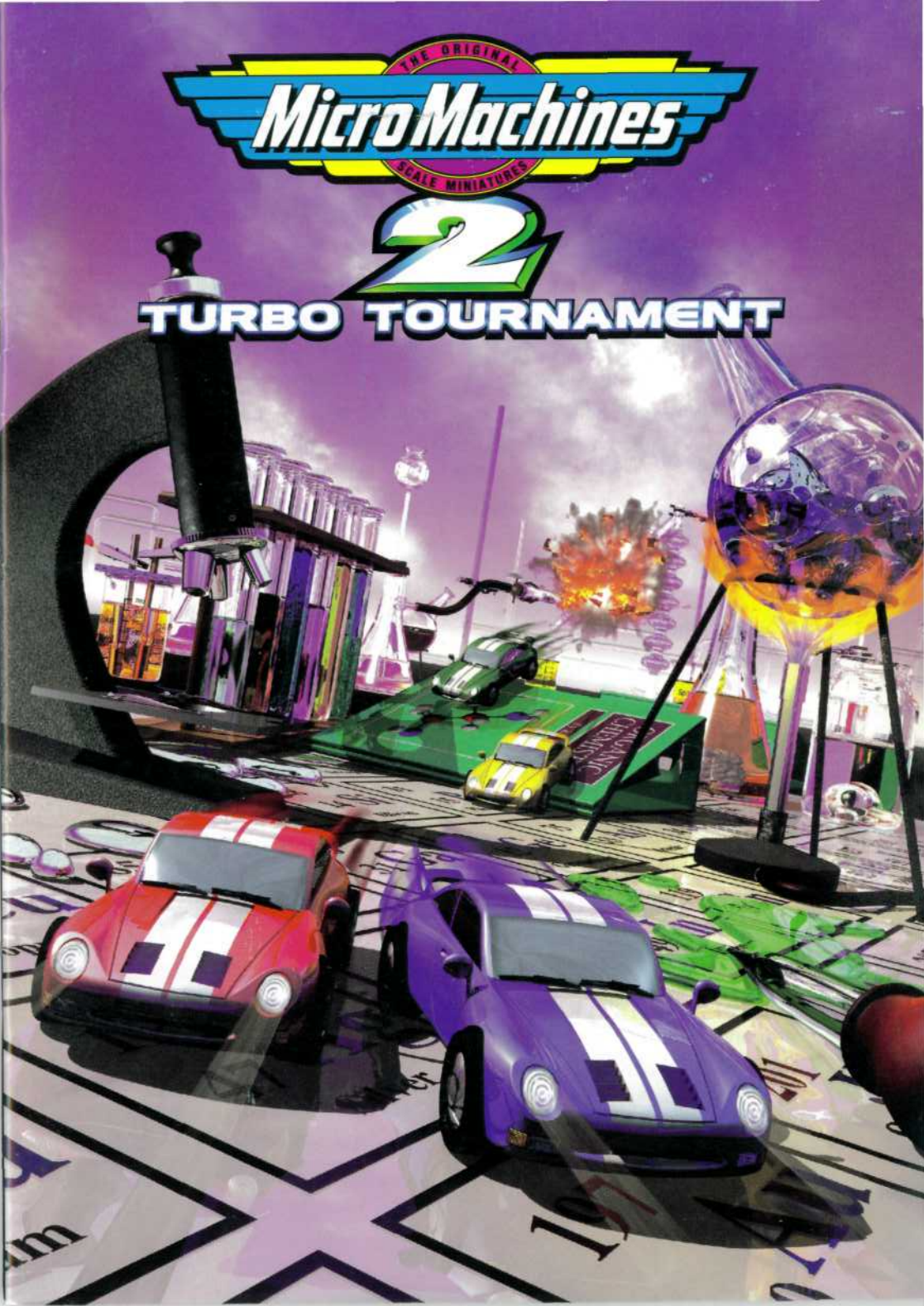
THE ORIGINAL
Micro Machines
SCALE MINIATURES
2
TURBO TOURNAMENT

