EPYX™
COMPUTER SOFTWARE

Strategy Games for the Action-Game Player™
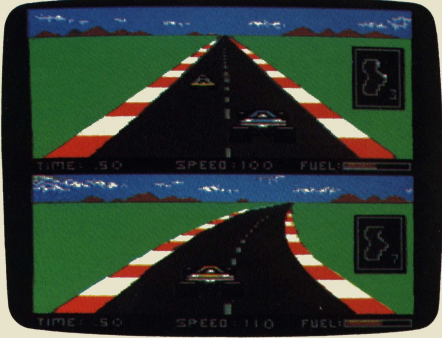
PITSTOP II™

PITSTOP II ™

*

*

- **Realistic Head-to-Head Competition**
- **Exciting Split-Screen Action**
- **World Famous Race Courses for Realistic Play**
- **Race Individual Tracks or Challenge the Grand Circuit**
- **Choose From Three Skill Levels: Rookie, Semi-Pro or Pro**
- **Two Player Competition or One Player Against the Computer**
- **Joystick Controlled**

RATING:

PITSTOP II. Now auto racing is head-to-head. PitStop brought you the action of the pits…now **PITSTOP II** introduces true competitive auto racing, both on the track and in the pits.

PITSTOP II. Now you can experience one-of-a-kind competitive action. A split screen display allows two players to race against each other, fighting for the lead on the track and struggling to be first out of the pits.
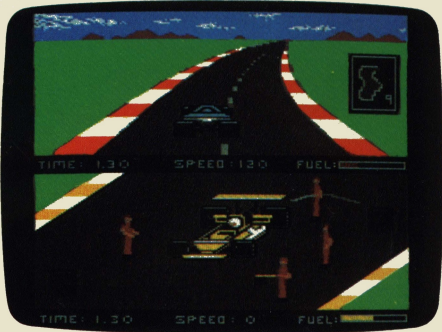
PITSTOP II. This time you'll need a race strategy good enough to beat an opponent. But remember, his strategy might be as good as yours. Then it comes down to a test of nerves, a test of guts. Grit your teeth and hope that your tires and fuel hold out for another lap, because if you "pit" now, it may cost you the race.

PITSTOP II. Twice the action. Twice the competition. Because auto racing is not a solo sport.

EPYX CODING
To help you choose the game that's right for you, EPYX games are coded to indicate the degree of emphasis on "Action," "Strategy" or "Learning." These symbols will appear on the front of all EPYX packages:

Action	Strategy	Learning

*Graphics represent Commodore 64™ version of game.

EPYX ™
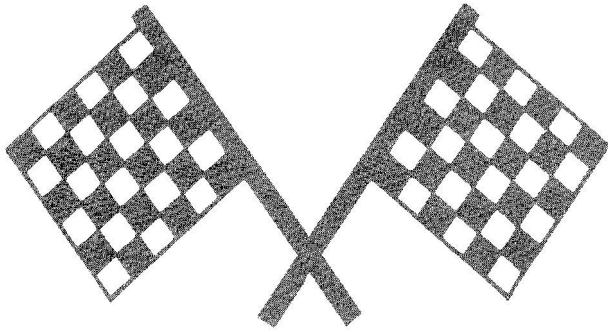COMPUTER SOFTWARE

Strategy Games for the Action-Game Player

EPYX™
COMPUTER SOFTWARE

PITSTOP II™

INSTRUCTION MANUAL
for the Tandy® Color Computer
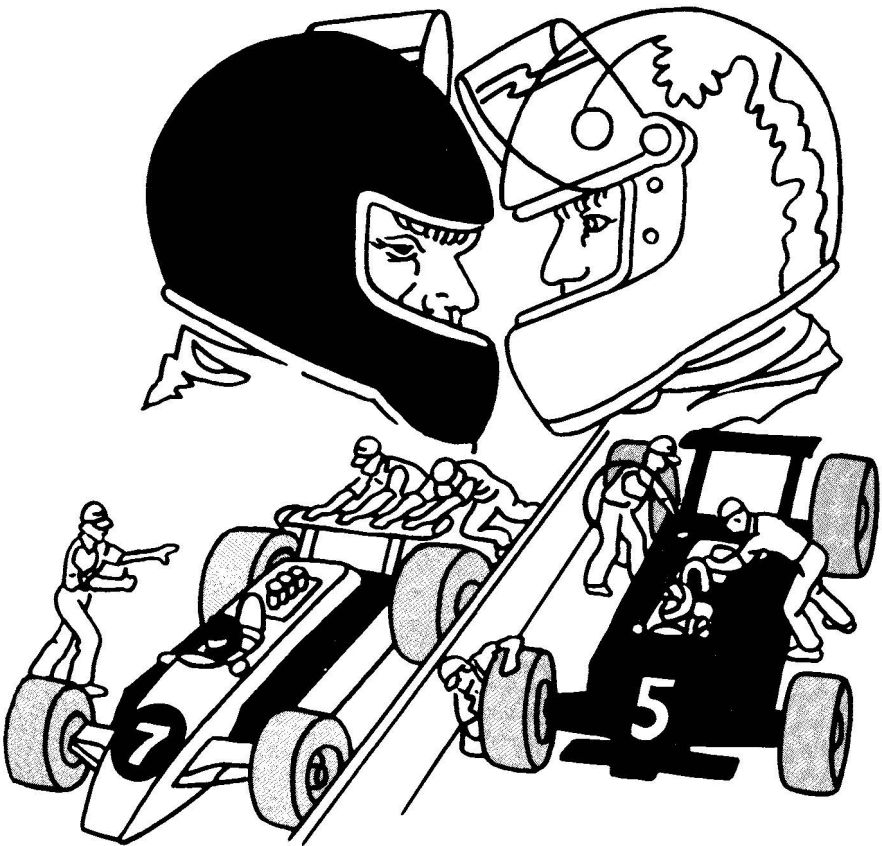
OBJECTIVE

