

## **Car Wars! 1.0**

**Car Wars** is a simple arcade 2-player game of battles between different type of futuristic cars. First, you should select **New Cars** from the file menu. Then, choose a type of car for **Player 1** and then **Player 2**(You can change these by clicking in their window or selecting the car number from the file menu). The three bars mean **Speed**,how fast you go(Really?),**Armor**, how much damage you can take,and **Weapon**, how fast your bullets go. Next you should select **begin** from the **Play** menu.

Use the keys **W S A D Q** for **Player 1's** controls, they do: **Speed Up**, **Slow Down**,**Turn Left**,**Turn Right**,and **Fire**, respectively. **Player 2's** controls are **O L K ; I**, they do the same as **Player 1's**.

Future versions(if there are going to be any), will include **1 Player mode**, many more types of cars and car attributes(A must!!), and the laws of **Physics**(You will skid if you turn 90 degrees going 90 **MPH!!!**).

This game was written by **Andrew Spence**, a 14 year-old **MacAholi**c who has a talent for **Pascal**(or just plain enough time for **Pascal!**). If you like it, please send 1 or 2 **BuckerZooners** to me(I've always wanted to actually get a shareware fee!).

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