

# TURBO

## ARCADE



Nathan Strum

CHAMP

GAMES

## —ABOUT TURBO ARCADE

Start your engines and get ready to race against the clock! Maneuver your race car around oncoming obstacles, through picturesque scenery and varying road conditions as you try to pass your rival racers before time runs out!

Do you have the skills to complete all 99 rounds and add your name to the Turbo Arcade Ranking List?

GOOD LUCK!

## —GAME PLAY

Your objective in Turbo Arcade is to avoid crashing and to pass as many opponent cars as possible before the timer expires.

Each game starts with a countdown. When the light turns green, GO! The timer counts down from 99 and you have until it reaches zero to pass at least 30 cars.



Hit the gas to increase your speed. You can use an automatic transmission for easier driving, or a manual transmission for improved acceleration and better speed control.

Steer your race car past your competition while avoiding collisions and other hazards. Stay off the edges of the road – it'll only slow you down!

In Round 1, your car will not be destroyed in a crash, but you'll lose precious time getting back up to speed. Starting on Round 2, you'll have a limited number of reserve cars, and if you crash too many times, your car will explode. The game ends when you run out of reserve cars.

Each round is complete when the timer expires. If you can pass 30 cars or more, you will advance to the next round and bonus points and reserve cars are awarded. See "End of Round" for more details.

## —STATUS DISPLAY

At the top of the screen, you will see the Status Display:



The Status Display shows the following information:

- The current round (RD 1 - 99). The color will match that of the currently selected skill level.
- Your score, the current gear (L = Low, H = High) and shift type, and engine speed.
- How many cars you have passed.
- Time remaining in the current round and reserve cars (from Round 2 onward).

If enabled, the CARS PASSED message will also be displayed each time you pass an opponent.

## CONTROLLERS

Turbo Arcade is a single-player game that supports Joysticks, Gamepads, Paddles and Driving Controllers. The game also supports the AtariVox and SaveKey devices to save high scores and game settings. If present, a QuadTari adapter allows two controllers to be plugged into the left controller port, freeing up the right controller port for the AtariVox or SaveKey.

### Controller Detection

When you power on the game, a message will be displayed depending on what controllers are connected to the left controller port. Follow the on-screen instructions to choose the proper controller.



### Navigating menus

- Move the controller (Joystick, Gamepad, Paddle or Driving Controller) left or right to change Skill Level.
- Press the controller button (B on a Gamepad) to return to the Title Screen or to Start a game.
- Move the Joystick up or down to rotate through the Title, Instructions, High Score and Credits Screens, or press GAME SELECT.




### Controlling the car (automatic transmission)

Using the automatic transmission (LEFT DIFFICULTY = B) is easier for racers just starting out. But the automatic transmission shifts a little slower than you can with a manual, and you also cannot use it to slow down quicker by downshifting.

- Move the controller (Joystick, Gamepad, Paddle or Driving Controller) left/right to steer.
- Hold the button (B on a Gamepad) to accelerate, release it to slow down.

### Changing gears (manual transmission)

A manual transmission (LEFT DIFFICULTY = A) gives you the full Turbo Arcade experience! You have more control over how and when your car accelerates and decelerates. Downshifting into Low will slow you down more quickly than just taking your foot off the gas.

	Joystick: Press up to shift to Low gear (slow), press down for High gear (fast).
	Gamepad: Press up to shift to Low gear, press down for High gear, or press button C to toggle between gears.
	Paddles: Press the right Paddle button to toggle between gears.
	Driving controller: You will need to plug in a second controller (see below).

### Adding a second controller



Since Paddle and Driving Controllers only have one button, Turbo Arcade supports using a Joystick in the right controller port (or port 3 on a QuadTari) for changing gears with a manual transmission. This will also work with a Joystick or Gamepad as the primary controller.

On the second controller, the following can be used for shifting:

- Press the Joystick up to shift to Low gear, press down for High gear.
- Press the Joystick left or right to toggle between gears.
- The button on the second controller can also be used to accelerate.

