DRIFT!

DRIFT! is:

- 5 cars with different specifications.
- 16 rival drivers in two classes: Amateur and Professional.
- 6 stages in the real geographical locations.
- 3D representation of the tracks using polygonal graphics.
- 360 degree panoramas.
- Realistic engine sound, AY music and sampled speech.
- Dynamic shadow (optional).
- Selection between right-hand and left-hand drive.
- Damage and repair of cars.
- 3D track preview.
- Dynamic mini-map during the race.

LOADING

System requirements: ZX Spectrum with 128K of memory.

Type LOAD"" (ENTER) or select the "Tape Loader" option. Press PLAY on your recorder and the game will load automatically.

After the loading, stop the tape, press any key and watch the intro. You can skip the intro at any time by pressing S.

MAIN MENU

Controls Settings

    C. CONTROLS: [KEYBOARD]
    R. REDEFINE KEYS: [QAOPsp]

    or:

    U. USE [FIRE/UP] FOR THROTTLE

Select the control type: KEYBOARD, SINCLAIR, KEMPSTON or CURSOR by pressing C.

Keyboard is highly recommended. If the keyboard is selected, you can redefine keys by pressing R:

    PRESS KEY FOR
    THROTTLE/UP ...
    BRAKE/REVERSE/DOWN ...
    LEFT ...
    RIGHT ...
    BUTTON ...

If the joystick is selected as a control, you can switch the THROTTLE mode by pressing U.

Player Settings

    N. YOUR NAME: Player One
    L. RACING LICENSE: [AMATEUR/PRO]

Press N to type your name. Both given name and surname are 7 chars or less. Use ENTER or spaces at the end of the name and surname.

Use L to switch the racing license between AMATEUR and PRO.

Game Settings

> D. DYNAMIC SHADOW: [ON/OFF]
> W. STEERING WHEEL: [RHD/LHD]

Press D to switch the dynamic shadow off/on. The game will be a little faster without the shadow.
Press W to select between right-hand and left-hand drive.

> G. START GAME

Press G to begin the game.
On the next screen, press BUTTON (aka FIRE).
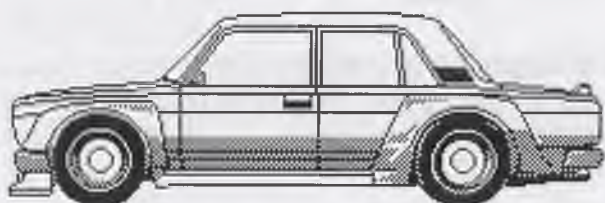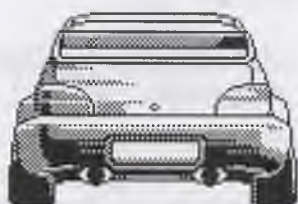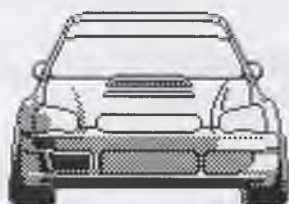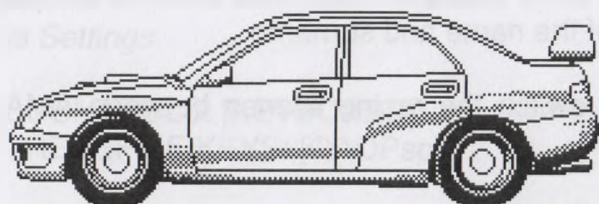The main menu will no longer be available.

GAMEPLAY

You are competing in the Drift Championship.

On the start of the game, you have £2500 of cash and two cars in garage: SABRINA and JULIA. The cars have three main parameters: handling, speed and brakes.

SABRINA

JULIA

You are free to use any car on any stage.

Garage

In the garage, use LEFT/RIGHT to select a car and BUTTON to access the menu:

(a) if the car is in good condition:

Continue with this car?

No   (Return to the garage)
Yes   (Start the race)

(b) if the car needs to be repaired:

Repair this car?

Diagnostics   (For further repairs)
Go unrepaired   (Start the race as is)

(c) for new cars (if you have enough money):

Buy this car?

Not now   (Return to the garage)
Yes   (Pay the specified price)

Use UP/DOWN and BUTTON in the menu.
You can also use LEFT/RIGHT to exit the menu and change the car simultaneously.

If the car get damaged in racing, you should repair it timely (or choose another car for the next stage).

Delayed repairs can result in further damage and additional costs.

New cars will be unlocked as you progress through the championship. The fifth car will be available for free after winning the championship. This is the main goal of the game.

You'll have to pay the starting fees and spend some money for the preparations for every stage. If you lose all your money, the game is over.

Championship

Each stage consists of two rounds with different track configurations.

Each round consists of two qualification heats (you are competing in one of them) and the final run with the reverse track direction.

Each heat consists of 3 laps. 4 participants compete in each heat. Two of them go to the final. Thus, you have 7 rivals on the way to the final (of 8 rivals in the whole championship grid).

