

# STREET ROD™ REFERENCE CARD

## FOR COMMODORE 64 & 128

### SYSTEM REQUIREMENTS

Hardware: Commodore 64/128, Any floppy disk. Street Rod uses its own fast load system with 1541 and 1571 Disk Drives.

### GETTING STARTED

Before you play *Street Rod*, be sure to make copies of all the game disks. Put the originals in a safe place and use the copies for play.

To play *Street Rod* turn computer on, Type: LOAD "\*"8,1 and press return. The game will prompt you to change disks when needed.

### COPY PROTECTION

At the start of the game, you will be asked a question concerning the manual (i.e., what color is the car on page 14?). You must have the manual in order to answer correctly, so keep it with you whenever you play *Street Rod*.

### QUIT/SAVE GAME/LOAD GAME/NEW GAME

When you want to save a game, start a new game, restart an old game, or just plain quit, move the cursor to the clock and select TIME TO QUIT. You can have more than one saved game, but be sure to use different names. Saving a current game under the same name as a previous game will overwrite the previous game.

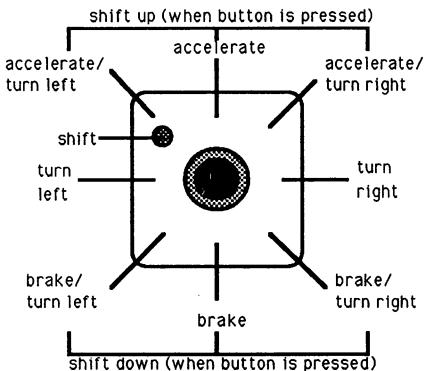
**Save Game:** Select SAVE GAME. The save game screen (it looks like a police ledger) will appear. You'll see several lines on which you can save your game. Move the cursor to the line on which you want to save the game and press the selector. That line will be surrounded by a box outline. Move the cursor to the memo sheet near the bottom of the screen until you get the message, "Click here to edit." and press the selector. At the prompt, type in the name under which you will save the game and press Enter or click on the mouse button to confirm the entry. Then, select SAVE to save the game.

**Load Game:** Highlight the appropriate saved game with the cursor and select the LOAD option.

**New Game:** You'll be returned to the driver's license screen at the start of a new game.

### DRIVING CONTROLS

#### Joystick



#### Position

Up and to the left  
Up straight

Up and to the right  
To the right  
To the left  
Down and to the left  
Down straight

Down and to the right  
Joystick button

#### Action

steer towards the left while accelerating  
steer straight while accelerating  
steer towards the right while accelerating  
steer towards the right  
steer towards the left  
steer towards the left while braking  
steer straight while braking  
steer towards the right while braking  
shift gears

You can shift gears without releasing the acceleration or braking movement, a practice known as "speed shifting", but you'll stand a greater chance of dropping your transmission.

The joystick button is used for shifting gears. Whether you shift up to a higher gear or down to a lower gear depends on whether you're accelerating or braking while you're shifting. To shift up to the next higher gear, push the joystick forward and release it momentarily while you press the joystick button and then push the joystick forward once again. To shift down to the next lower gear, pull the joystick back and release it momentarily while you press the joystick button and then pull the joystick back again. You can shift gears without releasing the joystick, a practice known as "speed shifting", but you'll stand a greater chance of dropping your transmission.

## GENERAL KEYBOARD COMMANDS

<u>key</u>	<u>action</u>
SPACE BAR	skips voice balloons / selects choices
M	toggle music on/off
ARROWS	move cursor around the screen
F7	selects default section(thicker button)

## ADDITIONAL KEYBOARD COMMANDS

While all selections in the game can be made with the mouse or joystick, the following "quick keys" can be used in various parts of the game to select items, in place of using the joystick to point and click.

Note that the same key will control different actions in different circumstances.

Items that are indented under another item will control actions within that main action. In the Garage, for example, pressing 'N' will bring up the newspaper. With the newspaper on screen, you can press U or C to go to the used car section, P to go to the auto parts section, or G to go back to the garage. Let's assume you pressed C to go to the used car section and the used car listing appears on screen. Now, you can press 'N' to skip to the next page, 'P' to move back to the previous page, or 'G' to go back to the garage.

The number keys (1-9, 0, F1-F5) are used to select items from a menu. For example, if the opponents menu is on screen at the drive-in, key 2 will select the second opponent on the list, key F1 will select the eleventh opponent on the list, etc... Menus will hold up to 15 items at any one time and can be selected with the corresponding number keys: 1-9, 0, F1-F5 (shown below as 1...F5).

