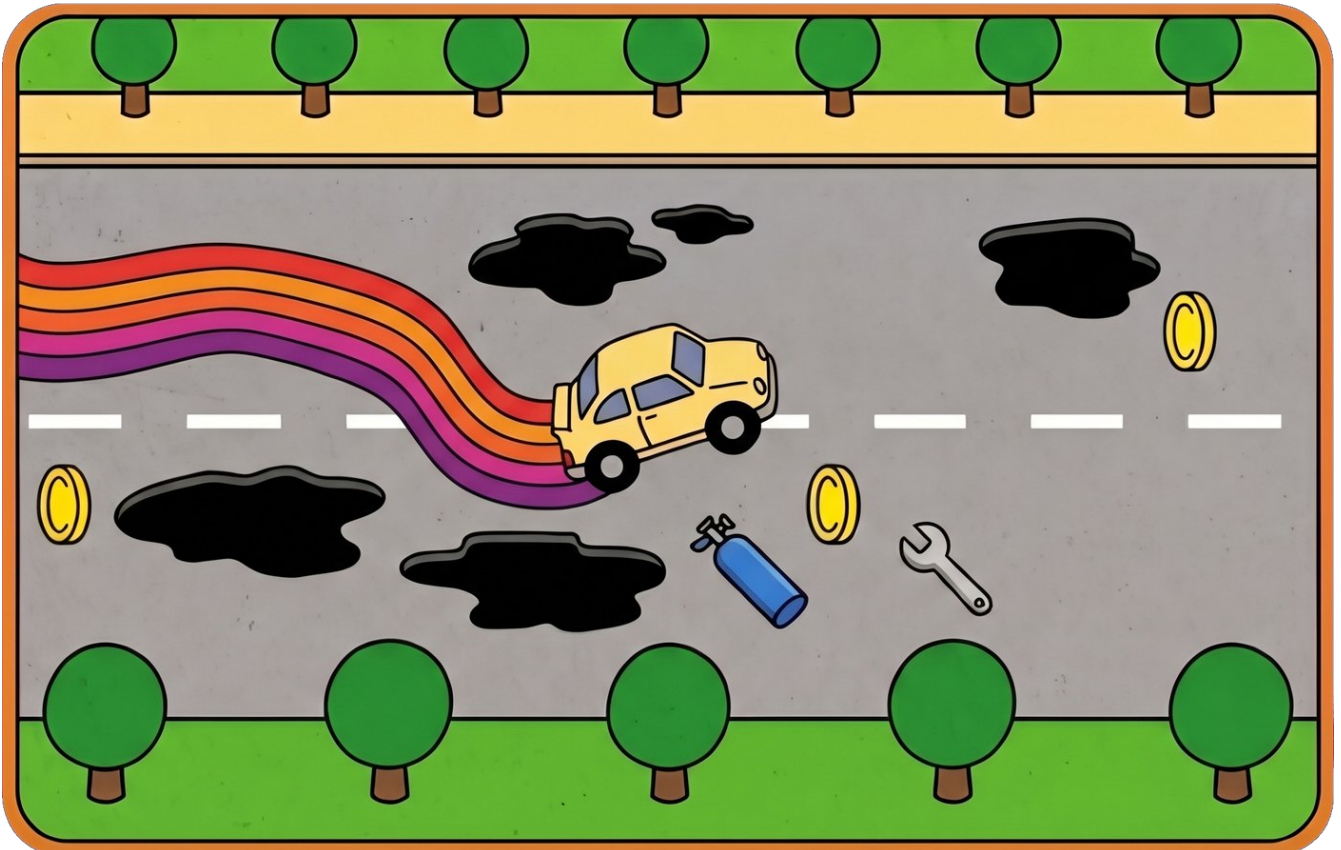


SEGUI

POTHOLE RUSH

INSTRUCTIONS



The city fixed the roads last year. On paper. Out here the asphalt is more hole than highway, and the only way through is fast, quick on the wheel and greedy for every coin lying on the shoulder. So take a little time with these instructions, and you may be the one who drives an hour straight and lives to tell about it!

