



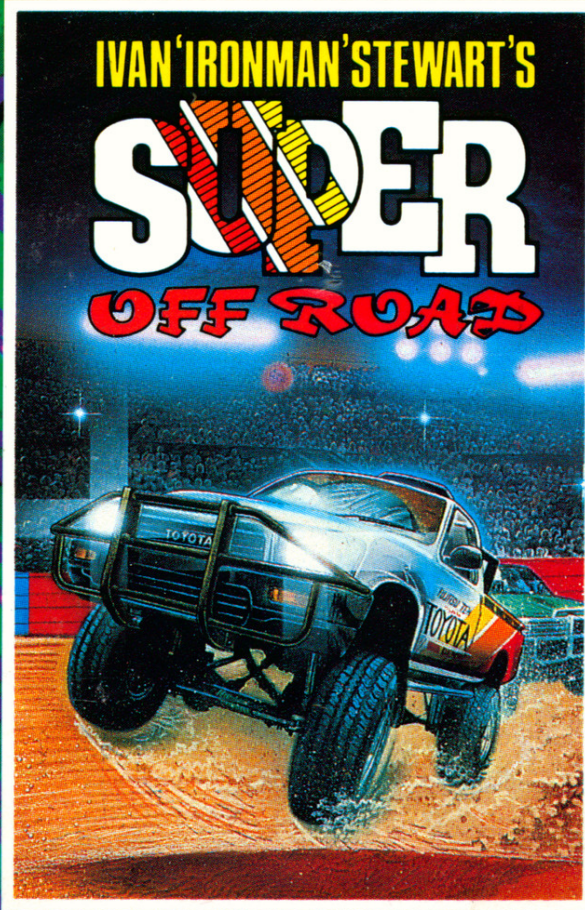
Screen shots may be taken from a different version



Grab the wheel and hit the nitros - the challenge of off-road racing awaits you! This conversion of the American arcade coin-op classic contains all the thrills and spills of the original. "Highly recommended" The One. "Simply the best - and will be for a long while yet. 94% overall" - C & VG



ivan 'ironman' stewart's
super off road



TRON 2 X

LOADING

Super Off-Road loads and runs automatically. Reset your machine, then follow the instructions for your computer.

C64/128: TAPE - insert cassette, hold down the SHIFT key and press RUN/STOP then press PLAY on the tape recorder.

CONTROLS

Player 1, the red car, uses Joystick Port 2

Up - accelerate	Down - brake
Left - left	Right - right
Fire - Nitro	

Player 2, the yellow car, uses Joystick Port 1

Up - accelerate	Down - brake
Left - left	Right - right
Fire - Nitro	

Player 3, the blue car, uses the keyboard

- - accelerate	/ - brake
@ - left	UpArrow - right
- - Nitro	

During play, RUN/STOP pauses, and CLR/HOME aborts a paused game.

Super Off-Road Stadium Racing - The Off-Road Experience - Your aim is simple: to come out as the best off-road driver in a series of stadium-based races. Four drivers, up to three of which can be played by the computer, compete over a series of eight tracks - and each track is raced both clockwise and anti-clockwise, giving 16 race configurations.

Based on the American arcade game "Ivan 'Ironman' Stewart's Super Off-Road", this conversion is faithful to the original, so when you first load the game each player needs to input details that will be used later for the high score and race results screens. First, you need to identify yourself with a three-letter name - use the joystick or keyboard to move the cursor over the letters of the alphabet and click fire to add the selection to your name field.

Next, details of each driver's birth date are needed, according to the customs of competitive off-road racing. The date you input is displayed in the American style - with the month preceding the day's date.

Finally, you get the chance to pick a nationality for yourself - move the cursor around the screen and press fire when it is resting on the

national flag of your choice.

Once all the players have completed the arcade set-up sequences, the real racing can begin.

Money, Laps and Lives - At the start of a new season, competitors begin on equal terms - no-one has any money in the bank, and everyone has three 'lives' in the form of Credits, which are worth \$200,000 dollars. Money can be collected during races: bags of dollars appear on the track every so often; the first person to drive over a Bonus Bag collects the loot it contains. Similarly, containers of Nitro Fuel materialise on the track from time to time - collect them if you can - Nitros usually cost you \$10,000 dollars each and can only be purchased before a race starts. The Bonus Nitros you collect during a race can be used immediately, if you want... And Prize money is also on offer, of course.

