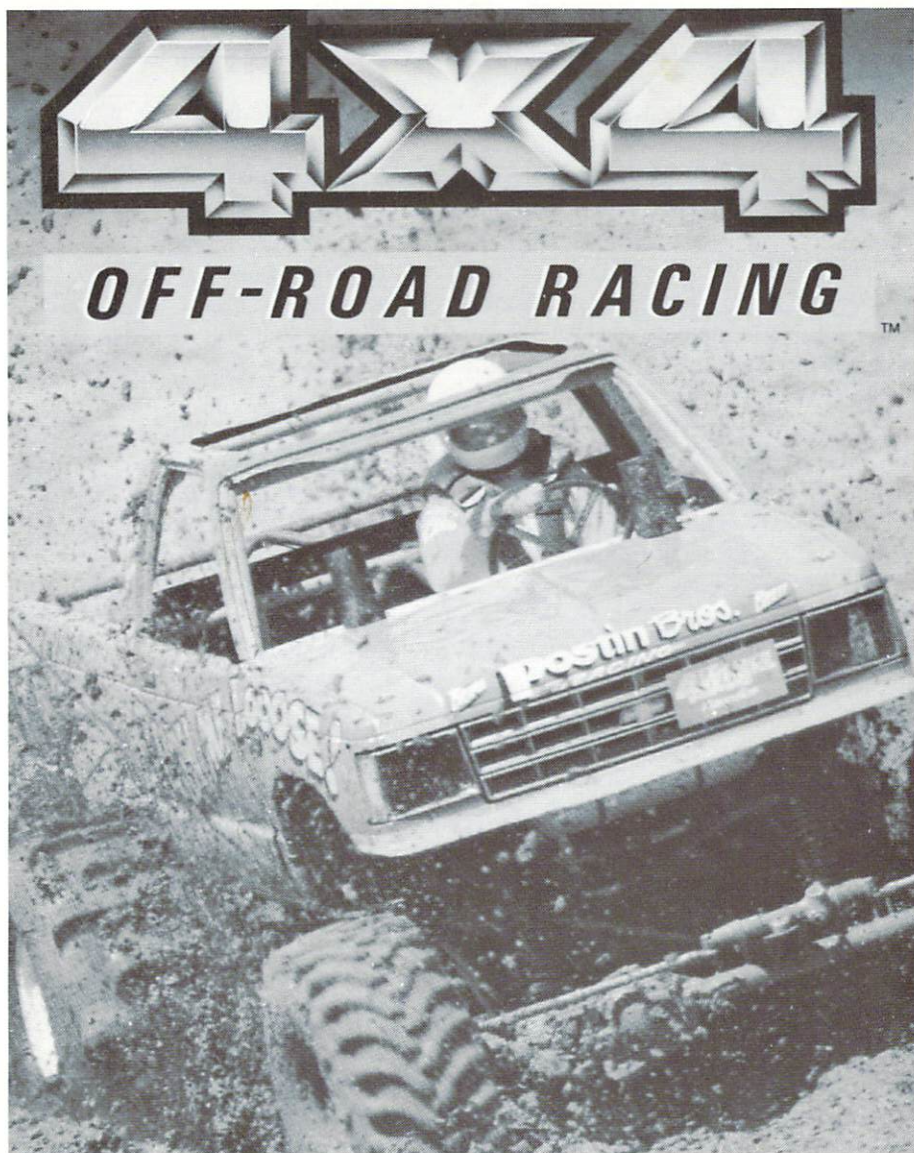


EPYX[®]



Instruction Manual
for Commodore 64[®]/128[™], IBM[®] PC
and compatibles

Ready to Roll

Gear up and get ready. 'Cause this is rough and tumble, off-road racing at its grittiest.

You'll start by choosing from four torturous courses. Brave the rugged Baja. Belt through the sweltering Death Valley. Go "bogging" in the mudflats of Georgia. Or take on the treachery of Michigan in winter.

Once you've settled on a course, you pick your rig. Choose between a big American beast, a classic pick-up, a Japanese import or a British military vehicle. Your choice *might* be determined by the terrain you're going to be traveling through. But then again, it might not.

Once you get your new 4X4 out of the showroom, bring it over to AUTO-PARTS row. It's here that you'll make it *all yours*. Give it bigger and better tires. Build in more power. And equip it with all the extras you'll need to get past the finish line.

