racing circuit?

Unfortunately, however, you'll never be able to buy this particular machine. It just isn't for sale. Only two were ever made ... and the second one was lost. So this is the only surviving example.

The owner? Oh, he wants to remain anonymous. But he's donating the machine as the prize for a unique two-part racing season. Only the best riders of all can qualify. Six young men and women, all full of ambition

and enthusiasm, all masters of their own racing motorcycles which they designed and built themselves. Every one of them has had the same objective ever since this unique technical wonder of motorcycling history reappeared.

The season covers 26 races, divided into two sections. The first section covers five laps in five races on selected race tracks. The second section then covers ten laps on all 20 championship circuits.

They have invested an infinite amount of patience, effort and hard work in their training as racing motorcycle riders. Lots of money, energy and sweat also went in, and the moment they have been preparing for has now arrived. The final season is starting. And by the end of this season we will know who will be the new owner of this unique motorcycle.

There is no second prize for the runner-up and no-one will so much as spare a thought for the other riders.

The six young people competing for the prize come from six different countries and have all had to endure

a long process of selection: Fabrizio Adiorno, the son of the famous Italian industrialist; Michelle Dubois, the well-known fashion designer from Paris; Rainer Kelpin, a relatively unknown German engineer who owns a superb collection of historic motorcycles; George Stanford, the property tycoon from Wales; Ray Turner who made an international name for himself with his hot rap music and Miyuki Yamamoto, the petite head of the electronics company bearing the same name and famous throughout the world. In 26 races they will do everything they can to reach their ultimate goal ...

Everything gets under way tomorrow when the first race begins. All the final checks on the motorcycles are complete. The medical team have cleared the two lady riders and the four men for the season. The final briefing is over. What is on their minds now? How will they spend the last few hours before the start? Who will survive the long season of 20 races? And ...

**Who will win the only prize?**

## VIRUS WARNING

We guarantee that the original NO SECOND PRIZE diskette as supplied is free from any virus. To prevent the program being destroyed by the effects of a virus you should always switch off the computer and all its ancillary equipment (any second disc drive, monitor etc.) for at least 30 seconds before loading the program each time you use it. Only in this way can you be sure that no virus has survived in the computer's memory. Thalion Software GmbH cannot accept any claims under the warranty if the program or its data has been destroyed or affected in whole or in part by a virus program or the use of a virus protector or similar tool.

## LOADING INSTRUCTIONS

To run the NO SECOND PRIZE program you need a Commodore Amiga 500, 500 Plus, 600, 1200, 2000 or Atari ST, STE, MEGA ST, MEGA STE or TT computer with at least one megabyte of RAM. You also need a blank diskette for saving your intermediate results. The program cannot be installed onto a hard disc. The original diskette is copy-protected. For this reason you also cannot make a working copy. Please note the virus warning on the first page of the manual.

Switch off your computer and any peripherals. Place the program diskette in the internal drive of the computer (on an Amiga: Drive DF0. On an Atari ST: Drive A). Then switch on the monitor and computer again.

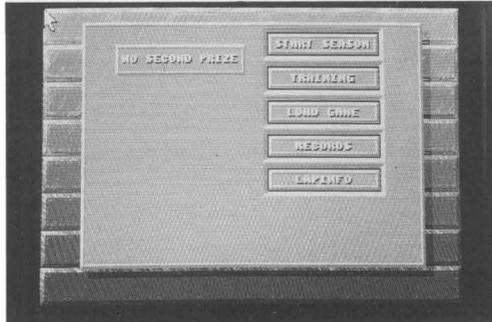
The program will load and run automatically.

## INTRO

The first stage of the program will have been loaded when the Intro appears on the screen. You can exit from the Intro by pressing the space bar or the left mouse button.

## START MENU

After the Intro you move to the first menu, the START MENU.

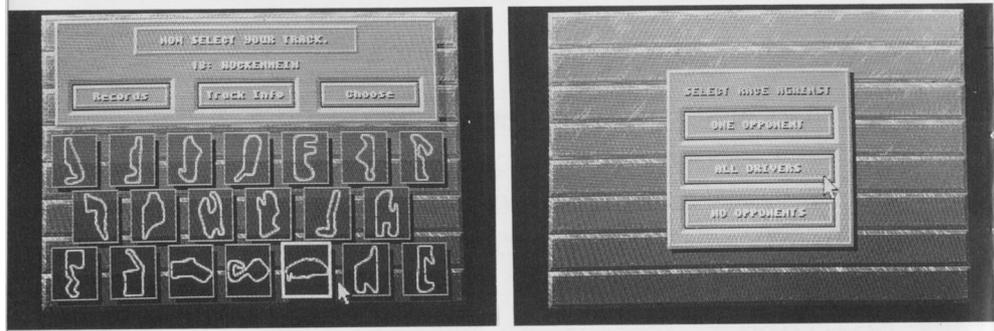


## START SEASON:

You start a new season in which you are trying to win the Championship. In addition to the five professionals you will also meet a whole range of talented young riders who want to improve their skills during the season.

