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VROOM

The F1 Racing Car Game for QLs with 128K

© Pyramide

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INTRODUCTION

QL Vroom is a popular racing game, which puts you firmly in the driver's seat of a Formula 1 Racing Car, as you compete with other cars around 5 different grand prix circuits.

The program will work on original QLs and Q-emulator (it expects the QL to be set up with 128K memory, so you may need to use the command RES_128 on a QL with memory expansion).

The program was written by Daniel Macré in 1986 for Pyramide.

In order to qualify to play on the next circuit, you need to pass a total of 10 cars in your one lap race!

Your car can go up to 360mph, but you need to brake hard into corners, whilst avoiding crashing into the other cars or advertising hoardings at the side of the road. Driving over the armco onto the grass will slow down your car.

Controls
<UP> cursor to accelerate
<DOWN> cursor to deccelerate
<LEFT> cursor to turn left
<RIGHT> cursor to turn right
<SPACE> pause on or off
<ENTER> sound on or off
<ESC> abort race

COPYRIGHT

This program is copyright, which means that you must not give or sell copies of the program (or associated files or the manual) to anybody else. Not only is such copying illegal, it takes money away from both the authors and the publishers which is needed to maintain a steady flow of new programs onto the QL market.

We reserve the right to upgrade the program and associated files at any time. As a result, it is possible that the program and the manual will not be in total agreement - check the UPDATES_DOC on the provided medium for any changes. We welcome input from users regarding improvements to the program. Any bugs should be notified and a free upgrade will be provided in the event of any such bugs being corrected. However, if there is an upgrade to the program which involves an expansion or dramatic improvement to the program, then a modest charge will be made for people wishing to upgrade. Such upgrades will only be provided to those sending in the master disk or cartridge. No upgrades will be provided to those sending in back-up copies. Should your master disk or cartridge fail at any time, then we will happily replace it (send it with an S.A.E. to the publishers).

Due to the ever increasing variety of QL/QDOS systems in existence and the impossibility of owning or emulating the combinations of ROMs, memory expansions, etc., we cannot guarantee that this program will work with all such systems. If the failure to work is impossible to cure, we'll obviously issue a refund to purchasers. However, a description of problems would be appreciated (together with details of your system) so that we can either warn other users or attempt cures.

HINTS ON PLAYING

Now, you wouldn't expect many hints on playing would you??

Practice your laps to work out just what your car is capable of - how quickly you can go around each corner, where you need to break, or accelerate, and how to overtake lead cars.