

TAKE THE CHALLENGE

The Continental Circus consists of a series of eight races, each run on a different track in a different country. To complete the series and earn the right to compete at Formula One level, a driver has to enter the Circus and finish races inside a qualifying position set for each successive track.

In theory, failure to qualify on a single track spells disqualification – the whole sequence of eight circuits has to be started again from scratch. However, drivers entering the Circus are given 4 'lives' or 'credits'. Should you fail to qualify on a track, you can exchange a credit for the opportunity to compete in another race on that track instead of being forced to return to the first race in the sequence.

BEHIND THE WHEEL

Your aim is simple. To prove to the racing world in general (and to your team manager in particular) that you have the skills and experience to drive Formula One machines.

Such honours are not easily earned. Only a handful of people in the world are allowed to compete at Formula One level, and entry to that elite club is restricted to the most talented drivers. After years of racing you are now ready to take up the challenge, a challenge that will entitle you to compete with the finest drivers, the elite of motor racing. A challenge known as the Continental Circus...

DRIVING SKILLS

Your car has very simple controls – a high/low gearshift and an accelerator combine to control speed, while left/right controls govern your position on the track.

Watch the clock that ticks off the seconds of Racetime. You start the race with a limited amount of Racetime. When it runs out completely, the race finishes and you are assigned your current position in the field. Extra Racetime is earned by passing checkpoints located around the track within a time limit.

Avoid collisions wherever possible – they cost valuable time and can lead to pit calls – if the car is damaged, get into the pits as soon as possible rather than soldiering bravely on. Racetime is stopped while you are in the pits, so getting things fixed doesn't harm your chances of qualifying, but if you continue racing with a damaged car it will perform badly and eventually blow up!

Of course, the going gets tougher the further you go: each successive track in the Circus sets greater challenges. And watch out for the rain... it affects the car's handling characteristics quite dramatically.

LOADING INSTRUCTIONS

AMIGA: Insert disc in Drive A. Program will load and run.

ATARI ST: Insert disc in Drive A. Program will load and run.

COMMODORE 64/128 – DISC: Type LOAD""*,8,1 and ENTER. program will load and run.

AMSTRAD – DISC: Run 'Disc'.

SPECTRUM +3 – DISC: Insert disc into drive and press RETURN.

CONTROLS: UP – SPEED UP

DOWN – SLOW DOWN

LEFT/RIGHT – STEER LEFT/RIGHT

FIRE – CHANGE GEAR

QUALIFIZIEREN SIE sich als 'Formel 1' – Rennfahrer! Erleben Sie die Spannung der Arcade und gehen Sie bis an die Grenzen Ihrer Fahrkunst. Es erwarten Sie acht internationale Rennkurse mit mörderischen Rennen – sind Sie gut genug?

LADLEANWEISUNGEN

AMIGA: Diskette ins Laufwerk A einführen. Das Programm lädt sich und läuft.

ATARI ST: Diskette ins Laufwerk A einführen. Das Programm lädt sich und läuft.

COMMODORE 64/128 – DISKETTE: LOAD"**,8,1 eintippen und auf ENTER drücken. Das Programm lädt sich und läuft.

AMSTRAD – DISKETTE: Run 'Disc'.

SPECTRUM +3 DISKETTE: Diskette ins Laufwerk einführen und auf RETURN drücken.

STEUERUNG: HOCH – BESCHLEUNIGEN

RUNTER – BREMSEN

LINKS/RECHTS – LENKUNG LINKS/RECHTS

FEUER – GANG WECHSEIN

La strada per diventare pilota di Formula 1. Assapora tutta l'ebbrezza dell'originale arcade, spingendo al limite le tue abilità di guida. Otto circuiti internazionali da vincere, in una serie di corse massacranti – te la senti di farcela?

ISTRUZIONI DI CARICAMENTO

AMIGA: Inserisci il dischetto nel Drive A. Il programma si carica e gira da solo.

ATARI ST: Inserisci il dischetto nel Drive A. Il programma si carica e gira da solo.

COMMODORE 64/128 – DISCO: Batti LOAD"**,8,1 e premi INVIO (ENTER). Il programma si carica e gira da solo.

AMSTRAD – DISCO: Fai andare 'Disc'.

SPECTRUM +3 – DISCO: Inserisci il dischetto nel drive e premi RETURN.

CONTROLLI: SU – ACCELERA

GIU – RALLENTA

SINISTRA/DESTRA – DUIDA A SINISTRA/DESTRA

FUOCO – CAMBIO DI MARCIA