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Contributed by Matt Kory  
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## *LEADER OF THE PACK*

**F**ar out! School's out and summer's here! So whaddya gonna do with all that time? I mean, there's so many fine foxes to meet and sizzlin' wheels to beat.

Remember what your big brother did? He spent a whole summer building a bitchin' Street Rod and racing for pink slips. And then he shut down the King of the Road. What a cool head!

Hey, you've got \$1200 saved up. Snag that newspaper, buy a rod, and get movin'. Cruise the boulevard. Cruise some chicks! Put some muscle on your machine, then burn rubber down to Burger's Bungalow and get up some action.

You know you can out-race half those dorks. Challenge 'em to a drag race, make 'em eat dust at the Aqueduct, or blow 'em out on Mulholland Drive. With the bread you win, you can get even better wheels and rule the rest of those woofers. Like, bitchin', man!

Before summer's through, you'll beat out the King of the Road. What a burn! And when his girlfriend Sherrie goes cruisin' for someone new, you'll be ready and revvin'!

## ***HOW TO COME-A-COME-A-COME OUT TONIGHT***

### **SYSTEM REQUIREMENTS**

#### **Computer**

- IBM® PC XT™, AT®, or compatible with 512K of RAM minimum (640K minimum for EGA mode)
- Tandy® 1000 or better with 512K of RAM minimum for CGA mode (640K minimum for 16-color mode)
- 8MHz minimum recommended speed

#### **Video Card**

- Hercules® monochrome
- CGA, EGA, VGA or Tandy 16-color

#### **Controller**

- Keyboard, mouse or joystick

### **LOADING THE GAME**

#### **To Play from Floppy Disks**

1. Plug in a joystick if you want to use it, and boot up your system.
2. Copy your original game disks to make back-up disks. Store the originals in a safe place and use your copies for play.
3. To play from one drive, insert Disk 1 into drive A. To play from two drives, insert Disk 1 into drive A and Disk 2 into drive B.
4. At the prompt, type A: and press Enter. Then type **SR** and press Enter to begin. (Enter **SR 1** if you have a two-drive system but only want to play from one drive.) During play, the game will prompt you to change disks as needed.

### To Play from a Hard Disk

1. Plug in a joystick if you want to use it, and boot up your system.
2. Insert Disk 1 into drive A. At the prompt, type A: and press Enter.
3. At the prompt, enter INSTALL C: (or any letter that indicates your hard drive). An installer program will create a directory called SR2 on your hard disk, and copy all the Street Rod II files into it. The program will prompt you to change disks as needed.
4. At the hard disk prompt, type CD SR2 and press Enter. Then type SR and press Enter to begin.

### To Watch a Demo Game

Complete Steps 1 through 4 for either floppy or hard disk play, typing **SR DEMO** (instead of SR) to begin the demo game. When you're ready, enter **CTRL Q** to quit the demo and return to the prompt.

### CHOOSING A VIDEO MODE

When the game loads, you'll see the Video Options screen. Select your video mode by pressing the correct number, or press any other key (except **Esc**) to accept the recommendation at the bottom of the screen. (Press Esc to quit the game and return to DOS.)

**Note:** Option 3 runs the game on a VGA card in CGA mode.

## COPY PROTECTION

After the Title and Credits screens, you'll be asked to make an entry from the text of the manual. Just follow the instructions on the screen. Cool heads always have their Owner's Manual where they can get to it fast.

Move the hand cursor to your selection with the joystick or mouse, and then press the fire button or left mouse button. Or press a key for the number next to the color you selected. (Use keys 1 through 0 for the numbers 1 through 10. Use F1 and F2 for the numbers 11 and 12.)

## GETTING YOUR DRIVER'S LICENSE

Hey, dude, you're just about ready. Fill in your name on your driver's license and you'll be legal. (It's not me, man, it's the fuzz that needs it.) Then press **Enter** or select **OK**.

