

STREET ROD™ REFERENCE CARD

FOR IBM PC®/COMPATIBLES/TANDY®

SYSTEM REQUIREMENTS

Hardware: IBM PC/Compatible/Tandy with at least 512K of RAM. Minimum 8mhz recommended. A minimum of 640K is required for Tandy 16 color mode. Minimum 512K for Tandy CGA mode.

Video Cards: Hercules, CGA, EGA, TANDY 16 Color

Interface: Keyboard, Mouse, Joystick

GETTING STARTED

Before you play *Street Rod*, be sure to make copies of all the game disks. Put the originals in a safe place and use the copies for play, or copy the game disks onto your hard disk.

To play *Street Rod* from a hard disk, create a directory called "Srod" and copy all of the files from your game diskettes into that directory.

Note: EGA and TANDY graphic files are stored on disk 2.

CGA and Hercules graphic files are stored on disk 3.

If you're using EGA/Tandy mode, you only need to copy files from disks 1 & 2.

If you're using CGA/Hercules mode, you only need to copy files from disks 1 & 3.

To boot the game from your hard disk, change the hard disk directory to "Srod" and type *SR*.

If you're using one floppy drive, insert the copy of disk 1 into your drive, change the directory to that drive, and type *SR* at the prompt and hit Enter. The game will prompt you to change disks when needed.

If you're using 2 floppy drives, insert the copy of disk 1 into drive A and disk 2 into drive B. Change the directory to drive A, and type *SR* at the prompt.

If you have a 2 drive system and want to play off of just one drive, type *SR 1*.

If you just want to see a demo of the game, type *SR demo* at the prompt.

VIDEO CARD SELECTION

When the game boots up, select the appropriate video card for your system from the menu screen. A recommended setting is shown near the bottom of the menu. Hit Enter to accept the recommended setting. Note that option #3 will run the game on a VGA card in EGA mode.

COPY PROTECTION

At the start of the game, you will be asked a question concerning the manual (i.e., what color is the car on page 14?). You must have the manual in order to answer correctly, so keep it with you whenever you play *Street Rod*.

TURNING THE SOUND OFF

At any time in the game you can turn off all sound by pressing the CONTROL key. You can also turn off only the music, and leave all the other sound effects on, either by pressing the M key or by selecting the radio in the garage and choosing SQUELCH IT. To turn the music and/or sound back on, press the same keys a second time.

QUIT/SAVE GAME/LOAD GAME/NEW GAME

When you want to save a game, start a new game, restart an old game, or just plain quit, move the wrench to the clock and select TIME TO QUIT. You can have more than one saved game, but be sure to use different names. Saving a current game under the same name as a previous game will overwrite the previous game.

Save Game: Select SAVE GAME. The save game screen (it looks like a police ledger) will appear. You'll see several lines on which you can save your game. Move the cursor to the line on which you want to save the game and press the selector. That line will be surrounded by a box outline. Move the cursor to the memo sheet near the bottom of the screen until you get the message, "Click here to edit." and press the selector. At the prompt, type in the name under which

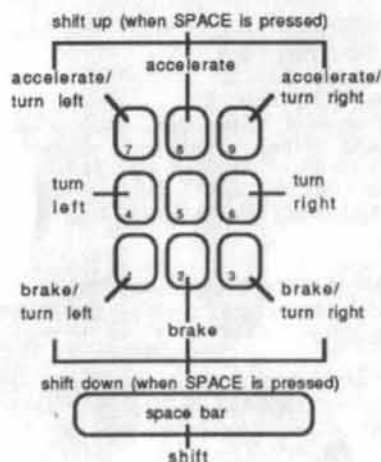
you will save the game and press Enter or click on the mouse button to confirm the entry. Then, select SAVE to save the game.

Load Game: Highlight the appropriate saved game with the cursor and select the LOAD option.

New Game: You'll be returned to the driver's license screen at the start of a new game.

DRIVING CONTROLS

Numeric Keypad



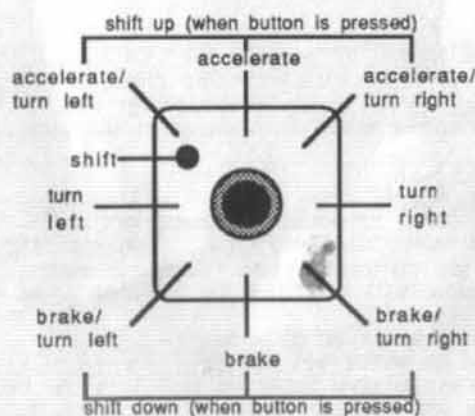
Key

9	steer towards the right while accelerating
8	steer straight ahead while accelerating
7	steer towards the left while accelerating
6	turn right
4	turn left
3	steer towards the right while braking
2	steer straight ahead while braking
1	steer towards the left while braking
SPACE	shift gears

