



PRESENTS

MACINTOSH UPDATE

F 40 PURSUIT SIMULATOR

This game runs on all Macintosh with 1 Meg. RAM.
Works in 2, 16 or 256 colors.

GETTING STARTED :

Turn on your Mac, then insert the system disk into the drive (or boot from the hard disk).

Insert the F 40 PURSUIT SIMULATOR disk and double click the "F 40 PURSUIT SIMULATOR" icon.

You may copy F 40 PURSUIT SIMULATOR to your hard disk.

CAUTION :

When you play from the hard disk, the original F40 PURSUIT SIMULATOR disk must be in the drive, as it is used as key disk.

If you choose the ZOOM option, the game might slow down due to expansion routines.

COMMANDS :

On the keyboard or on the keypad, the commands are as follows :

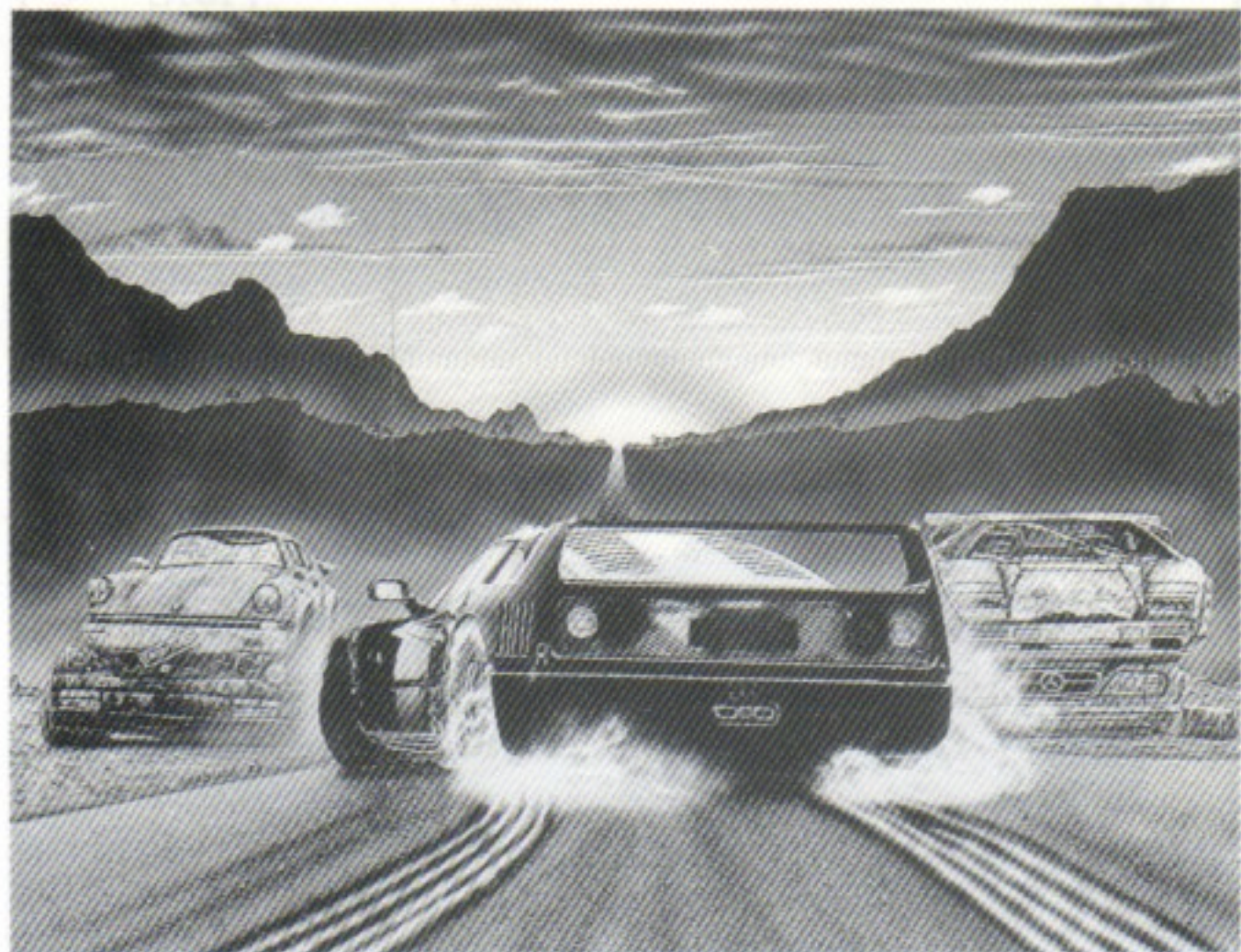
SPACE BAR :	Shift gear	TAB :	Pause
BACK SPACE :	Quit		
8, S, I :	Accelerate	1 :	Display Map
4, J :	Turn Left	2 :	Radar on/off
6, L :	Turn Right	3 :	Show/hide steering wheel
5, 2, X, K :	Brake	4 :	Switch between keyboard and mouse

When using the pro keyboard option the wheels are not centered automatically, whereas they are in the standard option.

