Command Summary Card
INDIANAPOLIS 500® THE SIMULATION™

LOADING — HARD DRIVE USERS
Boot your computer with DOS (any version from 2.10 to 3.3) before you install or start Indianapolis 500.

Installing the Game
To install Indianapolis 500 on your hard drive, do the following:

1. Type **C:** and press **Enter.** (Type a different drive letter if your hard disk isn't C:.)
2. Type **MD INDY** and press **Enter.**
3. Insert Disk 1 in drive A or B.
4. Type **COPY A:*.* C:\INDY** and press **Enter.** (If you're installing from drive B, replace A with B.)
5. When the copying is complete, replace Disk 1 with Disk 2.
6. Type **COPY A:*.* C:\INDY** and press Enter. (If you're installing from drive B, replace A with B.)
7. The game is now copied into the INDY subdirectory on your hard drive. Put your original disks in a safe place.

Note: DOS commands may vary. If you have any difficulties with copying, refer to your DOS manual for specific information on how to copy files.

Starting the game
1. Type **C:** and press **Enter.** (If your hard drive isn't C:, enter the correct letter.)
2. Type **CD \INDY** and press **Enter.**
3. Type **INDY** and press **Enter.** The game will load and you'll see the title screen. (Note: If the game doesn't load in the graphics mode you want, or you want to use a music card, see *Loading Features* for instructions on these options.)
4. Press the **spacebar** to go to the demo. (Note: There is no demo or Instant Replay feature on computers with less than 430K available memory*. You go straight to the picture of a past Indy winner.)
5. Press **Esc** to exit the demo.

6. You're shown the winning car from a past Indy 500 and you're asked a trivia question about it. Find the car in the manual, enter the full response, and press Enter. Now you're ready to play Indianapolis 500.

* If your system has 512K or 640K memory installed and the Instant Replay feature doesn't work, you might have TSRs (Terminate and Stay Resident programs) loaded. You may need to remove the TSRs for Instant Reply to work. You can temporarily avoid these TSRs by booting from your original DOS disks. Or see your user manuals for information on removing your TSRs.

LOADING — FLOPPY DISK USERS
Boot your computer with DOS (any version from 2.10 to 3.3) before you install or start Indianapolis 500.

Copying your Disks
Do not play with your original disks; make copies of your disks to play from. If you're using 5.25 inch disks, you'll have to copy two disks (you can also copy the data from both disks to a single high-density 5.25 inch disk). If you're using a 3.5 inch disk, all the information is packed onto a single disk so you have to copy only one disk.

One Drive Systems
1. Put your DOS disk in drive A, type **A:**, and press **Enter.**
2. Type **DISKCOPY A: A:** and press **Enter.**
3. You're asked to insert a source disk; put Disk 1 in the drive and press Enter to start copying. With a single drive system, you must swap disks during the copying process. You're prompted when to insert your source disk (the original) and when to insert your destination disk (the backup copy).
4. When the disk copy is complete, you're asked if you want to make another copy.
   5.25 Inch Disk Users: Type **Y** and press **Enter.** Now repeat step 3 with the second disk.
   3.5 Inch Disk Users: Type **N** and press **Enter.**

Two Drive Systems
1. Put your DOS disk in drive A, type **A:**, and press **Enter.**
2. Type **DISKCOPY A: B:** and press **Enter.**

3. You're prompted to insert your source disk in drive A and the destination disk in drive B. Put Disk 1 in drive A, put a blank disk in drive B, and press **Enter** to start copying. Note: This will work only if both drives are the same size. If your drives are different, follow the One Drive Systems instructions.
4. When the disk copy is complete, you're asked if you want to make another copy.
   5.25 Inch Disk Users: Type **Y** and press **Enter.** Now repeat step 3 with the second disk.
   3.5 Inch Disk Users: Type **N** and press **Enter.**

