

Software 64

TALLADEGA

SS026
For use with
Commodore
64
computers

Richard Petty's TALLADEGA KING OF THE CAR RACE GAMES!



Audiogetic
CAN YOU BEAT KING RICHARD?
SEE BACK OF PACK!

Richard Petty is the King of the NASCAR Super Stocks car race scene - a national hero in the U.S.A. In Talladega you get the chance to compete against the King and 18 other top pro drivers in your own 250mph metal monster. Talladega is like no other racing game! Your opponents are not just obstacles to avoid - they are intelligent drivers, each programmed with a different racing strategy designed to beat you! Keeping on the track and going fast is not enough - you must plan your pit stops, use slipstreaming to save fuel, and keep a close eye on your fuel, tyre and engine warning indicators. Talladega features superb 3D race graphics, animated pit-stop sequences, qualifying rounds, random race track layouts, and the chance to beat King Richard!

Richard Petty's TALLADEGA by Robert T. Bonifacio

Richard Petty is King of the NASCAR Super Stocks car race scene - a national hero in the U.S.A. In Talladega you get the chance to get behind the wheel of one of these hair-raising 250 mph monsters and race against King Richard Petty and 18 other top pro drivers. Test your skill in qualifying for a good grid position, and then let 'er rip in the real main event. Use your skill to go as fast as you can without piling up, and your strategy to plan pit stops, slipstream leading cars to pick up time and save fuel, and watch out for the yellow flags. Make the right decisions, keep pedal to the metal, and with a little "racing luck" you might just beat King Richard to the chequered flag. Remember, your opponents aren't just obstacles, they are "smart" drivers, each with his own strategy designed to beat you. After some experience you should learn to anticipate what many of the drivers have planned, but watch out for Richard Petty - after 200 Grand National wins, he's not going to be easy and the KING doesn't like to lose!

Loading the program

Place your Talladega cassette into the cassette deck and rewind if necessary. Load in the normal way by pressing SHIFT and RUN/STOP at the same time, and press the PLAY key on the cassette deck. The program will start to load. Do not worry if you hear strange noises from your T.V. set while loading. This is just the Novaload fast loader doing its work. After a short wait, the title display will appear. When it has finished, the rest of the program will load and run itself automatically. Then you can begin play.

Playing Richard Petty's Talladega

Track Selection - Make sure your joystick is plugged into joystick Port 2. The first thing to do is choose your track. Tri-oval is the easiest. If you choose Random, the computer will create a track with Random combinations of short and long runs. Random Repeat allows you to repeat the Random track you have just played.

Qualifying - Before you are allowed to compete in the main event, you must first qualify. In order to qualify, you must complete a lap within a certain time. The quicker you are within that time, then the better your grid position at the start of the race. When the screen says "Prepare to Qualify" press and hold down the FIRE button and you're away! Your lap timer starts when you pass the Start/Finish flag on the right of the track.

Controls - Your controls are as follows ... To accelerate, hold the FIRE button down. The speed will increase until you reach top speed, 250 mph. If you run into any obstacles, your car will slow down. Use joystick Left and Right to steer the car. Pull back on the stick to slow down. Note - braking has precedence over accelerating.

Cutting the Turns - To get the best time you must keep up full speed all the time. This means that, just as in real motor racing, you must take the best line through the turns. As you approach a turn, position your car near the right side of the track (but don't hit the red and white shoulder as this will slow you down), and then just before the turn steer over to the left and hold the car there. You should be doing over 200 mph. When the car is hard over to the left shoulder it will not slow down, but will begin to slide back over to the right. Once out of the turn, you can resume normal control. If at any time during the turn you move the joystick in any direction other than left, you will have normal control again. This can be handy if you have to negotiate traffic. Note - taking the long line through turns and spending too much time over on the right side of the track will result in longer lap times.

Qualifying Continued - After you have finished your qualifying lap, you will be told whether you have qualified or not. If you succeeded, your time and grid position will be displayed and you will be awarded Bonus Points according to grid position. If you failed to qualify, you can't compete in the race. The race will be run without you and the result displayed. You can then have a crack at qualifying for the next one.

Turbo Boost - Note - using Turbo Boost during qualifying will not improve your qualifying time - save it for the race! Turbo Boost will be very useful in the race for increasing your car's speed for overtaking. To engage Turbo Boost you must first be going at top speed. Then keep the FIRE button pressed down, and push the joystick forward. The car will immediately speed up, and you will hear the sound of Boost being activated. If you then move the stick in any other direction, or let go of the FIRE button, Boost will disengage. It will also disengage if you run out of fuel, hit any other car or obstacle, or run off the track, or do anything that makes your car slow down. Using Boost has certain disadvantages: It uses lots of fuel, and it causes the car to go faster than can be safely controlled round bends. So it should only be used on straight stretches, and where the positions gained make up for fuel used. This can be on the last laps, when you know you aren't going to need any more pit stops.

