



PRESENTS

slipstream 5000

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SLIPSTREAM 5000

Slipstream 5000 is a fast and furious TRUE 3D racing game set in the near future. Slipstream has all of the glamour and excitement of 20th century modern Formula One but this new flying sport finally eclipsed the outmoded car sport in popularity in the first few decades of the 21st century with the advent of reliable flying/anti-grav technology and the construction of ten extremely demanding global circuits.

Successful flyers quickly become icons and heroes to the people of the World, with demand for merchandising and other related goods far outstripping the supply. People see a glamorous and desirable lifestyle in Slipstream and will pay any price to get the smallest flavour of it, even if this morsel takes the shape of a badly conceived and designed baseball cap with an iron on transfer, which costs 300% more than a plain one. Tickets to Slipstream races are like gold dust even at the start of the season, with races usually selling out months in advance. A crashing, thrashing, speeding, swooping spectacle like Slipstream 5000 is not to be missed.

Each player adopts the role of one of the ten selectable pilots, competing in a gruelling 10 race season to become the Ultimate Slipstreamer. The ten race tracks feature famous locations around the world. You can zoom down the river Thames in London, shoot past the Sphinx in Egypt or fly at breakneck speed down the Grand Canyon.

Just who are Mr. Lyall Mint and Crystal Eyes?

There are two commentators in Slipstream 5000, Lyall Mint and Crystal Eyes (who's real name is Sandra Hellington!). These two have a certain unique chemistry.

Lyall Mint

Lyall is always losing his cool. As a young man, once a poor man who went on to become a fairly successful Slipstreamer. He is the brunt of a multitude of journalist's wicked copy, who all think it was a shame that his racing career ended so suddenly with that terrible accident, especially as his subsequent personal life has been far more eventful and interesting than his flying ever was.

After the accident (He doesn't like to talk about it) Lyall was addicted to mirrors for a long time, and wouldn't go anywhere without a full length one. Many people shunned him at this low point in his life, only journalists taking any interest in this former star's actions. Despite all of the character assassinations in the tabloid press he has clawed his way back into the race world, his experience, questionable charisma and unique character idiosyncrasies making him a man to either love, hate, or simply love to hate. Whichever, the viewing figures have increased considerably since his disagreeable persona infringed upon Crystal's space.

Crystal Eyes

A true pro, she is completely unflappable and thick skinned - which is fortunate since she has to put up with Lyall's banal, inane, and often cutting remarks. She is always immaculately turned out, sophisticated and sexy, her picture adorning the bedroom walls of many an overly glanded male teenager.

Vastly intelligent, Crystal has been the anchor woman on the Slipstream commentary team for seven years, and her knowledge of the racers and circuits is unparalleled. Perhaps her only flaw is that she likes to name drop more than someone reading aloud from "Who's Who" - a lot of speculation occurs in the tabloid chip press concerning whether she actually knows half of the people she names a quarter as well as she seems

to. If she does, she must be the socialite supreme, working and partying with no time to waste sleeping.

Crystal and Lyall have a unique partnership on screen, each constantly striving to get one up on each other. As they both bring out the very best and very worst in each other, even the most boring race of the season is brought to life as these two broadcasting giants cross their mental swords and lunge verbally at each other.

Install

Installing SLIPSTREAM 5000 from MS-DOS

1. Insert the SLIPSTREAM 5000 CD-Rom into your CD-Rom drive.
2. Select the correct drive letter that your CD-Rom drive uses i.e. D:
3. Type INSTALL at the prompt. The Install program will now execute. The Install program is made up of a number of separate menus each with selectable options. The current menu selection appears highlighted. You can move position by using a mouse if you have one installed. Clicking a mouse button will select an option, or you can use the cursor keys on the keypad. Return selects an option.
4. When you have finished choosing your control method and Sound Effects and Music cards select Exit from the menu and select to save the configuration from the menu. Your choices will be saved and used every time you play the game.

Installing SLIPSTREAM 5000 from Windows 95 / 98.

For information on how to install the game under Windows please refer to the README file on your CD.