Note: DOS commands may vary. If you have any difficulties with copying, refer to your DOS manual for specific information on how to copy files.
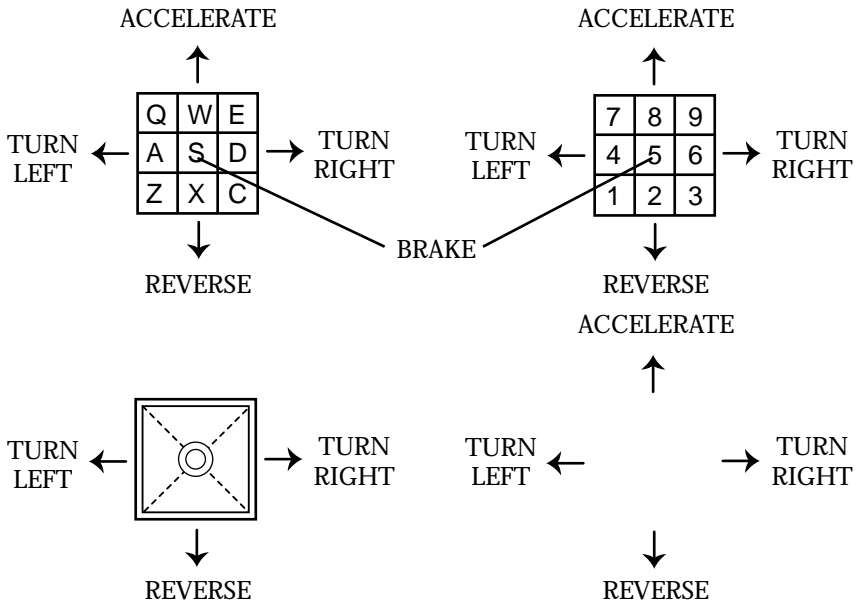
Starting the Game
1. Insert your copy of Disk 1 in drive A or drive B.
2. Type **A:** or **B:** (whichever drive you put the disk in) and press Enter.
3. Type **INDY** and press **Enter.** The game will load and you'll see the title screen. 5.25 inch 360K floppy disk users see a prompt for Disk 2. Remove Disk 1 from the drive, insert Disk 2, and press **Enter.** (Note: If the game doesn't load in the graphics mode you want, or you want to use a music card, see Loading Features for instructions on choosing graphics mode.)
4. Press the **spacebar** to go to the demo. (Note: There is no demo or Instant Replay feature on computers with less than 430K available memory*. You go straight to the picture of a past Indy winner.)
5. Press **Esc** to exit the demo.
6. You're shown the winning car from a past Indy 500, and you're asked a trivia question about it. Find the car in the manual, enter the full response, and press **Enter.** Now you're ready to play Indianapolis 500.

*   If your system has 512K or 640K memory installed and the Instant Replay feature doesn't work, you might have TSRs (Terminate and Stay Resident programs) loaded. You may need to remove the TSRs for Instant Reply to work. You can temporarily avoid these TSRs by booting from your original DOS disks. Or see your user manuals for information on removing your TSRs.

Note: Even if you have two disk drives, the game will use only one.

DRIVING CONTROLS

Select Practice from the Main menu by pressing the spacebar until Practice is highlighted and press Enter. You're in the pit. Above your dashboard is the Pit Board. See The Pit Board for a description of this board. For now, just accelerate out of the pit and the pit board will disappear. (You can go straight to a race if you want. You'll be at the rear of the pack because you haven't qualified yet.)

You can drive your car with a joystick, a keypad, or the keyboard. Here are your basic driving commands:

```
        ACCELERATE                          ACCELERATE
            ↑                                   ↑
        ┌─┬─┬─┐                             ┌─┬─┬─┐
        │Q│W│E│                             │7│8│9│
TURN  ← ├─┼─┼─┤ → TURN              TURN  ← ├─┼─┼─┤ → TURN
LEFT    │A│S│D│    RIGHT            LEFT    │4│5│6│    RIGHT
        ├─┼─┼─┤                             ├─┼─┼─┤
        │Z│X│C│                             │1│2│3│
        └─┴─┴─┘                             └─┴─┴─┘
            ↓            BRAKE                  ↓
        REVERSE                             REVERSE
                                         ACCELERATE
                                            ↑

        ┌───────┐
        │ ╲   ╱ │
TURN  ← │  (◎)  │ → TURN         TURN  ←           → TURN
LEFT    │ ╱   ╲ │    RIGHT       LEFT                 RIGHT
        └───────┘
            ↓                                   ↓
        REVERSE                             REVERSE
```

Other Driving Controls
    Throttle (accelerate)   Joystick Button 1, N, W, 8 (keypad)
    Brake   Joystick Button 2, B, S, 5 (keypad)

To drive in reverse, come to a full stop, and then press the reverse key or pull back on the joystick. Don't press reverse and then the throttle to drive backward.

