

# THE GREAT AMERICAN CROSS-COUNTRY ROAD RACE™

INSTRUCTIONS  
for Commodore 64™/128™  
Apple® II series  
and Atari® 800/XE/XL  
Computer Owners

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From sea to shining sea, the race is on! Rally across the nation in high gear in any of four cross-country challenges.

Mind you, it'll take a lot more than just good driving. You'll need to select the race, map out the best route, check road and weather conditions, look out for speed traps, watch your gas level, go easy on the clutch and, above all, beat the clock. Because when that clock stops, so do you.

ACTIVISION  
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**THE OBJECT IS** to race from a city on the West Coast to a city on the East Coast in a time that will place you among the top contenders.

### SETTING UP

- Turn on disk drive.
- Plug in joystick (Commodore and Atari users: into port one).
- Insert diskette, label side up, slot first, into disk drive.
- Turn on computer.

#### For Commodore Users:

- Type: LOAD "\*", 8, 1 and then press **RETURN**.
- When loading is complete, a Highway (demonstration) Screen will appear. To move to the Field/Route Select Screen (see next section), press **F3**.

#### For Atari Users:

- The disk automatically loads when the computer is turned on.
- When loading is complete, a highway screen will appear with the note, "SELECT FIELD". To move to the Field/Route Select Screen, press **SELECT**.

#### For Apple Users:

- When the demonstration screen appears, press the **SPACE BAR** to go to the Field/Route Select Screen.
- NOTE: Leave diskette in disk drive during play.

### THE TASK BEFORE YOU

1. The first screen you'll work with is the **Field/Route Select Screen**. You will be asked to select a field of racers to compete against. A "field" refers to a line-up of ten drivers whose already-established times you will attempt to beat. There are eight fields to choose from (1-8) plus a field of computer scores marked "0" (zero) which appears when the disk is first loaded. (See "Getting Underway".)
2. You will then be asked to select one of four possible cross-country routes (races):
  - Los Angeles to New York
  - Seattle to Miami
  - San Francisco to Washington
  - U.S. Tour

Each race is from the West Coast to the East. The U.S. Tour also begins on the West Coast but requires you to drive through every city on the map.

3. After selecting a race, the **Map Screen** appears. Here you will set your time of departure, select your next destination city and check road and weather conditions.
4. **Once the race begins**, watch out for police speed traps, poor road conditions, night driving, bad weather, collisions and gas levels. Also, don't forget to shift gears, or you'll blow your engine. (See "On the Road".)
5. **When you arrive at a destination**, a "WELCOME" is followed by the Map Screen. Then, it's time to select the next stop on your cross-country route. Previous stops will become red (Commodore) or blink (Atari and Apple) on the Map Screen. Continue in this manner until you reach your final destination, at which time you will receive your final results and field ranking.

## GETTING UNDERWAY

### The Field/Route Select Screen

**Selecting a Field.** The first message you will see asks if you wish to "LOAD OPPOSING FIELD FROM DISK? Y OR N" If you wish to compete against a field other than the one displayed, press **Y**. Then press a numbered key from 1-8 to select desired field. If you wish to compete against the field already displayed, press **N**.

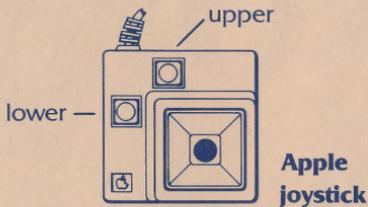
Fields 1 to 8 can be changed as you enter newer and better scores to their ranks. Field 0 (zero), however, is a fixed field of computer scores. So, as fields 1 to 8 get filled with high-level scores, the average player can always compete in field 0 and still have a chance of placing in the top ten.

**Selecting a Route.** The next note asks, "DO YOU WANT TO RACE THIS ROUTE? Y OR N" referring to the race displayed near the top of the screen. Remember, there are four routes to choose from. Press **Y** if you wish to choose the route displayed. If you wish to take another route, press **N** until the route you want is shown, then press **Y**. Apple and Commodore users will automatically move to the Map Screen after selecting a route. Atari users will see the Highway Screen and must press **START** to move to the Map Screen.

