

By Lord British® 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®

- 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.
- 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®

- 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:

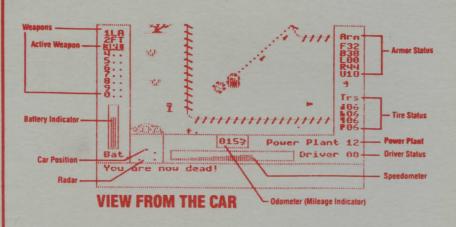
- 1. They can be saved directly to the game disk (Disk B).
- A formatted disk can be used to save characters when prompted at the main menu.
- 3. A copy of Disk B can be used to save characters for archival purposes or for the playing of simultaneous games.

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</f1>	Pause the game on Highways and in Arenas
<f2>,CTRL-S</f2>	Toggle Sound on/off.
<f3>,CTRL-C</f3>	Display Car status.
<f4>,CTRL-R</f4>	Display Roster of all cars.
<f5>,CTRL-T</f5>	Display Courier Tasks & Salvaged
	Goods in cargo area.
<f6>,Q</f6>	Quit & Save game.
	MUST BE USED TO END GAME PLAY.
<f7>,CTRL-L</f7>	Display Location & Date.
<f8>,CTRL-D</f8>	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.



Dryr:Harvey Car:HOPEFOL Honey:\$775348 Cost:\$010670 Body:Pickup Chas:EH. Heavy Susp:Heavy		Super Pla	12 Ctr 06 F-L 06 F-R 06 B-L 06 B-R	
Naw Wt:7800 Naw Sp:24 Top:90 Hc1:03 Ut Left:0500 Sp Left:09 Rcc:05 Bat:96	Arnr F:04 B:36 L:20 R:27 U:10	Laser Flathr Rkt L	02 Frt 02 Bck 02 Frt	8n 20 00

CAR STATUS SCREEN

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WARTHANT!

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