



Quick start Loading and Playing Instructions for IBM

Drivers Start Your Engines!

What you need

- o IBM PC, Tandy 1000, or 100% compatible computer
- o Color monitor
- o Joystick (optional)
- o 640K RAM
- o Hercules, CGA, EGA, or VGA/MCGA graphics

Make Backups

If you play the game from floppy disks, you should make backups of your disks. See your computer manual for instructions. Then put the original disks in a safe place.

Loading Instructions

Floppy disks

1. Turn on your computer.
2. When you see the drive prompt, put disk 1 into drive A.
3. Type A: and press Enter.
4. When the A: prompt appears, type SETUP. The Systems Configuration screen appears. Make the appropriate selections for graphics and sound, then exit.
5. At the A: prompt, type BENC to start the game.
6. As you get into the program and start playing the game, you will be prompted to insert disks. Follow the on-screen instructions.

Hard disk

1. Turn on your computer.
2. When you see the C: prompt, put disk 1 into drive A.
3. Type A: and press Enter.
4. When the A: prompt appears, type SETUP. The Systems Configuration screen appears. Make the appropriate selections for graphics and sound, then select Install game to hard disk.
5. Follow the on-screen instructions to load the floppy disks onto the hard disk.
6. When you turn on your computer, type cd\BENC at the C: prompt. Then type BENC to start the game.

Systems configuration

Use this screen to get the game set up to suit your computer system. The setup needs to be done only the first time you play the game. To get to this screen, type SETUP at the A: prompt after you have put disk 1 in drive A.

- o Video display**
Highlight the graphics mode that is appropriate for your computer.
Then press Enter
- o Sound option**
Highlight the sound mode that is appropriate for your computer. Then press Enter. If you don't know your computer's sound capabilities, select PC.
- o Install game to hard disk**
See instructions above.
- o Exit**
This returns you to DOS. At the drive prompt, type BENC to start the game.

Starting the game

You see the title screen and credits. Press any key to continue.

Password

On the password screen, you see a number and a picture of a race track.

1. Look up the password in the Password Booklet to find the track that corresponds with the number on the screen.
2. Use arrow keys to scroll through the pictures of the tracks until you reach the track that corresponds with the number.
3. Press Enter. The Main Menu appears.

Main Menu

You have four choices on the Main Menu: Car Selection, Race Selection, Track Selection, and Start Racing. Each of these items is explained in detail in the instruction manual.

Quick Start Racing

If you want to begin racing immediately, highlight Start Racing and press Enter and you will automatically begin practicing with a Ford Thunderbird and Bill Elliott on the Daytona track.

How to make menu selections

As you prepare to race, you have some choices to make in order to get set up. You may use the joystick or the keyboard to make menu selections.

o Joystick

- Use the joystick to scroll up, down, left, and right
- Button 2 accepts the selection that is highlighted
- Button 1 accepts all of the information showing on the screen

o Keyboard

- Use the arrow keys to scroll up, down, left and right.
- Enter accepts the selection that is highlighted.
- Space accepts all the information showing on the screen.

System Menu

Before you begin racing, there are some program items you may want to use or adjust. To get the System Menu, press F10. Also see the Hot Keys on the next page for short cuts to these items.

- o Save Game — This function allows you to save all selections made off of Main Menu and will save Championship Season status between races only.
- o Restore Saved Game — This function allows you to start up the Championship Season you saved where you left off.
- o Music On/Off — This option allows you to turn the music on or off.
- o Sound Effects On/Off — This option allows you to turn the sound effects on or off.
- o Configure Joystick — This function allows you to configure your joystick. Follow the on-screen instructions.
- o Quit Game — This function allows you to quit the game and return to DOS.

Press F10 to return to the Main Menu.

How to drive your car

You may drive your car using either the joystick or the keyboard.

oJoystick

- Push the joystick forward to accelerate.
- Pull the joystick back to brake.
- Press Button 1 to shift the gears down.
- Press Button 2 to shift the gears up.

oKeyboard

- Press the up arrow to accelerate.
- Press the down arrow to brake.

Hot Keys

The following keys are useful shortcuts to a variety of functions.

General game keys

Ctrl	B	Toggles music on/off
Ctrl	E	Toggles sound effects off/on
Ctrl	J	Activates joystick (only before a race)
Ctrl	K	Activates keyboard
Ctrl	L	Loads the saved game
Ctrl	P	Pause game
Ctrl	Q	Exits game
Ctrl	S	Saves game
F10		Shows Systems Menu
Space		Exits current screen
Enter		Next item, accept input
Backspace		Previous item
ESC		Cancels any changes and returns to Main Menu

Keys Used during a race

Arrow keys	Steering	
Enter	Shift gear up	
Space	Shift gear down	
Backspace	Toggles leader board on/off	
Tab	Activates instant replay	
Esc	Exits the race	
b	B	Toggles the cars to polys/bitmap
m	M	Toggles rear view mirror on/off
o	O	Toggles objects off/on
t	T	Let's you tune your car (only in practice mode)
x	X	Turns driver's head to the right
c	C	Sets driver's head to zero
v	V	Turns driver's head to the left

Tape functions during instant replay

Esc	Exit replay
F2	Slow motion
F3	Pause the replay
F4	Stop the replay
F5	Rewind the tape
F6	Play the tape
F7	Fast forward
F8	Move forward one frame
F9	Move backward one frame
Del	Clear the replay

Camera functions during instant replay

F1	Cycle through 6 camera views
[Increase camera height
]	Decrease camera height
Z	Zoom in
z	Zoom out
A	Swing camera to the right
a	Swing camera to the left
#0 to 9	Train camera on opponent car
- , =	Train camera on player's car
, <	Cycle backwards through cars
. >	Cycle forward through cars