

SATURDAY NIGHT  
**SPEEDWAY**



ATARI

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## FIRST THINGS FIRST

### The ReadMe File

The *Saturday Night Speedway* CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. We strongly encourage you to read this file in order to benefit from changes made after this manual went to print.

To view this file, double-click on it in the *Saturday Night Speedway* directory found on your hard drive (usually C:\Program Files\Atari\Saturday Night Speedway). You can also view the ReadMe file by first clicking on the Start button on your Windows® taskbar, then on Programs, then on Atari, then on Saturday Night Speedway, and then on the ReadMe file.

### System Requirements

Operating System:	Windows® 98/Me/2000/XP
Processor:	Pentium® III 800 MHz or equivalent (900 MHz or higher recommended)
Memory:	128 MB RAM (256 MB RAM recommended)
Hard Disk Space:	500 MB Free
CD-ROM Drive:	8X Speed
Video:	16 MB Windows® 98/Me/2000/XP-compatible TNT-2 class video card (32 MB or higher recommended)*
Sound:	Windows® 98/Me/2000/XP-compatible sound card*
DirectX®:	DirectX® version 8.1 (9.0 included) or higher
Modem:	56 Kbps or higher for Internet play

\* Indicates device should be compatible with DirectX® version 8.1 or higher.

## SETUP AND INSTALLATION

1. Start Windows® 98/Me/2000/XP.
2. Insert the *Saturday Night Speedway* CD-ROM game disc into your CD-ROM drive.
3. If AutoPlay is enabled, a title screen should appear. If AutoPlay is not enabled, or the installation does not start automatically, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup and click on OK. **Note:** If your CD-ROM drive is assigned to a letter other than D, substitute that letter.

4. Follow the remainder of the on-screen instructions to finish installing the *Saturday Night Speedway* CD-ROM game.

5. Once installation is complete, click on the Start button on the Windows® taskbar and choose Programs/Atari/Saturday Night Speedway/Saturday Night Speedway to start the game.

**Note:** You must have the *Saturday Night Speedway* game disc in your CD-ROM drive to play.

### Installation of DirectX®

The *Saturday Night Speedway* CD-ROM requires DirectX® 8.1 or higher in order to run. If you do not have DirectX® 8.1 or higher installed on your computer, click "Yes" to accept the DirectX® 9.0 License Agreement. This will then launch the DirectX® 9.0 Install.

## CONTROLS

### Player 1: Driving the cars

ACTION	KEYBOARD	JOYSTICK
Steer Left	Left arrow key	Axis 1 Left
Steer Right	Right arrow key	Axis 1 Right
Accelerate	Up arrow key (reverse when in reverse gear with manual transmission*)	Button 2 (reverse when in reverse gear with manual transmission*)
Brake/Reverse	Down arrow key	Button 1
Change Camera View	Spacebar	Button 10
Glance Left	[ key	Button 4
Glance Right	] key	Button 5
Glance Back	F8 key	Button 6
Remove a Tear-off	O key	Button 3
Gear Up	' key	Button 8
Gear Down	/ key	Button 7
In-game Pause Menu (Resume, Restart or Quit)	Esc key	Esc key

### Player 2: Driving the cars (splitscreen multiplayer mode)

ACTION	KEYBOARD	JOYSTICK
Steer Left	A key	Axis 0 Left
Steer Right	D key	Axis 0 Right
Accelerate	W key (reverse when in reverse gear with manual transmission*)	Button 2 (reverse when in reverse gear with manual transmission*)
Brake/Reverse	S key	Button 1
Change Camera View	Tab key	Button 10
Glance Left	Q key	Button 4
Glance Right	E key	Button 5
Glance Back	X key	Button 6
Remove a Tear-off	` key (to left of 1 key)	Button 3
Gear Up	Z key	Button 8
Gear Down	1 key	Button 7
In-game Pause Menu (Resume, Restart or Quit)	Esc key	Esc key

\* Pro Stocks and Late Models. Midgets do not have manual transmissions.

### Menu Controls

ACTION	KEYBOARD
Move Highlight	Arrow keys / Mouse
Accept	Enter key
Back	Esc key

**Note:** Press any key to get out of Demo Mode.

## INTRODUCTION

Welcome to the world of *Saturday Night Speedway* — the complete dirt track racing experience. Speedway racing is one of the most popular spectator sports in the United States. Raced on more than 700 tracks across the country, it is the sport that turns ordinary people into extraordinary legends.