With the mouse, you just have to press the mouse button to accelerate, the gear is automatic. You move your vehicle by moving the mouse in the direction you wish to take. To brake, pull the mouse back.

The mouse doesn't work on the Macintosh Plus.

F40 **PURSUIT** *simulator*



F40 PURSUIT simulator

By TITUS

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1 - GETTING STARTED :

- On **PC/XT/AT/PS**, turn on your monitor, then your computer. Insert the MS/DOS disk into the internal drive of your computer, it will read the DOS, then it will display : A>.
- Eject the MS/DOS disk and insert the F40 disk into the same drive, then type : A : F 40 .
- On **AMIGA 1000**, turn on your monitor, then your computer. Insert the KICKSTART disk (not less than 1.2 version) into the internal drive. The AMIGA will read the system from this disk, then it will require the WORKBENCH disk. Now you are in the common sequence of all AMIGA models.
- On all **AMIGA 500, 2000**, models insert the F40 disk into your disk drive (instead of the WORKBENCH disk) .
- On **ATARI 520 ST, 1040 ST, MEGA ST2 and MEGA ST4** (with the ROMTOS and one or more 3.5 inch disk drives), check that your computer is not on, turn on your monitor, then your computer. Insert your F40 disk into the disk drive.

ATTENTION :

You must never remove the F40 disk from the drive while in use.



2- COMMANDS:

PC & Compatibles:

The **F1** key changes the color (only if you have a color monitor and a CGA card).

The **F2** key connects or disconnects the joystick.

The **F3** key turns the sound on and off.

The **F4** key switches between color and black & white mode (only CGA).

The **F5** key allows you to end the game if desired.

The **F6** key displays the steering wheel.

The **F7** key displays the road map.

The **F8** key turns on and off the radar detector.

The **F9** key selects the speed unit(MPH/Km/h).

The **F10** key stops or starts the game (pause).

The Ferrari F40 is controlled either by the joystick or the arrow keys of the keyboard.

Commands will be interpreted as follows :

UPaccelerate

DOWNdecelerate

LEFTturn left

RIGHTturn right

SPACE BARshift up and down

When the game ends, enter your name next to your score. You do this by selecting the letters one by one with the cursor moved by the arrows keys of the keyboard. Press the space bar to store each letter. Once your name is entered, move the cursor to the END character and press the space bar. Your new score is now stored on the disk.

AMIGA :

The **F2** key displays the road map.

The **F3** key turns on and off the radar detector.

The **F4** key selects the speed unit (MPH/Km/h).

The **F5** key allows you to end the game if desired.

The **F6** key displays the steering wheel.

The **F10** key stops or starts the game (pause).

The Ferrari is controlled by the joystick or the mouse.

Commands will be interpreted as follows :

UPaccelerate

DOWNdecelerate and brake

LEFTturn left

RIGHTturn right

FIRE BUTTONshift up and down

Mouse commands:

The right button accelerates.

The left button decelerates and brakes.

The two buttons together shift up and down.

The mouse controls the direction.

When your speed doesn't correspond with the cornering radius, a 360 degree spin can occur .

A 360 spin can be triggered by shifting down and cranking the steering wheel at full speed .

You come out of a 360 spin by straightening the steering.

When the game ends, enter your name next to your score. You do this by selecting the letters one by one with the cursor moved by the mouse or the joystick. Press the FIRE button to store each letter. Once your name is entered, move the cursor to the END character and press the FIRE button. Your new score is now stored on the disk.

If you want to skip the opening music, press the FIRE button as soon as the music starts.

ATARI ST :

- The **F1** key changes the frequency of your screen (50 or 60 Hz).
- The **F2** key displays the road map.
- The **F3** key turns on and off the radar detector.
- The **F4** key selects the speed unit (MPH/Km/h).
- The **F5** key allows you to end the game if desired.
- The **F6** key displays the steering wheel.
- The **F7** key selects the control mode (keyboard/joystick or mouse).
- The **F10** key stops or starts the game (pause).
- The Ferrari is controlled by the joystick, the keyboard or the mouse.

Commands will be interpreted as follows :

- UPaccelerate
- DOWNdecelerate
- LEFTturn left
- RIGHTturn right
- FIRE BUTTONshift up and down

Mouse commands:

- The right button accelerates.
- The left button decelerates and brakes .
- The two buttons together shift up and down.
- The mouse controls the direction.

When your speed doesn't correspond with the cornering radius, a 360 degree spin can occur .

A spin can be triggered by shifting down and cranking the steering wheel at full speed.

You come out of a 360 spin by straightening the steering .

When the game ends, enter your name next to your score. You do this by selecting the letters one by one with the cursor moved by the mouse or the joystick. Press the FIRE Button to store each letter. Once your name is entered move the cursor to the END character and press the FIRE button .

Your new score is now stored on the disk.



