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super off road amiga • atari st • ibm pc

LOADING

Super Off-Road loads and runs automatically. Reset your machine, then follow the instructions for your computer.

Amiga and ST: Insert disk in drive A.

IBM PC and Compatibles: Insert disk in drive A, and type IRONMAN. To install on your hard disk, type INSTALL at the A: prompt. If the boss walks by, hit ALT B to pause and return to the DOS prompt - EXIT returns you to the game.

CONTROLS

Amiga and ST - During the Attract mode, F1 turns both music and sound effects on, F2 turns music only on, F3 turns sound effects only on, F4 turns music and sound effects off, while F10 allows you to quit the options section.

Player 1, the red car, uses Joystick Port 1

- Up - accelerate
- Down - brake
- Left - left
- Right - right
- Fire - Nitro

Player 2, the yellow car, uses Joystick Port 0

- Up - accelerate
- Down - brake
- Left - left
- Right - right
- Fire - Nitro

Player 3, the blue car, uses the keyboard

- /, LEFT SHIFT, SPACEBAR - accelerate
- QWASZXUIJK M or , - left
- ERDFCVOP or ; - right
- ALT or RIGHT SHIFT BUTTON - Nitro
- Braking is automatic when the accelerate key is released

During play, HELP pauses the game and ESC aborts a paused game.

IBM PC and Compatibles - Super Off-Road supports the Adlib sound board, if it has been fitted to your PC and a games card is required if you want to take advantage of the three-player option - Player 2 uses a joystick.

Player 1, the red car, uses the keyboard

- Q - accelerate
- Z or X - left
- C or V - right
- A - Nitro

Player 2, the yellow car, uses Joystick Port 1

Up - accelerate
Left - left
Right - right
Fire - Nitro

Player 3, the blue car, uses the keyboard

] - accelerate
M or , - left
. or / - right
' - Nitro

During play, F1 pauses, F2 toggles the sound on or off, F10 aborts a paused game, ALT B accesses the Boss Screen, CTRL S saves the high score chart when it is being displayed and ESC exits to DOS. If the high score table already exists on disk then it will be saved automatically.

Super Off-Road Stadium Racing - The Off-Road Experience - Your aim is simple: to come out as the best off-road driver in a series of stadium-based races. Four drivers, up to three of which can be played by the computer, compete over a series of eight tracks - and each track is raced both clockwise and anti-clockwise, giving 16 race configurations.

Based on the American arcade game "Ivan 'Ironman' Stewart's Super Off-Road", this conversion is faithful to the original, so when you first load the game each player needs to input details that will be used later for the high score and race results screens. First, you need to identify yourself with a three-letter name - use the joystick or keyboard to move the cursor over the letters of the alphabet and click fire to add the selection to your name field.

Next, details of each driver's birth date are needed, according to the customs of competitive off-road racing. The date you input is displayed in the American style - with the month preceding the day's date.

Finally, you get the chance to pick a nationality for yourself - move the cursor around the screen and press fire when it is resting on the national flag of your choice.

Once all the players have completed the arcade set-up sequences, the real racing can begin.

Money, Laps and Lives - At the start of a new season, competitors begin on equal terms - no-one has any money in the bank, and everyone has three 'lives' in the form of Credits, which are worth \$200,000 dollars. Money can be collected during races: bags of dollars appear on the track every so often; the first person to drive over a Bonus Bag collects the loot it contains. Similarly, containers of Nitro Fuel materialise on the track from time to time - collect them if you can - Nitros usually cost you \$10,000 dollars each and can only be purchased before a race starts. The Bonus Nitros you collect during a race can be used immediately, if you want...

And Prize money is also on offer, of course.

The moment one driver completes four laps, the current race ends and he is declared the winner. The other three drivers are then automatically ranked according to their positions when the race finished.

Coming first in a race earns you \$100,000, 2nd place is worth \$90,000, while third place adds \$80,000 to your account. Even if your driving skills aren't that impressive, you still collect \$70,000 for coming fourth. Watch out for the computer-controlled cars - each player who is beaten by one, loses a Credit.