*Saturday Night Speedway* offers you 13 actual tracks from across the U.S., with racing in three of the most popular car classes raced on dirt: Pro Stocks, Midgets and Late Models.

You can compete in a single race or individual class championship (on your own or with a friend), test your skills, lines and car setups in Time Trial Mode, or put your racing sponsorship and money management to the ultimate test in Career Mode.

On your way to becoming a champion, you can unlock extra vehicles, vehicle skins and fantasy tracks. Throughout your rise to the top, you are presented with trophies and game rewards.

### Racing on Dirt

Racing on a dirt track is nothing like racing on a paved surface. The first time you enter a corner you'll notice that the car wants to spin out. It's up to you to control the spin and slide in the corners, making your car the fastest on the track. Control your car by turning into the slide and then easing off the gas and/or applying the brake. Once you start to control the slide, reapply the gas right away. Start off as an Amateur, and work your way up to the Pro difficulty level. *Saturday Night Speedway* tests your nerve and skills, so concentrate and practice. Don't be afraid to take risks.

**Tip:** To take corners in a "power slide," steer hard into the turn, keeping your foot on the accelerator, and then counter steer back and forth (creating a "fishtailing" effect). As you come out of the turn, let off the gas for a split second and then hit it again to straighten out.

### Glance Function

A unique function in *Saturday Night Speedway* is the ability to glance while racing. Press the **K** key to glance to your left and press the **L** key to glance to your right (default controls). Speedway cars often slide deeply into corners, and you may find it useful to look to your side during cornering to see the cars in the pack around you.

**Note:** This "glance" function simulates the type and range of movement available to a driver, so it is only available in bumper or cockpit view.

### Tear-Offs

When racing on a dirt track, in an open-cockpit vehicle, you're going to get some mud in your face. Before a

race, Speedway drivers cover the visors of their helmets with strips of clear plastic that can be removed one at a time, clearing their view of the track ahead. These plastic strips are called tear-offs. *Saturday Night Speedway* simulates this with the tear-off control. Each time you press the tear-off key (the **Spacebar**, by default), the outermost strip of plastic on your visor will be removed, and your view will be cleared for the time being.

It's important to use tear-offs carefully. If you run out before the race is over there is no way to clear your vision. You won't be able to see the finish line, the wall or any other cars.

### Gears

The cars in *Saturday Night Speedway* have varying transmission setups. Pro Stocks have a four-speed transmission, and Late Models have a two-speed transmission. You can tune the ratio of each gear individually on both the Pro Stocks and Late Models.

There is no gear shifting in the Midget class because the cars have no gearbox. Instead, they use a direct drive with a quick-change transmission, located behind the rear assembly. This means you can set the overall Drive Ratio of the transmission on the Midgets.

See the "Car Tuning" section on page 18 for more information on setting the Drive Ratio of gears and transmissions.

## QUICK START GUIDE

The quickest way to get straight into the *Saturday Night Speedway* action is to jump into a single race.

After the introduction has played, select Arcade Mode from the Main Menu, and then select Single Race from the Mode Select screen. Next, choose your car class, car model, car skin and transmission type. Accept your selections to move on to track selection.

Select the track on which you want to race, the length of the event and the race difficulty. Select the Amateur or Semi-Pro difficulty if you are a beginner, or the Pro difficulty if you think you can handle it.

If you want to change the format of the event, you can adjust Race Length (the number of laps you race); the Race Format (if you want to race in a qualifying stage and then head straight to the final "A Main" race); or do a practice stage, qualifying stage, heat races and main races of a full race event.

Once you have made your race selections, you'll be taken to the Race Format Screen. Here, you have the option to run the current race stage, tune your car, skip the current race stage or retire from the event.

Good Luck! Push yourself to become the best.



## GOALS

There are many different goals in *Saturday Night Speedway*, depending on your chosen mode of play.

In Arcade Mode, you can finish at the top of the championship points table in all three car classes, win a single race, or set track records in Time Trial to get your name listed in the *Saturday Night Speedway* Archives. When you succeed, you can unlock extra tracks to race on, as well as extra cars and skins.

In Career Mode, you earn new skins, tracks, trophies and presentations by winning different series. You can fill up that empty trophy room in no time. There are also places in the Records for those who have won the most money in a single year or an entire career, as well as records for those holding the record lap time for each track in each car class.

