

## IBM® Drag Race Eliminator - *Instructions*

Turn on your IBM PC or compatible computer and boot DOS in the normal fashion. At the DOS prompt, insert the game disk into the drive unit, type **DRAGS**, and press Enter.\* Select your type of display and input device from the choices listed, by pressing the appropriate number key (1-4). If used, joysticks must be attached and centered during loading. After a short pause, a title screen will display a wheel standing, nitro-burning, Top Fuel Dragster. The Main Menu offers the following 1988 NHRA classes of competition and levels of game play:

- 1) TF/D Top Fuel Dragster
- 2) TF/FC Top Fuel Funny Car
- 3) TA/D Top Alky Dragster
- 4) TA/FC Top Alky Funny Car
- 5) PRO/S PRO Stock



Top Fuel cars have 2 speed transmissions, Top Alky cars have 3 speeds, and PRO Stock cars have 4 speeds. Although the Top Fuel dragsters are the fastest, cars with less horsepower must have numerically higher final drive ratios and more gears in order to accelerate quickly. Therefore, the difficulty level is increased, with a larger margin for driver error, in the lower classes. Use a joystick to move the pointer to the desired class of competition and press the fire button. To select from the keyboard, press the Alt key and then Enter. Next, a sub-menu screen will appear offering the following modes of game play:

1) **One Player Practice** - In this mode, a player may practice racing either of the two cars. The driver races for "time" only. In the actual sport, these practice runs are called *time-trials* and are used to hone the drivers skills and tune the car in preparation of the actual competition, or eliminations.

2) **Two Player Competition** - Two players simultaneously compete against each other in a drag racing *match race*. The first player to win twenty (20) rounds of competition will be declared the winner of the match.

3) **Computer as Opponent** - This mode allows one player to compete against various computer driven cars in Lane 2. The computer drivers are very quick and never blow an engine. Times turned by computer driven cars are constant with those of the professional drag racing drivers of today. With practice, however, the computer can be beaten. Again, the first player to win twenty rounds of competition will emerge the winner.

From this sub-menu, you may also select to see the current class records, or to return to the Main Menu.

**At any time during game play, press the ESC key to reach this sub-menu.**

**JOYSTICK CONTROL** - Hold your joystick controller with fire button A located at the upper lefthand corner. This fire button is the accelerator and controls the engine speed, or **RPM's**. Pressing the button increases engine RPM, while releasing the button decreases engine RPM. The RPM's are monitored by observing the **TACH** (Tachometer) displayed on the screen as a colored bar graph. Low engine RPM's are displayed in white. Blue indicates that engine speed is approaching maximum RPM, or *redline*. If engine RPM exceeds redline (10,000 RPM), a blown engine will result. During the staging procedure (See Game Play), push the joystick forward and release to select first gear, engage the clutch, and move the car forward. After leaving the starting line, push the joystick forward and release to shift into the next available gear.

Press fire button B in order to **RESET** the game after each race. In a two player mode, both cars must also cross the finish line, as it is possible for a car with a blown engine to coast to a win. For example, driver 1 could foul and be disqualified. Driver 2, with a blown engine, can still win the race. If **BOTH** drivers agree to a **RESET**, by pressing both joystick buttons simultaneously, this additional restriction will not apply.

**KEYBOARD CONTROL** - The instructions for keyboard use are similar to joystick control (see above). To control the car in lane 1, the left-hand shift key works the throttle and the Ctrl key works the brake and shifter. The car in lane 2 uses the right-hand shift key and the Alt key. If you have a 101-key extended keyboard, **DO NOT** use the right-hand Alt and Ctrl keys as the keyboard can lockup. If this should happen accidentally, press the left-hand shift key alone to unlock the keyboard and resume game play. To reset the game between rounds of competition, press Enter. During game play, the cars may be silenced by pressing the 'F' key. Turn the sound on again by pressing the 'O' key. To quit the game and return to DOS, press Ctrl-C at any time or the ESC key at the Main Menu.