## PRACTICE:

Before you throw yourself into the risky business of motorcycle racing you should familiarise yourself with the various tracks. If you select Practice you must initially decide which of the characters you wish to use. Then you select the racing circuit you wish to use for your practice laps. And to make the racing scene even more realistic you can invite one or all of your competitors to take part in your practice sessions. But naturally you can also practice on the race track by yourself.



## LAP INFO:

Obviously you will also find that general details of the 20 race tracks are important and this information is available with this option. Simply click on the race track you require.

Then adjust the sensitivity of the mouse before you start the practice session.

## LOAD GAME:

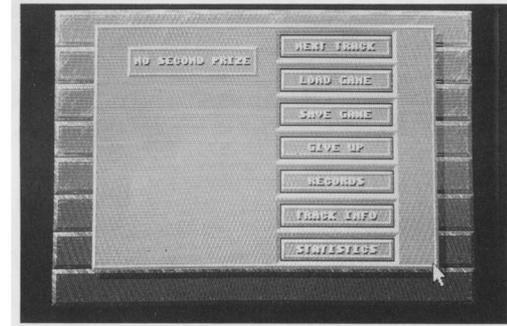
This option is used to load the last season at exactly the same point as you saved it at the end of your last session. Please note that you can save the interim situation either on the NO SECOND PRIZE diskette or on a separate data diskette.

## RECORDS:

Check out the highest values gained on all the race tracks you are going to use to demonstrate your skills.

## MAIN MENU

If you select START SEASON you move to the main menu.



## NEXT TRACK:

This starts the next race in the current season if you have loaded a previously saved situation, or the first race of a new season.

#### LOAD GAME:

Have you had some bad luck? If you have already saved an interim situation, you can scrub the last race – and back the clock a little.

#### SAVE GAME:

During a single season you can save an interim situation up to eight times. The last situation saved can then be reloaded into the start or main menu at any time with the LOAD GAME command. The interim situation can be saved onto the original NO SECOND PRIZE diskette or onto a blank formatted diskette. We strongly recommend that you use a separate data diskette, to protect the original diskette against possible damage.

#### GIVE UP:

If the season did not go at all well for you, it often helps just to give up voluntarily and start afresh in the next season.

#### RECORDS:

Examine the results achieved on various race tracks to see how well you have to do.

#### TRACK:

This gives you details about the levels of difficulty you will encounter on the various racing circuits.

#### STATISTICS:

A list shows the points already achieved by the six professional riders on the tracks during the current season. For each race a picture of the rider shows his position and the points he won. The total is shown on the bottom line. The points gained by the leader in the championship are shown in white, all other points appear in red. The icons [UP] and [DOWN] scroll the table up or down so that you can examine the results from all the races.

## SELECT RIDER

During practice and at the beginning of a season you can select one of the six riders for you to race against. Each rider brings along his or her own motorcycle and performance data. Click on the picture of the rider you wish to select.



ACC:

This shows the acceleration which the rider can use at the starting point.

SPEED:

This is the maximum speed of the combination of "man-and-machine".

BENDS:

It is generally the number and type of bends which decide the winner of a race, since only riders who have enough courage to race through bends at an extremely low angle will have sufficient speed for the subsequent straight section of the circuit.

HP BODY:

These are the hitpoints of the body – the strength and resistance of the rider. How much can he take?

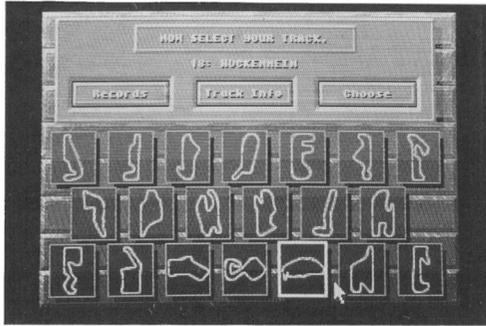
HP MACH:

These are the hitpoints of the motorcycle. How much vibration or shock can this machine take? And how well will the engine survive if you wind it up too far?

With the [OK] option you can confirm the rider you want to use for practice or in the new season.

When you have selected your rider for a racing season you will be prompted to give him a nickname.

