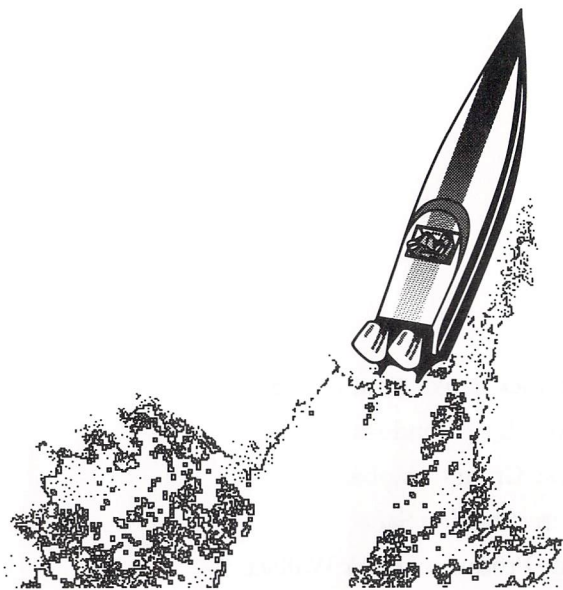


HEAT WAVE™

OFFSHORE SUPERBOAT RACING



Manual for Commodore 64/128

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"I wanted the boat to project an exotic image, kind of like a 959 Porsche. I want people to look at her and be aroused."

— **Don Johnson, star of "Miami Vice," on his custom-designed Scarab 43 superboat**

"Most people, at 45 miles per hour, will say, 'This is fun. This is getting interesting.' At 55, they start looking around ... and at 60 they're asking themselves 'What am I doing here?' At 65 they want to get out, and when you hit 70, sheer terror sets in."

— **Todd Owen, owner of a 41-foot Apache power boat, as quoted in USA Today**

Have you ever wondered what would it be like to be strapped in front of a pair of supercharged Lamborghini V-12 rocket launchers? How about planing across the Gulf of Mexico at 100 MPH, kicking up a monster rooster tail that can be seen on the beach, maybe five miles away.

Imagine: No traffic. No cops. No conscience. Just you, a few fish, and about 11,000 pounds of screaming muscleboat built of space-age metal alloys, designed to run about 1,300 horsepower at open throttle. The kind of machine that guys like Don Johnson, star of Miami Vice, might take for a spin in the Offshore World Championships.

For real speed freaks, hoisting a spinnaker on even the fastest 12-meter yacht causes shrieking boredom. You need huge throbbing MerCruiser 420s that eat a gallon of gas every three-quarters of a mile — three of them whenever possible, maybe mounted on a Kevlar hull. You need speedmaster drives and hydraulic steering systems. You need a little thunder on the water.

Welcome to Heat Wave.

HEAT WAVE

TABLE OF CONTENTS

This manual is structured for the player who wants only the bare essentials before jumping into action. The first sections will get the game up and running and show you your boats controls.

If you want a little more depth, read the Control Panel section for a complete explanation of the cockpit gauges and gadgets. The Main Menu section explains each of the options available to you on the Heat Wave Agenda screen — the first you come to after you successfully boot your game.

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GETTING STARTED

- 1 Turn on your computer. (If you have a C128, hold down the C= key when you turn it on to ensure that you are in C64 mode.)
- 2 Insert the Heat Wave disk into your disk drive.
- 3 Type Load **"*"**,8,1

Main Menu: The Heat Wave Agenda

The interface for Heat Wave is a system of menus, each of which offers a number of selections. Use the joystick to move through the menu choices. Your current choice is highlighted. Then press the **fire button** to select it. A data screen or sub-menu will appear (follow the same procedure to select options from a sub-menu).

Here's a rundown of all your options on the Heat Wave Agenda:

Sponsor's Buffet

First, meet the folks responsible for the fine menu of options on which you are about to feast. Press **Esc** to return to the Agenda.

Select Course

Heat Wave features six pre-set courses — four offshore near Miami, one in the San Francisco Bay, one on the Mississippi River. Highlight a course name and press **Return**.

Select Boat

You can race one of four different boats. Each, naturally, has different characteristics. Read the specs on the four data screens, then try them all out in a practice run.

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Main Menu: The Heat Wave Agenda (continued)

- 1 To scroll through the information on the four boats, move the joystick left or right to highlight **Next Boat**, then press the **fire button** to make the picture and stats of the next boat appear on screen.
- 2 When the boat you want to pilot is on the screen, highlight **Select Boat** and press the **fire button**.

