



# AUTODUEL<sup>®</sup>

## PLAYER REFERENCE CARD

by Lord British & Chuckles

Commodore 64

Conversion by: International Technology Development Corp.



**VIEW FROM THE CAR**

System	PLANK	PL	Line
System 1: 10000000	10000	10000	10000
System 2: 10000000	10000	10000	10000
System 3: 10000000	10000	10000	10000
System 4: 10000000	10000	10000	10000
System 5: 10000000	10000	10000	10000
System 6: 10000000	10000	10000	10000
System 7: 10000000	10000	10000	10000
System 8: 10000000	10000	10000	10000
System 9: 10000000	10000	10000	10000
System 10: 10000000	10000	10000	10000
System 11: 10000000	10000	10000	10000
System 12: 10000000	10000	10000	10000
System 13: 10000000	10000	10000	10000
System 14: 10000000	10000	10000	10000
System 15: 10000000	10000	10000	10000
System 16: 10000000	10000	10000	10000
System 17: 10000000	10000	10000	10000
System 18: 10000000	10000	10000	10000
System 19: 10000000	10000	10000	10000
System 20: 10000000	10000	10000	10000

Press a key to go on.

**CAR STATUS SCREEN**



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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 farther 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 Route of all cars.
F5, CTRL-T	Display courier Tasks & salvaged goods in cargo area.
F6, O	Quit & Save game. <b>MUST BE USED TO END GAME PLAY.</b>
F7, CTRL-L	Display Location & Date.
F8, CTRL-G	Display Drive status.
SPACEBAR	Select Active Weapon.
O-9	Select Active Weapon.
Joystick/Buttons	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 "C" 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.