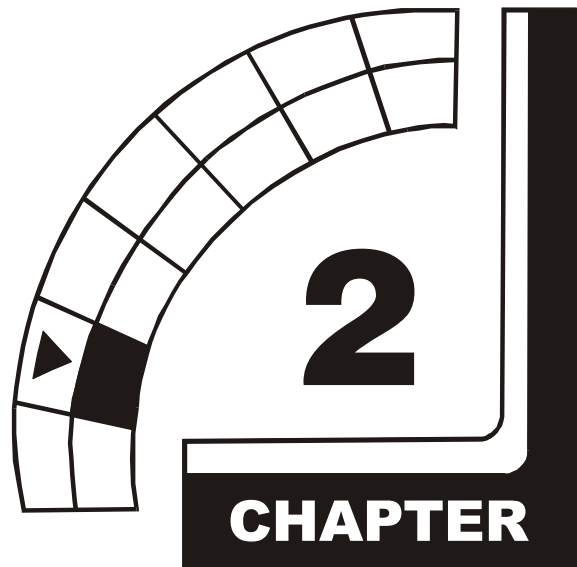# OFFROAD

THUNDER™

2 CHAPTER

OPERATION

👉 | **NOTICE:** The term VGM refers to the video game machine.

GAME OPERATION

STARTING UP

Whenever you turn on the machine or restore power, the system executes boot ROM code. The boot ROM contains self-diagnostic tests. These tests automatically verify and report the condition of the CPU and other hardware. If the hardware fails a test, the system displays an error message.

Having passed power-up tests, the system enters Attract Mode. Attract Mode consists of typical game scenes and sounds, alternating with high scores. Attract Mode continues until game play commences.
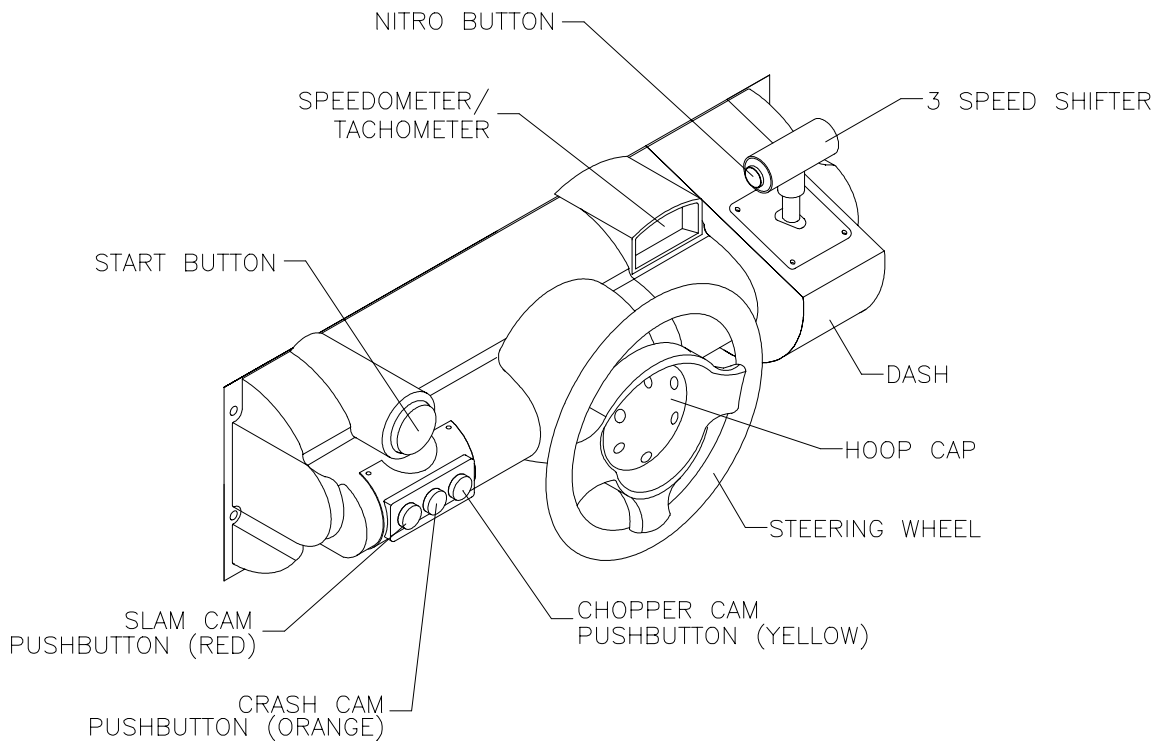
Players insert currency or tokens to start the game. Each player selects a truck and a course. Play begins after a countdown period. The game will progress until players quit or exhaust their playtime. At Game-Over Mode, players may choose to begin again. If players choose not to continue, then the system returns to Attract Mode.

