

THE MUSCLE CARS™ TEST DRIVE II™ CAR DISK

Five stoplight legends for *The Duel: Test Drive II*

Remember when gas was cheap, cylinders were eight, and cubic inches meant something? Well, top off the tank, those days are back. Here's five All-American, street-scorching muscle cars for *The Duel: Test Drive II*. Roll up your sleeves, squint into the sun, power-shift down the road.

1963 Corvette® Sting Ray "Split Window" Coupe — (327 cid, 360 hp) One of the greatest collector Corvettes of all. Designed to end the racetrack domination of the Ford-powered Cobra, it quickly became the king of the American road.

1968 Shelby GT500 Cobra® — (428 cid, 335 hp) The Carroll Shelby and Ford Mustang combo that destroyed challengers. On a good road — smooth and fast — its mighty engine breeds confidence bordering on arrogance.

1967 Pontiac GTO® — (400 cid, 360 hp) Grand Turismo Omologato by birth, but nicknamed The Goat. It was the first American muscle car — a gutsy performer that frequently blew the doors off other production automobiles.

1969 COPO 9560 ZL-1 Camaro® — (427 cid, 550 hp) If ever a killer Camaro existed, this was it. Only 69 were built, but its special-option, full-race, aluminum-block, 427-cubic-inch engine made it arguably the fastest American production car of all time.

1969 Dodge Charger Daytona® — (426 cid, 425 hp) A street rocket with incredible macho power. Big tires, big engine, big appetite for long, straight blacktop. This muscle was all bicep — the last of a dying breed.

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*(This program to be used exclusively with The Duel: Test Drive II)
Designed by Distinctive Software, Inc.*

To find out how to install **THE MUSCLE CARS** 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*. (Apple IIGS users: in Step 3 of *HOW TO USE THE INSTALL OPTION* you must type */Musclecars* instead of */Supercars*. Then press return).

Special Note for Amiga Users: You only have to do the following procedure once, but it's very important that you do it before you use the Muscle Cars disk:

- 1 Insert Workbench into your computer and turn it on.
- 2 Replace Workbench with the Muscle Cars disk.
- 3 Double click on the Muscle disk icon when it appears.
- 4 Double click on the **Duel Update** file icon when it appears.
- 5 When prompted to insert volume td boot, replace the Muscle Cars disk with the Test Drive II game disk.
- 6 When the drive stops, reboot your system with the Test Drive II game disk.

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THE SUPERCARS™ TEST DRIVE II™ CAR DISK

THE MANUAL

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

- 1 To find out how to install THE SUPERCARS 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 since we have the bulk of this paper left to fill, we've decided to fill it with a description of each of the Supercars in the disk. Here goes.

'88 Lotus Turbo Esprit — If you're expecting typical British reserve, guess again. This Esprit is as sensuous and aggressive as any exotic to come out of Italy. And any car capable of pegging its 160 mph speedometer is certainly worthy of Supercar status. The Lotus handling is world famous. The 2.2-liter turbocharged engine, irresistible. Keep a stiff upper lip and let Esprit's 228 horses stampede.

Ferrari Testarossa — A legend in its own time. The elite of Grand Touring cars. This Ferrari hits 185 mph with twelve cylinders singing in perfect harmony. 0-60 strikes in 5.3 seconds and the quarter mile blurs by at 13.3 — well over 100 mph. But speed isn't the only thing to snap necks. Take one look at its styling, its wrap-around leather interior — and you'll know exactly what you'd do with \$134,000.

Porsche 911 RUF — Introducing Louis Ruf's gift to the automotive world — a custom-built, twin-turbo Porsche 911. Top speed: 211 mph. 0-60 mph: 4.0 seconds. Blindingly quick. Acceleration that sucks you into the seat. Supreme ruler of the German Autobahn, this 469 bhp bullet is perfectly street legal. But don't let that fool you. The space program would provide better preparation for this experience than driving school.

(over)

'88 Lamborghini Countach 5000S — Stunning. No other word best describes the Lamborghini's look — or performance. How can a car so outrageous be so darn fast? Take a look under the hood. The Countach sports a powerful V-12 with four valves per cylinder. Before you can say "Giotto Bizzarrini" you're at 179 mph. And nothing can match its stability at top speed. Go out on the open road. Count how many times "WOW" leaves your mouth.

'89 Corvette ZR1 — Tough to keep a 185 mph Corvette under wraps but the ZR1 stands as one of Detroit's best kept secrets. Designed with one goal: "create the world's fastest production car." Its engine, code LT5, is a legend before its time. An all-aluminum, four cam, 32 valve V-8 so strong that Chevrolet engineers had to completely redo the rear end to accommodate more rubber. Is there anything similar to the ZR1? Check out the Indy 500.

Important Note #1: After you boot up the Master Disk for The Duel: Test Drive II, and you want to use the Car Disk, you must assign the Car Disk to a drive. You will then be instructed to insert your Car 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 Car Disk only with the Master Disk that was in use when the serial number was assigned.

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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 roadscape 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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