## USING THE DAILIES

Action	Joystick/Mouse	Keyboard
Select a newspaper section.	Move the wrench to it and press the fire button or click..	Cars: press <b>C</b> or <b>U</b> . Parts: press <b>P</b> or <b>A</b>
Flip through the want ads.	Click on the right side to see the next page; left side to see the previous page.	Next page: press <b>N</b> . Previous page: press <b>P</b> .
Choose an item.	Click on its ad.	Use the arrow keys to move the wrench to it, then press Spacebar.
See, buy, or reject an item.	Click on the correct box.	See: press <b>S</b> . Buy: press <b>Y</b> or <b>Enter</b> . Reject: press <b>F</b> or <b>Esc</b> .
Go to the garage.	Click at the lower right corner, or click on the front page.	Press <b>G</b> or <b>Esc</b> .



You can't do anything without wheels. So look in the newspaper and pick one out. Just be warned: not every deal's a good deal just because it says so. Don't forget, these are USED cars. You don't always know what's under the hood.

You can buy parts from the newspaper, too. Let your fingers do the walking, so you can do the driving. The newspapers change, so if you see something you need, get it quick (if you have the dinero).

After you buy a car, you'll automatically drive to the garage.

## ***TEAR IT DOWN, BUILD IT UP!***

### **CARS**

<b>Action</b>	<b>Joystick/Mouse</b>	<b>Keyboard</b>
Select the car banner.	Move the wrench to it and press the fire button or click.	Press <b>C</b> .
Select a car from the list.	Click on it or use the arrows to the right of the list box.	Press 1 through 0 to select cars 1 through 10. Press F1 through F5 to select cars 11 through 15.
Switch or sell it.	Click on the correct box.	Switch: press <b>S</b> or <b>Enter</b> . Sell: press <b>L</b>
Make an offer when selling.	Type in your offer, then click on the Offer box.	Type in your offer, then press <b>O</b> or <b>Enter</b> .
Don't sell.	Click on Never Mind.	Press <b>N</b> or <b>Esc</b> .
Return to the garage.	Click on Forget It.	Press <b>F</b> or <b>Esc</b> .

You know, a guy can do a lot just hangin' out in his garage. Move the wrench around to see all the great stuff you've got. You can use your joystick, mouse or the arrow keys on the keyboard. When the wrench is touching an item, a message about it appears at the lower right. To use an item, press the fire button, click the left mouse button, or press Spacebar.

When a list appears, you can scroll through it by using the arrows on the right of the list box. Select the single arrows to scroll up or down by one item. Select the double arrows to scroll up or down by one page.

Be sure to watch your dough, though, just about everything you'll do costs money, except, like, lookin' at your spare parts. And you always gotta have some bread for gas and the Grudge Night entry fee (\$30).

You're fairly organized, so you keep a list of all the cars you own (even if you only have one). You can see the list by selecting the banner at the top of your work bench, the one that says your car's name. While you're looking at the list, you can switch cars in your garage, or sell one of them. Pretty cool, huh!

Make a high offer when you're selling a car. Don't be stupid and go sky-high, or you'll never sell, but try to get as much money as you can. If the buyer won't go for your first offer, make another one, a little lower.

**UNDER THE CAR**

<b>Action</b>	<b>Joystick/Mouse</b>	<b>Keyboard</b>
<b>Roll</b> under the car.	Move the wrench to the creeper and press the fire button or click.	Press <b>U</b> .
Select a part under the car.	Move the wrench around to find the part, then press the fire button or click.	Differential: press <b>I</b> . Muffler: press <b>U</b> . Exhaust: press <b>P</b> .
Choose an item from a list.	Click on the item or use the arrows to the right.	Press 1 through 0 for items 1 through 10. Press F1 through F5 for items 11 through 15.
Put the item on your car.	Click on Change.	Press <b>Enter</b> .
Don't make changes.	Click on Forget It.	Press <b>F</b> or <b>Esc</b> .
Return to the garage.	Click on Done.	Press <b>D</b> or <b>Esc</b> .

## CALENDAR

If you're just starting the game, then today's June 14, the first day of summer vacation. You've got three whole months, until September 14, to beat the King of the Road. Select the calendar or press X to see what day it is.

The current date has a box around it, and June 14 and September 14 are circled. Time files, especially when your car's down for repairs. Don't forget that the newspaper ads change, and that every Wednesday is Grudge Night.

## NEWSPAPER

Be sure to get your dime's worth. Select the newspaper or press **N** to take a look at the car ads. See *Using the Dailies* for more info.

Once you get under the car, you can perform a few miracles for speed. You'll want a differential that really lets your gears move! Keep your exhaust manifold in line with your engine's power. Dump your muffler if you can get away with it

Oh, yeah! Don't forget to buy some spare parts before trying to work under the chassis.

