

*** CROSS COUNTRY CAR RALLY ***

Warning !!! Read instructions to minimize the chance of a collision.

I speed across the country avoiding cops, detours, short cuts and a few surprises. NORTON SOFTWARE is proud to present this fast action car game. We hope that this program will provide many hours (sleepless nights) of enjoyment to come.

HOW TO PLAY.

Once this program initializes, you will find 4(count them) cars on the screen. The white car is the one that you are driving. The yellow cars are the other traffic. Your white car is controlled by 6 keys, namely the S, D, E, X, W and A keys. The E and X keys are used to change lanes (up and down). The S and D keys are used to slow down and speed up respectively. The A and W keys are used to slow down quickly and to speed up quickly, respectively.

The object of the game is to get from California to New Jersey without running out of money and to do it as quickly as possible.

Crashing into other cars, into detour signs or running off the road constitutes a collision. There is another method of losing the game but you have to find this method out for yourself.

Occasionally, a gravel road will appear below the ordinary road. This is the short cut. However, it's just like real short cuts, sometimes they aren't all that short. For the official NORTON SOFTWARE C. C. CAR RALLY short cut, three things can happen:

- 1)you may be placed further along on the state,
- 2)you may be placed further back in the state, or
- 3)you may lose control on the short cut and crash!

The third option usually occurs at high speed. You will automatically be placed back on the highway after taking a shortcut. There is a chance that you will be placed on top of another car in which case, you guessed it, you CRASH (should have looked both ways).

Traveling at high speeds may bring out the police. If you refuse to stop, the cop will start shooting. A more sensible method is to stop and try to bribe him. Remember to hit the enter key after you have contributed to the policeman's fund. As you will inevitably find out, it takes some skill to stop without hitting the policeman. (Hint: Don't stop after he has started shooting at you.)

When you see a detour sign, you must pass it on the right(i.e. underneath it). Another lane has been provided to allow you to get past the detour sign.

To get from one state to the other, you must get across the screen without a collision. If you collide with another car you will be reset to the beginning of that state.

If you go too slow, you will begin to lose ground. If you go at a moderate speed, you will stay stationary. Only at about 80 miles per hour will you gain ground. There will be a random chance that you will crash if you travel at 160 miles per hour. If you go faster than 160 miles per hour, you will blow your engine.

Each state is different from the next. Once you have gotten across the country (HA HA HA!), you will be given a placing in the race. This placing will be a direct result of the time it took you to get across the country.

It is possible to cross each state (really, believe us. Would we lie to you?). Getting across each state requires technique, skill, and most important, a quick hand. Oh, by the way, the weather gets pretty nasty in the midwest.

You should now have enough information to hop into your Lamborshini Countach and drive away.

Note: Due to the extensive graphics in this program, the '-' sign has been defined as a square green block. Also, the Y character has been redefined as a '>' sign.