



## **Rally Racers™ for Windows 95™ Help**

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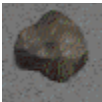


## How To Play Rally Racers

### Overview

Rally Racers is a fast action arcade racing game. The object of the game is to capture as many flags as you can while avoiding the enemy cars and other obstacles in the scrolling mazes. Every maze has ten flags that you must try to capture. When you wreck all of your cars the game is over

### Road Hazards



**The big brown boulder.** If you bump into a boulder you will immediately crash your car.



**The black oil slick.** If you run over the oil slick you will lose some car fuel.



**The orange pylon.** If you run into a pylon, it will zap fuel from your car.



**The enemy cars.** Avoid the enemy cars they will try to do anything they can to stop you.

As you drive, your car uses fuel at a constant rate. When you run out of fuel your car coasts down to a much slower speed and avoiding the enemy cars becomes nearly impossible.

You must complete each maze three times at which point a more challenging maze is offered.

The game contains 25 mazes that you must complete in order to finish the game.

### Bonus Mazes

At certain points in the game you will be given a chance to complete bonus mazes. These bonus mazes will not contain enemy cars but will have plenty of hazards. When you crash or run out of fuel in the bonus maze you will immediately be put at the next maze.

## Enemy Cars

The enemy cars travel at different speeds.

Slow Cars are **PURPLE**  
Normal Cars are **GREEN**  
Fast Cars are **BLUE**  
Turbo Cars are **RED**

## Player Controls

To change the player controls select OPTIONS from the main screen and then select Player Controls from the setup form.

Rally Racers can use either a joystick or a keyboard. If you choose to use a keyboard you have the option of selecting what keys will be used for Left, Right, Up and Down keys.

The **spacebar** is used to scramble the enemy cars tracking system temporarily to allow you to escape the enemy cars. Be careful when using the scrambling key it consumes Car Fuel every time it is used.

The **ESC** key will quit the current game and allow you to save the game.

## Scoring Rules

**Capturing Flags:** Every flag you capture is worth 100 points in succession. For example the first flag is worth 100 points the second flag is worth 200 points the third is worth 300 points, etc.

**Capturing The Special Flag:** The special flag has a green 2x to notify you that this flag will double the amount of points for the flag and for every flag captured after it until you crash or complete the level.. For example if the first flag you capture is the special flag you will receive  $100 \times 2 = 200$  points, the second flag you will receive  $200 \times 2 = 400$  points, and for the third flag you will receive  $300 \times 2 = 600$  points.

**End of Stage Fuel Bonus:** At the end of completing a stage you will receive bonus points per fuel remaining.

At the start of every game you will receive 5 cars. You will receive an extra car at **30,000** points then one additional bonus car for every 30,000 points scored after that.

If you crash while capturing flags, the current flag value reverts to only 100 points and grows upwards from there.

## Menu Commands

**New Game:** Starts a new game

**When starting a game you are given the option of restoring a saved game.**

**Options:** Change music, sound and player control options.

**High Scores:** Displays High Scores

**Credits:** Information about Rally Racers

**Pause:** Pauses the game

**Help:** Displays This help menu

**Quit:** Exit Rally Racers and return to desktop

**When exiting the game you are given the option of saving the current game.**



## How To Contact

### CONTACTING TC CONSULTING, INC.

If you wish to contact TC Consulting, Inc. to report bugs, submit comments or for any reasons use one of the following:

#### MAIL

**TC Consulting  
P.O. Box 277  
Hazel Crest, IL 60429-0277**

#### PHONE

**(708) 335-2393**

We can be reached most weeknights and weekends between the hours of **6:00pm and 10:00pm** Central Standard Time. An answering machine will be very happy to take a message if no one is available.

