

AUTODUEL

Combining arcade action with role-playing, *AutoDuel* was based on a conventional role-playing game, *Car Wars*. Instead of sword and magic, your character must develop Driving, Mechanic and Marksmanship skills. At the same time, you get to design and outfit one or more cars with recoilless rifles, lasers and other exotic weapons and battle computer-controlled foes on the road or in the Arena. The setting is the near future, in a chaotic America overrun with bike gangs, organized crime and general chaos. By picking up clues as you crisscross the northeast, you'll discover the passwords you need to get special courier missions from the AADA (American AutoDuel Association). But first you must earn enough prestige points to qualify for these assignments, which lead up to your main goal of: to stop a big-time criminal. You do it by gambling, fighting arena duels, handling routine courier jobs, nailing outlaws on the road—or switching among these choices.

COMBAT IS FAST AND FURIOUS, with an aerial view of the cars, vans, pickups and cycles. In the AADA offices, garages, bars and other buildings in each town, you choose options from a menu. Steering and shooting are mainly joystick or mouse-controlled. Action and strategy dominate the game, and the puzzles are fairly simple. But the variety of activities and dual nature of character development—designing new cars while advancing your driver—makes *AutoDuel* (written by Lord British and Chuckles) doubly satisfying as a role-playing game.

The Walkthrough

Character Creation

Don't spend any points on Mechanical Skill, since you can buy it at garages. Allot 25 points each for Driving and 25 for Marksmanship, then bus to Atlantic City or head for the Arena. Either way, you need \$20,000 to outfit a good car and buy a clone. Don't try driving to another town right away, since you won't last long on the road at this stage. Instead, go outside of town just far enough to find and kill a few outlaws, then return for repairs.

Making Money

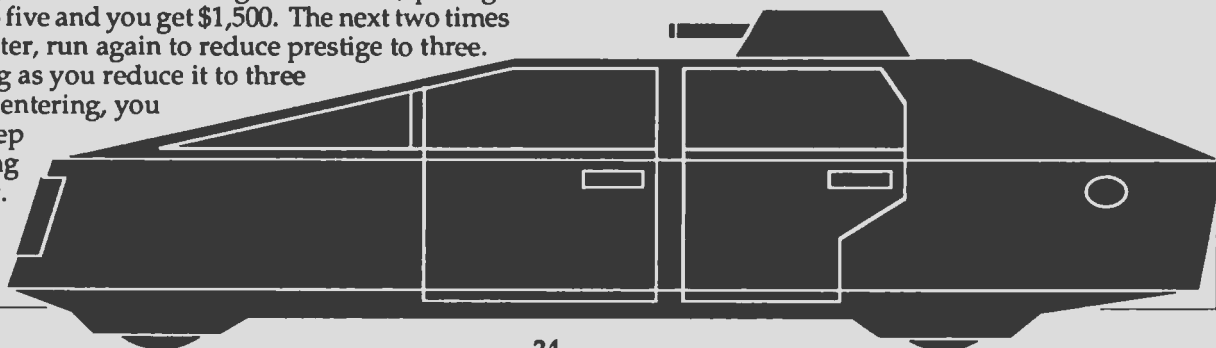
If you choose to gamble, play poker. Bet 10% of your money and discard all cards that don't match. Usually you'll get a pair and break even. Save when you win a large amount, then back up your disk. After winning \$50,000, occasionally bet 50% of your bank and revert to the backup if you lose. You can make good money at Amateur Night, too, but the track won't let you compete if you have \$5,000 and prestige of over six. To get around this: after you've won twice (and prestige is four), enter the Arena but leave immediately. This reduces prestige to three. Enter again and win; prestige goes to five and you get \$1,500. The next two times you enter, run again to reduce prestige to three. As long as you reduce it to three before entering, you can keep winning money.

Your First Car

The pickup holds the heaviest load and has lots of space. Get the best tires, powerplant, and so on, and choose weapons that suit your current activity. Get 50-60 points of armor on all four sides and 15-20 on the bottom. With enough money you can keep a car in nearly every town that has a garage and experiment with different configurations. Always wear body armor and update your clone after making significant progress.