**TIRE JACK****Action**

Select the tire jack.

Select a set of tires from the list box.

Change the tires.

Don't change the tires.

**Joystick/Mouse**

Move the wrench to it and press the fire button or click.

Click on the set or use the arrows to the right.

Click on Change.

Click on Forget It.

**Keyboard**

Press **T**.

Press 1 through 0 to select tires 1 through 10. Press **F1** through **F5** to select tires 11 through 15.

Press **Enter**.

Press **F** or **Esc**.

You can buy racing tires in the newspaper. Better tires improve your handling. Back in the garage, use your tire jack. You'll have those cheater slicks on in no time. If you don't have an extra set of

tires, you won't be able to change them. If you're low on moola when you shop, you might have to settle for regular tires. Tires can't be resold, so once you buy 'em, they're yours for keeps.

**PAINT SPRAYER****Action****Joystick/Mouse****Keyboard**

Select the paint sprayer.

Move the wrench to it and  
press the fire button or click.Press **P**.

See the next color.

Click on Next Color.

Press **N**.

See the last color.

Click on Previous Color.

Press **P**.

Paint your car.

Click on Go Ahead.

Press **Enter**.

Don't paint your car.

Click on Forget It.

Press **F** or **Esc**.

A new color coat really spiffs up a car. Check through the available colors so you get what you really want. It's good to paint your car every so often. It keeps the other dorks jealous and inter-

ested. But it takes time and dollars, so you've got to figure out if it's worth the trade-off.

**GAS CAN**

**Action**

Select the gas can.

Select a pump handle  
at the station.

Fill up the tank.

**joystick/Mouse**

Move the wrench to it and  
press the fire button or click.

Click on a handle.

Move the handle to the gas  
cap on your car and click.

**Keyboard**

Press **G**.

Press **T**.



Fill 'er up by using the gas can. If your tank's not full, you'll automatically cruise on over to the gas station. (You can skip the cruising by pressing **Spacebar** or the fire button.) At the station, you can choose between the Regular and High Octane pumps. When you put the nozzle to your gas cap, you'll automatically fill up. Or you can put in just a few dollars by clicking on the handle again and putting it away.

Don't go cruising for action without enough gas in the tank to finish a race. Watch your bankroll, too, so you'll have enough money to top off. Gas ain't cheap. If you loiter at the station, the pump jockey will fill it up for you. You'll have to take some lip, but you might impress the other guys.

## RADIO

Select the radio or press M to turn off the tunes. Do it again to get those cool sounds back. Press **Ctrl** at any time to turn off all the game sounds. Press it again when you want the sounds back on.

**GREEN BOOK****Action**

Select the green book.

Return to the garage.

**Joystick/Mouse**

Move the wrench to it and press the fire button or click.

Click on the info sheet.

**Keyboard**

Press **I**.

Press **I** again.

The green book keeps tabs on your car status. Click on it or press **I** to check out the parts on your machine. You'll also get info on your gas level, max speed, and percentage of wear on your parts.

Use your green book; it's your friend. When parts are worn, you'll want to replace them pronto. (If you don't have the money, go out and earn it.) How else are you gonna shut down the King of the Road?

**GRUDGE NIGHT POSTER**

On Wednesdays, join the Grudge Night rumpus. Click on the poster or press **E**, and have \$30 ready. For more info, see ***Grudge Night***.

**CLOCK**

Select the clock to save your game, start a new game, resume an old game, or just plain quit. For more info, see ***Getting In and Out of Games***.

**SPARE PARTS CLIPBOARD****Action**

Select the clipboard.

Select an item in the list.

Sell the item.

Accept the offer.

Reject the offer.

Return to the garage.

**Joystick/Mouse**

Move the wrench to it and press the fire button or click.

Click on it or use the arrows on the right.

Click on Sell It.

Click on OK.

Click on No Thanks.

Click on Forget It.

**Keyboard**Press **L**.Press 1 through 0 for items 1 through 10.  
Press F1 through F5 for items 11 through 15.Press **C** or **Enter**.Press **Enter**.Press **N**.Press **F** or **Esc**.

