

INSTRUCTIONS FOR

SKILL CYCLE CARTRIDGE

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The Skill Cycle Cartridge lets you play four lifelike motorcycle events with your Radofin Programmable Video System.

Insert the Skill Cycle Cartridge into the Game Console. Plug one of the joystick player control units (included with your Radofin Programmable Video System) into the socket at the top of the cartridge. Switch the Game Console on and press the key on the Game Console for the event you wish to attempt:

- Key 1 Stunt Driver
- 3 Dirt Rider
- 7 Time Trials
- 8 Moto Jump

The other keys are not used with this cartridge.

Switch A on the Game Console can be set to either 'Am' or 'Pro' setting. By using this switch the events can be made more challenging for an experienced competitor or easier for a new player. When two players of unequal skills are competing at the Motorcycle events, a more skilled player can use the 'Pro' setting and the newer player the 'Am' setting. This will give an automatic advantage to the less skilled player and handicap the more experienced player. Please read the description of each event to learn exactly how the Pro-Am setting of switch A affects the events.

The other switches are not used and have no affect on the motorcycle events.

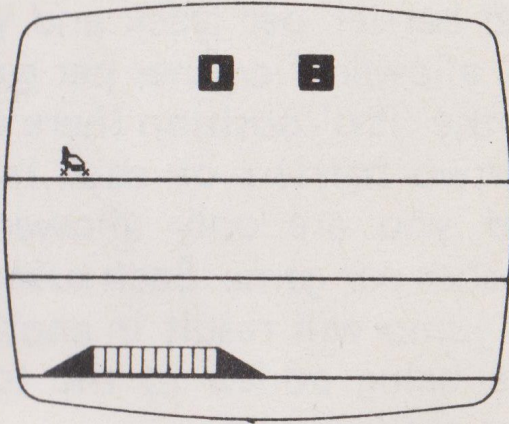
In all these motorcycle games you use the left joystick player control to start and to vary the motorcycle's speed. When you are beginning an event, the joystick should be approximately centered. Then to start the motorcycle, move the joystick gradually to the left. Moving the joystick further toward the left makes the motorcycle go faster until it reaches maximum speed — whenever the motorcycle returns to the starting position you must return the joystick to the center position before the motorcycle will start all over again.

Note: After switching from one game to another press Reset before starting the new game.

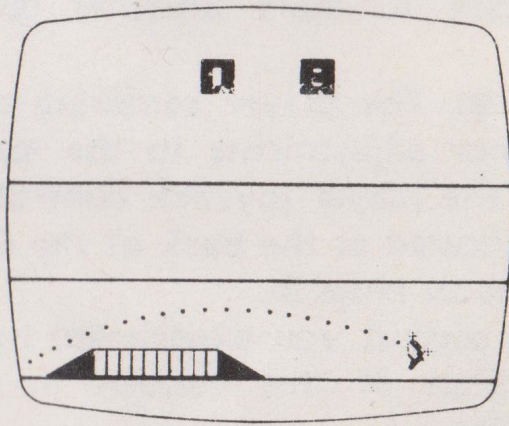
STUNT DRIVER

In this event you attempt to successfully jump the motorcycle over up to 32 buses. The event begins with 8 buses and you must accelerate your motorcycle to the proper speed to clear the buses and land safely.

You must judge the correct speed to use each time. If the motorcycle is going too slow it will not clear the buses and the ramp — if the motorcycle is traveling too fast, it will overshoot and crash when landing. Be careful — if you try to accelerate too fast the motorcycle will flip over and crash.

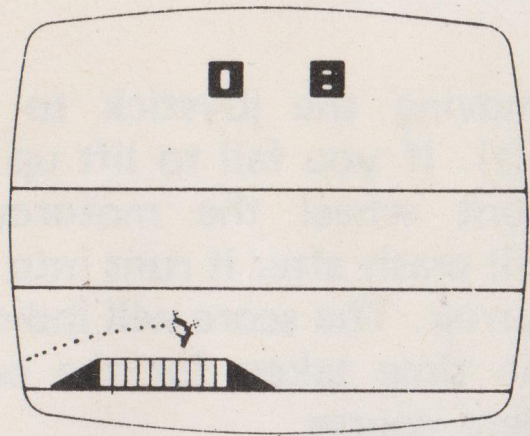


STUNT DRIVER



TOO FAST-CRASH

The right hand score indicates the number of buses you are attempting to jump, it will always start with 8. The left hand score indicates the number of crashes you have had.

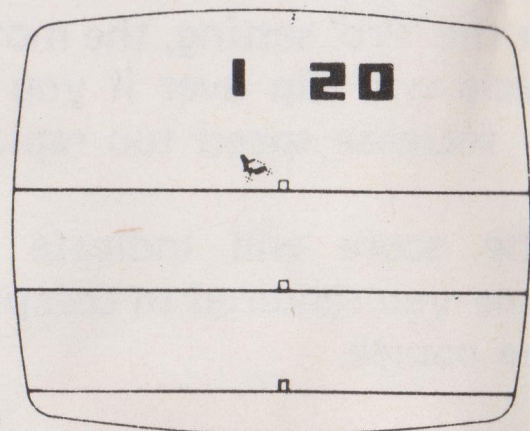


TOO SLOW-CRASH

If your jump is successful the number of buses will increase by one and the right hand score will also increase by one. If your jump resulted in a crash, or if you flipped the motorcycle over because you accelerated too fast, the number of buses remains the same and the left hand score will increase by one. You will get another try each time you jump successfully or each time you crash (up until the maximum number of allowable crashes). Just move the joystick back to the right side and then gradually move it to the left. Switch A controls the number of crashes allowed per game. Set Switch A to either the Am setting which allows 7 crashes per game or Pro setting which allows 3 crashes per game. Any more mistakes and the game will be over. Press Reset to start a new game.

