FERRARI .H RACING 2

GAME MANUAL

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PROGRAMMED BY
JOÃO PEDRO F.OLIONI

Ferrari .H Racing 2 is compatible with your Atari 2600 VCS system.

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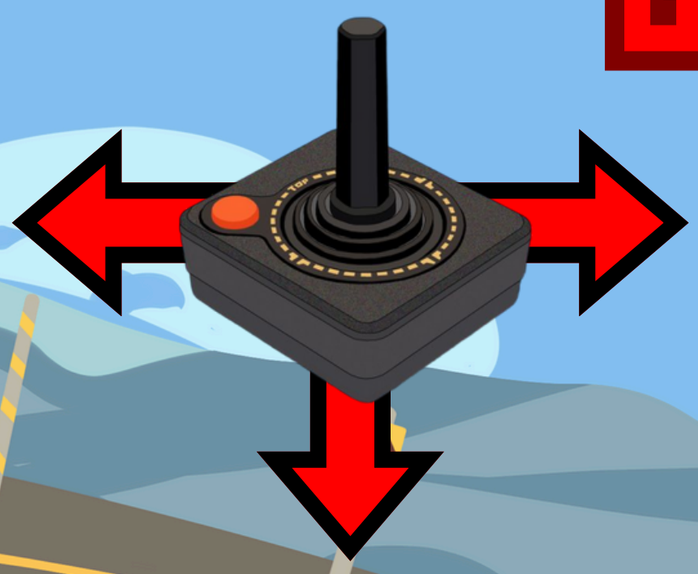
GAME CONTROLS