## GARAGE

<u>Key</u>	<u>Action</u>
N	Check Out Newspaper
C	used car section
N	next page
P	previous page
G	go to garage
P	auto parts section
N	next page
P	previous page
G	go to garage
M	Radio on/off
R	Chop/restore roof
F	Strip/replace front bumper
B	Strip/replace rear bumper
P	Paint job
N	next color
P	previous color
F	forget it
G	go ahead
I	Mechanics Info
S	Stickers
N	Next
S	Skip It
G	Go Ahead
T	Tires
C	Change
F	forget it
C	List of your cars
S	switch it
L	sell it
O	make offer
N	Never mind
H	Pop the hood
T	tune engine
A	advance timing
R	retard timing
D	done
P	list of engine parts
C	change part
F	forget it
D	done
1...9	select bolt (hit 2x to remove or fasten)
W	connect/disconnect wire
G	Get gas

P select pump handle  
 T put gas in tank  
 A Change transmission  
 S select transmission  
 C Change transmission

Q Save, Restart, Quit  
 S save game  
 O load old game  
 N play new game  
 Q quit  
 F forget it

D Hit the street  
 X Check the calendar

**DRIVE-IN**

G Return to garage  
 H Check out opponent's engine  
 C Challenge opponent  
 D drag race  
 1...3 select bet amount  
 F forget it  
 R road race  
 1...3 select bet amount  
 F forget it  
 O Call opponent  
 C call selected opponent  
 F forget it

**RACING**

< Turn Left  
 > Turn Right  
 A Accelerate  
 D Decelerate  
 Space Bar Shift gears

**AUTO PARTS COMPATIBILITY**

The auto parts listed in the auto parts section of the newspaper will only fit in cars with matching auto makes as listed below. For example, all auto parts that are listed as 'Ford' will only fit on cars that are Fords or Mercurys.

**Auto Parts Make**

Car Make	G M	Ford	Chrysler
	Chevrolet	Ford	Dodge
	Oldsmobile	Mercury	Plymouth
	Pontiac		

**ERRATA TO THE STREET ROD MANUAL**

Page 9 & 22: The description of tuning the engine is incorrect. The best effect on performance is achieved by lining up the pointer with the timing mark. Retarding or advancing the engine will not give you an advantage in the drag or road race; it will simply place your car out of tune and make it perform less efficiently. Your engine will gradually go out of tune as you drive your car, so make sure to recheck your engine timing after you've raced a few times or after you've cruised to town a few times.

## **GENERAL HINTS**

### **JUST STARTING OUT**

When you're just starting out with an inexpensive car, don't be afraid to put some money into customizing it. A little bit of custom work will really help you out, especially in the earlier stages.

### **HALL OF FAME**

Whenever the game ends, the hall of fame will appear. The hall of fame records the achievements of the top players who successfully beat the king, and each entry is ranked according to how long they took to beat the king (in hours). The shorter the time it takes you to beat the king, the higher up on the list you'll be.

### **TIRES**

Tires affect the performance of your car by affecting your ability to steer and handle curves. The more expensive tires grip better on the curves and make turning easier.

### **RETURNING TO THE GARAGE**

Periodically, you should return to the garage to check the status of wear and tear on your car, to tune it, or to buy new parts or new cars.

By selecting CAR INFO, you not only can check the wear and tear on your car, but also see the effect of customization on your maximum speed.

### **SELLING CARS**

When you sell a car, you might want to check out its original price in the newspaper to give you a better idea of how much to ask for. Note that cars that are customized with better parts, stickers, etc, will have a higher resale value than stock models.

### **RUNNING OUT OF MONEY**

If you run out of money during the course of the game, you'll get a message on screen telling you so, and the game will be over. You officially run out of money when your cash holdings are less than the price of the least expensive car in the newspaper. The message will only show up when you have sold all of your car parts and cars and your resulting cash holdings are less than the cost of the least expensive car.

### **BEATING THE KING**

In order to get a shot at the king, you'll have to win your share of drag and road races to prove you're good enough. The king only races drivers who have good experience in both types of races, so try to win a good number of both types of races. Occasionally, the king will cruise by at the drive-in and give you some encouragement and let you know which type of race you need to win in order to challenge him.

Once you get a shot at the king, you'd better be on your toes, because he's really tough. Make sure you've got a top notch car with a high maximum speed rating and make sure it's running in prime condition or you won't have a chance. The king don't race no jalopies, bub!