The ultimate goal is to win an Arcade championship in each car class and win every Career Mode series.

## MAIN MENU

Once the introductory movies are complete, you'll find yourself at the Main Menu. Here you can choose from the following:

**Arcade:** Enter a single race or championship, or set a lap record in a Time Trial.

**Career:** Embark on a full racing career, with sponsors and upgrades in all three classes.

**Records:** View game records, trophy cards and game credits.

**Options:** See page 20 for more information.

**Multiplayer:** Race one-on-one in splitscreen mode or play a networked game.

## ARCADE MODE

Choose from any of the three car classes and get straight into Speedway racing. You can go right to the track for a Single Race or a Time Trial session, or enter a full Championship season.

### Single Race

Go to any track you wish and practice your skills in a single event. You can do this on your own or with a friend.



In a single race, you can set race difficulty and the overall length of the race. Additionally, you can choose Full to go through a complete format race day, or select Brief to go straight to the evening's feature event.

### Championship

A single- or two-player championship is also available in Arcade Mode. Competing in 13 events in an individual car class, you can earn points over the course of the championship by winning or placing well in each event. Enter a championship in each car class and earn yourself a championship title in all three classes.

You don't need to worry about repairing or upgrading your car in this mode because you have the backing of a full racing team. The financial aspects present in Career Mode need not concern you here. They're all taken care of for you, so you can focus on winning races!

To start a two-player championship or single race, select Multiplayer.

### Time Trial

A Time Trial sets you against the clock, racing to beat your own lap records and those set by others. You can test your car setups and racing lines to prepare for competition racing. Refine your tuning for the varying track surfaces, or just try to set some lap records.

### Damage

In Arcade Mode, you can damage your car while racing if damage is set to Arcade or Simulation from the Race Options screen (see page 20). Since there is no money involved in Arcade Mode, you are not required to repair your car in the same way as you do in Career Mode.

Instead, as a member of a Speedway racing team, you have access to enough money and resources to repair whatever damage is done to your car in the time provided.

At the end of an event in Championship Mode, you'll find your car repaired and ready to go for the next race. Between race stages, anything that can be replaced is replaced. The parts that can be only partially repaired in the time between race stages are repaired as much as possible.

Even with the full resources of a professional race team, you'll still have to keep your car in one piece to have a chance at winning the A Main.

## CAREER MODE

If you're looking for a more in-depth experience, enter Career Mode and work your way up through the ranks to become a *Saturday Night Speedway* champion. You start out with a small amount of money to buy your first Pro Stock car. Then you compete in the various series, earning the money and sponsors that

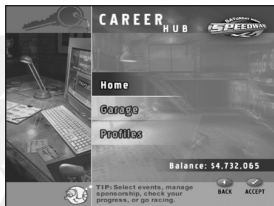
will allow you to move up into the more lucrative and prestigious Midget and Late Model classes. With your winnings, you can buy the racing equipment you'll need to become a formidable force in the world of *Saturday Night Speedway*.

Career Mode offers you the chance not only to test your racing skills, endurance, consistency and patience over several racing seasons — it also challenges your money management skills.

You can purchase cars and upgrades when visiting the Race Shop, or repair your car in the Garage. Sign up for events using your Diary, or view current and available sponsorship deals from your Home.

You'll earn even more money by recognizing a good sponsorship deal when it arrives, and signing up.

Win all Career Mode series in all car classes and you will be rewarded!



## Home

Your Personal Details appear on this screen: Career Hours, Hours This Session, Career Earnings, Cash Spent, Cars Owned, Seasons Completed, Series Wins, Stock Series Wins, Midget Series Wins, Late Model Series Wins, A Main Wins and Balance (\$).

**Diary:** Select and enter events, or view the current points tables (see page 11 for details).

**Sponsors:** View current sponsors, or accept a new sponsorship offer.

**Trophies:** View the trophies you've won during your Speedway career.

**Test Run:** Do a test run on any track with your current car.

**Race:** Compete in the next selected event with your current car.

## Garage

**Race Shop:** Purchase a new car or upgrade your currently selected car.

**Car Select:** Choose a car to race, or apply a new skin (paint job) to your current car. This is also where you select an Automatic or Manual Transmission for the Pro Stocks and Late Models.

