

MATCH

RACER



By:  **Solitaire
Group**

Requires Atari 400/800 with 16K plus joystick

Assembly Language 16K

Program design by Bill Hooper, Solitaire Group

Requires Atari 400/800 with 16K and disk drive

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MATCH RACER

Match Racer is a one or two player game. Before you boot the disk **BE SURE TO REMOVE ANY CARTRIDGES** from the cartridge slot. Then boot the disk in the normal manner. (Note: if your system has only 16K and you hit system reset, you must reboot the disk.)

The **SELECT** key will select either one or two player mode. In the two player mode Joystick 1 controls the gold car, and the left odometer records the mileage for this player. Joystick 2 controls the green car and the odometer on the right records the mileage for this player. In the one player mode Joystick 1 must be used and one odometer is displayed.

The **OPTION** key is used to select a starting speed for the cars. Default speed is the Driver Training level. After 5 miles the speed increases to Novice level. When 15 miles have been recorded the speed advances to Expert level, and after 45 miles the speed reaches Freeway level.

The **START** key is used to begin. Pressing the key will clear the odometers and place the cars in their starting positions, and upon release, the game will begin.

The **BREAK** key allows players to pause the game until pressed again.

The **RESET** key will restart the entire game.

The Match Racer track contains numerous obstacles which the drivers must avoid. The brick sidelines are driveable but with periodic loss of control. Oil slicks and puddles have the same effect. Collision with your opponent may also result in a loss of control for both cars. Major collisions with pink or green obstacles will disable the cars for a short period of time. The track will change between track and open areas. Drivers must avoid collisions with natural objects such as rocks and guard rails.

Each driver begins with three cars in single player mode and five cars in two player mode. Each crash removes a car until the driver destroys the final vehicle. Drivers will be awarded additional cars after each 10 miles is recorded. No driver may have more than the maximum for any mode at a time. The game is over when all cars are gone.

HINT: Bumping into your opponent may cause you to lose control, but you may be able to cause your opponent to lose control, too. And remember, "freeway speed" may be hazardous to your health.

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