

AMERICAN ROAD RACE

© ACTIVISION

LOADING

COMMODORE 64 OWNERS

1. Connect the cassette unit to your Commodore according to the User Manual.
2. Place the rewound cassette into the cassette unit, and press PLAY.
3. Press RUN/STOP and SHIFT simultaneously on your Commodore.

COMMODORE 128 OWNERS

1. Switch OFF your Commodore 128, and switch it back on whilst holding down the COMMODORE key.
2. Now follow the instructions for Commodore 64 owners above.

NOTE: Full loading instructions can be found in your Commodore Manual.

THE TASK BEFORE YOU

1. The first screen you'll work with is the Field/Route Select Screen. You will be asked to select a field of race results to compete against. A 'field' refers to a line-up of ten drivers whose already-established times you will attempt to beat. There are eight fields to choose from (1-8) plus a field of computer scores marked '0' (zero), (see 'Getting Under Way').
2. You will then be asked to select one of four possible cross-country routes (races). Here are the choices:
 - Los Angeles to New York
 - Seattle to Miami
 - San Francisco to Washington
 - U.S. TourEach race is from the west coast to the east. The U.S. Tour also begins on the west coast but requires you to drive through every city on the map.
3. After selecting a race, the Map Screen appears. Here you will select your next destination city, check road and weather conditions and set your time of departure.
4. Once the race begins, watch out for police speed traps, poor road conditions, night driving, bad weather, collisions and gas levels. Also, don't forget to shift gears, or you'll blow your engine, (See 'On the Road').

5. When you arrive at a destination, a 'welcome' is followed by the Map Screen. Then its time to select the next stop on your cross-country route. Previous stops will become red on the map. Continue in this manner until you reach your final destination, at which time you will receive your final results and field ranking.

GETTING UNDER WAY

The Cassette Field/Route Select Screen

Selecting a Field. The first note you will see asks if you wish to 'Load opposing field from tape'? If you wish to compete against the field already displayed or you DO NOT have anything saved on your cassette you must press N (NO). *If you press Y (YES) without having anything saved on the cassette, the screen will go blank and you will need to reboot the program.* If you have saved a score, and wish to load opposing field from tape, press Y (YES). The screen will read 'Insert "Top Ten" tape and press PLAY'. After you have followed these instructions the screen will go blank and the Field/Route Select screen reappears.

Selecting a Route. The next note asks, 'Do you want to race this route?' referring to the race displayed near the top of the screen. Remember, there are four races to choose from. If you wish to race along a route other than the one displayed, press N. Commodore users will see Map Screen.

The Map Screen

Destination. The flashing circle marks your point of departure: the flashing arrow points to a possible next stop on your route. Use the joystick to move the arrow to another city, if you like. Only cities connected to your point of departure by a major highway are eligible choices.

Road Conditions. A bulletin moving across the top of the map describes the road conditions on the route you are considering. Poor conditions can slow you down.

Weather Conditions. Check the weather symbols on the map. Snowflakes indicate snow, rainclouds indicate rain.

Time of Departure. The clock to the lower left of the map displays the time you wish to begin the race. Plan carefully! try to project all of your arrival times to avoid things like rush hours and night driving in hazardous areas. Press F5 to set the clock.

THE RACE IS ON

Now that you have set the above parameters, you may begin the race. To do so, press the joystick button. Idle at the start for a moment to take a look at your instrument panel:

- The fuel gauge shows your gas level. You begin with a full tank.
- The timer at the centre displays the amount of time you have to complete that leg of the race. If time runs out before you reach your destination, you'll be disqualified. Reach your destination with time to spare, and you'll have that much more time to finish the next leg of the race.
- The mileage indicator (odometer) below the timer displays the distance to your current destination. This counts down as you go.
- The radar detector will flash when a police speed trap lies ahead.
- The RPM 'clock' (tachometer) works with the MPH 'clock' (speedometer) to show you how fast you're going.
- ET represents your elapsed time so far. It appears on the instrument panel.
- When you're ready to go, press the joystick button.