**Repair:** Fix damage to your current car. It'll cost you!

**Race:** Compete in the next selected event in your current car.

## Profiles

Create a new driver profile and begin a Speedway career.

Press the **Enter** key, then type in your driver name. This name will be used for every record you set. Select "Done" when finished entering your name. Next, choose a car number (01-99).

## Diary



Use the Diary, which is in your Home, to enter events (one per week) in Career Mode. Select View Diary, and then press the **left** and **right arrow** keys to scroll through the 40-week season. The binder clip at the top indicates the current week. Select an event (press the **Enter** key) to enter it. Select an event again to cancel it.

When you head out to race in Career Mode, you'll enter the next event that is checked off in your Diary.

If there aren't any races you can enter on a given weekend, or none that you want to enter, skip that page and move to the next race week that you're eligible for. You can race as little or as much as you like in a year, but remember that sponsors like visibility. The more races you attend, and the better you finish in each race, the more generous their offers are likely to be.

If you are eligible to enter more than one event (per difficulty chosen) on a given weekend, choose carefully — you'll only be able to race in one. Compare the amount of prize money offered to the difficulty of the race. You may be better off getting a larger share of a smaller purse, rather than entering a big-money race with competition that will be too tough for you.

You can only enter a series if you have the correct car class selected for that series. Also, consider the series the event is in. The prize money for winning a series outright is greater than for an individual event. If you enter as many events as possible in one year in one series, you'll have a shot at winning the series title and the big year-end money. If you enter the big money events from week to week, you may find you haven't raced in any one series long enough to have the points required to win the championship crown and prize money. When you're deciding which race to enter, check the Points Table in the Diary to see where you stand in the series.

Select Instructions to read about using the Diary. Press the **Enter** key to view Helpful Hints and information about Series Competition.

Select Points Table, and then press the **left** and **right arrow** keys to scroll through the tables and view the current standings for all Career Mode series.

Select End Season to end the current season and move on to the next Career season.

## Series

A series is a collection of events held each year. There are eight different series available in *Saturday Night Speedway*. You can enter events in any series, at any time, provided you own the right class of car.

## Sponsorship



Sponsors are companies that will offer you money to fund your racing career, in exchange for you wearing their logo on your car when you race. Accepting the right offer is a big part of succeeding in a *Saturday Night Speedway* career. Check your sponsor offers regularly from your Home. You can only select one sponsor at a time.

The kind of sponsor offers you receive depends on both the type of race you're entering and how successful you are in them. A more difficult race in one of the bigger, higher profile series will attract better sponsors than an Amateur event, but winning a smaller race will look more impressive than finishing dead last in the biggest event of the

year. This is something you'll have to think about when deciding which races to enter. If you start to lose regularly, or don't enter races for a while, the sponsors will begin to lose interest in you. You'll have to work harder to prove to them that you've still got what it takes.

Suppose you have just committed to a long-term sponsorship deal, but when you win a few big races, you get offered something far better that you can't accept. If you wreck your car, that long-running sponsor deal could really help you get back into the season and become competitive again. It's a gamble. You have to weigh the potential for bigger short-term earnings against the insurance against disaster. It's up to you.

## Upgrades

You can upgrade your vehicles as you increase your earnings through Career Mode. Engine and performance upgrades, as well as suspension and brake systems, are available to you at varying prices in the Race Shop.

You should upgrade your car to suit your racing style. Having the fastest car in the series is useless if it has no traction upgrades to assist with handling, or a braking system that is simply not precise enough!

Be careful not to blow all of your money on upgrades. You never know when you're going to need money for repairs. Out on the track, things can go wrong in the blink of an eye. The fastest car in the world is no good to you if you can't afford to fix it.

## Repairs

Repairs are one of those things you never want to spend money on, but because of the nature of *Speedway* racing, you always do.

Between events, you have as much time as you need to repair your vehicle. Get as many things fixed as you can afford during these times, because in between event races, you only have limited time for repairs.

Damage to any part of a vehicle can have a serious effect on your lap times, so try to keep your car running close to its potential in every race.

An aggressive attitude is necessary in *Speedway* racing, but avoiding collisions will keep your car in better shape and help you achieve better lap times and A Main victories.

## RECORDS

See how your performance stacks up!

**Arcade:** See the fastest lap times on each of the tracks, and the best performances achieved in Career Mode.

**Gallery:** View the intro movie or any of the trophy cards you've earned. More of these will become available as you progress through the game, so check back often.

