# AUTODUEL®
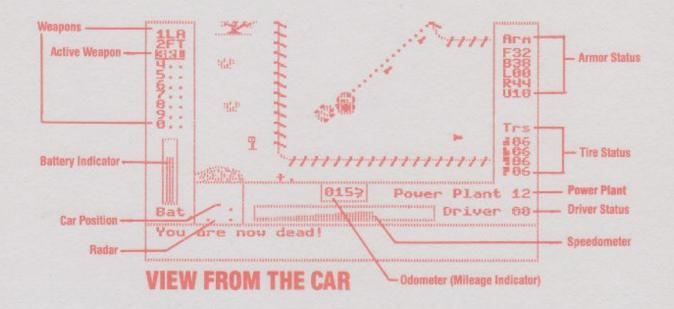
# PLAYER REFERENCE CARD

by Lord British & Chuckles

Commodore 64
Conversion by: International Technology Development Corp.

## VIEW FROM THE CAR

Weapons —
Active Weapon —

```
1LR
2FT
3...
4...
5...
6...
7...
8...
9...
0...
```

Armor Status —
```
Arn
F32
B38
L00
R44
U10
```

Tire Status —
```
Trs
.06
.06
.06
.06
```

Battery Indicator —

Car Position —

Radar —

```
Bat
```

`0153`  Power Plant 12 — Power Plant

Driver 00 — Driver Status

— Speedometer

You are now dead!

— Odometer (Mileage Indicator)

## CAR STATUS SCREEN

```
Drvr:Harvey              Item   Pt Loc
 Car:HOPEFUL               Plant
Money:$775348            Super  12 Ctr
 Cost:$010670              Tires
                        Hvy Dt 06 F-L
Body:Pickup             Hvy Dt 06 F-R
Chas:Ex. Heavy          Hvy Dt 06 B-L
Susp:Heavy              Hvy Dt 06 B-R
                          Weapons     Am
 Max Wt:7800            Laser  02 Frt ..
 Max Sp:24        Arnr  Flnthr 02 Bck 20
   Top:90         F:04  Rkt L. 02 Frt 00
   Hcl:03         B:36  ...... .. ... ..
                  L:20  ...... .. ... ..
Wt Left:0580      R:27  ...... .. ... ..
Sp Left:09        U:10  ...... .. ... ..
   Acc:05              ...... .. ... ..
   Bat:96              ...... .. ... ..

Press a key to go on.
```

# ORIGIN SYSTEMS INC.

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# 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. On the road or in the Arena, the further the joystick is moved from center, 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.

## COMMAND SUMMARY

| | |
|---|---|
| ‹F1› | Pause the game. |
| ‹F2›, CTRL-S | Toggle Sound on/off. |
| ‹F3›, CTRL-C | Display Car status. |
| ‹F4›, CTRL-R | Display Roster of all cars. |
| ‹F5›, CTRL-T | Display courier Tasks & salvaged goods in cargo area. |
| ‹F6›, Q | Quit & Save game. **MUST BE USED TO END GAME PLAY.** |
| ‹F7›, CTRL-L | Display Location & Date. |
| ‹F8›, CTRL-D | Display Drive status. |
| SPACEBAR | Select Active Weapon. |
| 0-9 | Select Active Weapon. |
| Joystick Button | Fire Active Weapon. |
| G | Get in / out of car. |

## 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. Turn on the power to your computer.
3. Type the following: LOAD "*",8,1 〈RETURN〉.
4. Press any key to bypass the title page.
5. When you receive the prompt to insert Side B, Remove the AUTODUEL® disk and re-insert it label side down into the disk drive.
6. Type "3" at the first menu to create a new driver. Refer to the Player Manual for instructions on creating a new driver.

**Note:** Side B of the AUTODUEL® disk may be copied for archival purposes or to permit the playing of simultaneous games. Use any sector copy program to copy Side B.

## TO STOP PLAYING AUTODUEL®:

1. Press :"Q" to Quit & Save the game. If you are 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.

*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.