Playing

SLIPSTREAM 5000

DOS

Even though you execute the game from your hard drive the game is played from CD-Rom and you must keep the CD-Rom in the drive at all times whilst playing SLIPSTREAM 5000.

1. Make sure that the SLIPSTREAM 5000 CD-Rom is placed in your CD-Rom drive.
2. At the DOS Prompt select the directory that you have installed SLIPSTREAM 5000 into e.g. CD\SLIPSTRM.
3. When you are in the correct directory type SLIP to execute the game. A batch file is executed that checks your system and executes a version of the game that makes full use of the machine's capabilities.

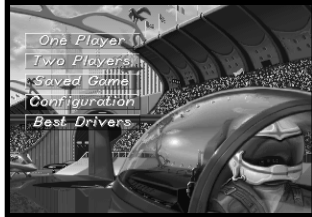
Windows 95 / 98

For information on how to play the game under Windows please refer to the README file on your CD.



Main Options Menu.

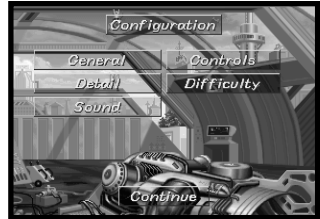
After you've installed Slipstream 5000 and watched the introduction you will be presented with the Main Menu screen shown below. If you're using a mouse, move the pointer over any menu option to highlight it and use the left button to select. If you're using the keyboard, use the cursor keys to toggle between the menu options and press enter to select an highlighted option.



Before you select a game mode to play, select **Configuration** from the Main Menu to set up Slipstream 5000.

This menu screen allows you to change your racing environment, sound, control method and level of difficulty. Select an option from the

menus and click on the left mouse button or press enter to toggle through all the available options, select OK to return to the main Configuration menu.



General.

Rear Monitor.

Toggle the Rear Monitor on to activate the rear monitor camera. When this option is toggled on you'll see the opposition behind you in the camera display on the screen. This gives you the added option of not only seeing who is behind you but you can also see incoming weapons and take evasive action to avoid them.

Weapons Monitor.

The Weapons Monitor activates a fly-through camera that tails the activated weapon as it flies through the air and hopefully strikes your target, watch the smoke billow from your targets vehicle as you fly past.

Language.

Select your preferred Language by clicking on it to toggle through the available languages (English, French and German).

Track Map.

To display a map of the track on the race screen turn this option on, this is useful if you are new to the track because you can see at a glance where the opposition are and the shortest routes to take on the track.

Speed Display.

Adjust the Speed Display from Mph to Km/h.

Detail.

This menu allows you to change the amount of detail you see on the screen as you play Slipstream 5000, to change any of the available options click on them with left mouse button when the option is highlighted, continue to click on the left mouse button to toggle through all the available choices. Here you can finely tune the screen detail to your own personal choice or to match the processing power of your PC.

Sound.

This menu allows you to adjust the sound effects and music that is played while you're playing Slipstream 5000.

Controls.

Choose your favoured method of control, you can select to use the keyboard, joystick or mouse. The default controls are list below.

Joystick Control

Joystick Movement	Ships Movement
UP	DOWN
DOWN	UP
LEFT	LEFT
RIGHT	RIGHT
BUTTON 1	ACCELERATE
BUTTON 2	FIRE

Additional keyboard keys for all control methods

S	SELECT WEAPON
ESC	To bypass Intro and Fly-Through scenes. Return to Main Menu from other Menu screens. Press ESC while racing to use the In-Game Menu
CTRL + Q	Quit to Dos from menu screens.

Keyboard Control

Keyboard	Ships Movement
CURSOR UP	DOWN
CURSOR DOWN	UP
CURSOR LEFT	LEFT
CURSOR RIGHT	RIGHT
SPACE	ACCELERATE
ENTER	FIRE

Mouse Control

Mouse	Ships Movement
MOVE MOUSE UP	DOWN
MOVE MOUSE DOWN	UP
MOVE MOUSE LEFT	LEFT
MOVE MOUSE RIGHT	RIGHT
LEFT MOUSE BUTTON	ACCELERATE
RIGHT MOUSE BUTTON	FIRE

There are no brakes in Slipstream 5000 (these are fast flying craft) but if you need to slow down you must release the throttle.



