

# BUMPER WARS

A CRASH COURSE IN SURVIVAL!

COMBAT  
RACING!



Windows® 98/2000/ME/XP

BUMP OFF

THE ENEMY!

# BUMPER WARS

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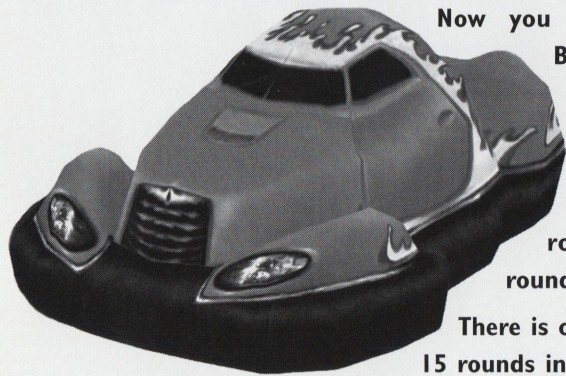
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# BUMPER WARS

## A CEASE-TO-RELOAD COURSE IN SURVIVAL

After an emergency landing on planet Ahht'Zedd, you were taken prisoner by the Zeddites. Before you could say "*what about interplanetary protocol?*" you were tried and convicted of "Unsanctioned Landing" – a capital offense. Your sentence: "Play until dead."



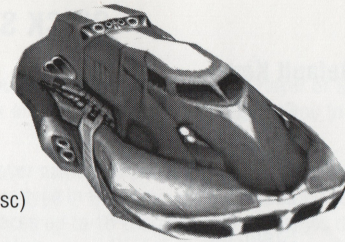
Now you must compete in the Bumper Wars arenas. Like a gladiator of ancient Rome, your sole purpose in life is to entertain the evil Zeddite elite. Lose a round, you die. Win a round, you live to play another.

There is one nano-ray of hope. Win 15 rounds in 15 nerve-frying arenas. Then you must be granted your freedom!

## GETTING STARTED

### System Requirements

- Windows® 98/ME/2000/XP
- Pentium® II 350 MHz or faster
- DirectX® 8.0 or higher (included on disc)
- 64 MB RAM
- 8 MB 3D Graphics Accelerator Card with Open GL or Direct3D drivers
- 4x CD-ROM or better
- Installation requires 250 MB hard disk space
- Multiplayer online requires high speed Internet connections: DSL, cable modem, or T1. (It can also be played on a LAN)
- DirectX® 8.0 compatible sound card



### INSTALLING THE GAME ON WINDOWS

1. Place the **Bumper Wars** CD into the CD ROM drive. If you have Autorun enabled, a screen automatically appears. Follow the on-screen instructions for installation. If Autorun is NOT enabled, go to Step 2.
2. On the Windows® desktop, open My Computer, and open the **Bumper Wars** CD. Double-click on **SETUP.EXE**. Follow the on-screen instructions.
3. Select **Install Now**. Next, select a directory to install the program files or just click OK.
4. After the files have finished copying, **Bumper Wars** will test your video card and determine the best video configuration for playing the game on your machine. You may want to adjust this configuration to improve game quality and performance. (Also see Options under Main Menu.)



## QUICK START

### Default Keys:

Exit Screen

Accelerate

Brakes

Steer left

Steer right

Menu

Previous weapon

Next weapon

Fire

Turbo

View Score

Change Camera

Chat

Esc

Up arrow

Down arrow

Left arrow

Right arrow

ESC

A

Z

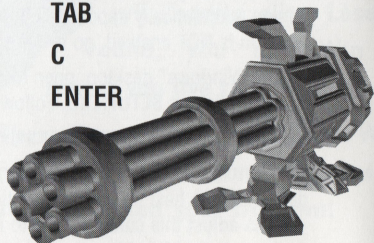
Space

Left CTRL

TAB

C

ENTER



*Bumper Wars supports keyboard and gamepad controllers, but not a mouse.*

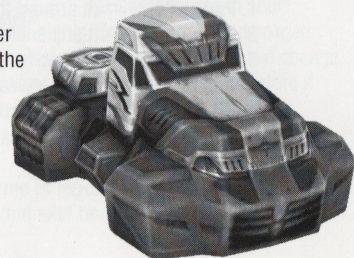
## SIGN-IN MENU

Each time you start **Bumper Wars** you must either enter as a New Player or Select a Player. The player name will display on the arena screen and identify you to your opponents.