#### CompuServe

Stanley D. Chatman ID# **75544,3633** or Stan R Tarr ID# **103422,100**

#### AMERICA ON-LINE

Stanley127

#### MSN

stan\_tarr  
stanchat

#### INTERNET

To send a message via INTERNET, send to:  
**stanchat@interaccess.com**  
**stan\_tarr@msn.com**



## **System Requirements**

### ***Minimum Configuration:***

486 DX4 100 CPU  
8 Megs Ram  
640 x 480 256 color mode SVGA  
Windows 95

### ***Recommended Configuration:***

Pentium Processor or better  
16 Megs Ram  
640 x 480 256 color mode SVGA  
Sound Blaster Compatible Sound Card  
Windows 95



## **Legal Disclaimer**

### **DISCLAIMER OF WARRANTY**

THIS SOFTWARE AND DOCUMENTATION ARE PROVIDED "AS IS" AND WITHOUT WARRANTIES AS TO PERFORMANCE, USEFULNESS, ENTERTAINMENT VALUE OR ANY OTHER WARRANTIES WHETHER EXPRESSED OR IMPLIED. NO WARRANTY OF FITNESS IS OFFERED.

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## Hints and Tips

Avoid all hazards particularly the enemy cars.

Remember that you can always drive back for a missed flag, but a crash will cost you a car.

Try to capture the 2X flag first. All flags captured after this will have double score value until you crash or reach the end of the level.

Avoid running out of fuel. Once you are out of fuel, you become a slow crawling crash target for the enemy cars.

Use the scrambler as a last resort to avoid a crash. It drains your fuel with each use.

Use the radar screen to locate the flags and enemy cars when you do not see them on screen with you car.

When only one enemy car shows up on the radar screen, be careful. It means they are riding together and may split up to surround you in a trap.

If an enemy car is stuck in a section of the track, avoid driving by the trapped car because that will make him try a new tracking direction to find you. Try to keep him stuck as long as possible, because avoiding one enemy car is easier than avoiding two.

Learn the tracks. You will capture the flags faster once you know where they are.





## Rally Racers -- *The Real Story*

They said it couldn't be done, but that was before you, the Big Wheel Kid, drove back to town. You heard they took over the Rally Race Track, but who would have believed it would have come to this. They raised the prices, they cut back on the racing hours, and they turned it into some sort of cross between capture the flag and a demolition derby. What kind of sick bully would deprive my hometown of cheap race tracks for the kids? You knew this wouldn't have happened if you had stayed, so feel a little guilty about leaving and you know it's up to you to win the Rally back.

You were the champion of the Rally, but that was years ago before you had left. You dreamed of celebrating your return to the Rally, but now you return for the race of your life. You are the only driver left in the world with the skills to have a chance of defeating Crusher and his Red car team.

As you arrive in town Hank and the rest of your old pit crew meets you and fills you in on the details. "Kid, it's great to have you back! Congratulations, on that last win in North Africa. We been following your races over the Internet. We really hated to bother you in the middle of racing season, because we know this will probably cost you the world title. But if someone doesn't win the Rally back for us, the cable company who hired Crusher and his evil race team, will sell the land to the BCC, Bad Chemicals Company. The BCC has already announced the Rally will become a toxic waste site. No one will ever race there again if we don't win the Rally back."

"But Hank, I have beaten Crusher, and to be honest he wasn't very good. Crusher always believed that speed was the only key to winning a race. You and I know the smarter driver wins more races than the fastest. Plus, you have always built the fastest cars. When I raced him, he never believed he had a chance to win without having the fastest car."

Hank looks at you and just shakes his head. "Crusher has the fastest car now. He has an entire crew of dirty drivers will not just try to beat you, but they will try to destroy your car in the process. There are no cars left that are faster than his. The entire country is running low on auto parts, and I need more time to rebuild cars. I have been recycling scrap metal from those flags to build our Yellow cars. The cable company and the BCC have unlimited funding and have produced this new Red car that is faster than anything I have ever seen. Fortunately they only have two or three of them. The rest of their cars are the same. The Purples are slowest, the Greens are quicker, and the Blue cars are nearly as fast as our Yellow cars. If you run into walls or waste too much time in turns it will seem like they are as fast as you.

Worst of all is that Crusher and his race team have some pretty good drivers. Crusher is a much better driver with a lot of confidence now that he drives the fastest car. Once you become used to the tracks and to our new Yellow car technology, you should be able to beat the Purple team in your sleep. The Green team has beaten many drivers, but the speed of our Yellow cars should be the advantage you need to beat them. While you are racking up flags and beating the flunkies, I will be putting more cars together. Try to get the 2X flag first on every track, but remember that surviving is your top priority. There are no pit stops or refueling during the race. When you're out of gas, the last flag better be real close. When you're really doing well, they will send out the Blue team. If you're not driving well against them, they will crush every last car we have. If you can beat the Blue team and still have cars left to compete, Crusher and his best drivers will be waiting for you in Red cars for

the last stage of the last race.

