

THE DUEL: TEST DRIVE II  
APPLE II GS

## OOOPS!

Yes, we have fallen prey to the deadly sin of untruth. If you find the joystick and keypad instructions on page 1 in the manual (inside the box) to be wrong, it's because they are. Try the following steps instead. They're much closer to reality and much simpler. Sorry for any inconvenience.

Page 1: replace all text in box with the following

### Joystick or Keypad?

When you first boot up the game, it's in keyboard mode and you can use the numeric keypad to control the race. To switch it to joystick control, press J. To switch it back to keypad control, press K. For more information about controlling your car, please see How To Drive Your Car on page 5.

Page 5: Replace text in box with the following

The keypad works like this: Press and hold any of the designated keys to accelerate or brake. When you're ready to change gears, you must *release* that key, then press A to shift up or Z to shift down. To resume accelerating or braking, press and hold down the same, or another numbered, key. With the joystick, move the joystick to accelerate or brake, then use the **fire button** or **Return** key as the "clutch."

Page 20: Make the following text #1 on the page, dropping the others down one number.

If you have a RAM Disk in your computer (check your Control Panel to make sure), The Duel: Test Drive II will not boot properly. An error message will pop up stating that the memory is fragmented, and you'll be prompted to re-boot the machine.

However, the solution is simple: Go to the Control Panel, reset the RAM disk to zero (0) bytes, and re-boot your computer. Now the game will load properly.

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Eureka to Rockport - Prepare to climb. Starts out steep, then the bottom drops out.

Rockport to San Francisco - Blast down 101, through the tunnel near Mill Valley, then feast your eyes on the Golden Gate Bridge.

San Francisco to Carmel - Infamous Devils Slide takes no prisoners and the heavy traffic makes even the locals sweat.

Carmel to Santa Barbara - From the cypress of Big Sur to a lighthouse off the Santa Barbara coast — it's snakelike curves, narrow bridges, and undulating roadway.

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Note: Be sure to select only one disk format for IBM PC and Tandy products

# CALIFORNIA CHALLENGE™ TEST DRIVE II™ SCENERY DISK

## THE MANUAL

This promises to be among the shortest product manuals in the history of entertainment software. In fact, it has but one instruction:

- 1 To find out how to install CALIFORNIA CHALLENGE into THE DUEL: TEST DRIVE II, see your Test Drive II manual. Pay most attention to the section called *HOW TO USE THE INSTALL OPTION*.

That's it. That's all. But what about all the space left on this paper? In the interest of completion, we're going to fill it with a description of each roadscene along the seven legs of the C.C.

**The California/Oregon Border to the Trees of Mystery** — The sign says "Welcome To California" — but don't plan on a long stay. The race begins at the border and immediately catapults you down a twisting redwood highway.

**Trees of Mystery to Eureka** — Hold tight. The roads are as gnarled as the trees. Handling is at a premium. The lush forest and oceanscape may be beautiful but one errant glance could pile you head-on into a logging truck.

**Eureka to Rockport** — Prepare to climb. This stretch starts off like an elevator ride — then the bottom drops out. Definitely not for the faint of heart. Best to keep one eye on the road and one eye on the elevation markers.

**Rockport to San Francisco** — No stopping for souvenirs in the small coastal towns. Time to make your move. Blast down 101, through the tunnel near Mill Valley, then feast your eyes on the famous Golden Gate Bridge and city skyline.

**San Francisco to Carmel** — Grab your sourdough to-go and step on it. Infamous Devil's Slide takes no prisoners and the heavy traffic makes even the locals sweat. Shoot past Santa Cruz and wind your way down the Monterey peninsula.

(over)

**Carmel to Santa Barbara** — The view from the vistas is postcard perfect. Trek through the towering redwoods of Big Sur, then zip by a lighthouse off the Santa Barbara coast. No time for California Dreamin'. The snakelike curves, narrow bridges and undulating roadway demand your full attention.

**Santa Barbara to Mexico** — What makes the Beach Boys sing? Take a gander out your window. Sunny Santa Monica, Del Mar and La Jolla beach. Wave adios to the palm trees, weave down that L.A. freeway and make a run for the border.

**Important Note #1:** The mileages used in California Challenge are not the actual number of miles from Oregon to Mexico. They are "scale" miles that represent the exact distance.

**Important Note #2:** After you boot up the Master Disk for The Duel: Test Drive II, and you want to use the Scenery Disk, you must assign the Scenery Disk to a drive. You will then be instructed to insert your Scenery Disk into the assigned drive. At that time, a serial number is assigned to that disk. Once that number is assigned, Play Disks can be created with that Scenery Disk only with the Master Disk that was in use when the serial number was assigned.

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