To change any of the default controls select which players control method you wish to change by either selecting Player 1 Controls or Player 2 Controls. The following menu will be displayed.



To change the main control method click on the Main Controller box to toggle through all the available options. To change any of the keys used in the game click on the function key you wish to change, once this is highlighted press the key you want to use for that function. Any keys with a * before the letter denotes they are keys used on the numeric keypad.

Calibrate Joystick.

If you're using a joystick as your main control method you must calibrate the joystick before going into a race. Click on Calibrate Joystick 1 or 2 and follow the on screen instructions.

Reverse Accelerator.

Turn this function on to set your ships accelerator to full on without pressing a joystick button or key. Turning this option on acts like a cruise control on a motor vehicle leaving you free to concentrate on the track and taking the rest of the Slipstreamers out of the sky. If you toggle this option on the joystick button or key used for acceleration will slow you down if pressed, this is the closest you'll get to brakes in Slipstream 5000.

Difficulty.

Click on Difficulty to change the level of difficulty and select from the following.

Easy - For newcomers and Sunday drivers. **Normal** - Above average game players.

Hard - Veterans and gameheads only. If you select Championship as your race mode and select to play with the difficulty set to Easy you'll only race round six of the tracks, on Normal you race round eight of the tracks and on Hard you'll race round all ten tracks.

Damage.

Click on this option to toggle the damage on and off. With damage turned off your ship will still slow down when it's hit with a weapon or when you crash but the amount of damage to your ship will be zero - turning the damage off is for beginners only.

Once you've set everything to your taste in Configuration it's time to select a race mode.

One Player.

Select this option from the Main Menu for a one player game of Slipstream 5000. Here you race against the nine other Slipstreamers in a bid to be the top pilot, you'll need all the skill of a Formula One driver and a top aircraft pilot to compete. Slipstream 5000 puts skill back into the art of racing.

Once you've selected One Player you will then be presented with the following screen:



From this screen you have the following three options to choose from:

Practice.

Ideal if you are unfamiliar with any of the tracks or if you are new to Slipstreaming. Use this mode to practice and hone your skills. You'll be flying round the course on your own, which means you can take the first few laps at your leisure and work out the best flight lines to take without anyone unleashing their blasters and weapons on your rookie ship. When you select **Practice** you only have access to Arizona, to gain access to the other tracks use **Single Race** mode to make more tracks available. To gain access to the other tracks you must come in the top four on the first track, if you come in the top four on Arizona you'll be given access to the next track, which is Chicago. To get access to Amazon you must come in the top four on the Chicago track. Continue to do this until you've got access to all the tracks.

If you manage to beat the existing fastest lap times on any of the tracks you will find yourself on the Slipstreamers Roll of Honour, the Best Drivers list. Enter your name, sit back and gloat.

Single Race.

As the title suggests this is a single race round one of the available tracks against all the other nine Slipstreamers. Before you race against the other Slipstreamers make sure you've made use of the practice mode, racing blind in Slipstream 5000 is a major error - the tracks in Slipstream are just as challenging as trying to beat the other Slipstream racers, you've been warned. Take the opportunity to practice because you can guarantee the other Slipstreamers have and coming in tenth every time isn't something to brag about.

See Select A Vehicle, Select A Track and In The Hanger for information once you've chosen Single Race mode.

Championship.

Select this option from the Main Menu for a ten race epic around every single track, let's hope you've practised because there's no turning back now. You will automatically be taken through all the tracks available and Lyall and Crystal will give you a fly-through and commentary on each track before you start hit the Hanger.

See Select A Vehicle and In The Hanger for information once you've chosen Championship mode.

