

CASSETTE LOADING INSTRUCTIONS

PITSTOP™

This game includes a fast loading programme which reduces the loading time to about 1½ minutes.

Switch the computer off, and remove any cartridges. Connect a C2N Datassette Unit, and a joystick (to Port 1). Switch the computer on.

Type LOAD "PS" and press RETURN

When READY is displayed, type RUN and press RETURN

When READY is displayed, type @ L "PITSTOP," 1 and press RETURN

When READY is displayed, type SYS 2066 and press RETURN

The game will start automatically. See the instruction booklet for the game commands.

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

DISK LOADING INSTRUCTIONS

PITSTOP™

Switch the computer off, connect a disk-drive and plug a joystick into Port 1. 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 "PITSTOP," 8, 1 and press RETURN.

The computer will reply:
SEARCHING FOR PITSTOP
LOADING
READY(after about 45 seconds)

Type SYS 2066 followed by RETURN.

Follow the instructions given in the manual.