



# MOTOCROSS

MOTO-CROSS

(c) 1979 by Chris Oberth  
PROGRAMMA International, Inc.

MEMORY REQUIREMENT: 16K

MOTO-CROSS is a fast action cycle competition for ONE or TWO PLAYERS, utilizing your APPLE II's High-Resolution graphics and sound.

FOR TWO PLAYERS -

Two players vie to be the first to cross the finish line across a course riddled with bales of hay that must be maneuvered over in order to keep from slowing down and losing precious seconds. The first player to complete four laps is declared the winner and his/her winning margin is displayed right down to the 1/100 of a second.

Player number one (the top cycle) controls his/her bike's speed with PADDLE ZERO. Turn the paddle clockwise to 'open up the throttle'. As the speed approaches a maximum, the cycle will do a 'wheelie'. This is the method used to jump the obstacles in the road.

Player number two controls the bottom cycle in the same manner using PADDLE ONE.

FOR ONE PLAYER -

If only one player is playing, turn PADDLE ONE up to a maximum and see how many seconds you can win by as you use PADDLE ZERO to control the top bike. It's not as easy as it looks!

MOTO-CROSS LOADS IN THE FOLLOWING MANNER:

\*200.2000R

PROGRAMMA  
PRODUCTION