

FAST TRACKS™

Wide open straightaways. Crazy corners. Spaghetti-bowl underpasses and overpasses. In slot car racing, YOU build in the danger. Then see if you and your car can handle it.

In fact, if you've ever had a slot car set, you know how much fun it is to make a course as elaborate as you like, as challenging as you can. You also know what a drag it is to have to take it all apart because mom wants her living room back.

That's never a problem with Fast Tracks. Design as many slot car courses as you want and keep them perfectly intact forever. You can even send tracks to your friends—for some real long distance competition.

The only problem you WILL have with Fast Tracks is deciding which is more fun: building a track or racing on it.

Instructions For Commodore 64™

ACTIVISION
HOME COMPUTER SOFTWARE™

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WHAT YOU CAN DO WITH FAST TRACKS™

FAST TRACKS is more than just another racing game — much more. In fact, it's actually three programs in one: a designing tool, a racing set and a way to make games for your friends.

First, there's the DESIGN A TRACK section that lets you design your own racetracks — complete with straightaways, curves, underpasses, overpasses and more. We've included six pre-designed tracks to give you a variety of challenging races as well as some good ideas for designing your own tracks.

Then, once you've designed or selected a track to race on, you can go to the RACE ON A TRACK section. It includes all the thrills, sounds and fast action of a regular racing game.

Finally, there's the CREATE A DISK section which lets you create racetracks and send them off to your friends. So you can set up some real long distance competition — whether it's around the world or around the corner.

GETTING STARTED

- Turn on computer and disk drive.
- Insert the FAST TRACKS diskette into your disk drive, label side up.
- Type: LOAD "*",8,1
- Press RETURN.
- Plug a joystick into port one.

After a short wait, you'll see the FAST TRACKS title screen.

To get to the MAIN MENU, press the button on your joystick.

THE MAIN MENU

There are three options on the Main Menu:

DESIGN A TRACK
RACE ON A TRACK
CREATE A DISK

To choose one of these three options, simply move the joystick up or down until your choice is highlighted by the white box. Then press the joystick button. The message "ONE MOMENT..." will appear on the bottom of the screen while the option you selected loads into the computer's memory.

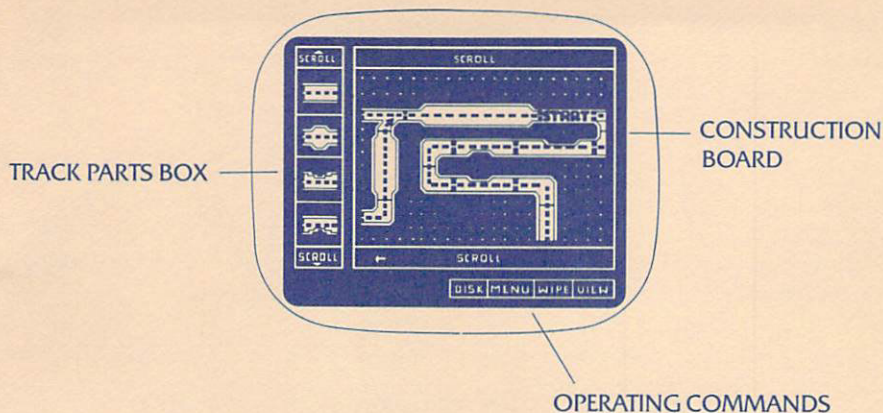
DESIGN A TRACK

The TRACK DESIGN screen is where you actually construct your own racetracks. It is here that you will select your track pieces and place them on the construction board until you have assembled a complete track.

Before you get started, here are a few rules to keep in mind when designing your track:

- 1.) Always use a START piece.
- 2.) Always create a complete circuit so that there are no open ends. In other words, every piece of track must be connected at both ends to other pieces of track. Even "switchers" (see page 5) should be connected on all four ends.
- 3.) Keep your track within the boundaries of the construction board provided.
- 4.) You can use as many different pieces as you like.
- 5.) Be as inventive and imaginative as you want.

The following diagram shows the TRACK DESIGN screen divided into its three main sections.



The white arrow at the bottom left of the screen beside the word 'SCROLL' is your pointer. The joystick controls its movement. All track designing is done by a combination of moving the joystick (arrow) and pressing the joystick button.

THE TRACK PARTS BOX

The vertical rectangle at the left of the DESIGN SCREEN is the TRACK PARTS BOX. This is where you choose your track sections.