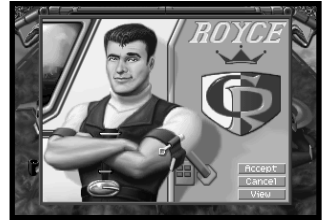
Select a Vehicle

After you've selected your choice of Slipstream 5000 race mode it's time to select a driver and vehicle. After you've selected a race mode you'll be presented with the following screen:



This screen shows you all the Slipstream 5000 Vehicles. When you pass the mouse pointer over a ship you'll see that ship's cockpit screen open, click on the left mouse button when the pointer is over a ship to view a picture of the pilot of the ship you selected.

Click on **View** on this screen you will hear Lyall or Crystal give you a brief outline on the selected pilot as well being able to view the pilot's craft in glorious rotating 3D. Click on **Accept** once you are satisfied with your choice. Select **Cancel** to return to the Select a Vehicle screen. Click on the character's face to hear their catchphrase.



Select a Track



Before you hit the Hanger you must first select a track on which to race. In One Player mode you have access to the first track in **Single Race** mode, to gain access to the other tracks you must come in the top four on the first track, if you come in the top four on Arizona you'll be given access to the next track, which is Chicago. To get access to Amazon you must come in the top four on the Chicago track. Continue to do this until you've got access to all the tracks. You have to

earn access to the tracks in Slipstream 5000, use practice to learn the tracks before you select to race against all the other Slipstreamers.

In **Two Player** mode all the tracks are available for you to race round.

In **Championship** mode you will automatically be taken through all the tracks in Slipstream 5000, before you reach the Hanger Lyall or Crystal will give you a fly-through commentary on each track.

In the Hanger

It's time to tool up your craft for the race ahead, if you've got the cash that is. At the beginning of the first race you start with a pitiful \$750, which won't buy you much but if used wisely it may help you win a better position. While it's always tempting to go for the most powerful weapons, it's not always the best tactic to take. There are also five turbo's to choose from as well as three targeting systems. Use your winnings wisely, biggest is not always the best - try combinations to get maximum effect.



If you've chosen **Single Race** mode, \$750 is all you'll be allowed to spend. You don't get access to all the weapons, turbos or systems that easily. If you choose **Championship**

you still start with only \$750 but as you race through the ten track access to more money becomes available through on track pick-ups and finishing in the first six. See On Track Items and Race Positions for more information.



Select Weapons from the Hanger menu to view and load the available weapons.

Each Slipstream Vehicle has two in-built weapons pods, if you've only got \$750 you won't be able to load both pods the first time out . Select a pod to load by clicking on **Left** or **Right Pod**. You will now be taken to the weapons available screen shown below.



Select a weapon by clicking on it. As you pass the mouse pointer over the weapons the price of that weapon will be displayed, any prices that are shown in green means that you have enough cash to buy the weapon. Any in red means the weapon is out of your price range. Once you've loaded one pod you'll be taken back to the load pods screen, if you've got enough cash left you can load the other pod if you wish.

Weapons Information

Your Slipstream vehicle is already fitted with a standard blaster, this is very effective against Drone ships and if it's used with skill against the other Slipstreamers it will effect the control and speed of the target. The damage the blaster does is only minimal but if it's used at close range it will slow down the target.

The following is a list of the weapons available, listing their action and effect.

WEAPON NAME
ACTION

BLASTER
Standard blaster fitted to every Slipstream, causes 1% damage to the engine and control and slows the the targeted ship down briefly. The blaster has double the effect if played in Hard mode.

WEAPON NAME
ACTION

DISRUPTER
Reversal in joystick operations of targeted ship plus 1% damage to the engine and control.

WEAPON NAME
ACTION

FRAG
Causes 2% engine damage and 15% control damage.

WEAPON NAME
ACTION

SUPER-FRAG
More accurate at seeking than the standard Frag, the Super - Frag causes 4% engine damage and 25 % control damage.



WEAPON NAME
ACTION

SEEKER
The Seeker causes 15% engine damage and 2% control damage on impact.

WEAPON NAME
ACTION

SUPER-SEEKER
The Super-Seeker is more accurate than the Seeker and causes 25% engine damage and 4% control damage.

