POWERDROME

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POWERDROME CHAMPIONSHIP XXIV

Powerdrome Championship XXIV. You and four of the meanest, most determined pilots outraced *everybody* in the galaxy for the right to be here. What's at stake? Just the crown jewel of the racing industry, the Cyberneufe trophy.

It took you all season to master the art of tuning up of your quad boosted Typhoon racer. You've raced all six tortuous, twisted tracks over and over. You know every bank and turn, every dip and rise. You've adapted to the different gravities, atmospheres, and climates on the different planets. Six final races, and one racer — *the* galaxy's best racer — walks away with the Cyberneufe trophy.

> Throughout this manual you're instructed to press certain keys (i.e. Quit, Engine on/off, Afterburners, Pitch Lock, etc.). See the Command Summary card for the exact key you must press to execute a command.

RACE CONTROL PANEL

Once Powerdrome loads, you see the title screen. After a few seconds, you move on to the Race Control panel. Enter your name in the Powerdrome log (up to nine characters) and press **Return**. You're assigned to the red turbo rapide Typhoon, number 1. Here are the things you'll see on the Typhoon's Race Control panel:
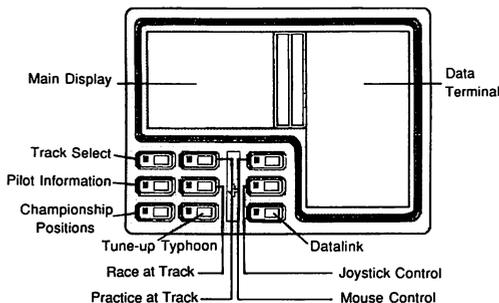
Track Select. Click on this repeatedly to cycle through the six available tracks. You see an overhead view of the track on the main display and useful track information on the data terminal.

The only time this button won't let you select a track to race on is after you've selected the Championship Positions button. See *Championship Race* on page 5 for complete details.
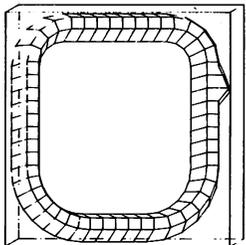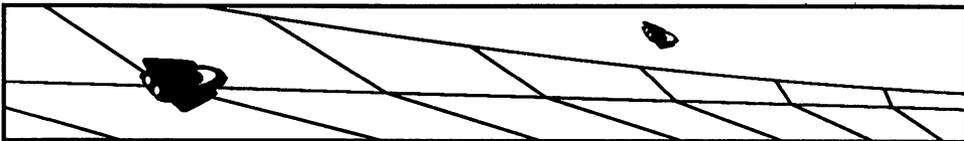
Track Number 0: TEST OVAL — Location: Terra
Atmosphere: Oxygen — Length: 1.95 km
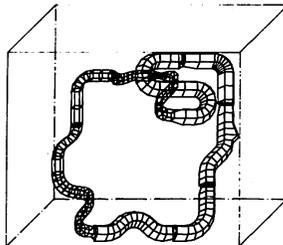
Track Number 1: ANTARCORP — Location: Terra
Atmosphere: Oxygen — Length: 2.67 km
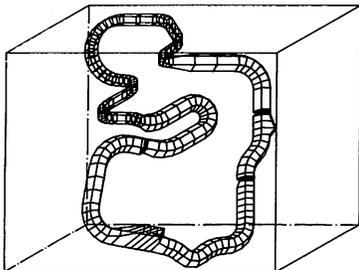
Track Number 2: CLOROTEK — Location: Greenhouse
Atmosphere: Methane — Length: 3.07 km
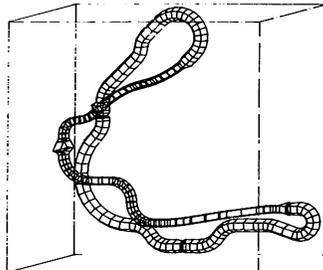
Track Number 3: OTYAKA — Location: Sunrise
Atmosphere: Ammonia — Length: 3.52 km
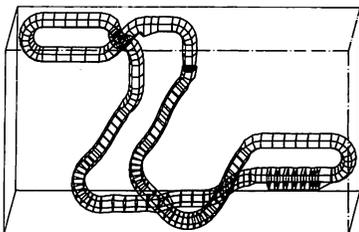
Track Number 4: BANZAI — Location: Brisbania
Atmosphere: Oxygen — Length: 3.66 km
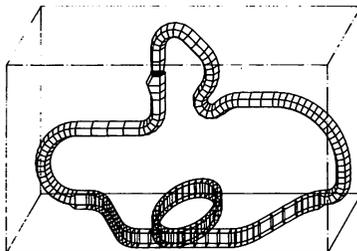
Track Number 5: APOCALYT — Location: Vaagner
Atmosphere: Sulphur — Length: 3.46 km

Pilot Information. This lets you see a picture of each competing Typhoon, starting with your Turbo-Rapide. Click this button repeatedly to cycle through all the pilots; the data terminal shows the statistics on each pilot.