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INSTALLATION

✦ INSTALLATION FOR DOS

Place the disc in your CD drive and close the door. Wait a couple of seconds for the drive to initialize. Type **D:** followed by **(ENTER),** where D is your CD drive letter. Then type **INSTALL (ENTER)** and follow the on-screen prompts. You will be asked for the letter of your CD drive, the default is D. If your CD drive is not D remember to alter the default. Also, when asked for the games destination path enter text only if you do not want the game installed to a '\MM2' directory.

✦ RUNNING THE GAME UNDER DOS

To run the game, make sure you are in the MICRO MACHINES 2 directory, e.g. type **C: (ENTER)** then **CD \MM2 (ENTER),** and then type **MM2 (ENTER).** The game should load, and you're away!

✦ INSTALLATION FOR WINDOWS 95

Start the Windows 95 operating system. Place the disc in your CD drive and close the door. Wait a couple of seconds, and Windows 95 will detect the CD and run the Launcher Program. Select INSTALL, follow the on screen instructions, and the game will install onto your hard drive.

✦ RUNNING THE GAME UNDER WINDOWS 95

Start the Windows 95 operating system. Place the disc in your CD drive and close the door. Wait a couple of seconds, and Windows 95 will detect the CD and run the Launcher Program. Select RUN, and the game will launch itself. If you wish to change the sound options after installing, then select SOUND.

(Note: MM2 was designed for DOS, so Windows 95 will shutdown to MS-DOS Mode for the game to run)

✦ SELECTING YOUR SOUND CARD

If once you have installed the game and set up your sound card you wish to alter the settings for your sound card, change into your 'MM2' directory i.e. Type **CD\MM2** then type **SOUND** at the MM2 prompt. This utility will run through the sound card set up again.

Using Windows 95, the first time you run the game you will be asked if you wish to create a short cut for accessing the game. To do so, simply follow the on screen instructions, choosing say 'Accessories' and 'Games' as the pathway, and a racing car as the game icon. From then on you can access the game directly from the main menu.

TROUBLESHOOTING

Regular PC games players will know that there are a great many problems that can occur when trying to get games to work properly. Although every effort has been made to make the installation and running of the game as pain free as possible, you may experience *problems due to the particular configuration or setup of your PC.*

✦ MEMORY PROBLEMS

Micro Machines 2 should work quite happily on a 4 megabyte PC. The thing you have to ensure is that you are not loading unnecessary programs upon booting. Try using the DOS command **MEM** to find how your memory is being used.

Ideally, a setup to run Micro Machines 2 should setup your Sound card and CD ROM drive, and that is all other than basic DOS commands.

DOS 6 has a very useful bootup menu system which allows you to create a menu of setups from which you can boot your machine.

If you have 4 megabytes or more of memory and are having problems running Micro Machines 2 the most likely reason is that you have SMARTDRV loaded. This could be taking up as much as 1 megabyte of memory.

To stop this happening use **EDIT \AUTOEXEC.BAT** and find the line that contains the word SMARTDRV, and insert **REM** at the beginning of the line. Now, when you reboot your system SMARTDRV will not be loaded.

You can go back and take out the **REM** after you have played Micro Machines 2. Also, the memory managers EMM386 and QEMM can cause color glitches and even in extreme cases cause the game not to operate at all as MM2 has its own memory manager.

To disable these memory managers, type **EDIT \CONFIG.SYS** and find the line which loads EMM386 or QEMM, and insert **REM** at the beginning of the line. Now when you reboot your system, no memory managers will be loaded. You can go back and take out the **REM** afterwards.

✦ SOUND PROBLEMS

If the game works, but you do not hear any sounds, then something is wrong with the sound card setup. Try to make sure that your soundcard is not conflicting with any other cards you may have installed in your system. Better still, when playing Micro Machines 2, do not even initialize any other cards as this may be confusing the game.