You can create dozens of different player names, or change existing names in the Options screen. To create a new player, type in the name, using any combination of letters, numbers, punctuation and spaces up to 16 characters. Short names display best in the arena. On this screen, you can also enter a Host Name for Multiplayer games so other players can recognize your server by name.

## MAIN MENU

- **Single Player** – choose 3 ways to play.
- **Multiplayer Game** – up to 6 players on LAN or high speed internet connections.
- **Options** - Use this menu to change player name and change the configuration of the CONTROLS, SOUND and GRAPHICS. The GRAPHICS menu lets you turn on or off special features such as the arena skybox, melee smoke and shadows. Try turning some of these off if your game does not run smoothly and you are using an older graphics accelerator card.
- **Hall of Fame** - lists the top scores of all Bumper Warriors skilled and lucky enough to complete the final tournament level.





## SINGLE PLAYER (Three ways to play: Tournament, Bot Scrimmage, Skirmish)

### Tournament

- There are 15 Tournament levels, each in a different arena. Win all levels and you win your freedom.
- First choose a difficulty setting. The more difficult, the more points you can earn and the higher final score you can achieve in the Hall of Fame. Your progress is saved automatically - when you return to the game, you can continue where you left off.
- You start the Tournament with a clunker of a car, the old Blitz Buggy that no one else wants to drive. New cars are added to your "garage" as you progress through the levels. Some are faster, some are tougher and you decide which is best for the upcoming Tournament. You can customize your car with different paint styles.
- As cars get damaged, the player name above the car will change color from green to yellow to red before it is destroyed.

### Bot Scrimmage

The **Bots** are the enemy cars. In **Bot Scrimmage** you can play in any arena that you've unlocked in Tournament mode. You can also set your victory goal.

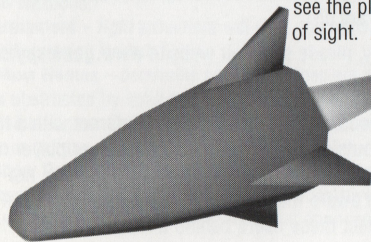
The five victory goals are:

1. **Power Cell** – race around the arena and collect power cells.
2. **Frag**s – bump off any enemy bots - enough to fill your quota.
3. **Points** – you're playing for points here – and you score more points by bumping than by using weapons.
4. **Kill 'em All** – you have to bump off each and every bot – don't leave any stragglers. In this type of game, enemy bots are permanently bumped off and don't respawn.
5. **Kill Bot** – your target is one special bot with a flashing name. You've got to take him down and take him down hard, again and again until all his vehicles are destroyed.

### Skirmish Mode

**Skirmish Mode** lets you play in any of the 15 arenas against the computer, and you can set all of these gameplay features:

- **Mode** – choose from 3 game objectives - Power Cell, Frags or Points. (see **Bot Scrimmage**)
- **Time** – select a time limit of 5 to 100 minutes.
- **Frag**s – set a goal of 5 to 100 Power Cells, Frags or thousands of Points.
- **Bots** – include from 0 to 4 **Bots** (enemy cars) in the game.
- **Difficulty** – adjust the **Bots'** difficulty level. Harder Bots have more weapons and shoot more often.
- **Fight Mode** – you can choose **Normal** fight mode with all weapons available or **Bump-only** mode with no weapons.
- **Armament** – *light, medium* or *heavy*
- **Show Names** – determine how bot names are displayed. **Always** lets you see the names, even if the car is obstructed by solid parts of the arena. **Visible** lets you see the player name only if the car is visible in your line of sight. **Locked** lets you see the player name only if the car is locked in your sights. As each car gets damaged, the player name above the car will change color from green to yellow to red before it is destroyed.





