

IMAGIC

TRUCKIN'

GAME PROGRAM INSTRUCTIONS



Hey, good buddy . . . how 'bout a hot race across the U.S.A.? We'll get in our big rigs and drive the Interstates, cross the great plains and climb the mountains, ocean to ocean . . . jam the hammers down and be ready to hit the brakes . . . hi-ball up that endless highway from city to city, haulin' cargo wherever we can . . .

We'll race all night into the sunrise, stoppin' just long enough to snatch a little sleep and top off the gas tanks. Watch out for Smokey but keep on rollin' --- 'cause **we're the Kings of the Road!**

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OBJECTIVES

THE GREAT INTERSTATE RACE (GAME 1)

- Visit 8 selected cities in the shortest time by:
 - Taking the best Interstate Highway routes;
 - Driving safely.

HAULING CARGO (GAME 2)

- Earn the most money you can, hauling payloads to selected cities within a time limit, by:
 - Picking the best combinations of cargoes and destinations;
 - Driving safely;
 - Conserving fuel and rest stop costs.

Both Versions of Truckin' are 1 or 2-Player Games.

HAND CONTROLLERS



SELECT GAME

SEE ROAD

ACCELERATE

BRAKE

SELECT LOAD

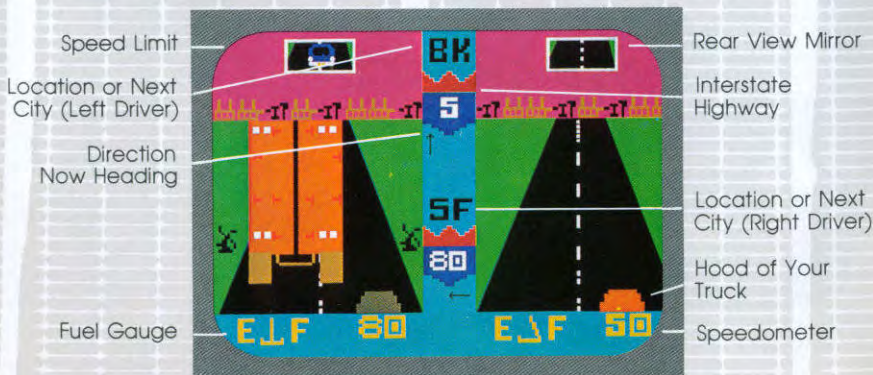
STEERING

PICK YOUR GAME . . .

- When you turn the game on, you see this screen:



- The right half of the screen shows some typical views through a windshield. Notice the changing road scenery and truck traffic you'll encounter during the game.
- Select the game variation you want to play:
 - Press ROAD (GAME 1) for a straight over-the-road speed contest.
 - Press GAME 2 for a cargo-hauling strategy and speed contest.
 - If you selected GAME 1, press ROAD again.



VIEW FROM INSIDE A TRUCK CAB

- If you selected **GAME 2**, you see this additional information: **DAYS: 5**
 - Press either **TOP** side button to increase the number of days of your trip, if you want to play a longer or shorter game.
 - Maximum number of days is 60.
 - Each "day" equals 2 minutes.
- If you play alone, just one side of the screen displays the view from your truck's cab. The other side shows the time and date. If 2 are playing, each driver activates his side of the screen by selecting the same game number.

GET READY: GAME 1

Game 1 is a speed contest. Drive to 8 cities in the shortest possible time. You carry no cargo. The race always starts in San Diego, California.

- After selecting **GAME 1**, you see the city code "SD" (San Diego. The list of the city abbreviations is on the map). This is the "Flag City" identifying one of 59 possible routes. Each route includes 8 cities.
 - To change routes, press the **BOTTOM LEFT** button until you see the Flag City for the route you want to travel. For lists of all the Flag Cities and routes see back of map.
- Press **ROAD** to get in the cab of your truck and "fasten your seat belt" so you can begin.
 - The truck driven by the left hand controller is gray (on the left half of the screen); the right controller's is orange (and on the right half).
 - Each player starts with \$1,500 cash to cover travel expenses.
- The only thing left to do before you head up the road is to get gas:
 - To fill your tank, press **GAS** key and wait until the needle reaches "F".
 - Payment of \$30 per quarter-tank is deducted from your cash balance.
- If you know which highway leads to your first destination, you're ready to go! Press **ROAD**.
 - For details about driving, see **ON THE ROAD**, page 7.
 - Note: if you are learning how to play **TRUCKIN'**, you may want a little practice at "truck driving by computer". Try the Test Drive route described on page 17.