RIPWORX

POTHOLE RUSH BASICS

1. Hook up your Commodore 64 and a disk drive. Follow the manufacturer's instructions.
2. Plug a joystick into either control port. Both ports work, and so does the keyboard; use whichever you like, even all at once.
3. Insert the Pothole Rush disk and type **LOAD"*",8** then press RETURN. When the screen says READY, type **RUN** and press RETURN. With an emulator, an SD2IEC or an Ultimate, use the file **potholerush.d64** as if it were the disk. **With the cartridge (potholerush.crt**, on an EasyFlash 3, an Ultimate or an emulator) you need no disk drive and no LOAD: turn the computer on and the game starts by itself.
4. **The presentation and loading.** First come the Retro Informática Paraguay logo and the SEGUI / RIPWORX screen; press the fire button, the space bar, RETURN or ← to skip them. Then, while the game loads from disk, a bar at the bottom of the loading screen shows how much is left. On a standard 1541 drive it takes about two minutes from LOAD to the main menu (much less with JiffyDOS, a fast SD2IEC or an Ultimate).
5. **The main menu.** Choose PLAY, MEDALS, OPTIONS or HELP: move with the joystick (or W A S D, or the cursor keys) and press fire (or the space bar, or RETURN). HELP shows the controls and, at the bottom, the game credits (CREDITS).
6. **To begin play.** Choose PLAY. In the garage, pick your car and your trail, then press fire on the car.
7. **Steering.** The road rushes by on its own. Push the joystick in any direction to move your car around the road.
8. **Jumping.** When the word JUMP lights up at the top of the screen, press fire to jump. Up in the air, potholes can't touch you (your shadow, down below, shows where you'll land).
9. **Object of the game.** Stay on the road as long as you can, and pick up every coin you can reach. The coins you collect go to your bank (BANK): money to spend in the garage.
10. **End of the road.** When your car runs out of strength, it's game over. If your coins are enough to make the top ten, you write your name in the Hall of Fame. Then the game saves your progress and shows this run's coins (COIN), your bank (BANK) and your record (BEST), with NEW BEST! if you broke it. Then it asks TRY AGAIN?: choose YES to go back to the garage, or NO to return to the main menu.



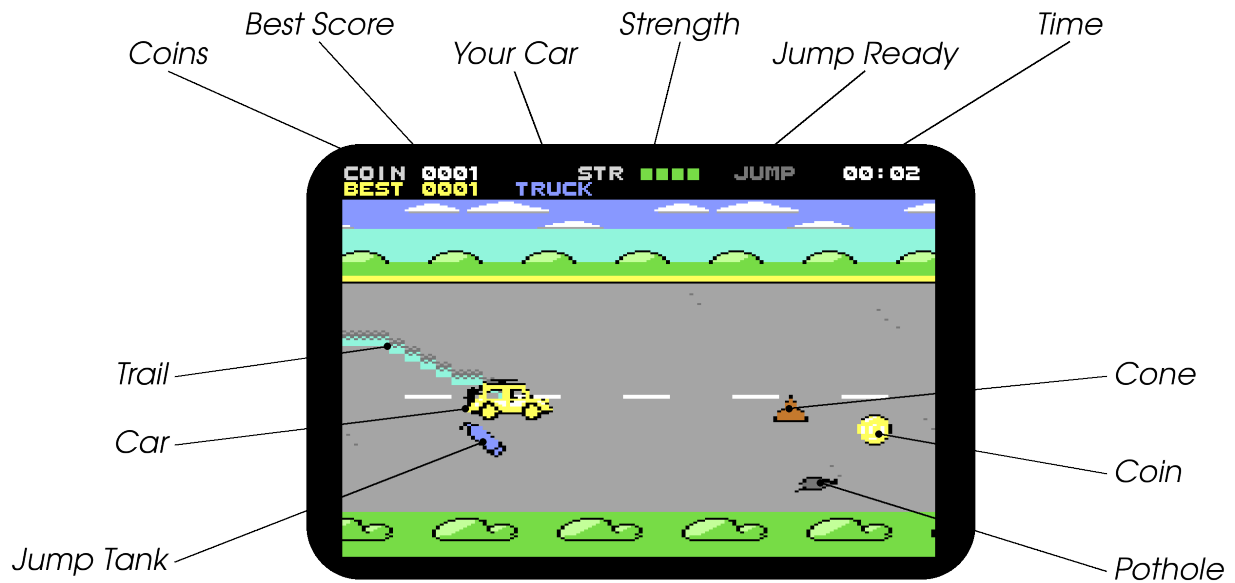
CONTROLS

	Joystick	Keyboard
Steer	Joystick	W A S D or cursors
Jump	Fire	Space
Pause		P
Resume	Fire	Space or P
Music and sound: mute / unmute		M
Menus: move	Joystick	W A S D or cursors
Menus: choose, buy	Fire	Space or RETURN
Menus: back		← (top left key)
Options: ON / OFF	Left / right	A / D or cursors
Name: type	Fire on the letter	Letters, digits, space, . - ! (SHIFT+1)
Name: delete	Fire on DEL	INST/DEL or ←
Name: finish	Fire on END	RETURN

The C64 has only two cursor keys: CRSR ⬇ moves down (up with SHIFT) and CRSR ➡ moves right (left with SHIFT). For diagonal moves, the joystick and W A S D work best.

