

TURBO CHALLENGE 2



Krisalis Software Ltd
Teque House, Masons Yard, Downs Row, Moorgate,
Rotherham S60 2HD

Telephone: 0709 372290 Fax: 0709 368403

Copyright © 1992, Krisalis Software Ltd



TURBO CHALLENGE 2

IMPORTANT

No More Games

Much work has gone into making this product, but software piracy is slowly destroying the games industry, with many companies going out of business and projects of the depth and detail of Turbo Challenge 2 becoming less viable. If you enjoy entertainment software of this quality then please have a sense of responsibility.

Any fool can copy software...

It takes a little more intelligence not to



**PIRACY
IS THEFT**

WARNING

It is a criminal offence to sell, hire, offer or expose for sale or hire or otherwise distribute infringing (illegal) copies of this computer program and any persons found doing so will be prosecuted.

Any information of piracy should be passed to The Federation Against Software Theft, 0628-660377

CREDITS

Original game written, designed and programmed by Magnetic Fields

Copyright © Gremlin Graphics, 1991

Archimedes version programmed by Nigel Little

Copyright © Krisalis Software Ltd 1992



TURBO CHALLENGE 2

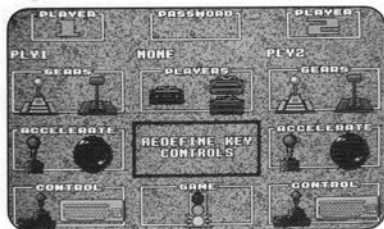
LOADING INSTRUCTIONS FOR ACORN ARCHIMEDES

1. Turn on your computer and monitor and place your game disk in any drive.
2. Ensure that your computer is in desktop mode and click on the disk icon at the bottom left of your screen.
3. Install either the RTFM or V.T. Joyen Joystick modules by double clicking on their icons (optional).
4. View the default keyboard settings and additional keyboard controls by double clicking on the "README" file.
5. View hard disk installation instructions by double clicking the information file entitled "README-HD".
6. Run the game by double clicking the "Lotus" icon at the top left.
7. Your Krisalis game disk incorporates copy protection. The product can be installed on a hard drive and used without the need for the original 3.5" disk to be present as a key disk. The copy protection will not allow a back-up to be made. If you encounter any problems with the disk in the future, please return the disk to Krisalis for a replacement.

PLAYING LOTUS TURBO CHALLENGE II

Once you have loaded Turbo Challenge II, an introduction sequence will begin. Press one of your "fire" keys to skip past this. The next to be presented on screen will be the main options screen. There will upon entry to this screen be a red box around some text saying Re-define Key Controls, pressing your fire key will allow you to re-define your keyboard controls to your own preference.

If you wish to use a joystick and you have installed the correct joystick module on Desktop, then you can move the red box to the player control icons and press fire. This will toggle control between joystick and keyboard, but please note that if you are on keyboard control for player one then it will be the fire key which will control your selections where as if you have selected joystick the fire button on your joystick is used. The red box can also be moved around to select different options from the other icons. These icons generally offer two choices and clicking on fire when an option is highlighted will toggle between the two options.



Player One Name (1)

If you wish to change the name, simply highlight this option and type in your new name. Press Return to continue.

Password (2)

To enter a password, highlight this option and type in a new password. Press Return to continue.

Player Two Name (3)

As for Player One

Note: after altering names or passwords you must press Return to confirm selection and move to another icon.

Acceleration for Player One (7)

This allows you to chose whether pushing forward, or pushing the fire button, will accelerate your car. The effect this has on the other controls is as follows

	Forward Accel	Fire Button Accel
Accelerate:	Forward	Fire Button
Brake:	Back	Back
Steer left	Left	Left
Steer Right	Right	Right
Change Up	Forward and Fire	Forward
Change Down	Backward and Fire	Backward

Other Keys

F1	Pause
Esc	Quit game
Ctrl/Esc	Return to Desktop

One or Two Players (5)

Chose number of players, one or two.

Acceleration for Player Two (9)

As player one.

Manual/Automatic Gears: Player One (4)

Player one chooses gear type.

Redefine Keyboard (8)

Manual/Automatic Gears: Player Two (6)

Player Two chooses gear type.

Player one Control (10)

Joystick or keyboard for player one

Start Game(11)

Choosing this option and pressing fire will take you to the first stage of the race with all the current options.

Player two Control (12)

Joystick or keyboard for player two.

STAGES AND CHECKPOINTS

The game is played over a number of stages, eight in total, each one made up of a number of checkpoints, which will vary between six and ten, depending upon the stage. The player must reach the next designated checkpoint within the allotted time in order to continue racing. The objective, obviously is to reach the final checkpoint on any stage ahead of your opponents, and within the given time.

Each stage takes place in a different part of America, and each has a password which will allow you to start on that stage in future races. Each has it's own hazards and dangers, from ice to giant boulders. The stages, which will also determine whether you drive a Lotus Esprit or a Lotus Elan, are in the following order.

THE STAGES

Forest: Five Checkpoints

Dense trees line this stage, and you will find water, trees and logs strewn across the track. Hitting a log, however, will cause the car to do a spectacular jump, which can be used for overtaking or jumping over other hazards. Note: to jump a log you must not be turning and you must hit the log in just the right spot.

Night: Seven Checkpoints

The darkness will be your biggest enemy, as it will make the track beyond a certain distance obscure to you. This stage also contains some long tunnels, but it is a relatively fast section of the race.

Fog: Eight Checkpoints

Unlike this one. This is one of the more difficult stages, with fog serving to obscure your vision to a very high degree. Low visibility and twisting roads will make this section very difficult.

Snow: Six Checkpoints

Trees and bushes could again prove to make the going difficult on this section. Add to this the driving snow, ice patches and lighter than light steering, and you know you've got a challenge on your hands.

Desert: Ten Checkpoints

Not the easiest surface to race on. Try to stick to the centre of the road, where there is less sand to clog up your car. Towards the edge there will be more sand, and in some places small sand drifts will prove hazardous.

City: Eight Checkpoints

There are two lanes in this stage, and it's up to you whether you want to take changes. If you cross over into the right hand lane, there will be less traffic going in your direction, but a lot more coming towards you. This is very difficult. In addition, there are also lorries crossing your path at the intersections. You could avoid them, but managing to drive underneath them will earn you extra points.

Marsh: Ten Checkpoints

Oil and Water make the going tough, but on this stage you'll be given some help in the shape of green time bonuses to be found on the road.

Storm: Six Checkpoints

Wild rain, thunder and lightning serve to slow you, but again there's extra help on hand for the final stage of the race. Red turbos, which are activated as soon as you pick them up, will give you an extra burst of speed.

RACING

If you chose one player, then you will be presented with a full screen view of the first section once it has loaded. The screen layout is as follows:

Your speed is indicated in the top left hand corner of the playing screen, with your revs directly underneath, and your gear underneath this. In the top right hand corner is your score, with the relative position indicator if you are in multi-player mode below this, and your time remaining beneath this.