GET READY: GAME 2

This version is a strategy contest. The challenge is to make as much money as you can, within a time limit (from 2 minutes to 2 hours) by delivering loads to various cities. Every trip starts in San Diego, California.

- After selecting GAME 2, you see the city code "SD" (San Diego. The list of city abbreviations is on the map). SD is the "Flag City" identifying one of 59 possible routes.
- Each route includes 8 cities.
 - To change routes, press the BOTTOM LEFT button until you see the Flag City for the route you want to travel. For lists of all the Flag Cities and routes see back of map.
- Press ROAD to get in the cab of your truck and "fasten your seat belt" so you can begin.
 - The truck driven by the left hand controller is gray; the right controller's is orange.
 - In GAME 2, each player starts with \$500 cash, to cover travel expenses. You earn more money by delivering loads to their proper destinations. For a list of cargo transportation values, see page 14.
- Press the LOCAL INFO key to see what loads are available at your current city location, as well as their destinations.
 - NOTE: You'll see available loads only if you are in one of the cities on your Route.



Cash on Hand

CITY DESTINATIONS AND LOADS

- The 2-letter abbreviations are cities on the route you have selected.
- To change the cargo, press the BOTTOM RIGHT side button to make the selection pointer move.
- Some loads (Gravel and Milk, for example) can be doubled up; others (Cattle) must be carried alone. For a discussion about payload capacities and values, refer to GAME 2 CARGOES, on Page 14.
- When the arrow points to the cargo you select, press PICK UP LOAD. The destination city code disappears and that load is on your truck.
 - Whenever your truck is stopped, you can check the load on board and its destination by pressing CHECK LOAD.
- The only thing left to do before you head up the road is to get gas:
 - To fill your tank, press GAS key and wait until the needle reaches "F".
 - Payment of \$30 per quarter-tank is deducted from your cash balance.
- If you know which highway leads to your first destination, you're ready to go! Press ROAD.

ON THE ROAD

The Following Applies to both Game Versions:

KNOW HOW TO GET THERE

- Know where the cities on your route are located, and the Interstates that will take you to them in the shortest time. Refer to the map to plan your trip and refresh your memory during rest stops.

ACCELERATOR AND BRAKE

- To accelerate, press either TOP side button.
 - Speed increases (up to 94 mph) as long as you continue to press the accelerator---unless you get tired (see "Rest Stops" on Page 10). When you release this button, the truck continues at the last speed you reached.
- To apply brakes, press BOTTOM LEFT side button. Speed decreases as long as you continue to press this button. Brakes are off when the button is released.

- Keep aware of the speed limit (left of the rear view mirror) all the time, as well as your speedometer reading.

STEERING

- When changing lanes, press the left or right edge of the disk. The faster you're moving, the quicker you'll change direction.
- To fix direction straight ahead, press the top of the disk. This prevents steering "drift", even when you don't touch the disk.

AVOIDING WRECKS

- While you're driving, you will encounter trucks coming toward you and trucks moving in the same direction as you. If you collide with another truck it will cost you time and money (from \$50 to \$100)!
 - After a crash, you'll have to wait until your windshield is "repaired" before you can resume driving.
- Most drivers of oncoming trucks are erratic and dangerous! They'll **usually** swerve back and forth and wind up in **your** lane!
 - To avoid a head-on collision, get out of the way before the oncoming truck reaches you. Don't steer too far to the left, or you'll "bounce" off the road edge, right into the approaching vehicle.
- Drivers of the trucks you're overtaking also swerve all over the road. Only your alert steering will prevent crashes!
 - This is where timely use of the horn comes into play. If you move over near the edge of the right lane and blow the horn when the truck ahead of you is just a short distance away, that driver will move over for you, so you can pass him---on the right.



- After you pass another truck, wait until you see it in your rear view mirror before changing lanes---or you'll crash.
- REMEMBER: Keep your eyes on the road every minute while your truck is rolling! Drive defensively!



CRACKED WINDSHIELD



THE STATE POLICE

- If you exceed the speed limit, you may find that you are being followed by the State Police! You'll see the blue Police car in your rear view mirror. Avoid being stopped for a speeding ticket (which costs you time and a cash fine which can be as high as \$200---depending on how badly you are violating the limit):
 - SLOW DOWN immediately to the speed limit! If you do this quickly enough, the Officer may not have had enough time to clock you, and the police car will disappear.
- The farther you travel while exceeding the speed limit, the more likely you are to attract this unwelcome attention from the Police.
- If you're stopped for speeding, you have to wait until the Police car disappears from your rear-view mirror before you can resume driving.