The SPACE BAR is used for shifting gears. Whether you shift up to a higher gear or down to a lower gear depends on whether you're accelerating or braking while you're shifting. To shift up to the next higher gear, accelerate (by pressing keys 7, 8, or 9) and release the accelerator key momentarily while you press the space bar and then resume acceleration. To shift down to the

next lower gear, brake (by pressing keys 1, 2, or 3) and release the brake key momentarily while you press the space bar and then resume braking. You can shift gears without releasing the acceleration or braking key, a practice known as "speed shifting", but you'll stand a greater chance of dropping your transmission.

Joystick



Position

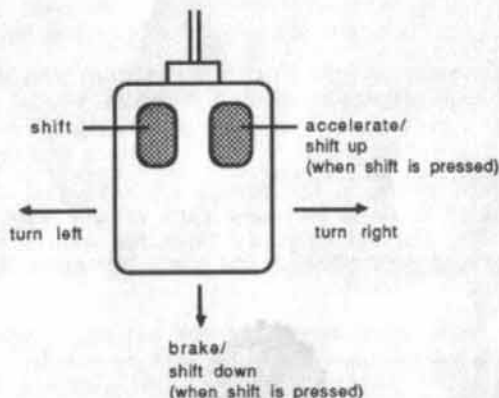
Up and to the left	steer towards the left while accelerating
Up straight	steer straight while accelerating
Up and to the right	steer towards the right while accelerating
To the right	steer towards the right
To the left	steer towards the left
Down and to the left	steer towards the left while braking
Down straight	steer straight while braking
Down and to the right	steer towards the right while braking

Joystick button shift gears

The joystick button is used for shifting gears. Whether you shift up to a higher gear or down to a lower gear depends on whether you're accelerating or braking while you're shifting. To shift up to the next higher gear, push the joystick forward and release it momentarily while you press the joystick button and then push the joystick forward once again. To shift down to the next lower gear, pull the joystick back and release it momentarily while you press the joystick button and then pull the joystick back again.

You can shift gears without releasing the joystick, a practice known as "speed shifting", but you'll stand a greater chance of dropping your transmission.

Mouse



Position

Press right mouse button and move to the left
 Press right mouse button and keep mouse straight
 Press right mouse button and move mouse to the right
 Move mouse to the right
 Move mouse to the left
 Move mouse down and to the left
 Move mouse down straight
 Move mouse down and to the right

Action

steer towards the left while accelerating
 steer straight while accelerating
 steer towards the right while accelerating
 steer right
 steer left
 steer towards the left while braking
 steer straight while braking
 steer towards the right while braking

The left mouse button is used for shifting gears. Whether you shift up to a higher gear or down to a lower gear depends on whether you're accelerating or braking while you're shifting. To shift up to the next higher gear, press the right mouse button to accelerate and release it momentarily while you press the left mouse button and then resume acceleration. To shift down to the next lower gear, move the mouse back towards you to brake and pause momentarily while you press the left mouse button and then resume braking.

You can shift gears without releasing the accelerator or brake, a practice known as "speed shifting", but you'll stand a greater chance of dropping your transmission.

GENERAL KEYBOARD COMMANDS

<u>key</u>	<u>action</u>
SPACE BAR	skips cruising sequences and voice balloons / selects choices
INS	selects choices
M	toggle music on/off
CONTROL	toggle all sound on/off
ARROWS	move cursor around the screen
ENTER	select default selections (highlighted borders)
ESC	forget it / skip it / cancel

ADDITIONAL KEYBOARD COMMANDS

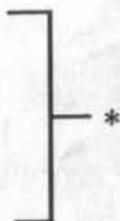
While all selections in the game can be made with the mouse or joystick, the following "quick keys" can be used in various parts of the game to select items, in place of using the mouse/joystick to point and click. Note that the same key will control different actions in different circumstances.

Items that are indented under another item will control actions within that main action. As an example, take a look at the group of keyboard commands next to the asterisk *. In the Garage, pressing 'N' will bring up the newspaper. With the newspaper on screen, you can press U or C to go to the used car section, A or P to go to the auto parts section, or G or ESC to go back to the garage. Let's assume you pressed U or C to go to the used car section and the used car listing appears on screen. Now, you can press 'N' to skip to the next page, 'P' to move back to the previous page, or 'G' to go back to the garage.