If your sound card is not a genuine Sound Blaster you may also find that it requires a driver to allow it to operate in Sound Blaster mode, an example of such a driver is SNDINIT /B.

✦ ON DISK HELP

For more information on how to get your system configured properly please see the on-disk help file. Change to your MM2 directory on your hard drive, and type **HELP**.

e.g.. Type **C: (ENTER)** then **CD \MM2 (ENTER)** followed by **HELP (ENTER).**

✦ PROBLEMS WITH CD-ROMS

Having read all the provided documentation if you are still experiencing difficulties with your CD-ROM, or think there may be a problem with it, then please telephone 1-800-439-3995 and ask for our Technical Support Department, contact us via the world wide web at www.gametek.com, or write to us at the address provided. Please include the following PC information:

* A detailed description of the problem. If it is repeatable, under what conditions.
* Your brand of PC, (Dell, Gateway, Compaq, IBM etc.).
* Your processor type, (486, Pentium etc.).
* Your processor speed, (33 MHz, 66 MHz, P90 etc.).
* Your DOS version number. Type **VER (ENTER)** to find this. (5.1, 6.2 etc.).
* A copy of your CONFIG.SYS file.

  Type **EDIT CONFIG.SYS (ENTER)** to see this.
* A copy of your AUTOEXEC.BAT file.

  Type **EDIT AUTOEXEC.BAT (ENTER)** to see this.
* The make and model of your CD-ROM Drive (Panasonic 562 etc.).
* Your memory usage just before trying to run the game. Type **MEM /C /P** to see this.
* Bios version and date. This is displayed soon after power-on (AMIBIOS, 1992 etc.).

Please be aware that it is difficult to help with configuration or set up problems unless we have this information.

MM2PC Technical Support, GAMETEK

Gametek Inc. – Technical Support, C/O Ami Inc., 2727 Tucker Street Extension, Burlington, North Carolina 27215.

GETTING STARTED

When you run the game you will be given the choice of the screen size that the races will be played in. The computer performs a self check on your machine and the cursor will default to the recommended choice. To accept this choice simply press ENTER. For more information see The Options Screen - Change Screen Size. You will then be shown the Main Menu, this will lead to further menus and game options.

Make your selection by using the cursor keys to highlight the option required and press ENTER to select it.

1 Player	CHALLENGE, HEAD TO HEAD, SUPER LEAGUE, TIME TRIAL
2 Player	SINGLE RACE, TOURNAMENTS, TIME TRIAL
3 Player	SINGLE RACE, TOURNAMENTS, TIME TRIAL
4 Player	SINGLE RACE, TOURNAMENTS, TIME TRIAL
4 Player Teams	SINGLE RACE, TOURNAMENTS, TIME TRIAL
Party Play	KNOCKOUT
Options	VIEW STATS, CD MUSIC ON/OFF, CHANGE SCREEN SIZE
Construction Kit	DESIGN, BUILD YOUR OWN TRACKS

There are a variety of control configurations to allow up to 4 players to drive simultaneously on one machine.

These options include:

Player	**1**	**2**	**3**	**4**
1 Player Controls	Joy			
	Key			
2 Player Controls	Joy	Joy		
	Joy	Key		
	Key	Key		
3 Player Controls	Joy	Joy	Key	
	Joy	Key	Key	
	Key	Key	Key	
4 Player Controls	Joy	Joy	Key	Key
	Joy	Key	Key	Key

So, you can have one, two or three players using the keyboard at the same time, and either one or two players using Joypads. The simple controls in Micro Machines means this is possible and allows the maximum number of players on a machine, for the maximum fun.

