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Software c 1988, 1989 Michael Powell.
Package Design c 1988, 1989 Electronic Arts.
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AMIGA POWERDROME ENGLISH

TO START POWERDROME

If you have a 1/2 megabyte machine, unplug any peripherals that use up memory, such as additional disk drives. If you are going to use a joystick plug it into port 2. If you are going to use the Datalink function (see the manual for details) then connect up both machines before turning either of them on, otherwise you may damage the computers.

Switch on your AMIGA and insert the Powerdrome disk into the internal drive at the Workbench prompt. Double click on the Powerdrome disk icon and then double click on the PD icon. After about 15 seconds the title screen will be displayed and Powerdrome will continue loading. Once Powerdrome has finished loading, the title screen will fade out and you will be taken to the race control panel. After entering your name into the Powerdrome log you are free to race or practise.

Note: You must leave your disk in the drive while playing Powerdrome as the program will need to load data during the course of play.

CONTROL

Although you can select either mouse or joystick to control your Typhoon, you still always use the mouse to make the various selections such as Race at Track. To make a selection, simply move the crosshair over the "button" you want and press the left mouse button.

FLYING TIPS

Piloting the Typhoon can seem to be almost impossible to a beginner, but if you follow a few simple guidelines you should be reasonably proficient within half an hour and breaking lap records within an hour or so.

* Use the centring field. At strength 9 the Typhoon will almost pilot itself around the tracks and if you also hold down the right shift key, to point down the track, the Typhoon will fly around any track without you doing a thing! As you get better, reduce the centring field strength, which will allow you to fly faster and soon you will be able to fly around the tracks unaided.

* Use the mouse for control. Although many people prefer joystick control, the mouse gives a far better response time and is THE control if you want to achieve spectacular lap times on the later tracks.

* Don't use the afterburners. These add around 30% extra speed and will easily blow up the engines! So stay well clear of them until you are very proficient. Also use the default Economy Spec' fuel as the two other fuels make you go much faster.

* Don't fly too fast! Most beginners put their "foot to the floor" losing control and crashing immediately.

* Aim at the centre of the track in the distance. Most beginners hug a wall and therefore find themselves often hitting it. Sticking a marker of some sort in the middle of the screen can be a good aid to keeping to the centre.

* If you find yourself "stuck" in a wall or the floor then press the A key and you will be repositioned in the middle of the track.

* Practise on the oval test track. The other tracks are far harder to fly round and should be left until you can consistently lap the test track at around 16 seconds.

* Some beginners find themselves constantly either pitching up towards the ceiling or down at the floor. You can reduce the pitch sensitivity with the roll/pitch bias slider in the Tune-up Typhoon screen. Just move the slider all the way to the left and you should now be able to control the Typhoon.

* The nosecone and wings can take around 20 hits before they are damaged. Each time you see a blue flash when colliding with a wall or the floor you are registering a hit, effectively scraping the Typhoon along the wall. This will knock out the nose or wing very quickly so again press the A key to reposition yourself in the middle of the track.

* Scraping the force ceiling, causing a white flash, does no damage to your craft and therefore is preferable to scraping the walls. So fly high where the track is wider and there is less risk.

* Just because the Typhoon is banked over doesn't mean that it will turn a tight corner, in fact you can fly banked over at 90 degrees and fly in a straight line if you try. You will have to bank over and pull back to make fast tight corners.

* For really fast pitstops, fly down the pit lane at full speed and kill the engines by pressing E before you reach your robopit.

* The less fuel you have, the faster the Typhoon will go.

* The fastest recorded lap time on Track 0 is 11.86 seconds, which was achieved by blowing up the engines just after crossing the lap marker! Can you do better?

DATALINK

As the Amiga version of Powerdorme is copy-protected, both players will need original copies of the game in order to play this mode.
If an Amiga is to be linked to an Atari ST for play, the track nr. 6, Estorica, cannot be selected by the ST owner as this track was not available in this versio

RACE CONTROLS

Mouse:

Move the mouse left or right to roll your Typhoon in the corresponding direction.
Push the mouse forwards to pitch down (i.e. dive).
Pull the mouse back to pitch up (i.e. climb).
Pressing the right mouse button will open up the throttle, accelerating your Typhoon.
Pressing the left mouse button will open up the speed brakes and close the throttle, thus slowing you down.
Pressing both buttons will activate the afterburners.

If you find the mouse control overly sensitive, you can alter various parameters from the tune-up screen to tailor the response to your tastes (see the manual for details).