**Credits:** View the names of the people responsible for developing *Saturday Night Speedway*.



## RACE SCREEN

Split Time Indicator

Lap Times

Flags



Position Indicator

Lap Indicator

Damage Indicator

Tear-Offs Indicator

Instruments

Instruments, timers and indicators on the screen provide important information about the race in progress. Once you become used to the game, you may wish to turn these off from the Screen Options Menu (see page 20).

### Lap Times

View your last two lap times and the best lap time of the current race.

### Position Indicator

See your current position and the total number of competitors in the race.

### Lap Indicator

Check the current lap number and the total number of laps in the event.

### Tear-Offs Indicator

This shows you the number of tear-offs you have remaining, from your initial total. As the number gets low, the indicator starts to turn red to warn you that it is close to running out.

### Damage Indicator

The top-down illustration of your car shows you the amount of damage that has been done to your wheels, chassis, engine and rear end.

### Split Time Indicator

Once you cross the start/finish line, this indicates how far you are from the next race position in front of you. If you have the lead, it measures how far back the second-place car is.

### Flags

The various flags used to indicate the current status of the race will appear here. See the "Flags" section on page 16 for details.

### Instruments

Here you can see a digital tachometer, which displays the revolutions per minute at which your engine is running. The background color of the tachometer will change as your revs climb higher — don't stray too far into the red, or you'll risk over-revving and potentially damaging your engine.

Your gear change indicator is also displayed here. This shows your current gear. A red light will flash if your engine is redlining. If you are racing with a manual transmission, you should shift up a gear when you see this light flashing.

The level at which your engine revs is largely determined by the Drive Ratio of your car. For details on adjusting this, see the "Car Tuning" section on page 18.



### Next Car Indicator

This points out the car that is immediately in front of you during a race — the car that you should try to overtake. Speedway tracks are short, so if you're racing well, you'll often find that the car in front of you is one you've already lapped. Look for this indicator to see the car you should really be setting your sights on.



### Lead Car Indicator

A "1" above a car shows that it is currently in first position in the race.

## RACE RULES

### Race Format

Speedway races take place across a number of stages that begin in the late afternoon and finish in the late evening. You'll notice that as you go through practice and qualifying runs, and into the later stages of an event, the track dries out as more laps are completed. The sky darkens, and the lights come on throughout the race event.

A lot of racing occurs before the cars line up for the A Main event. What goes on before the green flag waves on the A Main is just as important as what happens after. You'll need to race hard all night if you want to put yourself in a position to win the feature.

### Practice

The first stage of the race format is a free practice. Feel your way around the track and see how well your car setup is suited to the current racing conditions.

### Qualifying

In the qualifying session, each car gets one warm-up lap to get up to race speed, and two timed laps to set a fast time. Your qualifying position determines the heat into which you'll be placed, and your position on the heat race grid. There is a cash prize for the fastest qualifying time of the evening.

### Heats

There are two heat races of 12 cars each. Finish in the top six in your heat, and you've qualified for the evening's A Main. If you finish seventh or below, you have to battle it out in the B Main for an opportunity to get back into the A Main. There is a cash prize for winning either heat.

## The B Main

The B Main is a 16-car race, for those who didn't qualify for the A Main race. Cars are placed on the grid based on their qualifying times, rather than their finishing positions in the heats. There is prize money to be won in the B Main for those who finish fifth or below, but that's the end of their night. The top four finishers get no prize money, but they line up on the A Main grid, where they get another shot at racing for the real money.

## The A Main

The big event of the night features the top six finishers from each of the two heats and the top four finishers from the B Main race. The finishing positions in each heat determine the front 16 grid positions for the A Main (heat one takes preference over heat two). The top four from the B Main fill out the rest of the A Main grid, based on qualifying times. This is what it all boils down to, so you'd better race hard from flag-stand to flag-stand — there's no second chance.

# FLAGS

## Green Flag

The green flag indicates that racing conditions are normal, and you may overtake other cars. It is shown at the start of the race, and at a restart, to indicate the race is on.

## White Flag

At the start of your last lap, the white flag is shown to indicate that you have only one lap remaining. The white flag is also shown when one of your opponents wins the race, indicating that you may only complete your current lap, even if it isn't your final one. This occurs when you are one or more laps behind the leader.