ARCADE COMPUTER

This game uses an Arcade Computer to control its functions. The Arcade Computer is a customized personal computer. Housing the Arcade Computer is a PC-like case. Inside, you'll recognize the motherboard, plug-in cards, modular power supply, disk drives, etc. Despite these familiar features, Midway optimized this computer specifically for this game. The Arcade Computer design permits improved upgradability and service access without sacrificing ruggedness or reliability.

PLAYER CONTROLS

- **ACCELERATOR.** The accelerator pedal controls vehicle speed and acceleration.
-
- **BRAKE.** The brake pedal stops the vehicle, just like a real brake.
-
- **GEARSHIFT.** The gearshift lever controls the amount of engine torque that reaches the wheels. The player may choose manual or automatic shift operation. Manual shift operation requires the player to upshift while accelerating and downshift while decelerating. (This shift has no reverse gear.) Players select automatic or manual shift trucks before racing. Manual shift trucks allow skilled drivers more control and faster starts.

- **NITRO BUTTON.** The NITRO button is on the end of the shift lever. If the nitro feature is active, pressing NITRO adds a power burst. (The button illuminates when nitro is available.)

- **START BUTTON**. The START button allows a player to begin or continue play, select courses and trucks, etc.

- **STEERING WHEEL.** The steering wheel aims the vehicle and provides course condition feedback.

- **SLAM CAM.** The red SLAM CAM button displays the cockpit view. The viewpoint is from the driver's seat inside the truck.

- **CRASH CAM.** The orange CRASH CAM button provides a close-up, aerial view of the course. The viewpoint is from above and behind the truck. A truck camera would see this view.

- **CHOPPER CAM.** The yellow CHOPPER CAM button provides a distant aerial view of the course. The viewpoint is from above and behind the truck. A tracking helichopper camera would see this view.

NITRO BUTTON

SPEEDOMETER/
TACHOMETER

3 SPEED SHIFTER

START BUTTON

DASH

HOOP CAP

STEERING WHEEL

SLAM CAM
PUSHBUTTON (RED)

CHOPPER CAM
PUSHBUTTON (YELLOW)

CRASH CAM
PUSHBUTTON (ORANGE)

Player Panel Controls

OPERATOR CONTROLS

CABINET CONTROLS

- **DIP Switches** on the MagicBus™ Board set some system variables. These DIP switches are for factory use only. Keep them set at their default value, all off. You can adjust game variables, check bookkeeping totals and perform diagnostics with diagnostic control switches.

- **The Monitor Remote Control Board** allows you to adjust the video display for optimum viewing.

- **The Cabinet POWER Switch** turns off the game, but does not reset game variables.

- **The Computer POWER Switch** turns off the computer. It is on the Arcade Computer. During service procedures, leave this switch on. Use the main power switch to control the power.

DIAGNOSTIC CONTROL SWITCHES

- **The SERVICE CREDITS Button** allots credits without changing the game's bookkeeping total. The Menu System occasionally assigns a function to SERVICE CREDITS. Check screen directions for these additional functions.

- **The TEST MODE Button** causes the game to enter the menu system. To access the Menu System, press and hold TEST MODE until the Main Menu appears. Within the menu system, check screen directions for additional TEST MODE functions.

- **VOLUME DOWN and VOLUME UP Buttons** set game sound levels. To make minor volume changes, press either button briefly. To make major changes, press and hold a button. In the menu system, VOLUME UP moves the item highlight bar up the menu. VOLUME DOWN moves the item highlight bar downward.

NOTICE: The Attract Mode volume level is separate from the Game Mode volume level. For greater profits, raise volume levels to add realism and draw attention to this game.
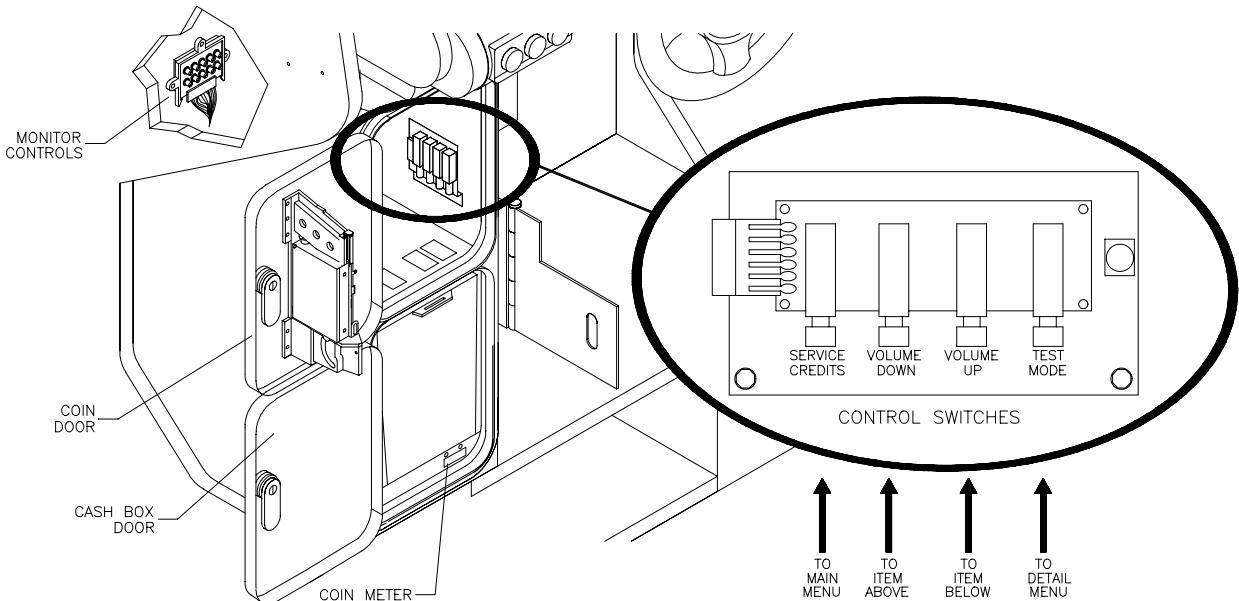
Operator Control Switch Locations