WEAPON NAME
ACTION

AMBLER
The Ambler cuts the targets engines briefly and does 1% engine and control damage.

WEAPON NAME
ACTION

SCRAMBLER
The Scrambler is the only guided missile that can effectively seek its target round corners, it will follow its target round the course until it makes impact. Upon impact in does 25% engine and control damage.

WEAPON NAME
ACTION

HYPER-NEURO
Completely messes up targeted ship's directional control. All joystick movements become hyper-sensitive as well as doing 1% damage to the engine and control.

WEAPON NAME
ACTION

SMOKER
Throws a smoke screen up from the back of your vehicle, useful if deployed in tunnels.

WEAPON NAME
ACTION

BOMBER
Jams the targets accelerator on full briefly and cause 1% engine and control damage.

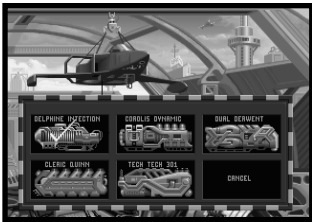
WEAPON NAME
ACTION

MINI-MINES
Small anti-craft air-mines. Once dropped, they hover in the air where you deploy them. They cause 10% damage to the engine and control.



TURBO.

When you start racing you only have the lowest powered turbo, the Delphine Injection.



The more powerful the turbo you have the greater the effect it has when you fire a turbo off during a race. Select a Turbo by clicking on it, remember you must have enough cash. Passing the mouse pointer over the turbo's will give the price of the turbo's, if the price appears in red it means you cannot afford the turbo, green means you can afford it. Turbo's are useful when you just need to get that extra bit of speed to pass your opponent. You can only carry one turbo boost at any time, however your turbo can be re-charged

using the on track Re-Charge Pits, the pits don't only repair the damage to your ship they also re-power your turbo, this can be vital if there are no on the track turbo pick ups to be had, see On Track Items and Re-Charger Pits for more infomation.

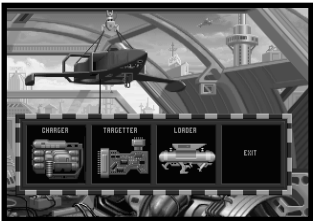
TURBO

PERFORMANCE

Delphine Injection™	Performance Increase	+10%
	Duration	4 seconds
Corolis Dynamic™	Performance Increase	+15%
	Duration	5 seconds
Dual Derwent™	Performance Increase	+20%
	Duration	6 seconds
Cleric Quinn™	Performance Increase	+25%
	Duration	8 seconds
Tech Tech 301™	Performance Increase	+30%
	Duration	16 seconds

TARGETING SYSTEMS

When you start racing in Slipstream 5000 you only have a central **CPU** targeting system, the system is just above average. To ensure your fellow Slipstreamers feel the full force of your wrath (and missiles) buy the best targeting system you can afford. All these systems can be stacked together, once you have all three targeting systems it's time to start Armageddon on the track.



CHARGER™
DESCRIPTION

TARGETING SYSTEMS
The Charger increases the recharge rate of your blaster enabling you to fire your blaster at a faster rate.

TARGETTER™
DESCRIPTION

TARGETING SYSTEMS
The Targetter increases the "hit" area of your cross-hair making it easier to hit your target.

LOADER™ DESCRIPTION

TARGETING SYSTEMS

The increases the amount of weapons you can carry, enabling you to double the standard number of missiles etc.

Select Exit to return to the main Hanger Menu.

Start Race

Select Start Race after you've equipped your vehicle, it's time to hit the track. But before we do lets go through the Two Player options and the **Saved Game** and **Best Driver** Options available from the Main Menu. If you want to race straight away go to Race in the manual.

Two Player.

There are several different ways to play Slipstream 5000 in **Two Player** mode using one or more computers, this mode allows you to play against a human player on the same computer or using two computers connected via a serial, modem or network connection. Before you select Two players from the Main Menu select Configuration to set up the control method for player one and two. If your computer supports two joysticks ensure that player one and two have a different key assigned to toggle through the weapons. The method of Configuration works exactly the same as in one player mode except that you set up two methods of control.