4

Stiffen front anti-roll bar	=
Soften front anti-roll bar	-
Stiffen rear anti-roll bar	]
Soften rear anti-roll bar	[
Set Turboboost	1 (min) to 9 (max) on the main keyboard
Cruise Control	C

Cruise control maintains your speed so you don't have to hold down the throttle. Disengage cruise by hitting the brakes or the throttle. (Cruise also disengages when you collide with the wall.) If you hold down the C key, you'll accelerate until you release it (unless you reach maximum speed), and your cruise will be set to the speed you were going when you released the key.

Steering with the Joystick
The joystick acts like a steering wheel; the more you move the stick right or left, the more you turn the wheels. To avoid sharp turns or overreaction, move the joystick slightly and carefully. In most situations you don't need to move the joystick much to control the car.

Steering with the Keyboard
Each steering key turns the wheels; the longer you press the key, the more the wheels turn. If you release the key, your wheels straighten out gradually. As you round corners, listen for the squeal of your tires which indicate loss of grip. Release the key momentarily to allow the tires to regain traction. Use this technique throughout the turn.

Other Controls
These commands are available on the track.

Sound control	**Ctrl-S**	Each time you press Ctrl-S, you toggle to the next sound option: Sound On, Engine Off, Sound Off. (See "Setup" in *Main Menu* for details.)

| Restart event | **Ctrl-R** | This restarts your current event, as though you returned to the Main menu and selected Practice, Qualify, or Race again. |
| Center controls | **Ctrl-J** | If your joystick isn't responding properly, release it and press Ctrl-J to recenter the joystick. |

THE PIT BOARD
Whenever you stop the car in the pit, the Pit Board appears. If you press a function key, the pit board disappears. Tap the brake to display the Pit Board again.

The approximate amount of fuel you have is shown graphically by the fuel indicator; the more fuel you have, the more color there is in the indicator. I f the indicator is full, the tank is full with 40 gallons. Highlight the word Fuel on the Pit Board by pressing the **spacebar,** and then press **Enter** to fill the tank to your current Fuel setting.

To change your fuel setting, first select Fuel by pressing the spacebar. Now decrease the fuel amount by pressing< (or ",") and increase the amount by pressing > (or "."). (For more information, look in the manual under "Fuel" in *Car Settings*).

Tire wear is shown graphically on each tire; the more the tire is greyed out, the more worn out the tire is. If the tire is all grey, it'll soon fail. Highlight the tire by pressing the **space-bar,** and then press **Enter** to replace that tire.

To hide the Pit Board, just drive out of the pit by accelerating.

CAR SETTINGS

To display a car setting menu, press the function key listed. (For a description of the setting see the appropriate section in the manual.)

F3	Fuel	**F7**	Pressures
F4	Wings	**F8**	Shocks
F5	Rubber	**F9**	Camber
F6	Stagger	**F10**	Gears

You can change settings F3-F7 at any time during Practice, but only in the pit during racing and qualifying. You can change settings F8-F10 only during practice qualifying.

To change the setting of the component that's highlighted, press < and > (or"," and ".").

To highlight a different component (for instance, a shock or a tire), press the **spacebar** to cycle through all the components clockwise, or press **backspace** to cycle through all the components counter-clockwise.

LAP INFO AND STANDINGS

To display Lap Info or Standings, press the function key listed. (For a description of the display see the appropriate section in the manual.)

F1 Lap Info
F2 Standings

To scroll your view up and down the pole to see all the standings, press < and > (or "," and ".").

MAIN MENU

Press **Esc** at any time to display the Main menu. This is where you make your major selections. Unavailable items will be dimmed.

