

COMMODORE 64/128

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Carnage is the ultimately addictive sports car racing game testing driving skill and nerve to their limits!

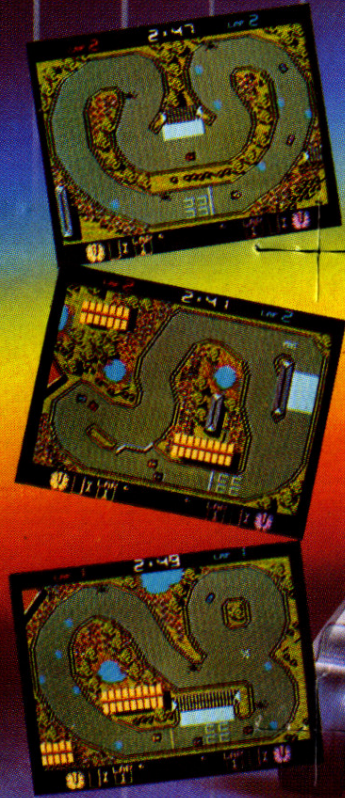
One or Two competitors can compete over Eight unique circuits, winning races, upgrading vehicle performance and eliminating opponents with carefully positioned High Explosive Devices.

Carnage is an orgy of fast cars, destruction and mayhem!

Program: David Sowerby
Graphics: Neil Hislop
Music & FX: Andy Rodger
Made in UK

CARNAGE

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ZEPELIN GAMES

CARNAGE
ZEPELIN GAMES

COMMODORE LOADING INSTRUCTIONS
Press SHIFT and RUNSTOP together.
Press PLAY on the tape.

Carnage Features:

Eight Unique Circuits, One or Two Player Options, Outrageous Computer Opponents, Multi Car Races, Lap Records, World Championships, Oil Slicks, Pit Stops, Mine Laying Cars, Damage Meters, Nitro Boost Engines, Race Winning Prize Money, Tyre Compounds, Engine Performance Variations, Wet Track Surfaces and lots more!

Carnage Requires:

Dirty Driving Skill and Nerve.



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Carnage allows up to Two Players to race on the screen at any one time in Four car races.

All action is controlled via a Joystick connected to Ports Two and One on the Commodore.

RUNSTOP - Pause

SPACE - Restart

Q - Quits game whilst on Pause

CARNAGE RACING

Success in Carnage involves skilfully completing each of the Eight tracks first - no matter how! The player who wins a race is awarded points towards the Carnage Championship Title as well as prize money which can be used to upgrade the performance of their vehicle.

To continue to the next track in the Championship, a human player must win the race. Computer opponents should therefore be blocked in multi-player games by last position cars in order that all players can compete on higher levels.

The control panel is set out as follows at the bottom of the screen from Left to Right:

SPEEDO

- The Speed of each car is given for race information.

DAMAGE METER

- Monitors the damage to your vehicle. Stop in the shaded Pits area for repairs.

LAP

- Indicates race lap information.

ARMED MINES INDICATOR

- During the course of the game High Explosive Devices can be laid which explode on contact with other cars. Only one mine can be laid at a time which will disappear if nobody collides with it with a certain time frame.

A Lap Indicator is also given for each car indicating the present lap situation. Some tracks are Sprint circuits where the track shape is not a complete loop. All loops must be travelled around at either end of the circuit.

Some tracks also require the crossing of opponents paths as well as two cars travelling down track sections in opposite directions! Careful mine laying is necessary to blow your opponents into oblivion before they do the same to you.

Water and Oil Puddles should be avoided due to the loss of speed and control.

At the end of every race, players can enter the Shop to upgrade their vehicles and buy race supplies.

UPGRADING CARNAGE VEHICLES

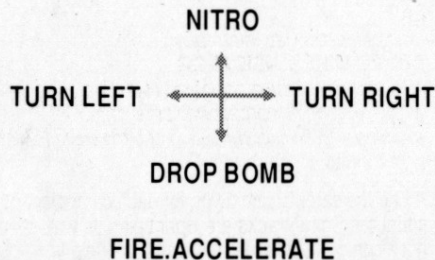
The following items can be purchased at the end of the race:

BIG BORE ENGINE - IMPROVED TOP SPEED
DOUBLE EXHAUST PIPES - FASTER ACCELERATION
WHEELS - POWER STEERING
NITRO BOOSTS - FOR ADDITIONAL RACE SPEED
MINES - ADDITIONAL MINES

To purchase an item, select the object you wish to buy and the info panel will show the item's allotted cost and how much cash the player has in reserve. Pressing Fire purchases the item if finances allow.

Firing on **EXIT** allows the player to leave the buying stage of the game.

JOYSTICK CONTROLS



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