SELECTING GAME CONTROLS

✦ KEYBOARD CLASH

There are lots of different types of PC keyboards, and each has a limited number of keys that can simultaneously be detected. Some key combinations cannot be detected by your keyboard, and when this happens you will get keyboard clash - which means some of the keys will not be noticed and your car will be out of control! To combat this problem we have provided two alternative keyboard choices that you can use whenever you choose a control option that requires 2 keyboard users. The only way to find out which one works on your keyboard is to try it.

If you are playing with two keyboard users and one of you complains that his controls are sometimes being ignored by the computer you should quit the game and change the controls to the alternate keyboard set.

On some keyboards it may not be possible to use the three keyboard player choices for this reason.

✦ AUTO-ACCELERATE

When you choose to have three keyboard users it is not possible for you all to have full control of your vehicles, because your keyboard cannot detect 12 keys at the same time. So, we have introduced an Auto-Accelerate feature. This means your car will accelerate all the time without you having to press a key! If you want to slow down you can use your brake. If you are playing a four player game in this control configuration with the fourth player using a Joypad he will also be playing in Auto-Accelerate mode to keep the game fair.

✦ CHOOSING A DRIVER

Use the UP and DOWN cursor keys to move between the 16 drivers available and press ENTER to select. Their different skills and styles only affect them when they are opponents controlled by the computer - not when you are driving them, so just choose the one you like the look of. You will then be given the option to change the name of the driver to your own. It is a good idea to do this, and always play using the same driver so that any statistics you build up will be recorded correctly - see Options.

Jethro

Chen

Dwayne

Maria

Lisa

Sue Lee

Edina

Spider

Emilio

Davey

Jeremy

Walter

Bruno

Delora

Violet

Cherry

SELECTING GAME TYPE

There are many different types of game which you can play:

✦ CHALLENGE GAME

You race against 3 other drivers, controlled by the computer, in a 3 lap race. If you finish 3rd or 4th you will lose a life and will have to try again. If you finish in 1st or 2nd place, you will move on to the next race, in a new vehicle and on a new course. There are 25 races in this game, and only the best players will be able to become the Challenge Champion.

You can play for extra lives if you manage to come in 1st place three times in a row. If you do this you will be given the chance to win a life by playing the Monster Truck bonus game! Collect the number of vehicles shown before the time runs out.

If you manage to get an exceptionally good lap time on one of the first 10 levels you will be an Auto Winner and will not have to finish the race.

✦ HEAD TO HEAD GAME

You race on the same set of 25 courses as the Challenge game, but this time against only one other driver, controlled by the computer. To win the race you need to get ahead of your opponent. Each time you manage to drive off the edge of the screen a BONUS point will be awarded to the player who has traveled furthest along the track. One of the colored lights in the top left of the screen will change to the color of the BONUS winner. The driver who has all 8 lights, or the most lights after the 3 laps, wins the contest.

If you lose, you will lose a life and get to try again. If you win, you will move on to the next contest, against a new and tougher opponent.

✦ SUPER LEAGUE GAME

There are 4 divisions, you start in the bottom one, the 4th (sorry!). Each season consists of 4 races of 3 laps against the other players in your division, who are controlled by the computer. After each race you will get points depending on your finishing position:

4 points for 1st place
3 points for 2nd place
2 points for 3rd place
1 point for last place

At the end of the season the players with the most points in each division are promoted to the next higher division, and the players with the least points are relegated to the next lower division.

Can you make it all the way to the top of the 1st division? How few seasons can you do it in?

✦ TIME TRIALS GAME

First you select your course, Use the LEFT and RIGHT cursor keys to move through the different courses, and press ENTER when you see the one you want.

Now select the number of laps you want to be timed over, 1 or 3.

The race begins, and you are on your own - against the clock. Your current time is shown on-screen, along with the all-time record for that course. Practice makes perfect, and even astonishing records can be beaten!

Some Time Trial courses have a Shadow Racer, so that you can race again and again and constantly compare your performance with the best so far, to improve yourself and perfect the course. The Shadow Racer follows the path of the best driver who sets the all-time record, because the shadow's movement is recorded on disk.

