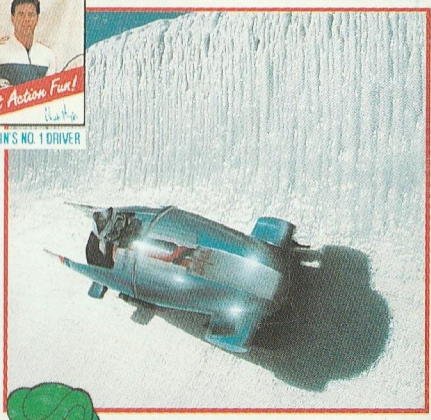


**BOBSLEIGH** is a spectacular simulation of a fast and dangerous Winter Olympic sport. Equip your team, set up your bob and go for the perfect run as you attempt to win gold.



# BOBSLEIGH

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## BOBSLEIGH

### LOADING

C64 - SHIFT + RUN/STOP  
Spectrum - LOAD""  
Amstrad - CTRL+ENTER

### CONTROLS

Use a joystick or the following keys:

Function	C64	CPC	Spectrum
Forward	[	Up	Up or 7
Back	]	Down	Down or 6
Left	<	Left	Left or 5
Right	>	Right	Right or 8
Fire	Space	Space	Space or 0
Abort	Stop	Esc	A
Hold	H	H	H
Music Off	M		

### STARTING

When the light changes from red to green rock the joystick up and down as fast as you can to build up speed. Before you reach the 50 metre mark press fire to jump into the bob.

### TIMING

Split Times are given throughout the run. Your run time and the current track record are displayed.

### BRAKE

Press Fire. Use after crossing the finish Line to stop the bob. Use during the run will damage the track and cause you to be disqualified.

### SCORING

At each event you may have one practice run if selected. you then have two scoring runs. The scores from these are added together to make a total for that event.

### RACING EVENTS

You start as a novice in the amateur class. You must try to win races and build up sponsorship money to allow your entry to National, International and eventually, Olympic class racing.