The clipboard has your list of spare parts. These are usually things you've replaced with better parts at some time or other. They can be pretty useful in a jam, or when you gain another car that needs work.

If you need a little extra cash, why not sell some of your spare parts? No sense keeping things around that you can't use when you can turn them into helpful greenbacks. The price you'll be offered will depend on the wear and tear the part's suffered. Worn out parts won't be worth anything. Tires can't be resold.

### CHOPPING THE ROOF

Chopping the roof keeps your car cool, so the other guys will want to race you. It also reduces wind resistance and lightens your car. Click on the roof or press R. It'll cost you \$70 and about a day's time. If you still want to do it, click on OK or press **O** or **Enter**. If not, click on Forget It or press **F** or **Esc**.

You can restore a chopped roof with the same clicks and keystrokes.

**Bummer:** You can't chop the roof on some cars.

## REMOVING THE BUMPERS

Removing the bumpers is another way to make your wheels race-worthy. Click on the front or rear bumper, or press **F** or **B**. Bumper work costs \$15 and some time. To do it, click on OK or press **O** or **Enter**. If you change your mind, click on Forget It or press **F** or **Esc**.

You can restore bumpers with the same clicks and keystrokes. You might want to do this when you find out how much damage your missing bumpers cost you.

**Bummer:** You can't remove the bumpers on some cars.

## CHANGING THE TRANNY

Action	Joystick/Mouse	Keyboard
Get to the transmission.	Move the wrench over the front side of the car until you find it. Then press the fire button or click.	Press <b>A</b> .
Remove the transmission.	Click twice on each bolt.	Move the wrench onto each bolt and press <b>Spacebar</b> twice.
See available transmissions.	Click on Select.	Press <b>S</b> .
Select a tranny from the list.	Click on it or use the arrows to the right.	Press 1 through 0 for trannys 1 through 10. Press F1 through F5 for trannys 11 through 15.
Put the tranny on your car.	Click on Change.	Press <b>Enter</b> .

**Action****Joystick/Mouse****Keyboard**

Don't put the tranny on your car.

Click on Forget It.

Press **F** or **Esc**.

Return to the garage.

Click on Done.

Press **D** or **Esc**.

Getting the right transmission can turn a lead sled into a bitchin' rod. An automatic is the easiest to handle, but it's slow, with no get up and go! Three-speed manuals pop you off the starting line. Four-speeds are best, if you can afford 'em. Be sure to get the right tranny for your car make. Transmissions endure a lot of wear, especially in **road races**, so keep an eye on how yours is holding up.

When replacing your transmission, make sure you tighten the bolts. Otherwise, you'll go nowhere fast.

## **POPPING THE HOOD**

### **Action**

Pop the hood.

Remove engine parts.

Disconnect the engine wires.

See a list of parts.

Select a part from the list.

Install the part.

### **joystick/Mouse**

Move the wrench to it and press the fire button or click.

Click twice on each bolt.

Click on them.

Click on Parts.

Click on it or use the arrows.

Click on Change.

### **Keyboard**

Press **H**.

Press 1 through 9 for bolts 1 through 9.

Press **W**.

Press **P** or **S**.

Press 1 through 0 for parts 1 through 10.  
Press F1 through F5 for parts 11 through 15.

Press **Enter**.



**Action****Joystick/Mouse****Keyboard**

Don't install a part.

Click on Forget ft.

Press **F** or **Esc**.

Tune the engine.

Click on Tune. Then click on the arrows on the engine to align the red notch with the red bar.

Press **T**. Move the wrench over the arrows on the engine and press **Spacebar** to align the red notch with the red bar.

Return to the garage.

Click on Done.

Press **D** or **Esc**.

Like, wow! With the hood open, you can see the carburetor, manifold and engine. Now you can install engine parts and tune that baby.

If you remove a bolt by mistake, click on the bolt hole or press the correct number key to replace the bolt. Then screw it back in. Be sure you disconnect the engine wires before removing the engine. Replace parts in the reverse order you took them out, and then reconnect the engine wires.

While working under the hood, you could decide to buy new parts. Make sure you get parts that fit. Different makes of engines and parts will only fit on certain cars. For example, you can only put a GM engine in a Chevy. Some parts, though, will fit all cars.

Your car may not run after you work on it. Pop the hood again and check that all the parts are in place with the bolts fastened down tight. You can only tune your engine when it's running, with everything in place and the bolts fastened.

