## **Activision Classics Dragster FAQ**

by mike tru

Updated to v1.00 on Jan 28, 2004

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Version 1.00 I have got just about all of the FAQ completed. There may be some more updates in the future. Friday, January 23, 2004 Last Updated: GAME BASICS Objective: Beat your competitor in a quarter-mile race across the screen in your drag racer. M O D E S O F P L A Y Non-Steerable One great thing about older games is they tell it how it is. In this mode you will not be able to steer your dragster, so all that you have to worry about is shifting gears. Steerable This mode is a bit harder than the non-steerable mode simply because there are more variables that you are going to have to deal with. The only real one being that you must prevent your car from hitting the side railings by controling its movement. C O N T R O L S Clutch | To get your car in gear you must push the | | Joystick - Left |  $\overline{\phantom{a}}$  | clutch in and then hit the gas. Once your | -| RPMs start to get high push the clutch \_ | back in and shift into the next highest |  $\overline{\phantom{a}}$  | gear. Anyone who has driven a manual will | \_ | know how this works. Joystick - Up | Steering | When your car starts to waver too far to |  $^-$ | the right, or down as it appears, hit up |  $\bar{\ \ }$  | to steer back into the center of the race | \_ | track and avoid lost time. | Joystick - Down | Steering | When your car starts to waver too far to |  $\bar{\ }$  | the left, or up as it appears, hit up to | steer back into the center of the race \_ | track and avoid lost time. | Hitting this will make your car go faster | Action Button | Gas 

I V STRATEGY

RPM stands for rotations per minute. The higher the RPMs are Watch Your RPMs in a certain gear, the faster you will go. However, if your RPMs start to get too high and you do not shift, then you will blow a rod in your engine and the race will be over. The easiest way to tell when you will need to up-shift is you will begin to hear a clicking sound. It is also advisable to try to keep the bar at around 80% across the screen if you are watching that. Rev Your Engine While the time is counting down, make sure to rev your engine. To do this, simply keep the action button held down. But be sure to watch your RPMs. If they get too high, then you will blow your engine and loose the race. Reving your engine will assure you a quicker start to the race (You will peel out) Keep Your Car Centered This tip only applies to you if you are racing in the steerable mode of play. You will want to try to keep your car in the center of the lane at all times. If it begins to drift up, make sure that you tap down, if it gets too far down, be sure to tap up. If you allow the car to hit the barrier either on the top or the bottom, you will loose a tremendous amount of speed, and maybe also need to down-shift to get your car going again. NOTES AND THANKS •-----A great deal of gratitude is expressed towards all webmasters on the Internet that spend their priceless time and hard earned money for the sole purpose of allowing people from all different walks of life, come together and discuss and help each other with video games. Without that time and that money, the video game industry would be nowhere near what it is today. Thank You All. • • • • • This FAQ is copyrighted information of Mike Truitt. Any . . . . . • • • • • using of this FAQ without permission granted by the • • • • • author, Mike Truitt, is strictly prohibited. To obtain • • • • • . . . . . usage of this FAQ, simply send an e-mail to this address miketru@earthlink.net . Please include your name, what • • • • • website / publication you are representing, and I will . . . . . surely grant you permission. (c) Copyright 2004 Mike Truitt