Finally — when you're sure that it's all just perfect — you're ready to put your 4X4 to the true test: The Race. But it won't be all that easy. There'll be armies of obstacles along the way. Dodge 'em. Or use 'em to make your rig airborne. There'll be rivers to cross. Ice patches to maneuver. And quick-sinking mud to worm your way out of. Plus there's the competition: the *other* racers. And some of them are downright impolite — and that's putting it politely.

So get it in gear, bud. And get your 4X4 on the off-road. To victory.

Loading and Start Up

For Commodore 64®/128™

- Set up your Commodore Computer as shown in the owner's manual. **NOTE:** For Commodore 128, set system to C64 mode.
- Turn on your computer and disk drive.
- Plug a joystick into port # 2. (Try the EPYX 500XJ joystick for better maneuverability!!!)
- Insert the *4X4 OFF ROAD RACING* diskette into the disk drive and type **LOAD "*" ,8,1** and press **RETURN**.

With the EPYX FASTLOAD™ cartridge

- Turn on the computer and disk drive
- Insert *4 X 4 OFF ROAD RACING* disk into the disk drive, label side up.
- Press the **C=** (Commodore) key and the **RUN/STOP** key to load the program.

For the IBM PC and compatibles

- Set up your IBM PC or compatible as shown in the owner's manual.
- Plug your joystick in as shown in the owner's manual or refer to the keyboard command card for keyboard controls.
- Insert your **DOS** disk into the disk drive (drive **A** on a two drive system), and turn on your computer.
- When DOS is loaded, insert *4 X 4 OFF ROAD RACING* disk into the disk drive, label side up.
- Type the command **4X4**, and press **Enter** to load the program.

Pick your own Torture Test

Once the loading sequence is complete, press the **FIRE BUTTON** to view the *SELECT TERRAIN* and *SELECT LEVEL* screen. It is here that you determine just *where* it is you plan to punish your customized super rig.

Select Terrain

Choose between four types of treacherous terrain. Each has its own breed of excitement and challenge. To select one of the four areas, move the joystick **FORWARD** or **BACK** to highlight the *TERRAIN* of your choice. Then move the joystick **RIGHT** or **LEFT** to select your *LEVEL*.

- 1) **BAJA** — 1,000 miles of the roughest, toughest, survival tests on earth. From dry dusty desert and caked, crusty lake beds to boulder-strewn mountain plateaus. Take it head on — if you can.
- 2) **DEATH VALLEY** — They don't call it what they call it for nothing. This treacherous desert terrain will rip your spirit as harshly as it rips into your truck. So try to keep your cool. No matter how hot things get.
- 3) **GEORGIA** — If you like mudbogging, you're going to go for this trip in a big way. Mile after mile of some of the slimiest stuff the Eastern Seaboard has to offer. So get out there and get in it.
- 4) **MICHIGAN** — Snow. Ice. Mud. And winter madness. When it comes to finding nature at her worst, this place has got it. Make sure you've got the right tires. (And make sure your heater works.) Then punch it!

Select Level

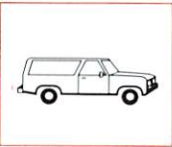
You can adjust your races for different levels of off-road prowess. Choose your *LEVEL* by pressing the joystick **UP** and **DOWN** to highlight your choice. When both your *TERRAIN* and your *LEVEL* have been selected, press the **FIRE BUTTON**.

These are the *LEVELS* you can choose from:

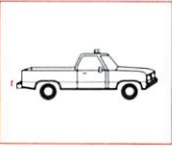
- 1) **BEGINNER** — This is a good place to start. At this level, you don't customize your truck. You go directly to the race. And your truck automatically has very high endurance.
- 2) **AMATEUR** — As you build initial confidence, move up to this gear.
- 3) **SEMI-PRO** — For a true 4X4 torture test.
- 4) **PROFESSIONAL** — You've gotta be crazy to try this one!

Choosing your Four Wheeler

There are four different types of basic trucks to choose from. They are:



The Stormtrooper, from Cox Motors — This big American workhorse comes with a built-on "cap." So you can save your money for some of those big American tires.



Tarantula, made by Venerable Motors — A heavy metal American pick-up that's built for action. *Any* kind of action.