If you make a mistake in a record attempt and want to quit the race, Press the F1 key followed by the ESCAPE key.

✦ SINGLE RACE GAME

First select your course. Use the LEFT or RIGHT cursor keys to move through the different courses, and press ENTER when you see the one you want.

The race is a series of rounds, ending with one vehicle (or team) winning a BONUS. When each round starts the vehicles are near the middle of the screen. As the vehicles drive they will get further apart. When a vehicle is driven off the edge of the screen the driver will be excluded from the round unless he/she has traveled further along the track then the other vehicle(s). As soon as only one vehicle (or team) remains in the race, the round is over.

The vehicles (or teams) each have their own status lights shown on the screen, which change after each bonus round, depending on the finishing positions. These work slightly differently depending on the number of players:

Number of Players	Lights change for finishing position			
	1st	2nd	3rd	4th
2 Players	+1	-1		
3 Players	+1		-1	
4 Players	+2	+1	-1	-2
4 Player Teams	+1	-1		

✦ THE RACE IS OVER WHEN....

2 Player

One player changes all the lights to his/her color, or one player has more lights his/her color than the other player after 3 laps. If they are equal after 3 laps then a Play-off will start - the next point wins the game!

3 Player

One player turns all his/her lights on.

4 Player

One player turns all his/her lights on. To get the top light to change color you need to come first - second is not good enough!

4 Player Teams

One team changes all the lights to his/her color.

✦ TOURNAMENTS

Choose the type of tournament:

TOURNAMENT	THEME
ROOKIE RACES	Beginners tournament
MEGA MIX	Varied selection of vehicles
PRO TOURNAMENT	Some of the fastest and most difficult courses

Each tournament takes you through a fixed series of races, along the appropriate theme. Each race is played in the same way as a Single Race, and the tournament winner is the first driver to get three wins under his/her belt.

✦ KNOCKOUT

Choose the number of players, from 4 to 16, then choose the drivers. The tournament takes place over 2 to 4 rounds, depending on the number of players. At the start of each round you select the course. Use the LEFT or RIGHT cursor keys to move through the different courses, and press ENTER when you see the one you want.

The game consists of a series of races, each with two drivers racing against each other, in the same way as a Single Race. The winner gets through to the next round, the loser is out of the tournament.

THE OPTIONS SCREEN

✦ VIEW STATS

Choose the View Stats option to see the achievements of each of the drivers. Use the UP and DOWN cursor keys to move through the different drivers. The screens shows the information of the driver currently highlighted.

The screen will show the number of lap records currently held by the driver during Time Trials, the races completed in the one player Challenge, the contests completed in the one player Head to Head, and the highest division reached in the fewest seasons in the one player Super League.

Please be aware that if a players name is changed any achievements that have been gained will be lost. The Time Trial statistics can be recovered by changing the name back to its original setting.

Press ENTER to exit this screen

✦ CD MUSIC LOW / MED / HIGH / OFF

This option enables or disables the CD music that is being played during the races, if you do not have the ability to play CD audio toggle this option to OFF.

✦ CHANGE SCREEN SIZE

Your computer can display the image on screen up to 60 times (frames) per second. The bigger the screen area of the game the more demands are being put on your PC every time the image is redrawn.

The program performs a self test on your PC and determines the number of frames per second it will be able to draw the screen at each size. It will put the cursor next to its recommended choice. The screen update rate information is displayed next to each screen size option. The higher the better.

It makes sense to choose the largest screen size that will update at the fastest available frame rate. If you choose to use a slower frame rate (e.g. 15/second) the game does not look as smooth. Whichever size you choose the speed of the game will remain the same, it is only the image update rate which is affected.

SPECIAL FEATURES

✦ PAUSE

You can pause the action at any time by pressing the F1 key. To continue press F1 again.