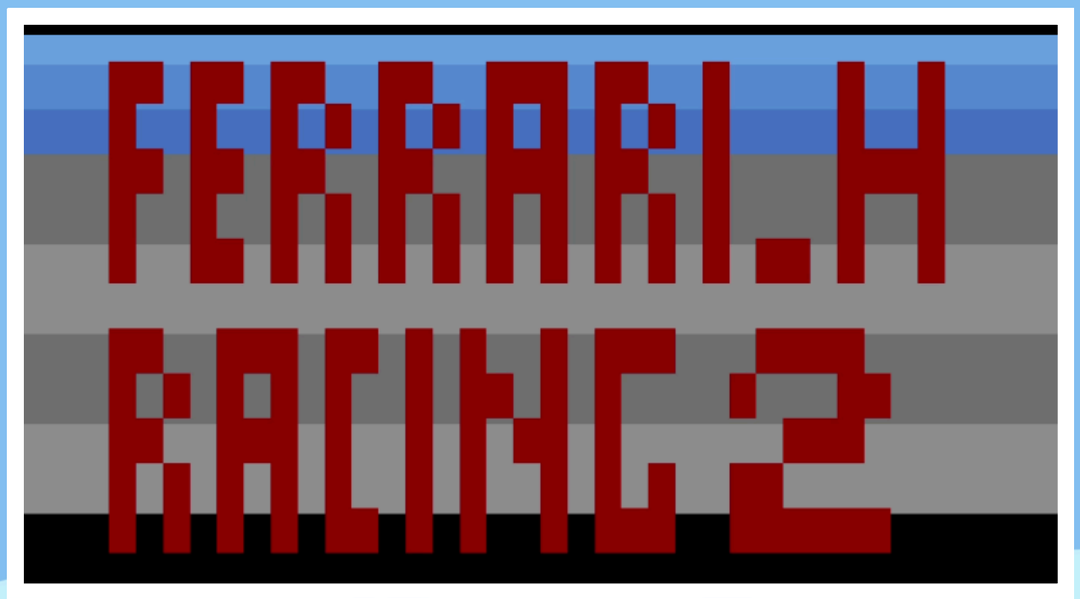


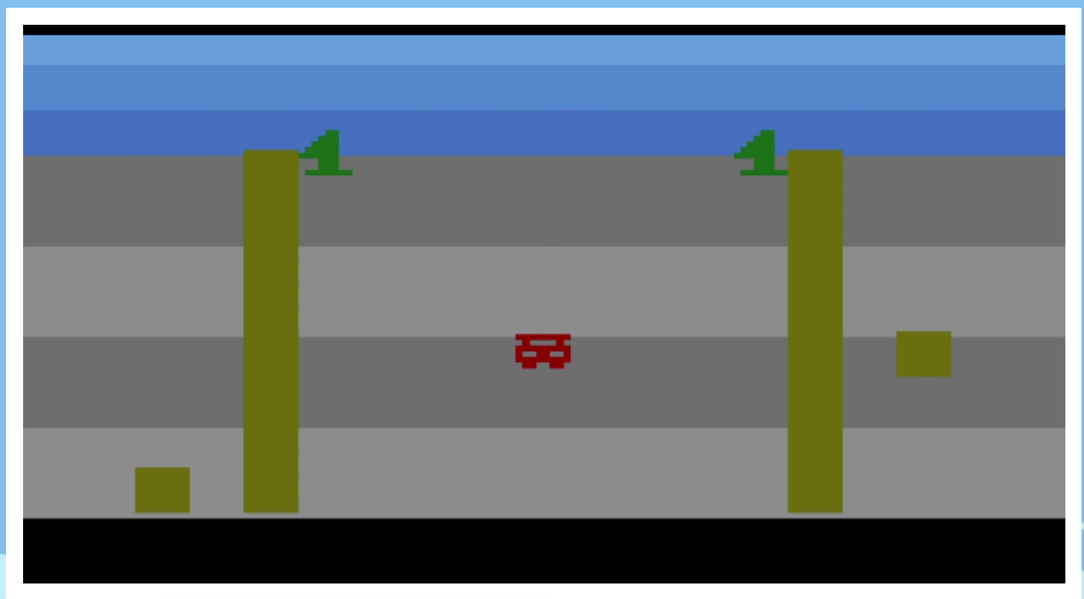
With their controller in hand, players control the Ferrari, moving it LEFT, RIGHT, DOWN as shown in the example to the side.

The "Action" button accelerates the car, and the same button starts the game; the RESET button exits the GAME OVER screen.

In the game, there's a car damage bar; be careful not to blow up your vehicle, as some tracks recharge your bar.

GAME HISTORY





Brian, a witty and provocative young man, is constantly on the lookout for underground and illegal races. In a blog post about a public long-distance race event, he announced an extensive and challenging competition with a prize of 10 million dollars.

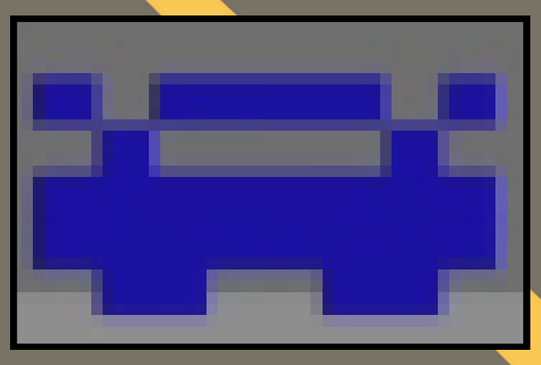
However, the event organizers are not responsible for any damages caused. Brian faces this challenge without hesitation, as the money will allow him to help his divorced mother pay off her mortgage and still have some left over for himself.

GAME OBJECTIVE

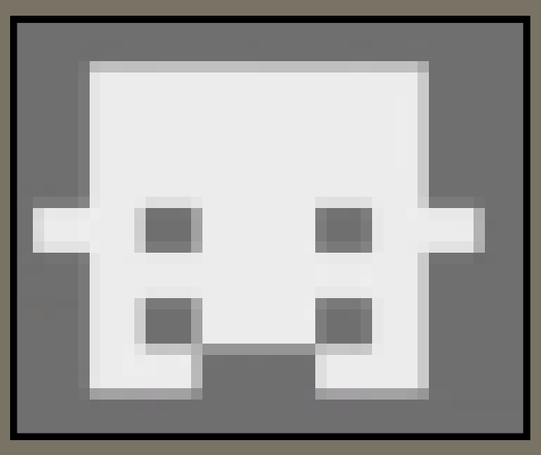
Players faced three circuits, starting in Arizona, passing through the protagonist's hometown in Texas, and finishing in Canada. These circuits are challenging, with cars and other vehicles on the road. Careful avoidance is necessary, as some cause damage while others simply hinder the course. Pay attention to your Ferrari's damage bar, win the race by overcoming this challenge, and claim the cash prize.