### Using a splitter cable

Alternatively, if you have a 9-pin splitter, you can connect a second controller (Joystick or programmable foot pedal, etc.) to the left controller port simultaneously with Paddles or a Driving Controller for manual shifting. The second controller plugged into the splitter will behave differently based on what your main controller is:

	Paddles + Joystick: Press up to shift to Low gear, press down for High gear.
	Driving Controller + Joystick: Press left to shift to Low gear, press right for High gear.

## SKILL LEVELS

There are four distinct skill levels for Turbo Arcade:

- **NOVICE** is for beginners.
- **STANDARD** offers more of a challenge for experienced racers.
- **ADVANCED** is for expert racers, and is most similar to the arcade original.
- **CHALLENGE** offers additional opponents and challenges for the ultimate test!

	NOVICE	STANDARD	ADVANCED	CHALLENGE
Reserve race cars	4	3	2	2
Opponent car speed	Slow	Normal	Fast	Faster
Opponent car frequency	Fewer cars	Normal	More cars	More cars
Opponent car movement	Straight line	Some weaving	Normal weaving	More weaving
Winding roads	No	No	Slight	Moderate
Traction on snow, ice and sand	Less skidding	Normal	More skidding	More skidding
Tunnel and night visibility	Better	Normal	Poor	Very poor

## DIFFICULTY SWITCHES

- The LEFT DIFFICULTY switch controls whether your car has automatic or manual shifting.
- The RIGHT DIFFICULTY switch controls the CARS PASSED Status Display behavior.



<p>left difficulty</p>	<p>Manual shifting. You must use your controller to change gears.</p>	<p>right difficulty</p>	<p>The CARS PASSED message is not displayed when you pass a car. Use the progress bar to estimate how many cars you have passed.</p>
<p>left difficulty</p>	<p>Automatic shifting. Your car will automatically shift depending on your speed.</p>	<p>right difficulty</p>	<p>The CARS PASSED message is displayed when you pass a car, temporarily replacing your score, gear and speed display.</p>

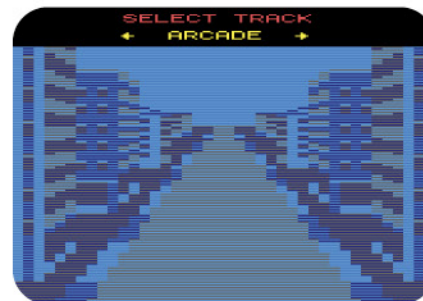
## GAME OPTIONS

When you begin a new game, you can change the following options:

- The track: Choose from the Arcade track or one of three all-new CHAMP tracks.
- Time of day: Drive in the light of day, or start out in the middle of the night if you fancy yourself a Night Driver!
- Time change: Select how quickly the time changes from day to night and back again.

## Select Track

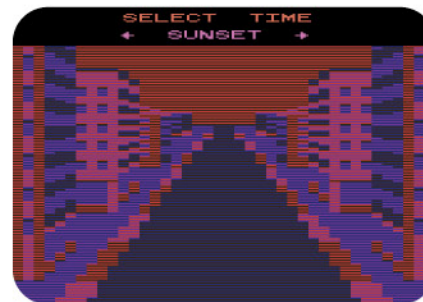
Move left or right to change between the available tracks:



ARCADE	The same scenes and obstacles from the classic arcade game.
CHAMP 1 - 3	These tracks contain additional scenes and obstacles, including ice, rain, desert terrain, rocks, curved tunnels and more!
ROTATE	Cycles through the four different tracks as you progress through the game.
RANDOM	This track contains sections from all four tracks in a random order.