Combat

In Amateur Night, turn your car at an angle to an opponent when you first see his blip on radar. Stop when he's one-two dots away, then inch ahead. He'll be moving diagonally when he appears, so you can hit him while he's turning to face you. Spikedroppers work well in Divisions 5, 10 and 15 because the enemy doesn't have solid tires. Use a car with heavy back armor and two spikedroppers, then drop two or three spikes while they chase you. Don't use rocket launchers unless you plan to go face-to-face in the Arena. Then smash the front of your car into him and fire two-three rockets. Most outlaws turn with your car when they're chasing you, so you can swerve near a fence and they'll crash into it. This works on the road or in the Arena.



On the road, weave back and forth across the road when attacked head-on. Since the enemy can only aim and shoot when you're moving relatively straight ahead, you can go right past him. (You need a Driving Skill of about 30, though, or you'll crash.) Fire an oiljet to make a pursuer skid, then do a u-turn and blast him. Flamethrowers are also good, for they can hit two cars at once and are more effective than guns against cycles. Paintsprays are a waste, and so's the smokescreen—the flamethrower makes smoke, too.

Increasing Prestige

You won't get any clues or missions until prestige reaches 20 or so. You can do this by breaking the bank in the casino, winning Arena duels, and successfully completing courier missions. For each \$200,000 bet you win, even for breaking even with a pair, you gain a prestige point.

Saving the Game

The program erases your saved game when you begin playing, but there's an easy way to back it up. Make two copies of disk B. When you've made significant progress on B1, quit to save the game. Reboot using B1, but instead of continuing with the current driver, "activate an old one." When asked if you want to save the current driver, say yes and insert B2 as the "formatted disk." After saving him, you're asked for disk B. Put in B1 and hit a key. It asks for the disk with new driver; hit a key. It will ask for disk B again; hit the key again.

If you get wiped out and don't have a clone, reboot using the disk you were using when you got killed or went broke, activate old driver from the disk you previously saved him on (B2 in this example), then quit and repeat above steps to save him again before continuing. And always use the first routine to save him when you make progress. This is faster than just copying disk B on the C-64, or if you don't have two drives on another system. Make another backup of your disk with the good character before trying this, in case you blow it the first time and insert the wrong disk.

From Town to Town

Most routes are straightforward, so only the tricky ones are shown in the maps. These directions will simplify other trips. When told to go "due north," for example, bear in the indicated direction at or following any forks along the way. Philadelphia to Atlantic City: due east/west. Albany to Syracuse: due west; to return go left and due east. Albany to Boston: take southern route both ways. Boston to Manchester: go left and due north; to return, go left and due south. Boston to Providence: go right and due north; to return, go left and due south.

Syracuse to Buffalo: go east/west, always taking southern route. Syracuse to Scranton: go left and due south; to return, go right, take first left and head due north. Scranton to Harrisburg: go south and take first right, then due south; on return trip, go left, take first left and go due north.

THE MISSIONS

Missions are assigned according to your prestige, so if you've built up a high rating in combat or with courier missions you can qualify for the final mission and won't have to complete any of the intermediate ones. You might also get them in a different order: Mission Two before Mission One, for example.

Mission One

Listen for rumors in the `tdsboupo xfbqpot tipq`, where you get the word `tbo`. Then move on to the `Epwfs xfbqpot tipq` for the word `boupoj`. At the `Tzsbdvtf xfbqpot tipq` you'll hear the word `sptf`. Now accelerate over to the `Ibssjtcvsh bsfob` and give the password: `tbo boupoj sptf`.

Mission Two

Check out the `Xbtijohupo usvdl tupq` for the word `hsfbu`, then the `Cvggbmp BBEB` for the word `xijuf`. When they send you to the `Qjuutcvsh BBEB`, remember the word `xibmf`. In the `Ofxzpsl Gold Cross` they'll ask for the password: `hsfbu xijuf xibmf`.

Mission Three

Rumors send you to `Epwfs` for the word `tif`. Then visit the `Qspwjefodf usvdl tupq` for the word `tfmmt`. Check out the `Tdsboupo usvdl tupq` for the word `tifmmt`. Head for the `Xbufsupxo usvdl tupq` and give the password: `tif tfmmt tfmmt`.

