Imagic
TRUCKIN'
Game Program Instructions

Hey, good buddy...how 'bout a hot race across the U.S.A.?

We'll get in our big rigs and drive the interstates, cross the great plains and climb the mountains, ocean to ocean...jam the hammers down and be ready to hit the brakes...hi-ball up that endless highway from city to city, haulin' cargo wherever we can...

We'll race all night into the sunrise, stoppin' just long enough to snatch a little sleep and top of the gas tanks. Watch out for Smokey but keep on rollin' --- 'cause we're the Kings of the Road!

OBJECTIVES

THE GREAT INTERSTATE RACE (Game 1)

Visit 8 selected cities in the shortest time by:

Taking the best interstate Highway routes;

Driving safely.

HAULING CARGO (Game 2)

Earn the most money you can, hauling payloads to selected cities within a time limit by:

Picking the best combinations of cargoes and destinations;

Driving safely;

Conserving fuel and rest stop costs.

Both versions of Truckin' are 1 or 2-Player Games

PICK YOUR GAME...

When you turn the game on, you'll see this screen:

The right half of the screen shows some typical views through a windshield. Notice the changing road scenery and truck traffic you'll encounter during the game.

Select the game variation you want to play:

Press ROAD (GAME 1) for a straight over-the-road speed contest.

Press GAME 2 for a cargo-hauling strategy and speed contest.

If you selected GAME 1, press ROAD again.

If you selected GAME 2, you see this additional information: DAYS: 5

Press either TOP side button (ACCELERATE) to increase the number of days of your trip, if you want to play a longer or shorter game.

Maximum number of days is 60.

Each "day" equals 2 minutes.

If you play alone, just one side of the screen displays the view from your truck's cab. The other side shows the time and date. If 2 are playing, each driver activates his side of the screen by selecting the same game number.

GET READY: GAME 1

Game 1 is a speed contest. Drive to 8 cities in the shortest possible time. You carry no cargo. The race always starts in San Diego, California.

After selecting GAME 1, you see the city code "SD" (San Diego. The list of city abbreviations is on the map).

This is the "Flag City" identifying one of 59 possible routes.

Each route includes 8 cities.

To change routes, press the BOTTOM LEFT button (SELECT) until you see the Flag City for the route you want to travel. For lists of all the Flag Cities and routes see back of map.

Press ROAD to get in the cab of your truck and "fasten your seat belt" so you can begin.

The truck driven by the left hand controller is gray (on the left half of the screen); the right controller is orange (and on the right half).

Each player starts with $1,500 cash to cover travel expenses.

The only thing left to do before you head up the road is to get gas:

To fill your tank, press GAS key and wait until the needle reaches "F".

Payment of $30 per quarter-tank is deducted from your cash balance.

If you know which highway leads to your first destination, you're ready to go! Press ROAD.

For details about driving, see ON THE ROAD, later in this manual.

Note: if you are learning how to play TRUCKIN', you may want a little practice at "truck driving by computer".

Try the test drive described on page 17/later in this manual.

GET READY: GAME 2

This version is a strategy contest. The challenge is to make as much money as you can, within a time limit (from 2 minutes to 2 hours) by delivering loads to various cities. Every trip starts in San Diego, California.

After selecting GAME 2, you see the city code "SD" (San Diego. The list of city abbreviations is on the map). SD is the "Flag City" identifying one of 59 possible routes.

Each route includes 8 cities.

To change routes, press the BOTTOM LEFT (BRAKE) button until you see the flag city for the route you want to travel. For lists of all the Flag Cities and routes see back of map.

Press ROAD to get in the cab of your truck and "fasten your seat belt" so you can begin.

The truck driven by the left hand controller is gray; the right controller is orange.

In GAME 2, each player starts with $500 cash, to cover travel expenses. You earn more money by delivering loads to their proper destination. For a list of cargo transportation values, see page 14.

Press the LOCAL INFO Key to see what loads are available at your current city location, as well as their destinations.

NOTE: You'll see available loads only if you are in one of the cities on your route.

The 2-letter abbreviations are cities on the route you have selected.

To change the cargo, press the BOTTOM RIGHT side button (SELECT) to make the selection pointer move.

