

PREPARE YOURSELF FOR

DRIFTER

(c) 1997 THE FOURTH DIMENSION

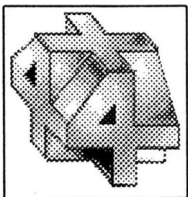
PO Box 4444, Port St Mary, Isle of Man IM99 7RS

Tel: 01624 836744

www.rsenter.demon.co.uk/d4.htm

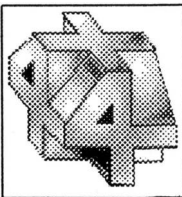


A GAME BY ANDREW DOCKING



Instruction Manual

**Fourth Dimension
Software**



Rarely has there been a game as playable as **Drifter**

Loading

You can copy **Drifter** to hard disc by simply dragging the game icon into your chosen destination window (single disc version), or double clicking on *!Install* (2 disc version). To load the game simply double click on the **Drifter** icon. Insert disc 1 when prompted, this can be removed when the loading screen has been displayed.

Main Menu

If you want to see the *High Score Table* and a *Demo*, wait for a few seconds - click to return to the menu. From here you can:

Start/Resume - Go (back) to the game - left click on a track to race or right click to return to the menu.

Practice - Try any of the first 8 tracks.

Choose Craft - Different craft have differing cornering, acceleration, etc.

Options - Here you can change the control method, graphics, detail, sound and music settings. Use the cursor keys to move down the list and

Return to alter or go back to the menu. **Quit** - Returns you to desktop.

NB We recommend that you clear the memory (*Ctrl/Brk*) before continuing to use the computer.

Once you have chosen the craft best suited to the track you are facing, actually flying it has been made as simple as possible. As you race, you go under various 'checkpoints' to stop any cheating and update your current position.

You will be allowed 4 attempts at completing a level each time you play. Each game must be started from level 1 and the tracks come in pairs.

Risc PC owners have an extra craft available. *Exocet* is quicker, more agile and better equipped than the others, but might make the game less challenging.

The controls are as follows:

Mouse

Moving Left/Right corresponds to craft's rotation.

Middle Button - Accelerate

Left Button - Thrust Left

Right Button - Thrust Right

Keyboard

Z	- Rotate Left
X	- Rotate Right
RET	- Accelerate
L Alt	- Thrust Left
R Alt	- Thrust Right

A3010 Joystick

Left/Right	- Rotation
Fire	- Accelerate
L Alt	- Thrust Left
R Alt	- Thrust Right

General

Fire Missile	- Space Bar
P	- Toggle Pause
Q	- Quit Race
F1 & F2	- Volume Up & Down
F5 & F6	- Cycle through craft views
F7	- Normal Camera Mode
F8	- Track Side Camera Mode

Camera Control

When camera is in normal mode:

Left Arrow	- Rotate Camera Clockwise
Right Arrow	- Rotate Camera Anti-clockwise
Up Arrow	- Forward View
Down Arrow	- Back View
End/Copy	- Glance Behind (Very Useful)
Page Up	- Zoom In
Page Down	- Zoom Out

Here are some 'on-track' features to watch out for.

Spin



Boost



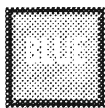
Mystery



Hi Friction



Lo Friction



Points/Progress

Getting onto the high score table is a challenge you may relish. You get:

10 pts for 1st Place

5 pts for 2nd Place.

You need to finish 1st or 2nd in order to get points or progress to the next level. You get NOTHING for 3rd place or lower - Not in this game!

4D will be happy to re-set the high score table for a fee of £5.00. Simply return your discs to our office.

Misc Notes

* Using *L/R Thrust* is essential on later tracks.

* When adjusting the detail levels, alter track detail first and then object detail, since certain combinations are not allowed. The speed option regulates the frame rate. **Max** speed effectively switches off frame rate regulation, and runs as fast as the computer can cope with (Provided so that the author can show off his shiny new StrongARM!).

* The Joystick option is only for A3010 machines with joystick ports.

When using a joystick interface on other machines that work by intercepting key-presses, use the keyboard control option.

Please do not call 4D regarding compatibility of Joysticks, we can't help!

* If there is a lack of memory when loading the game on 2Mb machines, the game will load without music.

Credits

Design, Code and Graphics by Andrew Docking.

Loading Screen by Digital Magic Co. - call 4D for more details.

QTM Module + Other Routines by Steve Harrison.

Quality Assurance - 4D Test Team, Paul Wheatley, Mark Perry etc.

Also thanks to Rick, Neil Chalk and the tea maker...you know who you are!

Finally, watch out for Drifter 2 EVEN BIGGER & BETTER!!!