The moment one driver completes four laps, the current race ends and he is declared the winner. The other three drivers are then automatically ranked according to their positions when the race finished.

Coming first in a race earns you \$100,000, 2nd place is worth \$90,000, while third place adds \$80,000 to your account. Even if your driving skills aren't that impressive, you still collect \$70,000 for coming fourth. Watch out for the computer-controlled cars - each player who is beaten by one, loses a Credit.

Points are also awarded at the rate of one point for every \$1,000 dollars you win while racing, and are used on the High Score table at the end of a game to determine an overall ranking for the season's competition.

Everyone starts the game with three lives. Being beaten by one of the computer-controlled cars costs you one of your lives.

After each race, the Awards Screen appears and the position of each competing driver is shown, alongside readouts that show the cash won and the cash collected by picking up Bonus Bags on the track.

If you lose a credit with a credit remaining, a counter starts ticking down and you can opt to continue play by pressing fire before it reaches zero. If you allow the 'Continue Play?' counter to reach zero, then you are retired from the current game and have to leave the other drivers to chase victory.

Spending Money In The Speed Shop - The Speed Shop menu appears in between races and allows you to spend the cash you have accumulated on the track and by winning races. The display at the top shows how many lives you have (shown as 'credits'), and how much cash you have amassed.

Five useful items are on offer in the Speed Shop, all of which improve the performance of your vehicle. By glancing at the bar readouts in each panel, you can see how many of each of the five accessories has already been fitted to your vehicle.

To go shopping, move the cursor over the panel that shows the accessory you want to buy and press FIRE to make the purchase (if you try to buy an item you can't afford a credit is automatically traded in for \$200,000).

When you've bought all you want, select the Next Race panel to move onto the track.

Nitro Fuel Units - You can have up to 99 of these - providing you have collected lots of cash or get really good at picking up the freebies during races. The lap counter panel that is displayed during a race shows how many Nitros each driver has in reserve.

During a race, pressing the FIRE button or Nitro Key uses a Nitro Unit if you have one - when you punch the Nitro in, you gain a short burst of amazing speed as the high-grade fuel is burned off.

Use Nitros at the start of a race to get ahead of the pack, and whenever you've got a bit of catching up to do!

Tires - You can buy up to five grades of 'Tire'. The higher grade you have, the better your vehicle's grip on the racetrack, the less likely you are to skid, and the vehicle's turn rate is improved.

Shocks - Up to five types of shock absorbers can be fitted to your vehicle - the more you have, the less bouncy the ride. The improved contact of your wheels with the ground gives improved acceleration and cornering.

Acceleration - By careful race-tuning, your vehicle can be made to accelerate up to its top speed more quickly. You're limited to five Acceleration units - each one you buy increases performance.

Top Speed - This accessory boosts the top speed that your vehicle can reach without the aid of Nitro boosters. When you have fitted five Top Speed accessories and five Acceleration units, your truck can't travel faster without Nitros...

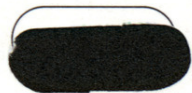
Learn From Ironman - Keep an eye on the stock of Nitros you have in your vehicle - the race readout that appears on screen shows how many laps each competitor has completed and how many Nitros they have in stock.

Use your Nitros wisely - to get ahead of the pack at the start of a race, or to make up for lost time. And buy plenty - by using Nitro boosts to best effect, it's possible to triple your overall speed during a race.

Keep an eye out for the collectables - Bonus Bags stuffed with cash and

Bonus Nitro Containers. The quantity of cash in the bags and the number of Nitros in the containers increases as a race progresses. If you're falling behind the field, it sometimes pays dividends to go for pickups rather than for the best position at the end of a race.

Drive intelligently! The more skilful you are at avoiding the on-track obstacles like ramps, mounds and watersplashes, the quicker you will be able to complete a lap.



Spend money! The number of dollars you earn or collect determines the number of points you are awarded on the High Score Screen, but there's no point in saving cash. Spend out when you get the chance to visit The Speed Shop...

