RC QUEST

ENGLISH

THE GAME
You must lead a radio-controlled car to the arrival of each of the 25 levels. The car only knows to go straight ahead without stopping once started. You have to prepare its way with actions that will allow it to reach a finish tile.
If checkpoints are present, all must be passed over and it will sometimes have to pass through gates padlocked using all the keys on screen. If these conditions are met, you go to the next level!

COMMENT JOUER
You can press the "ESC" key during the introduction sequence to faster access the main menu. At the main menu, use your joystick or cursor keys on the keyboard:

- Up / Down =	Move from an option to another one.
- Left / Right =	Modify an option.
- Fire / Spacebar =	Start game or launch level editor.

You can choose to start game or launch editor, play using keyboard or joystick, with music or just sound effects.

A password is given to you every time you finish a level. You can use a password when you start a game to restart from the corresponding level.

You use your pointer to select an action on the right part of the screen. You place a tile corresponding to this action on the game level. If a tile is already placed where you want to put another one, you must first destroy it using the dynamite (you can press the "RETURN" key to directly destroy a tile). A cross on an action icon indicates that it is not or no more available.

ACTION ICONS



Dynamite to destroy a tile.
Standard tile.
Brittle tile. It collapses when car passes over.
Block. The car turned around by touching it.
Steers the car up.
Steers the car down.
Steers the car left.
Steers the car right.
Refuelling.
Make the car jump a tile or a space without tile.
Blue padlock to open with a blue key.
Orange padlock to open with an orange key.
Blue key to open a blue padlock.
Orange key to open an orange padlock.
Check point
Launch the radio-controlled car!
Restart level.
Abort the current game.

LEVEL EDITOR
You can create 10 levels and save them on a formatted floppy disc. On the editor menu, use up and down to choose an option (fire or spacebar to select), left and right to select the number of the level to edit.

On edition screen, choose the tiles to place on the level. Don't forget to add at least one checkered tile . On the icon panel, keep pressed fire button or spacebar of an action icon to choose the quantity available in your level (up and down to forward or backward by tens). The icon clears the level, While the icon validates it.

Next, decide of start point and orientation of the car, its fuel quantity and finally choose the number of checkpoints to cross before joining finish line (use it only if you placed checkpoints in your level). Now you can test your work!

On save and load screen, use left and right to move from an option to another one, up and down to select the level or group of levels concerned.