

# ❑❑❑❑❑❑❑❑❑❑ *Racing* **DESTRUCTION** Set™ ❑❑❑❑❑❑❑❑❑❑

## GETTING STARTED

### ATARI

### COMMODORE 64

#### To Start

Insert disk label side up  
(Game Disk side). XL:  
Hold Option key down  
until EA logo appears.

Turn on drive, turn on  
computer, insert disk and  
type: **LOAD "EA", 8,1.**  
If necessary, type  
**"SLOWER EA",8,1.**

#### Joystick Control

Port 1 for red car in  
1- or 2-players games.  
Port 2 for yellow car  
in 2-player games.

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When the theme music starts playing and the title screen appears, press the joystick button to bring up the Main Menu.

The top line in the Main Menu lets you select one or two players. Move the joystick **right or left** to highlight the option you want, then move the joystick **down** to move the highlight over the other options and press the button to select.

Selecting *Set Options and Race* from the Main Menu brings up a new menu. The selecting highlight will be on *Start Race*. Pressing the button will load the program for a two-lap race between two fully powered Can-Am racers equipped with racing slicks, on a track named Demo. (*Note:* You may be prompted to insert Side 2 of the game disk when you choose *Start Race*. If so, simply remove the game disk, flip it over, put it back in the drive and press the button again).

If you are racing against the computer (in the one-player game) you'll see a message saying that the computer is testing the jumps. You can stop the analysis and start the race by pressing the key named in the message. If you do so, the computer will not be smart about the right speed for the jumps or the right direction at the forks until it has driven several laps around the track.

Once the race starts it will proceed until both cars have crossed the finish line or until you press the "restart race" key listed in the Command Summary section.

## HOW TO DRIVE

The red car uses the top window and is always under joystick control. The yellow car uses the bottom window and is controlled by the computer in one-player games and by the joystick in two-player games.

Moving the stick forward is like stepping on the gas. Moving it back is like stepping on the brakes. Moving it to the left or right points the car toward the driver's left or right.

Practice controlling the car at first without worrying about wrecks. At the **Normal** difficulty setting, and with the **Racing/Destruction** option set on **Racing**, wrecks have no effect on a car's performance. Take advantage of this safety net to learn how to drive and to memorize the track.

## SET LEVEL & OPTIONS

Selecting *Set Level and Options* from the racing menu produces a new menu. When you have the settings you want, move the highlight up to *Exit* and press the button.

### DIFFICULTY LEVEL

**Normal** - The vehicles are invulnerable in regular races and very durable even in destruction contests.

**Advanced** - The vehicles are much less durable. At this level, if neither car is able to finish the race, press the Restart Race key listed in the Command Summary section.

**Severe** - The tracks have no safety walls. At this level, you can literally run your opponent off the track. Land mines are always fatal.

**COMPUTER VEHICLE (Handicap the Computer Opponent)** At the **Pro** level, the computer will drive the straightaways at the top speed available for its vehicle. At the **Expert** level, its top speed will be 10 mph slower, and at the **Novice** level, its top speed will be 10 mph slower than that.

### RULES

**Racing** - The goal is to complete the required number of laps (shown by the number on the starting spot) before your opponent does.

**Destruction** - The goal is still to complete the required number of laps before your opponent does, but you can now more actively interfere with his progress. In Destruction contests, vehicles can carry armor to increase their durability and crusher capability to increase the damage they can do by running into others. They can also carry either land mines or oil (for laying down oil slicks).

**GRAVITY** You can choose from 14 possible settings ranging from a low of the moon (1/6 of Earth's) to a high of Jupiter (2 1/2 times Earth's). Move the joystick right or left to scroll new possibilities into view. To get a feel for the range available, use a track with jumps (Demo will do) and try the Can-Am racers, first on moon gravity and then on Jupiter's.