Championship Positions. *Don't click this button until you're ready for the Championship race.* When you press this button, your name is entered for the Powerdrome XXIV championship. See *Practice, Regulation Race, and Championship Race* for complete details.

Practice at Track. Practice at Track lets you take practice laps on any of the six tracks. See *Practice, Regulation Race, and Championship Race* for complete details.

Race at Track. Race at Track takes you into a Regulation race or the Championship race. See *Practice, Regulation Race, and Championship Race* for complete details.
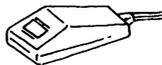
Mouse Control. Click on this if you want to use a mouse to control your Typhoon. If you select this option, the red light on this button turns on. In this manual, the controlling device you choose is referred to as the "yoke."

Joystick Control. Click on this if you want to use a joystick to control your Typhoon. If you select this option, the red light on this button turns on. In this manual, the controlling device you choose is referred to as the "yoke."
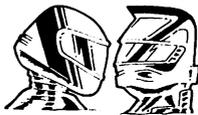
Datalink. Choose this to race against a friend. See the *Two Player Game* section for a complete description of how to set up for two players.

Tune up Typhoon. This is the key to winning races in Powerdrome. You get all the controls to modify your racer. When you press this button, the Tune up screen replaces the Race Control Panel. See the *Tuning up the Typhoon* section for complete details.
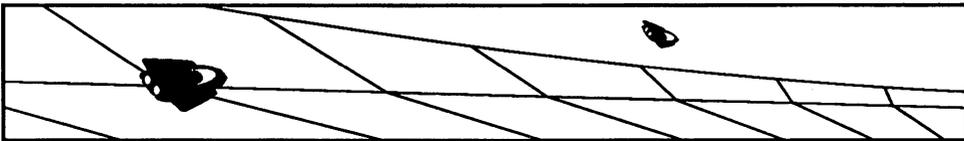
PRACTICE, REGULATION RACE, AND CHAMPIONSHIP RACE

There are three things you can do on the tracks in Powerdrome: practice, race in a Regulation race, or race in the Championship race.

Practice

Practice gives you a chance to get acquainted with the track. You can practice on the track for as long as you want. To practice:

1. Click on Track Select and choose a track to practice on.
2. Click on Tune up Typhoon and tune up your Typhoon (see the *Tuning up your Typhoon* section for complete details.)
3. Click on Practice at Track to transport you and your Typhoon to the Robopit at the track you chose.
4. Press the Exit Robopit key (see the Command Summary card) to leave the Robopits.
5. Race for as long as you want. There are no other racers on the track during practice. When you're done, press the Quit key to return to the Race Control panel.

Regulation Race

Test your competition in pre-championship Regulation races. You can race on any track in any order you like.

1. Click on Track Select and choose a track to race on.
2. Click on Tune up Typhoon and tune up your Typhoon (see the *Tuning up your Typhoon* section for complete details.)
3. Click on Race at Track to go to the Robopit at the track you chose. Race at Track is a two part event: qualifying and racing.

   Qualifying: The starting positions for the Regulation race depend on this qualifying heat. The racer with the fastest qualifying time starts at the front of the pack, the racer with the second fastest time is in the second position, and so on. You get fifteen minutes to put in the best possible single lap time. You don't need to race all fifteen minutes. When you've logged a single lap time that you think will be your best, press the Quit key to stop the qualifying heat and go to the race.

   Race: You can choose from 5 to 50 laps. Your starting position in the race depends on your qualifying time. You can quit the race at any time, but you'll come in last place unless another racer dropped out before you.

4. Press the Exit Robopit key (see the Command Summary card) to leave the Robopits.

All the racers start in front of red starting lights with their engines off. The racers float in a suspensor field in their qualifying order as they wait for the five starting lights to turn one by one
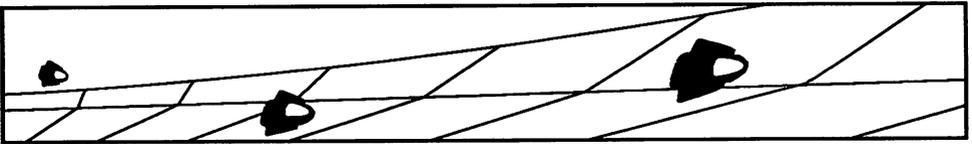
from red to yellow. (There's a small random delay before all the lights turn yellow.) Once the lights are all yellow, the suspensor field deactivates, and the racers sink to the track floor.

Start your engines as quickly as possible by selecting Engine on/off, and then increase throttle as much as you safely can. Be sure to press the Engine on/off button *once* to start it; if you press it again, you'll kill the engine.

Championship Race

Before you enter the Championship Race, make sure:

- you're familiar with all the tracks and have good, low lap times,
- you've learned how to tune your racer to handle the different tracks, and
- you feel ready to race on all six tracks, non-stop.