On the name screen, W A S D and the space bar type letters: to move around the letter grid, use the joystick or the cursor keys.

YOUR SCREEN



Coins are this run's earnings. **Best Score** is your record. **Your Car** is the car you are driving. **Strength** is how many hits you can still take. **Jump Ready** lights up when you are carrying a jump. **Time** is how long you have been on the road. When your coins pass your record, the record goes up with them: BEST flashes for a few seconds and stays yellow until the end of the run.

SPECIAL FEATURES OF POTHOLE RUSH



Potholes. The whole point. Every pothole you hit costs your car one bar of strength and gives it a good shake. You get a moment to recover before the next one can hurt you. The longer you drive, the more potholes there are: more at one minute, more again at two.



Cones. Don't run them over: they fly off and pay nothing. Sometimes, though, one lands further down the road and gives you a second chance. Jump over a cone instead, and it pays 2 coins for every instant you hang above it (it changes color while it pays). When you land, the score tells you how much you made.



Coins. One coin each. They drift along slower than the road, so they come to you. Your coins add up at the top of the screen (COIN). When the counter reaches 9999, it says MAX.



Jump Tanks. Pick one up and JUMP lights up. You can carry one jump at a time. Plan your landing before you take off: once in the air, a car can't steer.

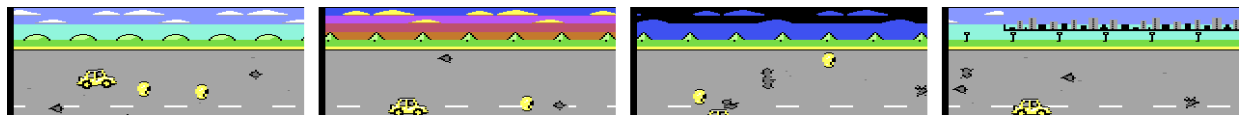


Wrenches. Give back one bar of strength. A wrench only comes along when your car is exactly one hit short of perfect, so don't let it pass you by.

Strength. Shown as bars (STR). With only one bar left, the bars flash red and your car starts to limp. Lose the last one and it's over.

A fresh start. For the first two seconds of every run your car blinks, and nothing can hurt it.

Night and day. A full day on the road goes by every two minutes, from morning to sunset to night and back. The scenery changes too: open country, then pine woods after one minute, then the city after two. At night the grass and the bushes go dark. After three minutes the trip starts over in the country, but the potholes don't go back to the way they were.



The clock. Shows how long you have been driving (minutes:seconds). Survive a full hour and the clock starts over, you get a bonus of 2000 coins and a star at the top of the screen.

THE GARAGE

Every coin you bring home is money in the bank. Spend it here, before each run, on a sturdier or faster car and on a trail to show off with. Your bank (BANK) and your record (BEST) are at the top of the screen.



	Car	Strength	Speed	Price
	Stock	3	Normal	Free
	Truck	4	Normal	200
	Sport	3	Fast	500
	???	4	Fast	700

Trails follow your car down the road. They don't make you any faster, but they look great: None (free), Cyan, Red, Green, Yellow and Purple (100 each), Arrow 1 and Arrow 2 (200 each) and Rainbow (500).

Buying and hitting the road. Push left or right on the name to look through the cars (or the trails). Underneath it says OWNED if it's yours, BUY and the price if you can afford it, or the price in red if you can't. Press fire:

- on something that isn't yours, to **buy it** (if you're short of money, you'll hear a buzz);
- on something that's already yours, to **hit the road** with the car and the trail on screen.

Read the fine print. To drive off, the car *and* the trail on screen must both be yours: if either one isn't, you'll hear a buzz. BACK (←) takes you to the main menu.

MEDALS

Seven medals are waiting to be won. Choose MEDALS from the main menu to see them: move to any medal to see its name, how close you are and whether it is yours. A medal you win while driving is announced with MEDAL UNLOCKED at the top of the screen. At the bottom, HALL OF FAME takes you to the Hall of Fame.