**LAPS** You may select any number from 1 to 9.

**GRAPHICS** You can choose from 4 different backgrounds.

### **CHOOSE OR MODIFY VEHICLES (Vehicle Selection)**

Select *Choose or Modify Vehicles* from the Racing Menu, or *Vehicle Selection* from the Main Menu.

**CHOOSE/CUSTOMIZE OPTIONS** Select the *Choose/Customize Red Vehicle* or *Choose/Customize Yellow Vehicle* options to produce the basic car design screens. When you have moved the joystick and selected all the entries the way you want them, press the button to return to the vehicle menu.

The first three items in the vehicle design screen - **vehicle type**, **tire type** and **engine size** - are important to both racing and destruction games. As you use the joystick to flip through the possibilities, watch the bottom of the list for changes in traction, weight, top speed and acceleration which appear in response to the different choices.

Use these settings to create challenges for yourself (give the pro computer driver a Can-Am with a 5000cc engine, then try to beat it with a 3000cc one, for instance) or to create a handicap so a strong driver and a weaker one can still have an exciting contest. Notice also that different vehicles are better suited for different types of courses.

The second group of choices in the vehicle design screen - **land mines**, **oil gallons**, **armor** and **crusher** - are important for the destruction game.

Armor protects a vehicle from crash damage. A crusher delivers more damage when ramming an opposing vehicle. Both add weight to the car. In addition, you can drop land mines and oil slicks by pressing the joystick button.

**LOAD, SAVE, DELETE, FORMAT** The save and load vehicle options require a separate data disk. The first time you use a disk, select the format disk option and follow the instructions as they appear on the screen. This will erase any data already on the disk and it will prepare the disk for use with the Racing Destruction Set program

When you select *Load Red or Yellow Vehicles from Disk* and follow the on-screen instructions, a list of previously saved vehicles will appear. Move the highlight to the name you want and press the button to select.

### **CHOOSE OR MODIFY TRACK (Track Construction)**

Your Racing Destruction Set game disk contains 50 tracks, and you can make and save as many as you like. Selecting *Track Construction* from the Main Menu or *Choose or Modify Track* from the Racing Menu brings up the Track Menu.

### **LOAD, SAVE, DELETE, FORMAT**

The Load, Save, Delete and Format options work just as those described previously for vehicles. You can save tracks and vehicles on the same disk. Loading a track also loads the gravity, lap number and background settings in effect when the track was saved. Settings in place for other variables are not changed.

### **CONSTRUCT/EDIT TRACK**

Selecting *Track Construction* from the Main Menu or *Choose or Modify Track* from the Racing Menu brings up the Track Menu. Selecting *Construct/Edit Track* brings up the track construction screen.

**LAYING DOWN TRACK** The track layout currently in memory is displayed in the upper left-hand corner and the track parts box is to the right. To select a track piece, move the cursor over a track section, in either the track layout or the parts box, and press the button. Moving the cursor anywhere in the track area and pressing the button lays down a copy of the selected section.

**IMPORTANT:** A piece remains selected until you move the cursor out of the track area and press the button. To erase a track section, select the blank piece at the lower right-hand corner of the parts box and lay it down on top of the pieces you want to erase. On the C64, to erase everything and start over, move the cursor to the word *Clear* and press the button (the *Clear* option does not work on the Atari version). When you've built a complete circuit, use the same process to select the word *Exit*.

**MODIFYING TRACK PIECES** To modify track pieces, move the cursor to the word *Modify* and press the button. You can change the width, height and surface area of most of the pieces. When you've made all the changes you want for a piece, press the button. The cursor will move to the track area, primed to lay down the modified piece when the button is pressed again.

**SPECIAL TRACK PIECES** The first two pieces in the top row of the parts box can be made into **jumps**. The second two pieces allow **variable width** settings. The middle two in the bottom row are **start/finish** pieces. A track must have a start/finish piece with vehicles on it or it cannot be raced.

