Contents

How to play 'Rally Driver'

To compete successfully in a car rally requires more than just fast driving. You must plan your route carefully taking many things into consideration: weather conditions; which routes are longest, which are shortest; which are 'fast' roads, and which are 'slow' roads.

Although you must drive quickly you must also drive carefully. You must always be on the look out in case spectators or farm animals have strayed on to the road!

What you have to do

The rally takes place in three stages over three gruelling days or nights. To win a cup you have to come in the top three after the third and final stage.

But the competition is tough. Only the top seven competitors can proceed from Stage I to Stage II, and just the top five go through to Stage III from Stage II.

How to complete a stage

Each stage contains a number of Time Controls (these are marked on the map which accompanies this program). You must drive through each Time Control in order to complete the stage. There are a number of different routes you could take to go through each Time Control. It is up to you to use your navigation skills to choose that best course.

Choosing a course

Before you start to race study the map carefully and decide which will be your quickest route. You are not allowed to drive along *all* the roads shown on the map. The roads which you can use are clearly marked. Several of these roads are not always open; for example the Marquis of Harker Hall only occasionally allows rally drivers to take a shortcut along his private road through the Harker Hall estate.

Sometimes the weather conditions will cause roads to be closed. For instance after heavy rain some roads may become flooded. To find out which roads are closed and which are open you must stop at the Time Controls. Here the marshals will inform you of any changes to road conditions.

Getting on to the leaderboard

When you have completed a stage you are given a score. This consists of the time it took you to complete the stage in minutes and seconds (from the start to the last Time Control in the stage) *plus* any time penalties you have incurred. The lower your score, the better you have done. Time penalties are recorded on the navigator's clip board at the left of the dashboard.

Between the Time Controls are Passage Controls. These are simply boards with some letters written on them. When you reach a Time Control the marshal will ask you what the letters on the last board were. If you do not enter the correct letters, you will incur a 20 second time penalty.

Note — Sometimes it may be to your advantage not to stop at a Time Control. Although you incur a 50 second time penalty you may save yourself valuable time by not stopping. However you may also miss important information about road conditions.

You can also incur penalties for:

1   crashing your car (30 seconds, or 5 minutes if you were travelling too fast);
2   going off the allowed roads (30 seconds);
3   trying to go in the wrong direction up a road (30 seconds);
4   hitting animals or spectators (5 minutes).

2

Loading the program

Set up your cassette recorder, computer, and TV set as instructed in your manual.

1   **Spectrum only**   Press J then hold down `SYMBOL/SHIFT` and press P twice. **LOAD""** should now appear on the screen. Press `ENTER` and then **PLAY** on your cassette recorder to start loading.

   Commodore 64 only   Hold down `SHIFT` and press `RUN`. **PRESS PLAY ON TAPE** should now appear on the screen. Press **PLAY** on your cassette recorder to start loading.

   Amstrad only   Hold down `CTRL` and press `ENTER` (bottom righthand of the number key pad). **Press PLAY then any key** should now appear on the screen. Press `ENTER` and then **PLAY** on your cassette recorder to start loading.

2   In a few minutes a title screen will appear. Several minutes later the program will finish loading.

   Note — Spectrum and C64 only   An animated Hill MacGibbon logo will appear before the title screen. While the animation is playing **DO NOT** stop the cassette recorder.

3   **C64 and Amstrad only**   When the program has finished loading the game begins, as described in **Running the program.**

4   **Spectrum only**   When the program has finished loading, press **STOP** on your cassette recorder. Now press `ENTER` to start the game or M to save to Microdrive (see page 11 for a full explanation).

   The first screen displays options for running the program. You can either use the keyboard or a joystick.

a   Initially **Keyboard** is highlighted. After the tune has finished press `SPACE` to highlight the other options in turn.

b   When the option you want is highlighted press `ENTER`. The game now starts, as described in **Running the program.**

   On page 10 there is a description of how a joystick can be used when you are running the program.

Running the program

Competing in the first stage

Step 1: The Leaderboard
The Leaderboard appears. This lists the names and positions of the previous ten competitors. To qualify for Stage II you must gain a high enough score to get amongst the top 7 on the Leaderboard.