When you're ready for the Championship challenge:

1. Click on Championship Positions and you'll see a picture of the Cyberneufe trophy on the main display. Click once again to see the season's standings on all the racers.
2. Click on Track Select to find out what track you're racing on. You're automatically assigned the tracks you're going to race on during the Championship. Depending on the track you're on, the race can last from 20 to 50 laps.
3. Now that you know what track you're racing on, go to the Tune Up Typhoon screen and adjust your Typhoon to fit this track and these planetary conditions.
4. Click on Race at Track to go to the track.
5. As in a Regulation Race, you must race a qualifying heat (up to 15 minutes) to determine starting positions. Once that's done, you'll race until everybody has completed the laps or dropped out. You can pull out of a race at any time by pressing the Quit key, but you'll place last in that race unless someone else pulls out before you.
6. When the race on this track is complete, you'll return to the Race Control panel. Repeat steps 2 to 5 until you've raced on all six tracks.
7. Once the Championship's over, you'll return to the Race Control Panel. You're then free to race or practice on any track you want.

Here are the points awarded for the five finishing positions:

Position	Points
1	9
2	6
3	4
4	3
5	2

The person with the most points after six races takes home the Cybernaufe trophy.
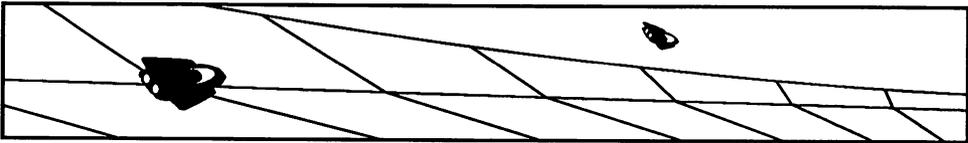
No Return!

Once you enter the Championship, you can no longer choose Track Select to practice or Regulation race on the track of your choice. *Clicking on Track Select automatically selects the next race in the series.* You can no longer select the track of your choice. You must complete each of the six races before the Championship race is over.

You can't save a Championship race. If you turn off the computer during a Championship race, you'll lose all race data and will have to start all over.

TUNING UP THE TYPHOON

You should always tune up your Typhoon before going to the race track. Exactly how you tune up your Typhoon depends on several factors: the atmosphere, the weather, and the track's configuration. Click on Tune up Typhoon and you get the following screen.
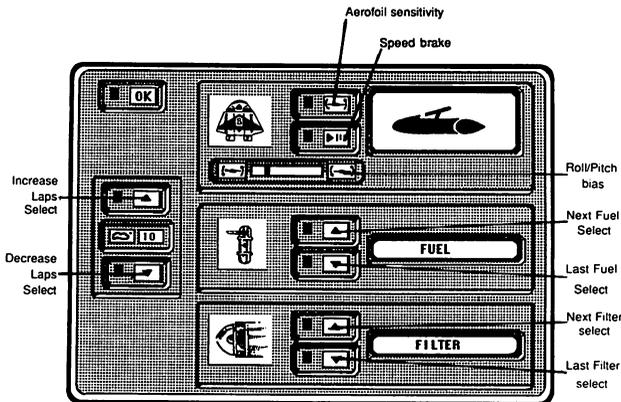
☞ If you're in the Robopits and need to tune up, you must press the button that calls up the Tune up screen (see your Command Summary card for this button).

Aerofoil Sensitivity. You have three different sizes of aerofoil to choose from. Click this button to cycle through the three choices. You can see the aerofoil you select on the diagram to the right of this button.

A small aerofoil requires far more yoke movement than a larger aerofoil to achieve the same pitch, roll or yaw (definitions below). A small aerofoil gives you finer control over
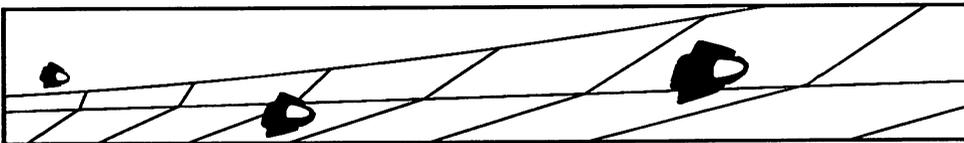
your racer, while a large aerofoil gives you rapid direction changes (useful on very twisty tracks).

Pitch: Rotation on a lateral axis; the nose of the racer points up or down.
Roll: Rotation on a longitudinal axis; the wings tilt up or down.
Yaw: Rotation on a vertical axis; the nose of the plane swings left or right.

Speed Brake. There are three different sizes of speed brake available; the larger the brakes, the greater the braking power. Click this button to cycle through the three choices. You can see the speed brake you select on the diagram to the right of this button.

The smallest brake gives you gentle braking control, while the largest brake can stop the racer in just a few feet. Run a practice session on each track to determine which brake suits the track. The race is the wrong time to discover that your brakes are too weak or strong for the track.

Roll/Pitch Bias. This control affects how much yoke you need for pitch or roll. Click the buttons on either side of the slider to move the slider in that direction.

If the slider is over to the left of the display (a roll bias), then small movement of the yoke side to side will result in large amounts of roll, while large movement of the yoke forward and back only result in small amounts of pitch.