GAME VEHICLES

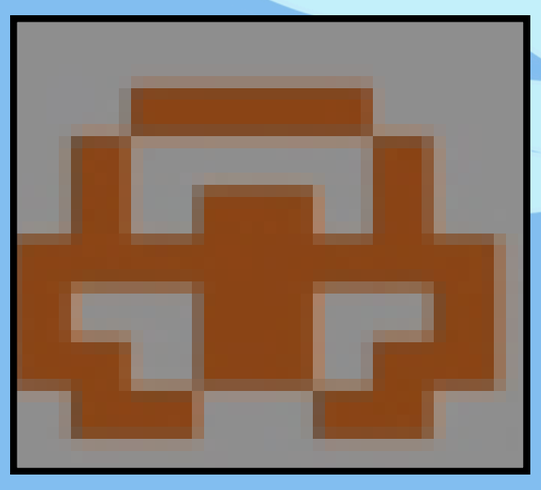
Ferrari F40: It's a very fast vehicle that players control.



Chevrolet Celta: Appears only on one circuit, and is responsible for repairing damage to your car.



Kenworth W900A: The truck responsible for transporting cargo, and responsible for delaying you.



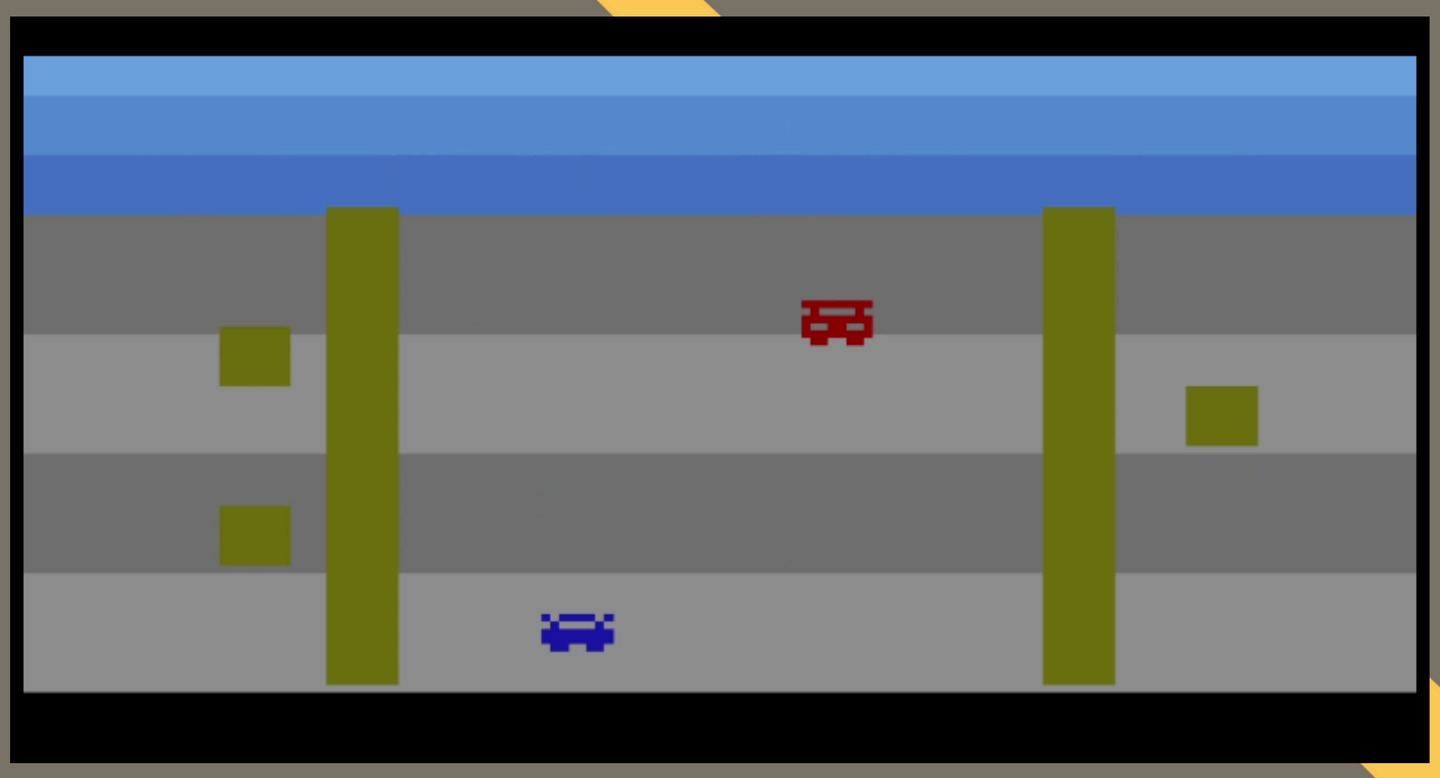
Volkswagen New Beetle: Responsible for taking damage out of your car, it may seem invincible, but it can become a tricky vehicle on the track.

