

CONTROLS:

	Player 1	Player 2
Turn left	Z	<
Turn right	X	>
Accelerate	F	+
Decelerate	C	?

To redefine these keys or select joystick control press ESC.

Press 1 to start a one player game.

Press 2 to start a two player game.

THE RACE

ORANGE CAR	Player 1
RED CAR	Player 2
GREY CAR	Drone, driven by the computer.

The game starts at the first circuit. You must complete three laps within the time limit to finish.

Make sure you follow the correct route or the judge may not count your lap.

Player 1's current lap time is shown on the left of the display with the number of laps completed just to the right.

If there is a second player his information is shown in the centre of the display.

The overall time elapsed is shown on the right hand side.

Bonus points can be won by the first driver to get the Special Tools which will appear on the track at random intervals.

At the end of the race windows are displayed showing finishing positions, overall time, and best lap time. Bonuses are given for these as appropriate.

If one of the players finished last or did not complete the race at all then he is knocked out of the competition. Otherwise the game continues on the next circuit.



Made in England

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Design & Artwork - NIGEL FLETCHER

Code
Masters

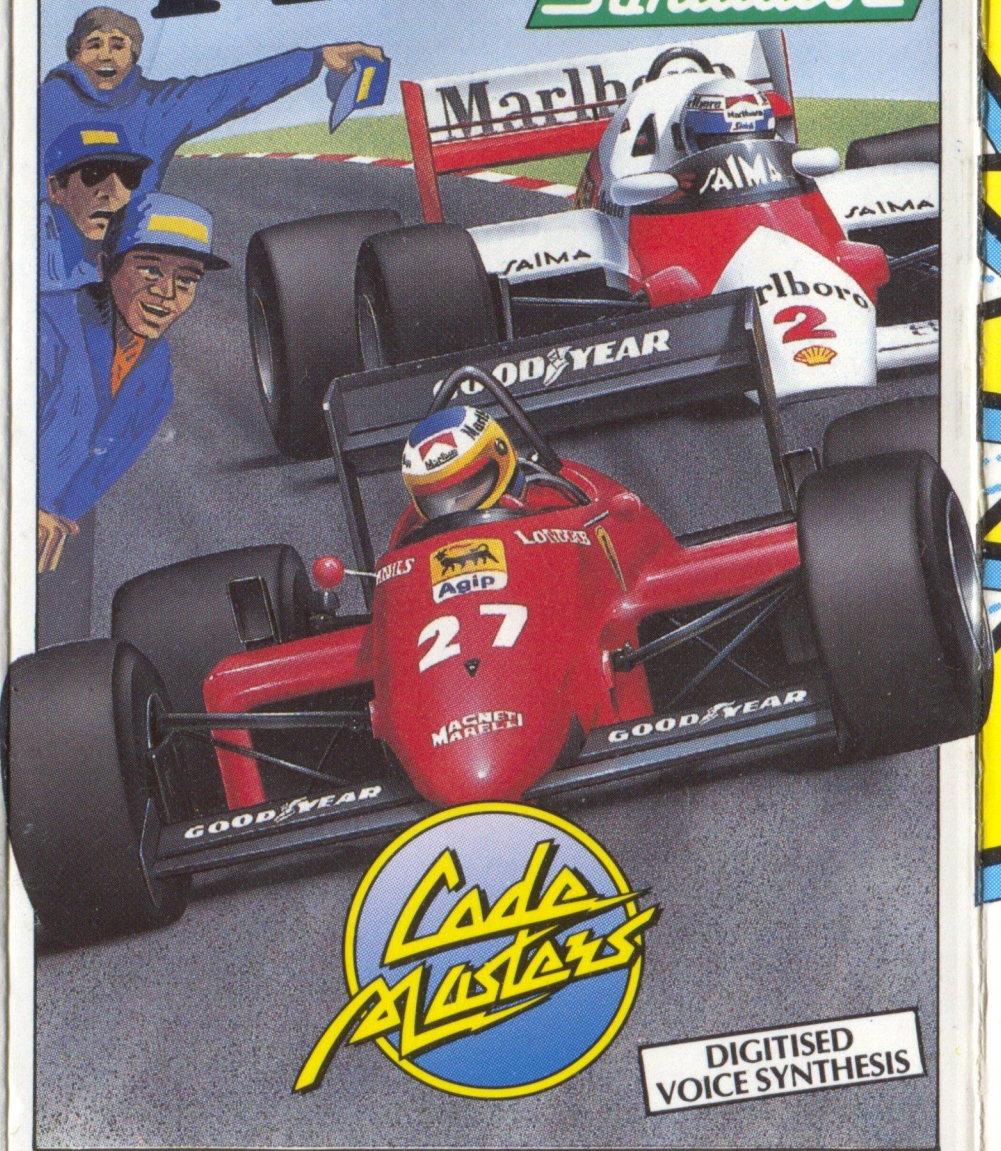
BY PHILIP
AND
ANDREW
OLIVER

AMSTRAD
SCHNEIDER
464/664/6128

GRAND PRIX

AMSTRAD
SCHNEIDER
464/664/6128

Simulator



Code
Masters

**DIGITISED
VOICE SYNTHESIS**

GRAND PRIX

Simulator

Code
Masters

3037

**AMAZING
PLAYABILITY!!!**
- features a very
competitive two
player option.
Sprint around
14 cunningly devised
circuits - under
bridges - through
oil patches - power
sliding around
corners - trying to
beat the other drivers
and the lap record!



**ACTUAL
AMSTRAD
SCREEN SHOTS**

INTERNATIONAL
INSTRUCTIONS



**SIMULTANEOUS
TWO PLAYER
OPTION**

No amount of screen shots or description can explain to you the best aspect of this game - the sheer enjoyment you get from racing, wheel to wheel, round the track against another player and the computer drone car.

**- Absolutely brilliant
playability.**

The graphics are superbly drawn by James Wilson. Each of the 14 tracks has been carefully planned to test your abilities to the full. The speech synthesis, music and sound effects also add to the atmosphere, giving this game long lasting appeal

**MUSIC BY
JON-PAUL
ELDRIDGE**

LOADING
464: RUN " (ENTER)
664/6128: !TAPE (ENTER) RUN " (ENTER)