#### PARTS THAT FIT

<b>Part Makes</b>	Chrysler	Ford	GM
<b>Car Makes</b>	Dodge	Ford	Buick
	Plymouth	Lincoln	Chevy
		Mercury	Olds
		Shelby	Pontiac

## HANGING OUT AT THE DRIVE-IN

**T**he garage is pretty cool, but you can't pad your bankroll or impress Sherrie by standing around. Are you ready to roll? Then let's do it! Click outside the garage door or press **D** to hit the

street. You'll start cruising towards Burger's Bungalow. You can enjoy the ride or press Spacebar to skip it.

Action	Joystick/Mouse	Keyboard
Pop a hood.	Move the hand cursor over your opponent's hood and press the fire button or click.	Press <b>H</b> .
Challenge someone.	Click on your opponent's car.	Press <b>C</b> .
Choose a race.	Click on the correct box.	Drag race: press <b>D</b> . Mulholland Drive: press <b>U</b> . Aqueduct: press <b>A</b> or <b>Enter</b> .
Choose Drag Race stakes.	Click on the correct box.	For kicks: press 1. \$10: press 2. \$50: press <b>3</b> or <b>Enter</b> .

**Action**

Choose Road Race stakes.

Don't race.

See a list of previous challengers.  
Choose a challenger from the list.

Call the challenger.

Don't call a challenger.

Return to the garage.

**Joystick/Mouse**

Click on the correct box.

Click on Forget It.

Click on the guy loitering by the door.  
Click on the person's name, or use the arrows on the right.

Click on Call.

Click on Forget It.

Click on your door panel.

**Keyboard**

\$25: press 1. \$150: press 2.

Pink slips: press **3** or **Enter**.

Press **F** or **Esc**.

Press **O**.

Press 1 through 0 for challengers 1 through 10.  
Press **F1** through **F5** for challengers 11 through 15.

Press **Enter**.

Press **F** or **Esc**.

Press **Spacebar**.

Burger's Bungalow is a happening place. You can hang loose and check out the competition when they pull up next to you. You can even pop a hood or two.

When you find a street rodder with a car you think you can beat, challenge that dude or chick. (Yes, chick! The Bungalow is where it's at, man.) If you're good, you can win some bucks. If you're great, you can win the other guy's rod!

You can drag race or road race. Drag races are held on a mile-long straight track. Road races present winding courses about two and a half miles long. Co ahead and bet. Your opponent may dig it or think you're a wimp. See what's the buzz — if the other guy doesn't like your bet, you can make another before he or she drives off.

Some challengers will only accept a road race after you've run a drag race. The hottest drivers will only race you after you've racked up a few wins. The happenin' dudes will also be impressed by how your car looks. The more care you give your rod, with a new paint job, racing slicks, and so on, the cooler you'll be.

## **RACING**

<b>Action</b>	<b>joystick</b>	<b>Mouse</b>	<b>Numeric Keypad</b>
Accelerate.	Move handle up.' Move it up left or up right to steer while accelerating.	Press right button. Roll the mouse while pressing to steer while accelerating.	Press 8. Press 7 or 9 to steer left or right while accelerating.
Steer left or right.	Move the handle left or right.	Roll the mouse left or right.	Press 4 or 6.
Brake-	Move handle down. Move it down left or down right to steer while braking.	Roll mouse down. Roll down left or down right to steer while braking.	Press 2. Press 1 or 3 to steer left or right while braking.
Shift.	Press fire button.	Press left button.	Press <b>Spacebar</b> .

Action	Joystick	Mouse	Numeric Keypad
Shift up.	Accelerate, release the handle and quickly press the fire button, then resume accelerating.	Accelerate, release and quickly press the left button, then resume accelerating.	Press <b>7</b> , <b>8</b> , or <b>9</b> to accelerate, release and quickly press <b>Spacebar</b> , then resume accelerating.
Shift down.	Brake, release the handle and quickly press the fire button, then resume braking.	Brake, release and quickly press the left button; then resume braking.	Press <b>1</b> , <b>2</b> , or <b>3</b> to brake, release and quickly press <b>Spacebar</b> , then resume braking.