## Yellow Flag

When a car has been damaged to the point where it cannot continue a race, and it is in a position that can be hazardous to other cars in the race, a yellow flag is called. This will also occur if a car stalls and needs to be restarted.

The screen will fade to black, and the race will restart again at the start/finish line, with the wreckage cleared away. At the restart, cars remain in the same positions they were in when the yellow flag was called.

## Crossed Flags

When you reach the halfway point of a race, the crossed flags are displayed. This has no effect on the race.

## Black Flag (Illegal Lap)

If you stray off the racing surface for too long or try to cut a corner, expect to see the black flag. A lap only counts as complete if you've followed the track all the way around. If you continue on under the black flag, your current lap will not count toward the total number of laps completed. If you do get shown the black flag, the best thing to do is to return to the point at which you left the track (as quickly as possible), and rejoin the race at or before that point.

## Black Flag (Car Wrecked)

You will see the black flag, and you will be disqualified, when you are unable to continue because you have sustained too much damage from colliding with other cars or objects around the track.

## Checkered Flag

The checkered flag appears at the end of the final lap of the race, to signify that the race is over.

## Wrong Way

You will also be notified if you head in the wrong direction around the track. If you turn around and follow the track correctly, the wrong way indicator will be removed when you return to the point at which you started traveling in the wrong direction.

# REPLAYS

When the race is complete and the end-of-the-race menu appears, you can choose to restart the race (if appropriate), continue to the next stage, go back to the interface, or view a Replay of the race.

## Replay Controls

<b>L key</b>	Heads Up Display ON/OFF
<b>C key</b>	Change Car
<b>Spacebar</b>	Change Camera View
<b>P key</b>	Toggle Play/Pause Mode
<b>Esc key</b>	Pause Menu





## CAR TUNING

There are a number of ways in which you can tune the setup of your car to change its handling and performance. Mastering this aspect of the game will give you the edge when you're out on the track.

Try to avoid going to extremes with your tuning setup. Sometimes, the smallest adjustment can result in a lap record.

Here are the available tuning options and their effects:

### Stagger

Adjusting Stagger affects the difference in circumference between the car's right and left rear wheels.

Increasing the size of the right rear tire helps the car grip the track when turning left. Decreasing the size of the right rear tire increases acceleration slightly and decreases grip.

### Spacing

Adjusting Spacing affects the distance of the right rear wheel from the chassis of the car. The measurement, in inches, indicates the distance from the chassis to the inner wall of the tire.

Increasing the Spacing enhances the vehicle's ability to corner to the left and is generally used on shorter, tackier tracks; however, increased Spacing slightly reduces your top speed on straights.

### Travel

The Travel setting determines the wheels' range of movement when extending away from the car. The Travel affects the overall ride height of the vehicle and the location of its center of gravity.

Increasing the front Travel transfers weight to the right rear of your car. This setup is generally used on slick tracks. On a rougher track, the Travel is generally lowered to increase overall car balance.

### Shock

You can choose the type of shocks that are used on each wheel of your car. Each individual shock has its own adjustable compression and rebound rates.

The basic types of shock used:

**Soft:** Easy-up (soft compression and rebound)

**Medium:** Standard (medium compression and rebound)

**Hard:** Tie-down (hard compression and rebound)



Soft shocks allow the shock least compression under weight and a faster rebound when weight is released. Medium shocks make for even compression and even rebound. Hard shocks allow the shock maximum compression under weight and a more gradual rebound.

The left rear wheel is almost invariably set up with a hard shock, so that the car squats down into the corner, but springs back up far more gradually. Both front wheels are most often set up with hard shocks, depending on the rest of the car setup, and the right rear wheel normally has a medium shock setup.

### Spring

Adjusting Spring affects the way the car reacts to bumps on the track surface and other terrain, and changes the amount of body roll on the Pro Stocks and Late Models.

Spring can be adjusted per wheel. Increasing the Spring helps the car to sit flatter during hard cornering, but also causes the car to react more to imperfections in the track surface. Decreasing Spring results in a lighter spring rate and helps the car travel smoothly over the track surface, but increases body roll when cornering.

### Drive Ratio

Adjusting Drive Ratio affects the acceleration and top speed of your car. Increasing Drive Ratio increases the acceleration of your car, but decreases its top speed. Decreasing Drive Ratio decreases acceleration of your car, but increases its top speed.

