

# POWER DRIFT



## PLAYERS GUIDE

---

# POWER DRIFT

---

It's fast . . . it's furious . . . it's POWER DRIFT!

Choose from twelve wacky drivers, like Jason the Skinhead or Jeronimo the Mohican and rev your way through 27 stomach churning circuits!

Watch the dust fly and the wheels spin as you screech over a 'roller coaster' track and wave goodbye to your opponents! Roar over mounds of mud, drive through the desert, slip 'n' slide on snow covered tarmac and race your way through the night to face the final lap!

## COMMODORE AMIGA

To load the program, insert game disk A into drive df0: and reset the computer by pressing the CTRL key and the 2 Amiga keys. (A1000 owners will need to load Kickstart first). The game will start to load and after a short while will announce itself. If you have 1 megabyte of RAM or more, then the game will ask for game disk B so that it can load in the course data to shorten disk accesses.

## OTHER DISK ACCESSES

The game will make disk accesses when a new course and stage are started.

Whenever the game cannot find the disk in drive df0: (because there is no disk present, or because the wrong disk is inserted) it will indicate this and prompt the user to insert the correct disk.

## MENU OPTIONS

The following options are available from the game menu:

### 1) Sensitivity Adjust

In joystick/keyboard control mode, this causes a cycling of the three sensitivities (speed with which the car turns from side to side). In mouse control mode, this enables the user to define the required scaling for the mouse and a separate instruction screen is displayed.

### 2) Control Adjust

This toggles between mouse and joystick/keyboard control.

Control selected at startup is mouse.

To start the game, click either mouse button if mouse control mode is selected, otherwise press the joystick fire button or either SHIFT key.

The course selection screen will then be entered. This is used to select the course which you wish to play. Use left and right to select the course you wish. Press the gear change control when the driver arrow points to the driver that you want to select. Alternatively, press SPACE instead to select, without game music. After this, the course will be loaded off disk and the game will begin.

## GAME CONTROL

In joystick control mode, the following controls apply:

Turn left	Joystick Lef
Turn right	Joystick Right
Accelerate	Joystick Forward
Brake	Joystick Back
Gear change	Joystick Fire Button

The keyboard can also be used at the same time as the joystick. The following keys are used:

Turn left	, (; on French Keyboard)
Turn right	. (: on French Keyboard)
Accelerate	CTRL
Brake	Space Bar
Gear change	either SHIFT

In mouse control mode, the following controls apply:

Turn left/right	The turn is determined by the mouse horizontal position
Accelerate	Mouse Left Button
Brake	SPACE bar, Keypad Enter, or any joystick direction
Gear change	Mouse Right Button

In joystick control mode, if it is possible for the user's joystick to register both left and right together (or if left and right on the keyboard are held down together), then the car will keep its current turn position.

The gear change control is used to toggle the current gear between high 'H' and low 'L'.

The game may be paused at any stage by pressing the HELP key. It may be resumed by pressing the RETURN key, or abandoned by pressing the ESC key.

To enter a high score into the table, use left and right movement of the selected control device to choose the desired character. This character can then be selected by pressing the gear change control. Characters can be deleted using the BACKSPACE or DELETE keys on the keyboard. The fourth character cannot be deleted as it is the final one.

## IMPORTANT NOTES

If you boot the Workbench or CLI and insert either game disk into one of your disk drives, the system will say that the disk is bad. Do not worry, because the disk is not bad, it's just that the Amiga can't understand the format used to store the game.

Due to the upsurge in Amiga 'Viruses', the following should be noted:

The game uses its own custom 'Boot Block' to load and so some Virus detectors will warn you that the game disks are infected with a virus. Do not worry because they are not infected. Be very careful to never allow the game disks to become infected because the game will not load if they are. If you do unfortunately infect disk A, a spare copy of the boot block is stored in sectors 2 and 3 on track 0, side 0 of the disk. These should be copied to sectors 0 and 1 on track 0, side 0 of the disk to remove the virus and repair the disk. Most disk sector editors should allow you to do this although you may have trouble getting some to accept the disk because of its non-standard format.

## ATARI ST

To load the program, insert game disk A into drive A: and reset the computer by pressing the reset button on the back. The game will start to load and after a short while will announce itself. If you have 1 megabyte of RAM or more, then the game will ask for game disk B so that it can load in the course data to shorten disk accesses.

## OTHER DISK ACCESSES

The game will make disk accesses when a new course and stage are started.

Whenever the game cannot find the disk in drive A: (because there is no disk present, or because the wrong disk is inserted) it will indicate this and prompt the user to insert the correct disk.

## MENU OPTIONS

The following options are available from the game menu:

### 1) Sensitivity Adjust

In joystick control mode, this causes a cycling of the three sensitivities (speed with which the car turns from side to side). In mouse control mode, this enables the user to define the required scaling for the mouse and a separate instruction screen is displayed.

### 2) Control Adjust

This toggles between mouse and joystick control. Control selected at startup is mouse.