At the starting line, start revvin'! When the light Goes green, floor it! (But don't jump the light, or the race will be cancelled.) Swerve (eft and right to keep the other guy behind you, bump him or her, or pass. If you're uncool, you may crash or

get stopped by the *fuzz*. Don't hit the starter!

Drag races test how fast you can get off the line, and your short-course driving skills. Time your shifting and acceleration to get the head start

without blowing your engine or jumping the light. The guy who's first off the line will usually have the advantage.

In road races, you've gotta get a handle on your speed, controlling it on straightaways and blind turns, learning to downshift without losing your advantage. If you brake too hard, your opponent can blow past you. If you don't brake hard enough, you'll kiss dirt {as well as lose!}.

### **BLOWING YOUR ENGINE**

Cranking your engine up too far will blow it. Cool guys have a tachometer on their dash. If you have one, watch it. When the indicator goes into the red, you're in trouble. Down shift — or expect the worst.

If you do blow your engine, you'll go back to the garage, where you have the joy of replacing everything under the hood. Just hope you've got the bread and the time to do it. Bummer, man.

**Copacetic:** It's almost impossible to blow an automatic transmission.

### **DROPPING YOUR TRANNY**

The coolest dudes speed shift — shift gears without releasing the accelerator or brake. Warning! Warning! Warning! If you're inexperienced, speed shifting can drop your transmission. When this happens, you go back to the garage pronto, with a heavy repair bill.

**Copacetic:** You can't drop an automatic transmission.



## **CRASHING**

### **Action**

Fix a wrecked car.

Junk it.

### **Joystick/Mouse**

Click on the correct box.

Click on the correct box.

### **Keyboard**

Press **F** or **Enter**.

Press **J** or **Esc**.

When you crash (and you'll know it), you immediately get a hefty repair bill. Sometimes your vehicle will only be worth its scrap value. If you repair your rod, the cost is deducted from your wad and you end up in the garage with a convalescing clunker (and stock tires only). If you junk your wreck, you'll get whatever its scrap value is.

## **HERE COME THE FUZZ!**

Speed signs are posted, and speeding is against the law. The local police will help you realize this. When you hear a siren, the bulls are closing in. You can slow down and pull over, or try to outrun them. The amount of your ticket will show whether or not you impressed the fuzz.

If you don't have enough dinero to cover your ticket, you'll be hauled off to the slammer and your summer (and the game) will be over.

## GRUDGE NIGHT

**W**ha-ooh! Time to raise a little rent at Grudge Night, every Wednesday. Click on the Grudge Night poster or press **E**, have \$30 dollars ready, and you're in.

The hot guys and chicks are lined up according to their driving prowess. From the starting line, you'll first set your breakout time. Driving and shifting is the same as for racing. Drive conservatively, but expertly. Don't cross the center line or you'll be disqualified. Pretty humiliating, guy.

Next, you'll be paired against another driver for the elimination runs. At the green light, take off. Try to keep close to, but not under, your breakout time. If you do, you can stay in the race. Otherwise, adios!

Winning on Grudge Night is a big boost to your reputation. You might even impress the King of the Road, besides winning the Grudge Night purse.

**Y**ou win races by being the first across the finish line. When you win, you'll see your finish time and top speed. The other guy pays off, which may mean you win his or her car.

If the other guy wins, you'll see the percentage of the race that you finished and your top speed. You also lose your bet, which could be your wheels.

To win the game, you've got to shut down the King of the Road before the summer's over. And he won't even agree to race you until you're good enough, and your ride is bad enough. Get lots of experience in all types of races to get the King interested. Occasionally, he'll cruise through the drive-in to let you know which race you've gotta win next in order to challenge him.

The King is really the best, so you better be ready before you challenge him. You gotta have a top performance car in prime condition with a high max speed, or forget it. So race, race, race, win lots of money, buy a hot car, and get it in as good a shape as possible. You can beat the best, and be the best. And then you can tell it to Sherrie.

### **WALL OF FAME**

The Wall of Fame appears at the end of a game. It shows the top players who bested the King of the Road, ranked according to how long it took them. The sooner you beat the King, the higher up you'll be on the list.

## TIPS & TRICKS

Start out with a car with automatic transmission. It's almost impossible to blow your engine, and you can't drop your tranny, so this is a good choice for beefing up your driving skills. When you're ready, buy yourself a present — a stick shift and some racing slicks.

