

Software 64

Motor Mania

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SS010

For use with
Commodore
CBM 64
computers

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Motor Mania

You are about to embark on a thrilling cross-country car rally. Your car is tanked up and ready to go, but the journey is not going to be easy. Your route takes in motorway, B - road and dirt track sections, all full of danger. Other cars, driven unpredictably by obviously drunken drivers, will try to obstruct you, and various road hazards will appear in your way. If you run off the road or hit any other vehicles, you will crash! When you crash you will be given another car from the gas station, but you are only allowed five cars with which to try and drive as many miles as possible.

You have a comprehensive display of instruments to help you....

SPEEDOMETER	Shows speed up to 80 miles per hour.
ODOMETER	Keeps score of your mileage. In between games the first digit shows your playing level.
FUEL	Shows the contents of your tank. If you run out you lose your car!
GENERATOR	Shows the strength of your battery. If you drive at full speed your battery will be charged, but if you go slower it will get weaker. If the dial reaches zero you lose your car!
HOT LIGHT	Usually comes on after hitting a log (see below).
OIL LIGHT	Usually comes on after Hot Light.
SPARE TYRE	The orange dot under the Odometer when lit means you have a spare tyre remaining.
GARAGE COUNT	Next to the Spare Tyre light. Tells you how many cars you have left after the one you're currently driving.

These are the hazards that you will encounter on your journey...

POTHOLES	Will cause erratic steering.
ROAD PATCHES	Slow the car down.
BROKEN GLASS	Will give you a flat tyre. Your car will coast to a halt while the spare tyre is put on. You can then continue on your way, but remember you only have one spare per car!
LOGS	Will slow you down and damage your radiator. You will then start overheating and you will have to pull into a gas station to get repairs.
AVALANCHE	If you hit a boulder you will crash!
CROSS TRAFFIC	Be careful at any crossroads!

If your fuel is getting low, or if you need repairs, you can visit the GAS STATION. Pull-in on the right of the pumps and stop. Press the fire button, and your tank will be filled and repairs carried out. You can then proceed on your way.

P.T.O.

You score for the distance that you travel, plus bonus miles awarded as follows....

1 mile for each hazard avoided.

10 miles for each car passed.

100 miles for each Gas Station that you pass without pulling in.

1,000 miles for each map section completed.

An extra car is awarded for every 5,000 miles, or 10,000 miles if there are four cars in the garage.

To load the program type LOAD "MOTOR MANIA",1,1 and press Return. Press the PLAY Key on the cassette deck and the screen will go blank until the program is found. When the computer displays FOUND MOTOR MANIA press the Commodore key at the bottom left of the keyboard. The screen will go blank until the program has loaded, then it will display READY. To run the program type SYS8000 and press Return. The title display will come up and you can advance the playing level by pushing the joystick forwards. When you are ready to go, press the fire button and your first car will take up its starting position in the Gas Station. Move the joystick forwards to accelerate, backwards to brake, and left and right to steer. Make sure the joystick is plugged into the joystick port number 2.

Before loading any program, please ensure that the heads of your cassette deck are clean and demagnetised.