Points are also awarded at the rate of one point for every \$1,000 dollars you win while racing, and are used on

the High Score table at the end of a game to determine an overall ranking for the season's competition.

Everyone starts the game with three lives. Being beaten by one of the computer-controlled cars costs you one of your lives.

After each race, the Awards Screen appears and the position of each competing driver is shown, alongside readouts that show the cash won and the cash collected by picking up Bonus Bags on the track.

If you lose a credit with a credit remaining, a counter starts ticking down and you can opt to continue play by pressing fire before it reaches zero. If you allow the 'Continue Play?' counter to reach zero, then you are retired from the current game and have to leave the other drivers to chase victory.

Spending Money in The Speed Shop - The Speed Shop menu appears in between races and allows you to spend the cash you have accumulated on the track and by winning races. The display at the top shows how many lives you have (shown as 'credits'), and how much cash you have amassed.

Five useful items are on offer in the Speed Shop, all of which improve the performance of your vehicle. By glancing at the bar readouts in each panel, you can see how many of each of the five accessories has already been fitted to your vehicle.

To go shopping, move the cursor over the panel that shows the accessory you want to buy and press FIRE to make the purchase (if you try to buy an item you can't afford a credit is automatically traded in for \$200,000).

When you've bought all you want, select the Next Race panel to move onto the track.

Nitro Fuel Units - You can have up to 99 of these - providing you have collected lots of cash or get really good at picking up the freebies during races. The lap counter panel that is displayed during a race shows how many Nitros each driver has in reserve.

During a race, pressing the FIRE button or Nitro Key uses a Nitro Unit if you have one - when you punch the Nitro in, you gain a short burst of amazing speed as the high-grade fuel is burned off.

Use Nitros at the start of a race to get ahead of the pack, and whenever you've got a bit of catching up to do!

Tires - You can buy up to five grades of 'Tire'. The higher grade you have, the better your vehicle's grip on the racetrack, the less likely you are to skid, and the vehicle's turn rate is improved.

Shocks - Up to five types of shock absorbers can be fitted to your vehicle - the more you have, the less bouncy the ride. The improved contact of your wheels with the ground gives improved acceleration and cornering.

Acceleration - By careful race-tuning, your vehicle can be made to accelerate up to its top speed more quickly. You're limited to five Acceleration units - each one you buy increases performance.

Top Speed - This accessory boosts the top speed that your vehicle can reach without the aid of Nitro boosters. When you have fitted five Top Speed accessories and five Acceleration units, your truck can't travel faster without Nitros...

Learn From Ironman - Keep an eye on the stock of Nitros you have in your vehicle - the race readout that appears on screen shows how many laps each competitor has completed and how many Nitros they have in stock.

Use your Nitros wisely - to get ahead of the pack at the start of a race, or to make up for lost time. And buy plenty - by using Nitro boosts to best effect, it's possible to triple your overall speed during a race.

Giù - frena
Sinistra - sinistra
Destra - destra
Fuoco - Nitro

Giocatore 3, macchina azzurra, usa la tastiera
/, SHIFT SINISTRO, BARRA SPAZIATRICE - accelera
QWASZXUIJK M o , - sinistra
ERDFCVOLP o ; - destra
ALT o SHIFT DESTRO - Nitro
La frenata è automatica quando rilasci il tasto di accelerazione

Durante il gioco, HELP fa la pausa e ESC abortisce un gioco in pausa.

IBM PC e Compatibili - programma accetta la scheda sonora Adlib, se il tuo PC ne monta una, e occorre una scheda giochi se vuoi operare l'opzione a tre giocatori - il Giocatore 2 usa il joystick.

Giocatore 1, macchina rossa, usa la tastiera
Q - accelera
Z o X - sinistra
C o V - destra
A - Nitro

Giocatore 2, macchina gialla, usa il Joystick nella Porta 1
Su - accelera
Giù - frena
Sinistra - sinistra
Destra - destra
Fuoco - Nitro

Giocatore 3, macchina azzurra, usa la tastiera
] - accelera
M o , - sinistra
. o / - destra
' - Nitro

Durante il gioco, F1 fa la pausa, F2 accende/spegne il sonoro, F10 abortisce un gioco in pausa, ALT B accede la Videata Boss (il Capo), CTRL S salva la tabella punteggio elevato quando appare, e ESC esce su DOS. Se la tabella punteggio elevato è già presente su disco, viene salvata automaticamente.