Racing for kicks is a good way to see what your vehicle can do, and check out your opponents. But keep an eye on the calendar. The summer's only 12 weeks long and you've got to win some real races.

After bumping your opponent so he or she falls behind, step on the gas to create a big lead. (Watch that starter!)

Swerve while driving to block your opponent from passing.

Before selling parts, check the want ads to see what the going price is. That'll help you know whether to accept or reject an offer.

Before selling your car, check out its original price in the dailies. Customized cars have a higher resale value than stock models.

Don't be afraid to spend money on your car. A little bit of custom work goes a long way.

Action	Joystick/Mouse	Keyboard
Select the clock.	Move the wrench to it and press the fire button or click.	Press <b>Q</b> .
Save your game.	Click on Save Came.	Press <b>S</b> or <b>Enter</b> .
Restart an old game.	Click on Old Game.	Press <b>O</b> .
Start a new game.	Click on New Game.	Press <b>N</b> .
Quit playing.	Click on Quit.	Press <b>Q</b> .
Return to the garage.	Click on Forget It.	Press <b>F</b> or <b>Esc</b>

**A**t any time, you can save a game, start a new game, restart an old game, or quit altogether. Select the clock in the garage, and then select what you want to do from the menu that appears.

### SAVING A GAME

To save a game, type a unique name on the police blotter for the game you just played. Then select Save or press **Enter**.

### PLAYING AN OLD GAME

To restart an old game, select its name on the police blotter. Then select Load or press **Enter**,

### STARTING A NEW GAME

To start a completely new game, type your name on the driver's license. Then select OK or press **Enter**.

### QUITTING

When you quit, you can exit to DOS or return to the game if you change your mind.

## GENERAL

Move cursor	Arrow keys
Skip screens	Spacebar
Select chosen item	Enter
Forget it, skip it, cancel	Esc

## JUKE BOX

Selecting a color	1 through F2
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## GARAGE

<b>Bumpers</b>	
Front	F
Rear	B
OK	O or Enter
Forget it	F or Esc

<b>Calendar</b>	X
<b>Cars</b>	C
Select	1 through F5
Switch	S or Enter
Sell	L
Make offer	O or Enter
Never mind	N or Esc
Forget it	F or Esc
<b>Clock (quit)</b>	Q
Save game	S or Enter
Old game	O
New game	N
Quit	Q
Forget it	F or Esc
<b>Creeper (under the car)</b>	U
Differential	I
Exhaust	P
Muffler	U

Select item	1 through F5
Install item	Enter
Forget it	F or Esc
Garage	D or Esc
<b>Drive</b>	<b>D</b>
<b>Gas</b>	<b>G</b>
Fill 'er up	T
<b>Green Book (car info)</b>	<b>I</b>
Garage	I
<b>Grudge Night</b>	<b>E</b>
<b>Newspaper</b>	<b>N</b>
Cars	C or U
Parts	P or A
Next page	N
Previous page	P

See	S
Buy	Y or Enter
No	F or Esc
Garage	G or Esc
<b>Paint</b>	<b>P</b>
Next color	N
Previous color	P
Go ahead	Enter
Forget it	F or Esc
<b>Pop the Hood</b>	<b>H</b>
Remove/install bolts	1 through 9
Engine wires	W
See parts	P or S
Select a part	1 through F5
Install the part	Enter
Forget it	F or Esc
Tune engine	T; Spacebar to align
Garage	D or Esc



**Radio (music on/off)**

M

**Roof**

R

Chop it

O or Enter

Forget it

F or Esc

**Sound (on/off)**

Ctrl

**Spare Parts Clipboard**

L

Select item

1 through F5

Sell

C or Enter

Accept offer

Enter

Reject offer

N

Forget it

F or Esc

**Tire Jack**

T

Select tires

1 through F5

Change tires

Enter

Forget it

F or Esc

**Transmission**

A

Remove/install bolts

Spacebar twice

See parts

S

Select a part

1 through F5

Install

Enter

Forget it

F or Esc

Garage

D or Esc

**DRIVE-IN****Pop a hood**

H

**Challenge**

C

**Drag race**

D

For kicks

1

\$10

2

\$50

3 or Enter

**Multiball Drive**

U

\$25

1

\$150

2

Pink slips

3 or Enter