Contents

Mindscape Bordeaux presents

The following Help Topics are available:

For Help on Help, press **F1**.

Introducing Al Unser, Jr.

Born on April 19th 1962, Al Unser, Jr. is the son of four-time Indianapolis 500 winner, Al Unser, and the nephew of three-time winner, Bobby Unser. Thanks to his dad and uncle, Al Unser, Jr. has been around Indy Car racing all of his life.

Learning from his father and uncle, Al Unser, Jr. started his rise to fame in 1978, racing sprint cars for three years--two in the World of Outlaws series. His achievements since then are staggering (see Career Highlights).

After installation, use the Windows 95 Start Program to launch **Al Unser, Jr. Arcade™ Racing**. Click the title screen to see the onscreen photo of Al Unser, Jr. From there, click **Run** to launch the game. Or, if you want to remove the program from your hard drive, click **Uninstall** and follow the onscreen instructions.

Here's some advice from Al Unser, Jr. himself:

"It takes all year to win the championship, not just a couple of races here and there. All the races are worth the same amount of points and they are each as

important as the next.”

See also

Career Highlights

1981 - Won SCCA Super Vee title and Rookie of the Year honors, driving for Rick Galles Racing. Earned victories in Super Vee events at Charlotte, North Carolina, Milwaukee, Wisconsin, and Brainerd, Minnesota.

1982 - Won SCCA CA-Am championship driving for Rick Galles. Made Indy Car debut with fifth-place finish in California 500.

1983 - Finished first full season of Indy Car racing in seventh-place in the CART/PPG championship point standings. Won open-wheel division of Pike's Peak Hill Climb.

1984 - Earned first career Indy Car victory at Portland International Raceway on Father's Day.

1985 - Edged out for the CART/PPG championship by his father by a single point, 150 - 151. It was the closest championship battle in Indy Car history and the first time a father and son finished one-two in the championship point standings.

1986 - Finished more races (14), completed more miles (3,782), and completed more laps (2,188) than any other driver en route to a fourth-place finish in the final CART/PPG championship point standings. Also became the youngest ever International Race of Champions (IROC) champion at the age of 24, after winning three of four races in the series. Named honorary co-chairman of American Coalition for Traffic Safety (ACTS).

1987 - Ended the year in third-place in the CART/PPG championship point standings. Won a second consecutive 24 Hours of Daytona. Scored a victory in the IROC at Michigan.

1988 - Recorded four Indy Car victories. Ended the season in second-place in the CART/PPG championship point standings. Won second IROC title. Named co-captain of Team Valvoline's "Say No To Drugs" education and information campaign.

1989 - Finished fifth in the CART/PPG championship point standings. Won second straight Long Beach race after earning first pole position of his Indy Car career.

1990 - Won first CART/PPG championship. Had six victories to equal series record. Established series mark with four consecutive victories. Became first-ever second generation Indianapolis car champion. Finished second overall in IROC series.

1991 - Continued to serve as co-captain of Team Valvoline's "Say No To Drugs" education and information campaign. Finished third in the PPG Indy car championship point standings. Had 13 top-five finishes, ending the season with seven straight. Also competed in the IROC series and the 24 Hours of Daytona.

1992 - Finished third in point standings for the 1992 PPG Indy Car World Series Championship. He won the Indianapolis "500" beating Scott Goodyear by an incredible 43 thousandths of a second (6 feet)!

Are you ready?

Are you ready to experience the most exhilarating Indy Circuit ever? You'll have to drive at breakneck speeds and face the very best drivers on 15 original courses, ranging from the classic ring course to the most dangerous tracks ever seen! See .

Main Menu

After loading **Al Unser, Jr. Arcade Racing**, click to go to the **Main Menu** screen.

Click a picture to choose a game feature:

Flag	Check out Championship Mode.
Stopwatch	Try Timed Mode.
The Pit	Perhaps you need Practice Mode?
Options	Set the in-game Options.

At the bottom of the menu, click:

Credits	Meet the cool people who created the game.
Quit	Exit to Windows 95.

Options

The lower right of Main Menu is a miniature of the Options screen. Click the small gray button on the lower right to open the **Options** screen, where you can set your control device (keyboard or joystick), style of music, type of car, language, and graphic detail. Click hotspots on the screen or scroll to read descriptions of each option.