Le joueur 2, voiture jaune, utilise le joystick sur le Port 1.

Haut - Accélérer
Gauche - A gauche
Droite - A droite
Feu - Nitro

Le joueur 3, voiture bleue, utilise le joystick.

] - Accélérer
M ou , - A gauche
. ou, - A droite
' - Nitro

Pendant le jeu, F1 met le jeu en pause, F2 active ou désactive le son, F10 fait avorter un jeu mis en pause, ALT B vous donne accès à l'Ecran du Patron, CTRL S sauvegarde la table des hauts scores quand elle est affichée et ESC vous fait sortir sur DOS. Si la table des hauts scores existe déjà sur le disque, elle sera sauvegardée automatiquement.

Pendant la partie, P met le jeu en pause et Q quitte un jeu mis en pause. 1 active et désactive la musique du jeu.

ITALIANO CARICAMENTO

Super Off-Road si carica e gira automaticamente. Resetta la tua macchina, poi segui le istruzioni per il tuo elaboratore.

Amiga e ST: Inserisci il dischetto nell'unità disco A.

IBM PC e Compatibili: Inserisci il dischetto nell'unità disco A e digita IRONMAN. Per installare su disco rigido, digita INSTALL quando appare A:. Se arriva il capufficio, premi ALT B per sospendere e tornare al DOS - EXIT ti riporta al gioco.

CONTROLLI

Amiga e ST Nel modulo Attract, F1 accende sia la musica sia gli effetti sonori, F2 accende solo la musica, F3 accende solo gli effetti sonori, F4 spegne musica ed effetti sonori, mentre F10 ti permette di abbandonare la sezione opzioni.

Giocatore 1, macchina rossa, usa il Joystick nella Porta 1

Su - accelera
Giù - frena
Sinistra - sinistra
Destra - destra
Fuoco - Nitro

Giocatore, macchina gialla, usa il Joystick nella Porta 0

Su - accelera

Keep an eye out for the collectables - Bonus Bags stuffed with cash and Bonus Nitro Containers. The quantity of cash in the bags and the number of Nitros in the containers increases as a race progresses. If you're falling behind the field, it sometimes pays dividends to go for pickups rather than for the best position at the end of a race.

Drive intelligently! The more skilful you are at avoiding the on-track obstacles like ramps, mounds and watersplashes, the quicker you will be able to complete a lap.

Spend money! The number of dollars you earn or collect determines the number of points you are awarded on the High Score Screen, but there's no point in saving cash. Spend out when you get the chance to visit The Speed Shop...

DEUTSCH LADEN

Super Off-Road wird automatisch geladen und Schalte Deinen Computer ein und befolge die Anweisungen für Dein Gerät.

Amiga und ST: Diskette in Laufwerk A einführen.

IBM PC und Kompatible: Diskette in Laufwerk A einführen und IRONMAN eingeben. Um das Spiel auf die Festplatte zu installieren, INSTALL eingeben, wenn A: erscheint. Sollte Dein Chef zufällig vorbeikommen, dann drücke schnell auf ALT B, was das Spiel unterbricht und Dich zu DOS zurückbringt. Durch Drücken auf EXIT kannst Du dann beliebig weiterspielen.

STEUERUNG

Amiga und ST - Im Attract-Modus schaltet F1 die Musik und Soundeffekte ein, F2 nur die Musik und F3 nur die Soundeffekte. F4 schaltet Musik und Sound aus, und mit F10 verläßt man diese Option.

