

Turbo Champions

Introduction

Turbo Champions brings you all the thrills and spills of the real race track right into your home. Feel the excitement, enjoy the action and sit back for the ride of your life.

The game's features include:

- Eight tracks to choose from
- Mixe on screen sprints
- Auto-Scaling sprints
- A fully integrated track editor
- Turnouts
- Sprints
- Turnbuses
- And much much more...

Loading

For those people who have joysticks.....before switching your computer on, place your joystick into your joystick port (this allows the easy centering of the joystick by the computer).

1. Switch on your computer and boot MS-DOS ver 2.0 or higher, remove your DOS diskette from drive A, and place your Turbo Champions disk into drive A.

2. Type "START" followed by the enter key, the game will automatically boot and run.

Note: If you have 256k of RAM you cannot exit back to DOS, the program will take over the computer and will restart the machine instead of returning to DOS on exit.

Keys

The game will boot to a self running demo, this will show you many of the features included in Turbo Champions and may give you hints on how to play the game.

To stop the demo press any key on the keyboard or press the fire button on the joystick, this will take you to the main menu screen.

A menu screen will now appear allowing you to set up a race or start a preset race.

Use the keypad or your joystick to make your choices, pressing Enter will allow you to continue.



If you select to start a race, a menu screen will appear showing all of the tracks on the disk, you can select up to eight of these courses as a single race, choosing the order in which the tracks will be played. The first course you choose will be the qualifier. Smaller maps will appear at the top of the screen as you select those maps.

If you select to start a race the keys are:

Numeric Keypad/Arrow Keys

Gear Change

7 8 9

Left - 4 5 6 - Right

1 2 3

Brake

Joystick

Moving the joystick left and right will move the car left and right.

Push forward to go into high gear, back to switch to low gear. Pressing any fire button to brake.

Other keys

P Pause the action

S Toggle the sound

Q Quit



Playing the Game

While playing the game, the central clock tells you how much time you have left to play, only by either completing a lap or getting a "Bonus Time" can you extend the amount of time you have to play. The Lap Timer will tell you how much time you have spent so far on a particular lap. If you are on your first lap, the qualifying lap, you will have to complete one lap of the track in under a certain amount of time.

During the qualifying lap there are no oil slicks or trucks, so the course is somewhat easier, but watch out for those hills and steep turns!

After the race starts, you'll notice that the competition begins to hot up a bit with more and more cars, oil slicks and those crazy trucks that slow the traffic right down!

Making a new track.

Building your own tracks adds a whole new dimension to racing, you may wish to make your favorite courses from around the world or make up the fiendish track your car can race on.

The keys for the course editor are as follows:

Direction keys:

Numeric Keypad will move in desired direction.

Other keys

F Finish

Enter Look at road options

When editing a track, looking at the road options give you many more choices than just the direction keys, such as chicanes, hills and tunnels.

Finishing the course off will automatically save the track to the disk. The next time you go to select a track to race on, your next course will be there.

TURBO CHAMPIONS