


# SPACERACER™



**User Manual**

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## THE STORY:

The setting is the 25th Century and life in the galaxy is too placid. Much in the spirit of ancient Rome, a new set of games has come about - Space Racing. The Space Race is the only form of excitement for the masses.

Every three years the best racers from each of the planets are selected to compete for the title of Space Racer Champion. The winner is awarded a life of luxury. The losers never see the finish line, or anything else again.

You are a drifter and a scoundrel. While your reputation is not above par, you are well known and considered to be the best space racer on the planet. You better be the best, because your speeder is old and a little out of tune. It doesn't have the pick up it used to.

You must race your space aged speeder through three alien worlds in a desperate attempt to stay alive. Dodge other riders, force them into speed traps, or blast them out of the sky with your laser cannon.

You'll have to use intelligence and cunning to complete the race. Remember to dodge the floating mines and fly through the blue energy sphere to increase your power. These tips are your only chance for survival.

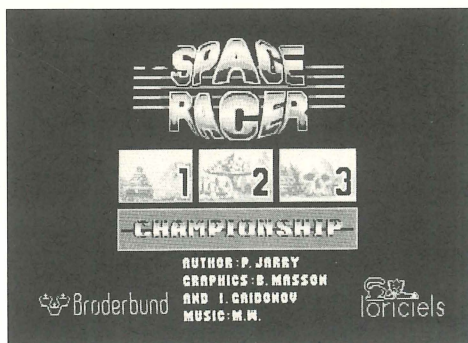


## THE SELECTION SCREEN

Once the program has loaded, the following screen will be displayed. (For loading instructions, please refer to the section related to your computer. Practice racing on each world before you attempt the Championship level. Once you feel you are good enough to give the real Space Race a try, select the Championship level.

World 1	The Garden Planet
World 2	The Industrial Planet
World 3	The Planet of Skulls

Use the keyboard (Arrow Keys if IBM) or Joystick to make your choice and press the SpaceBar or the Joystick button to select.



## THE MAIN SCREEN

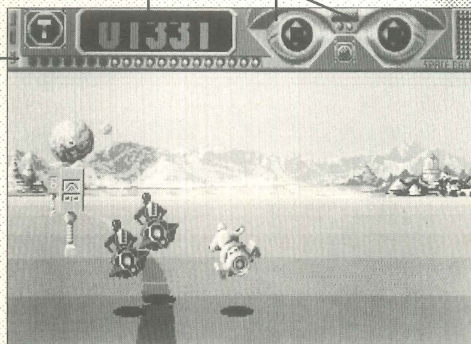
After selecting the race, the screen will display the following information:

Energy  
Level

Score

Alignment

Distance  
Covered



Pressing the F-1 Key will display the distance to the finish line.

Pressing the F-2 Key will pause the game.

Pressing the F-4 Key will invert the Up/Down Control.