GAS REFILLS (PAID AND FREE) E F

- Watch your fuel gauge! When it shows Empty, you are out of gas and, naturally, your truck will stop running!
- You can buy gas only when you are in a city (when city code letters are white and the roadside is gray) or in an oilfield (when you see roadside oilwells).
 - Brake to a complete stop, then press GAS. Wait until the gauge needle is all the way to "F".
 - Gas costs \$30 per quarter-tank.
- If you run out of gas you'll get 1/4 tank at midnight, wherever you are. If you're in a 2-player game, press STATUS to learn how long you'll have to wait for emergency gas.
 - If you have enough money you will be charged for this gas, but if you're broke you'll get the 1/4 tank free.
- The rate of gas consumption depends on your speed; the faster you drive, the more gas you burn up!

REST STOPS



TRUCK IN REST STOP AREA

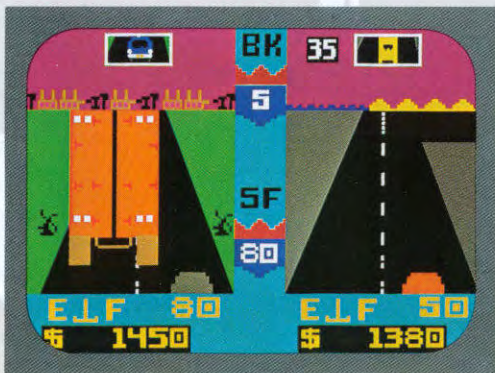
- The longer you drive the more "tired" you will be. Your level of exhaustion increases every time you are in a wreck and at the end of each full day of your trip.

- This tiredness level is measured on a 0-to-5 scale, on which 0 is completely refreshed and 5 is totally exhausted. How tired you are affects your maximum driving speed:

TIREDNESS LEVEL	MAXIMUM SPEED
0	94
1	78
2	62
3	46
4	30
5	14

- When you get tired you can take a rest stop any time:
 - Brake to a complete stop. Then press REST.
 - Watch the number in the top left corner of the screen. It will count down while you stay in the rest area until it reaches 0.
 - When you have rested as long as you want to, press ROAD and start driving again.
- Each rest costs \$30 (regardless of duration), unless you stop in a forest or park, where sleeping is free. For these non-cost rests, look for trees and grass or deer by the roadside.
- The trip time clock keeps running while you rest, but these delays are necessary if you want to be able to drive at higher speeds.

CHANGING HIGHWAYS & U-TURNS



- All Interstate highway junctions are in cities. To turn onto another highway you must slow down to 24 mph or less.
 - Steer over to the side of the road and press the edge of the disk in the direction of the turn you wish to make, just as the hood of your truck reaches the intersection.
 - If you turn into the highway junction while traveling faster than 24 mph, you'll crash!
- To make a U-turn, press the bottom edge of the disk. You must be in a city, and driving no faster than 24 mph.
- If you miss an intended turnoff or U-turn and find yourself out of the city limits you will have to drive to the next city to make desired direction changes!
 - You always get at least 2 chances to make a turnoff at any Interstate highway junction. Bigger cities have more entrance ramps.
- If you drive to the end of an Interstate (westbound on 80 at San Francisco, for example), the computer will turn the truck for you, even if you are going faster than 24 mph. This automatic turn may not be in the direction you want however.

TIME AND DATE CHECK

- Every game starts at midnight on June 1st. It continues for up to 60 "days", depending on the game length you selected at the beginning. If no change has been made, the game lasts 5 "days" (10 minutes).
- If there are 2 players, you can always check on the current time and date by stopping your truck and pressing STATUS. The information appears on your side of the screen.
- The time of day is especially significant if you run out of gas, because if you're not in a city or oilfield you can't get any more until midnight!

THE VIEW FROM THE CAB

THE LANDSCAPE

- As you drive along, the landscape changes. These views tell you some important things about maneuvers you can make at certain places.

- Gray roadsides mean you're in a city. That's where you'll reach highway junctions where turnoffs are possible. You can also make U-turns and fill up your gas tank. Speed limit: 35 mph.
- Light green roadsides mean you're out in the country. If you see deer or trees and grass (**not** trees and snow), you can make a free rest stop. Deer are seen only in parks (where the speed limit is 25 mph).
- Brown roadsides and oilwells mean you're in an industrial area, where you can buy gas.
- White surroundings indicate snow, blue indicates water and other colors reflect the scenic variety of the open road.



