

# 1000 MIGLIA

THE OFFICIAL SIMULATOR

1927-1933

VOLUME 1

THE ROARING YEARS OF SPORTS CARS

Francesco Carla presents:

1000 MIGLIA (TM) VOL. 1

Art Director: Ivan Venturi

Storyboard and design: Gaetano Dalboni

Programmers: Mario Savoia (Amiga)

Natale Fietta (PC)

Pietro Pino (C64)

Stetano Balzani (C64)

Art: Mario Savoia

Michele Sanguinetti

Ivan Venturi

Soundtrack: Massimo Perini (Amiga)

Gianluca Gaiba (PC)

Stefano Palmonari (C64)

Ivan Venturi (C64)

Lead Testers: Luca Ghini

Andrea Salati

Andrea Bonini

English translation: Adriana Gandolfi

Trademarks & copyrights:

SIMULMONDO is a registered trademark owned by SIMULMONDO Srl;

1000 MIGLIA is a registered trademark owned by ACB/DARMA Srl Brescia;

(C) 1991/1992 SIMULMONDO SRL.

## NOTICE

SIMULMONDO srl reserves the right to make improvements in the product described in this manual at any time and without prior notice. This manual and the software described herein are copyrighted. All rights are reserved. No part of this manual or the described software may be copied, reproduced, translated or reduced to any electronic medium or machine-readable form without the prior written consent of SIMULMONDO srl.

SIMULMONDO srl makes no warranties, express or implied. The company makes only certain limited warranties regarding the software and the media for the software. Please refer to the "Warranty Slip" inside the game package.

This manual, its quality, merchantability, fitness for any particular purpose, is provided "as is".

1000 MIGLIA(tm)

## Introduction

March 26, 1927, the starting gun is about to signal the drivers to begin a brand new race, an automobile race which was so enormously difficult to set up that its creators honestly believed that this race would be the first and last of its kind: the 1000 MIGLIA.

New regulations issued by the International Federation of Racing reducing engine capacity in terms of cubic centimeters had caused Italian automobile companies, who were manufacturing cars with much greater potentials, to withdraw from competitive racing. In December 1926, four friends, three car racing enthusiasts and a reporter from the "Sports Gazette", got together to see what they could dream up in order to save the sport from certain death.

Aymo Maggi, Franco Mazzotti, Renzo Castagneto and Giovanni Canestrini, came up with the idea of a wild round-trip excursion from Brescia to Rome and back to Brescia again.

The round trip totalled one thousand six-hundred kilometers or one thousand miles and so, Franco Mazzotti thought of calling the race "The 1000 MILE Cup", later shortened to 1000 MIGLIA.

The race was such a great success that it was decided to repeat it once a year and it was, (except during World War II), until the late 1950's. It immediately gained fame and notoriety in Italy and, over

the years, throughout the entire world. Within no time, the 1000 Miglia had become a tradition involving thousands of people everywhere.

The first drivers to participate in the race looked and acted more like the transatlantic airplane pilots of the day than like automobile racers. They were the pioneers of road racing where the difficulties and hazards of unpaved streets replete with rocks, dust, and mud when it rained, had to be faced and overcome in regular everyday assembly line cars.

Once out of Brescia, each team had to face its own destiny: the participants were tried physically and tested as to their mechanical skill.

Many consider the 1000 MIGLIA a determinant in the future technical advances which were to take place in the automobile industry.

Any breakdown which occurred during the race from a flat to a mechanical problem had to be seen to by the racers. (There were always two persons to a car, one was usually a better driver and the other a more skillful mechanic). This meant that they had to be good at improvising repairs on the spot and quite versed in how cars were built and how they ran.

All of this has bestowed the 1000 Miglia with something wonderful and

magical completely out of touch with the technological and consumer oriented environment in which modern day automobile competitions are raced. Money was not the driving force to make people want to participate, each person's innate spirit of adventure was. The desire to try oneself against one's own limits and not against an opponent made these drivers go beyond history to become legends: Brilli Peri, Nuvolari, Borzacchini, Fagioli and all the others who raced.

