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CHECKERED FLAG™

ATARI®

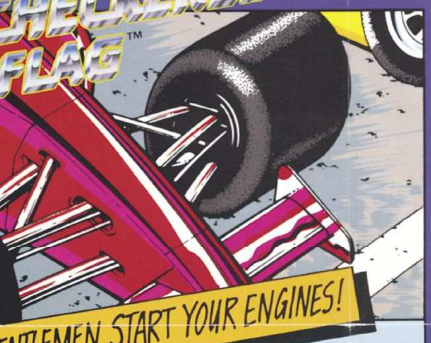
LYNX™

VIDEO GAME CARD

ARI®

1 TO 6 PLAYER

CHECKERED FLAG™



GENTLEMEN, START YOUR ENGINES!

This is big time racing. Strapped into your lightning-fast machine, you await the green light. The announcer calls out the traditional four words and the engines rev up. The d of Indy-style race cars—half roar, half whine—is deafening. The stand crowd is on its feet. You focus your attention on the starting it's red. Now yellow. Green! The race is on!

GETTING STARTED

1. Insert the Checkered Flag game card as described in the **Lynx Owner's Manual**.
2. If 2 through 6 people will play, Comlynx™ all Lynx machines. Turn all machines on.
3. Press **A** or **B** to exit the title screen. The Options screen appears. For more information on each option, refer to **Game Options** section.
4. Highlight each option by moving the joypad up or down, then press the joypad right or left to choose the selection you want.
5. Press **Option 1** to move to the car option section of the screen, then select your car options. Press **Option 1** again to return to the main options.
6. You can turn the music on or off by pressing **Option 2**.
7. When you are ready to start, press **A** or **B**. In a multi-player game, the game starts when all players have pressed **A** or **B**. While waiting for for other players, you can change your options by pressing **A** or **B** again.

GAME OPTIONS

The Options screen shows several choices you can make to configure your race. Any player can select or change these options. Each option is described below.

Race Options

Practice: Practice race, no awards.

Single Heat: One race, winner takes all.

Tournament: Eight consecutive races, starting with the currently selected course. If, for example, you begin with course 4, the second race will be on course 5, the next on course 6, and so on until all races are complete. Points are awarded at the end of each race. Your position at the end of a race determines your starting position in the next race.

Random Starting Position: Lynx chooses your starting position.

Qualifying Lap Starting Position: You run a single lap. Your time determines your starting position for the race. This only applies to the first race in a tournament.

Drones—0 to 9: A total of ten cars can race at the same time. The more participants, the greater the challenge. In multi-player games, you can only choose as many drones as will keep the total number of racers at ten or fewer.

Laps—1 thru 10 or 20, 30, 40, or 50: Choose the length of the race.

Course—1 to 18: Select a track.

Car and Driver Options

In addition to the above race options, you can select from three car-and-driver options. In a multi-player game, only you can select the options for your car and driver.

Transmission—Auto, 4-speed, or 7-speed: Choose your transmission. For a more challenging race, don't use the automatic transmission. Shifting is up to you.

Color: Choose your car colors.

Male or Female Driver: This does not affect the racing conditions, but if you win you will see a difference.

When Checkered Flag begins, you will see your car at the starting line of the selected track. If you are not racing any drones or other players, or if you chose to run a qualifying lap, your car is the only one shown. When you race against other players or drones, the other cars will also appear.

PLAYING THE GAME

The screen shows the current lap, your position (rank in the race), elapsed time, your odometer, and the lap number. The dashboard on your car shows the speed and current gear.

The top of the screen shows a map of the race course, with colored dots representing each car. Drones are always yellow. Human racers are represented by the majority color of each car. The large flashing dot represents your car.

The first-place car also appears as a large dot. But it doesn't flash unless **you** are in first place.

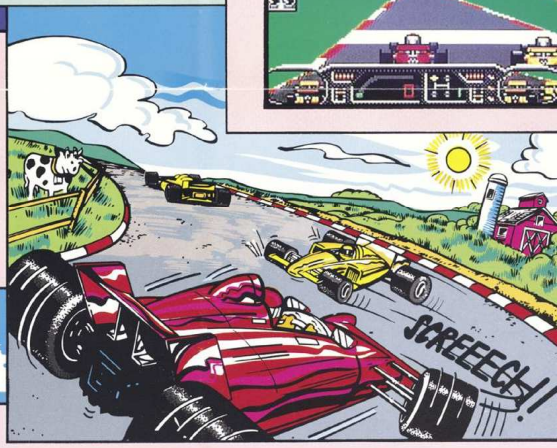
When you complete a lap, your lap time is briefly displayed where the odometer is. Pressing **Option 2** during the race shows the total number of laps you chose for this race, next to the current lap number.

If you run a qualifying lap, your time will determi your starting position. Good driving and great speed could get you the pole position, which means you will not have to pass any cars to take the lead.

When the announcer says "Gentlemen, start your engines," the starting light appears. When the light turns green, the race begins.

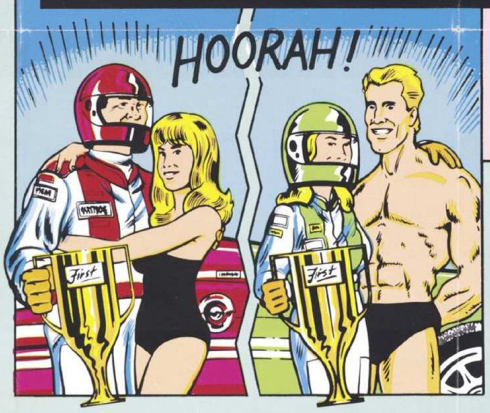
Press the joypad right or left to steer. If you did not choose an automatic transmission from the Options screen, you must shift gears by pressing up or down on the joypad. The **A** button is the gas pedal. Press **B** to brake. Besides braking, you can slow down by releasing the **A** button or by downshifting (if your car has a stick shift).

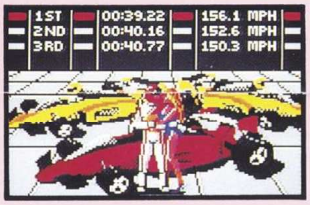
As you race, be careful not to run off the track. Driving off the track will slow you down, especially if you run into a tree or other roadside obstacle. Also, be careful when passing other cars. If you hit another car you will spin out of control. Try to regain control without losing too much speed. Of course, if you spin into a roadside obstacle, you will stop completely and lose valuable ground in the race.



Always keep an eye on your side mirrors. You will be able to see approaching cars and either get out of the way or cut them off. If you crash into another car, you may crack a mirror. Too many crashes and your mirrors will become useless.

At the end of the race, the winner is rewarded with a trophy and a big hug. (This is where the driver's gender becomes important!)





The speeds and statistics of the top three cars appear at the top of the screen. If you do not finish in the top three, your stats will flash at the bottom of the list.

If you finish a race before other human drivers, your car is placed on the side of the road. Pressing **Option 1** now turns on camera mode (a camera icon appears at the top left of the screen.) This mode places you in the cockpit of another racer's car so you can see what the other racer sees. Keep pressing **Option 1** to switch to other cars. You will eventually return to your own.

To start a new race, press **A** or **B**. In a tournament, another screen appears listing the current tournament standings, with the points for each racer. Press **A** or **B** to start the next race in the tournament.

Tournament Points for Each Race

First—30
Second—25
Third—20
Fourth—15
Fifth—10
Sixth—7
Seventh—5
Eighth—3
Ninth—1
Tenth—0

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