OILWELL



TREE



DEER

...SOME IMPORTANT LANDMARKS

THE HORIZON

- By watching the horizon you can get an idea of what lies ahead. For example:
 - Tall buildings indicate an approaching city;
 - Windmills indicate farm areas;
 - Mountain peaks and deer mean you'll soon be in a park area.
 - Oil wells mean you'll soon be in an industrial area.

HIGHWAY SIGNS

- The top sign shows the highway currently being traveled by the gray (left) truck; the bottom sign is for the orange (right) truck.
- Arrows under the highway signs indicate the current direction of the truck.



E



N



W



S

- The city code above each sign indicates:
 - Current city location---if letters are white
 - Next city on the road---if letters are black

"GHOST TRUCKS"

- Occasionally you'll see a truck on the road ahead that will disappear before you meet it. This is a phenomenon of long-distance driving. It's a trick of the imagination, but it should remind you to stay alert!

THE SKY

- The sky changes color as each day progresses, giving you a rough idea of the time without having to press STATUS.
 - At midnight, when every game starts, the sky is black. It changes to pink at sunrise, then gray in the morning, blue in the afternoon, orange at sunset and back to black as night falls.

THE REAR-VIEW MIRROR

- The mirror reflects trucks you have passed and---if two are playing---your opponent's truck when it is not too far behind you.
 - Keep an eye on the mirror for police cars! If you spot the police early enough, you may be able to put on the brakes in time to avoid a ticket!

GAME 2 CARGOES

CARGOES AND THEIR VALUES

- These are the available cargoes you can haul in Game 2. The city code to the left of each cargo is its destination. If you deliver a load to the correct city, you'll earn:
 - For each load of CATTLE.....\$1,000
 - For each load of MILK.....760
 - For each load of CORN.....530
 - For each load of GRAVEL.....280
- To check on the cargo you're carrying and its destination, stop your truck and press STATUS.

DELIVERING CARGOES

- To make the delivery once you arrive in the destination city:
 - Brake to a full stop, then press LOCAL INFO key. The selection pointer must be on the same line as the cargo

to be delivered. (Note: The line **may** also show another city code. If so, you can pick up the same cargo for that city---after you deliver the load you're carrying.)

- If you need to move the pointer, press the BOTTOM RIGHT side button.
- Press DROP OFF LOAD key.
- If the load has been delivered to the correct city, you will be paid according to the fee schedule above.
- If you choose to, you can drop off ("dump") a load in a city **other** than its pre-selected destination (perhaps to take on more lucrative cargo). You will unload that cargo, but you will not be paid for it.
 - You can "dump" a load of cargo in other than its correct destination city **only** if that city does not already have that cargo on hand (as shown when you press LOCAL INFO).

LOAD CAPACITY

- At any time, your truck can carry:
 - Up to 4 loads of GRAVEL, or
 - 2 loads of GRAVEL and 1 load of CORN, or
 - up to 2 loads of CORN, or
 - 1 load of GRAVEL and 1 load of MILK, or
 - 1 load of MILK, or
 - 1 load of CATTLE.
- As a general rule, full-capacity loads are worth a little over \$1,000.

CALLING AHEAD FOR OTHER LOADS

- When you are in any city you can "call ahead" to one of the cities on your route to see what loads are available there, and their destinations. You may be able to increase your earnings if you know about other payloads that are available along your route.
 - Brake to a full stop.
 - Press SELECT CITY key. Press the BOTTOM RIGHT side button to move the selection pointer to the route city you wish to "call".
 - Press CALL-AHEAD INFO key and the display will indicate all the loads currently available in that city, and their destinations.

- Note: If 2 are playing, your opponent might beat you to a given city and take a load you are hoping to pick up yourself, in which case it will not be there when you arrive. However, new loads do become available every 10 days.
- As you learn about loads available in cities along your route, try to plan a pick-up and delivery schedule that will make the most money. Remember the values of various cargoes, and your truck's capacity.

1 PLAYER vs. 2 PLAYER GAME STRATEGIES

1-PLAYER GAMES

- All the trucks you'll see on the highway will be "driven" by the computer, and with a little experience you'll learn how to react to them.
- Also, the main emphasis is on speed---reaching cities or cargoes as fast as you can, to beat your own best records.