Select Two Players from the Main Menu, you will then be presented with the two player options screen - from this screen you can choose the following options

Split Screen

Select Split screen action for a two player game using one computer.

Serial

Connect the two computers together using a standard null modem cable, select the COM port by highlighting port and click on the left mouse button - continue to click to toggle through all the available options. If you're using a standard COM port simply set the port field to the appropriate setting. If you are using a non-standard port, set the port field to USER and enter the base address (hex) and the IRQ direct into the boxes below. One player must select Call and the other player must select Answer.



Modem

To play Slipstream using a modem select modem from the list. Click on Port to toggle to the port used by your modem. Then select Address and IRQ and enter the address and IRQ used by your modem. Now select the baud rate by clicking on Rate, now select the dial method, if you are on a digital telephone network select pulse - for analogue networks use tone. Select Init and enter the correct string commands for your modem to either call or answer, the init string should also include commands to switch off error correction and compression as these will interfere with the direct transmission of data. See your modem manual for information on init string commands. Finally select Tel and enter the phone number, remember that one player must elect to Call and one must Answer the call.



Network

Select Network from the menu and select an IPX socket to play the game on, if you are running Slipstream 5000 on a large network you should ask the person who maintains the network for a socket number to use, the default socket is 0. The sockets numbers must match at both ends of the link. One player selects Call while the other player selects to Answer the call. If more than one game of Slipstream 5000 is being played over the same network different IPX sockets must be used for each game.



Head to Head.

Choose Head to Head for a race against just you and player two, will you both race for the finishing line or try and blow the living daylight out of each other!



Single Race.

A single race round any track, in which you and player two race against each other and all the other eight Slipstreamers.

Select Your Vehicle.

In Two player mode this works exactly the same as in one player mode, player one selects a vehicle first and then player two.

Select A Track.

Again, this works in the same way as in one player mode, if you are playing a serial, modem or network the player who selected **Call** makes the choice from the tracks listing.

In The Hanger.

The Hanger works the same as in one player mode, player one selects their choice of weapons, turbos and system first, after player one has selected player two chooses their equipment from the Hanger. Select Start Race after you've equipped your vehicle. In Two Player mode your budget for weapons, turbos and systems is considerably higher, you have a budget of \$3000 each. Buy as much equipment as you can, make them feel the force!

Saved Game.

Saved game is **only available** when you're playing in **Championship** mode. There is no need to save a Single Race game because if you do come in the top four and gain access to other tracks the first time out your progress will automatically saved, any tracks you've earned access to will be available the next time you play Slipstream 5000. In **Championship** mode as you complete each track you will be given the opportunity to save your game, use one of the six available slots to save your game. Click on the slot you want to use by clicking on it, now enter the name of the save game and the press return. The game will now be saved in that slot and you can be loaded again from the Main Menu **Saved Game** Option. If you save to a slot that already holds a previously saved game and save another game in the slot the previously saved game will be over written. Select Cancel to return to the Main Menu.



Best Drivers.

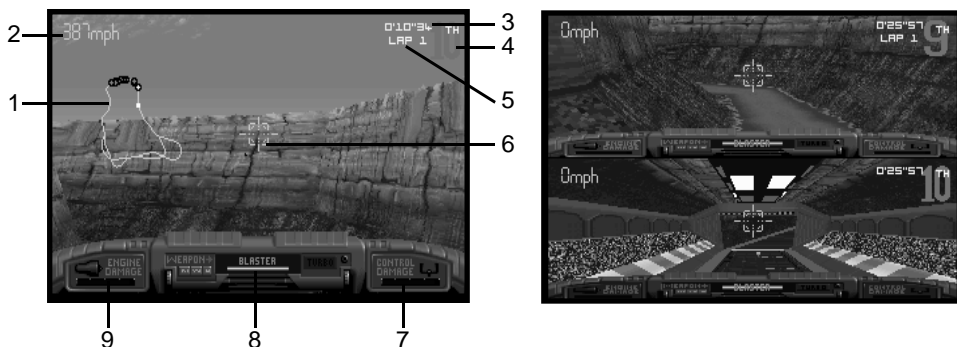
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If you beat any of the fastest lap records on any of the ten tracks you'll get the chance to enter your name on the best drivers list. Use the < > to toggle through all the tracks and click on OK when you've entered your name or viewed all the records.