All drivers participate in the second round regardless of the results of the first round.

Each run, you have to race as fast as possible, and also score good points for drifting.

When drifting you'll see a drift-o-meter. In addition to the main drifting score, you'll get a bonus for a long continuous drift:

GREAT DRIFT	+30 pts
AWESOME DRIFT	+40 pts
INSANE DRIFT	+50 pts
IMPOSSIBLE DRIFT	+70 and more (double pts)

At the same time you should avoid penalties. You'll get penalty points for:

hitting cones	-5 pts
cutting corners	-10 pts
hitting roadside objects	-15 pts
off-track driving	depends on duration

The time score is based on the target time of each track: +/- 16 pts per second.

Thus, your final score in each run is calculated from:

Time Score,
Drift Score,
Drift Bonus and
Penalty.

This score is used to determine places in the heat.

Each track has disqualification zones. Some of them are shown on maps as striped areas. Track limits violation will result in the disqualification.

It should also be remembered that careless driving will cause damage to the car. You can only repair the car after the whole event, but not between heats.

In amateur class you have 4 wild cards for the season. You can use them to retry before declaring results.

Championship scoring system:

Heat A/B

Place:	1	2	3	4
Pts:	8	4	2	-

Final

Place:	1	2	3	4
Pts:	20	10	5	-

Second round has the same scoring system. Thus, you can score a maximum of 28 points per round and 56 points per stage.

You win different amounts of money depending on your place in final run:

    £5000 for 1st place,
    £3000 for 2nd place,
    £1000 for 3rd place.

How to drift:

- Approaching the corner, steer the car into the skid (in the direction that you wish to turn).
- Holding the gas pedal, turn the steering wheel to the opposite direction.
- Drift as long as you can!

You can also release the gas pedal for a while and push it again for correcting the trajectory.

Don't forget to brake before the turn, if the speed is excessive. Keep in mind that more powerful and faster cars require more intensive braking before the turns.

To gain control of the car after drift, release the gas pedal completely during steering wheel manipulation.
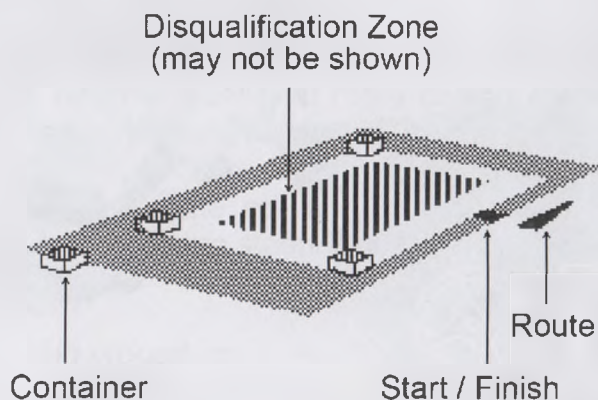
Race starting procedure

