



ENDURANCE

USER MANUAL



MSX

Conceived and designed by **Fabio Ritter**

Music by **Targhan**

INTRODUCTION

You are a driver of a high speed car, equipped with turbo, nitro and fuel injection. Every part of engine was souped up.

There is a price using a fully-modified 850 wHP engine. You will need to keep your eyes open to not overheat it and it will need some repairs.

Tune your car with the most suitable accessories to win the race.

Use your driver and strategy skills, Rev it up!

SYSTEM REQUIREMENTS

The requirements for this game are an MSX 1 or higher computer with at least 16KB RAM and 16KB VRAM, 60 Hz.

When you are using an MSX 2 or higher computer, 60Hz mode will be selected via software.

Turbo machine is not necessary, the game will run at full speed without turbo.

R800 DRAM mode will be used on TurboR.

To activate Z80 turbo on other machines, press **T** key on initial screen.

GAME CONTROLS

	Keyboard	Joystick
Driveability:	Directional Arrows	Left and Right
Accelerator:	Space Bar	Button 1
Break:	Down Arrow	Down
Nitro: Enhanced Mode only	N or M	Button 2
Pause/unpause:	F1	Up + Button 2
Game restart:	Control + Shift + F1	Button 1 + Button 2 + Up during pause
Turn music on/off:	Del	—

STARTING THE GAME

Turn off your MSX computer and insert the cartridge in any slot.

Turn on your MSX computer and the game will start automatically.

MENU OPTION

It is possible to play in two different modes: enhanced (turbo nitro engine) or classic.



Choose here Enhanced or Classic.



Select normal or forged piston.



Choose if you want game variation with or without nitro. On: more sprint and final speed. Off: engine will last a little more.



Start. You can choose to start standing or running.

GAMEPLAY

Each stage starts at dawn, you must overtake all opponents before starting another day in order to participate again the next morning.

After 10 cycles you will reach the end of the race.

The car is equipped with an automatic gearbox and the current gear is indicated on the dashboard.

ENHANCED MODE

In this mode the car is modified, will suffer premature wear, the nitro can be activated and items must be collected.



Fix tool: the engine will be damaged after a certain time. This will cause the car to lose speed and flash a tool icon on the panel. You will be able to hear the engine dropping more abruptly. It will be necessary to collect the item "Fix" to return to normal.



Piston: collisions, prolonged use of nitro and a long time at full speed will accelerate wear. A flashing piston and an audible signal will indicate that the engine is being damaged faster. When this happens, just stop using nitro for a while or if you're at full speed, slow down a bit.



Nitro: the duration of the nitro is 10 seconds, however, when using for more than 4 consecutive seconds, it will start to damage the engine. It is generally better to use gradually, but if you are at the end of the phase it can be interesting to use everything.



Fog light: the fog light will appear only once up to two phases before the fog. After pick this item, the color of the headlight on the panel will change and it will automatically turn on in the fog, allowing you to see further and consequently run at a higher speed.

CLASSIC MODE

The car is never damaged. You have no items.
Automatic gearbox but without
dashboard tips.



TIPS & TRICKS

Speed recommendation (gear) for each situation:

Straight track: as much as you can.

Curve track: reduce before entering the curve and then maintain fifth or sixth gear.

Snow: fourth gear.

Fog: with fog light, third or fourth gear.
Without, be careful.

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CREDITS

Code, graphics and SFX: **Fabio Ritter**

Music and SFX: **Targhan**

Additional graphics **Alexandre**
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Cover art: **Glauber Silva**

BETA TESTERS

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Thanks to MSX
COMMUNITY



And you for
PLAYING!