RACE.

You've selected your race mode, pilot and vehicle, vital equipment from the Hanger and you're on the track waiting for the count down. All you have to do now is get round the track in one piece. The screen shots below shows you what you will see at the start of a race. The screen on the left shows one player full screen mode, this is what you will also see if you are playing in two player mode playing a serial, modem or network game. The screen on the right shows a two player game in split screen mode.



1. Map display. 2. Current speed. 3. Current lap time. 4. Current race position.
5. Lap number. 6. Cross-hair. 7. Control damage meter. 8. Selected weapon.
9. Engine damage meter.

You're on the grid, waiting for the count down....hit the accelerator and then the blaster. Slipstream 5000 offers the fastest 3D racing and blasting action available on the PC. You've got to find the best racing lines, you've also got to find the quickest route round each track and the most effective weapons to use. Doing all this is easier said than done, but that's the challenge, to be the ultimate Slipstreamer.

The only help you'll get while you're racing will be from the **CPU**, she will warn you of any incoming damage via your opponents blasters and weapons. She will also give you your current position as you cross the line. Use the map to plan your tactics, your position on the map is depicted as the yellow dot. Keep your ship in the best condition you can by using the Re-Charge Pits and by picking up the on track repair bonuses. Only use your weapons when you know they'll hit their target, a red cross-hair will appear when the ship is within range but remember that not all the weapons can seek their target.

On Track Items

While racing around all the tracks in Slipstream there are six different types of on track items that can be picked up by you ship.



Boost

Collect this for a instant boost of speed. This is equal to the turbo you have fitted, the bigger the turbo the bigger the boost.



Cash

Pick up these cash bonuses to add \$50 to your bank balance.



Repair

There are two types of Repair bonuses, the first one repairs engine damage and the second repairs the control. Pick these up to save you going to the on track Repair Zone, they save time on keep you track and in the race.



Turbo

Adds an extra turbo booster to your vehicle, these can be vital to gaining the lead especially on the last lap of any race.



Disrupter

To be avoided at all costs, pick one of these up and it will reverse all the controls and more often than not send you crashing into the nearest rock face.

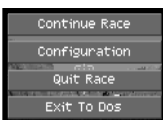
Re-Charger Pit



Keep a watchful eye on the amount of damage your ship has sustained. If the engine is damaged your ship will start to run slower, if the control is damaged your ship will become more difficult to handle. There is a Re-charger Pit on every track, they can easily be identified by the blue and white lighting flashes above or below the entrances of tunnels, use them tactically to keep you ship in peak condition.

Drone Ships

There are also Drone ships that can be blasted to release an on track bonus, blast the Drone ships with your blaster to reveal the track bonus. Don't use missiles on Drone ships, this will not only blow up the Drone ship it will blow up the bonus as well, plus it's a waste of a missile. It also worth mentioning that some of the other Slipstreamers have a habit of stealing the bonuses after you shot down the Drone ships, some people have no morals in Slipstream - we suggest you play the same game.



In Game Menu

At any point during a race you can press **ESC** to access the In Game Menu, from this menu you can select **Continue Race** to continue the race. Select **Configuration** to alter the current configuration. Choose **Quit Race** to return to the **Main Menu**. Click on **Exit To Dos** to return to the Dos prompt.

Continue and Replay



After every race the Results screen will be shown, here you'll see your position and your points. Lyall will read out your position and no doubt add a comment. If your playing in Single Race mode select Continue to return to the Main Menu. If you're playing in Championship mode select Continue to move onto the next race. Select Replay to view the race again, use the F-key commands described below to change the camera view points so you can view from any angle or position.