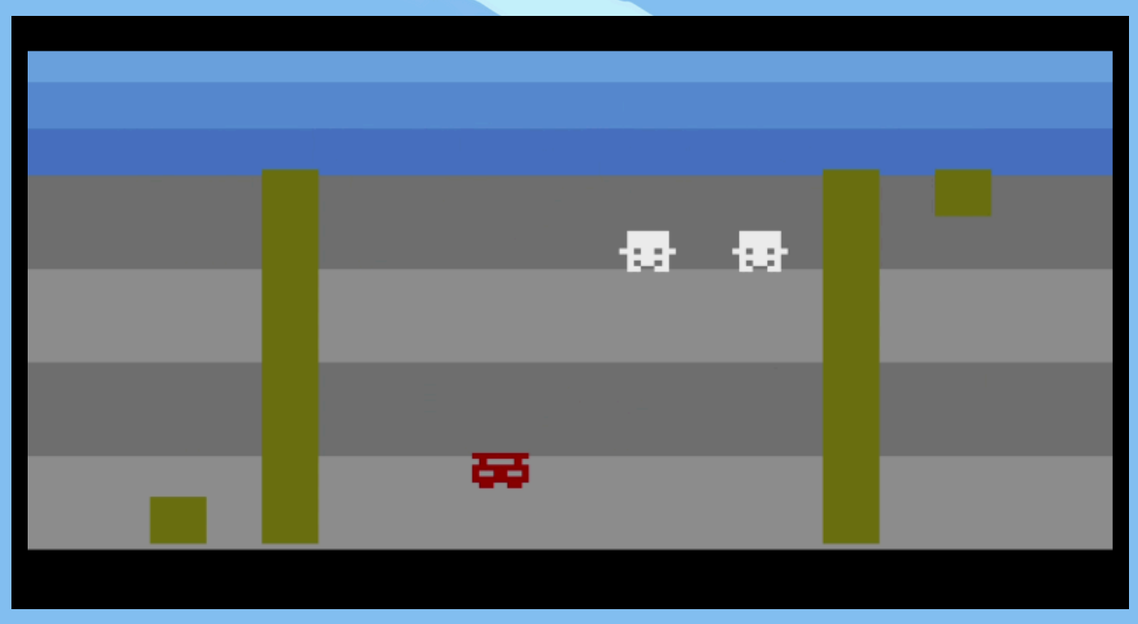
Street Bob: It's a motorcycle that appears on many other circuits, responsible for taking damage from your car on some tracks, so be careful, because the motorcyclist comes out of nowhere.