Keyboard controls

Use the text boxes to set the key you want to use to steer left and right, as well as to brake or accelerate. The illustration shows the default keys. Click a text box, then press a key you'd rather use for that function. If you have manual gears selected (see below) you can also set the keys for shifting gears up and down.

Sound adjustments

Use the top two icons to set race volume and sound. Click to turn sound on or off. When sound is on, click the right box to cycle through sound modes (sound effects only, sound effects and speech, or sound effects, speech, and music on). The speaker icon changes to match your selection.

If you have music on, you can also set the type of music played from the CD. Two new boxes appear below the sound mode icon. Test plays the current music track, which is indicated in the next box. Click Hard, Techno, Fast, or Auto. Stop ends playback of the selected track.

Difficulty level

Set the difficulty to Beginner (200 mph), Normal (209 mph), or Hard (224 mph). As you progress through the difficulty levels, your opponents become more intelligent and drive more aggressively. Also cars are more likely to skid as their top speed improves.

Manual/Automatic gears

Click this box to toggle between manual and automatic transmission. If you set manual, you can set your gear shift keys with the keyboard text boxes on the left side of the screen. (You can't shift gears if you select automatic transmission.)

Language select

Click this box to cycle through the available languages, represented by their national flags. The change in language is reflected in all the in-game text from then on.

Graphics display

Adjust the level of graphic detail to suit your preferences. There are a number of different levels of detail available -- you can turn roadside 3D objects on/off, turn the backdrop scenery on/off, and so on. Try each level of detail and see which one you prefer.

Joystick calibration

If you plan on racing using joystick control, make sure your joystick is connected before you boot your PC with Windows 95. To use your joystick in a race, you must first calibrate it. Click the joystick icon, then click Calibrate. Move your joystick to the top-left and press the fire button, then move it to the top-right corner and press the fire button. Click OK to set calibration (or Cancel if you change your mind).

Menu

Return you to the Main Menu screen where you can choose a different option or exit the game.

Championship Mode

Beware! Championship Mode pits you against all the other competitors on the Indy Circuit (15 courses) across an entire season's championship.

To use Championship Mode:

1. Click the checkered flag on the Main Menu.
2. On the Car Selection screen you do three things. First, click a car picture to set one of ten available car colors. Second, click the **Player name** box and press **Backspace** to clear it; then type your name (up to 19 characters) and press **Enter**. Ready? Click the **Flag**.*
3. The Indy Circuit course diagrams appear with the current course highlighted. Click a course diagram to GO!

You are seated in the cockpit of your car, at the back of the starting grid. Better take control! (See Racing.)

See also
Timed Mode
Practice Mode

Timed Mode

This mode makes you race the course of your choice on Indy Car circuit within a given time limit as shown on the car <u>status bar</u>.

To use Timed Mode:

1. Click the <u>stopwatch</u> on the Main Menu.
2. On the <u>Car Selection screen</u> you do three things. First, click a car picture to set one of ten available car colors. Second, click the **Player name** box and press **Backspace** to clear it; then type your name (up to 19 characters) and press **Enter**. Ready? Click the **Flag**.*
3. The <u>Indy Circuit course diagrams</u> appear with the current course highlighted. Click a course diagram to GO!

You are seated in the cockpit of your car, at the back of the starting grid. Better take control! (See <u>Racing</u>.)

The time limit is continually updated at checkpoints (represented by flashing arches above the road). If you fail to pass under a checkpoint before the timer reaches zero, then the race is over. However, if you make it, then your time limit is extended. The new time limit depends on the amount of time you had left when you reached the previous checkpoint.

See also
<u>Championship Mode</u>
<u>Practice Mode</u>

Practice Mode

If you want to familiarize yourself with a particular course or get a feel for your car, this is the mode for you. You can choose any track and drive on it without any time limits or any other drivers getting in your way.

To use Practice Mode:

1. Click the pit on the Main Menu.
2. On the Car Selection screen you do three things. First, click a car picture to set one of ten available car colors. Second, click the **Player name** box and press **Backspace** to clear it; then type your name (up to 19 characters) and press **Enter**. Ready? Click the **Flag**.*
3. The Indy Circuit course diagrams appear with the current course highlighted. Click a course diagram to GO!

You are seated in the cockpit of your car, at the back of the starting grid. Better take control! (See Racing.)

See also
Championship Mode
Timed Mode

Racing

3...2...1...Go!
This is where the talking stops and the action begins. The course that you drive depends on the mode you chose (Championship, Timed, or Practice). Regardless of the mode, you hit the ground running. Your car is under computer control while the countdown begins. Once the count passes 1 -- you are on your own.