The Highlander, by Tartan Lorrie — From Great Britain, this military-styled, jeep-like vehicle was designed for the bleaker reaches of Her Majesty's empire.



The Katana, from Oyama Motors Corp — Don't be fooled by the sleek styling of this peppy Japanese import. It's as tough as it is fun to drive.

Each truck is rated for these seven factors:

POWER — This is a combination of the truck's horsepower (how much it can handle) and gear output (how fast it accelerates.)

WEIGHT — The lighter your rig, the better your speed, MPG, and maneuverability. A heavier truck burns more fuel — but it also takes more punishment.

GAS MILEAGE — This is your truck's estimated miles to the gallon (MPG). But remember: if your truck is weighted down with too much equipment, you'll burn gas at a faster rate.

ENDURANCE — How much your truck can take before you have to take it in for repairs.

E.R.F. (Ease of Repair) — How long it takes to repair it.

PAYLOAD (VOLUME) WITHOUT CAP — How much your rig can carry without a camper back.

PAYLOAD (VOLUME) WITH CAP — How much your rig can carry with a camper back.

FUEL CAPACITY — How big your fuel tank is. Or, more importantly, how far you can go before you run out of gas.

To choose your truck — To view your options, cycle through them by pressing the joystick **FORWARD** or **BACK**. When you've reached a decision, press the **FIRE BUTTON**.

Outfitting your Rig

Once you buy your basic truck, you're ready to equip and customize it. After you press the **FIRE BUTTON** to purchase your selection, you'll be whisked downtown to auto-parts row. It's here that you'll put those finishing touches on your 4X4 rig. And it's here that you choose exactly what you want your truck's specialty to be.

This is where careful strategy and planning play a part. The parts you choose have something to do with *where* you're going to be racing. (You're not as likely to overheat in a cooler climate. And be sure to keep an eye on your weight and volume!) And a whole heck of a lot to do with *what* you like.

There are two different stores you'll want to check out. To do this, move your man up to the door or window of the store and press the **FIRE BUTTON**.

Here's what you'll find in each store:

The Custom Shop

This is where you buy the stuff that makes your truck totally unique. And totally yours. You'll find:



A WINCH — It goes on the front of your rig. And when you have to pull yourself out of a sticky situation — like a mud bog — it could save you valuable time.

EXTRA CAPACITY FUEL TANK — A handy item. Because when your first tank runs out of gas, you can just switch to this second tank. It'll save you valuable time in a race. And can be a life-saver if you're not near civilization when your first tank runs dry.

A CAP — A camper that lets you increase your carrying capacity.

TIRES — Choose from standard, mudder and all-terrain tires. Try to pick the right tires for the right course. And remember to make sure your spares match up.

To purchase any of the above custom items — Use your joystick to move the “hand” on to the item and press the **FIRE BUTTON**.

To return any of the above custom items — Use the same procedure as you used for purchasing them. **NOTE:** EXCEPT FOR TIRES. To return or change tires, simply point to the tire of your choice and press the **FIRE BUTTON**.

To leave THE CUSTOM SHOP — Use your joystick to place “the hand” over the “EXIT” sign and press the **FIRE BUTTON**.

The Auto Mart

Here's where you gear up on essential items you'll need for your trip. Plan carefully, and keep an eye on your volume, weight, and cash.

To buy these items — Use your joystick to place “the hand” over the item you wish to purchase, then press the **FIRE BUTTON** to buy it. **NOTE:** The text at the bottom of the screen will tell you what the item is, how much it will cost, and how much weight and volume it will add to your rig.

Here are some of the items you'll be able to purchase:

WATER — Some places need it more than others.

OIL — If you get a leak, you're gonna need this.

COOLANT — Consider the weather and terrain you'll be racing on. You may need coolant if your radiator gets smashed.

TRANSMISSION FLUID — You never know....

EXTRA BATTERY — Is it worth the added weight?

SPARE PARTS — Always handy.

SPARE TIRES — At least take *one*.

A MECHANIC — Heavy? Sure. But a real time saver when it comes to repairs.

A SIX-PACK — It's up to you.

A CAN OF GAS — It can't hurt to be prepared!

A MAP — It comes in handy when you want to see where you are in the race.

A FLASHLIGHT — Saves time with under-hood repairs.

TOOLS — Just about a necessity.