Medal	How to win it
	Cone Points Earn 100 coins jumping over cones, counting all your runs
	Survive 120 Seconds Stay on the road for two minutes in a single run
	1000 Coins Collect 1000 coins, counting all your runs
	All Cars Own every car you can buy
	All Trails Own every trail
	Sky Night Nobody will say. Ask around
	Survive 1 Hour Stay on the road for a full hour in a single run

GETTING THE FEEL OF POTHOLE RUSH

We suggest you take it easy at first. A few practice runs in the Stock car will teach you the rhythm of the road better than any instructions can.

Keep your eyes on the right side of the screen. That's where the trouble comes from, and where the coins are. Whatever has already gone by can't hurt you anymore.

A jump is your best friend and your worst habit. Save it for a pothole you can't steer around, or for a cone: a well-timed jump over a cone pays better than a handful of coins. And remember that once you are in the air, you go where you were going.

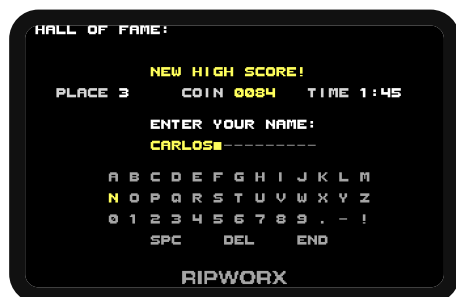
Watch the clock. At one minute and again at two the road gets a lot meaner, so make sure you have a jump ready and your strength up when the scenery starts to change.

HALL OF FAME

The ten best scores, each with the driver's name, their coins (COIN) and how long the run lasted (TIME). To see it, go to MEDALS and choose HALL OF FAME; from there, MEDALS takes you back to the medals and BACK to the main menu.

The first time, the table comes with ten house drivers, old friends from the RIP group, with scores from 100 down to 10 coins. They are there for you to knock off the podium.

New high score! If your coins at the end of a run beat the tenth place, NEW HIGH SCORE! appears with your place (PLACE), your coins and your time. If you tie with another driver, you go below: the spot belongs to whoever got there first.



Your name can be up to 16 letters long. Type it on the keyboard, or pick it letter by letter on the grid with the joystick or the cursor keys and press fire: SPC adds a space, DEL deletes the last letter and END finishes. The game suggests the last name you typed since you turned the computer on; leave it empty and you'll be PLAYER. When you finish, the table shows you with your name in yellow.

HALL OF FAME:		COIN	TIME
1.	GRAYSKULL NIGHT	0100	3:20
2.	SUPER JAGUA	0090	3:00
3.	CARLOS	0084	1:45
4.	DOCTOR OCTOPUS	0080	2:40
5.	HOTBLOOD	0070	2:20
6.	DARTH FLORUS	0060	2:00
7.	RAUL RAIZARES	0050	1:40
8.	THE PUNISHER	0040	1:20
9.	TERERE WINTER	0030	1:00
10.	BLASPHEMER	0020	0:40
RIPWORX			

OPTIONS AND SAVING

INTRO turns the presentation on or off (from the next time you load the game). **MUSIC** and **SOUND** turn the music and the sound effects on or off (your car's engine is part of the sound). Push left for ON and right for OFF.

Saving is automatic. Your money, your record, everything you bought, your medals, the Hall of Fame and your options are saved on the game disk in a file called POTHOLE.SAV: after every run, and when you leave the garage or the options. While it saves, the screen holds still for a few seconds (about 4 on a 1541) and SAVING... appears. That's why, at the end of a run, the TRY AGAIN? question only shows up once saving is done.

Keep the disk in the drive and **don't write-protect it**. If the game can't save (no disk, a protected disk, a full disk), SAVE FAILED flashes once and the game stops trying until you turn the computer off. Better yet, play on a copy and keep your original safe.

With the cartridge, everything is saved on the cartridge itself, in an instant. On an Ultimate, save the cartridge from its menu before turning off; on an emulator, use a copy of the .crt.