Controlling your car

You can set your own controls depend with the Options menu: either keyboard or joystick (which has to be calibrated first).

Steer your car left or right to negotiate bends and avoid the other cars on the course.

Brake when you come up to a particularly tight turn; accelerate along those straights and past your opponents.

If you are using manual gears, remember to down shift when you slow or brake, and shift up when you accelerate again.

The Status Bar

The status bar at the top of the screen shows you some important information which is vital to your success in racing. From left to right this information is:

1. World Lap Record for current course
2. Your Best Lap time for current course
3. Time Remaining before next checkpoint (in Timed Mode) or Time Elapsed for current lap
4. Your position in current race
5. Number of laps completed/remaining in current race*
6. Your current speed measured in Miles Per Hour (MPH)
7. Your current Revolutions Per Minute (RPM)
8. Your current Gear

*The car cockpit also has a few important indicators on display.

Other in-game keys
During a race there are a number of pre-defined keys you can use for pausing the game, quitting, etc.

P   Pause game (any key resumes).
Q   Quit Race and return to course selection (or Main Menu when in Championship Mode).
Esc   Quit Race (IBM PC only).
1   Toggle between showing nothing, a course map, or a (local) scanner.

You can also quit the game via the usual Windows 95 controls (IBM PC only).

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See also
Technical Support

Technical Support

Before calling for technical support, please have the following information ready:
- Detailed description of your problem, and the exact steps described in order of occurrence so we can try to reproduce the problem.
- Name/make/model/speed of your computer.
- Copy of your CONFIG.SYS file.
- Copy of your AUTOEXEC.BAT file.
- Name/make/model of your sound card.
- Name/make/model of your video card.
- Print out of the MS-DOS Check Disk command (type CHKDSK and press Enter).
- Make/make/model of printer you are using, and whether it is color or black & white.
- Version of Windows and MS-DOS you are using.
- For Windows and MPC products, we also need a copy of your WINDOWS.INI and SYSTEM.INI files; both of which are in your Window subdirectory.

VERY IMPORTANT: WHEN MAILING IN YOUR PROBLEMS, SUGGESTIONS, OR QUESTIONS, PLEASE INCLUDE THE FOLLOWING INFORMATION:
- Fax number.
- Work phone number
- Home phone number (or where your computer is most of the time).

For technical support in the USA, please contact:
Mindscape, Inc.
88 Rowland Way
Novato, CA 94945
FAX: (415) 897-5186
Telephone: (415) 898-5157
BBS: (415) 897-2867
Automated 800 Service (800) 409-1497 This service can help you to find your own answers at no charge!
America Online keyword: MINDSCAPE
CompuServe: GO MINDSCAPE

For technical support in Europe, please contact:
Technical Services
Mindscape International Ltd.
Priority House, Charles Avenue,
Maltings Park, Burgess Hill,
West Sussex, RH15 9PQ
England, United Kingdom
When calling from outside the UK:
FAX: <International Code> 44 (0) 1444 248996
Telephone: <International Code> 44 1444 239600
When calling from inside the UK:

FAX: 01444 248996
Telephone: 01444 239600
(Monday - Friday, 09:30 - 13:00 hours and 14:00 - 16:30 hours)

For technical support in Australia and New Zealand, please contact:
Mindscape, Inc.
5/6 Gladstone Road
Castle Hill, New South Wales
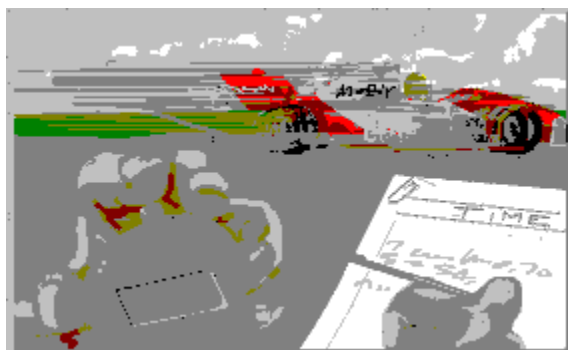Australia 2154
FAX: 02 8992348
Telephone: 02 8992277

Start Championship Mode

See .

Start Timed Mode

See [Timed Mode](#).

Start Practice Mode

See [Practice Mode](#).

Open Options screen

Click the small gray button in the lower right to open the Options screen.

