FUNCTION KEYS SUMMARY

TOUCH	MODES	ACTION
SPACE bar	All	Pause/restart
ESCAPE	Arcade, demo and train	Quit the game and return to the menu screen
	Competition :	
	• scores	Quit the game
	• qualification	Quit the qualifying round, start race in last position
	• race	Quit the race without points (last place) Return to scorescreen to take part in the following race
T («Tires»)	All	In the pits, change the tyres
G («Gas»)	All	In the pits, fill-up.
F1 à F9	Championship Competition (ALL) Scores	• at beginning of Championship, taking up a saved game with Fn key • during the Championship, saving Fn of the Championship
F10	All (except Demo)	Zoom also available in pause.

Lankhor

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VROOM

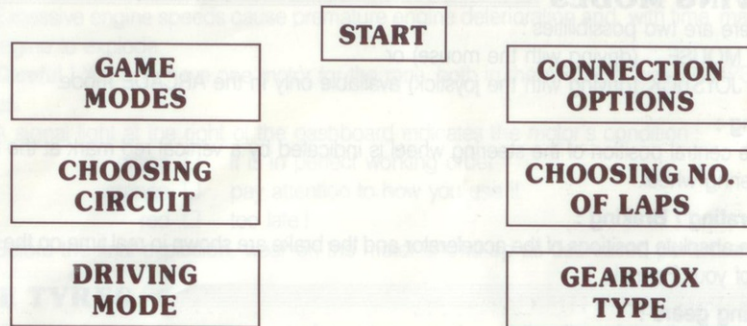# VROOM

STARTING THE GAME

Insert the disk in the computer before turning it on.
The game will start automatically.

SELECTION GAME OPTIONS

	START	
GAME MODES		**CONNECTION OPTIONS**
CHOOSING CIRCUIT		**CHOOSING NO. OF LAPS**
DRIVING MODE		**GEARBOX TYPE**

Depending on the game mode chosen, you will have certain options.
A red box means that an option is obligatory, a blue box means that the choice is open.
Green indicates your position in a box : click to see the list of different possibilities.

GAME MODES

☐ ARCADE : ARCADE   ☐ RACING : COMPETITION
☐ TRAIN : TRAINING   ☐ DEMO : DEMONSTRATION
The different game modes are described in their respective paragraphs.

CONNECTION OPTIONS

Connection between computers is only possible in the COMPETITION and TRAINING modes.
The procedure is described in the CONNECTION OF MACHINES notice.

CHOOSING CIRCUITS

Depending on the game mode, you will either run the 6 circuits one after the other (ALL), or you will choose specific Grands Prix (GP # 1 thru 6).

CHOOSING NUMBER OF LAPS

Depending on the game mode, the number of laps is imposed (ARCADE, COMPETITION or DEMO) or is chosen by the player (TRAIN)

DRIVING MODES

There are two possibilities :
- ☐ MOUSE   (driving with the mouse) or
- ☐ JOYSTICK (driving with the joystick) available only in the ARCADE mode.

Steering :

The central position of the steering wheel is indicated by a vertical red mark at the top of the steering wheel.

Accelerating / Braking :

The absolute positions of the accelerator and the brake are shown in real time on the dashboard of your Formula 1.

Changing gears :

Changing gears is only possible in the MANUAL type ratio.

With the mouse, a gear-change is activated by the two buttons. The button on the right serves to change to a higher gear (up to 6). The button on the left serves to change down.

With the joystick, a gear-change is activated by pushing the Fire button and moving the joystick forward or backward at the same time.

Changing from one ratio to another causes a very brief intermediate position of neutral, the time while pressure is maintained on the buttons.

Should the engine receive insufficient power, engine speed drops and the engine stalls. The option used in VROOM is to force a gear-change into neutral.

The gear engaged is shown on the dashboard.

TYPES OF GEARBOXES

- ☐ MANUAL   : STANDARD TRANSMISSION
- ☐ AUTOMATIC : AUTOMATIC TRANSMISSION

THE ENGINE

The engine of your Formula 1 develops a torque which varies according to the engine speed. This increases from 1000 rpm (zero acceleration) up to a maximum torque of 535 Nm at an optimal engine speed of 11000 rpm. Above that, engine torque decreases until the maximum engine speed of 13000 rpm is reached.