## Select Time

After you have selected a track, move left or right to select the starting time-of-day. The time-of-day affects the appearance of the scenery and the visibility of how far ahead you can see the oncoming cars:



MIDDAY	Best visibility
SUNSET	Limited visibility
NIGHT	Poor visibility
MORNING	Limited visibility

## Time Change



Once you have chosen the time-of-day to start your race, select how fast time changes during the game:

NONE	Time-of-day remains constant.
SLOW	Time-of-day changes at half the normal rate.
NORMAL	Time-of-day changes at a normal rate.
FAST	Time-of-day changes at twice the normal rate.

When you have selected the time change speed, the game will start.

## CONSOLE SWITCHES

<p>tv type</p>	<p>Pauses or resumes game.* Pressing the controller button also resumes the game.</p>	<p>game select</p>	<p>Returns to TITLE SCREEN.</p>	<p>game reset</p>	<p>Starts or restarts game with currently selected options.</p>
----------------	---	--------------------	---------------------------------	-------------------	---

\*Use PAUSE button on Atari 7800

## OBSTACLES

### Opponent Cars

Your objective is to pass as many opponent cars as you can before the timer expires. If you are traveling fast, the opponent cars will appear from the top and you will need to avoid them as they approach.

If you drive too slow or crash, the opponent cars will approach from behind you and pass your car. Any opponent cars that pass you will decrease your number of cars passed.

### Puddles

Puddles of water will appear on the road periodically. Your car will skid if it runs over a puddle, so avoid them if possible. Fewer puddles will appear when you are near the desert, and more will appear if it is raining.

## The Ambulance

Every so often, yellow caution flags will appear to warn you that an ambulance is approaching. The ambulance will enter from the bottom of the screen, and any cars in its path had better watch out! Navigate your race car safely around the ambulance until it speeds away.



## Rocks

Rocks appear near the edges of the road during the desert scenes. Colliding with a rock will reduce your car speed. Try to stay in the middle of the road to avoid the rocks.

## ROAD CONDITIONS AND HAZARDS

As you drive your car through the winding roads, you will encounter different weather and road and weather conditions that affect how your car performs:



<b>TUNNEL</b>	Road visibility is limited in the darkened tunnels.
<b>SNOW</b>	In snowy conditions, your car may skid while steering.
<b>ICE</b>	On icy roads, your car will slide when you steer left or right. Counter-steer to stop sliding.
<b>RAIN</b>	During rainy conditions, your car will hydroplane (slide, but not as far as on ice), and visibility is limited. If you lose control - back off the gas.
<b>DESERT</b>	Car accelerates more slowly, skids at higher speeds.

## CHALLENGE MODE

CHALLENGE mode has the same objective as the other skill levels at a higher difficulty, and adds the black car called "The Shadow". This opponent car is much faster than the other opponent cars and will keep pace with your car, even at higher speeds, before zooming away. If you manage to pass The Shadow, you will be credited with passing two cars instead of just one. Conversely, if the Shadow passes your car, the CARS PASSED total will be reduced by two.



Additionally, Round 3 and every 4th round after that (Round 7, 11, 15, ...) is a SPEED BONUS round. Unlike normal rounds, the SPEED BONUS rounds end immediately when you pass thirty opponent cars.

## END OF ROUND

The current round will end when the timer reaches zero, or when you pass thirty cars during a SPEED BONUS round.

If you have passed 30 or more cars, bonus points are awarded for each car passed. If the round is a SPEED BONUS round, you will also be awarded bonus points for each remaining time unit. The game will continue to the next round up to Round 99.

If you do not pass 30 cars, the game will end if you have not completed Round 1. If you are on Round 2 or higher and have at least one car in reserve, the current round is reset (timer is set to 99 and the passed cars meter is set back to 0), and you will forfeit one reserve car. If you do not have any reserve cars, the game will end.

## SCORING

As you're driving, points are earned based on the distance you cover. The faster you drive, the more points you'll earn. If you manage to max-out the CARS PASSED meter (41 cars), you are awarded 50 points for each additional car passed.