Some loads (Gravel and Milk, for example) can be doubled up; others (Cattle) must be carried alone. For a discussion about payload capacities and values, refer to GAME 2 CARGOES, on page 14/later in this manual.

When the arrow points to the cargo you select, press PICK UP LOAD. The destination city code disappears and that load is on your truck.

Whenever your truck is stopped, you can check the load on board and its destination by pressing CHECK LOAD.

The only thing left to do before you head up the road is to get gas:

To fill your tank, press GAS key and wait until the needle reaches "F".

Payment of $30 per quarter-tank is deducted from your cash balance.

If you know which highway leads to your first destination, you're ready to go! Press ROAD.

ON THE ROAD

The Following Applies to both Game Versions

KNOW HOW TO GET THERE

Know where the cities on your route are located, and the Interstates that will take you to them in the shortest time. Refer to the map to plan your trip and refresh your memory during rest stops.

ACCELERATOR AND BRAKE

To accelerate, press either TOP side button.

Speed increases (up to 94 mph) as long as you continue to press the accelerator
-- unless you get tired (see "Rest Stops" on Page 10). When you release this
button, the truck continues at the last speed you reached.

To apply breaks, press BOTTOM LEFT side button. Speed decreases as long as you
continue to press this button. Brakes are off when the button is released.

Keep aware of the speed limit (left of the rear view mirror) all the time, as well
as your speedometer reading.

STEERING

When changing lanes, press the left or right edge of the disk. The faster you're
moving, the quicker you'll change direction.

To fix direction straight ahead, press the top of the disk. This prevents steering
"drift", even when you don't touch the disk.

AVOIDING WRECKS

While you're driving, you will encounter trucks coming toward you and trucks
moving in the same direction as you. If you collide with another truck it will
cost you time and money (from $50 to $100)!

After the crash, you'll have to wait until your windshield is "repaired" before
you can resume driving.

Most drivers of oncoming trucks are erratic and dangerous! They'll usually swerve
back and forth and wind up in your lane!

To avoid a head-on collision, get out of the way before the oncoming truck reaches
you. Don't steer too far to the left, or you'll bounce off the road edge, right
into the approaching vehicle.

Drivers of the trucks you're overtaking also swerve all over the road. Only your
alert steering will prevent crashes!

This is where timely use of the horn comes into play. If you move over near the
edge of the right lane and blow the horn when the truck ahead of you is just a
short distance away, that driver will move over for you, so you can pass him -- on
the right. After you pass another truck, wait until you see it in your rear view
mirror before changing lanes -- or you'll crash.

REMEMBER: Keep your eyes on the road every minute while your truck is rolling!
Drive defensively!

THE STATE POLICE

If you exceed the speed limit, you may find that you are being followed by the
State Police! You'll see the blue police car in your rear view mirror. Avoid being
stopped for a speeding ticket (which costs you time and a cash fine which can be
as high as $200 -- depending on how badly you are violating the limit): SLOW DOWN
immediately to the speed limit! If you do this quickly enough, the Officer may not
have had enough time to clock you, and the police car will disappear.

The farther you travel while exceeding the speed limit, the more likely you are to
attract the unwelcome attention from the Police.

If you're stopped for speeding, you have to wait until the Police car disappears from your rear-view mirror before you can resume driving.

GAS REFILLS (PAID AND FREE)

Watch your fuel gauge! When it shows Empty, you are out of gas and, naturally, your truck will stop running!

You can buy gas only when you are in a city (when city code letters are white and the roadside is gray), or in an oilfield (when you see roadside oilwells).

Brake to a complete stop, then press GAS.

Wait until the gauge needle is all the way to "F".

Gas costs $30 per quarter-tank.

If you run out of gas you'll get 1/4 tank at midnight, wherever you are. If you're in a 2-player game, press STATUS to learn how long you'll have to wait for emergency gas.

If you have enough money you will be charged for this gas, but if you're broke you'll get the quarter tank free.

The rate of gas consumption depends on your speed; the faster you drive, the more gas you burn up!

REST STOPS

The longer you drive the more "tired" you will be. Your level of exhaustion increases every time you are in a wreck and at the end of each full day of your trip.

