

POCKET ROCKETS

For play on
Commodore 64/128, Amiga, IBM
and 100% Compatibles

A Special Message From Captain Commando

Thank you for selecting POCKET ROCKETS from the
TEAM CAPCOM SERIES.

POCKET ROCKETS is exciting and dynamic, a game that
features powerful, colorful high-resolution graphics from
CAPCOM, the premier worldwide arcade-game designer.

This high-quality DISK PAK has been manufactured to
meet CAPCOM's rigid quality specifications for
excellence, assuring long-lasting playing
satisfaction game after game.

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POCKET ROCKETS DISK PAK INSTRUCTIONS

The Pocket Rockets Story

Welcome to the wild world of the 600cc Sportsbikes! Gathered for your personal revue are four of the hottest, street-legal, two wheeled monsters to blast down **any** canyon. YOU get to take the Suzuki Katana, the Kawasaki Ninja, the Yamaha FZR, and the Honda Hurricane, and put them through their paces.

You will get the opportunity to discover the feel of each of these bikes as you race the clock on the road course, and sprint against the stopwatch on the dragstrip. Time is the ultimate standard by which you can judge these motorcycles; the fastest mass production cycles in this class!

Loading The Game

Commodore 64

Put the joystick in port 2 and make sure only one disk drive is connected to the computer. Type Load "*", 8, 1 then return. The game will automatically load the credits page as well as the title page. From there the motorcycle pages will be presented.

IBM

Go to drive A by typing **A**: then pressing return. Type **PR** then pressing return. The computer will give you a choice between joystick or keyboard control and also allow a selection of graphics. **The keyboard commands within this manual are placed in brackets ().**

Commodore AMIGA

For the 500 and 2000, start with the Amiga Workbench. Insert the game disk. Go to the icon with the mouse and click twice. This will load the game automatically.

For the 1000, boot the kickstart disk before inserting the game.

Controlling The Game

POCKET ROCKETS on the Commodore 64 and the Commodore Amiga systems can only be operated by a joystick. The joystick commands are different for each part of the game. The game is divided into three sections:

1. The MOTORCYCLE PAGES. The illustrations of the four bikes will change when you have the pointer arrow set inside the actual picture of the individual bike and press the fire button (space). This will allow you to pick which of the four bikes to use in either the Drag Race or the Road Race.

There are two smaller illustrations inset in each Motorcycle Page. The picture on the left side is of a roadcourse with a black-and-white checkered flag. Move the pointer arrow here (left arrow), and press the fire button (space), if you wish to take the pictured motorcycle on the Road Race.

The other illustration, on the right side, is of the speedway lights that are

used at the Drag Race portion of the game. Move the pointer arrow here (right arrow), and press the fire button (space), if you wish to take the pictured motorcycle on the Drag Race.

Due to the similar layout of the Motorcycle Pages, these instructions will fit any of the chosen bikes.

2 The ROAD RACE. When you have selected the motorcycle that you wish to test drive on the Road Race, the game will shift to show the actual road-course with the dashboard of the chosen bike in the foreground, a cycle with a rider on the road (your character), and a highly detailed background. The instruments in the dashboard will help you handle the bikes like a pro. When the green indicator light is on, the bike is in neutral. The flashing amber lights are turn signal indicators. The red oil light comes on when you have crashed. The current gear is indicated by digits 1 to 6 lighting. The time begins when you first accelerate.

The joystick commands for the Road Race are:

Push up to accelerate.

Push up and press the fire button to shift gears up.

Pull down to decelerate.

Pull down and press fire button to shift gears down.

Push right to move right.

Push left to move left.

The IBM keyboard commands for the Road Race are:

Spacebar — Shifts gears.

7 — Accelerate, turn left.

8 — Accelerate, go straight.

9 — Accelerate, turn right.

4 — Turn left, no acceleration.

5 — Brake.

6 — Turn right, no acceleration.

1 — Brake, turn left.

2 — Brake.

3 — Brake, turn right.

At the completion of the Road Race, an illustration showing a pair of checkered flags and a trophy, glowing alternately, will appear. Choose the checkered flags if you wish to race again with the same bike by moving the joystick to the left (left arrow), and firing (space). Choose the trophy if you wish to record your score by moving the joystick to the right (right arrow), and firing (space). The trophy will appear, then you will be sent back to the Motorcycle Pages to choose the next bike and next event. (For Commodore 64: if you wish to go directly to the bike screens, press the spacebar and you will avoid the trophy screens completely. Scores are not recorded but load time is avoided.)

3 The DRAG RACE. When you have chosen the motorcycle that you wish to test ride on the Drag Race, the game will shift to show a rider and cycle on

the drag strip, (your character), a grandstand in the background and the instruments in the foreground. The instruments are: a speedometer, a tachometer, the starter lights, a stopwatch and gear indicators 1 to 6. The starter lights begin with red.

The motorcycle starts in neutral and should be revved while waiting for the green lights. Shift up into first when the green lights appear and the timer starts.

The joystick commands for the Drag Race section are as follows:

Push up to accelerate.

Push up and press fire button to shift gears up.

The IBM keyboard commands for the Drag Race are:

7, 8, or 9 activates the accelerator.

Spacebar will shift gears.

As with the ROAD RACE, at the end of the DRAG RACE you will be given the option of racing again, entering your initials on the trophy, or going back to the bike pages. The only difference here is that the icon for continuing the DRAG RACE is a stopwatch. They operate the same here as the icon selections of the ROAD RACE.

Other Commands For the IBM Version:

ESC — Freezes the game.

Q — Quit, goes back to DOS.

TIPS FOR GAME PLAY

For the Road Race section:

1. Stay on the road. Straying from the course is dangerous!
2. Beware of red-lining the engine.

For the Drag Race section:

1. Revv engine before the green light, but not too high!
2. Beware of red-lining here too!
3. Keep joystick pushed Up (up arrow), while racing.



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