You don't have to drive the car on the way to the starting grid: these actions are automatic. After the starting flag dropped, you have a few seconds to cross the starting line. Only then will the timer start.
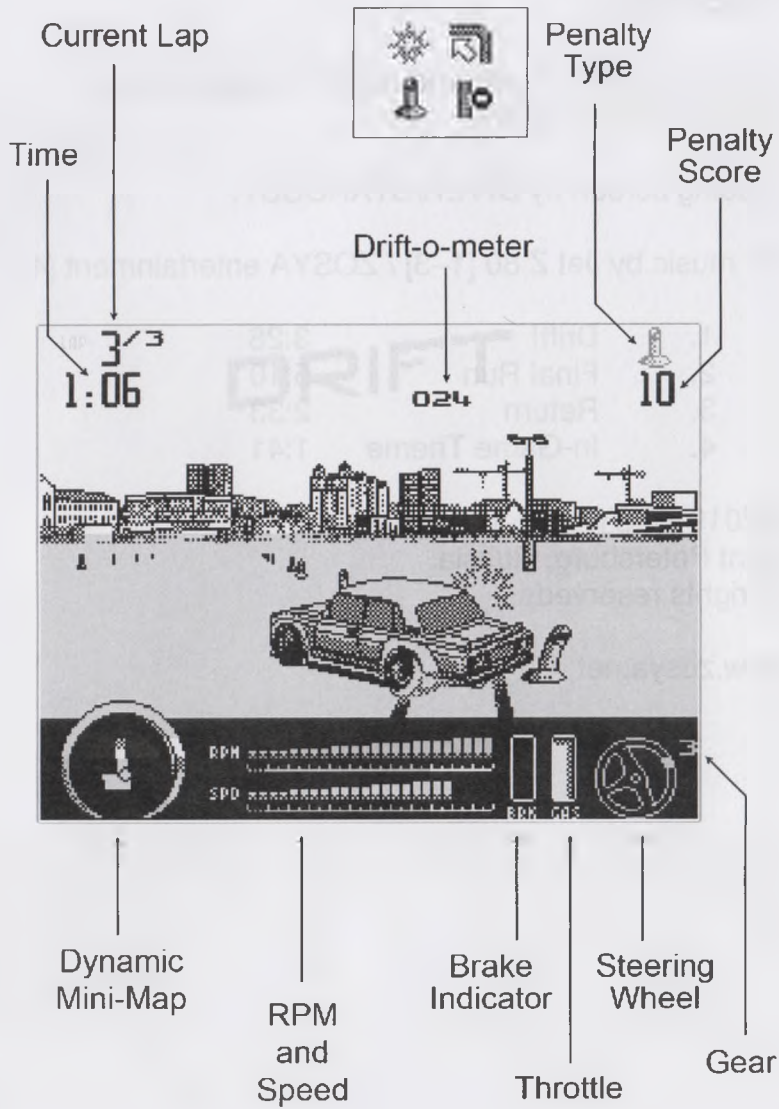
Of course, real drift cars have manual transmission, but you don't need to switch gears. So just hold the gas pedal after the flag.
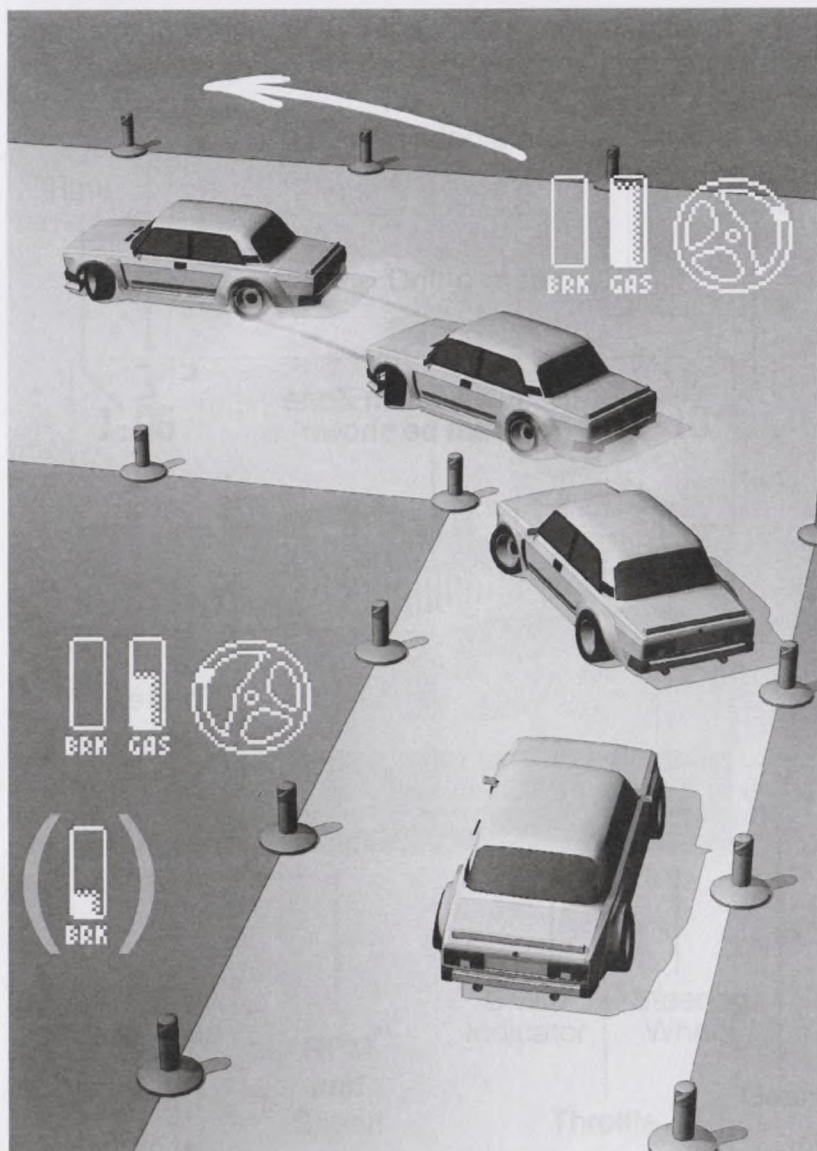
The following images represent a 3D preview of the track layout (first track for example) and in-game interface.

Good luck in the championship!

Disqualification Zone
(may not be shown)

Route

Container   Start / Finish

Current Lap

Penalty
Type

Penalty
Score

Time

Drift-o-meter

3/3
1:06   024   10

Dynamic
Mini-Map
RPM
and
Speed

Brake
Indicator
Throttle

Steering
Wheel
Gear

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CREDITS

Graphics, code, music and additional artwork by
ZOSYA entertainment.

Loading screen by DIVER/STARDUST.

CD music by Jet Z 80 [1–3] / ZOSYA entertainment [4]:

1.	Drift!	3:26
2.	Final Run	5:10
3.	Return	2:33
4.	In-Game Theme	1:41

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