

Saloon Cars DELUXE

DRIVER'S MANUAL SUPPLEMENT

Everything you always wanted to know about Saloon Cars DELUXE, but were afraid to ask.

Congratulations on purchasing Saloon Cars DELUXE. The even-more-ultimate game-ulation. Saloon Cars DELUXE has many new features including a much improved rear view mirror, new graphics for the other cars, allowing them to spin off the track or crash dramatically, a new practice course and a new special 'Help Function' to help with the first steps in driving, and the driving algorithms have been tweaked subtly to make them more realistic and also easier to drive.

Saloon Cars DELUXE also supports features suitable for the ARM3 and for 2MB machines so the users lucky enough to have Acorns with go faster stripes can get the benefit of their state of the art performance!

Loading Saloon Cars DELUXE

Saloon Cars DELUXE can be run in two different modes: Normal mode which will run on any Acorn with 1 Megabyte of memory and an enhanced mode which requires 2 Megabytes or more (see below).

Saloon Cars DELUXE automatically operates in 2MB mode if the necessary memory is available. To ensure this you may have to temporarily reallocate memory via the Task Manager. To select the Task Manager click with the middle mouse button on the 'A' or 'Acorn' symbol in the bottom right of desktop and select it. Open the Task window and look at the 'Applications', 'Next' bar. Check that this is set to at least 1300K before running Saloon Cars DELUXE. When Saloon Cars has loaded the version is displayed at the top of the main menu screen.

See '!ReadMe' file on disc 1 for details on how to install onto and run from Hard Disc.

Controls

There are several extra keys connected with the new features:

F5...Cache On

F6...Cache Off

F7...Improved Mirror (default on ARM 2 machines)

F8...Even Better Mirror (default on ARM3 machines)

M...Resets mirror after it has been moved by a collision (also in Saloon Cars 1.0)

B....Press it and see!

Q....HELP FUNCTION - When on Solo or Normal Practice and you hold down 'Q' your car will move automatically to the centre of the road pointing forwards. This is particularly useful after you have crashed into the barriers and stopped!

Using Old Players

Old players can be used with Saloon Cars DELUXE, but there are some restrictions. Once you have used a player and re-saved it, it cannot be used on Saloon Cars 1.0 again and to use an old player you must copy it onto the Saloon Cars DELUXE course disc 3.

The easiest way to do this is to load Saloon Cars DELUXE, then insert a backup of the old course disc and load the player you want to copy, then insert the new course disc and save the player. Do not mix up the course discs since no version of Saloon Cars will work with the wrong course disc, and do not load a course while the version 1.0 course disc is inserted with Saloon Cars DELUXE.

There is plenty of space on the course disc for storing players but it is a good idea to keep the disc tidy by deleting old players. You can look at the players using the desktop on your computer by opening the "Players" directory and you may delete spare players this way, but do not delete any file beginning with a "!". You can also delete old players from inside Saloon Cars DELUXE by using the new delete option in the player menu.

There is a new 'Catalogue' option when selecting a player. When asked for a filename press Return and you are given the option of the 3 default players, or a 'Catalogue'. This can be very useful if you can't remember what you called your state of the art mean machine last time you saved it!

Brakes

Saloon Cars DELUXE allows a range of braking systems to be fitted to your car. A new player or one transferred from Saloon Cars 1.0 will have the cheapest brakes money can buy, and they are about as effective as a drogue parachute on a moon buggy, which is useful if your tyres grip the road like a damp sponge, because with no brakes you are less likely to skid!, but it is a bit of a drag (unlike the parachute) if you actually want to stop.

The braking system can be changed by accessing the Hot Tweaks menu and selecting brakes. Each braking system still has the option of ABS, as before, and, as one would expect, the braking systems cost money to install.

Rolling Starts

Saloon Cars DELUXE has rolling starts on alternate races after a few seasons. Watch for this in the introduction to a race and if it has a rolling start, you must obey the rules or you will be disqualified. The grid is set up exactly as a normal race but with a pace car. Notice which car is in front of you. This car must still be in front when the race starts. The pace car does one lap with the other cars following and you must try to stay in your position. The rolling lap is quite slow so you must control your speed carefully. After one lap the pace car pulls off into the pit lane, and stops.

The race begins when the pace car stops or when it crosses the start line, whichever is sooner (depending on the course). As the race starts, the lights will go green, and the other cars will accelerate away. You must not cross the line before the lights change, and you must not be ahead of your starting position in the pack at the instant the race starts, nor when you cross the starting line at the beginning of the first lap.

Hints and Tips

When you start playing Saloon Cars, you are lucky enough to have the worst car that not very much money at all can buy, but you do have some money. If (when) you find the car difficult to handle, try swapping to more expensive tyres, or fitting ABS or ASC. It will make driving considerably easier.

A good hint is to read the 'Hints & Tips' section of the main Driver's Manual. This may prove very useful when you start racing.

The most important thing when you are racing, is never ever make a mistake. This is a lot easier to do than climbing mount Everest in a pencil skirt and a ball and chain, but not much. Remember not to get lured into cornering too fast by the Cosworths who storm past you on the approach to a bend, and don't try too hard to cling on to a position if another car is pushing you from behind. It is better to lose one place letting him past than to crash and lose several places.

Remember that in races you are only racing against the other cars in your class so cars from other classes are totally irrelevant. Don't bother chasing them, or trying to stay in front of them.

You may find there is another car in your class who has a performance very similar to your own. It may be useful to follow him, watch his speed and use him as a marker for braking before bends and so on. This is good practice for racing, but watch the signs and the scenery as well, when you are on your own you will have to use these to decide when to brake and when to burn rubber!

There is considerable scope for "accidentally" knocking other cars off the track. The audience likes this and so penalties for doing so are rare. This technique does do a lot of damage to your own car and is not a good idea for serious racing. In practice however it is great fun!

Real racetracks usually have a wide range of possible routes, and service roads cross the track frequently. These are sometimes distracting or misleading, so it is important to get used to the course and think about what bends are coming next, so you are fully prepared. There are also places where an alternative route cuts a corner. These are usually coned off and you will incur penalties if you use them.

Good Luck

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