ON THE ROAD

Controls. Press the joystick button to accelerate. Pull back on the joystick to brake. Move the joystick left or right to steer.

Shifting Gears The faster you drive, the faster your wheels revolve. RPM stands for revolutions per minute, and, as the RPM rises, your car's whine will increase in pitch, and it will be necessary to shift gears. When the engine whine gets really high-pitched and the hand on the tachometer (RPM clock) reaches the nine o'clock position, you must shift gears! If you edge past the 'nine o'clock spot' on the tachometer and fail to slow down and shift gears, you will blow the engine. Shift gears in the following manner:

- Release the joystick button. This puts in the clutch.
- Tap the joystick forward to shift to a higher gear.
- Press the joystick button to accelerate.

If you blow the engine you must push the car to the next gas station. Do so by pressing the joystick button. You can also shift too soon. This means you are in too high a gear for your speed and you will not be able to accelerate quickly. To downshift pull the joystick back. Remember whenever you are shifting (up or down) you must release the joystick button.

Gas is available every 100 miles. Upcoming pumps are announced on screen. To refuel, stop beside the gas pump. You'll hear the gas pumping as your gauge moves to the right. (NOTE: A gas pump will appear sooner than the 100 mile interval whenever a blown engine or empty gas tank forces you to push your car).

Radar. The radar detector flashes to warn of an approaching speed trap. You'll soon see a police car. Pass politely, unless you think you can leave him in the dust. Can you?

Collisions throw you into a skid and put you into first gear. When the skid ends, accelerate, start shifting and get back into the race!

REACHING A DESTINATION

'WELCOME!' will flash over the skyline as you enter each city enroute to your ultimate goal. Then, the Map Screen appears.

- It will display your current elapsed time (ET) and average miles per hour (MPH).
- The flashing circle shows your current location.
- Your previous stops will be shown on the map in red.
- The flashing arrow points to a city suggested as your next destination. You change this destination by moving the arrow with the joystick.
- Your current ranking among your chosen field of drivers is shown on the scrolling message above the map at the top of the screen.

Resuming the Race. Once you've set your next destination on the map, press the joystick button to begin that leg of the race.

THE END OF THE RACE

The race can end in one of three ways:

1. Disqualification. This occurs as soon as you run out of time at any point in the race.
2. Finish, but not in the top ten. You may finish the race but not rank high enough to be placed with the top ten contenders in your field. In that case, you will still be congratulated on the screen and your rank will be displayed above the top ten. You can see how close (or far) you were from a place on the board.
3. Finish in the top ten. You've earned a place in the ranking, determined by the computer. Look for the cursor and type your name or nickname in the space provided.

SAVING YOUR SCORES

The screen will prompt you to type your name and date. After you have followed these instructions, the screen will ask you if you want to save your score. Press Y for yes. At this point the screen will prompt you with 'Insert "Top 10" tape and press Rec/Play'. You must use a blank tape to save your scores to. You will not be able to save to your road race tape. The screen will go blank while your score is being saved. Press STOP on your recorder and press any key to race again.

PLEASE REMEMBER TO WRITE DOWN THE NUMBER ON YOUR CASSETTE RECORDER, SO THAT YOU CAN LOAD YOUR PARTICULAR SCORE AGAIN.

If you want to save several scores on your blank tape, you MUST leave at least 10 seconds of blank tape between each score.

MISCELLANEOUS CONTROL KEYS

- To begin a new race at any time, press F3 (for the Field/Route Select Screen) or F1 (for the Map Screen).
- To freeze the action, press the Commodore logo key. To resume the action, press the Commodore logo key again.
- When left unattended, the screen will eventually black out. To resume the action, press the joystick button.

NOTE: Whenever you return to the Field/Route Select Screen during a race, the then current race will be discarded.



AMERICAN ROAD RACE COMMODORE 64/128