The Boats

Offshore superboat racing features two types of boats: **Deep-Vs** and **Catamarans**. Both types ride on top of the water, instead of plowing through it. The faster the boat goes, the less the hull actually touches the water, thus reducing friction and increasing speed.

Catamarans. Cats have two hulls, called sponsons, with a tunnel (covered by the deck) in the middle. The tunnel is shaped like a long wedge, wide at the bow and narrow at the stern. Air rushing into the front end is thus compressed as it reaches the rear, actually lifting the boat — and, in effect, reducing its weight. However, at slower speeds in rough water, this lift effect is nullified.

Standard catamaran design usually features a series of steps that run down the sides of each of the two sponsons. These mix air with the water flowing under the boat. Aerated water creates less friction with the hull.



Deep-Vs. **Deep-V** — or monohull — boats win offshore races when the water is rough and speeds slower. When a V boat approaches top speed on flat water (at around 100 mph), only a small portion of the rear hull (and the props) touch the water — a potentially unstable situation.

Deep-V design features strakes, which are horizontal ribs that help the boat rise out of water. Also, when your boat flies off the top of a wave, the strakes limit how hard you crash down into the next one.

Registration

In order to race on any given course, you must register. You will be asked whether you're a **Rookie** or **Experienced Driver**. If you sheepishly admit you're a **Rookie Driver**, you'll be asked to type in your name. Press **Return** and follow all on-screen prompts. Only 10 drivers per course can be registered in Heat Wave, so if the roster is full, you'll have to replace the person whose name appears last on the list. (NOTE: Once you replace a driver, they and their standings are permanently removed from the roster.)

If you're an **Experienced Driver** — that is, one who's already on the roster — just use the joystick to highlight your name, and press the **fire button**.

Pit Stop

You only get one pit stop, and it's before the race. So make wise choices here. If something goes wrong when you're out on the water, you'd better be prepared.

Heat Wave automatically provides you with a life jacket. Beyond that, you have room for extra gasoline and three spare parts of any configuration.

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Pit Stop (continued)

Gasoline. You can **Add Gas** or **Remove Gas** by highlighting the option and pressing the **fire button**. Each time you press the **fire button**, one gallon of gas is either added or removed from your tank. Press and hold the **fire button** to speed up the fueling process.

Too much gas will slow you down. Too little gas, you won't finish the course. Each boat uses different amounts of gas. Each course is a different length. Weather conditions may force sudden course length changes as well as alter how your boat rides. As you can see, your fuel strategy is important.

Spare Parts. These consist of **propellers** and **shafts**. You can damage your propeller if it hits bottom in shallow water, or if you run over a buoy. You'll damage a shaft if your engines run at high RPMs for too long.

Highlight the desired part you want and press the **fire button**. The part will either appear or disappear from the **Parts View** window.

Practice

The practice run is just like the real thing — same course, same boat, same basic conditions. (To return to the Agenda at anytime during the race, press either **Restore** or the **C=** key.)

Qualification Time Trials

If you register a new name or a new boat, you have to submit to the indignity of qualification, which is a race from the starting line to one buoy and back again. (Each race has a different qualifying time and distance.) When you select this option, you will see an **Overview Screen**. You'll read more about this later, but for now, just follow the directions there.

From the cockpit of your boat, watch your clock as it counts down.



- 1 When the countdown reaches zero, press **Enter** to start your engine, then press your joystick forward to go, pull back on it to slow down, move it left and right to steer left and right.
- 2 Press **Esc** at anytime to drop out of the trial and return to the Agenda.

Course Fly Through

This gives you a guided tour of the entire program. To stop it, press either **Restore** or the **C=** key.

Driver's Meeting

Don't miss it: It's Basic Racing 101. Meet your crustaceous competitors. Pick up a few tips on technique. To end the meeting, press the **fire button**.

The Race

Keep an eye on the clock. When it reaches zero, go. Race around the buoys in the manner dictated by the course map. Try to win. For racing details (how to control the boat, cockpit gauges, etc.), see the following sections. If you're a rookie and haven't completed a qualification time trial, the game will remind you of your omission.

Winner's Circle

Your goal, of course, is to finish in the shortest possible time. Heat Wave keeps a running tab of each driver's best time. Highlight this option, press the **fire button**, and the Top Standings and Records screen — The top ten fastest times will appear in the Winner's Circle.

Retire to BASIC

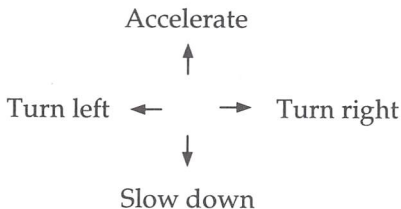
This is an option you will probably never want to exercise. You may want to keep Heat Wave on your computer screen well into perpetuity.