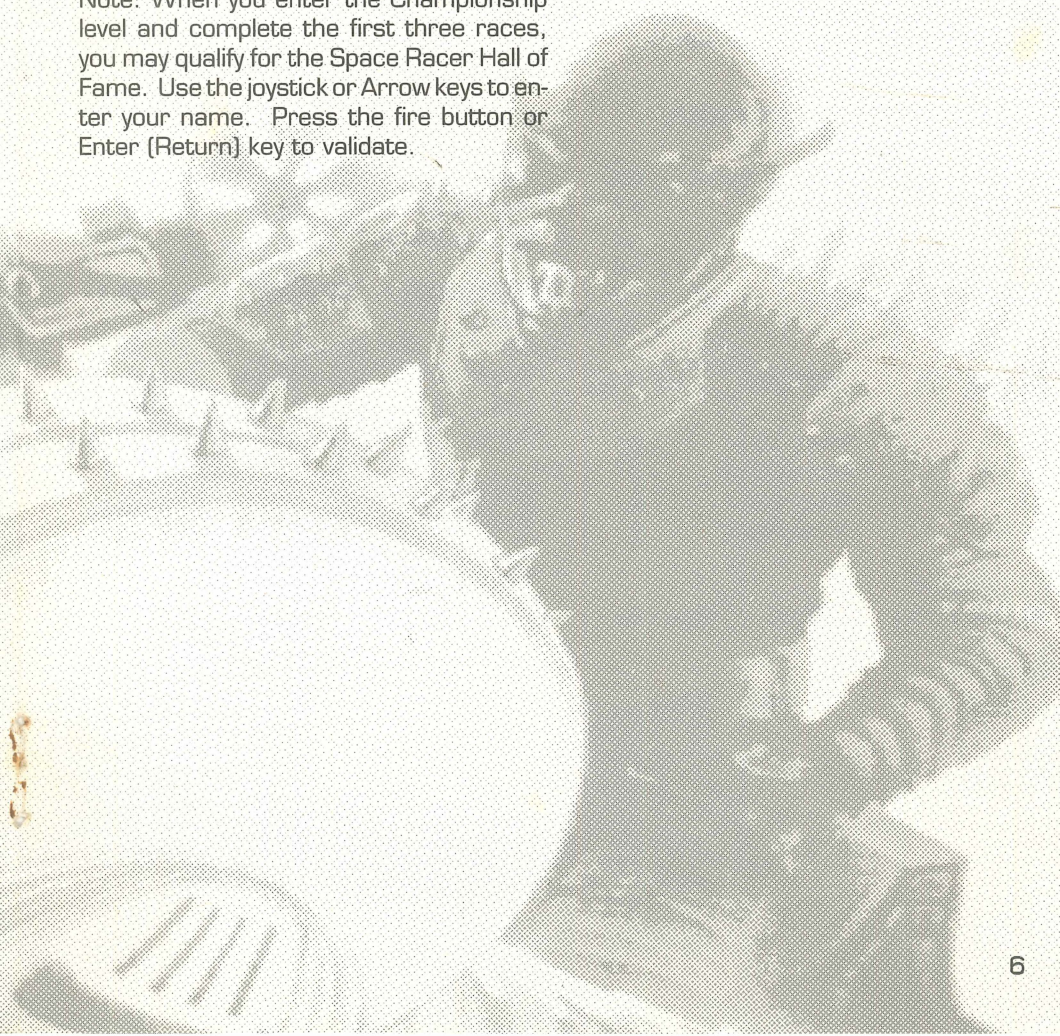
## SCORING

Points are awarded depending on how far you travel on the track.

Shooting: 85 points for each enemy destroyed.

Complete the race = 65 points for each remaining power unit.

Note: When you enter the Championship level and complete the first three races, you may qualify for the Space Racer Hall of Fame. Use the joystick or Arrow keys to enter your name. Press the fire button or Enter (Return) key to validate.



# IBM PC/TANDY

1. Startup your computer with DOS.
2. Place the Space Racer program disk in Drive A.
3. When the A> prompt appears, type SR and press Enter.

After the program loads, use the arrow keys or your joystick to cycle through the game options. Then, press the Space Bar or the Joystick button to make your selection.

## KEYBOARD CONTROLS:

Go back to the selection menu: ESC  
 Distance to the finish line: F-1  
 Pause the game: F-2  
 Invert Up/Down Control: F-4  
 Toggle Music on/off: F-5  
 Exit the game: Ctrl-Q

JOYSTICK	ACTION	KEYPAD
Up	Move Up	8
Down	Move Down	2
Left	Move Left	4
Right	Move Right	6
Fire Button		
Double press	Shoot	SpaceBar
Fire Button		
Long press	Throttle	Shift

# ATARI ST

1. Place the Space Racer program disk in Drive A.
2. Startup your computer.

After the program loads, use the arrow keys, your joystick or the mouse to cycle through the game options. Then, press the Space Bar or the Joystick button to make your selection.

## KEYBOARD CONTROLS:

Go back to the selection menu : ESC  
 Distance to the finish line: F-1  
 Pause the game: F-2  
 Invert Up/Down Control: F-4  
 Exit the game: Ctrl-Q

JOYSTICK	ACTION	KEYPAD
Up	Move Up	Up Arrow
Down	Move Down	DownArrow
Left	Move Left	Left Arrow
Right	Move Right	Right Arrow
Fire Button		
Double press	Shoot	SpaceBar
Fire Button		
Long press	Throttle	Shift



# COMMODORE AMIGA

1. Place your Kick Start disk in Drive DFO.
2. Startup your computer.
3. When prompted to insert your Work bench disk, place the Space Racer program disk in Drive DFO.

After the program loads, use the arrow keys or your joystick to cycle through the game options. Then, press the Space Bar or the Joystick button to make your selection.

## KEYBOARD CONTROLS:

Go back to the selection menu:	ESC
Distance to the finish line:	F-1
Pause the game:	F-2
Invert Up/Down Control:	F-4
Exit the game:	Ctrl-Q

JOYSTICK	ACTION	KEYPAD
Up	Move Up	8
Down	Move Down	2
Left	Move Left	4
Right	Move Right	6
Fire Button Double press	Shoot	SpaceBar
Fire Button Long press	Throttle	Shift

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**Brøderbund's limited ninety-Day Warranty:** Brøderbund warrants for a period of ninety (90) days following the original retail purchase of this copy of Space Racer that the program is free from substantial errors or defects that will materially interfere with the operation of the program as described in the enclosed user documentation. This policy applies to the initial purchaser only.

If you believe you have found any such error or defect in the program during the warranty period, call Brøderbund's Technical Support Department, (800) 527-6263 or (415) 492-3500 between the hours of 8 a.m. and 5 p.m. (Pacific time), Monday through Friday. Brøderbund technical personnel will attempt to help you correct or avoid the problem. If any such error or defect cannot be corrected or reasonably avoided by the customer, Brøderbund will inform you how to obtain a corrected program disk (or, at Brøderbund's option, Brøderbund may authorize refund of your purchase price). This warranty gives you specific legal rights, and you may also have rights which vary from state to state.

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A black and white photograph of a dog lying on a bed with its paws raised. The dog is lying on its side, and its front paws are raised towards its chest, while its hind legs are also raised. The dog's head is resting on the bed, and its eyes appear to be closed. The background shows a bed with a patterned pillow and a headboard. The overall image has a halftone or dithered texture.

SPACE RACER  
Proof of Purchase



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our products, call us at 800-527-6263 or  
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