DIRT RIDER

In the Dirt Rider event you race your motorcycle against the clock for the best time and you must also successfully jump the front wheel over each barrier to avoid crashing. In order to jump the barrier you must do a "wheelie" (lift the front wheel) by accelerating



DIRT RIDER

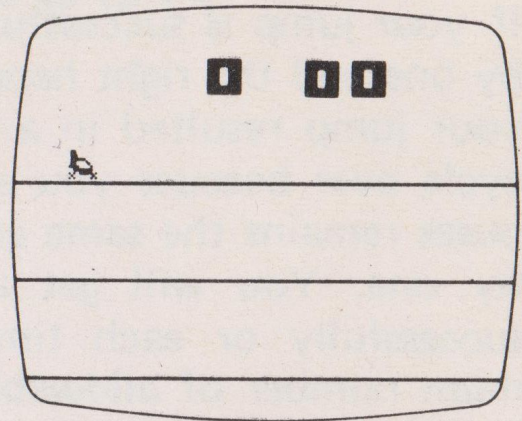
(moving the joystick to the left). If you fail to lift up the front wheel the motorcycle will crash after it runs into the barrier. The score will indicate the time taken for the complete course.

TIME TRIALS

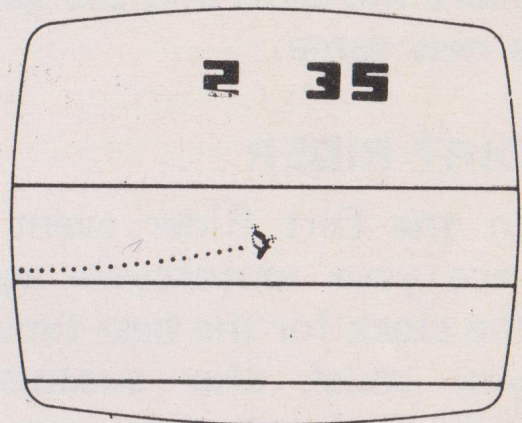
Time Trials is also a race however in this race you race the motorcycle over a flat course and shift gears for higher speeds. To shift gears, after the motorcycle has accelerated push the joystick back to the right (low speed) and then accelerate again. The motorcycle can be accelerated through three gear changes or speed ranges.

Switch A may be set to 'Pro' make the event more difficult. In the 'Pro' setting, the motorcycle will flip over if you try to increase speed too rapidly.

The score will indicate the time you required to complete the course.



TIME TRIALS



TIME TRIALS
PRO SETTING-CRASH!

MOTO JUMP

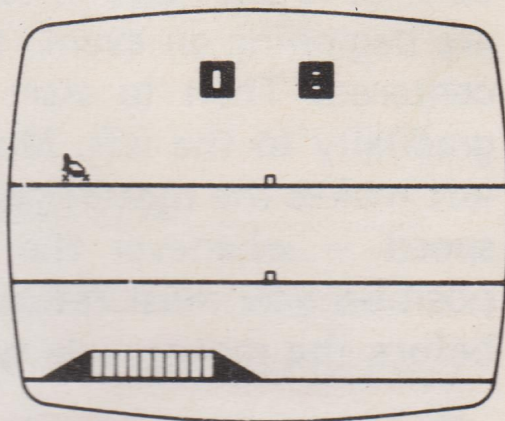
This event is a combination of STUNT DRIVER and DIRT RIDER. You must accelerate to lift the motorcycle's front wheel before each barrier and then adjust the throttle for the correct speed to jump the buses on the last track.

Switch A may be used to make the game more difficult. In the 'Am' position there will be one barrier per track and you are allowed 7 crashes per game. In the 'Pro' position there will be two barriers on each track and you are only allowed 3 crashes per game. Each successful jump will result in another bus being added to the total you are jumping.

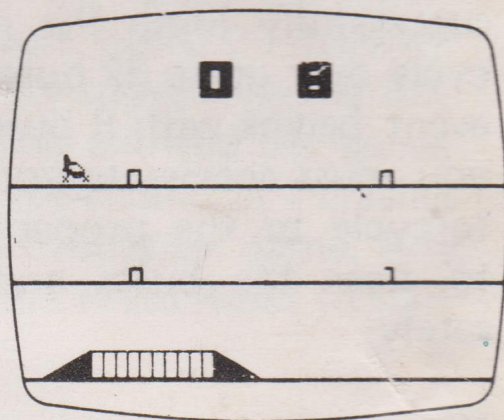
After each game is over, press Reset to start another game.

Note: The player centering control may be used to make minor adjustments to the sensitivity (or range of motion) of the player joystick control. The player centering control is located at the back of the Game Console where the mains adaptor plugs in.

We suggest you experiment by playing the games at various settings of this control to determine the position you prefer.



MOTO JUMP
AM-SETTING



PRO SETTING

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