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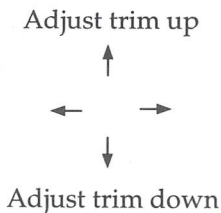
Basic Boat Controls

Use the joystick to control your boat's speed and direction. Press the **Space Bar** to pause the game and use either the **Restore** key or **C=** key to return to the Heat Wave Agenda at anytime.

Joystick



Joystick with fire button pressed



Note: see **Trim** in the next section for more details.

Status Keys

When something is wrong, or when something of interest happens, the appropriate **Status Key Indicator** starts to flash. To see what's up, press the corresponding key.



1 Navigation

Shows a map of your current race course. In practice mode it even displays your position with a small marker. The chart on the right displays the distance and direction for each leg of the race. Very helpful information.

2 Time Sheet

Tells you how you are doing in the race. Each time you pass a buoy marker, your time is recorded on this screen. So are all your time penalties. You receive penalties for:

Penalty	Length of Penalty
Missing a buoy	1 minute
Missing a marker	1 minute
Boat repairs	
Shaft	2 minutes
Prop	1 minute
Bilge	1 minute
Jumping the starting flag	1 minute

The **Time Sheet Indicator** will flash whenever something new is added to your Time Sheet.

3 Damage

Your **Damage Indicator** will flash if something is wrong with your boat. Press the **Damage** key to assess the damage. The problem will be spelled out in the lower window.

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Status Keys (continued)

There is also a menu on this screen. Scroll through the choices and press the **fire button** to select one of the following:

Trouble Shoot	Tells you what you did wrong — e.g., hit bottom, ran at high RPMs too long, etc.
Repair Shaft	Only if you have an extra shaft on-board, of course.
Change Prop	Same story.
Check Gas	Tells you exactly how many gallons of fuel are left in your tanks.
Disqualify	Lets you exit the race.

The Control Panel

Once you choose **Practice**, **Qualification Time Trial** or **The Race** options from the Agenda, the next screen you see displays your superboat's control panel. Here are the panel components and their functions:

Compass

This tells you your current bearing in terms of direction (N, S, E, W) and degrees (0-360).

Clock

This device tells you how long you've been racing and also acts as the timer during the pre-race countdown.



RPMs

The revolutions-per-minute of your drive shafts. The higher the RPMs, the faster your propellers turn, and the faster you go. Of course, most driving machines can only sustain very high RPMs for limited periods of time. Ham-hands on the throttle will nuke your shaft.

Speedometer

Yes. This tells you how fast you are going. Make sure your speed properly reflects engine RPMs. If you are going slow, but RPMs are high, something is wrong — e.g., the propeller is damaged, or you didn't set the trim right.

Trim

When you get closer to maximum speed, your boat will “go on plane.” That means it will literally fly over the top of waves, with only minimal hull contact with the water. Adjusting the trim up or down will flatten out your ride and measurably increase your cruising speed. As wave conditions or speed changes, your trim will be knocked out of adjustment, so keep on eye on it, and adjust it often.

Bilge Pump

If you take on water for any reason, press **B** to activate the bilge pump. This will keep you dry — but it also eats gas and slows you down.

Temperature Gauge

Gauges engine temperature. Only runs high if something is wrong or you are revving your boat too high for too long. In either case, the warning light will flash and a noise like a siren will warn you to watch your temperature.

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The Control Panel (continued)

Starter

To turn on your engines, press **Return**. (To kill your engines, press the **Tab** key. Hint: In case of imminent collision, the **Tab** key will stop you faster than the joystick.)

Fuel Gauge

Gives only a rough indication of fuel remaining. For a more detailed reading, go to the Damage Screen (see **F-Screen** section) by pressing 3.

Troubleshooting Guide

This troubleshooting guide may help you with some common problems encountered with the Commodore computer:

- 1 When loading our games, try disconnecting extra peripherals such as printers, modems, or Fast Load cartridges from the system. Accolade games utilize the Commodore in ways that other software may not, and having extra peripherals connected may interfere with the loading or playing of the game.
- 2 Make sure that your drive is running at the proper speed. Although your drive may load other software without any problems, the copy-protection on our software relies on the drive running at its correct speed.
- 3 Is your drive out of alignment? Is your drive dirty? If you have trouble loading a program, it may be that your drive needs cleaning or the head needs to be realigned. This is especially true if the drive is used frequently.



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