SPEEDWAY

GAME PROGRAM™ INSTRUCTIONS

Made For:
Atari 2600 and Clones

Game Version: 0.1

Use your Atari Joystick Controllers with this ATARI® Game Program. Be sure the Controllers are firmly plugged into the **LEFT** and **RIGHT CONTROLLER** jacks at the rear of your ATARI Video Computer System.™ Hole the Controller with the red button to your upper left toward the television screen.
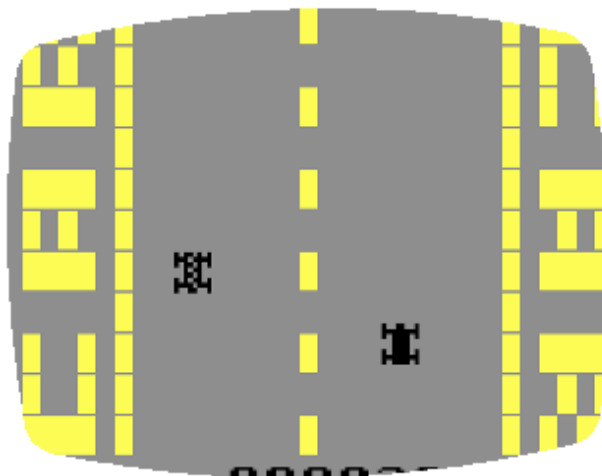
Use a Joystick plugged into the **LEFT CONTROLLER** jack for one-player games. See Section 3 of your Video Computer System Owner's Manual for further details.

Note: Always turn the console power switch OFF when inserting or removing an ATARI Game Program. This will protect the electronic components and prolong the life of your ATARI Video Computer system.

INTRODUCTION

In this game, you are racing for points down a public street in the middle of a drunken neighborhood. While you are the only sober person on the road, everybody else has had way too much to drink and will merrily drive into your lane. You must avoid colliding with these other vehicles while driving as fast as you can.

The playing field starts out with your vehicle (black) on the right, and the opponent's vehicle (checkered) on the left.

As you move the joystick up, the car will gradually increase in speed until the maximum speed is reached. The checkered cars will come at a much faster rate, and they will be very difficult to avoid. If you hit the left or ride side of the lanes, your vehicle will be dramatically slowed down and it will be pushed down the road some. You will need to reaccelerate to the driving position before speed will be obtained again.

If you collide with an opposing vehicle, the game will be lost, and you will see your final score before restarting the game.

Skill Levels

The skill level is directly tied with your vehicle's speed. As you drive faster, it will require much more skill to avoid a collision. You will obtain a higher score the faster you drive.

Difficulty Switches

Currently, Speedway does not support changes in the difficulty.

Strategy

The safest way to avoid accidents is by staying towards the edge of the roadway (either right or left) without hitting the barrier wall. If a vehicle is nearing yours, you only have to monitor one direction of travel before moving. In the center of the roadway, you do have more directional control – just make sure your eyes are on the road!

To Begin Play

After inserting the cartridge, turn your television on and then flip the console **power** switch **on.** The display will show the introduction screens (on the second one, press **FIRE** on your joystick to start the game).

Using the Controllers

Move your joystick left or right to move the vehicle respectively in the roadway. Moving the joystick up will cause the vehicle to accelerate to its maximum speed. Moving the joystick down will apply the brakes and will slow the vehicle (and the score) down. The fire button is not used in this game except to bypass the introduction screen.

More Information

This game is not an original Atari 2600 game. It has been developed for use with the Stella Emulator, however the binary file should work with other emulators and possibly the Atari 2600 Video Computer System itself. The game was developed for the NTSC region, however you may request a PAL version from the website below.

The binary version of this game, and documentation, screen shots, and source code are all property of, and copyright Robert Lerner. The binary game and documentation may be distributed worldwide provided the ROM is provided for free without requirement for account subscription or by using advertiser gateways (ads that must be watched, clicked, or viewed prior to obtaining the ROM).

The latest version of this rom and instructions, as well as a way to contact the developer can be found below at this website:

www.Robert-Lerner.com

The Atari name, Video Computer System, and Game Program terminology are the property of Atari.