

MEAN MACHINES

INSTRUCTIONS

LOADING on COMMODORE AMIGA-

For A500 users switch ON computer and insert disc immediately.

For A1000 users LOAD kikstart 1.2/1.3 as normal then insert disc on workbench prompt.

LOADING on ATARI ST-

Switch on machine and insert disc immediately.
(The game will load automatically)

IMPORTANT- Look after your discs carefully

KEEP it in your original box and in a cool dry place (not in direct sunlight or rain).

NEVER switch the computer ON or OFF with the disc in the drive.

KEEP your disc write-protected and SWITCH OFF your computer for 30 seconds before loading a new game.

(To avoid a Virus from other discs)

DON'T put the disc near any magnetic field (eg. on top of TV, near Stereo speakers.)

THE AIM OF THE GAME

The race takes place over several stages.

You must complete each stage within the time limit to qualify for the next round.

The other cars will overtake at the slightest opportunity in an attempt to beat you - try not to let them run you off the road.

Remember to collect the extra missiles and oil drums as you may run out of ammunition. The crash helmet icons should be retrieved to gain extra lives.

In some parts of the course you must jump ravines or wreckage by driving up the car ramps but remember to judge your speed.

CONTROLS

JOYSTICK
UP
DOWN
LEFT
RIGHT
FIRE
HOLD FIRE
& DOWN

ACTION
ACCELERATE
BRAKE
TURN LEFT
TURN RIGHT
FIRE MISSILE

RELEASE OIL SLICK

Press P Pause

Press Escape to Quit

HINTS AND TIPS

- * Collect as much ammunition as possible.
- * Watch out behind for cars attempting to ram you off the road!
- * Learn each of the race tracks.
- * Use the ramps to jump over obstacles

CREDITS

Design	Optimus Software
Code	Neil Hill
Graphics	Mike Muskett and Adrian Ludley
Music	Alister Brimble
Project Director	Tim Miller
Production	Stew Regan & Shan Savage

HELP LINES

NEW RELEASE INFO LINE 0898 555 000

(Tells you what is being released this month)

If you can't get any further in any of these games and would like us to give hints & tips on how to solve all the puzzles just phone the numbers below. Please don't phone unless you are really stuck and make sure you get permission from the person who pays the phone bill first!

SPECTRUM, AMSTRAD, C64

DIZZY	0898 555 093
TREASURE ISLAND DIZZY	0898 555 091
FANTASY WORLD DIZZY	0898 555 078
LITTLE PUFF	0898 555 094
ROCKSTAR	0898 555 090
MAGICLAND DIZZY	0898 555 096
SLIGHTLY MAGIC	0898 555 050

ATARI ST AND AMIGA

TREASURE ISLAND DIZZY	0898 555 092
LITTLE PUFF	0898 555 095
ROCKSTAR	0898 555 090
FANTASY WORLD DIZZY	0898 555 078

Call costs 34p per minute during off -peak time and 45p per minute at all other times.

(GREAT BRITAIN ONLY)

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