SPEEDWAY BLAST

REQUIRES JOYSTICK AND AN
ATARI* 400/800 16K SYSTEM FOR CARTRIDGE,
24K SYSTEM FOR DISK VERSION

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INTRODUCTION

SPEEDWAY BLAST is an exciting, fast paced game where you try to drive your speedster around your neighborhood destroying the invading asphalt eating monsters. Cartridge owners insert your SPEEDWAY BLAST cartridge into the LEFT slot of your ATARI 800 or into the only slot of your ATARI 400 and turn on your machine. Disk owners, boot your Speedway diskette in the usual manner.

GETTING STARTED

At this time, you may use the keys described below to set the mode of play:

OPTION: Allows choice of difficulty level (1-4)

SELECT: Chooses 1 or 2 player mode

START: Begins play

During the game, the following keys may also be used:

STSTEM RESET: Returns to game select mode

ESC: Pauses game until pressed again

CONTROLLING YOUR SPEEDSTER

Your car is completely controlled from the joystick as follows:

ACCELERATION/: DECELERATION — Holding your joystick in the direction that the car is facing causes acceleration. Returning your joystick to the center position causes your car to slowly decellerate and eventually stop. Holding your joystick in the direction oposite that the car is facing causes more severe decelleration and rapid stopping.

TURNING: By holding your joystick 90° from the direction that the car is traveling, you may force the car to turn either left or right.

SLIDING: By holding your joystick 45° from the direction that the car is traveling you may force the car to slide either left or right while continuing in the same general direction.

SHOOTING: Pressing your joystick button will cause shots to be fired from the front of the car. Each shot fired will expend extra fuel.

SCORING

The overall goal in SPEEDWAY BLAST is to score as many points as possible by clearing the board of the asphalt eating monsters and their eggs in the shortest possible time. When play begins, you have 3 cars which will be used one at a time. As you drive and blast your way around the board, fuel is expended. Each car may be destroyed by 1) running out of fuel, 2) crashing into a monster or hole, and 3) crashing into objects such as houses, trees, or bridges, etc. Bonus cars are awarded for each 10,000 points earned. Points and fuel are earned as follows:

Shooting a Monster:	300 pts + 1 pt for each attached hole
Shooting a Hole:	1 pt each
Running Over an Egg:	100 pts + 100 units of fuel
Clearing the Board:	Bonus pts = 5 times the remaining fuel

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