**EPYX** 

# PITSTOP

Instruction Manual

For the Atari\* Home Comput



### OBJECTIVE

You've got to decide when it's time to put the pedal to the metal and when it's time to hit the pils. Keep your sey or the road and watch out for the other cars, some will even by or uny out of the track. Get in and out of the pils as fost as you can, but don't lorget your fuel. Watch your tites, a blowout knacks you out of the roce, Run out of gas and you lost. Survive the challenge and claim your purse. Survive the challenge and claim your purse. Champholy the your survive surviv

### **GETTING STARTED**

- Set up your Atari<sup>®</sup> Computer as shown in the owner's manual.
- Plug the Pissop™ game cartridge into the cartridge slot of your computer.
- of your computer.

  Plug your joystick into game port #1. (Only 1 joystick required for 1-4 players.)
- Always remember to turn the power switch OFF before inserting or removing your cartridge. After cartridge has been inserted, turn power switch ON.

### CONTROLS

- Steering: Use joystick to steer your car while on the track.
- Speed: To accelerate push forward on joystick. To decelerate pull back on joystick.
- 3. Pil Crew: Use your joyatick to move cursor (+) to the crew member you wish to use first, press the fire button one time. You can now use your joyatick to move that crew member. To use another crew member press fire button to disengage cursor (+), then reposition if once again using joyatick.

### STARTING PLAY

Turn the power switch to ON or hit the RESET button and the title screen will appear on your TV. Press fire button one time.

- Number of Players: To select number of players, push joystick forward until correct number (1-4) is displayed on the screen, then press fire button.
- Level of Difficulty: There are three difficulty levels: Rookle, Semi-Pro or Pro. To select, push joystick forward until the desired level is displayed on the screen, then press fire button.
- Number of laps: To select length of race: 3, 6, or 9 laps, press joystick torward until desired number is displayed on the screen, then press fire button.
  Type of Race: There are three racing applians: a single
- roce, Mini-Circuit (3 rarsel), or droved Olevative Access. Push the joyatic unit your choice is displayed on the screen, then press the fire button. If you select a single race you will be asked to select a roce course, you have six choices, use your joyatick and life button to select.

After the selection process is complete, the name of the race track and **GET READY PLAYER ONE** will appear on the screen. You are now set to begin racing.



### RACING

ON THE TRACK: Use your radar map, located at left of screen to determine your position and the distance to the pit. Pay attention to both your fuel supply and tire wear. The faster you drive the more fuel you use. Bumping into another car or hitting the side of the road will cause your tires to wear. Tire wear is indicated by a change in color. Your tires start dark blue, change to light blue, and finally red. Once red. even the slightest bump can cause a blow out and end the race. Pit entrance will appear on right side of track.

IN THE PITS: It's a race against the clock. Every second counts. Hurryl Grab that worn tire and run to the

new tire stack. Return to your car with a new tire and mount. To refuel, move aas attendant to rear of car.

Don't overfill! The tank may explode, and you'll have to fill up again. To leave the pits, move your cursor (+) down to your Flagman, Make sure all crew members are standing away from your car then press the fire button to get back to the track. Whew! Races can be



### won or lost in the pits! SCORING

After each race, the Official Race Results will list your place, and display the number of lans you have completed. Then check your purse, that's what the sweat and stress of racing is all about. Finish First, and you receive a \$50,000 purse. Second place earns you \$25,000. the Third place winner will take home \$15,000 and the Fourth place winner mackets \$40,000. Not only that, but you

get another \$1,000 for every lap you complete! Only by completing the race will you be eligible for the big prize money. All your winnings from a Grand or Mini Circuit are totaled on the Official Circuit Standings board

## PITSTOP

### INTRODUCTION

Get your speed up and your timing down. PITSTOP™ challenges you to master six of the most unforgiving race tracks in the world.

If you survive the hairpin turns of the famous Monaco

Grand Prix, and the gruelling pace of the Le Mans, hen the narrow Kyalami straight-dwarys wait to eat you alive. Even seasoned professionals dread the lary snow capped Abli inclines and the merciles heard of the jacrama desert, reputation as a racer's growyard. Until you get a few laps under your beit, you'll need a practice run on each of these monaters of the Rocing World. Then it's on to the Mini or Grand Circuits where the real test begins.

The Mini Circuit presents you with a random selection of three of the six famed race factors, you never know which one you'll be racing neat. Then, when you think you have the skills required, by your luck on the Garad Circuit. Only entered the skills required, by your luck on on the Garad Circuit. Only entered the six grueling access which comprise the Grand Circuit. When you start to get a feel for some of the races, boast your number of laps per race. You'll be frantically searching for a plittop around every curve.

Each of the six courses will push your high performance roce can to the limit. The harder you drive the faster you run out of fuel, and the sooner your fires break down from the strain. But waill bon't panie! Look at your rodar map of the track, the nearest plistop which seemed a hundred miles away is just around the conner. Watch to handle entrance and slow down, or you'll miss your only chance for survival. Pull in the pist and prepare your crew to

Remember even the best driver in the world is only as acod as his pit crew.

### Just because you don't win

every race on the circuit doesn't mean you can't finish first in the Official Circuit Standings Everybody has a bad race now and then just



#### CONTINUING PLAY

You never know which race is next on the Grand Circuit. So press your fire button to go on to the next race. If all the races of the circuit are completed, press the fire button to start over. You don't become Grand Circuit Champion without a lot of practice

### HELPFUL HINTS

- A bump from another car is easier on the tires than colliding with the side of the track. To play it safe, change your tires before they turn red.
- Keep an eye on your radar screen, you may miss your chance to get into the pits.
- Get two pit crew members working at the same time by starting the gas attendant first, then change a tire or two while he's filling the tank.
- Watch your fuel gauge when filling up. An overfill will cause your tank to explode
- You don't have to change all the tires every time you're in the nits. Replace the worn ones and get back on the