This tiredness level is measured on a 0-to-5 scale, on which 0 is completely refreshed and 5 is totally exhausted. How tired you are affects your maximum driving speed:

Tiredness Level Maximum Speed

0 94
1 78
2 62
3 46
4 30
5 14

When you get tired you can take a rest stop any time:

Brake to a complete stop. Then press REST.

Watch the number in the top left corner of the screen. It will count down while you stay in the rest area until it reaches 0.

When you have rested as long as you want to, press ROAD and start driving again.

Each rest costs $30 (regardless of duration), unless you stop in a forest or park, where sleeping is free. For those non-cost rests, look for trees and grass or deer by the roadside.

The trip time clock keeps running while you rest, but these delays are necessary
if you want to be able to drive at higher speeds.

CHANGING HIGHWAYS & U-TURNS

All interstate highway junctions are in cities. To turn onto another highway you
must slow down to 24 mph or less.

Steer over to the side of the road and press the edge of the disk in the direction
of the turn you wish to make, just as the hood of your truck reaches the
intersection.

If you turn into the highway junction while travelling faster than 24 mph, you'll
crash!

To make a U-turn, press the bottom edge of the disk. You must be in a city, and
driving no faster than 24 mph.

If you miss an intended turnoff or U-turn and find yourself out of the city
limits you will have to drive to the next city to make desired direction changes!

You always get at least 2 chances to make a turnoff at any interstate highway
junction. Bigger cities have more entrance ramps.

If you drive to the end of an interstate (westbound on 80 at San Francisco, for
example), the computer will turn the truck for you, even if you are going faster
than 24 mph. This automatic turn may not be in the direction you want however.

TIME AND DATE CHECK

Every game starts at midnight on June 1st. It continues for up to 60 "days",
depending on the game length you selected at the beginning. If no change has been
made, the game lasts 5 "days" (10 minutes).

If there are 2 players, you can always check on the current time and date by
stopping your truck and pressing STATUS. The information appears on your side of
the screen.

The time of day is especially significant if you run out of gas, because if
you're not in a city or oilfield you can't get any more until midnight!

THE VIEW FROM THE CAB

THE LANDSCAPE

As you drive along, the landscape changes. These views tell you some important
things about maneuvers you can make at certain places.

Gray roadsides mean you're in a city. That's where you'll reach highway junction
where turnoffs are possible. You can also make U-turns and fill up your gas tank.
Speed limit: 35 mph.

Light green roadsides mean you're out in the country. If you see deer and trees
and grass (NOT trees and snow), you can make a free rest stop. Deer are seen only
in parks (where the speed limit is 25 mph).

Brown roadsides and oilwells mean you're in an industrial area, where you can buy gas.

White surroundings indicate snow, blue indicates water and other colors reflect the scenic variety of the open road.

THE HORIZON

By watching the horizon you can get an idea of what lies ahead. For example:

Tall buildings indicate an approaching city;

Windmills indicate farm areas;

Mountain peaks and deer may mean you'll soon be in a park area.

Oil wells mean you'll soon be in an industrial area.

HIGHWAY SIGNS

The top sign shows the highway currently being travelled by the gray (left) truck; the bottom sign is for the orange (right) truck.

Arrows under the highway signs indicate the current direction of the truck. (Up arrow=North, Down arrow=South, Left arrow=West, Right arrow=East.)

The city code above each sign indicates:

Current city location - if letters are white.

Next city on the road - if letters are black

"GHOST TRUCKS"

Occasionally, you'll see a truck on the road ahead that will disappear before you meet it. This is a phenomenon of long-distance driving. It's a trick of the imagination, but it should remind you to stay alert!

THE SKY

The sky changes color as each day progresses, giving you a rough idea of the time without having to press STATUS.

At midnight, when every game starts, the sky is black. It changes to pink at sunrise, then gray in the morning, blue in the afternoon, orange at sunset and back to black as night falls.

THE REAR-VIEW MIRROR

The mirror reflects trucks you have passed and - if two are playing - your opponent's truck when it is not too far behind you.