To see what you've bought — Use your joystick to place “the hand” over the “MENU” box and press the **FIRE BUTTON**. Move the joystick **UP** or **DOWN** to cycle through all the items. When you're done, press the **FIRE BUTTON** again.

To return an item — Use your joystick to place “the hand” over the “REFUND” box and press the **FIRE BUTTON**. Move the joystick **UP** or **DOWN** to cycle through all the items. When the item you wish to return is highlighted in red, move the joystick **RIGHT** or **LEFT** to return the highlighted item. Then press the **FIRE BUTTON** to reactivate the hand.

To leave THE AUTO MART — Use your joystick to place “the hand” over the “EXIT” sign and press the **FIRE BUTTON**. This will take you back outside the shop.

The Race is On

Once you've customized your rig and purchased your equipment, you're ready for the big race.

To start the race — move your “man” (using the joystick) over to the far right section of the screen. Then press the **FIRE BUTTON**. You will now be instructed to flip the disk over. Do so and press the **FIRE BUTTON** when prompted.

Go For It

The day you've been working and waiting for is finally here: the day of the race. It's the day you test your truck, your talents and your instincts against nature herself — and against the other 4X4s in your class. When the man at the start of the race waves the green flag, put the pedal to the metal!

To start your engine — press the **FIRE BUTTON**

To steer right or left — move joystick **RIGHT** or **LEFT**

To accelerate — press the **FIRE BUTTON**

To slow down gradually — pull joystick **BACK**

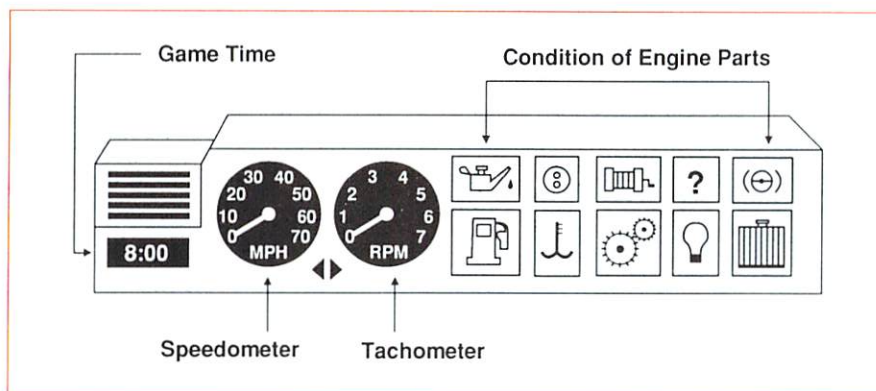
To slam on brakes — push joystick **FORWARD**

Warning: Crashing early in the race makes it difficult to catch up to the other racers.

The Dashboard

As soon as you start logging on the miles across the countryside, keep an eye on the dashboard. It can give you lots of valuable information.

Here's what you'll find:



Reading the condition of your engine parts

Damage done to an engine part varies. It all depends on *what* exactly you did to it. And, of course, *what shape* the part was already in when the damage was done.

Your dashboard controls give you clues to the degree of damage a part has suffered by color. Here's how it works:

GREEN— low damage

BLUE — medium damage

YELLOW — severe damage

Damages

On trips like this, it's almost impossible to avoid some kind of damage or mishap. When the damage is major, a special **DAMAGE SCREEN** will show you where the damage is and what's needed to repair it.

The **DAMAGE SCREEN** will also give you clues as to how bad the damage really is. Because if time is starting to get tight, (near the end of a race) you may only want to repair whatever is absolutely necessary. Here's how to tell how bad the damage is:

QUESTION MARK -- a general breakdown

LIGHTENING BOLT — an electrical problem

THE PART IS SHOWN — some damage

THE PART IS FLASHING SLOWLY — medium damage

THE PART IS FLASHING RAPIDLY — severe damage

To make a repair with the right parts — Using the joystick, point to the damaged area and press the **FIRE BUTTON**. The parts you *need* will appear in the *lower* row of boxes. The parts you *have* will appear in the *upper* row of boxes. To complete the repair, point to the necessary parts you have and press the **FIRE BUTTON**. If the gas can icon appears, move "the hand" over it and press the **FIRE BUTTON** to top off your tank.

To make a repair without the right parts — Point to the sledgehammer and press the **FIRE BUTTON**. **NOTE:** This type of "make-do" repair will get you back on the road. But with reduced endurance.

