

# AL WINSER, JR. ARCADE RACING

QUIT



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Mindscape Bordeaux presents

# ***AL UNSER, JR.*** ***ARCADE RACING***

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## Introducing Al Unser Jr

Born on April 19th 1962, the son of four-time Indianapolis 500 winner Al Unser and the nephew of three-time winner Bobby Unser 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 list of achievements since then is staggering:

## Career Highlights

**1981** - Won SCCA Super Vee title and Rookie of the Year honours driving for Rick Galles Racing. Earned victories in Super Vee events at Charlotte, Milwaukee 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 en route to a fourth-place finish in the final CART/PPG championship point standings. Also became the youngest ever IROC champion (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 International Race of Champions (IROC) at Michigan.

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**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 Car courses ever? You'll have to drive at brake-neck speeds and face the very best drivers on 15 original circuits, ranging from the classic ring circuit to the most dangerous tracks ever seen!

## Main Menu

Once Al Unser Jr. Arcade Racing has finished loading, you will be taken to the Main Menu screen. From here you can choose from a variety of different features, including Championship Mode, Timed Mode and Practice Mode. You can also read the Credits, alter the in-game Options or Quit the game:

## Options



From this screen you can alter your control device (keyboard or joystick), the style of music, the type of car, the language, and any graphic detail adjustments you wish to make.

## Keyboard controls

Select the text boxes to choose your preferred keyboard controls for steering left and right. You can also choose your controls for accelerate and brake. Controls for changing up and down gears can only be altered if you have manual gears selected.

## Sound adjustments

You can affect the volume and type of sound that is used during a race. The right hand box shows one of four sound modes (no sound, sound effects only, sound effects and speech, or sound effects, speech and music on). Selecting this box will cycle through these options, indicated by the changing speaker icons.

When you have music on, you are also given the chance to change the type of music played from the CD. Two new boxes will have appeared below the sound select box. 'Test' will play the current music track, which is indicated in the next box. Choose from Hard, Techno, Fast or Auto. 'Stop' will stop playing the selected track.

You can also adjust the volume of the sound by selecting the box on the left. Each

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time you select this box, the volume will change. When the volume is set at zero, sound is turned off automatically for you.

### **Difficulty level**

You can choose from beginner, normal or hard. As you progress through the difficulty levels, your opponents become more intelligent and drive more aggressively. Cars will be more likely to skid as the top speed of the cars improves, (Beginner - 200 mph, Normal - 209 mph, Hard - 224 mph).

### **Manual/Automatic gears**

Select this box to toggle between manual and automatic gears. If you have automatic gears selected, you will be unable to adjust the keys for changing up and down through the gears as they are not used in this mode.

### **Language select**

You can select this box to cycle through the available languages, represented by their national flags. The change in language will be reflected in all the in-game text from then on.

### **Display type**

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

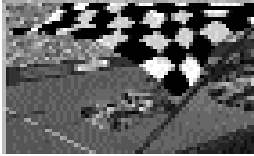
### **Joystick calibration**

If you plan on racing using joystick control, ensure that your joystick is connected before you boot your PC with Windows '95. Before you can use your joystick in a race, you must first calibrate it. Select the joystick box then choose 'Calibrate' and move your joystick to the top-left then top-right corners, pressing fire each time. Select OK when you have finished, or Cancel if you change your mind.

### **Menu**

This will return you to the Main Menu screen where you can choose a different option or Quit the game.

## Championship Mode



Championship mode will put you up against all the other competitors on each of the 15 original circuits across an entire season's championship.

Championship mode firstly allows you to choose the appearance of your car by selecting one of the ten available colour schemes. By selecting the 'Player name' box you can then type in your own name (up to a maximum of 19 characters) by using the keyboard and press <Enter> to confirm.

At the bottom of this screen are three extra icons. The first allows you to load in previously saved championship season.

The chequered flag will take you to the 15 original Indy Car course circuit diagrams.



The current circuit will be highlighted. If you are starting a new championship, this will always be the first course. You are then placed in the cockpit of your car, at the back of the starting grid. Prepare to take control as the countdown commences (See 'Racing' for more detail).

The Menu option will take you back to the Main Menu if you change your mind about participating in a Championship season.

## Timed Mode

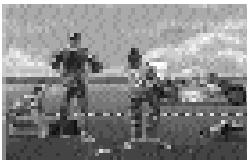


Choosing this mode will make you race your choice of Indy Car circuit within a given time limit as shown on the Status bar (See 'Racing' for more details). As with a Championship season, you can choose your choice of car colour scheme before selecting the chequered flag and choosing your circuit.