2-PLAYER GAMES

- In addition to the yellow truck traffic operated by the computer, you must quickly recognize your opponent's vehicle, which will be either gray or orange. It can approach you from either direction.
 - Your opponent's driving patterns may be less predictable than the computer's.
 - If you collide with your opponent's truck you'll both crash, and **both** lose time and money!
- When playing GAME 2, you compete for a limited number of cargoes. You'll often race to pick up the same desirable load. Be ready to change plans fast to beat the competition!
- Use the CALL-AHEAD INFO key to discover where the best loads are! For example, if you're in San Francisco and the only available load is for the East Coast, call nearby Sacramento. There might be a good short-haul cargo there!
 - Remember, in 2-player games you don't have to take the same highways, but you both have to visit and/or haul cargoes between cities on the same route.

GAME END

GAME 1

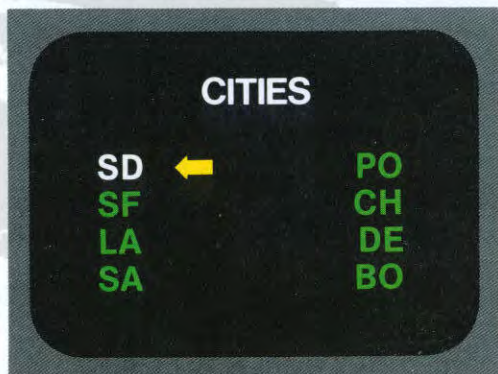
- The game ends when one driver visits all cities on the route selected at the beginning of the trip (or at the end of 60 days, whichever comes first).

GAME 2

- The game ends when time runs out (see how to set the number of days on page 5).

A TEST DRIVE

- Let's assume that you have chosen to play Game Version 1, and your Flag City is SD (San Diego).
 - After you have selected Game 1 and pressed the ROAD key, you can see all the cities on your route by pressing SELECT CITY.
- This list tells you that you must visit San Francisco, Los Angeles, Sacramento, Portland, Chicago, Detroit and Boston. You can travel to these cities in any sequence you desire. (You're already in San Diego).
- Until you become familiar with each route you travel you may find it helpful to refer to this screen during your trip. You can see this list whenever you are completely stopped, by pressing SELECT CITY.
 - Cities on the route you have already visited will be displayed in white code letters.



- The selection pointer has no function in Game 1.
- Now refer to the map and begin to plan your trip. Here is one possible route.
 - Drive North on Interstate 5 from San Diego (SD), through Los Angeles (LA) and Bakersfield (BK), until you reach Sacramento (SA). This will take care of three of the cities you must visit.
 - At Sacramento, slow down to 24 mph or less and make a left turn (West) on Interstate 80. Drive to San Francisco (SF) on 80.
 - Interstate 80 ends in San Francisco, and you can turn right (North) on Highway 101---shown on the sign as "01". Before you leave SF, you should fill up with gas. You might prefer to make a U-turn in San Francisco and double back to Interstate 5, so you can head north to Portland (PO) and complete all the cities in the western part of your trip.
 - If you choose the coastal route (via 101), drive to Tacoma (TA). In Tacoma make a right turn onto Interstate 5 (heading South) until you reach Portland.
 - After Portland, the three remaining destinations are all to the East, so there is no point in going any further South. A left turn in Portland will take you Southeast on Interstate 84, to Pocatello, Idaho (PC). (Better fill up with gas again in Portland). Since Route 84 ends in Pocatello, you can make a high-speed right turn on Interstate 15 South.
 - Southbound on 15, you will soon come to Salt Lake City (SL). Slow down for a left turn onto Interstate 80 (East). If you haven't already done so, you'll probably want to make at least one rest stop on the long haul between Utah and Illinois. Check your gas gauge!
 - By staying on 80 East you pass through Chicago (CH), the 6th city on your route. From there it's just a short distance to Toledo (TD), where you'll slow down for a left turn on to Interstate 75. (Do you need gas?) Head North on 75 to Detroit (DE).
 - Now there's just one city more: Boston (BO). Again you have a choice of doubling back by making a U-turn in Detroit and returning to Interstate 80 East toward New

York (NY)--or you can continue on 75 North until it meets Canada Highway 1. This route takes you through Toronto (TO) and Montreal (MO), and eventually to US Interstate 95. Then you can drive South on 95 through Augusta, Maine (AU) and finally to Boston.

- Don't forget to gas up in San Diego. Press ROAD and hit the accelerator. Remember: pass most oncoming trucks on the left and overtaken trucks on the right. Don't try to drive too fast, so you can get used to the feel of controlling your rig. OK, let's hit the road!

NEED REPLACEMENT KEYPAD COVERS
OR AN EXTRA TRUCKIN' MAP?

Mail check or money order (no cash, please) for \$1.50 per set of 2 keypad covers or \$1.00 for an extra Interstate highway map to:

IMAGIC Replacement Covers
P.O. Box 31001
Los Gatos, Ca 95031

Enclose your name, address, and telephone number.

