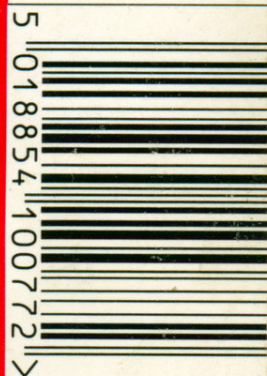


Steer your car around the course and try to beat the clock. Pull hand brake turns and Jturns Use forward and reverse gears. Position your car with pinpoint accuracy as you attempt to qualify for the next round.



AUTOTEST SIMULATOR

AUTOTEST

Simulator



2.99 · 2.99 · 2.99 · 2.99 · 2.99 · 2.99 · 2.99 · 2.99

Instructions For Playing Autotest - Commodore 64

Loading:- Press SHIFT & RUN/STOP together. Program will load and run.

Once game has loaded press fire (joystick port 2) to move to menu. Operate menu by moving stick forwards or backwards and pressing fire.

Game Information:- Describes the objectives of the game as well as a brief outline of the sport of Autotesting.

Controls:- Describes how to perform the manouevres required during the game.

Points Table:- Shows points information for the top ten drivers.

Start Game:- Moves to the car selection screen. Smaller cars are more manoeuvrable but slower. Try all cars to see how they affect your performance. Up to four players can play, select cars for all players required. Choose EXIT to commence game. Once the game has started steer your car to follow the flashing arrows and stop in the indicated parking bays, a green light and horn indicates a successful completion of each manoeuvre. You must complete the course

within a
set time in order to qualify.

After each round you can spend the money you have earned on extra equipment to improve your performance. To operate the shop move your stick to highlight required component and press fire. The central display will show your current state and the possible upgrades, move your stick to make the required upgrade flash then press fire. When you have finished move the highlight to the chequered flags and press fire to go to the next round.

If you qualify for the high score table enter your name using the stick and fire button.