If the slider is over to the right of the display (a pitch bias), then small movement forward and back results in large amounts of pitch, while large movement of the yoke side to side results in small amounts of roll.

Center the slider for equal roll and pitch control.

Use Pitch/Roll Bias in conjunction with the Aerofoil Sensitivity control to tailor the racer's handling response to your taste.

Fuel Select. There are three different types of fuel available: A) Nitra-Mono Premium, B) Mono Standard, and C) Economy Special. Use the Next/Last Fuel Select buttons to cycle forward or backward through the available fuel types.

Nitra-Mono Premium gives far more thrust than Economy Special but — as you rarely get something for nothing — the Nitra fuel burns up very rapidly, especially when you kick in your afterburners. You'll have to weigh increased speed against frequent refuelling.

Filter Select. There are five different engine filters available: A) Ammonia, B) Sulphur, C) Oxygen, D) Methane, and E) Particle. Use the Next/Last Filter Select buttons to cycle forward or backward through the available filter types.
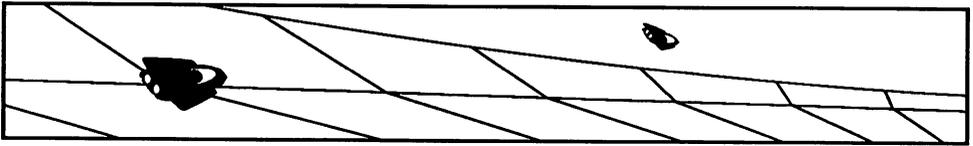
These filters are large covers that fit over your Typhoon's engine intake. The filter protects the engine against negative effects of the planet's atmosphere. Using the correct filter lets your engine operate at full efficiency in a particular atmospheric condition. Effects of using the wrong filter range from reduced power to complete warping of the engine.

Conditions can change during a race, so one filter may not work for the entire race. If you start the race with an Oxygen filter and a storm comes up during a race, you'll have to make a quick visit to the Robopits to change to a Particle filter. Once the storm stops, you'll have to remember to remove the Particle filter.

Increase/Decrease. Use these buttons to set the race length, from 5 to 50 laps. You can only change the number of laps during a race while you're in the Robopits. You can only change it in practice or before a qualifying session from the Race Control Panel. The minimum laps you can set in the Championship race is 20.

OK. Choose OK when you're satisfied with the tuneup alterations you've made to your Typhoon. You'll return to the Race Control Panel (or to the Robopits if you entered the Tune up screen from there).

## PILOTING A TYPHOON RACER

Exiting the Robopits

Once you select a track and the option to Practice at Track or Race at Track, you're transported to the Robopits.

Press the Exit Robopit key (see the Command Summary card) while you're in the Robopits to ignite your engines. Slowly open up the throttle and you'll lift off and start moving down the pit lane past the other competitor's Robopits.

At the end of the pit lane in the Robopit, there appears to be a black wall blocking your path. It's not actually a wall, but a one-way force field designed to stop pilots from entering the pit lane the wrong way. Just fly straight through it to enter the track — it's not as solid as it looks.

Once you pass through the one-way force field, you're out on the track. If you're a rookie, don't go for maximum throttle or you'll lose control and crash. Open the throttle to 1/4 or 1/2 of full capacity and take your time learning how much yoke you'll need to pilot the Typhoon. Gradually build up speed as your skills increase.

☞ Controlling a racer isn't easy. If you're having problems, use the Force Fields. Force fields

create invisible buffers along the walls to keep you from crashing. Check your Command Summary card for the Force Field keys.

Typhoon Control Panel

These are the instruments on your Typhoon's control panel:

Thrust Proximity warning Rear view Systems status Datalink status

Engine Temperature Damage Display Yoke Data Terminal Fuel Gauge
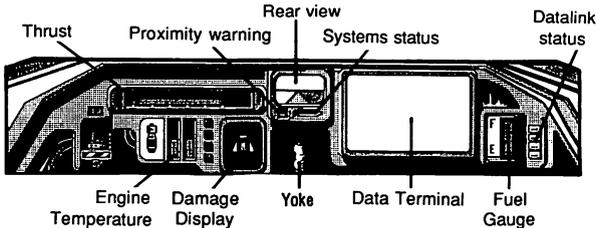
Proximity Warning. The closer you are to the walls, roof or floor, the faster this warning light will blink. You can also turn on an audible warning, which beeps in time with the light.

Thrust. Shows the power output of your Typhoon. Using the afterburners will take this gauge off the scale!

Engine Temperature. These two gauges show how hot each of your engines is running. If the bars are green, the engines are functioning normally. If the bars are red, you're in danger of damaging an engine. You get a warning beep if the bar goes red. Once a bar goes off the top of the red section, that engine will burn out and be useless. Keep a careful eye on these gauges if you use the afterburners.

Damage Display. This gives you a visual display of any reparable damage that your Typhoon has sustained.