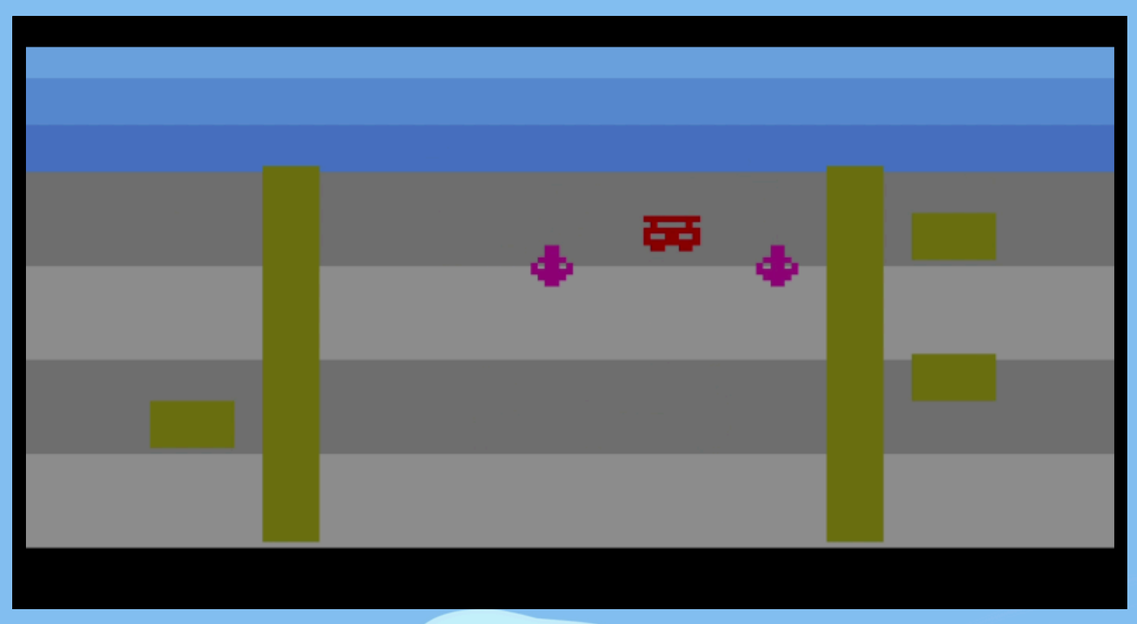
Chevrolet Opala: Being one of the heavy vehicles that can delay your journey.

GAME CIRCUITS

Route 66: It's the famous highway that connects the cities starting in Chicago (Illinois) and ending in Santa Monica (California).

