

INSTRUCTIONS FOR RACING DRIVER FOR THE COLOUR GENIE

Racing Driver is supplied on tape and is written in Basic. It is, therefore, loaded with the CLOAD command. It must be remembered that the Genie Colour machine has no recorder supplied with it. A software vendor is, therefore, unable to record at a modulation level which he knows will be acceptable to the recorder being used. All microcomputers have difficulty in loading cassette tapes. The owner of a microcomputer supplied without a recorder can, unfortunately expect more difficulties than one which is supplied with. Every effort has been made to record this tape at a suitable level, but it may or may not suit your particular recorder. In this case it will be necessary for the purchaser to attempt loads at a number of different volume settings. An incorrect load can be evidenced in a large number of different ways. Racing Driver is bug free, so if you receive any syntax errors, UL errors or similar error messages you have got a bad load. When you are certain that you have got a good load, CSAVE a back up copy on to a blank tape. With the back up copy having come off your own machine it will, of course, load into that machine with ease.

Racing Driver is a straightforward game that emulates the progress of a racing car down a random generated race track. After you have loaded and before running, make certain that the volume control of your television set is at the appropriate level for, immediately the title page is drawn, music will start to play.

As the car progresses down the track it will meet two types of obstacles. One is comprised of bales of hay which have swept on to the track from the edges. Collision with these will give you 10 penalty points. The other types of obstacles are pools of oil. When your car hits these you will be given five penalty points, but your car may also skid off at random; you must be very sharp on the keys therefore as you hit a pool of oil.

There are two levels of play, learner and advanced. Unfortunately the Genie Colour machine is not tremendously fast, so there is no difference in the speed of play in the two levels, but this has been compensated for by giving the advanced player more obstacles and turns in the road. Incidentally, it is possible in fairly unusual circumstances to spin your car off the track. If this happens you are penalised by having to steer the car into an intended collision with the track, so that it can be placed back in the centre of the roadway.

Everytime you hit an obstacle your present penalty point level will be displayed in the lefthand top corner. In order not to corrupt the display it is then removed. At the end of the game your penalty points will be compared with the penalty points of either yours or other players in the same session and if you have beaten them, a suitable notice will be shown, otherwise you will receive just a statement of your own points.

At the start of the game you are asked how many laps you wish to drive. This, essentially, is a request for a directive as to how long you wish to play. In other words, the laps as such are not repeated.

Finally, regardless of whether or not you like the music at the start, do not forget to keep your volume control up as sound is used throughout the program. Steering, of course, is carried out with the left and right arrow keys.

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