Thanks to the motor's realistic noise, mastering the optimum engine speed soon becomes intuitive and gear changes are made according to sound changes rather than by looking at the rev counter.

Excessive engine speeds cause premature engine deterioration and, with time, may cause the engine to explode.

Careful ! You only have one motor for the race, both in the ARCADE and COMPETITION modes.

A signal light at the right of the dashboard indicates the motor's condition :

green ☐   it is in perfect working order
orange ☐   pay attention to how you use it
red ☐   too late !

Before the final explosion, wear on the motor shows up as decreased performance.

THE TYRES

- ☐ Every game starts with a set of new tyres on the starting line of the first circuit.
- ☐ Changing tyres in the pits : when you stop, press the « T » key (T = Tyres) to change the tyres.

Tyre wear is indicated by a signal light on the left of the dashboard :

Green ☐   tyres are in good condition
Orange ☐   tyre wear. Remember to change them at your next pit stop
Red ☐   too late.

Before blowing out, worn tyres hold the road poorly (skidding, less effective braking).

PETROL

Petrol consumption is linked not to engine speed, but to accelerator position. In VROOM, as in real life, these are two different notions.

The level of petrol is shown at the top right of the screen.

- ☐ A full tank at the starting line.
- ☐ Fill-ups during pit stops : press the «G» key (G = Gas).

Make full use of your pit-stops ! Take advantage of them to change tyres.

Be careful not to blow out or run out of petrol ! The race underway is interrupted if either happens.

In the ARCADE mode, the game is over. In the COMPETITION mode, you get zero points for that Grand Prix, and you start the next Grand Prix with new tyres or a full tank.

ENVIRONMENT

GEOGRAPHIC ENVIRONMENT

Six circuits are represented, in the following order :

1st	SWEDEN	□	Anderstop Circuit
2nd	FRANCE	□	Castellet Circuit
3rd	AUSTRIA	□	Zeltweg Circuit
4th	U.K.	□	Silverstone Circuit
5th	U.S.A.	□	Watkins Glen Circuit
6th	JAPAN	□	Mont Fuji Circuit.

The form of these circuits is real, but imaginary topological features (ups and downs) and objects (panels, bushes, tunnels, etc.) have been added for your playing enjoyment.

VISUAL ENVIRONMENT

The zoom option available by using the F10 key will change the impression you have of speed, surface characteristics, and curves..

SOUND ENVIRONMENT

The sound elements of VROOM (motor sounds, skid sounds, accident noises, etc.) add to the driver's feeling of really being in competition.

There is a three-dimensional impression of motor noises from competing cars, depending on their speed and distance from your Formula 1.

A «Doppler» effect on the other cars and objects reinforces the game's realism.

COMPETING CARS

In the ARCADE mode, where the idea is to obtain the highest possible score, other cars serve as obstacles ; whereas in the COMPETITION mode, each one has the goal of winning the first prize.

ARCADE MODE

The objective of the game in the ARCADE mode is to obtain a maximum score, and to join the 5 best players shown on the ARCADE high-scores list..

You may be eliminated during any circuit («STAGE») if you don't pass enough cars.

Be careful not to start before the green light goes on, or you will be eliminated from the game.

The score is the result of the number of cars passed and driving quality (number of accidents, etc.).

COMPETITION MODE

At the beginning of the COMPETITION, the standings are given, in order for you to learn your driving name.

As many as nine World Championships can be saved and taken up again where left off by using the keys F1 to F9.

During the championship, when you are still in the standings at the end of a Grand Prix, use one of the keys between F1 and F9 to interrupt and save the game.

In order to take up an interrupted game at the beginning of a championship, use the appropriate key between F1 and F9 instead of typing your name.

When the standings are given, the ESCAPE key interrupts the game without saving it.

If you are trying for the World Championship, your first goal will be to have the best overall standing (position and points).