Resume Driving
Instant Replay
Practice
Qualify

Race
Teams
File
Setup
Quit

Use the commands below to make selections from this menu, all sub menus, and the Pit Board.

To move the highlight down	Press the **spacebar** or the **down cursor** key.
To move the highlight up	Press **Backspace** or the **up cursor** key.
To select the highlighted option	Press **Enter.**

Press **Esc** to exit a sub menu and return to the Main menu. Also press **Esc** if you crash, blow a tire, or blow your engine.

Resume Driving
This option exits the Main menu and returns you to the track where you left off practicing, qualifying, or racing. This option is not available if you have not gone to the track yet. It also isn't available if you load a new car or car setting during qualifying or racing.

Instant Replay
This shows you the last twenty seconds of the action on the track. (Note: There is no Instant Replay feature on computers with less than 445K available memory.) When you reach the end of the replay tape, a horizontal line rolls down the screen and the replay starts over. Highlight the view you want by pressing the spacebar.

In Car   TV
Behind   Sky
Track   Leader/Crash (Only available during a race)

Control the replay with the following commands:

Fast forward   > (or ".")

Rewind   < (or ",")

Pause on/off   **P**

To step forward or backward frame by frame, press **P** to pause the replay, and then press the fast forward or rewind keys. Press **P** again to remove pause. Press **Esc** to leave Instant Replay.

Practice
Enter Practice mode. You start in the pit viewing the Pit Board (see the Pit Board section). Just accelerate to hide the Pit Board and leave the pit. Be careful not to hit the wall at the end of pit row.

You can change any of your car settings during Practice at any time. This lets you quickly see how settings affect your car's handling. Your engine and tires are subject to normal wear, and they may fail if abused, but collisions won't damage your car during Practice. Press Esc or Ctrl-R to continue if you blow an engine or a tire.

Qualify
Begin qualifying. Be sure your car is set up because you can't change car settings (except the turboboost and the anti-roll bars) during qualifying unless you pull into the pits, which you don't want to do. The faster you drive four laps the farther ahead in the pack you'll start the race.

For an added advantage during qualifying, reduce your fuel load to 10 gallons (must be done in Practice mode). Also increase your turboboost setting to 9, the maximum. Be sure to increase your fuel supply and reduce your turboboost before you start a race of 30 laps or more.

You start your first lap already in motion, called a "rolling start," just before the start/finish line. Drive the fastest four laps you can. The Standings display appears when you're done to show your new field position. If you drive into the pit during qualifying, your attempt is aborted. You can also stop qualifying by pressing **Esc.**

Remember that your car can be damaged during qualifying. If you suspect an equipment failure, check the top left corner of your screen. For example, if you blow a tire, you'll see a flashing message, for example, TIRE BLEW or ENGINE BLOWN. Press **Esc** to see the Main menu, or press **Ctrl-R** to restart the event.

Race
Choose the race length you want:

10 laps	=	25 miles (no car damage from collisions; no yellow flags)
30 laps	=	75 miles (no car damage from collisions)
60 laps	=	125 miles
200 laps	=	500 miles

> Note: For races where collisions don't cause damage, your car is still subject to wear.

The race begins with a rolling start, with all the drivers in their qualifying positions, as shown below.

Pole	1	2	3
	4	5	6
	:	:	:
	:	:	:
	31	32	33

As in qualifying, anti-roll bars and boost are the only settings you can change without pulling into the pit.

When the winner crosses the finish line, he takes the checkered flag and the race is over. If you win, press Esc to see the victory celebration. Press the **spacebar** to see each screen until you end up at the Main menu. Everyone else in the race gets ranked according to their placement at that time.

Teams
Choose one of these three team/engine combinations:

> March/Cosworth
> Lola/Buick
> Penske/Chevrolet

The Chevrolet and Cosworth engines both reach their peak horsepower at approximately 12,000 rpms. The Buick engine reaches peak horsepower at 9,000 rpms, and it therefore needs lower gear ratios than the Chevrolet and Cosworth engine.