Nosecone

Left Wing Right wing

Left Engine Right Engine
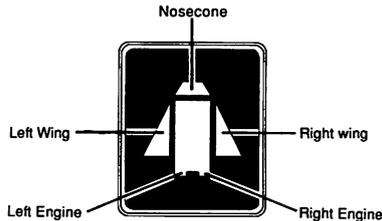
Undamaged sections are green. Damaged sections are red. You can replace damaged sections with new sections in the Robopits.

Yoke. This gives a visual display of the position of your yoke relative to center. If it's pushed

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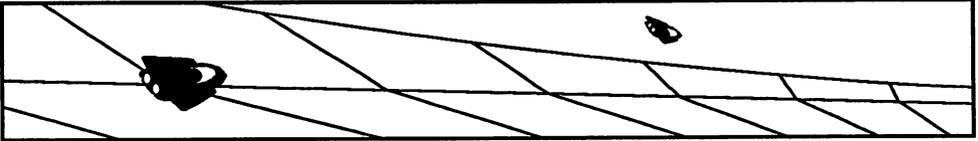
forward, your Typhoon is pitching down. If it's pulled back, the racer is pitching up. If the yoke is pulled to the left, the racer will bank left. If it's pulled to the right, the racer will bank right.

Fuel Gauge. Indicates how much fuel you have remaining. The bar graph runs from (F)ull to (E)mpty. When fuel is low, a warning appears on the Data Terminal. Ease off the throttle and head for the Robopits; you only have enough fuel left for about one lap.

Data Terminal. The Data Terminal displays a variety of race information and warning messages. You can also request the following:

Lap Time. Displays your last four lap times.

Positions. Displays either the current race positions or the qualifying positions.

Lead Time. Starts a clock displaying the lead time If you're in the lead, it measures the time taken for the next racer to pass the place where the clock was started. If you're not in the lead, it measures the time taken for you to pass the place where the leader was when the clock was started.

Systems Status. The red light moves smoothly back and forth in this display to indicate that all systems are fully operational. If the light's movement becomes irregular, then a system is either damaged or failing. You'll have to determine exactly what the problem is by entering the Robopits.

Rear View. This monitor displays everything within the view of your rear-mounted camera. Use it to spot racers coming up from behind.

**Datalink Status.** Flashes when you and your opponent are connected.

Using the Afterburners

To kick in the afterburners, press and hold down the Afterburners key as you accelerate. The afterburners give a huge burst of acceleration and additional speed. The afterburners stay lit as long as you hold down the Afterburners key and accelerate the racer — even if you maintain normal full thrust. You should only use the afterburners for short one- or two-second bursts; anything longer than that may burn out the engines.

When the engine's temperature gauge goes into the red, kill the afterburners immediately! If you don't, an engine will burn out and become useless. The other engine will soon follow if you continue to use the afterburners. When both engines die, you coast to a stop. You'll have to get the the Rescue Craft to tow you back to the Robopit.

Completing a Lap

The lap marker is indicated by a red strip painted along the floor and up the sides of the track. (Several tracks also have a red bridge crossing the track at this position.)
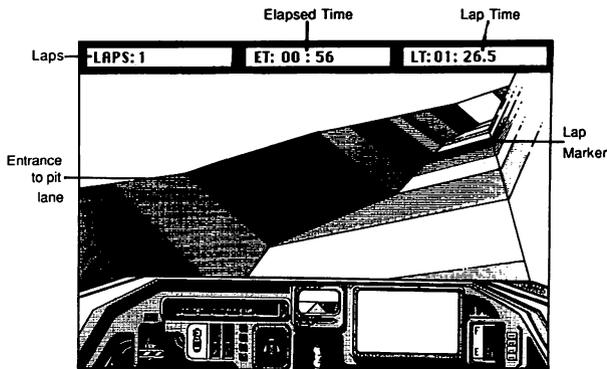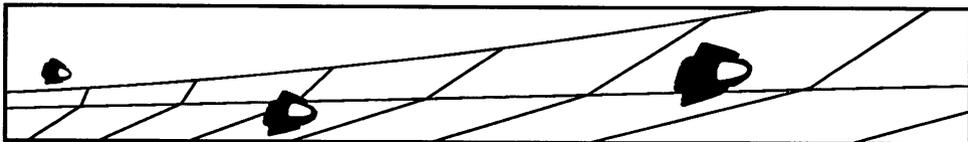
The bar across the top of screen provides lap information:

Laps. When you're practicing or qualifying, the lap count starts at zero and *increases* by 1 each time you pass over the lap marker. When you're racing, the lap count starts with the number of laps you must race and *decreases* by 1 each time you pass over the lap marker. Coordinate your fuel stops with the number of laps gone by.

Elapsed Time. This is the time it takes for you to complete one lap. The smallest unit of time is a tenth of a second. Each time you pass over the Lap marker, this resets to zero (0).

Lap Time. This tells you how long it took you to complete the last lap. It's set each time you pass over the Lap marker.

