# ROADRACER

## BOWLER
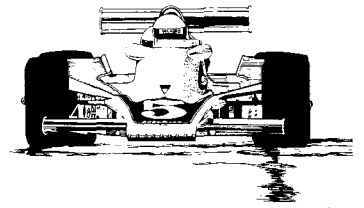
**AN AVALON HILL/SPORTS ILLUSTRATED MICROCOMPUTER ARCADE GAME** Registered Trademarks for Warner Communications and Commodore Business Machines

**ROADRACER** and **BOWLER** are two distinctly different arcade games combined into this one neat game package. They are very easily learned yet not quite so easily mastered. Using the popular sports of car racing and bowling as their basis you will test your manual dexterity and skill whether playing alone or against live opponents.

The rules for both **ROADRACER** and **BOWLER** are within the introduction of the programs themselves. However, the loading instructions for your respective computer and certain important facets about both games are given below for your convenience.

## ROADRACER INSTRUCTIONS

LOADING THE PROGRAM—ATARI 400 & 800®
The Atari ROADRACER program is a two-part load. Lift the cartridge door on your Atari 400 or 800 and insert the COMPUTING LANGUAGE BASIC cartridge into the computer. Use the left slot on the Atari 800 system.

Press the POWER switch on the side of the console ON.

With SIDE ONE of the cassette facing up, put the cassette into your Atari Cassette Recorder and press 'REWIND' until the tape stops moving.

Using the keyboard type:
CLOAD 'RETURN'

The computer will "beep" once. Press 'PLAY' button on the recorder and then the 'RETURN' key.

After the first part of the program has been loaded you will be instructed to "PRESS PLAY THEN RETURN" to load the second part of the program.

The game will begin after you have made selections for race track type, number of laps, maximum speed, and race or time trial. (see "ONCE THE GAME BEGINS")

The cars are controlled by joysticks plugged into the first (one player) and second joystick ports (two player game). The cars will normally run at the maximum speed designated. To slow down for a curve hold down the joystick button. After the button has been released the cars will accelerate back to their maximum speed. Continuing to hold down the button will cause the cars to stop and back up. If a car cannot continue on course, it must be backed up before it can be turned in a new direction.

BRAKE/REVERSE → Turn Right

Turn Left ← **JOYSTICK CONTROL**

LOADING THE PROGRAM—PET 2001, CBM®
The PET program of ROADRACER is located on side one of the cassette after the Atari program. Thus, you must advance past the Atari program before the PET program can be loaded. You should be able to simply type the 'LOAD' command approximately half way through the tape and soon discover the PET has "FOUND ROAD RACE 1". However, some PET recorders may have difficulty searching through the Atari program. If this is the case allow your cassette recorder to play for almost four minutes. This will pass the Atari program and allow you to prepare to load your game.

ROADRACER for the PET is a two part load.

Type: LOAD "ROAD RACE 1" or just LOAD

Press the 'PLAY' button on your recorder.

After the first part has been loaded the 'READY' prompt will reappear.

Type: LOAD "ROAD RACE 2" or just LOAD.

After the second part has been loaded type: RUN 'RETURN' and the program will begin.

This is a one or two player game in which the players race cars around a track. One car is controlled by keys on the left side of the keyboard and the other car is controlled by keys on the right side of the keyboard. The left and right cars are turned right by pressing the "V" and "=" keys, respectively. They are accelerated by pressing the "X" and "." keys, respectively, and they are deaccelerated by pressing the "Z" and "0" keys, respectively. If a car hits a wall it will be slowed down; it will be completely stopped if it is not immediately turned away from the wall. At the start of the race the players select from three different tracks, set the number of laps required to win and set the maximum speed of the cars.

ATARI & PET CBM, 2001—ONCE THE GAME BEGINS
You will have to choose the following variables to
begin your race:

## TRACK TYPE:



OVAL       HORSE SHOE     FIGURE EIGHT
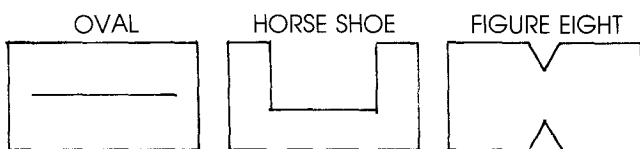
## LAPS:
ENTER DESIRED NUMBER OF LAPS TO COMPLETE THE
RACE (1 to 99)

MAXIMUM SPEED:
50 to 200 miles per hour

RACE OR TIME TRIAL
Choose whether you want to race against another
live opponent or against the clock.

## BOWLER INSTRUCTIONS

The rules for scoring in BOWLER are the same as in
*Ten Pin Bowling.* Up to four bowlers can play. Each
bowler receives two balls per frame attempting
to knock down the most pins per frame and
achieve the highest score.

LOADING THE PROGRAM—ATARI 400 & 800

Using side two of your cassette tape set up the
recorder the same way as for ROADRACER.

Type: CLOAD 'RETURN'

The computer will 'beep' once, press PLAY on the
cassette recorder and then a key on the
keyboard.

The program will load and play.

The ball is rolled by pressing then releasing the
joystick button. Pressing the button again will
cause the ball to curve to the left.
To assure a successful load on your Atari 400 &
800, we suggest you advance your cassette tape
past the clear portion of tape (leader) until the
brown magnetic portion is just visible to the left of
the cassette head.

LOADING THE PROGRAM—PET 2001, CBM
Similar to the PET version of ROADRACER, BOWLER
proceeds the Atari version of the same game.

You will be able to by-pass the Atari program by
typing:
LOAD "BOWLING"

Press the 'RETURN' key and then the PLAY button
on the your recorder.

The program will load.

To play, Type:
RUN 'RETURN'

## Bowling Instructions

The rules of the game are the same as in real
Bowling. The ball is rolled down the right side of

the lane by pressing and releasing the "0" key. If
the "0" key is pressed again the ball will curve to
the left. The program will display the scores of up
to four players.

## IF YOU CANNOT LOAD THE PROGRAM

1. Check your equipment carefully to be sure
that all cables and connections are correct.

2. Re-read the section in your computer's
manual that tells you how to load a tape. Try to
load the tape again.

3. If you can adjust the volume on your
recorder, try different settings, both higher and
lower.

4. If possible, load another program from a
tape you know works on your computer. This will
prove that your equipment works. Try once more
to load your game.

5. The normal reason tapes will not load is
tape recorder head misalignment. Your com-
puter may be able to save and load programs on
its own recorder, but be unable to read tapes
made on a different recorder for this reason. Be
sure your recorder heads are correctly aligned.
Your local computer store or dealer can help you
with this.

6. If the program still cannot be loaded, send
the cassette, with a complete description of the
problem (what type of computer you have, what
the computer says, if anything, when you try to
load the cassette or play the game and what you
did to try to get it to load.) to:

**Avalon Hill Microcomputer Games**
4517 Harford Road
Baltimore, Maryland 21214

Defective cassettes will be replaced.

## YOU NAME IT, WE'VE GOT A GAME ON IT . . .
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### DESIGN CREDITS:

**Game Design:** Bill Hood
**Package Design and Art:** Stephanie Czech
**Playtest:** Randolph Cheney, Jason Innes, Bob Gilpin
**Typesetting:** Colonial Composition
**Printing:** Monarch Services, Inc.
**Production:** Eastern Box

*Special thanks to Bruce Innes for creative copy*