Be sure to include the name of the game and whether you need a new map or new keypad covers.

Allow 4 to 6 weeks for delivery.

IMAGIC

PROOF OF PURCHASE
TRUCKIN'



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IMAGIC
Consumer Affairs
981 University Avenue
Los Gatos, Ca 95030

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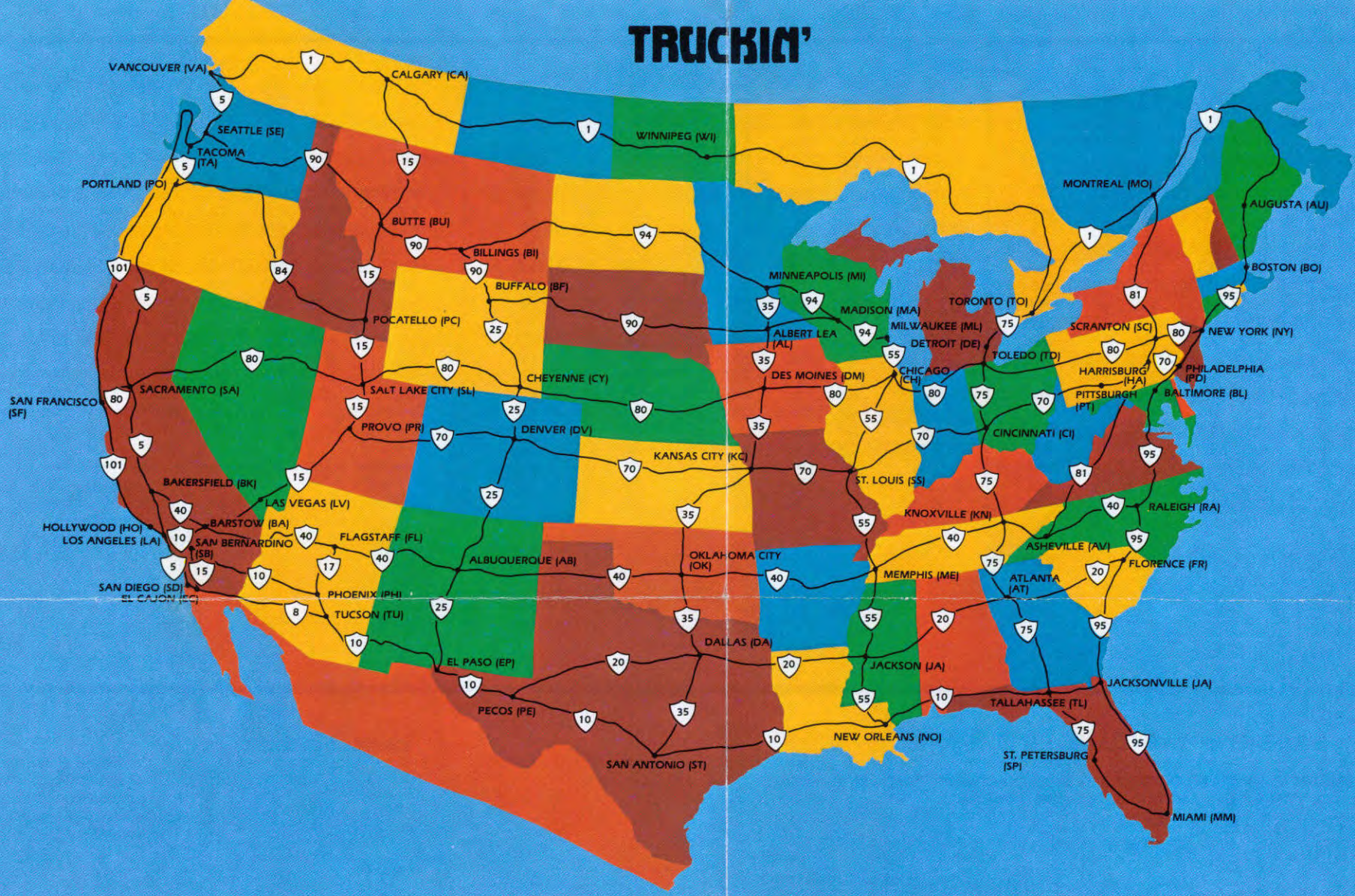
Game program designed by Richard S. Levine

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TRUCKIN'