Rescue Craft

When both your engines burn out (undoubtedly victims of afterburner abuse), your racer coasts to a dead stop. Your only hope of getting back to the Robopits for repairs is to call up the Rescue Craft for a tow. If the rescue craft acknowledges your request, it may take some time for them to find your position on the track, so be patient. Sometimes it helps speed up rescue if you turn off the engine and Force Field (if they're on).

If your request is denied or ignored, you're doomed; you have no choice but to quit the race. Unless somebody else quit before you, you get last place.

THE ROBOPIT
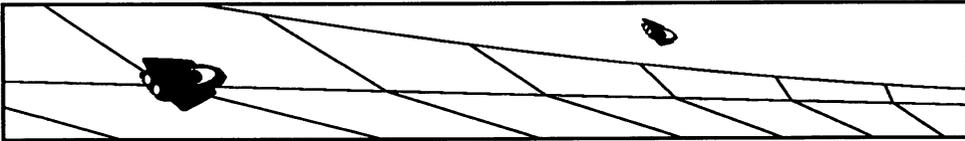
The Robopit is a fully automatic repair, modification, and refuelling station. When you go to a new track in Practice or Race mode, you and your racer are transported to the Robopit.

Refuelling pipes   Refuelling point
   Refuelling Pod
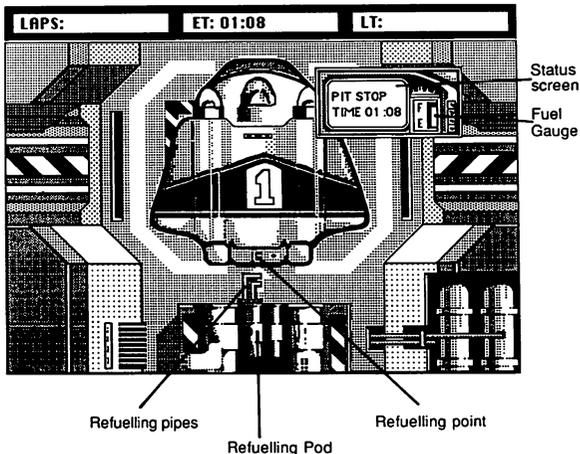
Press the Exit Robopit key (see your Command Summary card) to leave the Robopit. Open the throttle and steer straight out of the pits. At the end of the pits you see a black wall; plunge through it and you'll be right back on the race track.

You can enter the Robopits to refuel or repair damage as many times as you like. Remember that when you're in the Robopits during a race, you're standing still while the other pilots are getting closer and closer to the finish line.

Entering the Robopit

If you want to enter the Robopits, go around the track until you see a large flashing green section of wall (situated just before or after the lap marker on the left side).

To enter the Robopit, turn off the Force Field if it's on. Head straight for this wall section and fly through the force field. Slow down to below 1/4 thrust and fly close to the ground on. After you fly through a short lit tunnel, you see the six Robopits evenly spaced out. Your data terminal will tell you which Robopit you should go to; it should be the red pit unless you're using the Datalink option.
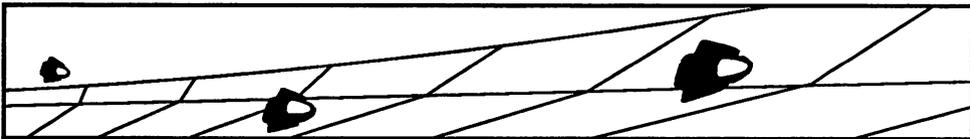
As you pass over the colored section of floor, you're grabbed by the Robopit's forcefield and automatically docked. If you're not pulled into the Robopit, you're either too high, going too fast, or attempting to enter the wrong one.

Practice docking in the Robopit. The faster you can dock, the more time you'll save during races. Once you can go from full thrust to docked in under 3 seconds, consider yourself a docking expert.

Refuelling

The best pilots only need to enter the Robopits for refuelling. Practice making your pit stops as fast as possible — every second you spend in the pits fumbling around may cost you valuable Championship points, and perhaps the Championship itself.

Whenever you enter the Robopits, the refuelling pod opens. If your Typhoon isn't fully fuelled, the refuelling pipes extend, attach to your racer's refuelling point, and refuel the racer. You can monitor the refuelling process on the fuel gauge, located next to the status screen.

You can leave the Robopits before you're fully refuelled. Just press the Exit Robopit key. The refuelling stops, your engines ignite, and you lift off and blast away down the pit lane. Cutting refuelling short is a good strategy if you only need enough fuel to finish a race. Why slosh across the finish line with a full tank when a few drops will do?

You can change the grade of fuel in your tank at any time. This is important if you've selected the wrong type of fuel for the race or need to change the type of fuel as part of your race strategy. Call up the Tune up screen while you're in the Robopits and select a new fuel type. Whenever you change the fuel type, you must completely refuel. This takes a little longer to do than refueling with the same type of fuel. When you're done, click on the OK button to return to the Robopits.

Repairing Damage

During the race, your Typhoon can sustain damage to the wings and nose cone due to collisions with the walls, force ceiling, or other competitors. Or you might burn out the engines due to incorrect use of filters or overuse of the afterburners.

