

Activision Classics Dragster FAQ

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Updated to v1.00 on Jan 28, 2004

				Dragster				
				Atari 2600				
				F A Q				
				Version 1.00				
				Mike Truitt				
				Friday, January 23, 2004				

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I	ABOUT THIS FAQ
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Mission Statement

I was looking through a bunch of my older games and was wondering to myself why I didn't write any FAQs for these classics. So I decided to write a guide for one of my favorites. That is why this guide is here today. I hope it can help you out.

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I I	VERSION HISTORY
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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.

Last Updated: Friday, January 23, 2004

I I I

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 controlling its movement.

C O N T R O L S

Joystick - Left	Clutch	To get your car in gear you must push the 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 gear. Anyone who has driven a manual will know how this works.
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Joystick - Up	Steering	When your car starts to waver too far to the right, or down as it appears, hit up to steer back into the center of the race track and avoid lost time.
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Joystick - Down	Steering	When your car starts to waver too far to the left, or up as it appears, hit up to steer back into the center of the race track and avoid lost time.
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Action Button	Gas	Hitting this will make your car go faster
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STRATEGY

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Watch Your RPMs

RPM stands for rotations per minute. The higher the RPMs are 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.

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| V NOTES AND THANKS |
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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.

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