GAME FEATURES

GAME RULES

INSTRUCTIONS
Play instructions appear on the left and right sides of the video monitor.

ONE PLAYER
The player inserts currency or tokens to start the game. Next, the player chooses a truck and course and presses the START button. The game displays individual statistics periodically, during and after the race. Additional game information appears on screen as needed.

PLAYER CHOICES
The player can drive any truck on any course. Each truck handles and performs differently. Players learn which trucks are best for a given course and driving style. Press one of the CAM buttons to select more trucks.

CONTROLLING A TRUCK
The steering wheel, brake and accelerator control the truck. As in real trucks, the steering wheel directs the truck. The brake slows or stops the truck, and the accelerator sets speed. A NITRO button on the gearshift provides an extra burst of power. NITRO flashes to indicate nitro availability. Players must collect nitro icons along a course by steering directly under the icons. A gauge meters the amount of stored nitro.

INDICATORS
Across the top of the screen, numeric indicators display truck statistics: A ghost image in the upper-left screen corner indicates shift type, manual or automatic. A meter in the top-left screen corner displays

engine RPM. A top-right gauge measures remaining nitro fuel. At the screen's top-center, a digital clock times the current lap in seconds. As appropriate, the screen also flashes CHECKPOINT.

DISPLAYS
The player's vehicle appears at the center of the screen. The numbers floating above some vehicles indicate that other humans control them. (These are linked players.) The Arcade Computer controls trucks without numbers. At the bottom of the screen, another instrument displays relative positions of nearby trucks. The right side of the screen provides race statistics…

- Position per number of trucks *(for example, "11th / 12")*
- The number of cars ahead of the player *("9 cars ahead")*
- A lap timer for each lap *("0:2:00")*
- Score box *(only during scored game modes)*

GAME ACTION
Action begins after the "three-two-one" countdown. The announcer hollers "Go!" To continue play, the player must drive past each checkpoint within the time limit. To decrease time between checkpoints, players must avoid fixed obstacles and other trucks. Ramps allow players to advance more quickly, collect hovering nitro icons, or avoid obstacles. (Red nitro icons contain more fuel than blue nitro icons.)

Players can change their view of the action by pressing the view buttons. These buttons are on the left side of the control panel. Game sounds include announcer comments, engine noise, and other effects.

SCORING
Players who set a speed record may enter their initials in the High Score Table. After a player completes a certain number of courses, he can choose additional courses. (Adjustments determine the number.)

HEAD-TO-HEAD RACING
Networked cabinets offer players linked, head-to-head racing competition. Each player begins the course-selection process. A join-in message alerts subsequent players to the possibility of a linked race. If players don't begin their selection process before this message disappears, their races don't link. (Unlinked players compete in independent races, as usual.) Players may use the solo feature to decline a link.

If other players begin selection during the join-in message, the cabinets communicate over the network. Each additional cabinet sends out its own packet containing a unique unit ID. In return, each cabinet receives data from active cabinets. A "waiting" message indicates that other players are still selecting race options. Eventually, the last player finishes selecting or the waiting period ends. At this point, all linked players see the start screen simultaneously.

Latecomers can't participate in an ongoing linked race. They can begin an independent race. The link automatically terminates when the game is over. Players can then set up another link.

MAINTENANCE

- **Cabinet and Seat**
  Use plastic-safe, non-abrasive cleaners to avoid damage. Apply cleaner to a clean cloth or sponge. Use this to wipe the seat or cabinet. *Don't apply cleaner directly to the artwork or cabinet!*

- **Player Controls**
  Use plastic-safe non-abrasive cleaners to avoid damage. Apply cleaner to a clean cloth or sponge. Use this to wipe the player controls. *Don't apply the cleaner directly to the controls!*

- **Viewing Glass**
  To clean the glass, you don't need to switch off power to the game. Apply a mild glass cleaner to a clean cloth or sponge. Use this to wipe the viewing glass. *Don't apply the cleaner directly to the glass!* Liquid could drip down into switch or motor circuits and cause erratic game operation.

NOTES