

Richard Petty's **TALLADEGA**

Race against ~~King~~ Richard and eighteen other top pro drivers in this 3D super speedway spectacular! by Robert T. Bonifacio

LOADING THE PROGRAM

Insert the program Diskette with the label side 1 facing up and close the drive latch. Type on the computer: LOAD "RP," 8 and press the RETURN key. The computer will respond with the message, SEARCHING FOR RP.

After a moment, it will read, FOUND RP-LOADING. When the READY message returns, type: RUN and press RETURN. The program title card will appear and the program will start loading automatically. When the program is loaded, the game will begin immediately.

Qualifying

Now you are ready to qualify for your starting position: 1st (Pole position) through 20th (last).

Car Controls are as follows: Pressing and holding the fire button down increases your speed. The speed will increase until you reach top speed (250 mph). If you run into any obstacles, your car will slow down.

Pushing Joystick #2 Left or Right moves your car left and right.

Pulling back on the Joystick (Away from screen) will slow your car until it stops. **NOTE:** Braking has precedence over accelerating.

The Turbo-Boost

The Boost allows you to immediately increase your car's speed dramatically. This is very important if you need to pass other cars quickly.

The Boost can only be activated when your car is at top-speed (250 mph). When you bring your car up to 250 mph, press and hold the fire button down, at the same time push the joystick forward and hold it forward; the car will immediately speed up and the sound of the Boost being activated will be heard.

NOTE: Using the Turbo-Boost during qualifying will NOT improve your qualifying time.

The computer will now notify you that it is time to qualify by displaying "Prepare to Qualify" and then telling you when to go. When you are ready, press down and hold the fire button until you reach top speed. You will pass the Start/Finish flags on the right side of the screen and your qualifying lap will begin.

Cutting the turns

To be able to go around the whole track at top speed, you must cut the turns. Before a turn comes up, position your car near the right shoulder of the track (taking care that you don't hit the red and white shoulder for this will slow you down) and just BEFORE you actually get into the turn, move your car to the LEFT and hold the joystick to the left. Your car should be going at least over 200 mph. When the car reaches the Left red and white shoulder, it will not slow down, instead your car will then begin to slide back to the right side of the track. Once you are out of the turn, you can resume normal control of your car.

The Race

If you did Qualify, you can now begin the race. Your car will be set up on the starting grid in your Qualified position and the screen will tell you when to begin.

The First Lap

The first lap (from the starting place to the Start/Finish flags) is very important. You can gain many positions or lose many positions. Since not all of the racers have the same car, some may have difficulty starting up or some just might miss the starting indicators. Whatever the case, make sure you start on time and drive carefully since some cars may have stalled on the track ahead of you. Also watch behind your car for any cars that may try to sneak by you.

The Race Continued

Despite the level at which you are racing, many variables should be considered. All races can have accidents at any time. Your car can have problems at any time, although most problems are caused by rough driving. Depending on whether or not you draft the cars ahead of you or if you drive on the shoulders of the road determines how fast you will consume gasoline. Also, tire wear is greatly increased by driving on the shoulders. A sudden stop or a complete stop on the track is almost always asking for trouble. If you have to stop, do it in the pits. Always keep one eye on the indicators on the top of the screen, and make a pit stop if something is amiss.

Racing Strategies

Unlike most racing games, each driver on the track has his own racing strategies and styles. Some cars will be harder to pass than others. Many cars will attempt to block you from passing them and many times you will have to either trick them at the right point on a turn or slow down.

Remember! It is better to remain in your position until the right opportunity comes, otherwise you could lose five or more positions by making a mistake.

The Pit Stop

The best time to make a pit stop is during a yellow flag. You will not lose your position and you will have ample time to fix whatever needs repair. However, some races will have few accidents and so you must take only as much time as necessary to get the job done.

The Racing Screen

This is the screen with your car on the track and the other cars you are racing against

Your Position Information

In the top left part of the screen is everything you need to know about your current position on the track. Your last lap's Lap Time, the current lap that you are running and your current Place on the track.

Track Condition

The track condition is indicated by a small flag inside the position information area. The flag descriptions are as follows:

- Green - Everything is ok.
- Yellow - Caution, there is an accident.
- White - One more lap for you to go for the race.
- Checkered - Need this be explained?

Car Performance:

This is the small square of information in the center of the screen. Your tire's condition (0-99), Number of gallons left in your tank, and Current speed of your car is displayed here.

Next Car For You To Overcome

At the top right corner of the screen there is a number followed by a dash. This number is the position of the car one place ahead of you in the race. Next are two lines, giving the name of this driver, his car name or number. If you are in first place, "PLAYERS CAR" will be visible here.

Your Score

Your Score is displayed under the next car you have to overcome and is calculated by how fast you are going, what bonus you received upon qualifying, how many laps you have led the race and what position you finished the race.

Pit Stops Explained

The pit area is a section of extra pavement on the left side of the track just after turn 3 and before the start-finish line. To make a pit stop, you must move your car all the way to the left until your car is in the pit area and slow your car until it stops completely. It is advisable to slow down a bit before entering the pits or you might miss them.

Once you have stopped completely, the screen will change to an over-view of your car in the pit area. At the bottom of the screen is a list of things that you can do, plus any vital information about the other cars on the track and your position.

By moving the joystick, you can position the cursor under various functions and by pressing the button, you will have chosen that which is to be done. These functions include:

- Add Fuel
- Change Tires
- Check and Fix Engine
- Leave Pits

The YELLOW FLAG Condition

When the yellow flag comes out, you must race all the way to the START/FINISH flags whether or not you decide to go into the pits. This is to establish your restarting position once the green comes back out.

Once the screen in the top center displays your restarting position, then you can travel around the track until you reach the pit area again. If you want to make a pit stop, do it now. If you don't want to, then continue until you reach the START/FINISH flags again. You will be repositioned in your restarting grid position and you will resume the race.

If you enter the pits, you can take as much time as needed, or until a warning message is issued at the bottom of the Pit Stop screen, in which case you will have to leave the pits rapidly.

Note that since yellow flag conditions result in the repacking of cars in new grid positions, you can in effect have been almost 1 lap behind a car and be repositioned right next to it. This is of course only possible if you were on the same lap as the other car. This can also work against you if you had a hard time passing another car and then it is repositioned right next to you.

Drafting

Drafting is following the other car in front of you closely so as to take advantage of the reduction of air resistance against your car thus reducing your gas consumption. To take advantage of drafting, just move your car behind another car traveling at relatively the same speed that you are. When you are truly drafting, your car's color will turn a lighter shade of blue and the sound of the air rushing by will be heard. Drafting is very important if you end up with just a few gallons of gasoline left near the end of a race.

Tire Wear

Your tire's tread number is always set to 99 when you first start out. Whenever you drive on the shoulders of the road, the tire tread number will decrease. If the tread number gets below a safe level, it will start flashing. Should the tread number reach 0, you will be out of the race and many times you will crash. The tire tread number can be increased to 99 by making a pit stop and replacing the tires.

Fuel Consumption

Fuel consumption is based on how fast you are going, whether or not you are drafting, if you are driving on the shoulder of the road or if you are currently using the Turbo-Boost. You start out with 22 gallons and you can increase the amount during pit stops. Remember that you can choose to get only a few gallons of gas in the pits if time is of the essence. The fuel number will flash if you are running low on fuel.