To cycle through the 22 different track choices, point the arrow at the word 'SCROLL' located at the top or bottom of the Track Parts Box. Then PULL BACK or PUSH FORWARD on the joystick. When you hear the horn, you have reached the last track section and can't scroll any farther in that direction.

TRACK SECTIONS

Here is a complete listing of each type of track as well as a brief description of features to consider when designing them into your racecourses.

THE STRAIGHTAWAYS

There are two general categories of straightaway: horizontal and vertical. Horizontal straightaways run left and right. Vertical straightaways run up and down.

START: EVERY RACETRACK REQUIRES A START TRACK. There is only one START track for each racetrack. All other track sections may be used more than once.

TWO-LANE STRAIGHTAWAYS: Use these to make passing tricky.

WIDE STRAIGHTAWAYS: These make passing easy.

ONE-LANE STRAIGHTAWAYS: Passing is impossible!

UNDERPASSES, OVERPASSES AND INTERSECTIONS

These give you three ways to make two sections of track cross each other.

UNDERPASSES & OVERPASSES: These allow sections of track to pass under and over each other.

INTERSECTION: Track sections cross each other making collisions possible.

CURVES

Use the four curves to create turns. You will need to use each of the four at least once for even the simplest course.

OIL SLICKS

To add even more excitement to the race, use these two pieces. They throw cars into a 360-degree spin-out, but the cars end up headed in the right direction.

SWITCHERS

When you want a piece of track to branch out in three directions, use a SWITCHER track.

During an actual race, a SWITCHER track sends different cars off in different directions when they cross over it. For example: the first car that crosses it may go to the left, the second car may continue straight and the third may be sent off to the right.

NOTE: In the Track Parts Box and even on the Construction Board, SWITCHER tracks look like they're in constant motion. But, in an actual race, they remain stationary, switching the directions of the cars that cross them.

MERGES

Use MERGES to connect two sections of the race track.

CONSTRUCTION BOARD

The Construction Board is where you actually design your racetracks. The entire Construction Board is 19 track pieces wide by 10 track pieces high. The area you can see on the screen at any one time is 5 track pieces wide by 5 track pieces high. Because the entire board is bigger than the section you can see, you will need to use the SCROLL bars to design and construct on the entire board.

The SCROLL bars are at the top and bottom of the Construction Board. Here's how to use them:

1. Place the arrow inside either SCROLL bar.
2. Hold down the joystick button. (You will notice the word 'SCROLL' change from yellow to green.)
3. Move the joystick up, down, left or right to scroll the Construction Board in those directions.

PICKING UP AND PUTTING DOWN THE PIECES

To pick up a piece of track from the Track Parts Box, simply point the arrow at the piece and press the joystick button.

To place the piece on the Construction Board, move the white arrow (with the piece attached) onto the Construction Board.

At any point, you can put a piece back into the Track Parts Box or lay the piece down onto the Construction Board.

TO PUT A PIECE BACK, simply move the arrow back to the Track Parts Box. The track piece will disappear when the arrow is beside the Track Parts Box.

TO LAY THE PIECE DOWN, move it anywhere on the Construction Board, then press the joystick button.

When you place any piece (except the START piece) on the Construction Board by pressing the joystick button, you'll notice that the same piece is still attached to your white arrow. This is so you can put down as many of these pieces as you like without having to return to the Track Parts Box.

There is only one START piece. Once you lay it down on the Construction Board, your arrow will be free to pick up another piece.

RELEASING A PIECE OF TRACK FROM THE POINTER

You can release a track piece from the pointer in one of four ways:

- 1.) Return it to the Track Parts Box where it will automatically disappear.
- 2.) Take it to the bottom of the Construction Board, where it will also disappear.
- 3.) Press the joystick button **TWICE** when you lay the piece down onto the Construction Board.
- 4.) The START piece releases automatically when placed on the Construction Board.

CONNECTING TRACK

Connecting track is as easy as picking it up and laying it down—except that you have to place it in exactly the right spot. Use the dots on the Construction Board as guidelines to make sure that the blue edges of the track pieces are lined up. Also, two black dots appear on the track where the pieces join.

Remember that every piece of track must be connected on all ends so that your race-track forms a complete circuit. Otherwise, when you go to race, the cars would go off the track and it would be impossible to complete a lap.

STRETCHING TRACK

Horizontal and vertical straightaways on the Construction Board can be stretched beyond their original length (or returned back to their original length after stretching.)

Horizontal straightaways can be stretched or shortened to the left and right. Vertical straightaways can be stretched or shortened up and down.

