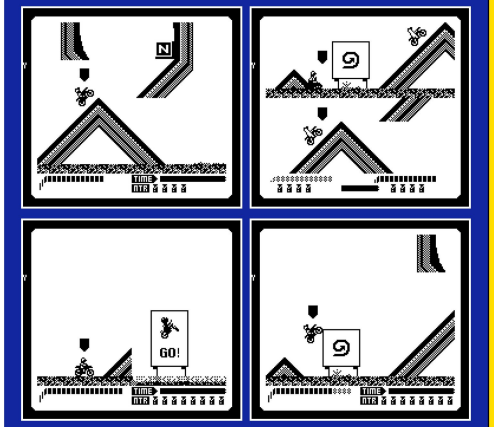
RIDE. FLIP. FLY.

Eight courses of loops, ramps, rocks and mid-air tracks, raced against the clock, against the computer, or against a friend on a split screen. Grab nitro, hunt for hidden jets and mini bikers, and beat the qualifying time to ride on.



- Solo, VS Computer and split-screen 2-Player
- 8 courses, each tougher than the last; AY music
- Levels A, B and C: easy, bumpy and crazy
- Loops, gaps, soft dirt, rocks, bowls, sky ramps
- Redefinable keys; all joysticks supported

Unofficial fan-made ZX Spectrum conversion of Motocross Maniacs. Not for sale.

MOTOCROSS MANIACS ZX SPECTRUM 128K



ZX SPECTRUM 128K

HOW TO PLAY

Reach the finish inside the qualifying time to move on to the next course. Lean back on the ground for a wheelie; in the air, lean back and forward to turn the bike, and land on your wheels.

PICK-UPS

- **Nitro** a burst of speed when you press nitro.
- **Top speed** a few of these fill the speedometer.
- **Tyres** no more sliding on slopes.
- **Time** ten more seconds on the clock.
- **Jet (hidden)** nitro works in the air too.
- **Mini bikers (hidden)** flip at the right spot and up to three tag along.

GAME MODES

- **SOLO** against the clock.
- **VS COMPUTER** a rival on the track; the clock still decides.
- **VS 2-PLAYER** split screen, first to the finish wins.

CONTROLS

Player 1: Q W lean, E accelerate, R nitro. Player 2: U I lean, O accelerate, P nitro. ENTER pauses.

All joysticks supported: left and right lean, up accelerates, fire is nitro. Sinclair and Kempston work straight away. Choose KEYS on the title screen to redefine the keys.

TIPS

- Wheelie with nitro to clear rocks.
- Flip the bike in mid-air: that is how the hidden items are found.
- Land on your wheels: a fall costs time and your mini bikers.
- Pick up the tyres before the big hills.

Cassette inlay, true size 206.0 x 101.6 mm: back panel 64, spine 13.0, front 65, inside panel 64. Print at 100% ("actual size") on A4 landscape. Cut along the outer marks; fold at the three inner marks.