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The time limit will be 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 will be extended. The new time limit depends on the amount of time you had left when you reached the previous checkpoint.

### Practice Mode



If you want to familiarise yourself with a particular circuit 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.

As with the other Modes of racing, you can choose your car before selecting the chequered flag and choosing the circuit to race on.

### Racing

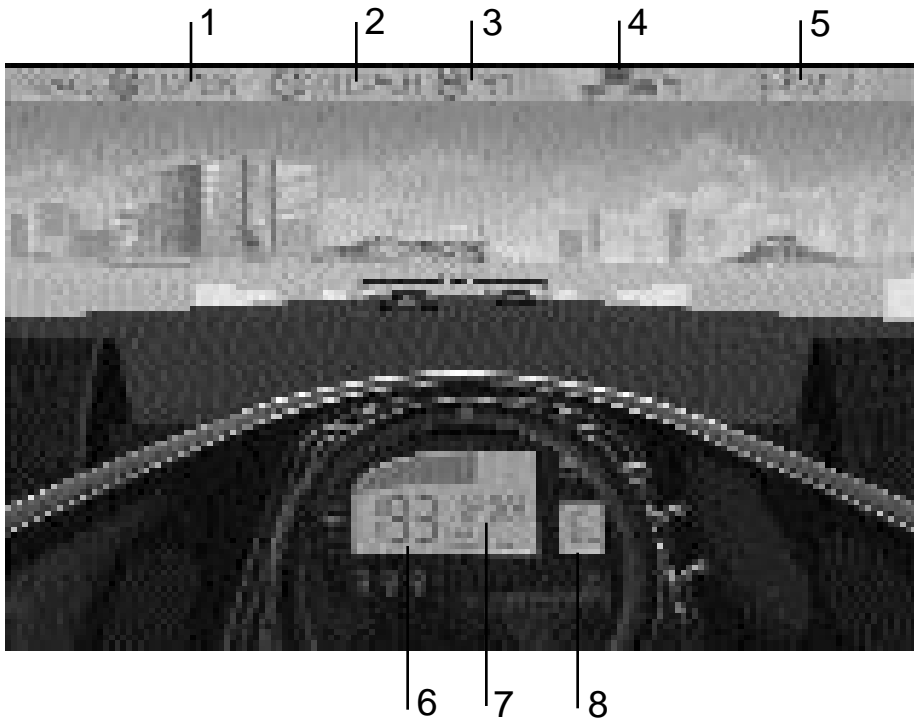
3...2...1...Go! This is where the talking stops and the action begins. The circuit which you drive on depends upon the mode you have chosen (Championship, Timed or Practice). Regardless of the mode, you will hit the ground running. Your car will be under computer control whilst the countdown begins. Once the count passes 1 you are on your own.

### Controlling your car

Your controls depend on those you have defined via the 'Option' menu. They will either be via 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 circuit. Brake when you come up to a particularly tight turn and accelerate along those straights and past your opponents. If you are using manual gears, don't forget to change down when you slow down and change up when you feel the need to pick up speed 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.



1. World Lap Record for current circuit
2. Your Best Lap time for current circuit
3. Time Remaining before next checkpoint (in Timed Mode) or Time Elapsed for current lap
4. Your position in current race
5. No. of laps completed/remaining in current race

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

6. Your current speed measured in Miles per hour (Mph)
7. Your current Revolutions Per Minute (RPM)
8. Your current Gear

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## Other In-Game Keys

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

P      Pause game (any key resumes).

Q      Aborts Race and returns to circuit selection (or Main Menu when in Championship Mode).

ESC    Aborts Race (IBM PC only).

1      Toggles between showing nothing, a circuit map or a (local) scanner.

The game can also be aborted via the usual Windows '95 controls (IBM PC only)

The final advice comes 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.”

## Technical Support

Should you experience any technical problems with this software, such as it failing to operate, please contact our Technical Services Department:

**Address:**      Technical Services, Mindscape, Priority House, Charles Avenue, Maltings Park, Burgess Hill, West Sussex, RH15 9TQ, England.

**Telephone:**    From inside the UK: 01444 239600  
From outside the UK: (international code) 44 1444 239600

**Fax:**            From inside the UK: 01 444 248996  
From outside the UK (international code) 44 1444 248996

**Hours of business:** 09.30 to 13.00hrs and 14.00 to 16.30hrs Monday to Friday

We regret that we cannot offer game hints and tips, as the service is provided for technical difficulties only.