

# ROAD RALLY USA - IBM PC and PCjr

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**PREPARING YOUR DISK** - Before you can run the Road Rally USA program you must first copy the necessary DOS files onto your game disk. Do this just once, the first time you play. Here's what you do: Open your disk drive door and insert the DOS disk. (If you have two drives, use Drive A, the one on the left or bottom.) Turn your computer on. In a few seconds you will be asked to enter the date. Simply press ENTER. Next, you will be asked to enter the time. Press ENTER once more. If your computer has only one disk drive, follow these steps: 1) Take the DOS disk out of the drive. Insert the ROAD RALLY U.S.A. disk (game disk), picture side up, and close the drive door. 2) Type "setup 1" and press ENTER. When the disk insertion statement is displayed, press ENTER again. Now wait until the red disk drive light goes off. 3) It's time to do some switching. Follow these rules: when asked for the Drive A disk, insert the game disk in the drive; when asked for the Drive B disk, insert the DOS disk. 4) Begin by removing the disk and reinserting the DOS disk. Press ENTER. 5) Continue switching disks each time the computer asks you to do so. Be sure to wait until the disk light goes off before proceeding. 6) You'll have to switch disks eight times. After your final switch the Road Rally U.S.A. game will automatically begin, and you're ready to play! If the computer has two disks drives, follow these steps: 1) Take the DOS disk out of the drive A and place it in Drive B. Then place the Road Rally U.S.A. disk in Drive A. 2) Type "setup 2" and press ENTER. Wait a few seconds as the DOS files are copied. Then the game will start automatically and you're ready to play! (Note: The program disk cannot be duplicated. See warranty card for disk replacement information.) For the protection of your disk, place a write-protect tab over the notch once DOS has been added. **GETTING STARTED.** Be sure you have copied DOS onto your game disk. Then slide the Road Rally U.S.A. diskette (with the picture facing up) into your computer's disk drive. (If the computer has two disk drives, use the one on the left or bottom.) Close the drive door. Then turn on the computer. The first thing you will see after the title sequence is a question asking if you have a color monitor. Press Y for YES or N for NO. Repeat the same procedure when choosing the option for sound. Then the game menu will appear and you're ready to go. (Note: At any time during play, sound can be turned off by pressing "S" on the keyboard. To turn sound back on, press "S" again.)

**READY TO RALLY** - Get ready. Get set. And you're off on a romping road race across the U.S.A. Your goal - to reach all your target sites before time runs out. (You'll be driving real roads to real locations.) Use your maps and clue cards to pinpoint the sites, then navigate the highways to your goal.

**CHOOSE A REGION** - First, decide where you want to play. The U.S. has been divided into seven geographic regions, with an average of 24 targets sites per region: New England, Middle Atlantic, Southeast, South Central, Northwest, and North Central. Press SPACE BAR to see the different regions. Press ENTER to choose the region you'd like. **CHOOSE A LEVEL** - Next, choose your level. There are three game levels which differ in the number of targets sites, the types of clues you will get, and the number of obstacles you'll face **SUNDAY DRIVER**: 3 target sites, site names are given, few obstacles **Casual Cruiser**: 3 target sites, clues describe site, more obstacles **HIGHWAY HOT SHOT**: 5 target sites, clues describe sites most obstacle Press SPACE BAR to move the flag to a level name. Press ENTER to choose your level. **CHECK OUT THE SCREEN** - As you play, you'll see two of maps on the screen: A region map shows the entire region you've chosen, with all sites marked, but not named. A flashing cursor shows your car's position. At any time during play you can review this map to get your bearing by pressing R. Section maps are where you do your driving. They show close-ups of small areas of a region. There are about 20 sections in each region. Drive from section to section by following a road off the edge of the screen. **START YOUR ENGINE** -At the beginning of the map of your region and the name of your starting location will appear on the screen. Your location will be marked on the map by a flashing cursor. Remember that position! Then press ENTER. The screen will change to a close-up map with your car at its starting place, and your first clue will appear. If you've chosen the **SUNDAY DRIVER** LEVEL, the clue will name your first target site. (A site can be a city, a national monument, or a geographic landmark.) If you've chosen a higher level, your clue will tell you about the site. You'll have to discover the site name. **MAKE FOR THE MAP CARD** - Before you start driving your best is to pull out the map card for your region. (If you're not sure of your target site, the information on the front map and the facts on the facts on the back will help you to figure out what it is.) If you know your site, use the map to find your target and starting point. Plan the best route between the two, and you're ready to go! **DASHBOARD DYNAMICS** - Next direct your attention to the dashboard on the right of the screen. The gauges will give you important information about your status as you play. **SECTION LOCATOR** - A movable box on the region map shows the location of the section map in which you are currently driving. **GAS GAUGE**- Strip on gauge shrinks to show how much gas you have left. **ROAD INDICATOR** - Shows current highway location. Shows how much time you have left (each game is 12 minutes long) **SITE MARKERS** - Light up to show number of sites visited. **RADIO**-Flashes to warn of some obstacles. **CAR COUNTER**- Show how many cars you have (you start with a total of four cars) -cars are lost by hitting obstacles and running out of gas) **SCORE**-Keeps a running point total (score depends on time used, bonuses, number of wrong site guesses, and cars remaining) **SPIN YOUR WHEELS** - Now, look back at the close-up screen, find your car, and take the wheel. The name of the road you are on will appear on the dashboard. Compare it with your route plan. Then step on the gas and head for your first target site. Use J, K, M & I To steer your car. Press SPACE BAR to stop. (Driving tip: To make a turn smoothly, you can press the letter key before you get there. Your car will automatically turn at the first available chance.) Are you on the right track? To be sure, check the names of sites along the way by pressing SPACE BAR to stop next to them. This will help you find your way, and also get to know the region. **WATCH OUT** - By the way, we ought to warn you about obstacles you'll face as you motor across the miles-things like falling trees, landslides, and other nasties that you'll have to discover. If you get zapped by an obstacle, you lose a car. So keep your eyes open for these car crashers. If you see one threatening, stop (by pressing SPACE BAR) or change your course-fast! Two other things you'll want to watch for, but not to avoid, are bonus people and gas stations. Bonus people are the flag wavers by the side of the road. Stop your car next to one to get extra points. As for gas stations, stop your car next to one of these to fill your tank. Run out of gas and lose a car-it's that simple! So keep an eye on your gas gauge!

**ON SITE** - Finally, you've driven the roads, avoided obstacles, and reached your goal. Stop at the site, press SPACE BAR and the site name will appear on the screen. Press ENTER to make your guess. If you've guessed the right site maker will flash on your dashboard. Waste no time, press ENTER again to get your next clue, and you're off to a new site. Find all of your target sites before time runs out, and you win. So, off you go! Take the challenge and be a Road Rally driving ace!