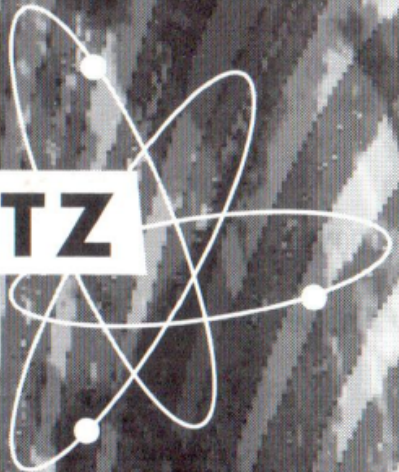


**continental circus** amiga • atari st

10

**BLITZ**



**TRON<sup>2</sup>X**



## 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 ...

## 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.

## 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 the 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.

## ENGLISH

### 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.

### CONTROLS:

UP - SPEED UP

DOWN - SLOW DOWN

LEFT/RIGHT - STEER LEFT/RIGHT

FIRE - CHANGE GEAR

## DEUTSCH

### LADEANWEISUNGEN

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.

**STEUERUNG:** HOCH - BESCHLEUNIGEN  
RUNTER - BREMSEN  
LINKS/RECHTS - LENKUNG LINKS/RECHTS  
FEUER - GANG WECHSELN

## ITALIANO

### ISTRUZIONI DI CARICAMENTO

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

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

**CONTROLLI:** SU - ACCELERA  
GIU - RALLENTA  
SINISTRA/DESTRA - GUIDA A SINISTRA/DESTRA  
FUOCO - CAMBIO DI MARCIA

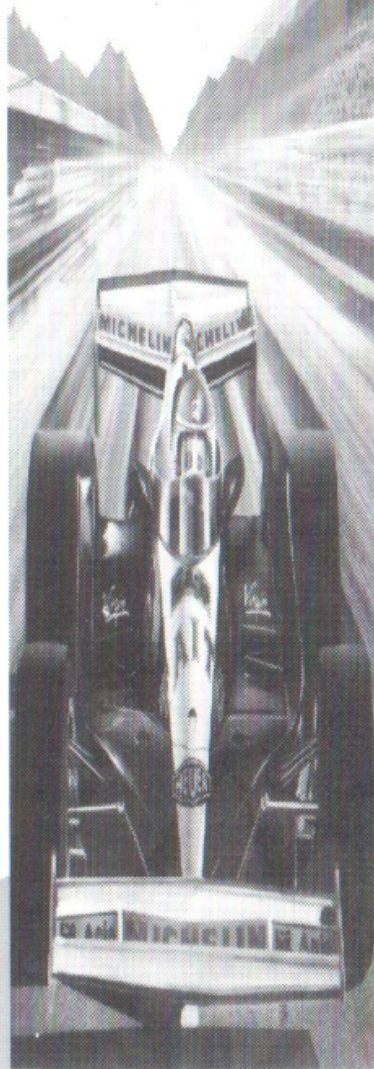
## FRANCAIS

### INSTRUCTIONS DE CHARGEMENT

AMIGA - Introduisez le disque dans le Lecteur A. Le programme se chargera et se déroulera.

ATARI ST - Introduisez le disque dans le Lecteur A. Le programme se chargera et se déroulera.

**LES COMMANDES:** HAUT - ACCELEREZ  
BAS - RALENTISSEZ  
GAUCHE/DROITE - DIRECTION GAUCHE/DROIT  
FEU - CHANGEMENT DE VITESSE



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