To modify the length of a straightaway:

- 1.) Point the arrow at any unconnected end of a straightaway track piece and press the button.
 - The message 'STRETCH PIECE LEFT OR RIGHT' appears across the bottom of the screen for a horizontal straightaway.
 - The message 'STRETCH PIECE UP OR DOWN' appears across the bottom of the screen for a vertical straightaway.
- 2.) Move the joystick left or right to modify the length of a horizontal straightaway. Move the joystick forward or back to modify the length of a vertical straightaway.
- 3.) Press the joystick button when the piece is the length you want it to be.

If you want to resize a piece of track, you can always go back and restretch or shrink it to make it longer or shorter, as long as it's not connected on both ends.

THE OPERATING COMMANDS

The four rectangular boxes at the bottom of the TRACK DESIGN screen are the OPERATING COMMANDS. The OPERATING COMMANDS are the starting point for performing these special functions: saving and loading different tracks, initializing blank diskettes and getting to the actual racing.

To use any one of the four OPERATING COMMANDS, simply move the arrow down to the one you want and press the joystick button.



DISK—This option lets you access the four disk functions. They are: LOAD, SAVE, DELETE and INIT.

When you point the white arrow to the word 'DISK' and press the joystick button, you will see these four functions displayed on the screen. To select one of them, simply point the arrow to the desired function and press the joystick button.

- **LOAD**—Use this function to load tracks that are already on a diskette.

A racetrack may be loaded from either the FAST TRACKS diskette or from your own racetracks diskette. (See 'INIT' page 10 and 'SAVE,' page 9.)

NOTE: TO LOAD A RACETRACK FROM YOUR OWN INITIALIZED DISKETTE, YOU MUST FIRST REPLACE THE ACTIVISION FAST TRACKS DISKETTE WITH YOUR RACE-TRACK DISKETTE BEFORE POINTING TO LOAD AND PRESSING THE BUTTON.

The FAST TRACKS diskette has six different sample tracks to choose from. To select and load one of these tracks, point to LOAD and press the button. The screen then says:

TRACK NAME: 924 TURBO.

'924 TURBO' is the name of the first track on the disk. PULL BACK and PUSH FORWARD on the joystick to cycle through the list of other choices. When the name of the track that you want to load appears, press the joystick button.

- Point to 'YES' and press the button to load the track.
- Point to 'NO' and press the button to select a different track or to exit this function.
- SAVE— Use this function to save your own track designs on an initialized diskette. (See 'INIT,' page 10.)

NOTE: IT IS A GOOD IDEA TO SAVE ANY TRACK YOU ARE DESIGNING BEFORE YOU GO TO RACE ON IT. ANY TRACK THAT IS NOT SAVED BEFORE YOU RACE ON IT WILL BE LOST WHEN YOU TRY TO RETURN TO THE CONSTRUCTION BOARD.

To save a track (it doesn't have to be your final design), point to SAVE and press the button. The computer will then ask you to type in a name for your track using the keyboard.

BEFORE YOU TYPE IN THE NAME OF YOUR TRACK, IF THE FAST TRACKS DISKETTE IS STILL IN THE DISK DRIVE, REPLACE THE FAST TRACKS DISKETTE WITH AN INITIALIZED DISKETTE!!!

Type in a name— preferably one that is easy to remember — and press the joystick button. The computer will ask: 'ARE YOU SURE'

NOTE: If you point to NO and press the joystick button you'll have the option to type in a different name. Press the joystick button again to leave the DISK option completely.

If you are sure, point the arrow to YES and press the button again.

If everything is in order, your track will be saved on the disk. If not, you may get this message: 'DISK ERROR'

This could mean one of three problems:

- 1.) The Activision FAST TRACKS diskette is still in your drive. (Insert initialized diskette.)
- 2.) Your diskette has not been properly initialized. (See INIT, page 10.)
- 3.) There is a mechanical problem with your disk drive. (Check to make sure it's turned on and properly connected.)

Once you've corrected the problem, start the SAVING sequence over again by going through all the steps listed in this section.

NOTE: IF YOU PLAN TO RACE ON A RACETRACK AFTER IT HAS BEEN SAVED, REMOVE YOUR RACETRACK DISKETTE FROM THE DISK DRIVE AND REPLACE IT WITH YOUR FAST TRACKS DISKETTE.

- **DELETE**—This function allows you to get rid of a racetrack that you have previously saved on a diskette.

