

# ON-TRACK™

Computer Model Car Racing

*Featuring Total Track Graphics™*



**WE BRING SPORTS ALIVE**



**Created By**  
**ED RINGLER**  
**SCOTT ORR**  
**JOHN CUTTER**  
**&**  
**DAN UGRIN**

**Original Music By**  
**TOMMY DUNBAR**

© Bay High Music

---

# WELCOME TO THE GAMESTAR RACING CIRCUIT

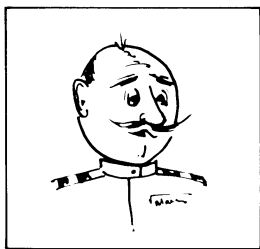
---

Congratulations. You've been invited to participate in the first **true** racing action ever brought to the home screen. Total Track Graphics™ let you experience the **essence** of racing because you compete head-to-head with your opponent from start to finish.

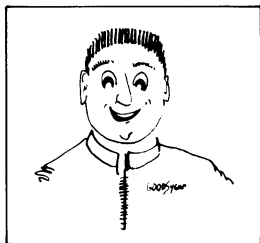
To get the most out of your game, please read this official racing manual. With the right strategy and a little luck, you may even become eligible to join the "On-Track" Racing Association. Have fun and good racing.

## THE CIRCUIT DRIVERS

The top road racers in the world gather for the Gamestar Racing Circuit, including three of the sport's "legends". Here's a brief run-down on each, so you know exactly what characteristics each car/driver team has.



**MARIO SANDDUNI:** drives the fastest car on the circuit; has the best brakes, but acceleration and handling are problem areas; is fond of Fuji International's long straights.



**PARNELLI POTHOLE:** drives the most balanced car on the circuit; no real problem areas; is fond of all the raceways, especially when his opponent is mismatched.



**A.J. CACTUS:** drives the quickest and best handling car on the circuit; top speed and brakes are problem areas, ol' 99 is fond of Road America's twisting turns.

	TOP SPEED	BRAKES	ACCELERATION	HANDLING
MARIO	BEST	BEST	GOOD	GOOD
PARNELLI	BETTER	BETTER	BETTER	BETTER
AJ	GOOD	GOOD	BEST	BEST
COMPUTER	VARIES	VARIES	VARIES	VARIES

---

# LOADING THE GAME

---

## COMMODORE DISKETTE

1. Make sure your computer is OFF, the cartridge slot is EMPTY, and your disk drive is properly connected.
2. Turn your disk drive's power switch ON. When the busy light goes out, insert the game diskette into your disk drive and close the door.
3. Turn your computer's power switch ON. Type **LOAD "OT",8,1** and press the RETURN key. The game will load automatically.

## ATARI DISKETTE

1. Make sure that the computer is OFF, all cartridge slots are EMPTY, and Disk Drive is properly connected.
2. Turn the Disk Drive's power switch ON. When the busy light goes out, insert the game diskette into the Disk Drive and close the door.
3. Turn the computer's power switch ON while holding down the OPTION key. The game will load automatically.

---

# **RACERS, START YOUR ENGINES!**

---

**OPTION/F3 = 1 PLAYER**  
**SELECT/F5 = AUTOMATIC**  
**START/F7 = NEXT MENU**

1. Plug a joystick controller firmly into PORT 1 on the side of the computer console if you are playing solo. Plug a second controller into PORT 2 if two are playing. Hold the joystick with the red button in the upper left corner, towards the TV screen.
2. Press the F3 key on the computer console to choose between 1 PLAYER, 2 PLAYER or PRACTICE game. Use the PRACTICE game to get a feel for the various tracks and/or set personal records.
3. Press the F5 key to select between AUTOMATIC or MANUAL transmission.
4. Press the F7 key to go to the NEXT MENU to choose your car/driver team. You and your opponent can have the same car/driver teams if you want.

**OPTION/F3 = PLAYER 1      AJ**  
**SELECT/F5 = PLAYER 2      MARIO**  
**START/F7 = NEXT MENU**

5. PLAYER 1 uses the F3 key to choose his team; PLAYER 2 uses the F5 key to choose his team. In 1 PLAYER games, the F5 key has no effect since the COMPUTER car is automatically selected. Press the F7 key to go to the NEXT MENU to choose a track and road surface.