### End Level Bonus

If you successfully pass 30 cars or more at the end of a round, bonus points are awarded for each car passed. The number of points is based on the round that has been completed:

Round Completed	1	2	3	4	5	6	7	8	9	10+
Bonus points for each car passed	50	60	70	80	90	160	170	180	190	200

For SPEED BONUS rounds, you are also awarded 100 points for each additional time unit left.

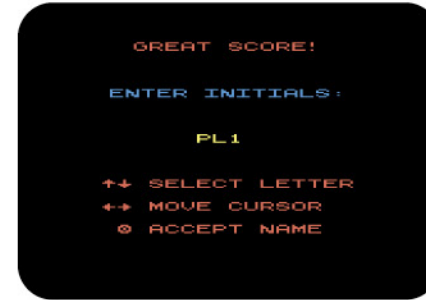
## GAME OVER

The game ends when any of the following occur:



- If the timer expires on Round 1 and you haven't passed at least 30 cars.
- If you crash on Round 2 or higher and run out of reserve cars.
- If the timer expires on Round 2 or higher and you don't have any reserve cars.
- If you successfully complete Round 99, where a special message is also displayed!

## HIGH SCORES

When a player's game is over, if a high score has been achieved, the HIGH SCORE ENTRY screen will be displayed:



The player can enter up to three initials. The current initial will be flashing.

	Joystick: Move left/right to select the initial to change. Move up/down to change the initial. Press the button to set an initial and move to the next.
	Paddles/Driving controller: Move left/right to change the current initial. Press the button to set an initial and move to the next. Press GAME SELECT to select the previous initial.

For all controllers, press the button after entering the last initial to complete your entry.

The current entry will be used if there is no input for one minute.

The top five scores for each skill level are displayed. For each score, the highest round reached is also displayed. If the high score was achieved while driving on a CHAMP track, a '+' is displayed between the level round and the initials.

To reset the high scores for the current skill level:

- From the HIGH SCORES screen, flip the TVTYPE switch (2600) or press the PAUSE button (7800).
- A prompt to "RESET SCORES?" will be displayed. Press the controller button to reset the scores. To cancel, flip the TVTYPE switch (2600) or press the PAUSE button (7800) again.

## With AtariVox/SaveKey

Up to five high scores are saved for each skill level, as well as the current game options, including the track, starting time and time change settings.

- To reset all scores for all skill levels and all settings, hold down GAME RESET while powering on the game.

## Without AtariVox/SaveKey

Scores and settings are reset when the game is powered off.

## TIPS & TRICKS

- When your car recovers from a crash or after a round is complete, your car is invincible for a few moments. Use this time to move your car to a safe part of the road.
- After a crash, pull your car over to the side of the road to avoid opponent cars approaching from the bottom of the screen.
- Slow down when driving through tunnels, over hills and around sharp turns where there is limited visibility.
- Move to the edge of the road when the ambulance appears, and then move to the center and follow it as it drives away to shield your car from oncoming traffic.
- Downshift when using the manual transmission to slow down quickly.
- Stay to the center of the road in the desert scenes to avoid the rocks that appear near the edges.
- Counter-steer to stop sliding or skidding.

## CREDITS

- Code and Design: John W. Champeau
- Art and Graphics: Nathan Strum
- Sound Effects: Nathan Strum
- Packaging Illustration and Design: Nathan Strum
  - Lotus 98T 3D model: Tiaan Pretorius\*
  - Race Car Driver 3D model: tomkart\*\*
- Testing: Gray Defender, Nathan Withee (McCallister), and ZeroPage Homebrew
- Special Thanks: Albert Yarusso
- Published by: Champ Games

Copyright © 2023 Champ Games LLC

Published by: Champ Games

**WWW.CHAMP.GAMES**

3D models used under Creative Commons Attribution: <https://creativecommons.org/licenses/by/4.0/>

\*<https://sketchfab.com/3d-models/lotus-98t-f46eed62ec6f4027b358330ed8edb798>

\*\*<https://sketchfab.com/3d-models/race-car-driver-a8503189a20e441893b66e4c57d3231b>