Credits
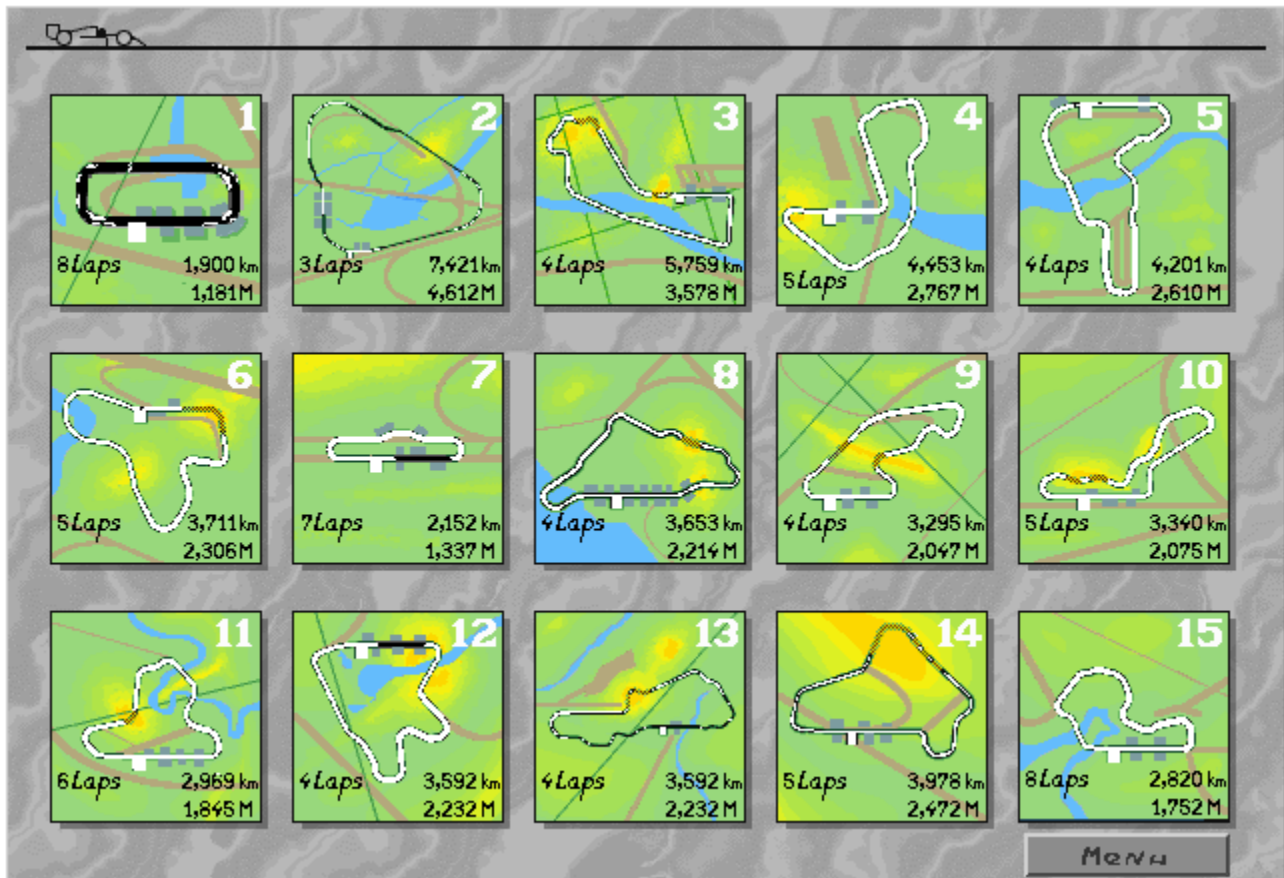
Meet the cool people who created the game.

Quit
Exit to Windows 95.

Car Selection screen

Note: On the Car Selection screen, you can click the disk icon to load a saved game in Championship Mode. You can click the Menu icon to return to the Main Menu without starting the current mode.

Indy Circuit diagrams

The current course is highlighted. Click it to GO!

Keyboard controls

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Language select

AI Unser, Jr. Arcade™ Racing is available in various languages. The national flag indicates the version you bought. You can't change this.

Graphics display

Adjust the level of graphic detail to suit your preferences. There are a number of different levels of detail available -- you can turn roadside 3D objects on/off, turn the backdrop scenery on/off, and so on. Try each level of detail and see which one you prefer.

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