CITY CODES

AB ALBUQUERQUE, NEW MEXICO
AL ALBERT LEA, MINNESOTA
AT ATLANTA, GEORGIA
AU AUGUSTA, MAINE
AV ASHEVILLE, NORTH CAROLINA
BA BAKERSFIELD, CALIFORNIA
BF BUFFALO, WYOMING
BI BILLINGS, MONTANA
BK BAKERSFIELD, CALIFORNIA
BL BALTIMORE, MARYLAND
BO BOSTON, MASSACHUSETTS
BU BUTTE, MONTANA
CA CALGARY, ALBERTA
CH CHICAGO, ILLINOIS

CI CINCINNATI, OHIO
CY CHEYENNE, WYOMING
DA DALLAS, TEXAS
DV DENVER, COLORADO
DM DES MOINES, IOWA
DO FLORENCE, NORTH CAROLINA
EC EL CAJON, CALIFORNIA
EP EL PASO, TEXAS
FL FLAGSTAFF, ARIZONA
FR FLORENCE, NORTH CAROLINA
HA HARRISBURG, PENNSYLVANIA
HO HOLLYWOOD, CALIFORNIA
JA JACKSONVILLE, FLORIDA
JA JACKSON, MISSISSIPPI

KC KANSAS CITY, KANSAS
KN KNOXVILLE, TENNESSEE
LA LOS ANGELES, CALIFORNIA
LV LAS VEGAS, NEVADA
MA MADISON, WISCONSIN
ME MEMPHIS, TENNESSEE
MI MINNEAPOLIS, MINNESOTA
ML MILWAUKEE, WISCONSIN
MM MIAMI, FLORIDA
MO MONTREAL, QUEBEC
NO NEW ORLEANS, LOUISIANA
NY NEW YORK, NEW YORK
OK OKLAHOMA CITY, OKLAHOMA
PC POCATELLO, IDAHO

PD PHILADELPHIA, PENNSYLVANIA
PE PECOS, TEXAS
PH PHOENIX, ARIZONA
PO PORTLAND, OREGON
PR PROVO, UTAH
PT PITTSBURGH, PENNSYLVANIA
RA RALEIGH, NORTH CAROLINA
SA SACRAMENTO, CALIFORNIA
SB SAN BERNARDINO, CALIFORNIA
SC SCRANTON, PENNSYLVANIA
SD SAN DIEGO, CALIFORNIA
SE SEATTLE, WASHINGTON
SF SAN FRANCISCO, CALIFORNIA

SJ SAN JOSE, CALIFORNIA
SL SALT LAKE CITY, UTAH
SP ST. PETERSBURG, FLORIDA
SS ST. LOUIS, MISSOURI
ST SAN ANTONIO, TEXAS
SZ SANTA CRUZ, CALIFORNIA
TA TACOMA, WASHINGTON
TD TOLEDO, OHIO
TL TALLAHASSEE, FLORIDA
TO TORONTO, ONTARIO
TU TUCSON, ARIZONA
VA VANCOUVER, BRITISH COLUMBIA
WI WINNIPEG, MANITOBA

FLAG CITIES AND ROUTES

- There are 59 possible routes for either game version. Each Route is identified by a Flag City, as follows:
- In Game 1, cities you have visited will be shown in white; others will appear in green.

FLAG CITY	OTHER CITIES ON ROUTE							
SD	SF	LA	SA	PO	CH	DE	BO	
SF	LA	SA	PO	CH	DE	BO	TD	
LA	SA	PO	CH	DE	BO	TD	TO	
SA	PO	CH	DE	BO	TD	TO	MO	
PO	CH	DE	BO	TD	TO	MO	WI	
CH	DE	BO	TD	TO	MO	WI	AU	
DE	BO	TD	TO	MO	WI	AU	NY	
BO	TD	TO	MO	WI	AU	NY	SC	
TD	TO	MO	WI	AU	NY	SC	HA	
TO	MO	WI	AU	NY	SC	HA	TA	
MO	WI	AU	NY	SC	HA	TA	SE	
WI	AU	NY	SC	HA	TA	SE	VA	
AU	NY	SC	HA	TA	SE	VA	BK	
NY	SC	HA	TA	SE	VA	BK	BA	
SC	HA	TA	SE	VA	BK	BA	SB	
HA	TA	SE	VA	BK	BA	SB	HO	
TA	SE	VA	BK	BA	SB	HO	PT	