Change View Point - Camera Controls

During the race, fly-through, replays and demos of other tracks you can change camera views using the function keys as follows:

F1 - Cockpit, F2 - Chase, F3 - Rear , F4 - TV Camera, F5 - Free Camera, F6 - Toggle Rear View Camera on/off, F7 - Toggle Weapon Camera on/off.

In Two Player Split-Screen mode, Player two (bottom of the screen) can use the following keys to control and change the camera views used. F6 - Cockpit, F7 - Chase, F8 - Rear , F9 - TV Camera, F10 - Free Camera.

If you're using the F2 chase camera view and you press F2 again the chase camera will be dropped at that position, you can then watch yourself fly off into the distance. Press F2 again to return to normal chase camera mode.

When you're using the "Free" camera you can view your ship from any angle and distance by using the Ins, Del, PgUp, PgDn, Plus and Minus keys on your numeric keypad to move the camera around.

Points, Times and Postion Prizes.

When you're racing in Championship mode your not only racing for the first position and the points, you're racing for the cash to buy new equipment for your vehicle. The following is a list of the cash and points you'll get for coming in the top six, any lower than the first six will earn you no points and no cash!

1st Place	\$650	10 Points	2nd Place	\$450	6 Points
3rd Place	\$350	4 Points	4th Place	\$200	3 Points
5th Place	\$100	2 Points	6th Place	\$50	1 Point

End of Game, "Good night Biggles".

If your engine or control damage reaches the maximum and you don't pick up a repair bonus or make it to a Re-Charge Pit in time before you're hit or crash - your ship will blow up and it's game over.

ANY PROBLEMS?

If you have problems loading , then return it to your retailer, or to Sold Out Sales & Marketing at the address below (see the blue note). If you have any questions relating to the game, then Sold Out Tech Support line is available between the hours of 10am and 5pm U.K. time Monday to Friday, on 0171 721 8767.

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Trouble Shooter

If you are having trouble running SLIPSTREAM 5000 here are some hints to help get you started.

1. You will need a mouse driver installed if you are going to control SLIPSTREAM 5000 with a mouse. To do this you must insert a line into AUTOEXEC.BAT. Consult the documentation which came with your mouse for the exact command line needed. (Occasionally a mouse driver needs to be added to CONFIG.SYS. Once again this will be explained in your mouse documentation). The mouse driver will need to be added even if you have made a boot disk using the SLIPSTREAM 5000 INSTALL program.

2. To use the CD-ROM version of SLIPSTREAM 5000 you need the correct CD-ROM driver. To do this you must insert a line into CONFIG.SYS. Consult the documentation accompanying your CD-ROM drive for the exact command line needed. Alternatively the READ.ME file, readable using the SLIPSTREAM 5000 INSTALL program, gives commonly used examples. You will also need to add the Microsoft CD extensions driver (MSCDEX.EXE) in your AUTOEXEC.BAT. Once again the READ.ME file explains this in more detail.

3. If the program is not booting correctly, or crashing in game it is possible you do not have enough memory available for the game to run. The first thing to do is to make a boot disk using the SLIPSTREAM 5000 INSTALL program, located in the directory to which SLIPSTREAM 5000 was installed on the hard drive. If this does not help, or you do not want to create a boot disk follow these hints: SLIPSTREAM 5000 needs 250 KB of base memory and 3 Mb of extended memory (XMS). You can determine how much memory you have available by running INSTALL /i.

Do not use SMARTDRV in your AUTOEXEC.BAT. Edit your AUTOEXEC.BAT and REM out the SMARTDRIVE if you are having problems. The edit line should look something like this:
REM C:\DOS\SMARTDRV.EXE

This tells DOS to treat the line as a REMark and doesn't load the driver.

Try to load as few memory resident programs as possible.

4. If the program is not producing sound correctly check that you have set up the correct sound card, port, IRQ and DMA using the SLIPSTREAM 5000 INSTALL program. If it is not possible to set your card correctly with INSTALL refer to the READ.ME file which contains more information.

If you have persistent problems call the Sold Out Software Tech Support Line on 0171 721 8767.