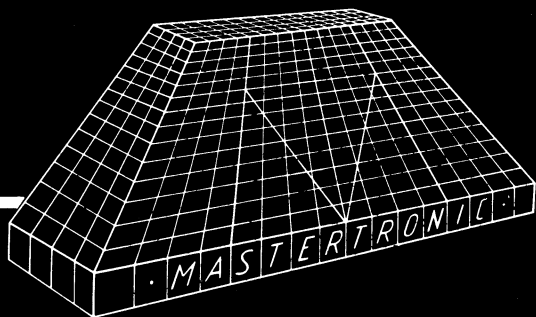


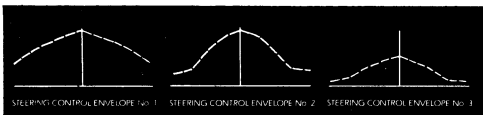
INSTRUCTION BOOKLET

· ELEKTRAGLIDE ·



▶ GAME PLAY:

- 1) Push button/move joystick to go to options screen.
- 2) Move stick left or right to choose **STEERING CONTROL ENVELOPE**.
- 3) Push button to move arrow to the track selector, then move joystick left or right to select **SCOTLAND/ENGLAND/WALES, AMERICA** or **AUSTRALIA**.
- 4) Then push joystick forward to commence play.



STEERING CONTROL ENVELOPE No. 1 is the firmest control, **ENVELOPE No. 3** is the lightest.

GAME OBJECTIVE:

Simple: stay on the track at all costs, and reach the tunnel leading to the start of the next section.

GAME CONSOLE:

The **COUNTDOWN TIMER** on the left indicates the amount of time units left to reach the next section.

The **VELOCITY INDICATOR** on the right indicates your current velocity, up to a maximum of 60 units.

THE 6 DIGIT SCORING SYSTEM ON THE COMMODORE VERSION IS BASED UPON DISTANCE TRAVELLED AND HAZARDS AVOIDED.

HINTS ON PLAY:

- 1) SELECT THE STEERING CONTROL ENVELOPE THAT BEST SUITS YOUR JOYSTICK.
- 2) THE ATTACKING SPHERES ARE INTELLIGENT AND SENSE YOUR POSITION AT ALL TIMES: BE CAREFUL!
- 3) LISTEN OUT FOR THE ROCKET OVERHEAD ON BENDS: IT WILL BEAM DOWN ATTACKING ELECTROSTATIC COLUMNS WHICH HINDER YOUR PROGRESS!
- 4) DON'T OVER-STEER IN THE TUNNELS!
- 5) OBSERVE THE SHADOWS AT ALL TIMES: IT HELPS AVOID COLLISIONS!
- 6) LISTEN FOR THE AUDIBLE TIMER WARNING: TIME IS RUNNING OUT!

CONTROLS Use joystick port 1 (Atari), port 2 (Commodore). At the end of a game, press button to re-start with the same options.

OR: Move the joystick forward to return to the **OPTIONS** screen.

PAUSE MODE: Any key will pause, then re-start the game.

LOADING:

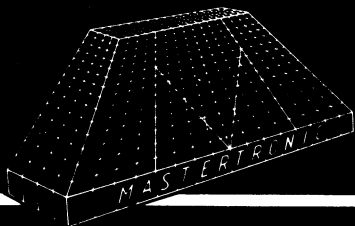
ATARI: 800/130 XL XE

Disk: Empty the cartridge slot. Switch the disk drive on. When the busy light is off, insert the diskette. Switch computer on. On the **XL** and **XE** models, switch computer on whilst holding down the **OPTION KEY**. The program will now load automatically.

COMMODORE 64/128:

Diskette: Type **LOAD "*" , 8, 1**

Make sure your Commodore **C128** is in the **C64** mode before loading. ■



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