

Racing

by bosh77

SPECIAL THANKS to Augusto Ruiz (WyzTracker) and WYZ (WYZplayer ASM Code and music modules)

freeware GAME for MSX2

Hardware requirements: MSX2 (the game runs in SCREEN 4)

128KB RAM for .DSK version

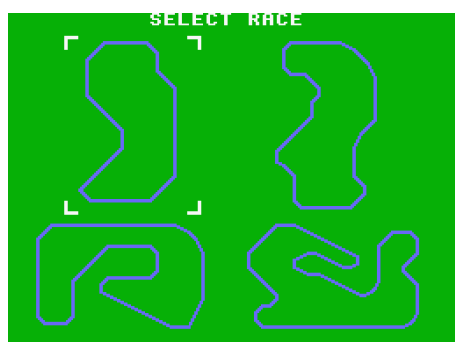
.ROM version is a Konami with SCC cartridge (128KB)



In the main screen press space or the joystick button to start



In the next screen you can select the car you prefer. Each machine has its own speed, acceleration and turbo characteristics.



Then you have to select the track with which you want to start the race.

The game begins with the qualifying lap. You have to take a tour in the shortest possible time to get the best place for the race.

After the qualifying lap, the race begins, where there are eight machines that compete.

At the end of the race, the final positions will be rewarded with the following scores: 15, 12, 10, 8, 6, 4, 3, 1



	FINAL	QUALIFY	
1.		0.45.20	15
2.		0.45.54	12
3.		1.02.00	10
4.		1.02.56	8
5.		1.04.26	6
6.		1.06.34	4
7.		1.09.78	3
8.		1.10.22	1

Now you need to select the next track to continue the game.

The game ends when all four slopes have been completed. The car that will have obtained the most points will have won.

To check your car you can use the keyboard or joystick in the port A.

Keep holding the spacing bar or the joystick button, the machine accelerates, releasing the button the machine slows down.

To direct the machine it is necessary to REPEATEDLY press the cursor arrows or move the joystick in the desired direction.

To operate the TURBO it is necessary to hold down the cursor keys or direct the joystick in the SAME DIRECTION in which the machine is running.

During the race it is possible to use the following keys:

P - pause

L - Enable/Disable the Automatic Pilot