The number keys (1-9, 0, F1-F5) are used to select items from a menu. For example, if the opponents menu is on screen at the drive-in, key 2 will select the second opponent on the list, key F1 will select the eleventh opponent on the list, etc... Menus will hold up to 15 items at any one time and can be selected with the corresponding number keys: 1-9, 0, F1-F5 (shown below as 1...F5).

GARAGE

Key	Action
N	Check Out Newspaper
U or C	used car section
N	next page
P	previous page
G	go to garage
A or P	auto parts section
N	next page
P	previous page
G	go to garage
G or ESC	go to garage
M	Music on/off
R	Chop/restore roof
F	Strip/replace front bumper
B	Strip/replace rear bumper
P	Paint job
N	next color
P	previous color
F	forget it
Enter	go ahead
I	Installed car parts list
S	Stickers
1...8	select a sticker
Esc	skip it
T	Change Tires
1...F5	select a tire from menu
Enter	change tire
F, Esc	forget it
C	List of your cars
1...F5	select a car from list
Enter, S	switch it
L	sell it
Enter	make offer
F	forget it
H	Pop the hood
T	tune engine
A	advance timing
R	retard timing
D	done
P	list of engine parts
1...F5	select engine part from list
Enter	change part
F	forget it
D	done
1...9	select bolt (hit 2x to remove or fasten)
W	connect/disconnect wire



G Get gas
 P select pump handle
 T put gas in tank
 A Change transmission
 S list of spare transmissions
 1...F5 select transmission from list
 L Spare parts list
 1...F5 select specific part from list
 Enter sell part
 Enter accept offer
 N no thanks
 Q Save, Restart, Quit
 S save game
 O load old game
 N play new game
 Q quit
 F forget it
 D Hit the street
 X Check the calendar

DRIVE-IN

G Return to garage
 H Check out opponent's engine
 C Challenge opponent
 D drag race
 1...3 select bet amount
 F forget it
 R road race
 1...3 select bet amount
 F forget it
 O Call opponent
 1...F5 select specific opponent from list
 Enter call selected opponent
 F forget it

AUTO PARTS COMPATIBILITY

The auto parts listed in the auto parts section of the newspaper will only fit in cars with matching auto makes as listed below. For example, all auto parts that are listed as 'Ford' will only fit on cars that are Fords or Mercurys.

Auto Parts Make

	GM	Ford	Chrysler
Car Make	Chevrolet Oldsmobile Pontiac	Ford Mercury	Dodge Plymouth

ERRATA TO THE STREET ROD MANUAL

Page 9 & 22: The description of tuning the engine is incorrect. The best effect on performance is achieved by lining up the pointer with the timing mark. Retarding or advancing the engine will not give you an advantage in the drag or road race; it will simply place your car out of tune and make it perform less efficiently. Your engine will gradually go out of tune as you drive your car, so make sure to recheck your engine timing after you've raced a few times or after you've cruised to town a few times.

GENERAL HINTS

JUST STARTING OUT

When you're just starting out with an inexpensive car, don't be afraid to put some money into customizing it. A little bit of custom work will really help you out, especially in the earlier stages.

HALL OF FAME

Whenever the game ends, the hall of fame will appear. The hall of fame records the achievements of the top players who successfully beat the king, and each entry is ranked according to how long they took to beat the king (in hours). The shorter the time it takes you to beat the king, the higher up on the list you'll be.

TIRES

Tires affect the performance of your car by affecting your ability to steer and handle curves. The more expensive tires grip better on the curves and make turning easier.

RETURNING TO THE GARAGE

Periodically, you should return to the garage to check the status of wear and tear on your car, to tune it, or to buy new parts or new cars. By selecting CAR INFO, you not only can check the wear and tear on your car, but also see the effect of customization on your maximum speed.

SELLING CARS

When you sell a car, you might want to check out its original price in the newspaper to give you a better idea of how much to ask for. Note that cars that are customized with better parts, stickers, etc., will have a higher resale value than stock models.

RUNNING OUT OF MONEY

If you run out of money during the course of the game, you'll get a message on screen telling you so, and the game will be over. You officially run out of money when your cash holdings are less than the price of the least expensive car in the newspaper. The message will only show up when you have sold all of your car parts and cars and your resulting cash holdings are less than the cost of the least expensive car.

BEATING THE KING

In order to get a shot at the king, you'll have to win your share of drag and road races to prove you're good enough. The king only races drivers who have good experience in both types of races, so try to win a good number of both types of races. Occasionally, the king will cruise by at the drive-in and give you some encouragement and let you know which type of race you need to win in order to challenge him.

Once you get a shot at the king, you'd better be on your toes, because he's really tough. Make sure you've got a top notch car with a high maximum speed rating and make sure it's running in prime condition or you won't have a chance. The king don't race no jalopies, bub!