## The Map Screen

**Time of Departure.** You must set the clock in the lower corner of the screen for the time you wish the race to start. Plan carefully! Try to project your arrival times to avoid rush hours and night driving in hazardous areas.

- Commodore users press **F5** to set the clock.
- Apple users press upper left joystick button to set the clock.
- Atari users activate and set the clock by pressing the **OPTION** key until the desired start time is displayed. Then, press the **START** key **once**.



**Destination.** The flashing circle highlights your current location. The arrow points to a possible next stop along your route. Use the joystick to move the arrow to other destination cities. Check road conditions as you do so (See "Road Conditions" below). Only cities connected to your current location by a major highway are eligible choices.

**Road Conditions.** A bulletin moves across the top of the map describing the road conditions on the route you are considering. Poor conditions can slow you down.

**Weather Conditions.** Check the weather symbols on the map. Snowflakes indicate snow; rainclouds indicate rain. On the Atari version, clouds without rain indicate fog.

**NOTE:** Apple and Atari users will see "ET" on the Map Screen, which shows your total elapsed race time so far.

Press the red joystick button (Apple users: lower left joystick button) when the arrow is pointed at the destination of your choice, and you will see the view from your idling race car, ready to start the race.

## THE RACE IS ON!

Now that you've chosen the above settings, you may begin the race. The clock is ticking—but first-timers might want to check the instrument panel before taking off.

**The fuel gauge** shows your gas level. You begin with a full tank.

**The timer** at the center displays the amount of time you have to complete that leg of the race. If time runs out before you reach your destination, you'll be disqualified. Reach your destination with time to spare, and that spare time will automatically be added to the time allowed to complete the next leg of the race.

**The mileage indicator** (odometer) below the timer displays the distance to your current destination. This counts down as you approach your destination.

**The radar detector** will flash when a police speed trap lies ahead.

**The RPM gauge** (tachometer) tells you how hard your engine is working. Watch this carefully or you may blow your engine (See Shifting Gears in the next section).

**The MPH 'clock'** (speedometer) tells you how fast you're going.

**NOTE:** Commodore users will see "ET", which shows your total elapsed race time so far.

To begin racing:

- Commodore and Atari users press the red joystick button.
- Apple users press lower left joystick button.

## **ON THE ROAD**

**Controls.** To accelerate, Commodore and Atari users press the joystick button. Apple users press the lower left joystick button. Pull back on joystick to brake. Move joystick left or right to steer.

**Shifting Gears.** Your car has four gears; it always starts out in first gear. The faster you drive, the faster your engine turns — the speed of these turns is shown on the RPM (revolutions per minute) gauge. As the RPM rises, you'll hear the engine's whine get higher, and it will be necessary to shift gears. Be careful! When that whine gets really high-pitched and the tachometer tops 9500 RPMs, it is time to shift to a higher gear. Otherwise, you may blow the engine and you'll have to **push** the car to the next gas station.

You can also shift **too soon**. If you are not driving fast enough to warrant being in a higher gear, acceleration will be sluggish and slow. Downshift to match gear to speed.

**Push** your car (when you've run out of gas or blown your engine) by pressing the joystick button (Apple users: lower left joystick button) repeatedly.

### To shift gears:

- Release joystick button. This pushes in the clutch.
- Tap the joystick forward to shift into a higher gear; tap it back to downshift to a lower gear.
- Press joystick button (Apple users: lower left joystick button) to accelerate again.

**Gas** is available every 100 miles. Upcoming pumps are announced on screen. To refuel, pull up and stop next to the pump. You'll hear the gas pumping as your gauge moves to the right. **NOTE:** A gas pump will appear **sooner** than the 100 mile interval whenever a blown engine or empty gas tank forces you to push your car.

**Radar.** The radar detector flashes to warn of an approaching speed trap. You'll soon see a police car. Pass politely, unless you think you can leave him in the dust. Can you?

**Collisions** throw you into a skid and put you back into first gear. When the skid ends, accelerate, start shifting and get back into the race!