To delete a racetrack, point to DELETE and press the joystick button. Cycle through the racetrack names by PUSHING FORWARD or PULLING BACK on the joystick.

When the name of the racetrack that you want to DELETE appears, press the joystick button. The message 'DELETE THIS TRACK' appears on the screen.

Point to 'YES' and press the joystick button **ONLY IF YOU ARE COMPLETELY SURE THAT YOU WISH TO DELETE THE TRACK.**

Otherwise, point to 'NO' and press the joystick button. Then point to 'EXIT' and press the joystick button again.

REMEMBER: YOU CAN'T BRING BACK A DELETED RACETRACK!

NOTE: You cannot delete the racetracks already recorded on the Activision FAST TRACKS diskette.

- **INIT**—This function will initialize a blank diskette.

NOTE: Racetracks that you design can only be saved on an initialized diskette.

To initialize a diskette, simply point to INIT and press the joystick button. The message 'PUT IN DISK TO BE ERASED AND PRESS THE BUTTON' appears on the screen.

At this point, replace your FAST TRACKS diskette with a blank diskette and press the joystick button.

The message 'INITIALIZING... PLEASE WAIT' appears on the screen while your blank diskette is being initialized. When this message disappears, your diskette is initialized, and you can SAVE your racetrack designs on it.

REMEMBER: INITIALIZING A DISKETTE ERASES ANYTHING THAT WAS PREVIOUSLY ON IT. ONLY USE BLANK DISKETTES OR DISKETTES YOU DON'T MIND ERASING.

MENU

To go back to the Main Menu, point the white arrow to the word MENU and press the joystick button.

The message 'EXIT TO MENU PAGE' appears on the screen.

Point to 'YES' and press the joystick button to return to the Main Menu.

Point to 'NO' and press the joystick button to make a different selection.

WIPE

Use WIPE to remove track from the Construction Board. When you point to WIPE and press the joystick button, two choices appear on the screen. They are:

- 1.) **WIPE TRACK**—erases every track piece currently on the Construction Board. To do this, point to WIPE TRACK and press the button. The computer will ask 'ARE YOU SURE?' Point to 'YES' or 'NO' and press the button to answer.
- 2.) **WIPE PIECES**—lets you erase individual pieces of track. To do this point to WIPE PIECES and press the joystick button. The white arrow will flash red. Point the flashing red arrow at the track piece you want to erase and press the joystick button. To remove another piece, just point and press. Continue doing this until each piece you want to remove is erased.

To discontinue erasing pieces, move the flashing red arrow to any point on the LEFT or BOTTOM border of the Construction Board and the red arrow will return to white.

VIEW

While designing a track, you may occasionally like to see how it looks in its entirety. To do this, point the white arrow to the word VIEW and press the joystick button. You'll get a bird's-eye view of your racetrack.

Press the button again to end viewing and return to the Construction Board.

RACE ON A TRACK

REMEMBER IF YOU PLAN TO SAVE THE TRACK YOU HAVE DESIGNED, YOU MUST DO IT BEFORE YOU RACE ON IT. (See SAVE, page 9.)

ALSO: If you plan to record your name and score on the scoreboard (See GETTING YOUR NAME ON THE SCOREBOARD, page 15), you must first save the track you will race on to an initialized diskette. YOU CANNOT SAVE OR RECORD ANYTHING TO THE FAST TRACKS DISKETTE.

To get to a racetrack, highlight 'RACE ON A TRACK' in the MAIN MENU and press the joystick button. The track Selection Screen will automatically load into your computer's memory.

THE TRACK SELECTION SCREEN

This is where you select which track you want to race on. To do this, simply scroll through the list of track names in the boxes on the left side of the screen and select a raceway. [It's exactly like selecting a track piece from the Track Parts Box (See page 3)].

Here are your selections:

MAIN MENU (in red) — Obviously, this is not a raceway at all. It is simply a way to get back to the MAIN MENU.

NEW DISK (in red) — This allows you to list the track names from a disk other than the one that's currently in your disk drive. First put a new disk in the drive. Then point to **NEW DISK** and press the button. The new list will immediately show up in blue.

CURRENT (in red) — This is the track that is currently on your Construction Board. You can race on it now — even if you have not saved it. **IF YOU RACE ON A TRACK BEFORE SAVING IT, YOU WILL NOT BE ABLE TO RETURN TO IT ON THE CONSTRUCTION BOARD.**

TRACK NAMES (in blue) — If the **FAST TRACKS** diskette is in your drive, you can select one of the pre-programmed raceways to race on.