Joystick:

The joystick is used only to control your Typhoon and you must still use the mouse to make the various selections within the game. So keep the mouse plugged into port 1 while playing the game.

Move the joystick left or right to roll the Typhoon in that direction.
Push the joystick forwards to pitch down (i.e. dive).
Pull the joystick back to pitch up (i.e. climb).
Press the fire button and push the joystick forwards to accelerate.
Press the fire button and pull the joystick back to open up the speed brakes and close the throttle.
If you are at maximum speed, press the fire button with the joystick forwards to cut the afterburners in.
Centring the joystick will hold the amount of roll/pitch until you cancel it by rolling/pitching in the opposite direction.

KEYBOARD COMMANDS:

E	Engine on/off
W	Wall proximity audible warning on/off
Left Shift	Afterburners (only ignite if accelerating)
Right Shift	Point down the track (only with centring field on)
T	Display lap times
P	Race/Qualifying Positions
L	Calculate lead time in a race
Shift Q	Quit Race/Qualifying session/Practice session
B	Call up rescue craft
TAB	Toggle sound effects on/off
S	Pause/Resume play
Z	Turn off centring field
X	Reduce centring field strength
C	Increase centring field strength
V	Toggle full view/cockpit view
A	Reposition in centre of track
R	Overhead race positions on/off (not in practice)
Spacebar	Quit Demo

Robopit Controls:

8	Replace nosecone
4	Replace left Wing
6	Replace right Wing
1	Replace left engine
3	Replace right engine
*	Toggle Status Screen on/off
O	Tune-up screen from pits
T	Display lap times
P	Race/Qualifying Positions (not in practice)
Spacebar	Exit from Robopits

DIFFERENCES BETWEEN THE AMIGA VERSION AND THE MANUAL

There are now 5 different sizes of aerofoil and not 3 as it says under Aerofoil sensitivity on page 9.

There are four new functions:
Press V to get a full front view. Press V again to revert to the normal cockpit view.

Press A to briefly activate the suspensor field and reposition your Typhoon in the centre of the track. There will be a short delay before the field turns off and you can set off again.

Press R to bring the overhead positions up on the Data Terminal. The dots on the track diagram show where the other racers are on the track. They are colour coded as follows:

Racer 1 is white
Racer 2 is red
Racer 3 is grey
Racer 4 is green
Racer 5 is orange

While the overhead race positions are being displayed, all other messages are suspended until you turn this mode off by pressing R again.

The Pitch Lock function, mentioned on page 15, is not included in the Amiga version but is replaced by the centring field. We have introduced this new function in response to our customers who felt that Powerdrome was difficult for beginners to get into.

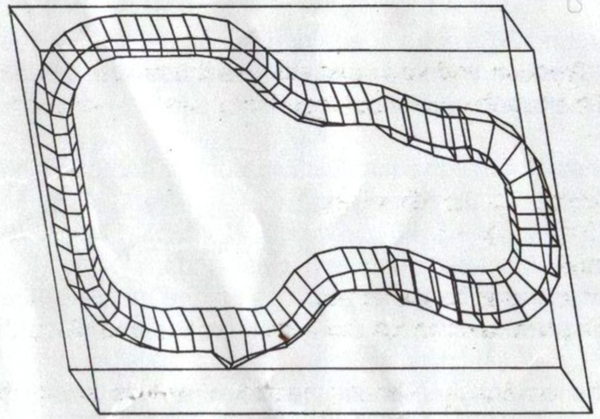
When you are out on a track, you can turn on and adjust the strength of a magnetic field which will push your craft towards the centre of the track.
Press C to increase the strength of the field from 1 the weakest field strength to 9 the strongest. The more powerful the field, the easier it is to fly but the maximum speed of your craft will be less.

Press X to decrease the field strength and turn it off.
Press Z to immediately turn off the centring field. This is required if you want to enter the pits as the centring field will force you away from the pit lane.

While the centring field is on (at any strength) you can flatten out the Typhoon and point its nose directly down the track by pressing the right shift key. Using this feature slows down the Typhoon considerably but it will literally fly itself around any of the tracks.

When using the Datalink mode, please note that the green player cannot select the tune-up screen, or practice independently from his race control panel. The Datalink mode is broken after each race or practice. The pause key (S) does not work in Datalink mode.

There is a new track of intermediate difficulty:



Track Number 6: ESTORICA
Location: Vanderbilt
Atmosphere: Oxygen
Length: 1.95 Km