

RACING DESTRUCTION SET COMMODORE 64

TO START — Turn on the disk drive, turn on the computer, and put the game disk in the drive. Type **LOAD "EA",8,1** and press Return. This disk uses fast disk routines generously provided by Commodore Business Machines, Inc., to speed up the program loading process. If you encounter any loading problems, start over and type **LOAD "SLOWER EA",8,1** instead.

JOYSTICK CONTROL — Use joystick port number 2 for the red vehicle in both one and two-player games. Use joystick port number 1 for the yellow vehicle in two-player games.

TO RESTART A RACE — Press **F3**. Then select "yes" if you want to repeat the race or "no" if you want to return to the racing menu.

TO PAUSE DURING A RACE — Press the Commodore key. (It's the one on the lower left hand side of the keyboard.) Press the key again to restart.

IMPORTANT: Be careful not to depress the shift lock key. When that key is depressed, the joysticks will not behave reliably under all conditions. Also, please note that if you build a very large and complicated track, the track scanning process described on page 5 of the manual may cause the screen to go blank or to produce strange graphics. When the scanning process is complete, the display will return to normal.

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