The Race - If you managed to qualify, your car will now be set up on the starting grid in the grid position that you earned. The screen will tell you when to start. The first lap is crucial, as many positions can be gained or lost. Since all the other cars are different, it's possible that some may have had difficulty starting, or may have stalled on the track ahead of you, or may have made a slow start. Whatever the case, make sure you start as quickly as you can, but keep your eyes out for other cars in front and behind. During the race, anything can happen. Breakdowns and accidents can occur at any time, although most problems are caused by bad driving. You can save fuel by slipstreaming, i.e. tucking your car in just behind the car in front. You will know when you are slipstreaming because you will hear the noise of the air rushing past, and your car will turn a lighter shade of blue. Driving too much on the shoulders will increase fuel consumption and tyre wear. Sudden braking or stopping on the track is asking for trouble. If you have to stop, do it in the pits.

Racing Strategies - Unlike most racing games, each driver on the track has his own particular strategies. Some will be harder to pass than others, many cars will attempt to block you, and you will have to slow down until you find the right time to trick past them. Remember, it is better to keep your position by waiting than lose five or more positions by making a mistake.

Information and Status Indicators - In the top left of the screen is your Position Information. Here you can see the time of your last lap, the number of the lap you are on, and your position in the race. In the same area there is the Track Condition flag. Green means "everything O.K.", Yellow means "Caution - there is an accident", White means you are on the last lap, and Chequered means you've finished!

Down in the centre there are your Car Performance indicators - Tyre condition on a scale of 0-99; Number of gallons left in petrol tank; and current speed of your car.

At the top right of the screen there is a display to tell you which car is immediately in front of you. The first figure tells you what position in the race he is, then you get the name of the driver and the name or number of the car. If you are fortunate enough to be in 1st place, this display will read "Player's Car". Underneath that is your points score. This is calculated by how fast you go, what qualifying bonus you received, how many laps you led the race, and your final position in the race.

Pit Stops - 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 anything that needs repairing. However, races may not have many accidents, so you will often have to plan your pit stops and get them done as quickly as possible.

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, move your car to the left until it is in the pit area and slow down until you stop. It is a good idea to start slowing down before you get to the pits or you might miss them. Once you are stopped, the screen will change to the pit stop display. At the bottom of the screen is a menu of pit jobs to do, and other information about your position in relation to the other cars on the track.

Choose what you want to do in the pits by pulling back on the joystick to move the cursor under the function you want, and press the FIRE button. When a D appears next to that function, then it means that that job is done. Your time in the pits depends on what you are having done. When you have done what you need, choose the Leave Pits option, and you will be back in the race.

You can, if you are pressed for time, Leave Pits before the job is done, and get straight back to the race.

Yellow Flag - When the Yellow Flag is displayed, you must race all the way to the Start/Finish line to determine your position on restarting. Then if you want to go to the pits, keep going till you get there. If you don't want to go to the pits, keep going to the next Start/Finish where you will be repositioned in your restarting position, and the race will be restarted.

If you do go to the pits you can spend quite a long time in there, but if you're too long you'll get a warning message telling you to get out and back to the race, otherwise you'll get left behind.

Note - since the yellow flag results in repacking of the grid in new grid positions you can, in effect, have been almost a lap behind a car and be repositioned right next to it. This of course is only possible if you were on the same lap as the other car. Conversely, you could find that you have spent a lot of time and effort getting past a difficult car, only to have it repositioned right next to you!

Tyres and Fuel - Keep your eye on the tyre wear indicator. It will flash if the tyre gets worn beyond a safe level. Then you'll have to go to the pits and change it. If the level reaches zero you will be out of the race, usually with a crash!

Fuel consumption is based on how fast you are going, whether you are slipstreaming, if you are driving too much on the shoulder, and whether you are using Turbo Boost. You start with

22 gallons. The fuel indicator will flash when you are running low (run out of fuel and you'll be out of the race). Then you can get a refill in the pits. Remember, you can save time in the pits if you wish by choosing to only get a few gallons.

Car Collisions and Leaning on Cars - Collisions can be caused by running into a car that has stopped on the track; by stopping on the track and being run into from behind; by sliding out of a turn so quickly that you hit another car hard; or by running into the flags on the right shoulder. Other cars will usually try to get out of your way, but if they are boxed in by other cars then the chances are that you will crash. Other cars may slow down unpredictably, but they will never dangerously stop dead.

During the race, you can bump lightly into cars to influence them to move over, or lean on them during turns. To lean on a car, you must be on the left of it and have your joystick hard over to the left while your car is sliding out to the right. Too much leaning and you could crash. Leaning on another car is important because it allows you to retain your position while going full speed.

Blocking cars is possible by going in front of them and slowing down slightly. The car may slow down, but on the other hand it may get past you. Just remember not to slow down too much.

Some cars on the track try to block you whatever the cost. These cars can be tricked into boxing themselves in by making them follow behind a slower car.

Engine Trouble - For some unknown reason, your car's engine may develop trouble. This can be recognised by the car's inability to remain at a certain speed when you let go of the FIRE button. When this happens, it is advisable to make a pit stop and select the Check and Fix Engine option. If you don't, the engine may well break down, drastically lowering your top speed and possibly resulting in an accident. Remember, checking an engine is much quicker than having to fix it!

Game over - The game is over if you crash, run out of fuel, blow a tyre, or successfully complete the race. You will be returned to the starting Track Level screen.

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AUDIOGENIC LTD., P.O. BOX 88, READING, BERKS.