### 3) Scan Rate Adjust

This toggles the screen display scan rate between 50Hz and 60Hz. Its use is for certain monitors (e.g. Philips CM8833) which cause a 60HZ screen to be taller than a 50HZ one. This enlarges the game screen without having to alter the monitor's vertical height setting which would otherwise alter the aspect ratio. On some monitors (e.g. Atari colour monitor), this option will have no visual effect because the monitor has constant scan line spacing instead of constant frame sizing. Scan Rate selected at startup is the value set by the ST after reset.

To start the game, click either mouse button if mouse control mode is selected, otherwise press the joystick fire button.

The course selection screen will then be entered. This is used to select the course which you wish to play. Use left and right to select the course you wish. Press the gear change control or SPACE when the driver arrow points to the driver that you want to select.

After this, the course will be loaded off disk and the game will begin.

## GAME CONTROL

In joystick control mode, the following controls apply:

Turn left	Joystick Left
Turn right	Joystick Right
Accelerate	Joystick forward
Brake	Joystick Back
Gear change	Joystick Fire Button

In mouse control mode, the following controls apply:

Turn left/right	The turn is determined by the mouse horizontal position
Accelerate	Mouse Left Button
Brake	SPACE bar, Keypad Enter, or any joystick direction
Gear change	Mouse Right Button

In joystick control mode, if it is possible for the user's joystick to register both left and right together, then the car will keep its current turn position.

The gear change control is used to toggle the current gear between high 'H' and low 'L'.

The game may be paused at any stage by pressing the HELP key. It may be resumed by pressing the RETURN key, or abandoned by pressing the ESC key.

To enter a high score into the table, use left and right movement of the selected control device to choose the desired character. This character can then be selected by pressing the gear change control. Characters can be deleted using the BACKSPACE or DELETE keys on the keyboard. The fourth character cannot be deleted as it is the final one.

## **SPECTRUM CASSETTE**

Insert cassette in your tape recorder and type LOAD"" then press ENTER. Press play on the tape recorder. After this, follow on screen instructions.

### **CONTROLS**

#### **Joystick**

- ← — Left
- — Right
- ↑ — Accelerate
- ↓ — Brake
- FIRE — Gear Change
- P — Pause
- G+H — Together to abort track.

### **KEYBOARD**

All keys totally definable, including pause & quit.

## **AMSTRAD DISC**

Insert the disc in the drive. Type RUN'DISC and press ENTER.  
The games will now load. Follow on screen instructions from now.

## **AMSTRAD TAPE**

Press CTRL and the small ENTER key. Press play on cassette recorder.

### **CONTROLS**

As Spectrum.

## **C64 CASSETTE**

Insert the cassette in your data cassette. Hold down the SHIFT key and press RUN/STOP.

## **C64 DISC**

Insert the disc in the drive. Type LOAD""", 8,1 then press RETURN.

### **CONTROLS**

#### **Joystick (only)**

- ← — Left
- — Right
- f — Accelerate
- ↓ — Brake
- SPACE BAR — To pause (toggle)
- FIRE Button — Gear Change

NOTE: This game is not a multi-load, so once this game is loaded no other tape/disc access will be necessary!

## **GENERAL NOTES**

To choose which course you wish to play, use the left, right & gear change controls of your currently selected control option. The 12 different drivers can be selected by pressing gear change as the cycling indicator passes the desired driver. This will select the driver and course simultaneously.



## LOADING DIFFICULTIES

We are always seeking to improve the quality of our product range, and have developed high standards of quality control to bring you this product. If you experience any difficulties whilst loading, it is likely to be a fault other than the product itself. We therefore suggest that you switch your computer off and repeat the loading instructions *carefully*, checking that you are using the correct set of instructions for your computer and software. If you still have problems, consult the User handbook that accompanied your computer or consult your software dealer for advice. In the case of continued difficulty and you have checked all of your hardware for possible faults, may we suggest that you return the game to the place of purchase.

**Customer Enquiries/Technical Support 0734 310003**

**ACTIVISION UK LTD, Blake House, Manor Farm Road, Reading RG2 0JN.**

## CREDITS

Spectrum/Amstrad

Programmed by: John Mullins

Graphics by: Clive Paul

Music by: Uncle Art

Commodore 64

Programmed by: Chris Butler

Graphics by: Chris Butler

Music by: Uncle Art

ST/AMIGA

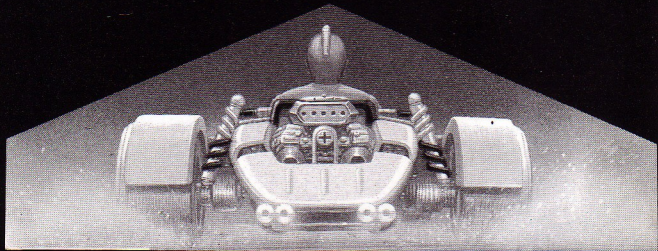
Programmed by: Z.Z.K.J.

Graphics by: Saul

Music by: Uncle Art

Produced by Neil Jackson and Nick Dawson.

A Software Studios Production.



**Power Drift™ and SEGA® are trademarks of SEGA Enterprises Ltd. This game has been manufactured under licence from SEGA Ltd. Japan.**

**© SEGA 1988, 1989**

**Marketed and Distributed by Activision**