CRAZY CARS II
by TITUS

1 - GETTING STARTED :

CBM 64/128 Disk
on Commodore 128, type : G064, then : LOAD»*»,8,1
on Commodore 64 and SX64, type: LOAD»*»,8,1

CBM 64/128 Cassette
On Commodore 128, type : G064, then press SHIFT and RUN/STOP keys together.
On Commodore 64 and SX64, press SHIFT and RUN/ STOP keys together.

SPECTRUM Cassette
Type LOAD »» and press ENTER key. Press PLAY on your recorder.

SPECTRUM +2 Cassette
Turn on your monitor and your computer. Insert your CRAZY CARS 2 cassette in your recorder and press ENTER key.

SPECTRUM +3 Disk
Turn on your monitor and your computer. Insert your CRAZY CARS 2 disk in your disk drive and press ENTER key.

AMSTRAD CPC Cassette
Turn on your computer and press CTRL and SMALL ENTER keys. Press PLAY on the cassette recorder.

AMSTRAD CPC Disk
Turn on your computer, insert your CRAZY CARS 2 disk in your disk drive and type RUN»CRAZY2" and press ENTER

ATTENTION :
You must never remove the CRAZY CARS 2 disk from the drive while it is being used.

2- Controls :
- Commodore 64/128 :
F3 key switches the sound on/off
F7 key holds/pauses the game
During the game, you are controlling your Ferrari F40 with a joystick or one of the following keys: A,Z,< and >

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A.    UP        accelerate
Z     DOWN      brake
<.    LEFT      Left
>     RIGHT     Right
SPACE BAR  Change the speed of the gearbox
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- Spectrum :
P key holds/pauses the game
During the game, you are controlling your Ferrari F40 with a joystick or one of the following keys: Q,A,Z and X

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Q     UP
A     DOWN
Z     LEFT
X     RIGHT
CAPS Change the speed of the gearbox
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- Amstrad CPC :
ESC key aborts the current mission
F2 displays the road map
F3 turns on (or off) the radar detector
F4 switches the speed unity (Miles/Kilometers)
P pauses the game
During the game, you are controlling your Ferrari F40 with a joystick or one of the arrow keys.
Space Bar (or fire button) changes the speed of the gearbox.

At the end of the game, you can put your name beside your score. You do this by choosing the letters of your name one by one with the cursor. You move the cursor with the arrow keys on the keyboard. Press the space bar to store each individual letter. When you have finished entering your name, move the cursor to the END display and press the space bar again. Your new score is now stored on the disk.

3- THE STORY :
This time you're at the wheel of the fabulous Ferrari F40 and in a race against time in a bid to smash a stolen car racket - the only problem is the guys involved in the racket are corrupt policemen ! As you go tearing through four states of America in search of the corrupt police, you will also have problems with the honest road cops who don't appreciate the sight of a Ferrari F40 crossing their state at 200 miles per hour.... But, it ain't that easy....
You must plan your route carefully from the maps of each state which are displayed on screen and which show the actual American freeways that you will travel on - Be careful, the shortest routes aren't always the easiest as the sight and sound of a blue flashing light will soon make you realise.
Your Ferrari is furnished with the latest radar which will enable you to detect police road blocks which may have been set up to catch you, therefore keep an eye on the Freeway junctions as you may be forced to change your route !

4- YOUR MISSION :

At the beginning of the game, your starting position and the location you have to reach will be shown on the map. You will have to consult the map repeatedly in order to know the direction you are supposed to take.

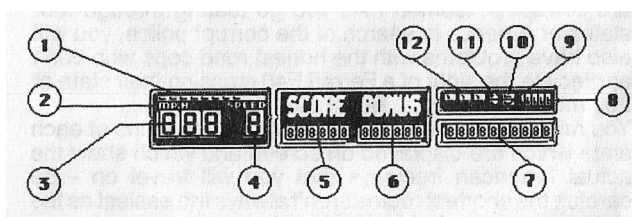At each crossroad, your on board computer will indicate the direction and number of the road you can take.

The game represents the actual roads of the 4 states of the USA that you can travel in.

If you notice a road which would connect the one you're on, you can cut across fields, but watch out for telegraph poles and Milestones !

As soon as you start your engine, the countdown will start. If it reaches zero, your Ferrari will explode !

5- Your Ferrari dashboard:

Your F40, property of the FBI intervention department, has been specially adapted for your mission... Its dashboard represents the following elements:

1   RPM counter
2   speed unit indicator (KM/H or MP/H)
3   speedometer
4   gear shift indicator: High (H) or Low (L)
5   digital score counter
6   digital bonus counter
7   timer / direction indicator: tells you which direction to take when the road splits, and the road number (as on the map)
8   indicates the distance to the closest radar (or police car)
9   indicates the location of radar (or a police car)
10   indicates the working condition of the radar detector.
11   indicates the direction the radar or police car is going
12   connects/disconnects the radar detector

6- SCORE AND BONUS :

Your score will increase with the distance covered. At the end of each stage, a bonus will be added to your score.

At the beginning of the 1st chase, your bonus counter will be set to 20000 points (40000 at the 2nd chase, 60000 at the 3rd one....) For each chase bonus the time allowed corresponds to the ideal route as estimated by your on board computer. The counter goes down rapidly with the distance covered. Each time the Ferrari succeeds in breaking through a police cordon, 10000 points are added to your bonus. Your bonus will be earned if you arrive at your destination before the timer reaches zero.

7 - 8 bit machine versions:

The TITUS team has edited the 8 bit versions of this game which was originally created for Amiga. On the 8 bit versions, some secondary phases had to be cut out.

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