To repair a damaged section of your racer, press the appropriate Repair Activation key. This activates an automatic repair module in the Robopit, which will extend, remove the damaged section and replace it with a new unit. The automatic repair module can't tell a damaged unit from a new one; if you tell it to replace a section — whether it's damaged or not — it will.

During practice sessions, the strength of the forcefields by the walls increases to help prevent collision damage. You can still, however, damage the engine. Damaging one wing will make your racer slightly unstable, although a skilled pilot will still be able to fly relatively
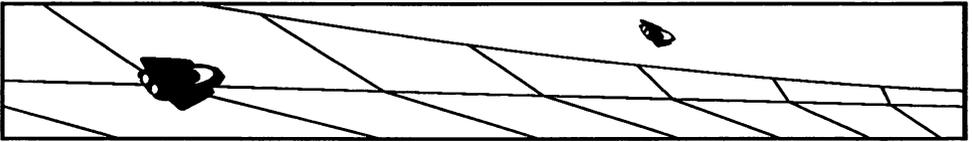
unaffected. Damaging two wings seriously impairs the Typhoon's stability —you'll have your hands full just getting back to the pits quickly.

Many of the racer's electronics are housed in the nose cone. If you damage the nose cone, you will lose the rear view, braking ability, damage indicator, and data terminal.

Tuning Up from the Robopits

You can open your Tune up screen at any time from the Robopits by pressing the Tune up key listed under *Robopits Control* on the Command Summary card. Make any necessary adjustments on the Tune up screen and select OK to return to the Robopits.

It's a good idea to change only one thing at a time; it's impossible to tell what's troubling your racer if you change a handful of items at once. You might even mess up something that was working fine. If you can, do at least three laps with each new modification to make sure pilot error doesn't factor into your problems.

Status Screen

As well as showing refuelling and pitch lock messages, you get the following information:

Lap Time. This shows your last four lap times on the current track in this session.

Race/Qualifying Positions. This tells you the positions of all the other competitors. If you're in front, you can sit back in the Robopit and relax; just watch the rest jockey for their positions. If someone takes your position, you can fire up the engines and try to regain the lost position. During a race, you can see what effect your pitstop has made on your overall placing. If you haven't lost a place, take it easy so you can reduce fuel consumption and lower the risk of a crash.

Exiting the Robopits

For details on how to exit the Robopits, see page 8.

PILOTING TIPS

If you're a beginner, piloting the Typhoon can seem almost impossible, but if you follow a few simple guidelines, you'll soon be proficient.

On Control

- Practice on the oval test track. The other tracks are far harder to negotiate. When you can consistently lap the test track in about 16 seconds, you're ready for the other tracks.

- Force fields keep you from crashing into the walls by buffering your racer with an
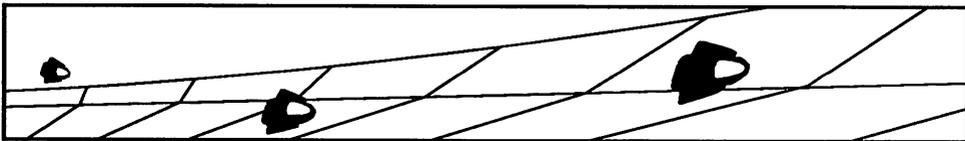
invisible force. Use the Force Field keys to select the level of buffering strength you need.

- If find yourself uncontrollably pitching up towards the ceiling or down at the floor, you should reduce the pitch sensitivity. To do this, go to the Tune up screen and move the Roll/Pitch Bias slider all the way to the left. This will make controlling the Typhoon easier.

  If you're still having problems, use the Pitch Lock on the Oval Test track to make piloting the racer a little easier. With Pitch Lock enabled, your racer is held at a constant height above the track — you only need to control roll and thrust.

  You can only select the Pitch Lock option at the Oval Track (it doesn't work at any of the other tracks) and only while you're in the Robopits. Pitch Lock toggles on and off; select it again to return to normal handling. You can see whether the pitch is on or off by checking the status screen.

- If your computer lets you use a mouse, use it. 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.

- Don't fly too fast! Most beginners "put their foot to the floor." This is almost a sure fire way to lose control and crash. When you're launched from the Robopit, your throttle is set at around 60%; you should brake to 40% throttle and do two or three laps at this setting. This gives you enough time to recover from oversteering and gives you a feel for how much yoke movement is required to move the Typhoon a certain amount.

  Once you can complete a lap at 40% throttle without crashing (your lap time will be around 40 seconds), move up to 60% throttle for four or five laps (your lap time will be around 28 seconds). If you're successful with that, go to full power.

- Use the default Economy Spec fuel. This makes your Typhoon fly a little slower than the two other two types of fuel, which may help you with control.

On Steering

- When you steer, aim for the center of the track off in the distance. Don't hug the wall or you'll wind up hitting it.