Spieler 1 (roter Wagen) benutzt Joystick Port 1

Hoch - Beschleunigen
Runter - Bremsen
Links - Links
Rechts - Rechts
Feuer - Nitro

Spieler 2 (gelber Wagen) benutzt Joystick Port 0

Hoch - Beschleunigen
Runter - Bremsen
Links - Links
Rechts - Rechts
Feuer - Nitro

Spieler 3 (blauer Wagen) benutzt die Tastatur

/, SHIFT (LINKS), LEERTASTE - Beschleunigen
QWASZXUIJKM oder , - Links
ERDFCVOPL oder ; - Rechts
ALT oder SHIFT (RECHTS) - Nitro

Bremsen erfolgt automatisch, wenn die Beschleunigungstaste losgelassen wird.

Während des Spiels ergibt HELP eine Spielpause, und ESC bricht ein angehaltenes Spiel ab.

IBM PC und Kompatibile - Super Off-Road unterstützt Adlib Sound, falls die entsprechende Platine in dem PC eingebaut ist. Eine Games-Karte wird benötigt, um die Drei-Spieler-Option zu verwenden - Spieler 2 benutzt einen Joystick.

Spieler 1 (roter Wagen) benutzt die Tastatur

Q - Beschleunigen
Z oder X - Links
C oder V - Rechts
A - Nitro

Spieler 2 (gelber Wagen) benutzt Joystick Port 1

Hoch - Beschleunigen
Links - Links
Rechts - Rechts
Feuer - Nitro

Spieler 3 (blauer Wagen) benutzt die Tastatur

] - Beschleunigen
M oder , - Links
. oder / - Rechts
' - Nitro

Während des Spiels ergibt F1 eine Spielpause, F2 schaltet den Sound ein oder aus, F10 bricht ein angehaltenes Spiel ab, ALT B holt den Boss-Bildschirm, CTRL S speichert die High Score-Tabelle, wenn diese aufgezeigt ist und ESC führt zurück zu DOS. Falls sich eine High Score-Tabelle schon auf der Diskette befindet, wird sie künftig automatisch abgespeichert.

FRANCAIS CHARGEMENT

Super Off Road se charge et se déroule automatiquement. Réinitialisez votre machine et suivez les instructions de votre ordinateur.

Amiga et ST: Introduisez le disque dans l'unité A.

IBM PC et Compatibles: Introduisez le disque dans l'unité A et tapez IRONMAN. Pour installer le jeu sur votre disque dur, tapez INSTAL à l'indication A:. Appuyez sur ALT D pour mettre le jeu en pause et retourner à l'indication DOS.

Appuyez sur EXIT pour retourner au jeu.

LES COMMANDES

Les versions CPC et Spectrum peuvent être jouées par un ou deux joueurs. Toutes les autres versions peuvent être jouées par un maximum de trois joueurs à la fois.

Amiga et ST - Pendant le mode Attract, F1 active la musique et les effets sonores, F2 active la musique uniquement, F3 active les effets sonores uniquement, F4 désactive la musique et les effets sonores et F10 vous permet de quitter la section des options.

Joueur 1, voiture rouge, utilise le joystick branché sur le Port 1.

Haut - Accélérer
Bas - Freiner
Gauche - A gauche
Droite - A droite
Feu - Nitro

Joueur 2, voiture jaune, utilise le joystick branché sur le Port 0.

Haut - Accélérer
Bas - Freiner
Gauche - A gauche
Droite - A droite
Feu - Nitro

Joueur 3, voiture bleue, utilise le clavier.

/, SHIFT DE GAUCHE, BARRE D'ESPACEMENT - Accélérer
QWASZXUIJKM ou , - A Gauche
ERDFCVOPL ou ; - A droite
ALT ou BOUTON SHIFT DE DROITE - Nitro
Vous freinez automatiquement lorsque vous relâchez la touche d'accélération.

Pendant la partie, HELP met le jeu en pause et ESC fait avorter le jeu.

IBM PC et Compatibles - Super Off Road supporte le tableau des sons Adlib si celui-ci a été installé sur votre PC. Vous aurez besoin d'une carte de jeu si vous voulez profiter de l'option à trois joueurs. - Le joueur 2 utilise un joystick.

Le joueur 1, voiture rouge utilise le clavier.

Q - Accélérer
Z ou X - A gauche
C ou V - A droite
A - Nitro