

*Shirley Muldowney's***TOP FUEL
CHALLENGE****AUTHENTIC
DRAG RACING
SIMULATION**COMMODORE® 64/128™
COMPUTER PROGRAM DRAG RACING**cosmi**

CD64-321

Shirley Muldowney, three time world champion in Professional Top Fuel Dragsters, has helped design this exciting, authentic 3D drag racing simulation.

Surrounded by all the drama and action of NHRA competition you select your equipment, qualify, burn in your tires, stage your dragster. Watch the Christmas tree lights, pop the clutch, hit the throttle, watch your tach, lean out your fuel. Shift just right and *maybe* when you pop your chute you'll have beaten Shirley in one of her actual races during her three winning years.

Don't red light, smoke your tires or blow your engine. It's a long season!

Shirley Muldowney's Top Fuel Challenge

OVERVIEW

Welcome to the exciting world of Top Fuel Drag Racing!! The goal of any drag race is to be the first one across the finish line. This in itself may sound simple, but there are many variables to consider. A few are: engine type, clutch setup, chassis setup, fuel mixture, tires, track conditions, your budget, and of course...your reflexes. Another less obvious, yet very important race that needs to be won at every event is the race against time to compute repairs and make adjustments to your vehicle within the time allowable. Thus, not only is it important to push your vehicle to the limits, you must do so in a way that preserves it as much as possible.

SYSTEM REQUIREMENTS:

1. The **SHIRLEY MULDOWNNEY TOP FUEL CHALLENGE** diskette.
2. Commodore 64 or 128 computer.
3. Disk drive and monitor
4. One joystick controller plugged into joystick port number 2.

LOADING THE PROGRAM:

1. Turn on the computer and wait for the flashing cursor and the READY message. Now turn on the Disk Drive. Wait for the red light on the drive to go out.
2. Insert the program diskette and close the drive latch. Type on the computer: LOAD`"*";8,1` (Press RETURN).

NOTE: During the course of the game, the disk drive must be left on with the game disk inside. Since during the course of the game, information is needed from it from time to time.

RACING FOR THE FIRST TIME:

After following the loading procedures, the computer will ask you if you would like to see the title sequence or not. Press F7 if you would like to skip the title sequence when the computer asks. If you do not press F7 at the proper time, the title sequence will load and run, and afterwards, the game will load and run.

After you have seen the title, or have skipped it, the EVENT screen will come up. This screen is explained under screen explanations. Once you have read the information, move the joystick, and the screen will EXIT to the PRE-QUALIFYING options screen. Again, this screen is explained under SCREEN EXPLANATIONS. You can do any of the options shown on the PRE-QUALIFYING options screen and the PRE-RUN screen. However, note that on most screens the clock showing the amount of time left until you MUST go and qualify or you MUST report to staging must be considered. If the clock runs out and you are not in the driver's seat, and at the start of the track, you will be disqualified.

SCREEN EXPLANATIONS:

Note: On many of the following screens, in order to EXIT, just move the joystick after the information has scrolled onto the screen. Other screens may require choosing an EXIT option. Finally, others will simply EXIT by themselves.

THE EVENT SCREEN:

The event screen displays information about the current event, location, how many points will be awarded, and how much money will be won. The entire game can only be completely restarted when the EVENT screen is being displayed, just press F3.

TRACK CONDITIONS SCREEN:

This screen gives information about each lane's condition and any other pertinent information.

MAINTENANCE SCREEN:

This screen allows you to adjust your vehicle to suit your needs. It also displays any problems with your vehicle. Just move the joystick to select your changes. Press the button to activate your choice. Note that each change needs a certain amount of time to be carried out, and this time is shown as well. When adjusting values, press the fire button, and each time you do, the value of the item will cycle through to the next possible value. For each press, the value will change until it wraps around.

To EXIT the maintenance screen, move the stick until the EXIT option comes up and press the button.

THE 3-D RACING SCREEN

This is your racing point of view showing the track, the cockpit of your vehicle, including the oil pressure, RPM gauge, and temperature. This is also the screen in which you do your burnouts. The computer will allow you a few burnouts before you do your run. Follow the directions on the screen to do burnouts or before you do your qualifying or regular run. The messages will appear after you have chosen to do your Qualifying or your Run.

Refer to DRAGSTER CONTROL for further information.

QUALIFYING SCREEN

This screen shows the breakdown of your qualifying run and Shirley Muldowney's as well.

RUN SCREEN

This screen shows the breakdown of your last RUN.