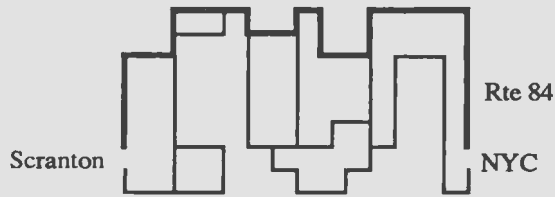
Mission Four

Rumors send you to `Kpf't cbs` in `Cbmujnpsf` and the word `ipso`. Race over to the old building in `Bmcboz` for more information and the word `mjuumf`. Then visit the `Cvggbmp tmbwbhf zbse` and remember the word `cjh`. Buzz off to the `Xbtijohupo tmbwbhf zbse` and give the password: `mjuumf cjh ipso`.

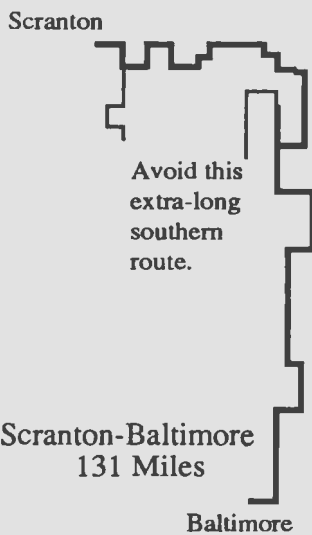
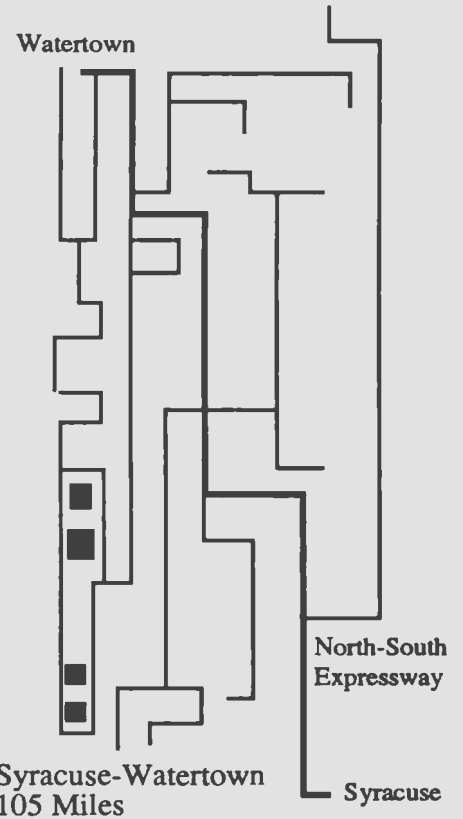
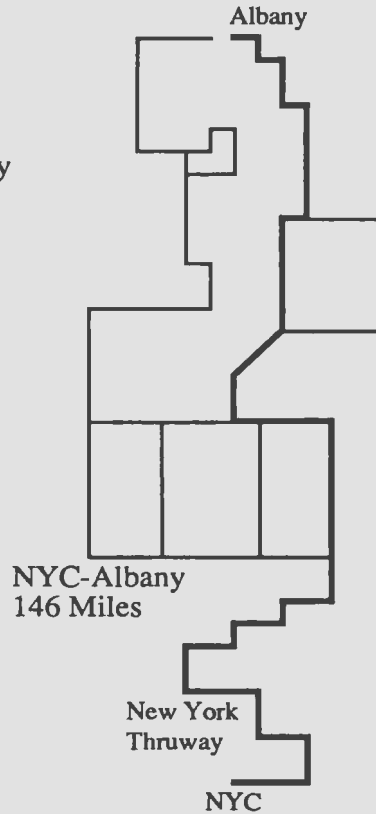
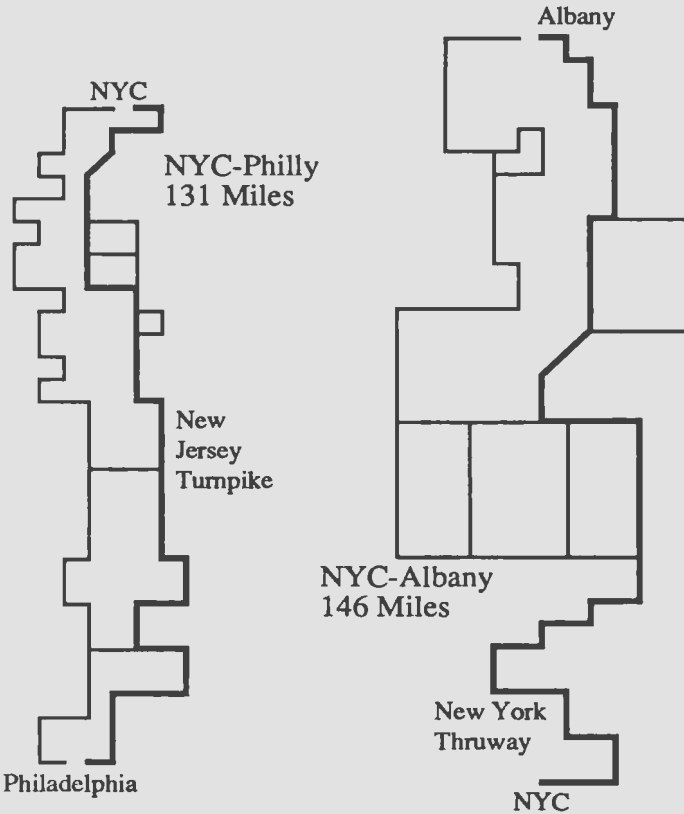
The Final Mission