**HANDLING THESE PIECES DON'T MATCH MESSAGES** Adjacent pieces must match in height and width where they meet, otherwise you will get a *These Pieces Don't Match* message. If you want to put a new piece down and then adjust the old one(s) to create a match, just select *Drop* with the cursor and press the button. On the other hand, if you can solve the problem by changing the piece you are in the act of dropping, then select *Modify* and change it before laying it down. Note that pieces connected to nothing are considered mismatched. All pieces must connect to at least two other pieces.

If selecting *Exit* causes only one piece to be identified as mismatched, you will need to check and modify the connections between that piece and its neighbors.

**TRYING OUT A TRACK AND SAVING IT** When you believe you have a track with a start and finish line and completely connected matching pieces, select *Exit*. You can now try out your new track by selecting *Set Options and Race* off the Main Menu. However, it's a good idea to select *Save Track to Disk* first, to avoid losing your work in the event of a power failure. Just follow the on-screen instructions. You can type in a name for your track in the space provided. If you type a name already in use, the new track will replace the old one. You can use the same disk for saving tracks and vehicles.

## INVENTORY OF PRE-BUILT TRACKS

**demo** - Mostly pavement, Earth gravity, 2 laps.

**dirt8** - A figure 8 on dirt.

**big e** - Shaped like an 'e'.

**snake** - And a mean one at that.

**clover** - A classic with a few twists.

**spiral** - Lots of turns and jumps.

**jumps** - Not many, just big ones.

**headon** - Play chicken.

**roundabout** - And around and around.

**whichway** - Seven different routes.

**destruct** - The shortest track.

**tiger** - 16 opportunities to run into your opponent.

**variety** - Turns, crossovers, jumps.

**killer** - Good luck!

**supercross** - All dirt, 5 laps

**dragrace** - Just what it says!

## FAMOUS TRACKS

**fiorano** - Ferrari's backyard course.  
**weissach** - Porsche's test track.

**Indy** - Just a gruelling oval.

## GRAND PRIX CIRCUIT

These Grand Prix circuit tracks are listed in the order they were driven during the 1979 World Driving Championship. These tracks are all pavement, no jumps, Earth gravity, five laps.

**buenosaire(s)** - Argentina  
**kyalami** - South Africa  
**longbeach** - California  
**jarama** - Spain  
**zolder** - Belgium  
**monaco** - Monte Carlo  
**dijon** - France  
**silverstone** - England  
**hochenheim** - Germany  
**osterreich(ring)** - Austria

**zandvoort** - Netherlands  
**monza** - Italy  
**walkinsgle(n)** - New York  
**estoril** - Portugal  
**dallas** - Texas  
**lasvegas** - Nevada  
**detroit** - Michigan  
**meadowland(s)** - New Jersey  
**mosport** - Canada

## AMERICAN ROADRACES

**willowspri(ngs)** - California  
**daytona** - Florida  
**riverside** - California  
**searspoint** - California  
**roadameric(a)** - Wisconsin  
**midohio** - Ohio

**roadatlant(a)** - Georgia  
**bralnerd** - Minnesota  
**charlotte** - North Carolina  
**lagunaseca** - California  
**limerock(park)** - Connecticut  
**cleveland** - Ohio

## COMMAND SUMMARY

	<b>ATARI</b>	<b>COMMODORE 64</b>
<b>Restart Race</b>	Press <b>Start</b> . Select <b>Yes</b> .	Press <b>F3</b> . Select <b>Yes</b> .
<b>To Pause</b>	Press <b>Option</b> key. Press again to restart.	Press <b>Commodore</b> key. Press again to restart.
<b>Important</b>	Large design can cause strange screens... <b>WAIT</b> . High tracks limit car visibility.	Large design can cause strange screens... <b>WAIT</b> . <b>Do not</b> depress shift lock key or joysticks may misbehave.

**CREDITS:** Software © 1985 Rick Koenig, Connie Goldman, and Dave Warhol.

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