## MULTIPLAYER

Multiplayer is available for up to 6 players. In order to play Multiplayer mode, you must be connected to a LAN or have high-speed Internet access. You will not be able to play **Bumper Wars** on a regular 56k or slower modem connection – the game's too fast!

### • Playing on a LAN

The player with the fastest computer should create the game. That player will be the host server. If you experience problems, restart the game with another player as the host. Remember to close all other programs when playing.

### • Playing over GameSpy

To play over the Internet using **Gamespy**, ensure that **Gamespy Arcade** (included on the game disc) has been installed correctly on your computer system. If you did not install GameSpy when you first installed **Bumper Wars**, please do so now. To install GameSpy, put your **Bumper Wars** CD-ROM in the drive. Next, click on the **Start** button, click **Programs**, click **Bumper Wars** and choose "Install Gamespy." Then follow the instructions on your screen.

Do not change the default installation directory, as GameSpy will have difficulty finding **Bumper Wars** if you do so. For more information about using GameSpy, please refer to the readme.txt file on your **Bumper Wars** disc.

For questions about running GameSpy, please see their website [www.gamespy.com](http://www.gamespy.com).

### • Playing over the Internet

If you want to connect directly to a friend's computer across the Internet with a high speed connection, you must both be outside any firewalls and the server player must have a real and fixed IP address. Contact your Internet Service Provider if you are not sure about your IP address assignment. Be aware that most ISPs do not assign real IP addresses to their users and also protect those users behind a firewall. (Not all firewalls are the same – so what you experience can vary.)

## CREATING A MULTIPLAYER GAME

### • Internet using GameSpy

Launch GameSpy. Look for **Bumper Wars** and click on Create Game. Once you launch the game, you must select a player name. Then go to the Mode menu and set the game rules as described below.

### • LAN or Internet (*not* GameSpy)

Start **Bumper Wars**. Enter a Host name when you sign in as a new player – this will be the name of your Multiplayer game and the name that other players will see when they are ready to join. Choose Multiplayer Game. Choose Create to create your game. Then go to the Mode menu and set the game rules as described below.

#### • Mode – Team Play or Free for All

Choose your game objectives - *Power Cell*, *Frag* or *Points* and *Capture the Power Cell* - a high-stakes cross between Tag and Capture the Flag.

#### • Time – select a time limit of 5 to 100 minutes

#### • Frags – select goal of 5 to 100 Power Cells, Frags or thousands of Points.

#### • Bots – include from 0 to 4 Bots in the game

#### • Difficulty – adjust the Bots' difficulty level. Harder Bots have more weapons and shoot more often.

#### • Fight Mode – choose **Normal** fight mode with all weapons available or **Bump-only** mode with no weapons.

#### • Armament – **light** armament will start you off with a limited cache of weapons, **heavy** armament will start you loaded.

#### • Show Names – determine how bot names are displayed. **Always** see the names, even if the car is obstructed by solid parts of the arena. **Visible** lets you see the player name only if the car is visible in your line of sight. **Locked** lets you see the player name only if the car is locked in your sights.

#### • Show Damage – as each car gets damaged, the player name above the car will change color from green to yellow to red before it is destroyed. Select **Always** or **Never** see damage. **Locked** only shows damage when that opponent is locked within your sights.

After you have configured the game in the Mode menu, select any of the 15 game levels. Finally, select your car. You can select any of the nine vehicles and any of six paint styles for your car.



## JOINING A MULTIPLAYER GAME

### • Internet using GameSpy

Start GameSpy and go to **Bumper Wars**. Look for the room name you want and select Join Game. Once the game is launched, select or create a player name. Select your car and go!

### • LAN or Internet (not GameSpy)

Once the host has configured and started a Multiplayer game, you can join. Start the game. Select or create a player. Go to Multiplayer Menu. Type in IP address in Enter Server IP window. Click Join. (**Bumper Wars** should automatically detect an existing game in progress on a LAN. If not, enter the IP address of the host and press Refresh. Sometimes it takes several seconds to scan the network to locate the existing game.)

