

Gee Bee AIR RALLY™

Designed by Steve Cartwright

Amstrad CPC
Disk



ACTIVISION

Airspeed Mania

Created by Steve Cartwright, Gene Smith, Mike Nowak, and Russell Lieblich



Perched atop an enormous engine and a firebomb of a fuel tank, this beauty's cockpit is not always a safe place to be.

The plane's short wingspan means you can cut corners tight — very tight.

Famed speed demon Johnny Daring raced a GeeBee to a new speed record and the coveted Cartwright Cup in 1932. Asked how he flew the ornery and dangerous plane, Daring replied "Very cautiously."

Do the pony rudder and stubby flaps look equal to the task of manoeuvring this lightning-fast craft?



In the 1930's, a decade of airspeed mania, the pilots who dared to race in the sky gripped the imagination of America.

GeeBee Air Rally — joystick-gripping, pylon-shaving racing action. Speed in spades. Trick turns. A swann of other planes to outfly and outmanoeuvre — or collide with.

All in three dimensions. Because in **GeeBee Air Rally**, you race not just *next to* or *around* the competition, but *over* and *under* them as well.

With 16 unique and challenging courses, including four special slalom and balloon-popping events, 256 levels of difficulty, so the challenge never ends. And authentic sights, sounds and music that recall the days when speed kings were the heroes of the skies.

GeeBee Air Rally. Strap yourself in, grab your joystick and open the throttle. You're in for a whale of a ride.

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16 great race courses, each with vivid, fast-scrolling graphics.



Bail out from a midair mishap, and you never know where you'll end up.

UQD 159



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