Winning each race requires strategy, determination and guts. Drive as hard as you can, but keep an eye on your tires and the fuel gauge. You may find that you can build a lead by wearing out your tires, then lose the race because you have to make an extra pit stop. Your objective is to balance speed against fuel consumption and tire wear—to spend as much time on the track and as little time as you can in the pits. The player who makes the fastest pit stops usually has an edge in winning the race.

GETTING STARTED

Loading Instructions:

- Set up your Tandy® Color Computer as shown in the Owner's Manual.
- Plug your joystick into the left joystick port located on the rear of the keyboard unit. For two players, plug the second joystick into the right joystick port.
- Turn the disk drive on first, then turn on the computer.
- Insert your PITSTOP II™ disk into the disk drive.
- Type DOS or RUN "*" and press the ENTER key.
- Answer the following color prompt on the screen and press ENTER.

STARTING PLAY

After the game has finished loading, a menu screen will appear, displaying the options available in PITSTOP II. You can select the number of players, the number of laps, change the level of difficulty, choose any single race track, or try your skill at the Grand Circuit.

- Use ↑ or ↓ (up and down arrow keys) to move vertically up and down the menu screen.
- Use → or ← (right and left arrow keys) to change any option.
- When you are satisfied with your choices, select "START THE RACE" and press the ENTER key to advance to the next screen.
- Type in your name when prompted on the screen and press the FIRE button on your joystick to begin the game.
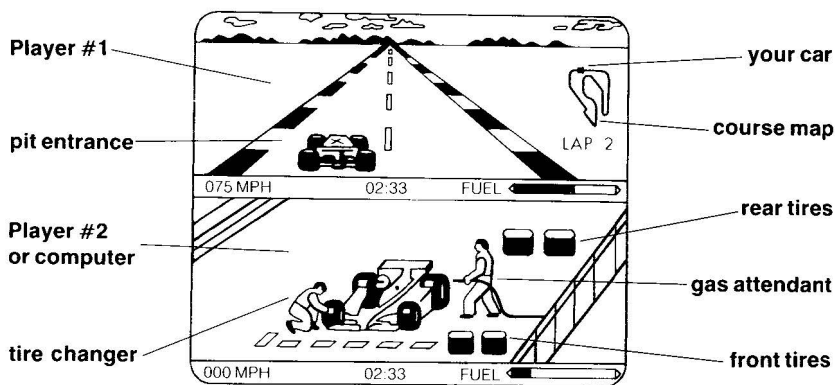
INTRODUCTION

PITSTOP II is the first racing game that brings you the thrill of battling an opponent, the excitement of fighting for the lead out on the track and the suspense of struggling to be the first out of the pits. Realistic first-person graphics and a split-screen display allow you and another player to experience the challenge of auto racing head-to-head. The challenge of true competitive action.

This is racing. The way it's supposed to be. You can't relax when you take the lead, because you know he's right there behind you. Will he try to pass you in the hairpin turn? Or do you think he'll wait for the next straightaway? Six of the world's toughest race tracks are waiting, from Brands Hatch and its hairpin turns to the mile-long straightaway of Vallelunga. You can practice against the computer...but nothing will compare to the fun of racing against another person. That's the whole story behind PITSTOP II. It's simple—auto racing was never meant to be a solo sport.
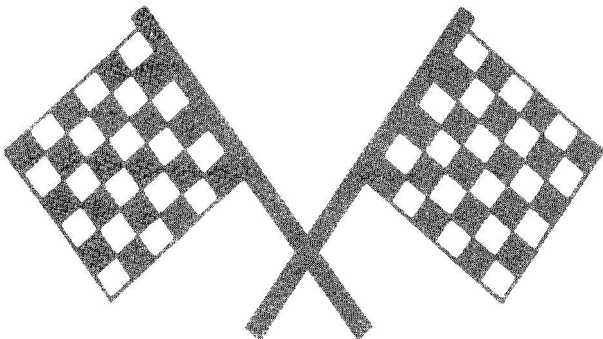
CONTROLS

1. **Steering:** Use the joystick to steer your car while on the track. When moving left or right, make sure to recenter your car first by returning the joystick to its center position. Keep in mind the actual operation of a car's steering wheel—if you steer left or right and continue to do so without recentering your wheel, you will surely head for a quick collision on the side of the road!