We at SIMULMONDO wanted to recreate the atmosphere which surrounded the 1000 MIGLIA by simulating actual historical situations. It wasn't easy as the photographs of the period aren't very good ones and this made reconstruction difficult.

But we did the best we could and we believe to have succeeded in our intent especially thanks to the support given us by our researchers and by the help afforded us by the Historical Documentation Center of Brescia's "MILLE MIGLIA" company and by Dr. Costantino Franchi who conceded us the rights to the trademark and name.

We believe that with 1000 MIGLIA-VOLUME 1, SIMULMONDO has brought you a totally different version of the automobile simulators on the market today and we hope that it will give you the chance to feel the excitement which was so integral a part of THE ROARING YEARS OF SPORTS CARS.

## 1000 MIGLIA(tm) - VOLUME 1

### PRE-RACE SELECTIONS

The game is divided into two parts. In the first part, you will choose which edition you want to race, with which driver and what kind of strategy you'll use. In the second part, you'll be busy at the wheel of the car you selected or the one you were assigned, racing on Italian roads in order to succeed, through all the various checkpoints, at winning the race.

Of course all the selections made during the first phase of the game will greatly influence how the race itself is run.

### HOW TO MAKE SELECTIONS

Selections will be made using a joystick or mouse to move a red pointer on-screen through the options. From this point onward, when we refer to an option to be selected, we'll mean moving the pointer to the option you want and pressing the left button on the mouse or the fire button on the joystick to choose.

## MAIN SELECTIONS

The following options will appear on the left-hand side of the screen:

**LOAD GAME:** this option allows you to load a previously saved-on-disk game in progress (also on cassettes, C64 only).

**SELECT ACTUAL DRIVERS:** this allows you to choose an actual driver from a roster of all the drivers from the historical time period you selected.

**CREATE NEW DRIVERS:** by choosing this option, you can use your imagination to make up your own pair of personalized drivers.

**THE GREATEST:** choose this option to visualize the top ten scores.

You can choose the language you want on-screen prompts in by moving to the bottom of the screen and clicking when you're on the language icon of your choice.

Race years are listed on the right-hand side of the screen, move the red arrow to the edition you want to race in and click the button, a red letter "x" will appear on the year you've just chosen or select "ALL" in order to compete in all 7 editions of this volume.

The roster of drivers and the cars to select from will vary according to which race year you choose. If you choose "ALL", the game will begin with the first edition and, depending on your standing at the end of the race, you will either receive offers from the automobile companies or you'll be eliminated from the roster.

### SELECT ACTUAL DRIVERS

When you choose this option, a roster of the drivers, in pairs, from which to choose, will appear on the screen. The 1000 Miglia was never raced by one driver alone but always by two persons who shared the tasks of driving and repairing the car. The characteristics of these two racers (driving skill, physical stamina, abilities as an automobile mechanic) will determine the type of strategy you'll choose to follow during the race.

Another very important aspect to remember is that each driver had his own special stretch of road, area, or province where he trained for the race itself. This means that each driver knew certain areas like the back of his hand, while he had never seen most of the route before actually having to race on it.



When you choose a pair of racers, you'll probably notice that one was usually a very able driver and at the wheel most of the time, while the other was a skilled car mechanic who saw to all the repairs and took over the wheel only to give his partner a chance to rest up a bit.

The entire roster of the pairs of drivers can be gone through by using the two arrows below the list of names. Once you've chosen your pair of drivers, their names and traits (shown on a histogram) will appear on the right-hand side of the screen. At this point, you can choose to "SEE CAR" so that you can carefully examine the car your pair of drivers will drive. When you are certain that this is the choice you want to make, move the arrow to "ACCEPT" and click the button.

