


## *Player's Guide*

For MS-DOS® and Commodore 64/128™  
Computers

# ACTIVISION®





## **POWER DRIFT™**

### **MS-DOS version**

Programming and graphics by Interactive Designs.  
OmniMusic and digital audio by Glyn Anderson.  
Music and sound effects by Russell Lieblich, Ed Bogas, and Michael Latham.  
Produced by Mark Johnson and Michael Latham.  
Product management by Kelly Flock.  
Playtesting by Tom Bellamy.

### **Commodore 64/128 version**

Programming by Chris Butler.  
Music and sound effects by Dave Lowe.  
Produced by Mark Johnson and Steve Ackrich.  
Product management by Kelly Flock.  
Playtesting by Steve Imes.

For technical help, call Consumer Services between 8:00 a.m. and 5:00 p.m. Pacific time Monday through Friday: 415 329-7630.

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# Loading the Game

## MS-DOS

Unless you have a hard drive, it's a good idea to make backup copies of your **POWER DRIFT** disks, place the originals in a safe place, and use the backups every time you play. (See your DOS manual for instructions on copying a disk.) If you have a hard drive, install the game on that according to the instructions below.

Before starting to play, make sure that you have no memory-resident (or Terminate and Stay-Resident ["TSR"]) software on your system; this may interfere with the proper running of the game.

### To load **POWER DRIFT** from floppy disks:

1. Turn on your computer and monitor and load DOS.
2. Insert your backup copy of Disk 1 in drive A and switch to that drive by typing **A:** and pressing **Enter**.
3. If this is your first time ever loading the game, type **pdconfig** to set up the game for your system.
4. At the **A>** prompt, type **pd** and press **Enter**. Insert your backup copies of the other disks as you're prompted to do so.

After the game loads, a series of credits will appear on the screen. Press **Enter** to bypass the credits.


### To install **POWER DRIFT** on a hard drive:

1. Insert your **POWER DRIFT** Disk 1 in drive A and switch to that drive, if necessary, by typing **A:** and pressing **Enter**.
2. Type **install** followed by the floppy drive designation and the hard drive designation (for example, **install A: C:**) and press **Enter**.

This will create a new directory, called **pdrift**, and copy all the files from the **POWER DRIFT** floppy disks into that directory on the hard drive. Insert your backup copies of the other disks in the floppy drive as you're prompted to do so.

To start the game from the hard drive, switch to the **pdrift** directory, if necessary, by typing **cd pdrift** at the DOS prompt and





pressing **Enter**. If this is the first time the game has ever been run on the system you're using, type **pdconfig** to set up the game for that system. (This needs to be done only once.) Then, to begin the game, type **pd** at the DOS prompt and press **Enter**.

After the game loads, a series of credits will appear on the screen. Press **Enter** if you wish to bypass the credits.

### **Commodore 64/128**

1. Disconnect all peripherals from your system other than the monitor and disk drive. Turn on your disk drive.
2. Place your *POWER DRIFT* game disk in the drive, label side up.
3. Plug a joystick into controller port 2.
4. Turn on your computer and monitor—if you have a C128, hold down the Commodore key while you turn on the computer, to set it to the C64 mode.
5. Type **LOAD "\*",8,1** and press **RETURN**.

After the game loads, a series of credits will appear on the screen. Press the spacebar if you wish to bypass the credits.

## ***POWER DRIFT* Competition**

There are five courses of five tracks each. You must place third or better on a track in order to go on to the next track in the course. If you place first on all five tracks in a course, you'll be treated to a congratulatory screen (and on MS-DOS systems *only*, given a chance to drive two bonus tracks).

## **Selecting a Track and Driver**

When the track and driver selection screen appears, move the joystick left and right (if playing from the keyboard, press the **4** and **6** keys) to highlight the course you want to race. Then, when the driver you want is highlighted, press the joystick button (from the keyboard press **Enter**) to select that driver and the highlighted course.

You'll be taken to the starting line of the first track in the selected course, and the countdown to the start of the race will begin.

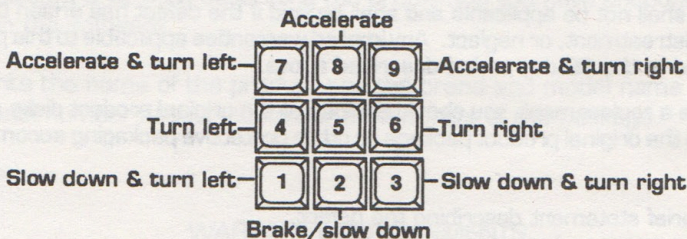


## Putting It to the Floor

Other than pouring on all the juice you can, you have two things to worry about during a **POWER DRIFT** race: steering and shifting. Cars have two speeds, fast and faster. Use the lower gear for best handling, the higher gear to maintain top speed.

On **MS-DOS** computers, you can use a joystick or the numeric keypad and the spacebar to control your car. With a joystick, push forward to give it the gas, left and right to steer. Press button number 1 to shift. Pull the joystick back to put on the brakes and slow down.

Use the numeric keypad as shown:



**5 Key:** Shift—from low to high or high to low

You can also press the **spacebar** to shift. Press the **Esc** key to pause the game, and press it again to resume. To quit to DOS at any time, press **Ctrol** and **Esc** at the same time.


On **Commodore** computers, use the joystick to control you car. Push forward on the joystick to accelerate, left and right to steer. Pull the joystick back to put on the brakes and slow down. Press the button to shift, whether you're shifting from low to high or high to low. You can also press the spacebar to pause the game, and press it again to resume.

**Joystick users on both systems:** Don't forget to use the *diagonal* positions of your joystick: forward and to the left or right to speed through a turn, back and to the left and right to slow down as you slide through a turn.

## Top Scores

If you achieve a high score, it will be displayed on the High Scores list on the track and driver selection screen. When you turn off or reset your Commodore computer, current high scores will be erased; on **MS-DOS** systems high scores will be saved.





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3. Enclose your name and return address, typed or printed clearly, *inside* the package.
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GD-192-03