### In-Game Chat

Press Enter to open a chat window and type a short message. Press Enter again to send your message to all players in the arena.

### Session Score

If you play several games together in a session, the program will remember each player's score for all arenas and crown an overall champion at the end of the session.

### Tips for Multiplayer games:

1. Let the player with the fastest computer be the server.
2. To level the playing field, after the last player has joined, the server player can press ESC and select QUICK RESTART – this will allow all players to start at the beginning of the game without giving the server player an unfair advantage. But who said arena combat was supposed to be fair?

## IN-GAME MENU

While the game is running, press **ESC** to open the in-game menu. This will also pause the game in **Single Player** mode, but **not** in **Multiplayer**.

From the In-Game menu, you can select:

**RESUME** – to continue in the game and return to the action

**QUICK RESTART** – to start the level over from the beginning – this option is available only to the host player in a Multiplayer game

**LEAVE** – exit the arena

**STOP SERVER** – stop a Multiplayer game and return to the Multiplayer menu – only available to the host player

**OPTIONS** – change sound, music, configuration controls and graphics display options

**HURRY UP!** – resets the game clock to 30 seconds – perfect when you need to finish a game but dinner's already getting cold – only available to Multiplayer host

**RESTART** – to start the level over from the beginning – returns all players to the car selection window. You can select a different vehicle using this option.

**CHANGE MODE** – exits the arena and returns to the Mode Menu – only available to Multiplayer host

**BRIEFING** – review the Tournament mission briefing – available only in Tournament play



## POWER-UPS & WEAPONS

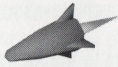
- **Turbo Bump** – Uses energy to give your vehicle the destructive impact of a runaway train. This attack earns the most points for the driver. Crush your opponent into a corner for even more massive damage.
- **Machine Gun** – Rapidly pumps hot lead into opponents' cars, reducing them to smoldering wrecks.
- **Cold Laser** – Uses energy reserves to shoot a chilling beam, damaging opponents and slowing them down. The perfect set-up for a crushing Turbo Bump.
- **Rockets** – These heat-seeking babies don't give up until they hit a target, and when they hit, they have a large area of impact. Aim at two opponents together and you may frag them both!
- **Mines** – Watch where you steer and remember where you placed your own mines – only the Turbo Bump exceeds a mine for sheer destructive power.
- **Repair Wrench** – Cruise your vehicle through the wrench to repair damage to your car.
- **Plasma Shield** – Encase your vehicle in glowing plasma, hardening your defenses against all forms of attack.
- **Energy Pod** – Replenish your energy supply for the Cold Laser and Turbo Bump.
- **Power Cell** – A combination of Plasma Shield and Energy Pod, the power cell restores energy and bolsters your vehicle's defense.



Machine Gun



Cold Laser



Rockets



Mines



Plasma Shield



Energy Pod



Power Cell

### FOR TECHNICAL SUPPORT:

Phone: (303) 739-4020

Fax: (303) 739 4513

On-line: [www.ssinteractive.com](http://www.ssinteractive.com)

Email: [support@ssi.teksupport.com](mailto:support@ssi.teksupport.com)

### MAIL:

Simon & Schuster Interactive  
1230 Avenue of the Americas  
New York, NY 10020



## QUICK START

### Default Keys:

|                 |                    |
|-----------------|--------------------|
| Exit Screen     | <b>Esc</b>         |
| Accelerate      | <b>Up arrow</b>    |
| Brakes          | <b>Down arrow</b>  |
| Steer left      | <b>Left arrow</b>  |
| Steer right     | <b>Right arrow</b> |
| Menu            | <b>ESC</b>         |
| Previous weapon | <b>A</b>           |
| Next weapon     | <b>Z</b>           |
| Fire            | <b>Space</b>       |
| Turbo           | <b>Left CTRL</b>   |
| View Score      | <b>TAB</b>         |
| Change Camera   | <b>C</b>           |
| Chat            | <b>ENTER</b>       |

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