To make a repair at CHECKPOINT — Throughout the course you'll encounter several **CHECKPOINTS**. The **CHECKPOINTS** are marked with orange pylons. When you get to a **CHECKPOINT**, you will automatically pull in for repairs. All parts and labor are **FREE!** You just have to decide if you can spare the time for repairs! To fill your gas tank before you head out again, place "the hand" over the gas can icon and press the **FIRE BUTTON**.

To get back on the road — After your truck has been repaired, point to the crossed flags and press the **FIRE BUTTON**.

During the repair procedure, you'll be told how many other vehicles have passed you. And before you get back on the road, you'll be told how long your repairs took. **NOTE:** Certain items you may have purchased — like hiring a mechanic or carrying a flashlight — will help reduce repair time.

To get back on the road without repairs — If you decide you can continue the race without repairs, press the **FIRE BUTTON**.

Vehicular Recovery

If you overestimate the prowess of your 4X4 — or underestimate the dangers of the terrain — you may find yourself immobilized. Or, in other words: **STUCK**. Here are two ways to get yourself out of such messes:

- 1) **Use your winch.** To do so, hold down the **FIRE BUTTON**. This will pull you out at about 5 miles an hour.
- 2) **“Rock” your way out.** If your rig isn't rigged with a winch, you're going to have to “rock” yourself out. It's not as fast as using a winch — but it *does* work. To “rock,” press the gas pedal (**FIRE BUTTON**) repeatedly, over and over until you dislodge your rig. How long should it take? It all depends... On how thick the bog is. And on how fast you were going when you hit it. **NOTE:** “Rocking” may cause damage to your 4X4 — but it may be your only option.

The Other Guys

Along the way, you may notice other trucks passing you. If you want to win, you've got to catch up and pass them as soon as you can. (There are up to 16 opponents on each course.)

The Doombuggy

This is the most deadly obstacle in the whole race. He's not just another contender. No way. This guy is out for blood. You'll recognize his menacing looking black rig right away. And when he tries to ram and bump your truck off the road, you'll know for sure that it's him. But try not to let him have a chance. Stay as far away from this dude as possible — no matter what it takes to do it.

Right Place at the Right Time

In a race as long as this one, it's often difficult to gauge how well you're doing. Your goal is to finish the race **FIRST**. So, you'll want to pass all your opponents and leave them in the dust!

To get an idea of *when* to be *where* for a shot at the victor's trophy, keep an eye on the dashboard clock. The race starts at 8:00 in the morning. In general, if you reach the first CHECKPOINT by 11:30 a.m. you are making good time. If you haven't reached it by 1:00 p.m., you should *increase* your speed.

If you reach the second CHECKPOINT by 2:30 p.m., you are making good time. However, your main goal should be reaching the CHECKPOINTS **ahead of your opponents**. If your opponents are having trouble on the track you may be able to afford more time for repairs!

The Party's Over

You begin the game with "3 lives" per race. Which means you can total yourself twice and still bounce back from where you were last seen. But the race is over when:

- 1) **You lose your third rig** — You'll be given a choice between starting the race over with the same rig, or, you can go back to the beginning and build up a different one from scratch.
- 2) **You cross the finish line** — Your position in the race will be calculated based on the number of trucks you passed. A score screen will appear, showing your placement and race time. Excellent race times will allow you to enter your name on the **Hall of Fame** screen (available on Amateur, Semi-Pro, and Professional levels only.) To qualify for **King of the Road**, you must race on all four terrains in a level, and finish with the best times.

Hot Tips for Beating 'em Cold

- Remember to pace yourself. The faster you go, the more fuel you'll burn. And it's a long, long way to the finish line.
- You know those irksome obstacles you're always trying to avoid? Well, they *do* come in handy sometimes. Use them to jump over rivers and mud bogs.
- Big boulders do big damage to even the heaviest metal. So avoid them at all costs.
- CHECKPOINTS are great — *if* you can afford the time. So don't make repairs unless it's absolutely necessary.



Now THIS is Hardball!

The Sporting News

• B A S E B A L L •™

- Every play is weighted by actual pitching, hitting and fielding stats compiled from 1987 Major League Baseball Players Association stats.
- Split screens and TV camera angles provide a view of play so real, gamers will be convinced they're playing on a network broadcast

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