## SELECT TRACK

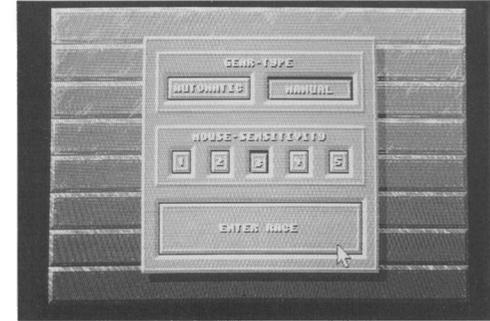


You can choose one of the 20 race tracks for practicing. Click on the track you require, read the information provided and check the previous records. If you wish, you can then confirm your choice with CHOOSE.

## AUTOMATIC GEARBOX / MOUSE SENSITIVITY

To enable you to familiarise yourself with the controls and the response of the motorcycle itself this menu gives you the option to choose between an automatic gearbox and a 6-speed manual gearbox. But remember that the automatic gearbox always changes gear at a point which is safe for the engine and that

you can therefore use higher engine revs with the manual gearbox.



The motorcycle is steered and controlled with the mouse. The standard mouse sensitivity setting is 3. If you do not feel comfortable with this setting you can lower the sensitivity by reducing this value or raise the sensitivity by increasing it.

## POINTS SYSTEM

NO SECOND PRIZE is not a championship simulator but a motorcycle racing simulator. For this reason we have developed a meaningful points system:

Winning the race scores 3 points, coming second scores 2 points, third 1 point, fourth and fifth no points at all, and coming sixth actually actually scores a minus point, which is deducted from the rider's existing score. Only the six professional riders are awarded points. The young amateurs racing with them don't get any points at all.

## CONTROL

The motorcycle is controlled with the mouse and certain keys on the keyboard.

### STEERING:

Slide the mouse to the left or right to steer the motorcycle in the same direction.

### ACCELERATE:

Press the right mouse button to accelerate.

### BRAKING:

Press the left mouse button to apply the brakes.

### CHANGING UP:

Pressing the left hand SHIFT key changes up one of the six gears.

### CHANGING DOWN:

Using the ALTERNATE key (on the left on the Amiga) changes down a gear.

## INSTRUMENTS / INDICATORS



The top line on the monitor screen shows a number of general details:

POS

This is your current position in the race. As amateur riders are not taken into consideration, number 6 is the last place.

LAP

This shows the lap you are currently on.

TIME

This is the elapsed time since the start of the race.

LAP TIME

This is the time you have taken so far for the current lap.

To the left below this is a facility which is intended to assist you. It shows the features of the race track and the positions of the six professional riders in different colours. Your position in the race is also shown at the right below the header line.

The instrument panel has a digital display showing your speed and the gear you are currently using. But more important than the tachometer is the large speedometer and the warning lamp marked with the

exclamation mark which lights up if you have pushed your engine too far and damage has occurred. To the right there are two bar graph indicators which show the level of exhaustion of the rider and any damage to the machine.

The longer the red bars get, the closer you are to a failure occurring. When the level reaches 80% the appropriate indicator starts to flash.

## REPLAY

The four replay cameras run throughout the entire race. You can therefore replay any particularly interesting or exciting situations, to examine them at your leisure and from different perspectives. The camera number and the replay mode are displayed at the top edge of the screen. Camera 1, showing the view from the cockpit, naturally shows the instruments. So that you know what is happening with the motorcycle when you are using cameras 3 and 4 their displays show at the bottom edge of the screen details of the engine speed (RPM), forward motion (SPEED) and the gear in use. The race is interrupted if you

replay one of the four recordings. It continues when you exit from the replay function.

**Key 1**

Replay camera showing the perspective of the rider (the player)

**Key 2**

Replay camera closely following the player

**Key 3**

Replay camera from a greater distance behind the player

**Key 4**

Helicopter camera following the leader of the race

**LEFT cursor key**

Rewind the recording on the selected camera

**DOWN cursor key**

Replay the recording on the selected camera

**RIGHT cursor key**

Fast forward the recording on the selected camera

**UP cursor key**

Stop

**Space bar**

Return to the race

## KEYBOARD ASSIGNMENT

In addition to the keys used for controlling the motorcycle and the replay cameras the following general features are also available:

**P key**

Interrupts the race (Pause). Press again to continue the race.

**Q key**

Puts the motorcycle back on the track when you have gone off the course.

**F10 key**

Displays the names of the other five professional riders. Press this key again to remove the names. This feature enables you to become familiar with the names of your five opponents

**ESC key**

If you don't have a hope any more, you can abandon the race by hitting the ESC key. If you confirm with the Y key (Yes), the game continues in slow motion without you, to determine who the winner is. You will be awarded sixth place. If you find the slow motion action takes too long, simply press the [ESC] key again. This stops the slow motion display and the order in which the riders finish the race is decided by the computer.