✦ QUICK START-OFF

At the start of each race you will hear 3 horns, the last being the highest pitch. The cars can go the moment the 3rd horn sounds. You can rev your engine before this moment by pressing on your accelerator, but the timing is critical for the best get-away. If your revs are too high when the race begins your wheels will spin and you will lose grip for a while, making a slow start. If you accelerate too late you won't get the maximum 'kick'.

✦ POINTS

After each race in the 2, 3 and 4 player games, points are awarded to the drivers depending on their finishing positions:

During each game-play session the total points score for each driver is recorded, along with the number of races which they competed in. This way you can play whatever mix of 2, 3 and 4 player races you choose, and as long as everyone takes part in the same number of races you will have an accurate measure of who is doing the best.

	1st	2nd	3rd	4th
2 Player	30	0		
3 Player	30	15	0	
4 Player	30	20	10	0
4 Player Teams	30+30	0+0		

THE CONSTRUCTION KIT

After selecting the Construction Kit, you are presented with 4 options. Please make your selection using the cursor keys, and ENTER to select.

Race Race a custom designed track
Edit Edit an existing custom track
New Create a new track from scratch
Quit Quit back to main menu

✦ RACE

After selecting the RACE option, you are asked to select how many players are to race. Choose how many players by using the cursor keys, and pressing ENTER to select. Then you are asked to select game controls, and drivers.

You are then presented with a mini map of the course, use the LEFT and RIGHT cursor keys to move through the different courses. Then press ENTER when you see the one you want.

The game can be played as a Single Race or as a Time Trial.

There are no computer controlled players in the Construction Kit.

✦ EDIT

After selecting the EDIT option, you are asked to select the track you wish to edit. Choose which track by using the cursor keys and pressing ENTER to select.

Course Name: Rename a course
Course Layout: Edit the track layout
Course Graphics: Edit the graphics used on the track
Vehicle Graphics: Edit / Change the look of the vehicle you race in
Attributes: Change different aspects of the race, such as speed

Test Course: Test out your new course
Disc Options: Save, export, import new tracks
Main Menu: Quit back to Construction Kit Main Menu

✦ COURSE NAME

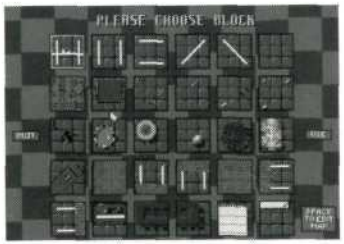
Enter a name for your course, up to 16 characters.

✦ COURSE LAYOUT

After selecting the Course Layout option, you are presented with a screen of 30 large squares (Blocks). Each block contains a section of track which you can use in your course, ranging from a Ramp to a Chocolate Bar.

✦ TO SELECT A BLOCK

Use the cursor keys to move the pointer over the square you want, and press ENTER, or you can use the MOUSE, and press the LEFT MOUSE BUTTON to select the square.



✦ TO PLACE BLOCK ON THE COURSE

Press the SPACE BAR, or RIGHT MOUSE BUTTON to swap between the Block Select screen and the Track Layout screen.

Using the cursor keys, or the MOUSE you move the selected block around the play area, and when you decide upon where you wish to place the block, press ENTER or press the LEFT MOUSE BUTTON: This fixes that block in position.

NOTE: All courses need a START/FINISH line. The track cannot cross over itself and the course must be continuous with no gaps, except for jumps. Other than that there are no limits to the number of different courses you can design.

When you have finished laying out your course, return to the Block Select screen and move the pointer over the USE button, and press ENTER or LEFT MOUSE BUTTON. You can also reject any changes you have made by pressing the QUIT button.

This will return you to the Main Edit screen.

✦ COURSE GRAPHICS

After selecting the Course Graphics option, you are asked to select which part of the graphics you would like to edit

Change Surface Change surface type
Redraw Blocks Edit the Block graphics
Change Floor Change floor type
Exit Return to Main Edit Screen

✦ CHANGE SURFACE

This option allows you to select which surface you would like to race over, such as grass, sand etc.