**OPTION/F3 = WATKINS GLEN**

**SELECT/F5 = PAVED**

**START/F7 = NEXT MENU**

6. Press the F3 key to select one of ten world famous RACEWAYS; press the F5 key to choose between a PAVED or DIRT road surface. Press the F7 key to go to the NEXT MENU to choose the TYPE of race you want.

**OPTION/F3 = FIVE LAPS**

**SELECT/F5 = PRO CIRCUIT**

**START/F7 = START YOUR ENGINES**

7. Press the F3 key to select between BEST TIME WINS (5 or 10 laps) or MOST DISTANCE WINS (12 or 24 hours); press the F5 key to choose between PRO (fast) or AMATEUR (slower) circuit; press the F7 key to START RACING.
8. To PAUSE/RESUME a game press the F1 & F3 keys simultaneously. To RESTART a race, press the F5 & F7 keys simultaneously. To RESET TO MENUS, press the F1 & F7 keys simultaneously.



---

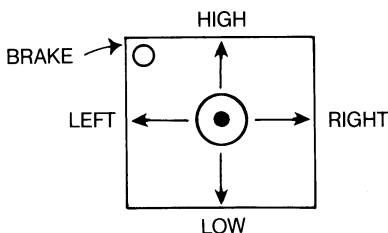
# THE RACE IS ON

---

Your goal in ON-TRACK™ Racing is to finish in less time or complete more laps than your opponent. Your opponent may be the computer, a friend or the timeclock.

## DRIVING A RACE CAR

1. Use the joystick to steer your race car left and right. Steer from the DRIVER'S perspective, not from the car's position on the screen. As in real racing, your car's handling gets more responsive as it builds up speed.
2. The cars accelerate automatically. To brake, press and HOLD the red button on your controller. The longer you hold the button, the more you'll slow down until you stop completely.

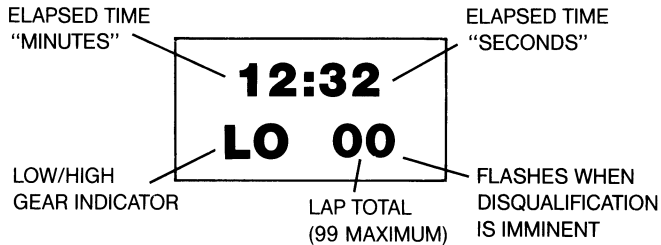


3. In the AUTOMATIC mode, shifting gears is handled by your computer driver; in the MANUAL mode you must shift gears. To shift into LOW gear, pull the joystick towards you; to shift into HIGH gear, push the joystick away from you. The gear indicator will FLASH when you are in the WRONG gear.
4. When you crash, your car will automatically drop to LOW gear in either mode.

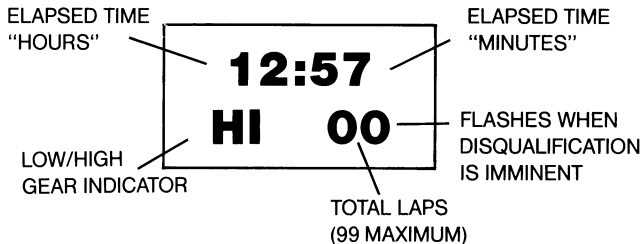
# THE TIMECLOCKS

The timeclocks serve different functions depending on the type of race you're running: best time or most distance.

## BEST-TIME CLOCK



## MOST-DISTANCE CLOCK



# STRATEGIES

1. Choose a car/driver team that best matches your skills and the demands of the track you're on.
2. On raceways with a lot of hairpin turns, go for quick acceleration and handling; on raceways with long straights, go for maximum speed.
3. The MANUAL transmission mode is for experts only; stay in the AUTOMATIC mode until you regularly beat the computer car.
4. Stay on the track as much as possible; each raceway has 10 invisible check points to ensure that you don't cut corners. If you miss too many check points on any given lap, you will not get credit for that lap.