#### YOUR DRIVERS' CAR

The features of the car driven by the pair of racers you chose will now be displayed - name, no. of cylinders, H.P., capacity in terms of cubic centimeters, top speed, how the car is classified in terms of cubic centimeters and the year in which the car was built. The car is also rated (on a scale from 1 to 9) on acceleration, brakes, handling, resistance, fuel consumption and a brief general description of the car. It's clear that you'll have to decide if the car is fit to the type of driving you've decided to employ for the simulated 1000 Miglia and that it is the right auto for the racers you've chosen.

## SELF-MADE DRIVERS

By choosing this option you can create your own pair of drivers. Just follow your strategic instinct when selecting the values you want to give your drivers - skill, stamina, mechanical ability and favorite stretch of road where the drivers train for the actual race.

You can also choose which car the racers will use by selecting the option "CHOOSE CAR". This option is yet another aspect in the creation of your team. Use the arrows at the bottom of the screen to scroll through the automobiles from which you must choose.

## HAVING COMPLETED ALL SELECTIONS

Following a screen summarizing your selections and after having successfully completed the security aptitude test (on the last page of this manual [Note: Which I decide not to type in, since everyone has a cracked version, right? ;-)), you'll be shown a table giving you the final standings of the various editions. Use the "SAVE GAME" option to save the game in progress on diskette (follow on-screen prompts).

Before the race begins, you'll have a chance to choose up to 6 spare parts - spark plugs, fuel cans, water bottles, spare tires, fuel pumps, fan belts, batteries, and dynamos depending on the car you choose - to take along in case of unforeseen breakdowns during the race. Move the arrow through the "SPARE PARTS" to choose the ones you want. How much extra fuel and water you'll need will be in strict

correlation to the type of car you choose. The amount will vary according to the H.P. and reliability of your car. Choose "START" to begin the 1000 Miglia.

## THE RACE

The race is divided into sections or legs. Before each leg, a brief presentation of the stretch of road you're about to race on will be given. This is to help you decide on the driving strategy you wish to employ. Click the button on the mouse or press fire and your car will appear in the center of the road. To drive your car, use the following commands:

Joystick up: accelerates

Joystick down: brakes

Joystick right: steers right

Joystick left: steers left

Push the button with the joystick pushed forward to up shift and push the button only to down shift.

At any time during the race you can press the following keys:

"L": headlights on/off.

"P": (pause) allows you to stop the race temporarily.

"Space Bar": to see the map. By looking at the map, you'll be able to see how much road you've already covered and how much is left to go to complete the leg you're currently racing.

"ESC": allows you to start the game again from the "Main Selections" screen.

You can run into all sorts of trouble during the race.

Your team will have to see to all repairs. Success will depend on your team's mechanical skill and know-how and whether or not you chose to take along the right spare parts. How much time you'll lose for repairs will depend on the above-mentioned factors and on how serious the damage is. If there is irreparable damage, the message "GAME OVER" will appear on the screen and the game will pick up again from the "Main Selections" screen.

Remember, too, that the drivers are not made out of steel. Each one of them will be able to withstand just so much physical strain, after which point, driving prowess will start to decline drastically. To avoid getting to this point, consult the map (by pressing the space bar) often and when you see that your racer's stamina is nearing zero, stop the car along the side of the road, take the map out again, and choose to swap drivers. This is the only way in which to give the driver a chance to replenish his energy so that he'll be ready to face the upcoming legs. In short, you'll soon realize that 1000 Miglia is a very special game.

The sensation you'll experience will not be of pure speed alone. They'll be stretches of road where you can drive fast but not frenetically. You'll have a chance to fully exploit the power of your vehicle without the interruption of too many bends.

If the weather is on your side, you'll even get a chance to see a starlit sky when night falls and the approaching dawn when a new day is about to begin. So, make up your team, choose your car, and get ready to relive the fantastic times of 1000 Miglia's glorious years.