Use the cursor keys to choose a surface and press ENTER to select it.

✦ REDRAW BLOCKS

This option lets you customize the graphic blocks used in the construction of the courses.

When you select this option you are presented with a screen with a large editing square a smaller viewing square and a selection of colors and options. This is a basic Paint program.

✦ SELECTING WHICH GRAPHIC TO EDIT

Move the pointer, using the cursor keys or the MOUSE over one of the arrows, beneath the color palette, and press ENTER or the LEFT MOUSE BUTTON, to select it. This will scroll through the different graphics you can edit.

✦ EDITING THE GRAPHIC

After selecting which graphic you wish to edit you must decide what you want to do with it.

All of the blocks have guide-lines. These guide-lines cannot be removed from a block, or added, as they determine how the blocks affect the gameplay, i.e. whether you bounce, hop or stop, or where the outline of the track is. So you must stick with these guide-lines. The function of the block does not change when you re-draw it: only the appearance. The guide lines only appear while editing the blocks, and don't appear in the game itself.

Use the cursor keys, or the MOUSE, to move the pointer around the screen, and ENTER or the LEFT MOUSE BUTTON, to select or paint anything.

When you have finished, you select the USE button, to save your work, or the QUIT button to reject all the changes made.

✦ CHANGE FLOOR

This option lets you select what type of floor you want to race over, such as kitchen linoleum, water etc.

Use the cursor keys to choose a floor and press ENTER to select it.

✦ EXIT

Returns you to the Main Edit Screen.

✦ VEHICLE GRAPHICS

If you are designing a new track from scratch selecting this option for the first time will give you the chance to select which vehicle you wish to race in. Use the cursor keys to highlight the vehicle of your choice, and press ENTER to select it.

If you are editing an existing track, when you select this option, you will be asked whether you want to edit the current vehicle selected or select a new vehicle. Use the cursor keys to highlight the option you want, and press ENTER to select it.

Once you have selected a vehicle you want to race in you are taken to the editing screen. If you do not want to edit the vehicle move the pointer to the USE button using the cursor keys, or the MOUSE, and press ENTER or the LEFT MOUSE BUTTON.

If you want to edit the vehicle use the cursor keys or the MOUSE, move the pointer to the color palette, select a color, using ENTER or the LEFT MOUSE BUTTON, and draw away.

The vehicle is reflected along the center line, so what you do to the left is done to the right. You can see your new vehicle being rotated in the smaller window on the right.

When you have finished you select the USE button to save your work, or the QUIT button to reject all the changes made.

✦ ATTRIBUTES

After selecting the Attributes option you are asked which elements of the game you wish to change. There are 4 variables which you can change. Use the UP and DOWN cursor keys to highlight the options, and LEFT and RIGHT cursor keys to change them.

Top Speed Grip

Acceleration Weather

✦ TOP SPEED

Set between 50 mph and 200 mph.

NOTE: Jumps require a good top speed, otherwise you won't make it.

✦ ACCELERATION

This option determines how quickly you reach the top speed, and is set between 1 and 9, 9 being the best.

NOTE: Jumps require a good level of acceleration, otherwise you will not clear the gap.

✦ GRIP

This option determines how well your vehicle turns, and sticks to the track. It is set between 1 and 9, 9 being the best.

✦ WEATHER

This option lets you assign weather to a track. There are 4 different types of weather:

Normal	No effect on driving
Icy	Affects acceleration, and grip
Windy	Affects top speed, and steering.
Stormy	Affects top speed, acceleration, and grip.

To exit this menu, press ENTER.

✦ TEST COURSE

After selecting the Test Course option, the computer checks the track, to see whether it is legal or not.

A legal track, must have a Start/Finish line, must not cross over itself in any place, and must not have any gaps, other than jumps.

If there are any problems the computer tells you what the problem is, and takes you to the block causing the problem, in the Track Layout Screen. From here you must re-edit the track to make it legal.