Remember to use your radar screen. It will identify where the flags and enemy cars are located. It will still be up to you to find your way around the tracks. However, we know that they will be using similar technology to find you. So we have added a **scrambler** to the **Yellow** cars. It will use some **fuel**, but it can save your life when you're in tight spots. If they are within visual range of your car, an audible sonic tone that travels on waves in the visual spectrum will momentarily short circuit any enemy car's control system. The **scrambler** uses **fuel** to generate the energy required for the tone; so you can keep using it until you're out of **fuel**.

After you beat them on a series of tracks, they will take a short break before going to the next series of tracks. This will give you time to get as many free flags as you can on some less friendly tracks. Consider these track's **bonus tracks**, because there will be no enemy cars on them. Many of these tracks are in such rough condition full of **obstacles** that we believe that Crusher and his crew are just scared to race on them.

Our **Yellow** car technology is good, but we know a car is only as good as its driver. That's why we needed you, Kid. If you can beat these guys, I promise you will be on top of the world.

Good luck, Kid."



## **HOW TO REGISTER**

I'm glad you asked! To order using check or money order Simply fill out the registration form, and mail it in!

### **CREDIT CARD ORDERS ONLY -**

**You can order Rally Racers with MC, Visa, Amex, or Discover from Public (software)**  
**Library by calling 800-2424-PsL or 713-524-6394 or by FAX to 713-524-6398 or by CIS Email to 71355,470. Please refer to the following item/product #14904 when ordering Rally Racers .You can also mail credit card orders to PsL at P.O.Box 35705, Houston, TX 77235-5705.**

**THE ABOVE NUMBERS ARE FOR CREDIT CARD ORDERS ONLY.  
THE AUTHOR OF THIS PROGRAM CANNOT BE REACHED AT THESE NUMBERS.**

Here's what you'll enjoy as a registered user of Rally Racers.

## **Order the Full Version of Rally Racers**

*and you'll have all this and a bag of chips. \**

- ✓ *20 more completely new tracks*
- ✓ *Including the Bonus Tracks*
  - + *Tracks without enemy cars? Sounds too easy doesn't it.*
- ✓ *More music*
- ✓ *More obstacles*
- ✓ *New enemy cars and drivers*
- ✓ *A chance to defeat Crusher and win the Rally.*

\* The bag of chips must be purchased on your own. We only supply the software. Visit your local food stores and bring money for more details on owning a bag of chips.

Rally Racers is **SHAREWARE**. It is not **FREWARE OR PUBLIC DOMAIN**. As such, you are required to register this software if you make continued use of it, usually longer than 30 days. In addition to the benefits of being a registered user, you will feel good (I hope) about supporting the Shareware concept. We are not making a living at writing shareware, but a little encouragement as registrations will allow us to continue writing fine pieces of software for all to enjoy.



## Registration Form

Print

### REGISTRATION FORM

Send To : Attn: Rally Racers Registration  
 : TC Consulting Inc.  
 : P.O. Box 277  
 : Hazel Crest, IL 60429-0277

Name : \_\_\_\_\_

Company : \_\_\_\_\_

Address : \_\_\_\_\_  
 : \_\_\_\_\_

Province or State : \_\_\_\_\_

Country : \_\_\_\_\_

Postal or Zip Code : \_\_\_\_\_

Phone Number : \_\_\_\_\_

CompuServe ID : \_\_\_\_\_

MSN ID : \_\_\_\_\_

AOL ID : \_\_\_\_\_

Internet Address : \_\_\_\_\_

Payment will be accepted by check payable to **TC Consulting**

QTY	Description	Unit Price	Total
_____	Rally Racers	\$ 19.95	_____
	S/H	\$ 2.00	_____
	GRAND TOTAL---		_____

You will be mailed a registration code which will allow to unlock the full version of Rally Racers.





## Printing Registration Form

To print registration form choose, **Print Topic** from the **File** menu above