If your own racetrack file diskette is in the drive, you can select any of the tracks that you have already saved to race on.

To make any of the above selections, just point the arrow to your choice and press the button.

When you select a racetrack to race on, the name of the track will be highlighted on the screen followed by the message, 'RACE ON THIS TRACK'. Answer 'YES' or 'NO' by pointing the arrow to the correct response and pressing the button.

If you answer 'YES', the computer will build and landscape your racetrack (this takes about two minutes).

If you answer 'NO', you will be able to make a different selection.

AT THE STARTING LINE

The track is built. It's landscaped. Your computer opponents are at the starting line. The start-up music lets you know it's time to begin the race.

Along the bottom of the screen, you'll see the following information:

The Computer Cars'
Lap Counter
(by color)

Your Time

Name of Track

Your Lap Counter

Your Car

The Computer Cars

Best Recorded Time

You will also see these two flashing messages:
‘PRESS BUTTON TO BEGIN RACE’
and
‘HIT RESTORE FOR OPTIONS’

RACING

You will always be racing against three computer-driven slot cars. You’re the red car. They are the pink, blue and brown cars.

The computer cars are fast. And they’re tricky. They know how to take the curves — usually. Plus they’ll try to bump you off the road when they can.

But your red car can be just as fast and just as tricky, as long as you pay attention and follow a few basic rules.

The key to skilled slot car racing is knowing how to take the curves and when to give it all the juice you’ve got.

- To slow down, PULL BACK on the joystick.
- To speed up, PUSH FORWARD on the joystick.
- To move left or right on the track, move the joystick left or right.
- Try to stay in the center of the road as much as possible. If your car hits the blue strips on the sides of the track it will slow you down.
- Try to bump other cars off the road whenever you can. (See BUMPING CARS, this page.)
- To avoid getting hit by the computer cars, move over or speed up.
- Pick up your speed on the straightaways.
- Don’t speed up on the curves.

NOTE: Because you’re racing a slot car, you really don’t have to steer. The car will round the curves on it’s own — provided you’re not going too fast.

To begin the race just grab your joystick, push the button and watch the starting lights flash from red to green. When the light turns green, push the joystick forward to speed up and the race is on!

BUMPING CARS

Whenever a computer car is to your left or right, try to bump it off the road. For each car you bump off the road a yellow dot appears just below YOUR lap counter and 2 seconds will be deducted from your finishing time.

GETTING YOUR NAME ON THE SCOREBOARD

You will automatically run a five-lap race unless you specify otherwise. (See SELECT LAPS, page 17.)

If your finishing time is one of the three fastest times (for that particular track), you will have the opportunity to enter your name next to your time on the BEST TIMES SCOREBOARD.

NOTE: THE SCOREBOARD IS KEPT ONLY FOR FIVE-LAP RACES.

You may end up placing first, second or third on the scoreboard depending on your final time. Here's how your finishing time is calculated:

SCORING

For each computer car that finishes ahead of you, 3 seconds are added to your time.

Each time you bump a computer car off the road, 2 seconds are deducted from your finishing time.

If your finishing time **DOES NOT** qualify for the BEST TIMES SCOREBOARD, you will immediately have the opportunity to race again.

If your finishing time **DOES** qualify, the program will automatically go to the BEST TIMES SCOREBOARD where the computer will instruct you to type your name on the board.

Once you've typed in your name from the keyboard, press the joystick button and your name and time will be recorded and saved on the diskette.

Press the joystick button again to get to the RACING OPTIONS menu.

RACING OPTIONS

There are two ways to get to the RACING OPTIONS menu.

- 1.) Press RESTORE at anytime while on a racetrack.
- 2.) Press the joystick button after recording your name on the Best Times Scoreboard.

These are your RACING OPTIONS:

SELECT LAPS
VIEW TRACK
VIEW TIMES
LOAD MAIN MENU

To choose a RACING OPTION, simply highlight the one you want with the white box by moving the joystick—just like you would in the MAIN MENU. Then press the joystick button.

SELECT LAPS

The number of laps is set automatically at 5 unless you specify otherwise.

PUSH UP on the joystick to select 1 lap.

PULL DOWN on the joystick to select 10 laps.

RETURN the box to the center to select 5 laps.

Press the button when you've made your selection, and you're ready to compete again.

VIEW TRACK

This gives you the same kind of bird's-eye view of the entire racetrack that you see on the TRACK DESIGN screen. (See page 12.)

