JUGGERNAUT

To load press CTRL and small ENTER key simultaneously.

This program is a simulation of driving an articulated lorry.

Keys are:- **A**   Up/Accelerate
           Z   Down/Decelerate
           O   Left
           P   Right
           SPACE Fire/Change Gear

When loaded you will see the top ⅓ of the screen is the lorries dashboard. The wheel is in the centre, along with the gears and indicators for speed, fuel, damage and time.

The bottom ⅔ displays the title page. Press **Fire** to go to the main menu. . . . . .

The main menu displays five icons. They are. . . . . .

1   Drive
2   Lorry size
3   Practice
4   High scores
5   Define keys

Left and right will light up each icon. **Fire** will select that option. Select icon 3 and press fire.

You will see another list of options. . . . . .

1   Open road
2   Crossroads
3   Parking
4   Roundabout
5   Stop (and return to main menu)

This allows you to practice driving the lorry, and get used to the steering and the gears.

Choose an icon and press fire (open road is probably the easiest to start with).

The bottom of the screen will clear and you will see an overhead view of the lorry.

(stop lorry and press **S** at any time to get back to the menu)

Now **Left** and **Right** will turn the wheel, **Up** and **Down** will accelerate and decelerate and **Fire** will change gear.

Try steering the lorry around the course for a few minutes. (note you can only get between forward and reverse when the lorry is stationary. Also to start up you need to be in first gear).

Press **S** to get back to the practice menu and select **STOP** to go back to the main menu.

Select the first icon on the main menu (DRIVE). This starts the game.

You are in charge of an articulated lorry working for a small firm. You have been given the job of collecting various amounts of Timber, Coal, Oil and Fruit and Veg from wholesalers in the town.

Press **Fire** and **Fire** again and you will see a map of the town on your right (home base is shown **H** and your position is shown with a small flashing square). Above the map is another group of icons. . . . . .

1   Start up
2   Phone
3   Load/Fuel
4   Unload
5   Pause
6   Resign

Choose icon 1 and the screen will clear to show your lorry at home base. The first problem is to find the wholesalers.

Select first gear and drive out of the bay. You are now on the open road. Press **S** at any time to go back to the map.

Note that if you run the lorry over the kerb or into any objects the damage on the dashboard will creep up. If this reaches the right of the indicator then you will have written off the lorry and the game will be over. Luckily you can repair and refuel the lorry at any one of the several garages in the town.

First you must find the garages and wholesalers and this is where the phone option comes in useful. The town is fairly well covered with phones. Drive around until you find one then stop and press **S** to go back to the menu.

Select the phone option and you can use directory enquiries to search for Timber, Coal, Oil, and Fruit and Veg merchants or garages.

To repair and refuel drive the lorry to the garage and park on the blue bay. Press **S** and select the **LOAD/FUEL** icon.

To load up similarly drive the lorry on to the loading bay. Stop and select the **LOAD** icon again. Use left/right to decide how many tons you wish to load. Press fire to confirm. You will see at the top right of the screen your lorries weight and capacity and two columns labelled Stock and target.

The target shows how many tons of each item still to be delivered. The stock shows how many tons are on the lorry. As you load up the stock figure will count up the number of tons loaded.

Now drive off the bay and back to home base to unload the goods. Again park on the bay and press **S** but this time select **UNLOAD** icon. As the goods are unloaded you will see at the top left the Stock column and target column decrease as the goods are delivered.

While driving the lorry around the town there are several hazards to watch out for: sharp bends, roundabouts, narrow roads. Also note that the speed limit in towns is **30 mph** and if you exceed this near a Police station you will probably get a speeding fine! !

The other two icons on the Drive menu are:
Pause. . this simply stops the clock.
and
Resign. . to give up.

At the end of the game the computer will give you a score based on the amount of goods delivered, time taken and damage to the lorry.

If you have beaten one of the previous ten best scores you can enter your name in the high score table.

Fire will then take you back to the main menu.

The only icons remaining on the main menu are
2 Lorry size. Allows you to choose a small or large lorry. The larger lorries can carry more goods at a time but are much harder to manoeuvre round the town!

4 High Scores which simply shows the high score table.
and
5 Define keys which allows you to choose keys or joystick.

Good Luck and **KEEP ON TRUCKING!**