If you are playing on your own you can race the same course as many times as you like. If you are playing against other people each person can take a turn at competing in the stage.

a   Enter the name of your first competitor using the keys **A** to **Z**. If you make a mistake press **0** (zero) **(Spectrum)**; **DEL** **(C64, Amstrad)** to cancel any incorrect letters.

b   **Spectrum and Amstrad only** When you have entered the name correctly, press **ENTER** to continue.
     C64 only When you have entered the name correctly, press **RETURN** to continue.

c   It is not possible to enter the same name twice.

Step 2: Weather reports
The next screen displays a weather report for the first stage of the rally. The weather conditions will affect the roads as follows:

Dry	Conditions good for rallying; roads firm, few pools of water or patches of mud.
Damp	Roads wet and greasy; some pools of water or patches of mud may cause skidding.
Very wet	Danger of flooding on some roads.

Press **ENTER** / **RETURN** to begin the rally.

Step 3: Driving your car

The screen shows the view out of your car's windscreen and your dashboard.

a The clock starts. The marshal may give you some information about road conditions. Then he will tell you when you can start.

b To start the car, first press **3**. The handbrake indicator on your dashboard (in the centre of the screen at the bottom) goes to black to show that you have released your handbrake. Press and hold down **9** to accelerate. Watch your speed increase as your car moves off. (The speedometer is the yellow instrument in the middle of the dashboard.)

c To slow down, press and hold down **2**.

d To steer, press **1** (or **0**) to turn the car left or right.

e If you see that spectators or farm animals have strayed on to the road you can use your horn to warn them that you are coming. Press any key on the row **S** to **K** to sound the horn. Failure to sound the horn will probably result in an accident.

What to do at junctions

a When you wish to turn left or right at a junction on to another road, you **must** press **Q** to turn on to the road on the left, or **0** to turn on to the road to the right.

  Note — The keys **0** and **Q** will not work if you are travelling over 25 m.p.h. Nor will they work if your car is stationary.

b If you turn down a road which is closed to the rally, or if you try to go the wrong way down a one way road, you will incur a 30 second time penalty and your car will be placed back on the road you turned off. Accelerate again to move off.

Please note: Pressing keys **1** (steer left) or **0** zero (steer right) will not work at junctions.

Passage Controls and Time Controls

As you drive along the roads you will see notice boards. These are either Passage Controls or Time Controls.

A **Passage Control** is simply a notice board with two letters written on it. You do not have to stop in order to find out what the letters on the board are, but you must be driving at a speed less than 45 m.p.h. You should make a note of these letters to avoid incurring time penalties at the next Time Control. If you drive past a Passage Control at faster than 45 m.p.h. your navigator will not be able to read the letters and you will not be told which letters they were.

Time Controls are where the marshals wait to check that each competitor has followed the proper course.

a   To stop at the Time Control, you must bring your car to a halt within the two lines marked on the road by the Time Control board.

b   If you stop too soon, you must drive forward. If you stop too late, you will incur a 50 second time penalty. You cannot reverse or turn round and so you must continue with the stage.

c   When you top at a Time Control the marshal asks you to enter the letters from the last Passage Control board.

d   Type in the letters using keys A to Z as before. Then press ENTER / RETURN .

e   If you have entered the wrong letters, you will incur a 20 second time penalty.

f   The marshal may now give you information on road conditions. When he or she has told you that you can go, press 9 to start your car and continue with the stage.

What happens if you crash

When you drive your car close to the edge of the road, the border of the screen will flash. If your car goes too far off the road then you will crash. If you are going too fast, then your car will be wrecked and you will incur a severe time penalty. At slower speeds you will incur a less severe penalty. After a crash your car will then be placed back on the road. Accelerate to drive off.

How to avoid crashing your car

You will soon learn how to control your car but here are a few hints:

●   Corners should be safe taken at about 30 m.p.h. until you are competent at steering.

●   Sometimes you can use the handbrake to get you round a corner more quickly. Accelerate into the corner then press 3 to apply the handbrake. As the car rapidly decelerates steer yourself round the corner. Remember to press 3 to release the handbrake as soon as possible after the corner.