2. **Speed:** To accelerate, push forward on the joystick. To apply the brakes, pull back on the joystick. For additional acceleration, press the fire button to engage the "turbo boost."

3. **Pit Crew:** Use your joystick to move the steering wheel cursor to the crew member you wish to control. Press the fire button to activate the crew member, then move him with the joystick. To use another crew member press the fire button to disengage the cursor, then reposition the cursor with your joystick. Press the fire button again to engage the other crew member. To leave the pits, position the cursor over your driver and press the fire button.

Labels: Player #1 · pit entrance · Player #2 or computer · tire changer · your car · course map · rear tires · gas attendant · front tires

On screen: LAP 2 · 075 MPH · 02:33 · FUEL · 000 MPH · 02:33 · FUEL

RACING

When it's race time, PITSTOP II changes to a split-screen display, with two views of the race track. The upper half of the screen is player one's display. Player two (or the computer) uses the lower half of the screen.

The map: Out on the race track, it's important to keep track of three things—you, your opponent and the pits. Use the course map, located at the right of the screen, to determine your position and the distance to the pit. You can see your opponent's position on his course map.

Tires and fuel: Keep an eye on your fuel supply and tire wear because you'll need to make a pit stop when your fuel is low or when your tires are worn. Your fuel indicator is located at the bottom of your half of the screen. You will use more fuel at higher speeds—so if you want to make fewer pit stops try a slower pace.

Tire wear is indicated by the color spots shown on the tires; they start black and change to lighter colors as tire wear accumulates—they finally turn white at the last stage before a blowout. As the tire goes through several stages of wear, the colored spots on the tires will gradually increase in size. Tire wear is caused by taking corners at high speeds, bumping into other cars, or hitting the side of the road. Once a tire turns white, even the slightest bump can cause a blowout and put you out of the race.

The pits: The entrance will appear on the LEFT side of the track as you approach the pits. To enter the pits, steer your car into the entrance. Races can be won or lost in the pits, so don't waste a second. To refuel, move the crew member with the hose to the gas intake at the side of your car. Watch your fuel indicator—if you overfill, the tank will empty and you'll have to start over again.

To change tires, move your second crew member to a worn tire—after he grabs it, hurry to the correct stack of new tires. The stack near the rear of your car has rear tires, and the stack near the front of your car has front tires. Once you pick up a new tire, move back to the car and mount it. To leave the pits, move the cursor over your driver and press the fire button. Be sure crew members are away from your car.

GRAND CIRCUIT

For an additional challenge, select the GRAND CIRCUIT on the game menu. Here you'll race all of the tracks in succession, building points according to how you finish each race. After the last race, the driver with the highest point total is considered the World Driving Champion.

SCORING

After each race, the final standings list the order of finish, laps completed and racing times. Also listed is the number of points awarded to each driver, according to the order of finish. When you race the GRAND CIRCUIT, the championship will go to the driver with the highest point total for all six races on the circuit.

CONTINUING PLAY

When a race is over, press the FIRE button to play again. In addition, you can restart the game at any time during play by pressing the BREAK key on the keyboard. After a short delay, you will be allowed to make new track or skill selections and begin a new game.

RACE TRACKS

Brands Hatch: *Farmingham, England. The 2.65-mile road course is one of the sites of the British Grand Prix, and is located 20 miles northwest of London.*

Hockenheim: *Hockenheim, Germany. A 4.8-mile road circuit which serves as one of the sites of the German Grand Prix. It is located nine miles southwest of Heidelberg.*

Sebring: *Sebring, Florida. The 5.2-mile road circuit is the site of the Sebring 12 Hour Grand Prix of Endurance. The course is on a former airfield located nine miles south of the town of Sebring.*

Watkins Glen: *Watkins Glen, New York. Site of the United States Grand Prix. A 3.38-mile course in a picturesque, wooded setting four miles southwest of the town of Watkins Glen.*
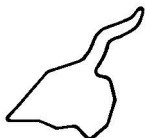
Rouen Les Essarts: *Rouen Les Essarts, Elbeuf, France. One of the sites of the French Grand Prix. This 4.36-mile circuit on public roads is 75 miles northwest of Paris.*

Vallelunga: *Rome, Italy. A 1.65-mile road circuit located 23 miles from Rome, the Autodromo Vallelunga hosts formula and prototype rules.*