

SUPER SCRAMBLE SIMULATOR

TM

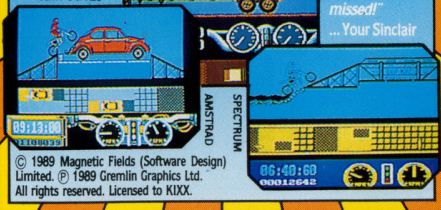
Motorbike scrambling like you've never played it before! This real life simulator takes you over 15 gruelling terrains, encompassing 1:2 gradient hills, streams, water obstacles, volkswagen beetles and lorries.

CBM 64/128

"A super addictive game - not to be missed!"
... Your Sinclair

Your bike got stuck...
... Oops! Lose 6 seconds

CBM 64/128



SPECTRUM

06:40:69
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Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.

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ISTRUZIONE
ITALIANE COMPRESSE.

SIS SCRAMBLE



SUPER SCRAMBLE SIMULATOR



SUPER SCRAMBLE SIMULATOR

TM



TIGER ROAD™



IMPOSSIBLE MISSION II™



DELTA™



CALIFORNIA GAMES™



OUT RUN™



BARBARIAN II™



ROAD BLASTERS™



4 x 4™



BARBARIAN™



GAMES WINTER EDITION™



QUE DEX™



VIGILANTE™



LEADERBOARD PAR 3™



THUNDER BLADE™



AFTER BURNER™

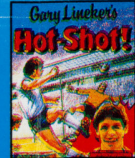
COMING SOON!



FORGOTTEN WORLDS™



SUPER SCRAMBLE SIMULATOR™



GARY LINEKER'S HOT SHOT™



HUNTERS MOON™



HAWKEYE™



LAST DUEL™



TECHNO COP™

SUPER SCRAMBLE SIMULATOR™

LOADING INSTRUCTIONS

CBM 64/128 CASSETTE

Press SHIFT and RUN/STOP keys simultaneously. Press PLAY on the cassette recorder.

SCENARIO

Take on the ultimate challenge of motorbike scrambling. This real life simulator takes you over 15 gruelling terrains, featuring 1.2 gradient hills, streams, water obstacles, logs, cars and lorries. Control your accelerating, braking and gear changing (avoid stalling it!) as you race against the clock.

GAMEPLAY

The game has fifteen courses divided into five sets of three. There are three sets of mud courses and two sets of concrete courses. Within a set, the courses can be played in any order, but the whole set must be completed before progressing to the next set. Failure to complete the course within the time limit ends the game.

Each course must be completed in the fastest possible time for a maximum score. Time penalties are incurred for failing to negotiate an obstacle correctly or for straying off the course, crashing or stalling the bike. Bonus points are given at the end of each course for time remaining.

SCREEN LAYOUT

TOP SCREEN – A detailed side view of the bike on the course and the obstacles being negotiated.

MIDDLE SCREEN – A plan view showing the players position on the course and a short distance ahead. Used for steering the bike through the obstacles, also displays the penalty messages.

BOTTOM SCREEN – (from left to right).

1. Timer
2. Dashboard – The left dial is the speedometer. The central lights are gear indicators (all green – neutral, bottom red – first, middle red – second, top

red – third). The dial on the right is the rev counter.

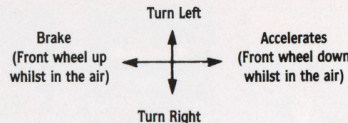
3. Your score.

CONTROLS

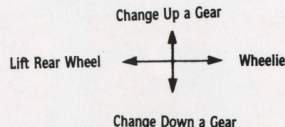
All controls and option selections are joystick controlled except for:
Pause – COMMODORE KEY (CBM 64/128), P (Spectrum/Amstrad).
Reset Game – RESTORE KEY (CBM 64/128).

JOYSTICK

Without FIRE button depressed:



With FIRE button depressed:



FIRE button depressed with joystick centred – Duck.

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SUPER SCRAMBLE SIMULATOR™

ISTRUZIONI PER IL CARICAMENTO

CBM 64/128 CASSETTA

Premi contemporaneamente i tasti SHIFT e RUN/STOP. Premi PLAY sul registratore.