SCALEXTRIC

THE COMPUTER EDITION

SOFTWARE BY

Leisure Genius

For the Commodore 64

LG 214

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INSTRUCTIONS FOR THE COMMODORE 64

ACKNOWLEDGEMENTS

A LOADing SCALEXTRIC ®

LOADing from Cassette:-

1. Insert the **SCALEXTRIC**® cassette in the cassette unit and make sure it is completely rewound to the beginning.

2. Type the word **LOAD** and press the **RETURN** key on the keyboard. The computer responds with **PRESS PLAY ON TAPE** and you must press the **PLAY** key on the cassette unit.

3. The Commodore 64 displays the message **FOUND SCALEXTRIC** and you must respond by pressing the **C**= key on the bottom left of the keyboard.

4. Once the **SCALEXTRIC**® program is loaded, the titles display and the game starts. When the first prompt appears, press the **STOP** key on the cassette unit. Remove the cassette and keep it safe for next time.

LOADing from disk:-

1. Insert the **SCALEXTRIC**® program disk in the **VIC 1541** drive, being careful to hold it at the label end only!

2. Type the command **LOAD"*",8,1** and press the **RETURN** key on the keyboard. The computer responds with **SEARCHING FOR *** followed by **LOADING.**

3. Once the **SCALEXTRIC** ® program is loaded, the titles display and the game starts. When the first prompt appears, remove the disk from the **VIC 1541** disk drive and keep it safe for next time.

B   INTRODUCTION

The **SCALEXTRIC**® program is an exciting two-part game for 1 or 2 players combining both circuit design and race simulation features.

The program provides the players with the thrill and challenge of racing on 17 pre-set simulated Formula 1 tracks - both against each other or against the lap timer.

Circuits are easily designed using an icon-driven design utility and original circuits may be preserved for future games by saving to either cassette or disk.

Each player has a "heads-up" 3D view of the approaching race track and a plan view showing the car's position relative to the whole circuit.

An appendix at the back of the booklet shows the relative sizes and shapes of different types of track sections, together with a list of the Formula 1 tracks included in the program.

C   THE SET-UP PROCEDURE

After the title screens, the set-up prompts appear and can be dealt with as shown below:-

> **PLEASE ENTER NAME PLAYER 1:**
> Type a name up to 6 letters long followed by **RETURN**.
>
> **PLEASE ENTER NAME PLAYER 2:**
> If the 2nd player is to be a computer-generated racer, simply press **RETURN**. The program will provide a name for this player.
>
> If the 2nd player is a human opponent - then type a name followed by **RETURN**.
>
> **DO YOU HAVE A JOYSTICK PLAYER 1?**
> Press **Y** if you are using a joystick, if not then press **N**
>
> **DO YOU HAVE A JOYSTICK PLAYER 2?**
> Press **Y** or **N** (this question only comes up if there are 2 human participants).
>
> **DESIGN CIRCUIT?**
> If you wish to design your own circuit press **Y**, otherwise press **N**. (See the section on Design if you pressed **Y**)
>
> **LOAD TRACK?**
> Press **Y** if you wish to load a circuit saved previously - the program will prompt for disk or tape, and ask for a filename. Once the circuit has been loaded, you will be ready to race. (See the section on Race).

CHOOSE A CIRCUIT - ACCEPT?

If you pressed **N** for the prior prompt, the program will draw one of the 17 Formula 1 tracks included in the program. If you do not accept a track, the next one is drawn in order as listed in the appendix. If you accept and select a track by typing **Y**, you will be ready to race.

D   DESIGN CIRCUIT

The first operation in the design stage is to position the start/finish straight. A large cross in the centre of the screen marks the current position of the start. Move the cross to the desired position by using the keyboard cursor control keys (located on the bottom right of the keyboard).

The start/finish can be either Horizontal or Vertical - just press the letter **H** or **V** as appropriate. The track piece will be drawn on the screen.

You may now use either the cursor control keys or a joystick in **PORT 2** to select the next piece to be added onto the track. The available pieces are shown at the top of the screen, and the arrow will move to any desired piece. To select a particular piece, position the arrow and press **RETURN** or **FIRE** on the joystick. The piece chosen will be added to the track on the screen and also highlighted at the top of the screen. If you wish to use the same piece again, simply press **RETURN** or **FIRE** on the joystick.

To close a circuit, you must link up with the start/finish straight. This is achieved by adding track pieces until the last piece in the circuit is facing the start/finish straight and in the same direction (it may slightly overlap or be off-centre). At this point press **F7** and the program will close the circuit. If you are close enough, the program can actually fill in the gaps for you.

It is easy to correct any errors - press **F3** and the last piece placed on the track will be lifted.

