COMMAND SUMMARY CARD
POWERDROME™

Starting Powerdrome

WARNING: If you're going to use the Datalink function (see the manual for complete details), connect both machines before turning either of them on, otherwise you may damage the computers.

1. If you're using a joystick, plug it into port 2.
2. If you have a 512K machine, unplug any peripherals that use up memory, such as additional disk drives.
3. Turn on your Amiga and insert the Powerdrome disk into the internal drive at the Workbench prompt.
4. Double-click on the Powerdrome disk icon and then double-click on the PD icon.
5. After about 15 seconds, you'll see the title screen as Powerdrome continues to load. Once Powerdrome finishes loading, the title screen will fade out and you will be taken to the Race Control panel.

You must leave your copy of the Powerdrome disk in the drive while playing because the program needs to load data during play.

Selecting from Control Panels

Although you can control the Typhoon racer with a mouse or joystick, you still have to use the mouse to make selections from the Race Control panel. To make a selection from a control panel, move the crosshair over a control panel button and click the left mouse button.

Mouse Controls

Plug the mouse into port 0.

Accelerate	Press the right mouse button to accelerate.
Afterburners	Press both left and right buttons simultaneously.
Brake	Press the left mouse button to slow down and eventually stop.
Climb	Pull the mouse back to climb (pitch up).
Dive	Push the mouse forward to dive (pitch down).
Roll	Move the mouse left or right to roll your Typhoon in either direction.

Joystick Control

Plug the joystick into port 2.

Accelerate	Press the fire button and push the joystick up to accelerate.
Afterburners	Press the fire button while accelerating. Your velocity must be equal to or exceeding the fourth mark on the speed bar for the afterburners to work.
Brake	Press the fire button and pull the joystick back to slow down and eventually stop.
Climb	Pull the joystick back to climb (pitch up).
Dive	Push the joystick forward to dive (pitch down).
Roll	Move the joystick left or right to roll the Typhoon in either direction.

Center the joystick to hold the roll/pitch position.

Keyboard Commands

Race Control Panel Controls

0	Track Select	Call up information on the seven available tracks.
1	Pilot Info	Call up information on each pilot.
2	Championship	Enter the Championship race.
3	Practice	Select the Practice at Track option.
4	Race	Select the Race at Track option.
5	Tune-up	Select the Tune-up Typhoon option.
6	Mouse	Use a mouse as the control device.
7	Joystick	Use a joystick as the control device.
8	Datalink	Select the Datalink option to race against a friend.

Racing Controls

A	Reposition	Reposition racer in the center of the track after a crash.
B	Rescue	Call up rescue craft.
C	Force Up	Increase power of Force Field. There are nine Force Field levels; press repeatedly to increase the power.
E	Engine	Turn engine on/off.

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L	Lead Time	Show the lead time (the time of the racer in first place).
P	Positions	Show the qualifying positions for the race.
R	Radar	Toggle radar screen on/off. The radar screen shows the entire track with the racers' positions on the track. You will not see any messages when the radar screen is displayed.
S	Pause	Toggle pause on/off. You can't pause in the Robopits.
T	Lap Time	Show time for one trip around the track.
V	View	Show full view of the track (removes console). Press V again to return to normal view.
W	Wall	Turn audible warning for wall proximity on/off.
X	Force Down	Decrease power of Force Field. There are nine Force Field levels; press repeatedly to decrease the power.
Z	Force Off	Turn off Force Field.
Left Shift	Afterburners	Turn on afterburners. You must be accelerating for this to work.
Right Shift	Autopilot	Put the racer in autopilot mode so it flies by itself; you can still control the speed.
Left Shift-Q	Quit	Quit the race or qualifying session you're currently in. If you're in the Robopits, you'll exit to the Race Control panel.
Tab	Sound	Toggle sound effects on/off.
Spacebar	Exit Demo	Exit the demo.

Robopit Controls

1	Replace left engine.
3	Replace right engine.
4	Replace left wing.
6	Replace right wing.
8	Replace nosecone.
O	Call up Tune-up screen.
P	Give race or qualifying positions.
T	Show lap time.
*	Toggle Status screen on/off.
Spacebar	Exit Robopits.

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Differences from the Manual

- There are five different sizes of aerofoils, not three.

- The Pitch Lock option mentioned in the manual is not included in the Amiga version. Use the Force Field options instead (C, X and Z).

- Any time the Force Field is on, you can use the Autopilot option (Right Shift) to make your racer fly by itself. You can still control the speed of your racer.

- If you find yourself stuck in a wall or in the floor, hold down the accelerator and press A. You'll be repositioned in the middle of the track.

- The entrance and exit to the Robopits is through the green wall, not the black wall.

- When qualifying for a race, you will have to go around twice to register a lap if the lap marker is before the Robopits entrance.

- You have an additional track to race on:

  Track Number 6: Estorica
  Location: Vanderbuilt
  Atmosphere: Oxygen
  Length: 1.95 km

  Note: You can't race against an Atari ST opponent on this track.

Technical Support
If you have questions about the program, our Technical Support Department can help. If your question isn't urgent, please write to us at:

Electronic Arts Technical Support
P.O. Box 7578
San Mateo, CA 94403-7578

Please be sure to include the following information in your letter:

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- Type of operating system or DOS version number
- Description of the problem you're having

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If you live outside of the United States, you can contact one of our other offices.
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