The FBI sends you to the `bcboepofe cvjmejoh` in `Xbufsupxo`. After giving the provided password you'll get the final courier mission. To intensify the action, the program erases all your clones at this stage, so the game is over if you get killed (unless, of course, you backed up disk B). Don't enter any Bars or Truck stops enroute to the final destination, or you may get shot.

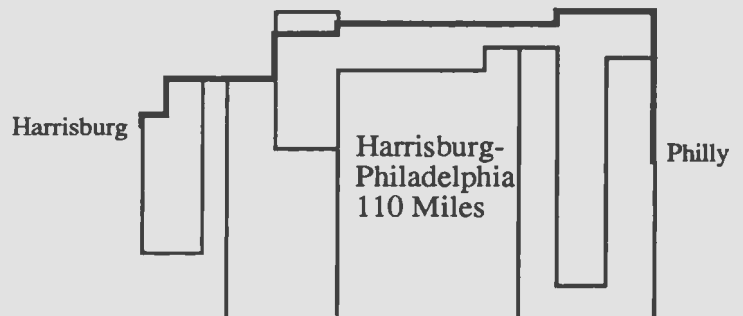
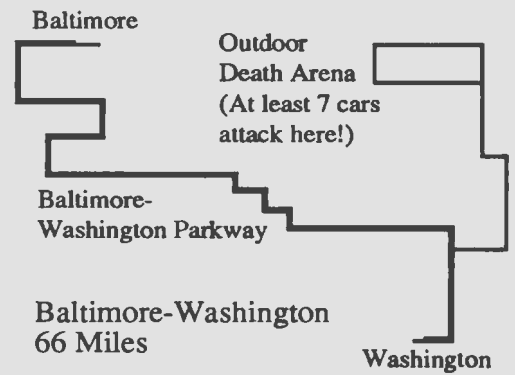
Autoduel



Scranton-NYC: 131 Miles



Key:
Bold lines indicate shortest route.



The Quest Buster's CODE

Use this table to decode clues. To make this process more convenient, photocopy it and place it beside the coded sections.

b = a

c = b

d = c

e = d

f = e

g = f

h = g

i = h

j = i

k = j

l = k

m = l

n = m

o = n

p = o

q = p

r = q

s = r

t = s

u = t

v = u

w = v

x = w

y = x

z = y

a = z

(Origin Systems hereby authorizes you to photocopy this page, and no other portion of this book, exclusively for this purpose.)