Keep an eye on the mirror for police cars! If you spot the police early enough,

you may be able to put on the brakes in time to avoid a ticket!

GAME 2 CARGOES

CARGOES AND THEIR VALUES

These are the available cargoes you can haul in Game 2. The city code to the left
of each cargo is its destination. If you deliver a load to the correct city,
you'll earn:

For each load of CATTLE $1,000
For each load of MILK $760
For each load of CORN $530
For each load of GRAVEL $280

To check on the cargo you're carrying and its destination, stop your truck and
press STATUS.

DELIVERING CARGOES

To make the delivery once you arrive in the destination city: Brake to a full
stop, then press LOCAL INFO key. The selection pointer must be on the same line as
the cargo to be delivered. (Note: the line MAY also show another city code. If so,
you can pick up the same cargo for that city -- after you deliver the load you're
carrying.)

If you need to move the pointer, press the BOTTOM RIGHT side button.

Press DROP OFF LOAD key.

If the load has been delivered to the correct city, you will be paid according to
the fee schedule above.

If you choose to, you can drop off ("dump") a load in a city other than its pre-
selected destination (perhaps to take on more lucrative cargo). You will unload
that cargo, but you will not be paid for it.

You can "dump" a load of cargo in other than its correct destination city only if
that city does not already have that cargo on hand (as shown when you press LOCAL
INFO).

LOAD CAPACITY

At any time, your truck can carry:
Up to 4 loads of GRAVEL or
2 loads of GRAVEL and 2 load of CORN, or
up to 2 loads of CORN, or
1 load of GRAVEL and 1 load of MILK, or
1 load of MILK, or
1 load of CATTLE.

As a general rule, full-capacity loads are worth a little over $1,000.

CALLING AHEAD FOR OTHER LOADS

When you are in any city you can "call ahead" to one of the cities on your route
to see what loads are available there, and their destinations. You may be able to
increase your earnings if you know about other payloads that are available along
your route.

Brake to a full stop.

Press SELECT CITY key. Press the BOTTOM RIGHT side button to move the selection
pointer to the route city you wish to "call".

Press CALL-AHEAD INFO key and the display will indicate all the loads currently
available in that city, and their destinations.

Note: If 2 are playing, your opponent might beat you to a given city and take a
load you are hoping to pick up yourself, in which case it will not be there when
you arrive. However, new loads do become available every 10 days.

As you learn about loads available in cities along your route, try to plan a
pick-up and delivery schedule that will make the most money. Remember the values
of various cargoes, and your truck's capacity.

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1 PLAYER vs. 2 PLAYER GAME STRATEGIES

1-Player Games

All the trucks you'll see on the highway will be "driven" by the computer, and
with a little experience you'll learn how to react to them.

Also, the main emphasis is on speed -- reaching cities or cargoes as fast as you
can, to beat your own best records.

2-Player Games

In addition to the yellow truck traffic operated by the computer, you must quickly
recognize your opponent's vehicle, which will be either grey or orange. It can
approach you from either direction.

Your opponent's driving patterns may be less predictable than the computer's.

If you collide with your opponent's truck, you'll both crash, and both lose time
and money!

When playing GAME 2, you compete for a limited number of cargoes. You'll often
race to pick up the same desirable load. Be ready to changer plans fast to beat
the competition!

Use the CALL-AHEAD INFO key to discover where the best loads are! For example, if
you're in San Francisco and the only available load is for the East Coast, call
nearby Sacramento. There might be a good short-haul cargo there!

Remember, in 2-player games you don't have to take the same highways, but you
both have to visit and/or haul cargoes between cities on the same route.

GAME END

GAME 1

The game ends when one driver visits all the cities on the route selected at the
beginning of the trip (or at the end of 60 days, whichever comes first).

Truckin'.txt

GAME 2

The game ends when time runs out (see how to set the number of days on page 5.)

A TEST DRIVE

Let's assume that you have chosen to play Game Version 1, and your flag city is SD (San Diego).

After you have selected Game 1 and pressed the ROAD key, you can see all the cities on your route by pressing SELECT CITY.

This list tells you that you must visit San Francisco, Los Angeles, Sacramento, Portland, Detroit, and Boston. You can travel to these cities in any sequence you desire. (You're already in San Diego).