The overall Drive Ratio and the individual Gear Ratios can be adjusted on the Pro Stocks and Late Models. The Midgets have a quick-change gear setup (only one gear).

### Weight

Weight distribution can drastically affect your car's handling. Distributing weight over the rear of the car increases acceleration and decreases steering control while cornering. Distributing weight to the left side of the car increases its ability to turn left, but can leave the car a little unbalanced down the straight. Weight can be distributed from both left to right and front to rear on all car classes.

On a slick track you generally want to move more weight to the left side and front of the car, so it rolls over toward the right rear when cornering. Conversely, on a tacky track you want to keep the weight over the right rear so that the car stays tilted as it rolls through the corner.

### Saving and Loading Car Setups

In Career Mode, your car setup for each track is saved within your driver profile. When a change is accepted, the car setup for that track is updated and will remain when you later return to it.

You don't have to worry about choosing to save or load a car setup. The setups you've used in the past will remain until they are changed or reset. You can select Reset to return the current car setup to the default

values, or Reset All to return all the setups for that driver profile to their default values.

Note that the Reset All function will reset all of the setups for all tracks. You will be unable to restore those that you had previously saved.

In Arcade Mode, there is only the one driver profile. Changes made to car setups persist in the same way as they do with a Career Mode driver profile and may also be reset in the same way.

The car setups for Player Two always reset to the default, so you'll need to adjust them.

A complete set of car setups may also be loaded from a Career Mode driver profile. Select Load, and then choose the driver profile name (or the complete set of default setups) from which to load.

Selecting Load will load setups for all tracks to replace the Arcade Mode default setups. These can then be adjusted further or reset back to the defaults again. No changes made in Arcade Mode to setups loaded from a Career Mode profile will carry back through into the driver profile they were loaded from.

## OPTIONS

**Race:** Alter in-race settings.

**Screen:** Select the information displayed on-screen in the race.

**Controller:** Configure and calibrate game controllers.

**Sound:** Set sound, music and commentary volume levels.

**Load/Save:** Load and save settings and records.

For more Options information, please refer to the ReadMe file (see page 3 of this manual).



## MULTIPLAYER

In networked multiplayer mode, you can compete against other players from anywhere around the world. The in-game server browser lists multiplayer games you can connect to, as well as details about the players on each server. One person has to run the server and everyone else connects to that player's computer.

Players with Outlaw vehicle handling settings will find it more difficult to control their cars; however, faster lap times are easier to achieve than with Easy vehicle handling. Adjust your level of vehicle handling from the Player Setup screen of the multiplayer interface, when connecting to or establishing a server.

A server will not allow two players with the same name or number. Identical player names will have a number attached to them for identification, and identical numbers will be moved up to the next number that is not in use by another player.

### Starting a Server

To start a server from within *Saturday Night Speedway*, click on New Game under the Multiplayer menu. Or, to set up a dedicated server, instead of starting *Saturday Night Speedway*, run the server.exe file included with the game. In each case, you will need to type in a name and a description for your server.

If people are having problems connecting to your server, you may have to try using a different port number. The dedicated server's configuration dialog has a separate field where you may enter a port number of your choice.

### Connecting to a Server

The Multiplayer screen provides a list of detected local network servers in the table in the middle of the screen. Click on the name of the server to connect. If you wish to connect to a server that is not listed (but of which you know the direct address), click **Join IP**. You will then need to type in the IP of the hosting server.

Click on **Browser** at the bottom of the Multiplayer screen to browse the list of Internet servers with GameSpy support. Sort the list of servers that appear on this screen by clicking on the headings (e.g. Session Name, Ping).

Connect to a server by clicking on a session name in the list. A screen will appear showing more information about the server and players connected to it. Click on **Connect** to join the server. It is generally best to join the servers with the lowest pings, as these have the fastest response time and will provide better performance. You can filter servers by location to get one closest to you. Click on **Refresh** to update the list.

### Hosting a Game

The player that creates an in-game server, or the first person to join an empty server, will become the host. The host is the player responsible for selecting the track, number of laps, and various other options for the race. If you are running a server on the same machine as a client, you will need a slightly better system than the minimum requirements.

For information on advanced hosting options and firewall troubleshooting, please refer to the ReadMe file (see page 3 of this manual).