- Just because the Typhoon is banked doesn't mean it will turn a tight corner. In fact, you can fly banked at 90 degrees and in a straight line if you try. You will have to bank and pull back to make fast, tight corners.
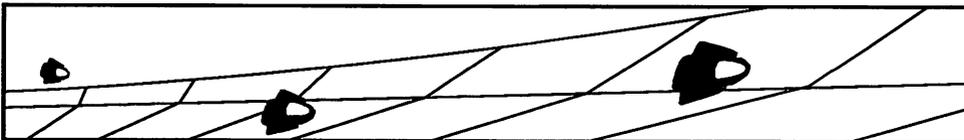
2. Connect the machines together with the cable. The diagram below shows you how to connect the two computers.

∴**WARNING**: If you're using a null modem cable on an Amiga 1000 computer, your cable must not connect pins 21 and 23 of the Amiga's 1000 serial port to the opposing player's computer. These pins carry electrical currents that can severely damage your equipment. See your Amiga manual for additional information.

DB-25 Female   DB-25 Female
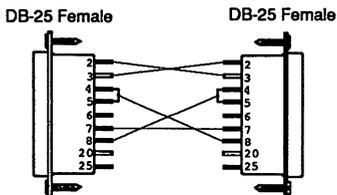
NOTE: Amiga 1000 owners: Use a male DB25 plug. Atari ST, Amiga 500 and 2000 owners: Use a female DB25 plug.

3. Turn on both machines and boot Powerdrome on each. (Each player must have his or her own copy of Powerdrome.) The game accesses the disk throughout play, so keep the disk in the drive at all times during play.

4. When the Race Control panel appears, one of you should click on the Datalink button. **NOTE:** Do not attempt to connect when the demo is running. The one who clicks on the Datalink button is the Race Controller and is assigned the red Typhoon (#1). The other racer is assigned the green Typhoon (#2) and must use the green Robopits. When the two machines are communicating correctly, they both have small flickering lights in their Datalink status panels.

5. The Race Controller can click on Track Select and choose a track. Then he or she can select Race at Track to race. When the Datalink is in operation, you and your opponent will be the only two people on the track; you never race against the other pilots.

6. When you complete a race, two-player mode automatically disconnects and you're both returned to the Race Control panel. Each time you want to race against each other, you must click on the Datalink button before you select Race at Track to relink.

To quit a race, both players must press the Quit key. *The Race Controller must press the Quit key first.* If the Race Controller doesn't quit first, you may encounter computer problems.
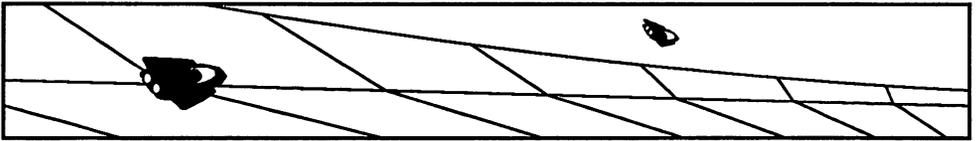
On Crashing

- If you find yourself "stuck" in a wall or the floor, accelerate and activate the afterburners. This causes a major crash; after any major crash, you're always repositioned in the middle of the track.

- The nose cone and wings can take around 20 hits before they're damaged. Each time you see a blue flash, you've scraped the Typhoon along the wall hard enough to register a hit. Repeated hits will knock out the nose or wing very quickly. If you can't seem to stop crashing into the wall even though you're trying to get straight, you may just want to accelerate and activate the afterburners to force a crash so you're repositioned in the middle of the track.

- When you scrape across the force ceiling, you see a white flash; this causes no damage to your craft and is preferable to scraping the walls.

On Speed

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

- For fast pitstops, fly down the pit lane at full speed and kill the engines before you reach your Robopit.

- Use the afterburners carefully. These add around 30% extra speed and easily blow up the engines! Stay clear of them until you're proficient at flying.

- The fastest recorded lap time on Track 0 is 12.2 seconds, which was achieved by blowing up the engines just after crossing the lap marker! Can you do better?

TWO PLAYER GAME

The Datalink option lets two players using separate machines race one-on-one against each other. You can communicate between machines using a null modem cable. Play from:

- Atari ST to Atari ST using the modem ports.
- Amiga to Amiga using the serial ports.
- Atari ST to Amiga using the Atari ST's modem port and the Amiga's serial port.

You can only play against another player using null modem cables. *Powerdrome does not work with modems.*

Connecting with a Null Modem Cable

1. Turn off both machines.

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Problems?

If you're having problems communicating between computers:

- Make sure you selected the Datalink option.
- Make sure you're using the correct null modem cable.
- You may have a faulty null modem cable; try using another one.
- Reboot your systems and try again.

The Race Controller

The Race Controller selects which track the race takes place on (the other player's machine should mirror the Race Controller's selection). The Race Controller can use all the features except the Championship Positions option.

☞ When you're racing against a friend, *neither* of you can race in the Championship Race; you can only race against each other through the Race at Track option.

The other player can only do these things independently from the Race Controller: view Pilot Information, alter the Mouse Control or Joystick Control option, and Practice at Track (the track the Race Controller chose). He or she can also only use the Tune up Typhoon option at the Robopits.

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