Until you become familiar with each route you travel you may find it helpful to refer to this screen during your trip. You can see this list whenever you are completely stopped, by pressing SELECT CITY.

Cities on the route you have already visited will be displayed in white code letters.

The selection pointer has no function in Game 1.

Now refer to the map and begin to plan your trip. Here is one possible route.

Drive North on Interstate 5 from San Diego (SD), through Los Angeles (LA) and Bakersfield (BK), until you reach Sacramento (SA). This will take care of three of the cities you must visit.

At Sacramento, slow down to 24 mph or less and make a left turn (West) on Interstate 80. Drive to San Francisco (SF) on 80.

Interstate 80 ends in San Francisco, and you can turn right (North) or Highway 101 - shown on the sign as "01" before you leave SF, you should fill up with gas. You might prefer to make a U-turn in San Francisco and double back to Interstate 5, so you can head north to Portland (PO) and complete all the cities in the western part of your trip.

If you choose the coastal route (via 101), drive to Tacoma (TA). In Tacoma make a right turn onto Interstate 5 (heading South) until you reach Portland.

After Portland, the three remaining destinations are all to the East, so there is no point in going any further South. A left turn in Portland will take you Southeast on Interstate 84, to Pocatello, Idaho (PC). (Better fill up with gas again in Portland). Since Route 84 ends in Pocatello, you can make a high-speed right turn on Interstate 15 South.

Southbound on 15, you'll soon come to Salt Lake City (SL). Slow down for a left turn onto Interstate 80 (East). If you haven't already done so, you'll probably want to make at least one rest stop on the long haul between Utah and Illinois. Check your gas gauge!

By staying on 80 East you can pass through Chicago (CH), the 6th city on your route. From there it's just a short distance to Toledo (TD), where you'll slow down for a left turn on to Interstate 75. (Do you need gas?) Head North on 75 to Detroit (DE).

Now there's just one city more: Boston (BO). Again you have a choice of doubling

back by making a U-Turn in Detroit and returning to Interstate 80 East toward New York (NY) - or you can continue on 75 North until it meets Canada Highway 1. This route takes you through Toronto (TO) and Montreal (MO), and eventually to US Interstate 95. Then you can drive South on 95 through Augusta, Maine (AU) and finally to Boston).

Don't forget to gas up in San Diego. Press ROAD and hit the accelerator.

Remember: pass most oncoming trucks on the left and overtaken trucks on the right. Don't try to drive too fast, so you can get used to the feel of controlling your rig. OK, let's hit the road!

FLAG CITIES AND ROUTES

There are 59 possible routes for either game version. Each route is identified by a Flag City, as follows:

In Game 1, cities you have visited will be shown in white; others will appear in green.