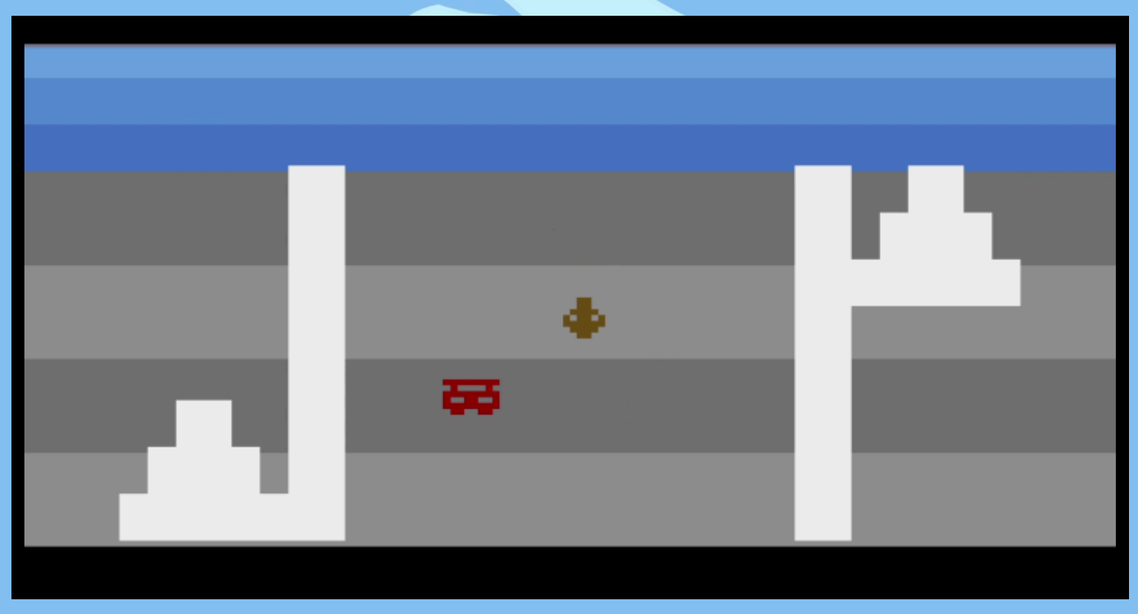


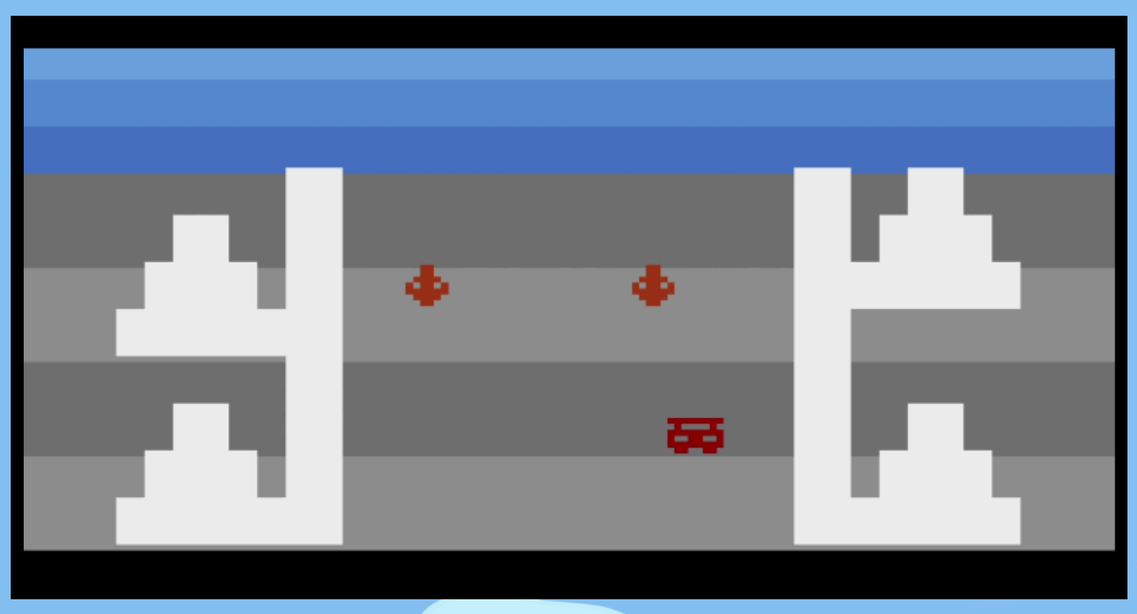




LAS VEGAS STRIP: The Las Vegas Strip is less than 6 km long, but what there is to see! Resorts and casinos from world-famous hotels line this bustling street in the city of gambling. During the day, when the sun is high in the sky and it's sometimes unbearably hot in the deserted city, there's very little going on.

Icefields Parkway - Jasper: is a breathtaking 230-km (143-mile) scenic drive connecting Jasper and Lake Louise through the heart of the Canadian Rockies. Renowned for its dramatic glaciers, turquoise lakes, and mountain scenery, this route runs through Banff and Jasper National Parks, typically requiring a full day to traverse.





OLIONI GAMES CHALLENGE

Olioni Games is challenging players to reach the end of the game, and when they get to the "YOU WIN" screen, take a screenshot and send it to the website's email address. Winners will receive 3 newly released games for free and a personalized poster.

Therefore, face this challenge with adrenaline, make your Atari 2600 withstand the wind resistance of the Ferrari.

CREDITS

Programmed by: João Pedro F. Olioni
Design: João Pedro F. Olioni
Published by: Olioni Games Inc.

Since he was a child, Mr. Olioni has always wanted to create games. During his adolescence, he tried some small projects but without success, he began his dream with determination in 2023, studying computing at college.

In 2024, Olioni Games Inc was founded. Since then, Mr. Olioni has had many projects and intends to expand his company even further.

END.