

CASSETTE LOADING INSTRUCTIONS

PITSTOP IITM

This cassette includes a fast loading routine which considerably reduces the time taken for the cassette to load.

Switch the computer off, and remove any cartridges. Connect a C2N Datasette Unit, do not connect joystick(s) until after the game has been loaded.

Switch on, put a cassette in the Datasette Unit and fully rewind tape to the left.

To load the programme press and hold down SHIFT then press RUNSTOP. Start the tape as prompted.

The game is recorded in 4 sections. Press the SPACE BAR after each section and continue until the game starts.

The programme will take about 7 minutes to load.

If you have difficulty loading the game first check that the Datasette read/write leads are clean and demagnetised. This must be carried out every 10 hours as described in the Datasette Unit Operating Instructions. Switch the computer off and on when reloading.

DISK LOADING INSTRUCTIONS

PITSTOP IITM

Switch the computer off, connect a disk-drive and plug a joystick into Port 2. Switch the disk-drive on, followed by the computer. Turn the sound volume about half-way.

Insert the disk, label upwards, notch to the left, then type:-

LOAD "*", 8, 1 and press RETURN.

The game loads automatically.