## HOW TO PLAY IN GAMESPY ARCADE

You can play *Saturday Night Speedway* online through GameSpy Arcade, which comes conveniently bundled with the game. If you haven't done so already, insert your *Saturday Night Speedway* CD and install Arcade now. Then, to play *Saturday Night Speedway* online, just follow these simple instructions:

**Launch GameSpy Arcade and Go to the *Saturday Night Speedway* Room:** Click on the GameSpy Arcade link in your Start Menu. When the software starts, you'll see a list of games and more along the left-hand side. There's plenty to do, but there's time for that later: Click on the *Saturday Night Speedway* button on the left to enter the *Saturday Night Speedway* room.

**Find and Join a *Saturday Night Speedway* Server:** Once you're in the *Saturday Night Speedway* room you can meet or greet other players and find servers. The top half of the application will list all of the available servers, including the number of people playing and your connection speed. (Connection speed is measured by something called "ping." The lower your ping, the better.) Double-click on a server of your choice to join. *Saturday Night Speedway* will launch and automatically connect you to the server you selected. *Let the fun begin!*

**Problems?** If you have problems using Arcade, whether installing the program, registering it, or using it in conjunction with *Saturday Night Speedway*, consult GameSpy's help pages, located at <http://www.gamespyarcade.com/help/> or e-mail GameSpy by using the form located at <http://www.gamespyarcade.com/support/contact.shtml>.

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## HINTS AND TIPS

### General Tips

- Remove mud from your visor by removing tear-offs.
- Try to win every Career Mode series and become a *Saturday Night Speedway* champion to unlock rewards.
- Win an arcade championship in every car class on the Semi-Pro or Pro difficulty setting to unlock rewards.
- You don't have to win every race to do well.

### Racing Lines

- The fastest racing line is not always a simple apex of the track. Moisture in the track surface usually produces the quickest racing line.
- The fastest line late in the day is on the outside of the track.
- Sacrifice speed going into corners, and power out of corners, trying to keep the car straight for faster lap times.
- Running the cushion on the outside of the track can be tricky. Find a groove to race on, but don't push too hard or you'll be over the bank or into the wall.
- A good racing line for a Midget may not work quite as well for the closed-wheel vehicles.
- Follow the other drivers to learn the best lines on the track.

### Advancing Through an Event

- A top-four qualifying position can result in a good day at the race track.
- A top-six finish in the heat is enough to earn a place in the A Main. Placing in the top two in the heat means a top-four start for the A Main.
- Try to place within the top four in the B Main to earn a transfer to the A Main.
- Test car setups in the practice session. A good setup can be the difference between a poor race and a podium finish.
- Try to qualify for the A Main from the heat. Bypassing the B Main means less racing and less chance of damage.

### Vehicle Tuning

- Increase Stagger on shorter tracks for improved cornering ability. Slightly decrease Stagger for longer tracks.
- Increase Right Rear Spacing on shorter tracks to improve your ability to corner. Slightly decrease your Right Rear Spacing for longer tracks.
- Increasing the front Travel transfers weight to the right rear of the vehicle. This setup is generally used on slick tracks.

- On a rougher track, the Travel is generally lowered to increase overall vehicle balance.
- Adjusting Spring Strength affects the way the vehicle reacts to bumps on the track surface as well as changing the amount of body roll on the vehicle.
- Increase the Drive Ratio to improve vehicle acceleration on shorter tracks. Decrease the Drive Ratio to improve vehicle top speed for longer tracks.
- Distributing weight over the rear of the vehicle increases acceleration and decreases steering control while cornering.
- Distributing weight to the left side of the vehicle increases its ability to turn left.
- You need to tune your vehicle once for each class for each track.

## Career Mode

- Save money for repairs. The fastest car in the series is no good if it doesn't run.
- When accepting a sponsor contract, always compare the money offered to the length of the contract.
- Choose events carefully. Skipping a series event can have a serious effect on points standings.
- Avoid collisions when possible. Repairs can be expensive.
- Try to repair as much as possible before entering an event. There is only limited time to repair between races during an event.
- Start out racing in the Amateur series in each class, and work your way up to the Professional series. Jumping straight into the Semi-Professional or Professional events may reduce your ability to attract lucrative sponsorships.
- Racing every week attracts sponsors, although weeks can be skipped. However, to win a series, select every event in that series.
- Upgrade vehicle performance and traction evenly. A powerful engine with standard shocks can be hard to handle.
- A good set of brakes can help avoid costly collisions.
- Try to limit partial repairs.

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