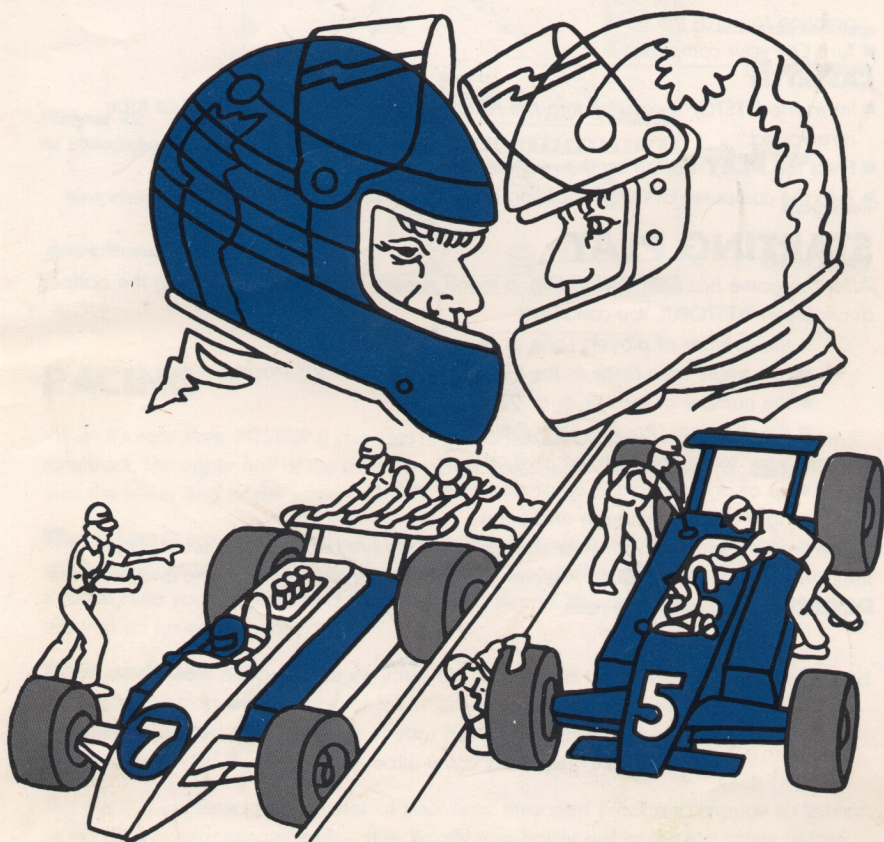


EPYX™
COMPUTER SOFTWARE

PITSTOP II™

INSTRUCTION MANUAL
for the Atari® Home Computer



OBJECTIVE

Winning each race requires strategy, determination and guts. Drive as hard as you can, but keep an eye on your tires and the fuel gauge. You may find that you can build a lead by wearing out your tires, then lose the race because you have to make an extra pit stop. Your objective is to balance speed against fuel consumption and tire wear — to spend as much time on the track and as little time as you can in the pits. The player who makes the fastest pit stops usually has an edge in winning the race.

GETTING STARTED

Loading Instructions:

- Set up your Atari® Computer as shown in the Owner's Manual.
- Plug your joystick into **Port #1**. For two players, plug the second joystick into **Port #2**.

DISK:

- Turn the disk drive ON.
- Insert your PITSTOP II disk into the disk drive, label facing up and the oval cutout pointing towards the back.
- Turn ON your computer.

CASSETTE:

- Insert the PITSTOP II cassette into the recorder, label facing up. Make sure tape is rewound.
- Press the **PLAY** button on the recorder.
- Turn the computer ON while holding down the **START** key.

STARTING PLAY

After the game has finished loading, a menu screen will appear, displaying the options available in PITSTOP II. You can select:

- the number of players (one or two)
- any single race track or the Grand Circuit (see Race Tracks)
- the number of laps (3, 6, or 9)
- the skill level (Rookie, Semi Pro, or Pro)

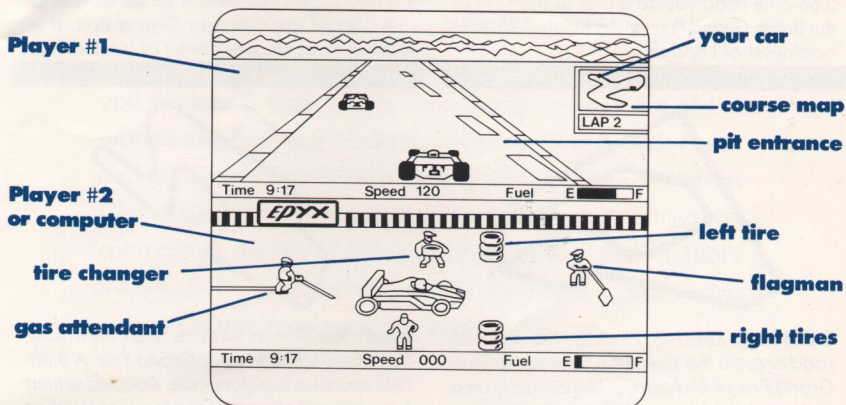
To make your selections push the joystick:

- up or down to move up or down the menu
- right or left to change an option

When you are satisfied with your choices, press the fire button. After selecting all the options, you will be asked to enter your name(s). Type in your name and press the **RETURN** key to begin the race.