PERFORMANCE CHART

This screen shows your standing ('P' stands for Player) in relation to Shirley Muldowney's (shown by an 'S'). Other racers are displayed by an 'O'. This is an EVENT performance chart only.

Upon your qualification, you are given a 1 to 16 position in the 16 car field. The fastest 8 racers have lane choice and race against the slower 8 racers. You can look at this chart at any time after you have qualified to see how well you are doing versus Shirley. Only in the case of the bottom 16 pair-ups is the following true: The left-most portion of each pair-up is the one with lane choice, and, the #1 fastest qualifier is the left-most portion of the left-most pair. The other fastest 7 racers follow in order from left to right each one being the left-most portion of each of the following 7 pairs.

PRE-QUALIFYING and PRE-RUN OPTIONS screens:

These two screens allow you to choose what you would like to do before you do your Qualifying or regular runs. You can activate any of these options within the time displayed. However you must go Qualify or do your Run BEFORE your time runs out, if it does, you will be disqualified and you will no longer be able to compete in the current event. Move the joystick to choose your option, your current choice will be highlighted. Press the fire button to activate your choice.

END OF GAME:

The game will be over once you have completed all 14 events. At this time, your total points, money, and National standing will be shown. To start a new game press F3.

The GAME will end prematurely if you run out of money at any time.

DRAGSTER CONTROL:

CLUTCH/BRAKE — Press and hold the fire button, this acts not only as pressing the clutch in, but also activates the brake. Letting the button go releases the brake and lets the clutch out based upon how much weight you put on it during the maintenance option.

LOW GEAR/GAS PEDAL — Push the joystick forwards, the RPM's will increase. Let the stick center, and the RPM's will decrease. LOW GEAR will be used.

HIGH GEAR/GAS PEDAL — Push the joystick backwards, the RPM's will increase. Let the stick center, and the RPM's will decrease. HIGH GEAR will be used.

OPENING the CHUTE — If for any reason you need to stop quickly, like at the end of the track, or in emergency, press the Space Bar. And to aid in stopping, you may want to press the fire button to press in the clutch and activate the brakes.

The LEAN OUT switch — If during your run, you decide that 'leaning out' your fuel would aid in moving you faster, just press the 'L' key on the keyboard.

Steering — Move the joystick LEFT or RIGHT, the dragster will steer LEFT or RIGHT. Remember, turning too much when going very fast can lead to disaster. You can turn while pressing the GEAR/GAS PEDAL by moving the stick to the proper diagonal position.

THE CHRISTMAS TREE:

The Christmas tree is an electronic starting device composed of 2 vertical series of lights. Starting from the top, the lights are defined as follows:

- amber PRE-STAGE light
- amber STAGE light
- 3 large amber lights
- GREEN light
- RED light

As each vehicle inches forwards, they individually set their own PRE-STAGE light. Next, they inch a bit more forwards until they set the STAGE light. Both vehicles must STAGE before the 3 amber lights will trip and then the GREEN light will activate. Any vehicle that crosses the starting line before the GREEN will be RED lighted and immediately disqualified.

RACING TIPS:

- Hot tires have better traction
- A hot engine runs better, as long as it's not too hot.
- Very HIGH RPM's at take off can result in either burnout, nose-up, or in the case of bad timing with the clutch, engine failure.
- Too LOW RPM's can result in engine lag or stalling.
- Anticipating the light can result in a better reaction time, E.T., and perhaps a hole-shot.
- Better qualifying times result in lane choice.

GLOSSARY:

Air dam: Used to direct or block air flow. Used in front to prevent air flow to undercarriage, intended to prevent turbulence and lift.

Air foil: Stabilizer, generally used to create down forces, increasing stability and tire-to-track adherence at high speeds.

Burnout: Spinning of rear wheels at high RPM in water (Bleach Box) to heat and clean drive tire rubber prior to a run, resulting in increased traction.

E.T.: Elapsed time. The total time it takes to go from starting line to finish line.

Foul Start: When a car leaves starting line before green light starting signal.

Hole shot: Starting-line advantage achieved by the quicker reacting driver.

"The Lights": The measured "trap" section at the finish line where your running speed is calculated.

Terminal speed: Maximum or top speed at finish line.

"The Line": The starting line where the race commences and before which you stage your dragster.

Spoiler: see Air dam.

Wing: see Air foil.

Redlight: Term used to indicate a "false" or premature start causing disqualification.

Smoking the tires: Term indicating loss of traction to rear drive wheels resulting from excessive torque and loss of adhesion (Normal event during burnout).



415 N. Figueroa St., Wilmington, CA 90744 • (213) 835-9687
800-843-0537 Outside CA • 800-654-8829 In California