●   Mud and water on the road can cause you to skid — so drive to suit the conditions.

Step 4: The end of the stage

When you have completed the stage, the Leaderboard appears again. If your competitor has qualified, you will see this name appear on the Leaderboard. Otherwise your competitor will be eliminated from the rally.

a   Enter the name of your next competitor as before.

       Note — You will not be allowed to enter a name which is the
       same as your last competitor

b   If you do not wish to enter another competitor, press
    ENTER / **RETURN** and the program will proceed to the final
    results (Step 5) of Stage I.

Step 5: Final results of the stage

When all of your competitors have raced, the top seven competitors on the
Leaderboard go through to Stage II. If none of your competitors has
qualified for Stage II, you must start the rally again from Step 1 of Stage I.

If some of your competitors have qualified, then a new Leaderboard is
displayed showing the top seven previous competitors and their times. You
must race each of your surviving competitors in turn.

a   The competitor who must start first is highlighted.

b   Press **ENTER** / **RETURN** to get the weather report before
    you continue your rally.

The same procedure applies for racing in Stage III (but only the top five
competitors qualify). Good luck and good rallying!

Starting again

If you wish to abandon the rally at any stage:

Spectrum only Hold down **CAPS** and press **A**.

C64 only Press **RUN**.

Amstrad only Press **ESC**.

To finish

Spectrum only Simply disconnect your Spectrum from the power supply.

C64 and Amstrad Simply switch off your computer.

Use of a joystick

You can use a joystick only when driving your car. On the Leaderboard and weather conditions screens you must use the keyboard as described in the preceding pages.

Use your joystick as follows:

Up   — accelerate (same as $\boxed{9}$)
Down   — brake (same as $\boxed{2}$)
Left   — turn left (same as $\boxed{1}$)
Right   — turn right (same as $\boxed{0}$)
Fire   — apply/release handbrake (same as $\boxed{3}$)

At junctions you must use $\boxed{Q}$ and $\boxed{0}$ on the keyboard to turn sharp left or sharp right respectively, and you must press keys $\boxed{S}$ to $\boxed{K}$ if you want to use the horn. You may find it helpful to fix your joystick firmly to a surface. This will enable you to manipulate your joystick with one hand, and the keyboard with the other.

Note   you can steer and accelerate or brake at the same time. For example, to steer left and accelerate, push your joystick diagonally up to the left.

Spectrum only   Remember to plug your joystick in before you load the program.

Amstrad only   The cursor keys may be used in the same way as the joystick.

Using a Microdrive (Spectrum only)

You are allowed to make only one copy of the program on to a Microdrive cartridge. You must *not* make more than one copy on to a Microdrive cartridge (or any other copy of the program) either for your own use or for hiring, lending, or selling to other people. This would be an infringement of copyright for which you could be prosecuted.

How to make a copy on to a Microdrive cartridge:

a   Format a blank Microdrive cartridge by typing **FORMAT** "m"; 1; "RD" and then **ENTER**.

b   Make sure the formatted cartridge has been inserted into your Microdrive.

c   Load the program from the cassette in the usual way.

d   When the program has loaded, press **M** to save it on to the Microdrive cartridge. After about 30 second the program will have been saved. The program begins automatically.

e   If you press any key other than **M**, the game will begin and the program will not be saved. To save it, you must start again from **c**.

Loading your Microdrive copy of the program:

a   Make sure the Microdrive is connected and insert the cartridge which contains the program.

b   Press **R** and then **ENTER**.

c   The screen blanks and after 10-15 seconds the program will have loaded. A new game begins automatically.

Summary of keys

`SPACE`	Cycle through choices
`ENTER` (Sp, Am) `RETURN` (C64)	Confirms choice
`1`	Steer left
`0`	Steer right
`Q`	Turn left in to junction
`O`	Turn right in to junction
`9`	Accelerate
`2`	Brake
`3`	Handbrake on/off
`S` - `K`	(any key) Sound horn
`CAPS` `A` (Sp) `RUN` (C64) `ESC` (Am)	Starts the program again