CONTROLS

1. **Steering:** Use the joystick to steer your car while on the track.
2. **Speed:** To accelerate, push forward on the joystick. To apply the brakes, pull back on the joystick. For additional acceleration, push the joystick forward and press the fire button to engage the "turbo boost."
3. **Pit Crew:** Use your joystick to move the steering wheel cursor to the crew member you wish to control. Press the fire button to activate the crew member, then move him with the joystick. To use another crew member, press the fire button to disengage the cursor, then reposition the cursor with your joystick. Press the fire button again to engage the other crew member. To leave the pits, position the cursor near your flagman and press the fire button.
4. Press any key to pause the game at any time. Press again to resume play.



RACING

When it's race time, PITSTOP II changes to a split-screen display, with two views of the race track. The upper half of the screen is player one's display. Player two (or the computer) uses the lower half of the screen.

The map: Out on the race track, it's important to keep track of three things—you, your opponent and the pits. Use the course map, located at the right of the screen, to determine your position and the distance to the pit. You can see your opponent's position on his course map.

Tires and fuel: Keep an eye on your fuel supply and tire wear, because you'll need to make a pit stop when your fuel is low or when your tires are worn. Your fuel indicator is located at the bottom of your half of the screen. You will use more fuel at higher speeds—so if you want to make fewer pit stops, try a slower pace.

Tire wear is indicated by the color of your tires: they start black and change to lighter colors as tire wear accumulates—they finally turn bright red at the last stage before a blowout. Tire wear is caused by taking corners at high speeds, bumping into other cars, or hitting the side of the road. Once a tire turns bright red, even the slightest bump can cause a blowout and put you out of the race.

The pits: The pit entrance will appear on the **RIGHT** side of the track as you approach the pits. To enter the pits, steer your car into the entrance and slow down to less than 120 m.p.h. Races can be won or lost in the pits, so don't waste a second. To refuel, move the crew member with the hose to the gas intake on the back of your car. Watch your fuel indicator! If you overfill, the tank will empty and you'll have to start over again!

To change tires, move the appropriate tire changer to the worn tire on your car — after he grabs the tire, hurry over to the stack of new tires. Once you pick up a new tire, move back to the car and mount it. To leave the pits, move the cursor near the flagman and press the fire button. Make sure all crew members are away from the car.

Crashing: Depending on your speed, your car may explode upon impact with another car or if your car tires wear out and cause a blowout. Once your car has exploded, the race is over for you. You will still appear in the final race results, but instead of a time, you will be listed with a time of DNF (Did Not Finish) and will receive no points.

Out of gas: If you run out of gas on the race track, the race is over for you. Better luck next time!

GRAND CIRCUIT

For an additional challenge, select the **GRAND CIRCUIT** on the game menu. Here you'll race all of the tracks in succession, building points according to how you finish each race. After the last race, the driver with the highest point total is considered the World Driving Champion.

SCORING

After each race, the final standings list the order of finish, laps completed, and racing times. Also listed is the number of points awarded to each driver, according to the order of finish. When you race the **GRAND CIRCUIT**, the championship will go to the driver with the highest point total for all six races on the circuit.

When a race is over, press the fire button to play again. In addition, you can restart the current race at any time during play by pressing the **START** key. You can also return to the Game Options Menu by pressing the **OPTION** key.

CONTINUING PLAY

When a race is over, press the fire button to play again. In addition, you can restart the game at any time during play by pressing the **RESTORE** key.

INTRODUCTION

PITSTOP II is the first racing game that brings you the thrill of battling an opponent, the excitement of fighting for the lead on the track and the suspense of struggling to be first out of the pits. Realistic first-person graphics and a split-screen display allow you and another player to experience the challenge of auto racing head-to-head. The challenge of true competitive action.

This is racing. The way it's supposed to be. You can't relax when you take the lead, because you know he's right there behind you. Will he try to pass you in the hairpin turn? Or do you think he'll wait for the next straightaway? Six of the world's toughest race tracks are waiting, from Brands Hatch and its hairpin turns to the mile-long straightaway of Watkins Glen. You can practice against the computer...but nothing will compare to the fun of racing against another person. That's the whole story behind PITSTOP II. It's simple — auto racing was never meant to be a solo sport.

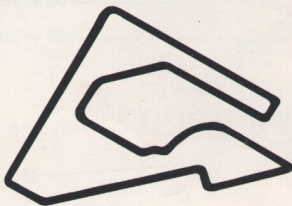
RACE TRACKS



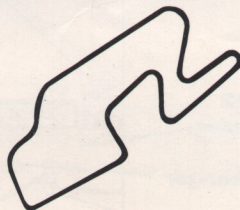
Brands Hatch: Farmingham, England. The 2.65-mile road course is one of the sites of the British Grand Prix, and is located 20 miles northwest of London.



Hockenheim: Hockenheim, Germany. A 4.8-mile road circuit which serves as one of the sites of the German Grand Prix. It is located nine miles southwest of Heidelberg.



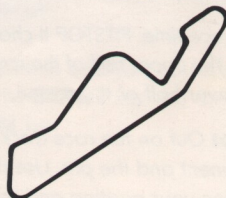
Sebring: Sebring, Florida. The 5.2-mile road circuit is the site of the Sebring 12 Hour Grand Prix of Endurance. The course is on a former airfield located nine miles south of the town of Sebring.



Watkins Glen: Watkins Glen, New York. Site of the United States Grand Prix. A 3.38-mile course in a picturesque, wooded setting four miles southwest of the town of Watkins Glen.



Fuji: Oyama-cho, Sunto-gun Shizuokaken, Japan. An International Speedway which is 3.7 miles long. It is the site of the Group 7 Japanese Grand Prix and a Can-Am type of event.



Kyalami: Kyalami, Johannesburg, South Africa. A 2.54 mile road circuit located 5000 feet above sea level. It is the site of the longest race in the Springbok series and is 9 hours long. It is also the alternate site of the South African Grand Prix.

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