### **REACHING A DESTINATION**

"**WELCOME!**" will flash over the skyline as you enter each city enroute to your ultimate goal. Then, the Map Screen will appear.

- It will display your current ET (elapsed time) for Atari and Apple users and average miles per hours (MPH).
- The flashing circle shows your current location.
- Your previous stops will show on the map as blinking dots (Atari/Apple) or in red (Commodore).
- The flashing arrow points to a city suggested as your next destination. You can change this destination by moving the arrow with the joystick.
- Your current ranking among your chosen field of drivers will be shown above the map.

**Resuming the Race.** Once you've set your next destination on the map, press the joystick button (Apple users: lower left joystick button) to begin that leg of the race.

### **THE END OF THE RACE**

The race can end in one of three ways:

1. **Disqualification.** This occurs as soon as you run out of time at any point in the race.

2. **Finish, but not in top ten.** You may finish the race but not rank high enough to be placed with the top ten contenders in your field. In that case, you will still be congratulated on screen, and your rank will be displayed above the top ten. You can see how close (or far) you were from a place on the board.
3. **Finish in the top ten.** You've earned a place in the rankings determined by the computer. Look for the flashing square and type your name and the date in the space provided.

## SAVING YOUR SCORES

**Saving to the Road Race disk.** If you've finished in the top ten, you can choose to save your results. The computer will ask "Save to Road Race disk? Y or N" Press **Y** if you wish to save the race results, **N** for no. If you have been racing against any of fields 1 through 8, your score will automatically be saved in the field you were competing against when you press **Y**.

If you have been racing against Field 0, you can only save the results by shifting them to a different field, since Field 0 is fixed and cannot change. In this case, after the computer asks, "Save to Road Race disk? Y or N" and you press **Y** to save, the next message will instruct you to "Save to an expandable field. Press 1-8". Be careful to pick a field that does not contain your prior high scores — they could be inadvertently erased! To prevent this, you could always elect to race in, say, field seven, your neighbor could race in field four, your sister in field two, etc. That way, you'd always be able to track your scores and still have an expandable field or two.

**Saving to a blank formatted disk** is also possible. First, read the owner's manual for your computer for instructions on how to format a blank disk. When the computer asks "Save to Road Race disk? Y or N", remove your Road Race disk and insert your own blank formatted disk into the disk drive. Then press **Y** and your score will be saved to the blank formatted disk. Only the field you have saved will appear on the blank formatted disk. This is a good way to save those 'personal best' scores. To race again, remove the personal disk and re-insert the Road Race program disk.

## MISCELLANEOUS CONTROL KEYS

### Commodore

- To begin a new race at any time, press **F3** (for the Field/Route Select Screen) or **F1** (for the Map Screen).
- To freeze the action, simultaneously press the **joystick button and the SPACE BAR**. To resume the action, press the joystick button.
- When left unattended, the screen will eventually black out. To resume the action, press the joystick button.

### Atari

- To restart the same race at any time, press **START**.
- To return to the Field/Route Select Screen at any time, press **SELECT**.
- To reload the disk and return to the title screen at any time, press **RESET**.
- To freeze the action, press the **SPACE BAR**. To resume the action, press it again.

### Apple

- To begin a new race at any time, hold down the **CONTROL** key and press **R**.
- To freeze the action, press **ESC**.
- To resume action, press **ESC**.

### All Systems:

Whenever you return to the Field/Route Select Screen **during** a race, that race will be discarded.

The Great American Cross Country Road Race was designed by Alex DeMeo.

The Commodore version was designed by Alex DeMeo and Kevin Kalkut.

The Apple version was designed by Ivan Manley of Synergistic Software, Inc.  
Graphics assistance by Action Graphics.

These instructions were written by Susan Monteleone, Paula Polley and Carol Carreon.

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**On the reverse side of your disk is an exciting sample of several new Activision products.**

**Apple owners: Turn the computer off, insert the disk, label side down, into the disk drive, then turn the computer on.**

**Commodore owners: Insert disk into your disk drive, label side down, type LOAD "\*", 8, 1 and press RETURN.**

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designed by Alex DeMeo.