



```

.....
Drvr:Harvey      Item Pt Loc
Car:HOPEFUL      Plant
Money:$775348    Super 12 Ctr
Cost:$010678     Tires
                  Hvy Dt 06 F-L
                  Hvy Dt 06 F-R
                  Hvy Dt 06 B-L
                  Hvy Dt 06 B-R
                  Weapons
                  Laser 02 Frt 00
                  Flthr 02 Bck 20
                  Rkt L 02 Frt 00
                  .....
Body:Pickup      Armr F:04
Chas:Ex. Heavy   B:36
Susp:Heavy       L:20
                 Lt Left:0538
                 Sp Left:09
                 Acc:05
                 Bat:96
Press a key to go on.
.....

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CAR STATUS SCREEN

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AUTODUEL®

By Lord British® and Chuckles

PLAYER REFERENCE CARD



ATARI VERSION

Conversion by: International Technology Development Corp.

Special thanks to: Doug Wike, Dale Nichols, Kurt Boutin and Jean Tauscher; Quality Assurance

MOVEMENT:

All movement in **AUTODUEL®** is controlled with a joystick. In town or on the road, simply push the joystick lever in the direction you wish to travel. The longer the joystick is held in one direction, the faster your vehicle will go, up to its top speed. 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 action and eventual reverse movement.

TO BEGIN PLAYING AUTODUEL® :

- 1 Place the **AUTODUEL®** disk, label side up, in the disk drive and turn on the power to your disk drive.
- 2 Hold down the **OPTION** Key and turn on the power to your computer.
- 3 Press any key to bypass the title page.
- 4 Choose whether you will be playing with 1 or 2 drives.
5. **Playing with 1 drive:** Insert sides A, B, or C into the drive when prompted.
Playing with 2 drives: Side A and B will be accessed by drive 1 and side C will be accessed by drive 2.
6. Type **"3"** at the main menu to create a new driver. Refer to the Player Manual for instructions on creating a new driver.

TO STOP PLAYING AUTODUEL® :

- 1 Press **"Q"** to Quit and Save the game. If you 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:

Active Characters can be saved in three different ways:

- 1 They can be saved directly to the game disk (side B).
- 2 They can be transferred onto a formatted disk. This option is available when you choose option '3' (Create a new character), from the main menu.
- 3 A copy of side B can be used to save characters for archival purposes or to permit the playing of simultaneous games.

Note: Side B of the **AUTODUEL®** disk can be copied using the Duplicate program on your Atari DOS disk.

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

ESCAPE	Pause on Highways and in Arenas.
CTRL-S	Toggle Sound on/off.
CTRL-C	Display Car status.
CTRL-R	Display Roster of all cars.
CTRL-T	Display courier Tasks and Salvaged goods in cargo area.
Q	Quit and Save game.
	MUST BE USED TO END GAME PLAY
CTRL-L	Display Location and Date.
CTRL-D	Display Driver status.
SPACEBAR	Cycles through available Weapons.
0-9	Select Active Weapon.
Joystick Button	Fire Active Weapon.
G	Get in/out of car.