## THE CHECKERED FLAG

A race is over when one player completes the required number of laps (5 or 10) in BEST TIME WINS competition or when the clock counts up to 12 or 24 "hours" in MOST DISTANCE WINS competition. The winning player's car flashes to signify victory. When you race the computer, the gear indicator on its clock disappears at the end of the race.

---

## SPECIAL FEATURES

---

1. Total Track Graphics™ give you true, head-to-head competition against a champion computer racer or a friend. Whether you lap your opponent or just spin out, you'll experience the **essence** of racing like never before.
2. Go for great handling or turbo-charged speed as you challenge ten world famous raceways. Fine-tune your strategy with a car/driver team that best matches your skill with the demands of the track.
3. Race on paved tracks for predictable handling; race on dirt tracks for slippery action.
4. Choose from two types of racing: **Best Time** or **Most Distance**. You can even race solo to set personal records.

---

# JOIN THE “ON-TRACK” RACING ASSOCIATION

---

If you beat the computer racer, you’re eligible to join Gamestar’s exclusive “ON-TRACK” Racing Association.

Here’s how:

1. Take a photo of your TV screen showing the final score on the timeclocks.
2. Send that to us along with the proof of purchase seal located on the bottom of this page.

You’ll receive an official “ON-TRACK” membership card signifying your expert driving skill!



---

## TIPS FOR STARS

---

“The key to victory in ON-TRACK™ Computer Model Car Racing is concentration. Anyone with timing, finesse, and lots of practice can become a top competitor. But good concentration makes champions!

“If you feel daring, try hugging the inside lane like the pros do, especially on the turns. Keep in mind that braking into a turn will sometimes save you more time than taking it at top speed and skidding wide.

“On long straights, the championship driver will usually have enough time to set up his next turn. If you’re running side by side and your opponent has the inside lane, wait for him to skid wide, then jam the corner and grab the inside. Try to come out of all your turns in a good position for the next one. Beginners have a tendency to oversteer out of the turns and this is usually costly. Fortunately, practice and experience will eliminate this problem.

“If your opponent has better acceleration than you do, drive defensively. For example, unless he gets knocked off the road, AJ has nothing to lose by crashing into someone. His lightning fast acceleration will usually rocket him out in front, so pass with extreme caution and then try to stay away from him!

“If you have the best acceleration you can afford to drive more aggressively. Don’t let Mario get too far ahead because with his speed you’ll be eatin’ dust for the rest of the race. Try to get in front and then don’t worry about him . . . let *him* worry about you.

“We’ve designed ON-TRACK™ to give you a feel and an **intensity** that no other racing game can deliver. Have fun with it and keep in touch.”

## LIMITED 90-DAY WARRANTY

GAMESTAR, INC. will replace this product free within 90 days of purchase if defective in material or manufacture, provided it is delivered or sent POSTPAID with proof of purchase box seal or purchase receipt to GAMESTAR, Inc. This warranty shall be void if the diskette (1) has been misused, (2) has been damaged by playback equipment, or (3) if the purchaser causes or permits the diskette to be serviced or modified by anyone other than GAMESTAR. No other warranty is expressed or implied.

All GAMESTAR programs are sold on an "AS IS" basis without warranty of any kind. GAMESTAR, Inc., its authorized dealers and distributors shall have no liability or responsibility to any person or entity with respect to any liability, loss or damage caused or alleged to be caused, directly or indirectly, by GAMESTAR, Inc.

This warranty gives you specific legal rights, and you may also have other rights which may vary from state to state.

## COPYRIGHT NOTICE

This product is copyrighted and all rights are reserved. Copying, duplicating, selling or otherwise distributing this product without expressed written consent of GAMESTAR, Inc. is forbidden and a violation of the law. GAMESTAR, Inc. will exercise full legal recourse against violators.



GAMESTAR, INC. 1302 State Street Santa Barbara, CA 93101 (805) 963-3487

Program and Audiovisual  
© 1985, GAMESTAR, Inc.  
All rights reserved

ON-TRACK and TOTAL TRACK  
GRAPHICS are trademarks of  
GAMESTAR, Inc.