FLAG CITY OTHER CITIES ON ROUTE

```
SD  SD  LA  SA  PO  CH  DE  BO
SF  LA  SA  PO  CH  DE  BO  TD
LA  SA  PO  CH  DE  BO  TD  TO
SA  PO  CH  DE  BO  TD  TO  MO
PO  CH  DE  BO  TD  TO  MO  WI
CH  DE  BO  TD  TO  MO  WI  AU
DE  BO  TD  TO  MO  WI  AU  NY
BO  TD  TO  MO  WI  AU  NY  SC
TD  TO  MO  WI  AU  NY  SC  HA
TO  MO  WI  AU  NY  SC  HA  TA
MO  WI  AU  NY  SC  HA  TA  SE
WI  AU  NY  SC  GA  TA  SE  VA
AU  NY  SC  HA  TA  SE  VA  BK
NY  SC  HA  TA  SE  VA  BK  BA
SC  HA  TA  SE  VA  BK  BA  SB
HA  TA  SE  VA  BK  BA  SB  HO
MO  WI  AU  NY  SC  HA  TA  SE
WI  AU  NY  SC  HA  TA  SE  VA
AU  NY  SC  HA  TA  SE  VA  BK
NY  SC  HA  TA  SE  VA  BK  BA
SC  HA  TA  SE  VA  BK  BA  SB
HA  TA  SE  VA  BK  BA  SB  HO
TA  SE  VA  BK  BA  SB  HO  PT
SE  VA  BK  BA  SB  HO  PT  BL
VA  BK  BA  SB  HO  PT  BL  EC
BK  BA  SB  HO  PT  BL  EC  TU
BA  SB  HO  PT  BL  EC  TU  PH
SB  HO  PT  BL  EC  TU  PH  FL
HO  PT  BL  EC  TU  PH  FL  CA
PT  BL  EC  TU  PH  FL  CA  BU
BL  EC  TU  PH  FL  CA  BU  BI
EC  TU  PH  FL  CA  BU  BI  PC
TU  PH  FL  CA  BU  BI  PC  SL
PH  FL  CA  BU  VI  PC  SL  PR
FL  CA  BU  BI  PC  SL  PR  EP
CA  BU  BI  PC  SL  PR  EP  AB
BU  BI  PC  SL  PR  EP  AB  DV
BI  PC  SL  PR  EP  AB  DV  CY
PC  SL  PR  EP  AB  DV  CY  LV
```

```
SL PR EP AB DV CY LV BF
PR EP AB DV CY LV BF PE
EP AB DV CY LV BF PE OK
AB DV CY LV BF PE OK ST
DV CY LV VF PE OK ST DA
CY LV BF PE OK ST DA NO
LV BF PE OK ST DA NO JA
BF PE OK ST DA NO JA KC
PE OK ST DA NO JA KC ME
OK ST DA NO JA KC ME SS
ST DA NO JA KC ME SS CI
DA NO JA KC ME SS CI DM
NO JA KC ME SS CI DM AL
JA KC ME SS CI DM AL MI
KC ME SS CI DM AL MI MA
ME SS CI DM AL MI MA ML
SS CI DM AL MI MA ML PD
CI DM AL MI MA ML PD RA
DM AL MI MA ML PD RA FR
AL MI MA ML PD RA FR KN
MI MA ML PD RA FR KN AT
MA ML PD RA FR KN AT TL
ML PD RA FR KN AT TL JA
PD RA FR KN AT TL JA SP
RA FR KN AT TL JA SP MM
FR KN AT TL JA SP MM AV
```

To change Route (for other destinations than the ones shown with San Diego),cycle
through the Flag Cities: After choosing Game 1 or Game 2, press the BOTTOM LEFT
side button to changeFlag City. When the desired Flag City code is displayed,
press ROAD to enter your Routeselection. Note: JA is Jackson, Mississippi in all
cases above.

SUMMING UP: WHEN TO USE THE CONTROLLERS

(Note: the playing functions and controls with an asterisk are for Game 2 only.
All others apply to both game versions.)

"GET READY" Phase

```
To do this...                   PRESS:
PICK GAME                       ROAD (Game 1) or Game 2
CHANGE NUMBER OF DAYS           Either TOP Side Button
GET IN TRUCK                    ROAD
FILL UP TANK                    GAS
SEE ALL CITIES ON ROUTE         SELECT CITY
AVAILABLE LOADS CURRENT CITY    LOCAL INFO
CHANGE LOAD SELECTION           SELECT Side Button
PICK UP LOAD                    PICK UP LOAD
GET READY TO DRIVE              ROAD
```

"ON THE ROAD" PHASE

```
To do this...                   PRESS:

ACCELERATE                      Either TOP Side Button
BRAKE                           Either BOTTOM Side Button
STEER                           Left or Right Disk Edge
                                Top Disk edge to go straight
                                Bottom Disk edge for U-Turn
GAS                             REFILL GAS
```

```
REST                         STOP REST
HONK                         HORN HORN
SEE TIME & DATE              STATUS
SEE ALL CITIES ON ROUTE      SELECT CITY
CHECK LOADS ON TRUCK         CHECK LOAD
DELIVER LOAD                 DROP OFF LOAD
SEE LOCAL LOADS AVAILABLE    LOCAL INFO
PICK UP LOAD                 PICK UP LOAD
CHECK FOR LOADS OTHER CITIES CALL AHEAD
CHANGE CALLED CITY OR LOAD   SELECT Side Button
```

Game Program designed by Richard S. Levine