ROAD BLASTERS™

WARNING – Prepare for a fast paced driving shoot 'em up that's half road race and half battle. Set in the distant future, speed your way through varying terrains, blasting enemy cars whilst dodging toxic spills, hidden mines, and the constant bombardment from the enemy gun turrets.

"An exhilarating, action packed race game, that will keep you on the edge of your seat for hours!!"

AMSTRAD CPC ROAD BLASTERS™

ROAD BLASTERS

KIXX®

ROAD BLASTERS™

LOADING INSTRUCTIONS

AMSTRAD CPC CASSETTE

Press **CTRL** and small **ENTER** keys simultaneously. Press **PLAY** on the cassette recorder.

SCENARIO

The ultimate race of the future, Road Blasters is part road race and part combat-zone survival exercise.

Following the road, you travel through a progression of countries, alternating checkpoints and rally points. As you race past checkpoints (mid point goals) you are awarded additional fuel. Rally points are similar to the finish lines in ordinary race games as they indicate the completion of a race section. A scroll up video display evaluates player performance at each rally point. The game ends when the player runs out of fuel, by driving too slow, being destroyed by opponents or crashing too often.

GAMEPLAY

Placed along the roadway are green and red fuel globes to obtain fuel. By tagging these, the players' cars are refuelled. As a reward, when you reach each checkpoint and rally point you receive extra fuel. Four unique computer-controlled opponent

vehicles challenge players.
These are:

STINGERS – Sleek, fast – 50pts.
COMMAND CARS – Heavily armoured – 100pts.
CYCLES – Very quick – 100pts.
RAT JEEPS – Evasive and unpredictable – 50pts.

These vehicles combine forces to try to prevent the players from reaching the next rally point. Scores equal the points scored x multiplier.

In addition the following elements conspire to destroy you:

MINES – these are placed in the road.
SPIKERS – thrown by opponent vehicles.
TOXIC SPILL – to be avoided as much as possible.
GUN TURRETS – placed on the side of the road and shoot at the players.

The player can acquire special weapons by docking with the special attribute pack dropped by the support jet. Special weapons include: Cruise missiles that destroy everything in the path of the player, that is visible on the screen; Nitro Injectors that boost the speed of the player's car; U.Z. Cannons that rapid fire; Electro Shields that protect the player's car from shots, collisions, mines and spikers.

HIGH SCORE MODE

When the game ends, if players are among the top scorers recorded on the game, they may enter three initials. Players select their initials by steering to select and firing to enter. Players can correct their initials by selecting the arrow that points to the left, then repeating the procedure for entering initials. High scores remain throughout each session.

SCREEN DIRECTIONS

RALLY STATS
There are 50 stages to be completed in order called Rally Stats.

The 50 stages are loaded one at a time as you progress through the game. Follow screen prompts which indicate when to stop and start the cassette. Please note: The Rally Stat selector screen does not apply on these versions.

THE VISUAL DISPLAY UNIT

This screen appears after each stage is completed. In the top right hand corner is the total score up to the end of the last stage. In the top left hand corner is the highest previous game score.

KEYBOARD CONTROLS

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O	– Left
P	– Right
Z	– Activate special weapon
A	– Accelerate
H	– Pause
SPACE BAR	– Fire

Release key **A** to decelerate.

JOYSTICK CONTROL

Move Joystick left or right to steer.
Move Joystick forward to accelerate.
Move Joystick to centre position to decelerate.
Move Joystick backward quickly to ignite special weapon.
FIRE button – fire main gun.