Viewing the track can help you get a feel for a particular raceway before you actually start the race. So you'll know where to look for the longest straightaways and the tightest curves.

VIEW TIMES

This option allows you to take a look at the top three finishing times for any given racetrack. Only the scores for 5-LAP races are displayed on the BEST TIMES SCOREBOARD, and only the all-time top three scores are recorded.

If you earn a spot on the BEST TIMES SCOREBOARD by beating any of the times, you will have a chance to record your name at the end of the 5-LAP race in which you earned that score.

LOAD MAIN MENU

This option returns you to the MAIN MENU.

CREATE A DISK

Use CREATE A DISK to send a racetrack that you have designed and constructed to a friend who does not have a FAST TRACKS program.

Here's how you do it:

1. Do not press button while title screen is being displayed. (The MAIN MENU will automatically follow the title screen.)
2. Highlight CREATE A DISK from the MAIN MENU and press the joystick button.
3. Select your track in exactly the same way you select a track to race on. See TRACK SELECTION, page 12.
4. Point the arrow at the name of the track that you wish to send to your friend and press the joystick button.
5. Point the arrow to 'YES' when 'CREATE THIS TRACK' appears on the screen and press the button. 'ONE MOMENT...' appears on the screen while your track selection is loading.

NOTE: IF YOU WANT TO ABANDON 'CREATE A DISK' AT ANY TIME IN THE FOLLOWING STEPS, POINT THE ARROW TO 'NO' (INSTEAD OF YES) AND YOU WILL RETURN TO THE TRACK SELECTION SCREEN.

6. Point the arrow to 'YES' again when 'CONTINUE WITH THIS OPTION' appears on the screen. Then press the joystick button.
7. Insert the diskette that you plan to send to your friend into your disk drive, as requested on the screen.
8. Point the arrow to 'YES' when 'READY TO ERASE THIS DISKETTE' appears on the screen. Press the joystick button. 'ONE MOMENT...' will appear on the screen.
9. Type in your name from the keyboard in the space provided on the screen and press the button.
10. From this point, the computer will instruct you through several changes of diskettes. First, you will insert the FAST TRACKS diskette into the disk drive and press the joystick button. Then the computer will instruct you to exchange the FAST TRACKS diskette with the diskette you are creating and press the button. This switching will continue several more times. When you are finished, you'll see 'FINISHED WITH CREATE OPTION' at the top of the screen.

SENDING OFF YOUR DISK

Before you send your newly created diskette to a friend, it's a good idea to test it out.

LOADING INSTRUCTIONS

- Turn your Commodore 64 OFF, then ON.
- Type LOAD "*",8,1. Press RETURN.

Once you are satisfied that your racetrack works, write the above loading instructions on the diskette label BEFORE you put it on the diskette. (APPLYING THE PRESSURE OF A PEN POINT ON YOUR DISKETTE COULD PERMANENTLY DAMAGE IT.)

Also, don't forget to include a list of some of the more important racing tips. After all, your friend should have all the same advantages on the racetrack that you have. For a list of tips to send to your friend, see the points listed in the RACING section (page 14.)

If you've checked and rechecked everything, you are now ready to mail your race-track. Use the enclosed customized mailer to mail your first racetrack.

FAST TRACKS: The Computer Slot Car Construction Kit

Conceived and designed by Mark Turmell

Produced by Brad Fregger

Computer Graphics Consultant: Hilary Mills

Music and Sound Effects by Russell Lieblich

Manual written by Paula Polley



designed by Mark Turmell

LET'S GET TO KNOW EACH OTHER

We're working hard to design the kind of software you want, and we'd love to hear your comments. Drop us a note. We'll put you on our special mailing list. Also, if you'd like to find out about our newest computer software, call 800-633-4263 ANYTIME ON WEEKENDS. In California, call (415) 940-6044/5 (WEEKDAYS ONLY).

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DON'T FORGET THE FLIP SIDE!!!

On the reverse side of your FAST TRACKS diskette is an exciting sampler of several new Activision products. Turn the computer and disk drive off. Insert the FAST TRACKS disk into your disk drive, label side down, and type: LOAD "***",8,1 then press RETURN to review the latest Activision Home Computer Software!

WARNING

Any attempt to duplicate this product may damage it. Such damage is not covered by the warranty. Please see next page for complete warranty. U.P.S. or registered mail is recommended for returns. Please send to:

WARRANTY REPLACEMENTS
Consumer Relations
Activision, Inc.
2350 Bayshore Frontage Road
Mountain View, CA 94043

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