
DRAGON 32
3D GRAND RACER
MICRODEAL
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Its Grand Prix Day. Choose from 4 different tracks with increasing levels of difficulty. Race against other cars – Your goal is to overtake as many as possible before the end of the lap, you view the track as it you were sat in the cockpit of a Formula 1 Car. Realistic scrolling graphics. Plus tyre replacement stops makes this and you "The Winner". 1 Joystick required.

LOADING INSTRUCTIONS: See side of Cassette.

GETTING STARTED

When "Speed Racer" appears, move the right joystick to select a track. When the desired track appears on the screen, press the joystick button to start the race.

Your Joystick from Above

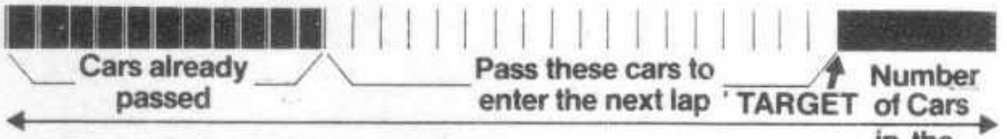


Track 1 Track 2 Track3 Track 4

OBJECTIVE

The object of SPEED RACER is to pass the required number of cars for each lap. This number is indicated by an arrowhead under the "CARS PASSED" marker. You must reach this goal to progress to the next lap, otherwise the game is over. Complete all 5 laps (10 miles) and you've won the race!

CARS PASSED



CONTROLLING YOUR CAR

Move the joystick horizontally to steer, up to accelerate, and own to brake. Avoid riding on the road shoulder – it's bad for the tyres. If you ruin your tyres by staying on the edge of the road too long, your repair crew will give you new ones. You only have one spare set of tyres.

END OF GAME

At the end of each race, your score will be automatically ranked under the appropriate track. To play again, simply re-select a track and push the joystick button. A game in progress may be reset by pushing the BREAK key. You may also press the RESET switch any time except during the title screen.

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