3- THE STORY :

You're at the wheel of the fabulous Ferrari F40 in a race against time !

You'll go tearing through four states in search of the quickest way to accomplish your mission. You will encounter problems with policemen who don't appreciate the sight of a Ferrari F40 crossing their state at 200 miles per hour.....

But, it's not that easy

You must plan your route carefully from the map of each state displayed on screen. It will show the highways that you will speed on.

Beware, the shortest routes aren't always the easiest as the sight and sound of a flashing light will soon make you realize.

Your Ferrari features the latest radar, which assists you in detecting police cars and road blocks. They have been set up to stop you, therefore keep an eye on the highway junctions as you may be forced to change your direction !

Mouse commands:

The right button accelerates

The left button decelerates and brakes

The two buttons together shift up and down

The mouse controls the direction



4- YOUR MISSION :

At the beginning of the game, your starting position and the first destination will be displayed on the map. You will have to look at the map repeatedly for direction information .

When nearing a junction, your on board computer will display the highway numbers and the direction arrows of the impending road.

The map represents the highways of four states.

You can cut through fields, but watch out for telephone poles and retaining posts !

The police will send cars and set up road blocks to stop you. Avoid them by doing some off-roading or by sneaking through barrier gaps .

At the beginning of each stage, the timer displays the time available for this stage .

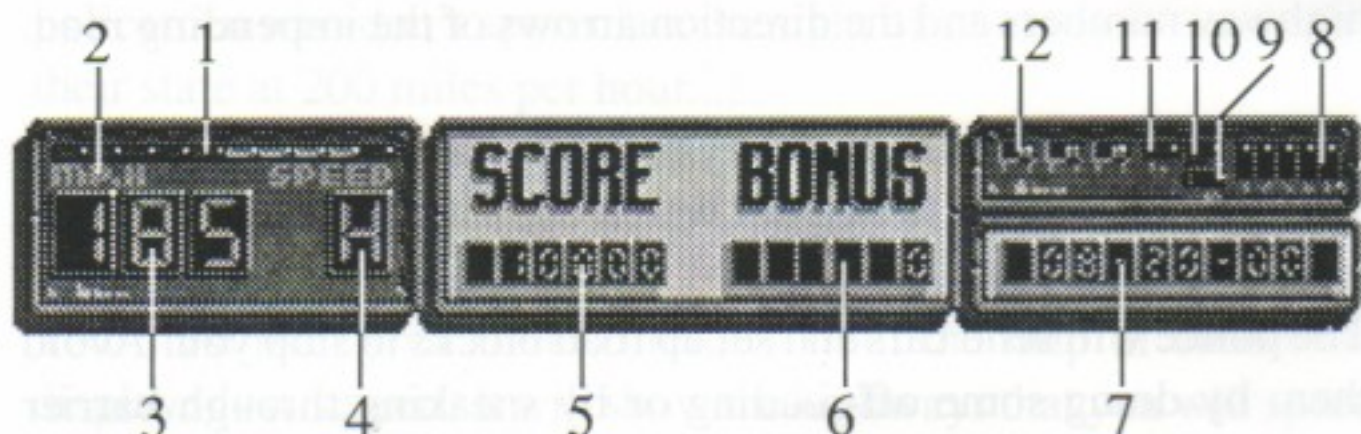
As soon as you start your engine, the countdown starts. You have to reach the finish within the allocated time. If it reaches zero, your Ferrari explodes!



5 - YOUR FERRARI DASHBOARD:

Your F40 has been specially adapted for your mission....

Its dashboard represents the following devices:



- 1 RPM gauge.
- 2 speed unit indicator (Km/h or MPH).
- 3 speedometer.
- 4 gear indicator: High (H) or Low (L).
- 5 digital score counter.
- 6 digital bonus counter.
- 7 timer/ direction indicator: designates the highway number and the direction of the intersection (as on the map).
- 8 indicates the distance to the closest radar (or police car).
- 9 indicates that a radar (or a police car) has been detected .
- 10 indicates if the radar detector is on or off .
- 11 indicates in which direction the radar or police car is moving.
- 12 radar detector switch.



6 - SCORE AND BONUS :

Your score increases with the distance covered.
If you complete the stage within the allocated time, the bonus will be added to your score. bonus are earned as follows:

20, 000 points at the beginning of the first stage.

40, 000 points at the beginning of the second stage.

60, 000 points at the beginning of the third stage. Etc

10, 000 points each time you break through a police road block.

The bonus decreases as soon as you start driving. The less time you use to complete your mission, the more bonus you could earn.

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Special thanks to all the Ferrari employees for creating and bringing to life this ultimate speed machine .

Very special thanks to Enzo Ferrari who realised his passion and loved the Automobile like no other .

1. RPM gauge.
2. speed unit indicator (Km/h or Mi/h).
3. speedometer.
4. gear indicator (High (H) or Low (L)).
5. digital score counter.
6. digital bonus counter.
7. target/direction indicator: designates the highway number and the direction of the intersection (as on the map).
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