The following positions give the points shown :

1	10 points	**3**	4 points	**5**	2 points	**7** to **16**	0 points
2	6 points	**4**	3 points	**6**	1 point	**give up**	0 points

But competition has more than one goal. Particularly if you race a single circuit, you may find yourself motivated to beat the records for the run or the Grand Prix, and have your name and time saved and noted at the bottom of the chart.

Each Grand Prix («Race») is preceded by a QUALIFICATION run («Qualifying Session») which determines the starting position, as a result of the times achieved..

Be careful not to start before the light turns green or you'll be eliminated from the current Grand Prix.

At the end of each Grand Prix, you will appear on the line of the standings chart which corresponds to your standing.

VROOM: FINAL PARTICULARS

THE KEY "*": changes the lateral sensitiveness of the mouse. You can choose between two levels: a higher or a lower sensitiveness. Initially, the mouse is installed on the higher sensitiveness.

THE ARRANGEMENT OF THE CIRCUITS has been modified. Compared with the one indicated in the manual, the following order seems us to be more judicious:

1st: JAPAN	3rd: FRANCE	5th: SWEDEN
2nd: AUSTRIA	4th: U.K.	6th: U.S.A.

IN THE ARCADE MODE the qualification depends on the number of cars having been passed. On the first circuit you have to overtake at least 8 cars. On the following circuits this number rises each time by 3, whereas the races will be of increasing difficulty. (Thus, on the second circuit you must overtake 11 cars, on the third 14 cars, etc.)

TO SAVE A CHAMPIONSHIP: Before trying to save a Championship check out if your VROOM diskette is not copyprotected.

CONNECTION OF MACHINES:
There are two options to connect two computers: the "local mode" (when the players are in the same room) or the "modem mode" (by telephone link).

LOCAL: Connect the serial port of the two computers by a "null modem" cable (see ANNEXE) and start VROOM on both machines. On the menu screen you then choose the options of your game ("TRAIN" or "RACING" etc.), and click on the "LOCAL" option. As soon as one of the players clicks on "START", the connection will be established.

MODEM: Connect the modem on one side with your computer and on the other side with the telephone line. Your telephone has to be linked with the modem. Phone your partner, switch on the modems and start VROOM on both machines. On the menu screen you then choose the option "TRAIN" or "RACING" and click on the "MODEM" option. As soon as one of the players clicks on "START", the connection will be established. Once the connection is made, the receiver can be replaced.

CONNECTION STAGE: On the menu screen of the player who starts the connection the message "ESTABLISHING COMMUNICATION" appears. If the connection cannot be established after a period of about 20 seconds there will be the message "COMMUNICATION FAILED". If the connection is correctly established the message "COMMUNICATION ESTABLISHED" appears on both of the computers. To start the game the players can now click on "START".

PLAYING STAGE: No matter which option you choose, the car of your opponent will always be red (in this case, it is the only red car on the circuit). On the map (on the upper part of the screen), its position will be indicated by a red point.

- Training mode: if one of the players finishes or quits the training he will be blocked as long as the other one hasn't also finished his training.

- Competition mode:
* Scorescreen: if one of the players clicks on one of the keys from F1 to F9 before a race starts, a saved Championship will be charged (make sure that the Championships being saved are the same); if the player clicks on one of these keys after a race is finished, the corresponding Championship will be saved on both of the machines.   By using the "ESCAPE" key you return to the menu screen where you can modify the options or quit the connection mode by clicking on "NOCOMM".
* Qualifying session: if one of the players finishes or quits the qualifying run he will be blocked as long as the other one hasn't also finished his qualifying round.
* The race: operates the same way than the qualifying session. While on the map your position on the circuit is indicated by a bright red car, the position of your opponent is pointed out by a dark red car.

ANNEXE:
- The modem must be compatible Hayes (1200 or 2400 bauds).
- A "null modem" cable you can find in your specialist shop. It might also be possible to make one yourself by using a three-core cabel according to the following scheme:

```
ground ----- ground
TxD    ----- RxD
RxD    ----- TxD
```

CONCLUSION:
At first glance, the COMPETITION MODE seems to be more difficult than the ARCADE MODE because you need more practice to drive correctly. For the experienced driver, however, the challenge of the COMPETITION MODE is bigger.
In any case, the two modes are completely different and you have to learn driving in two different ways.