You have an unlimited number of pieces to play around with - subject only to the space available on the screen and a few simple rules:-

1.   Banked curves should be used in groups of three.
2.   Although you may criss-cross in the design, you cannot make a full circle without any straights.
3.   Chicanes can only be added to other chicane pieces - and only the in/out chicane piece can start and end a chicane.

At any time, you may cancel the design by pressing F1 - this will return you to the start of the prompts.

Once the circuit is closed, you are able to save it for future games. The program prompts with **SAVE TRACK?** and you may keep it on either cassette or disk.

PLEASE NOTE:- MAKE SURE AN ALREADY FORMATTED DISK IS IN THE DISK DRIVE AND IS NOT WRITE-PROTECTED. DO NOT SAVE ON THE PROGRAM DISK AS THIS MAY CAUSE CORRUPTION.

Press **F5** after the circuit has been successfully closed to go on to the race section. The **F1** and **F5** options are flashed to let you know that it is now time to race!

E   RACE

You must now select the length of the race in laps - type in a number between 1 and 99 and press **RETURN**. If player 2 is a computer driver you will be asked for the **OPPOSITION QUALITY** - enter a number between 1 (least skilled) and 3 (most skilled).

The race-track appears with both cars positioned on the grid and waiting for the flag to drop.

Player 1 controls the red car with the track ahead in 3D in the centre screen window and the bottom left plan view. This player's name, speed and lap time are shown in the bottom left screen area.

Similarly, player 2 controls the yellow car with the track ahead in 3D in the top screen window and the bottom right plan view.

If the cars are close enough, they can appear in one or both screens. The position of each car in the track is shown on the appropriate plan view of the circuit as a small square.

Once the flag drops the race is on! To start moving, accelerate and press **FIRE** on Joystick or **LEFT** and **RIGHT** on Keyboard. You control your vehicle using the joystick or keys as shown below:-

Player 1	Player 2
Joystick Port 2	**Joystick Port 1**
Forward - accelerate	**Forward** - accelerate
Back - brake	**Back** - brake
Left - move left	**Left** - move left
Right - move right	**Right** - move right
Keyboard left-hand side	**Keyboard right-hand side**
D - accelerate	**;** - accelerate
X - brake	**/** - brake
SHIFT - move left	**<** - move left
Z - move right	**>** - move right

CURVES AND SKIDDING

There are 4 types of curve - **OUTER, STANDARD, INNER** and **BANKED.** These present different pictures to the driver and the car acts differently on each type. The sharper the curve the greater the centrifugal force exerted on the car -the lower the maximum speed at which you may go round without skidding. The banked curve allows a higher speed than a normal curve!

Once you start skidding, there is a pronounced "skid" sound and the car will drift outwards on the curve. You may stop the skid by braking sufficiently. **IF YOU ALLOW THE SKID TO PERSIST SO THAT YOU RUN ONTO THE GRASS VERGE, THE CAR WILL SLOW DOWN DRASTICALLY AND YOU CANNOT GET BACK ONTO THE TRACK UNTIL YOUR SPEED IS DOWN TO APPROXIMATELY 50 MILES PER HOUR!!**

CRASHING

In a crash, the car approaching from behind is always destroyed and that player loses the race immediately! However, if the relative speed of the 2 vehicles is less than 20 miles per hour, the car in front will be pushed along by the car behind.

If the vehicles have drawn level, one car may shove the other sideways in order to pass or simply distract the other driver. This does not cause a crash!

CHICANES

The chicane is only wide enough to accept one car - you must enter the chicane with your car approximately centred on the white lines or suffer a partial skid on the grass verge. This may slow you down considerably!

If both cars try to enter a chicane simultaneously, then one or both may suffer!

LAP TIMES

These are highlighted after each lap and held on the screen for a short while before resetting - it is useful to check the other player's time as well as your own.

At any time, you may abort the race by pressing **F3** and restart or change the circuit.

F APPENDIX

LENGTH EQUIVALENCE	FORMULA 1 CIRCUITS
4.49 x STRAIGHT A	RIO BRAZIL
4 x STRAIGHT B	ESTORIL
2 x STRAIGHT C	IMOLA
1 x STRAIGHT D	MONACO
1 x IN/OUT CHICANE	BELGIUM
1 x SKID CHICANE	VILLENEUVE
2 x SHORT CHICANE	DETROIT
	PAUL RICARD
	SILVERSTONE
180 DEGREE CURVE	NURBURGRING
	AUSTRIA
8 x OUTER	ZANDVOORT
4 x STANDARD	MONZA
8 x HALF STANDARD	BRANDS HATCH
2 x DOUBLE INNER	ROME
4 x INNER	ADELAIDE
8 x HALF INNER	KYALAMI
4 x CURVED CHICANE	
3 x BANKED	