

Amsoft  
BRENTWOOD  
HOUSE



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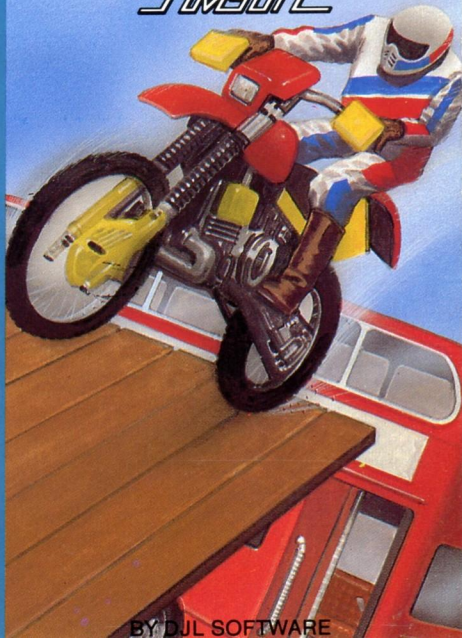
Amsoft  
3D STUNT RIDER  
SUITABLE FOR ALL AMSTRAD  
GAMES MACHINES

SOFT 1183

Disc  
System

# 3D STUNT RIDER

Amsoft



BY DJL SOFTWARE

## LOADING INSTRUCTIONS

Set up system and switch on as described in your instruction manual. Insert disc and type: RUN "DISC" and press ENTER. The program will now load and run.

DO NOT SWITCH SYSTEM ON OR OFF WITH DISC INSERTED INTO DISC DRIVE OR DAMAGE TO DISC WILL RESULT.

Make your dreams come true and take part in one of the most spectacular and thrilling of all daredevil sports, motorbike stunt riding. In this action packed simulation you are invited to take part in an attempt of the world record of jumping over London buses. Hold onto your helmets, and here we go!

### The Approach

At the start of the approach phase you will be faced with the daunting view of the approach ramp in the distance, from this moment on you have one minute in which to complete your jump as indicated on the left hand dial of the control panel, or else to be disqualified from the competition.

Accelerate through the gears paying special attention to keep aiming for the centre of the ramp, as on the higher levels you will be pushed off course by the ever increasing side wind. Missing the ramp will cause you to crash into the side of the buses.

At this time leaning forward will lessen the wind resistance on the bike and allow you to attain a higher speed on your approach which in turn will give you greater distance and height. Leaning back will cause a wheely and increase the drag, hence causing you to lose speed.

### **In the Air**

After completing the approach the screen will switch to a side view of the bike and buses in time to see your ascent of the ramp. As near to the top of the ramp as possible, leaning back will give you extra impetus on your launch and allow you to obtain even greater height and distance. If your timing is correct the border will flash white.

After leaving the ramp leaning backwards or forwards will alter the attitude of the bike in the air and so determine a safe landing.

### **Landing**

Skill is now needed as landing too heavily or a too great an angle will cause you to crash and for the budding professionals who can manage to land on the down ramp, a 1000 point bonus will be awarded if not an otherwise successful landing will be awarded with 100 points for every bus cleared.

Entry level can be selected at the beginning of the game using the options menu and the game can be aborted by using the ESC key at the beginning of the approach phase at any level.

### **Controls**

Q = lean forward

A = lean back

O = move left

P = move right

space bar = accelerator

Or Amsoft compatible Joystick — fire button  
= accelerator.

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