The cars have different initial settings. The March/Cosworth is the easiest to drive, but it's set up to be the slowest. The Penske/Chevrolet is the most difficult to drive, but it has the fastest setup. The cars have different handling characteristics, but none of them is inherently faster than the others. It's all a matter of settings. The cars are set up this way so you can progress from a slow easy-to-drive car to a fast hard-to-drive car as your skill increases without changing many settings.

There are three car settings you can load from the File selection of the Main menu (see File below). Car Settings 1 and 2 are intended for the Lola/Buick. Car Setting 1 is equivalent to the March/Cosworth default settings, and Car Setting 2 is equivalent to the Penske/Chevrolet default settings. Loading one of these two settings lets you set up the Lola/Buick like either of the other two cars, but with gear ratios appropriate for the Lola/Buick engine. Car Setting 3 is intended for the Penske/Chevrolet and is equivalent to the March/Cosworth default settings. This lets you drive the Penske/Chevrolet with easier settings than its default configuration.

If you change teams during racing of qualifying, you forfeit the race or qualifying attempt and can't Resume Driving. You must select Practice, Qualify, or Race to get back on the track.

File
You can load an save up to three different car settings. You must remember which one is which. If you load new settings you can't resume qualifying or a race. If you save a car setting, you will overwrite the existing one. If you want to retrieve on of the car settings that came with the program, copy them from your original Indianapolis 500 disks. They are called Settings.1, Settings.2, and Settings.3. See your DOS manual for information on copying files.

Remember which car each setting is for. If you load a setting into a different car, the performance will be different. If you load a Chevrolet configuration into a Buick engine, you could even blow the engine because the gear ratio might be too high.

You can also load and save one instant replay. If you load an instant replay, you must watch it before choosing Resume Driving or it will be replaced with new track footage.

Setup
Choose the sound you want.

Sound on	Includes all sounds.
Engine off	Turns off your engine sound but includes skids and crashes.
Sound off	Turns off all sounds.

To keep your simulation as fast and smooth as possible, the program sometimes deletes graphic details alongside the track. This depends on the speed of your computer and what part of the track you're on (the grandstands have a lot of detail). You can lock the graphics level by selecting one of three levels of detail. Note that your simulation speed will decrease as details are added.

Auto detect	Graphics are added or omitted as needed.
Low detail	You see the track, the track walls, pit row, and the pole.
Medium detail	Partial grandstands and trees are added.
High detail	Full grandstands and clouds are added/

Quit
Choose this to exit to DOS. If you're sure you want to quit, press **Y**.

LOADING FEATURES
You can load the game with certain features set the way you like just by typing an *argument* after the loading command, **INDY.**

You're not required to enter an argument because the program automatically detects the best graphics mode for your computer (except CGA color composite modes). However, if you want to change the graphics mode, you can.

The program *does not* automatically detect the best sound driver (except for Tandy). If you want to listen to your AdLib card instead of your PC sound driver, you'll need to instruct the game to use the AdLib card. You must have the sound driver to be able to use it.

These are the arguments you can use:

/C   Loads game in CGA mode.
/C1   Loads game in CGA 16 Color Composite mode, Palette 1 (standard)*.
/C2   Loads game in CGA 16 Color Composite mode, Palette 2 (Tandy)*.
/E   Loads game in EGA mode.
/M   Loads game in MCGA 4-color mode. (Not available on PS/2 model 25 or 30.)
/T   Loads game in Tandy graphics mode.
/V   Load game in VGA mode.
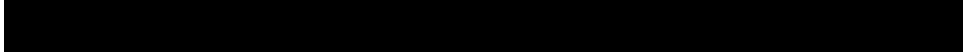
/A   Uses the AdLib sound driver.
/R   Uses the Roland sound driver.
/P   Uses the internal PC speaker.
/S   Starts the game with the sound off. You can switch it on later after the game starts if you want.

     Tandy sound is autodetected and needs no argument.

*Note: Most CGA boards have a composite output that can be plugged into a VCR or directly into some TVs with an RCA connector. Refer to your owner's manual for details.

Let's say you want to load the game with EGA graphics mode and music generated with the AdLib board (you must have an AdLib board installed). You'd type **INDY /E /A** and press **Enter.**

It doesn't matter what order your arguments are in, just as long as there's a space between each argument.