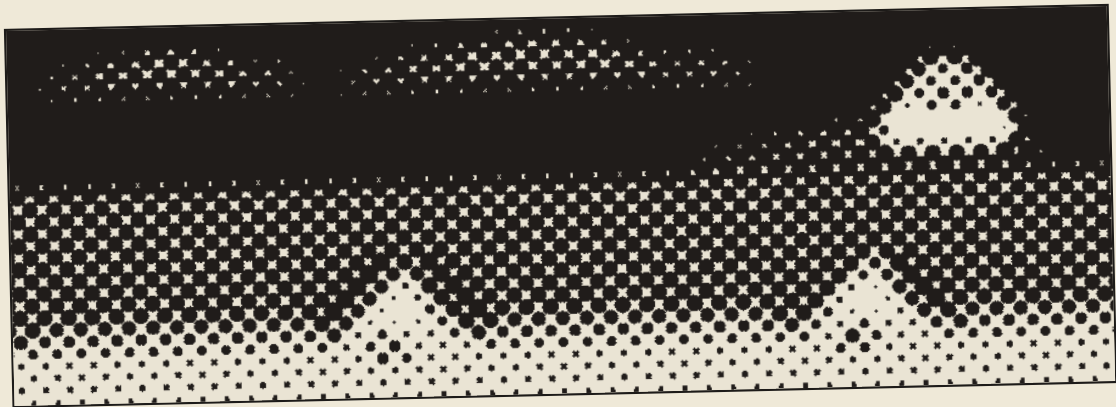


THE NIGHT DRIVER GAZETTE

Late Edition · Price: 1 coin

UFO SIGHTED OVER HIGHWAY!

Drivers swear: "It was hovering right over the road ahead"



This photo, taken by a reader from the driver's seat, shows the object in the night sky. Experts consulted by the Gazette refused to comment.

They come out after dark. Every witness the Gazette could find tells the same story: the first night out on the road, after sunset, when the sky has gone dark, a glowing saucer appears high above the highway, up ahead and to the right. It hangs there for a few seconds, blinking, and then it's gone.

"Nobody believes me," said one long-distance driver, who asked us not to print his name. "But I know what I saw." Others say it comes back for those who stay on the road long enough.

Our reporter asked the driver what happened next. He took a long sip of coffee before answering. "You can't reach the sky from the road," he said. "But you can get as close as the road lets you. And when you're there, you do the one thing a car was never meant to do. Even with nothing left in the tank."

Then he smiled. "The next morning, there was something new in my garage."

The highway department denies everything.

CREDITS

Original game: Sebas Zayas

Port and project lead: Carlos Zayas

Test driver: Raúl Maizares

Cartridge saving: EasyFlash EAPI, by Thomas Giesel

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Made in Asunción, Paraguay, in October 2026. Visit youtube.com/@retroinfopy.

A WORD FROM SEBAS, CREATOR OF POTHOLE RUSH



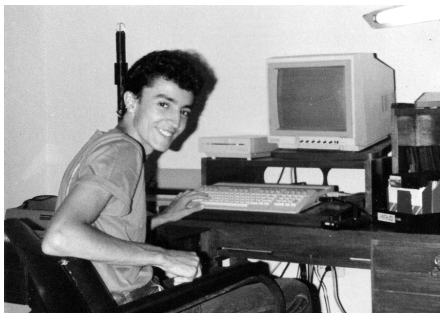
Sebas is a graphic designer. His first game console was the Sega CDX. He has always had a soft spot for racing games.

"I decided to make Pothole Rush as the culmination of my Scratch skills. The goal was to create the best video game I could in one week, right before starting university.

"Over time, life took me down the path of art, another passion I inherited from my dad, and later on I reconnected with the world of video games through 3D modeling. With

this new skill, I'd love to work on a new project together with my dad!"

A WORD FROM CARLOS ZAYAS, WHO BROUGHT POTHOLE RUSH TO RETRO COMPUTERS



Carlos is a retired systems analyst and university professor. His programming adventure began on the Atari 2600, with the BASIC Programming cartridge.

"I have always been proud of my children, but when Sebas showed me, in 2014, what he had made on MIT's Scratch website, I felt something extra. Exactly thirty years earlier, my father had given me my first real computer, a Commodore 64, and the first programs I wrote on it were games; in fact,

back then my dream was to make a living developing them. But I never managed to make anything even remotely like Pothole Rush, and it wasn't because of the state of technology at the time. My son had what it takes to create a quality game, and I had the best seat in the world to admire, as so many times before and since, the fruit of his overflowing creativity.

"And speaking of that, some people see artificial intelligence as a threat. I don't know about tomorrow, but today AI was the key tool that let me bring my son's creation to my favorite retro computer. I had a blast, and I hope you will too, because Pothole Rush is like life: dodging potholes and collecting rewards, hoping to see a new dawn."

Pothole Rush was created by **Sebas Zayas** in Scratch.

Brought to retro computers by **Carlos Zayas**.

Made possible with **Claude**, by Anthropic.

Look for more RIPworx games, like *Jumping Jim*, wherever retro computer fans get together.



Manual for test version 11d - October 2026

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