



# AUTO DUEL<sup>®</sup>

By Lord British<sup>®</sup> and Chuckles

## PLAYER REFERENCE CARD



### ATARI ST VERSION

Conversion by: International Technology Development Corp.

Special thanks to Quality Assurance: Dale Nichols, Kurtstable, Doug Wike, Jean Tauscher

## MOVEMENT

All movement in **Autoduel**® is controlled with either a joystick or a mouse.

If you are using a joystick, simply push the lever in the direction you wish to travel. Centering the joystick will cause your vehicle to coast to a stop, while pulling the joystick in the opposite direction of travel will result in a braking and eventual reverse movement.

If you are using a mouse, aim the arrow in the direction you want to head in. Centering the arrow upon the car will cause it to stop.

## TO BEGIN PLAYING AUTODUEL®

1. Place **AUTODUEL**® disk A, label side up, in the disk drive and turn on the power to your computer.
2. Using the mouse, double click on **AUTODUEL PRG**.
3. Press any key to bypass the title page.
4. Choose whether you will be playing with 1 or 2 drives.
5. Type "3" at the first menu to create a new driver. Refer to the Player Manual for instructions on creating a new driver.

## TO STOP PLAYING AUTODUEL®

1. Press "Q" to Quit & Save the game. If you are in the Arena or on the road, the game will be saved at the last town you were in.
2. Turn the power off and on to boot another disk.

**NOTE: FAILURE TO USE THE QUIT COMMAND WILL RESULT IN THE LOSS OF THE CURRENT DRIVER.**

## SAVING CHARACTERS

Characters can be saved three different ways:

1. They can be saved directly to the game disk (Disk B).
2. A formatted disk can be used to save characters when prompted at the main menu.
3. A copy of Disk B can be used to save characters for archival purposes or for the playing of simultaneous games.

**Note:** For proper copy procedure, please refer to your Atari-ST Owner's Manual.

**Special Note:** As your driver grows in Prestige, special courier tasks will be offered to you through a series of clues. It is advantageous to pursue these missions whenever possible. Check for rumors at the Truck Stops and Bars for information on these special tasks.

## COMMAND SUMMARY

<F1>,ESCAPE	Pause the game on Highways and in Arenas.
<F2>,CTRL-S	Toggle Sound on/off.
<F3>,CTRL-C	Display Car status.
<F4>,CTRL-R	Display Roster of all cars.
<F5>,CTRL-T	Display Courier Tasks & Salvaged Goods in cargo area.
<F6>,Q	Quit & Save game.
	<b>MUST BE USED TO END GAME PLAY.</b>
<F7>,CTRL-L	Display Location & Date.
<F8>,CTRL-D	Display Driver status.
SPACEBAR	Toggles through Weapons.
0-9	Select Active Weapon.
Joystick or Mouse Button	Fire Active Weapon
G	Get in/out of car.