If your track passes the checks you are told the length of the track, and are then asked to select game controls.

Next you are placed in your vehicle on the track. You have 3 laps to test the course, but you may quit at any time, by pausing the game, pressing F1, and then pressing the ESCAPE key.

✦ DISC OPTIONS

After selecting the Disc Options you are presented with 6 options. Use the cursor keys to highlight the option you want, and press ENTER to select it.

Load Course	**Install Course**
Save Current Course	**Export Course**
Delete Course	

✦ LOAD COURSE

This option lets you load in another track. Choose which track by using the cursor keys, and pressing ENTER to select. The computer will ask you if you want to save what you are currently doing, use the UP and DOWN cursor keys to highlight YES or NO and press ENTER to select it.

The track you selected to load, will now load and you are returned to the Disc Option Menu.

✦ SAVE CURRENT COURSE

This option lets you save the track you are working on. If you have saved this track before, or you are editing an existing track, you will be asked if you are sure you want to overwrite the older version. Use the UP and DOWN cursor keys to highlight YES or NO and press ENTER to select it.

The track will now be saved, and you are returned to the Disc Option Menu.

✦ DELETE COURSE

This option lets you delete any track you want to. Use the LEFT and RIGHT cursor keys to choose the track to be deleted, and press ENTER to select it.

You are then asked to confirm the track you are deleting, use the UP and DOWN cursor keys to highlight YES or NO and press ENTER to select it.

The track will now be deleted for good, and you are returned to the Disc Option Menu.

✦ INSTALL TRACK

This option lets you install tracks that have been designed on another machine. You are asked to name the drive where the tracks are stored. A: or B: is the usual place. Type A or B to select the drive. The computer then searches the drive for files it recognizes.

If the computer finds any tracks they are displayed on screen with a mini-map one at a time. You are asked if you want to install the current track. Use the UP and DOWN cursor keys to highlight YES, NO or QUIT and press ENTER to select it.

If you say NO, the computer then goes on to the next track, if there is one.

If you select QUIT the computer stops searching and returns to the Disc Option Menu.

✦ EXPORT TRACK

This option lets you save your tracks to floppy disk, so that you can take your new track to a friends and play against them. Choose which track you wish to export by using the cursor keys and pressing ENTER to select. You are then asked to name the drive where you wish to store the track, A: or B: is the usual place.

Type A or B to select the drive. The computer then stores the track on to the selected drive.

NOTE: You must have a pre-formatted disk in the floppy drive to export tracks to A: or B: with enough space free and its write protect notch switched off.

See your DOS manuals on how to format a disk.

✦ NEW

When you select the New option, you are presented with the Main Edit Screen. Have Fun!!

✦ QUIT

After selecting the Quit option, you are returned to the Main Menu.

CONSTRUCTION KIT TRACKS

After playing the 50+ levels surely you still don't want more!!

If you do, then look no further. On the CD there are 50 more tracks for you to play with. These tracks were designed by games players for use in the Construction Kit only, so you can edit them yourself, and improve them, if you want. Once installed, you can play these tracks via the race option on the Construction Kit's main menu, so you can challenge your friends or learn to master the tracks using the Time Trial option.

✦ INSTALLING CONSTRUCTION KIT TRACKS

Select NEW COURSE from the main Construction Kit menu, and then select DISC OPTIONS. Move the cursor down to the INSTALL COURSE option and press ENTER. You will be asked to enter the drive where the tracks are stored, This will be your CD Drive letter (D or E). Type in the letter to select the drive. The computer then searches the drive for the tracks.

When the computer finds the tracks they are displayed on screen with a mini-map one at a time. You are asked if you want to install the track shown. Use the UP and DOWN cursor keys to highlight YES, NO or QUIT and press ENTER to select it.

If you say NO, the computer then goes on to the next track, if there is one.

If you select QUIT the computer stops searching and returns to the Disc Option Menu.

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