Strap yourself into the ultra responsive Formula 1 car and rev the throttle to fire 500 screaming mad horses to life. Your heart pounds in anticipation of the race. The green flag drops and you are slammed back into your seat as the field thunders off in a deafening roar. You scramble for position and accelerate faster and faster. As you fly down the straightaway at over 200 MPH you line up for the first corner. Hold tight as you brake hard. Shift down and turn sharply into the tight right hander. Coming out of the corner your helmet snaps back as you punch the gas and shift up quickly to pass your competition in the backstretch and take over first place.

**INTRACOLOR** Grand Prix is an exciting game in colorful Hi Res graphics with realistic sound effects. Joystick or keyboard input. Joystick input is compatible with all joysticks. Many different tracks to choose from. For 32K CoCo and TDP 100.
LOADING INSTRUCTIONS:
Before loading the game, turn the computer off and then turn it on.

DISK: Place the disk into Drive O as directed in your owners manual and type in: LOADM“GP” ENTER
The program will run automatically.

CASSETTE: Adjust the volume, place the cassette into the cassette player, rewind the cassette fully and press the PLAY button. Then type in: CLOADM ENTER
The program will load in about 2 minutes. There is a copy of the program on each side of the cassette.

STARTING THE GAME: The screen will appear displaying the track. If the sky is red, press RESET. Continue to press RESET until the sky is blue. (For cassette, see Booklet.)

BEGINNING PLAY: Press the CLEAR key to select the desired track. To begin the game using joystick mode, press the left fire button. To begin using keyboard mode, press the SHIFT key.
CONTROLS: In joystick mode, use the fire button to shift. To accelerate, move the stick forward; to brake, pull the stick back. Move the stick left or right to steer. In keyboard mode, use the SHIFT key to shift. Use the up and down arrows to accelerate and brake. Use the left and right arrows to steer.

PAUSE AND RESTART: The game may be paused indefinitely during play by simply pressing the SPACE BAR once. To resume play where you left off, press the SPACE BAR again. To abort the game, press the BREAK key while in pause mode.

At the bottom of the screen is displayed the Best Time, Track Number, Lap Number, MPH, Gear and Elapsed Time.

The object is to obtain the lowest elapsed time for five laps in any one of the five different tracks.

If you crash three times on one track, your game is over. If you successfully complete five laps, your time is compared with the best time and you advance to the next track.

To start off, you must be in low gear. After you gain up some speed, you must shift into high to continue to accelerate.

Slow down when approaching curves or you may slide out of control.

INTRACOLOR GRAND PRIX was created and written by David Clark.
Original sound effects are by Bob Miller.
FOR THE COLOR COMPUTER & TRS-80

The Interacolor program will be offered in the following formats:

- **RGB Format**: Full color with full motion
- **Gray Scale**: Grey scale with full motion

**Program Notices**

- **Terms of Use**: By purchasing the Interacolor program, you agree to the terms and conditions outlined in the user agreement. Failure to comply with these terms may result in legal action.

**Interacolor Classics**

- **Guardian**: A classic adventure game set in a dark, eerie world. Navigate through puzzles and obstacles to reach the ultimate goal.
- **Wolf House**: Explore a haunted mansion filled with hidden secrets. Solve puzzles and uncover the mystery of the wolf house.

Other Fine Games by Interacolor

- **Rainbow**: A fast-paced action game with vibrant colors and challenging levels.
- **Shadow Man**: A stealth-based game where you must navigate through dark, shadowy environments to avoid detection.

Thank you for choosing Interacolor. Enjoy your gaming experience!