FLAG CITY	OTHER CITIES ON ROUTE							
SE	VA	BK	BA	SB	HO	PT	BL	
VA	BK	BA	SB	HO	PT	BL	EC	
BK	BA	SB	HO	PT	BL	EC	TU	
BA	SB	HO	PT	BL	EC	TU	PH	
SB	HO	PT	BL	EC	TU	PH	FL	
HO	PT	BL	EC	TU	PH	FL	CA	
PT	BL	EC	TU	PH	FL	CA	BU	
BL	EC	TU	PH	FL	CA	BU	BI	
EC	TU	PH	FL	CA	BU	BI	PC	
TU	PH	FL	CA	BU	BI	PC	SL	
PH	FL	CA	BU	BI	PC	SL	PR	
FL	CA	BU	BI	PC	SL	PR	EP	
CA	BU	BI	PC	SL	PR	EP	AB	
BU	BI	PC	SL	PR	EP	AB	DV	
BI	PC	SL	PR	EP	AB	DV	CY	
PC	SL	PR	EP	AB	DV	CY	LV	
SL	PR	EP	AB	DV	CY	LV	BF	
PR	EP	AB	DV	CY	LV	BF	PE	
EP	AB	DV	CY	LV	BF	PE	OK	
AB	DV	CY	LV	BF	PE	OK	ST	
DV	CY	LV	BF	PE	OK	ST	DA	
CY	LV	BF	PE	OK	ST	DA	NO	
LV	BF	PE	OK	ST	DA	NO	JA	
BF	PE	OK	ST	DA	NO	JA	KC	

FLAG CITY	OTHER CITIES ON ROUTE							
PE	OK	ST	DA	NO	JA	KC	ME	
OK	ST	DA	NO	JA	KC	ME	SS	
ST	DA	NO	JA	KC	ME	SS	CI	
DA	NO	JA	KC	ME	SS	CI	DM	
NO	JA	KC	ME	SS	CI	DM	AL	
JA	KC	ME	SS	CI	DM	AL	MI	
KC	ME	SS	CI	DM	AL	MI	MA	
ME	SS	CI	DM	AL	MI	MA	ML	
SS	CI	DM	AL	MI	MA	ML	PD	
CI	DM	AL	MI	MA	ML	PD	RA	
DM	AL	MI	MA	ML	PD	RA	FR	
AL	MI	MA	ML	PD	RA	FR	KN	
MI	MA	ML	PD	RA	FR	KN	AT	
MA	ML	PD	RA	FR	KN	AT	TL	
ML	PD	RA	FR	KN	AT	TL	JA	
PD	RA	FR	KN	AT	TL	JA	SP	
RA	FR	KN	AT	TL	JA	SP	MM	
FR	KN	AT	TL	JA	SP	MM	AV	

- To change Route (for other destinations than the ones shown with San Diego), cycle through the Flag Cities:
- After choosing Game 1 or Game 2, press the BOTTOM LEFT side button to change Flag City.
- When the desired Flag City code is displayed, press ROAD to enter your Route selection.

Note: JA is Jackson, Mississippi in all cases above.

SUMMING UP: WHEN TO USE THE CONTROLS

(NOTE: THE PLAYING FUNCTIONS AND CONTROLS IN SHADED AREAS ARE FOR GAME 2 ONLY. ALL OTHERS APPLY TO BOTH GAME VERSIONS).

"GET READY" PHASE

To do this...	PRESS:
PICK GAME	ROAD (Game 1) or Game 2
CHANGE NUMBER OF DAYS (Optional)	Either TOP Side Button
GET IN TRUCK	ROAD
FILL UP TANK	GAS
SEE ALL CITIES ON ROUTE	SELECT CITY
SEE AVAILABLE LOADS IN CURRENT CITY	LOCAL INFO
CHANGE LOAD SELECTION	SELECT Side Button
PICK UP LOAD	PICK UP LOAD
GET READY TO DRIVE	ROAD

"ON THE ROAD" PHASE

ACCELERATE	Either TOP Side Button
BRAKE	Either BOTTOM Side Button
STEER	Left or Right Disk Edge;
	Top Disk edge to go straight;
	Bottom Disk edge for U-turn
GAS REFILL	GAS
REST STOP	REST
RETURN TO TRUCK CAB	ROAD
HONK HORN	HORN
SEE TIME & DATE	STATUS
SEE ALL CITIES ON ROUTE	SELECT CITY
CHECK LOADS ON TRUCK	CHECK LOAD
DELIVER LOAD	DROP OFF LOAD
SEE LOCAL LOADS AVAILABLE	LOCAL INFO
PICK UP LOAD	PICK UP LOAD
CALL AHEAD FOR LOADS IN OTHER CITIES	CALL AHEAD
CHANGE CALLED CITY OR LOAD	SELECT Side Button