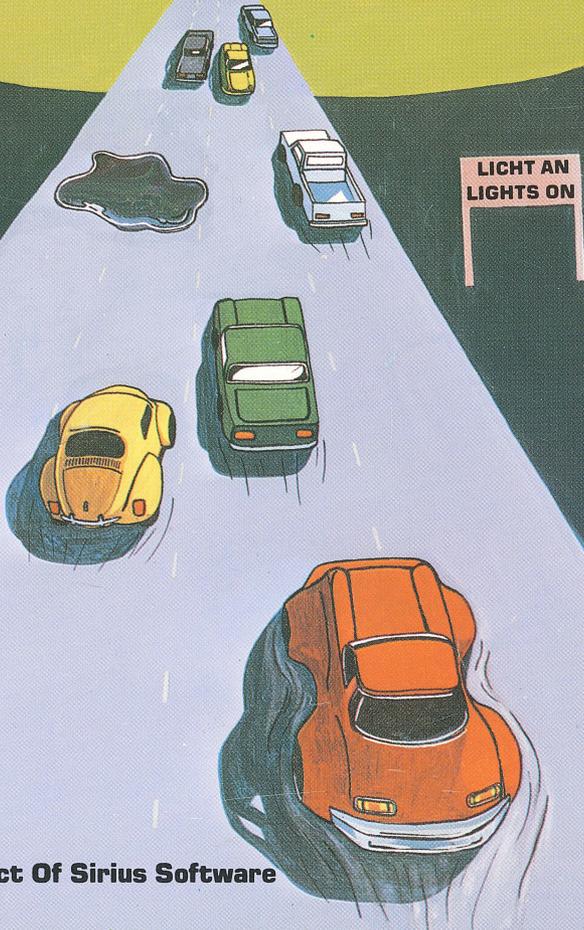


DEMO  
NOT FOR RESALE

# AUTOBAHN



A Product Of Sirius Software

By Nasir

# AUTOBAHN

## Instructions For Play

Welcome to the AUTOBAHN, the world's fastest highway. This is your chance to tour the AUTOBAHN in the latest Formula 7 race car (sponsored by SIRIUS SOFTWARE, of course). You will be able to race at speeds from 120 to 200 KPH. But be on the lookout for road hazards. These include puddles, other cars, fire trucks, dark tunnels, and narrow bridges. Since your performance will be measured by the number of kilometers you travel, you must avoid these hazards at all costs. Further up the AUTOBAHN the number of hazards increase, so be careful!

### To Begin

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You can control your Formula 7 car by means of the keyboard or with paddle Ø. To start the tour insert the AUTOBAHN diskette in your drive and boot the disk in the usual manner. If you do not know how to boot the disk please contact your Apple dealer. Do not try to use the BASICS disk or the LOAD or RUN commands. This diskette will boot directly on any Apple II or II+ with 48K of RAM.

### The Play

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When the AUTOBAHN appears on the screen you may begin by pressing any key. At first, the game will default to keyboard control with the sound on. To steer the car with the keyboard use the right and left arrow keys. The space bar will fix your position. To change defaults, press "S" to toggle the sound off and on, and press "P" to use the game paddle instead of the keyboard. The "K" key returns you to keyboard control. The number keys "1," "2," and "3" switch your speeds from 120 to 160 to 200 KPH respectively. When using the game paddle, you may switch speeds by depressing the paddle button momen-

tarily. If your speed is 120 KPH and you press the button your speed indicator on the screen should then show 160 KPH. Again, and your speed should be 200 KPH. Again, and your speed will be back to 160 KPH. Again, and you will back to 120 KPH. The cycle will repeat in this fashion. You will probably lose a couple of cars getting the defaults set to your style and ability . . . no sweat, your sponsor can afford the extra cars.

## **Road Hazards**

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Warnings of narrow bridges will be displayed in the upper right corner of the screen. This means the road is going to narrow drastically. Stay near the center of the road when this warning appears. No warnings are given for the other hazards, so stay on your toes.

## **To Restart**

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To restart the game at any time, press the CONTROL key down at the same time you press the "R" key (Control R). To restart the game after you've managed to lose all three of your \$150,000 prototypes, just press any key, or if using the game paddle, the paddle button, and you'll be on your way again.

Drive carefully, we need you around to buy our other products!

## **Important**

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This diskette, when booted, will do a quick test of itself and your Apple. This assures that the load of the game is exact. Failing the test results in a "beep" and an attempt at rebooting will occur. If after several "beeps" the game is still not running, you have one of the following problems: 1) the disk drive is out of adjustment 2) there is bad RAM in the Apple 3) you have a bad diskette. Try the diskette on a different Apple to eliminate the possibility of a bad diskette. (We test all our products prior to shipment; however, a duplicate of the game is on the backside of the disk just in case.)

**Sirius Software Replacement Policy:** Sirius Software will replace any defective disk with a new one for \$10.00. This fee covers the cost of the new disk, handling, and return postage within the United States and Canada. For those outside the U.S.A. please include enough additional funds to cover return postage. The original disk must be returned to us for replacement.

**Programmed By Nasir Gebelli  
Game Art Drawn With E-Z Draw  
Assembly Language (48K)**

**Requires An Apple II Or Apple II+ Computer  
Boots Directly With Either 13 Or 16 Sector Controller**

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**Brochure Design By J. Lopez And T. Kenney**

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