\* For Tandy 1000 (EX, SX, HX, TX) type **TANDYTX**



**STARTING SYSTEM** - Located at the middle of the starting line are the starting lights, or **Xmas Tree**. Each driver watches the vertical row of lights nearest his lane. In this game, there are 5 lights per row. The first light is called the *prestige* light. As the driver inches his car towards the starting line, the front tire will break the beam of an electric eye, lighting this amber colored bulb. This alerts the driver that he is close to the starting line. Slowly, moving the car farther forward will break a second beam and light the second bulb down on the tree. This amber bulb is the *stage* light and alerts the driver that he is properly positioned on the starting line, or *staged*. Next come the starting lights, a larger amber bulb, a green, and at the very bottom, a red foul light.

**REACTION TIME - RT** - In professional drag racing, the starting lights are lit **4 tenths** of a second apart. Your reaction time is measured between the moment the large amber light comes on, and the moment your cars **moves**, which starts the timing system for your lane. A perfect reaction time in this game is **.401**. This would mean that your car left the starting line at the exact moment the green light came on. The first car to leave the starting line has a definite advantage in winning the race. However, be very careful. Leaving too early (a reaction time of less than .401) will light the red foul light and result in immediate disqualification. Being late (waiting too long) is sometimes called *sleeping*, thus the phrase, "**If you snooze, you lose!**"

**TIMING SYSTEM - ELAPSED TIME - ET** - Just as in the real sport, the car in each lane is individually timed. The ET clock for each car starts only after it moves from the starting line. The ET is the length of time it takes the car to cover the 1/4 mile distance between the start and finish line and is measured to within 1/1000 of a second. It is not unusual for the losing driver to have a better (lower) ET than the winning driver. This is due to driver reaction time, one of the most important of many variables in drag racing. The first car to reach the finish line without fouling, wins. A flashing white *win light* will indicate the winner of each round of competition. Player one competes in the left lane, or lane # 1. Player two competes on the right, in lane # 2.

**GAME PLAY** - To pre-stage your car, press the joystick forward and release. Keyboard users will press and release the appropriate key, Ctrl or Alt. Staging is accomplished with the same action. Once both cars are staged, raise and maintain your engine RPM as high as possible without blowing the engine. To apply the brake and prepare for launch, press your joystick forward and hold in this position. To obtain a good reaction time, drivers must anticipate when the green light will come on. You launch your car from the starting line by releasing the joystick sometime between the large amber and the green. Shift gears at or as close to redline as possible by pressing the joystick forward and releasing for each shift. Keep the throttle floored until the car crosses the finish line.

**HINTS and STRATEGY** - Some drivers will deliberately delay the staging process in order to make the other driver anxious or to disrupt his concentration. They will light only the prestige light and then wait for the other driver to stage his car completely. Since the starting lights won't begin until both cars are staged, the last car to stage is in control of the tree. Also, because engines must be at maximum RPM for a good launch, the first driver to stage may overheat or even blow his engine waiting for the other driver to stage. This is called "*burning down the competition*" and can be used to great advantage. All computer driven cars use this tactic.

In order to become a good driver, practice leaving the starting line with the engine at maximum RPM. After leaving, keep the throttle floored until after you have crossed the finish line. *Power shift* gears (with throttle down) at the highest possible RPM for the lowest ET's. Finally, improve your RT by practicing against the computer driven car. An excellent RT should be in the area from .401 to .450.

**NATIONAL RECORDS** - While beating your competition is fun, another challenge is to break one of the national ET records. The current records in the game are the actual **NHRA** class records as of date of publication. If you break a record, you can enter your name from the keyboard. A certificate will be issued and your ET becomes the new record. Be sure that the game disk is in the drive, or this information will not be saved. To reinstate the original records, execute the program, "**FIXREC.EXE**" found on the game disk.

**TURBO and HARD DISK** - Drag Race Eliminator has been tested at speeds upto 10 megahertz and is enhanced by the higher speeds. However, due to critical timing routines for both joysticks and keyboard, the speed should be selected prior to loading. Changing the speed during gameplay will cause a conflict in the above mentioned routines. To recalibrate the joystick(s) and keyboard, return to the nearest menu and press the 'J' or 'K' keys. To install the game to a hard disk and for other information, please refer to the file '**README.DOC**' on the game disk.

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