

# DEMOLITION RACER™



EVERYONE



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ESRB

46131-201DMR



INFOGRAMES

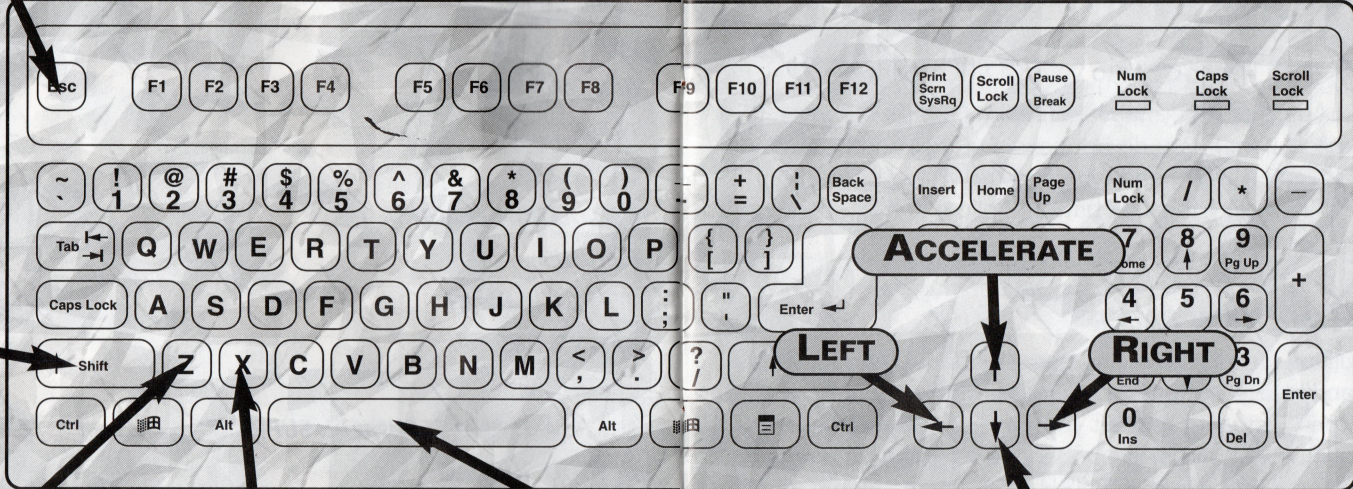
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# FACTORY STANDARD DRIVING CONTROLS

**NOTE:** In the Options menu, under Controller Configuration, you may choose from Keyboard, Joystick, Gamepad or Wheel. The game will auto-detect the drivers for each peripheral, and give you choices accordingly. Cycle through the available controllers with your right and left arrow keys.

**PAUSE**



**LOOK BEHIND**

**HORN**

**CHANGE CAMERA VIEW**

**THE ALL-IMPORTANT HANDBRAKE**

**LEFT**

**ACCELERATE**

**RIGHT**

**BRAKE/REVERSE**

## **POWER UP**

1. Microsoft Windows® 95 or Windows 98 is required.
2. Microsoft DirectX™ 7.0 is required. Demolition Racer will install it if it is not found on your computer.
3. Demolition Racer requires up to 150 megabytes of hard disk space.
4. Insert the Demolition Racer CD into your CD-ROM drive.
5. If you have the Autorun feature enabled, follow the on-screen instructions for installation. If you do not have Autorun enabled, click on **START**, then click on **RUN** and type into the dialog box "**D:\SETUP**" and then click the **OK** button. Follow the on-screen instructions.

## **WELCOME TO DEMOLITION RACER™**

Welcome to Demolition Racer, the racing game without pitstops, without a yellow flag, and totally without mercy to your opponents or you. The other racers won't just want to beat you on laps, they will want to pound your vehicle into bent and broken spare parts. It isn't enough to lap your opponents, you will have to CRUSH them.

## **MAIN MENU**

The Main Menu offers the following options. Use your mouse or arrow keys to select an option and then left-click or press **ENTER**.

- **ENTER NAME**

Type in your name.

- **NAME SELECT**

Select your player name from the list or enter a new one by clicking on "new". Selecting a player name will automatically load your character. All information (league progress, unlocked features, game modes and controller configuration) is loaded too.

- **SINGLE RACE**

Enter your name, using your mouse or arrow keys to maneuver around the screen and left-click or press **ENTER** to choose your letters.

**GAME SELECT:** In the beginning, only a handful of courses are open. If you place first in the different events in Demolition League, you will unlock tracks you can play in Single Player mode.

**DEMOLITION:** Your goal is to complete the race with a working vehicle. On your way around your laps, you can score points by crunching into the other racers. Beware of them doing the same to you!

On the circuit tracks, coming in first isn't everything -- how you place is only a modifier to the points you score bashing your opponents, and the resulting points determine the outcome of the race. It is possible to come in fourth or fifth in the race, but win the race on the points scored by driving aggressively.

**THE CHASE:** Drive defensively! The other racers will try to win by driving quickly and avoiding collisions. Your only goal is the finish line!

**CHICKEN:** Race on a circuit track against other racers who aren't necessarily driving in the same direction as you. Ram the other racers to slow them down, but preserve your car in order to finish your laps.

**LAST MAN STANDING:** In a bowl, smash your opponents, and try not to get smashed yourself. Score points by smashing your opponents and try to survive as long as you can.

**SUICIDE:** A bowl competition with a difference. Do the most damage to yourself in the least amount of time to win. First driver with a dead car wins this competition.

**TRACK SELECT:** Use your mouse or the arrow keys to page through the tracks open to you. Left-click on the ✓ icon to make your selection.

**USS DEMOLITION:** Head into the wild black and blue yonder as you race across the deck of this aircraft carrier and the areas around it.

**REDNECK RACEWAY:** Grab your chicken and start your engine as you get ready to race on this concrete and dirt monstrosity. Don't get caught in a compromising position in the tunnel and watch for dips on the curves.

**FREEWAY DRIVEBY:** My oh my, it looks like someone left an overpass construction site open for the day. Don't let the puddle get you.

**PITBULL SPEEDWAY:** This dirt track is as long and wide as they come around here. Hard core racers will take the big jumps as fast as possible and might end up with a surprise.

**MELTDOWN:** Seemingly innocent of all malice, this drive through a light industrial area can turn deadly in the blink of an eye.

**HUNTERS QUARRY:** An abandoned rock processing plant is the perfect place for a Demolition Race. The uneven surface can be difficult to navigate, but it provides plenty of opportunity to get some air and land on your opponents.

**PARKING LOT PILE UP:** Racing up through and out of a parking structure is like a dream come true. Watch out for parked cars and don't get squeezed against a dumpster.

**CHEMICAL PLANT:** This eerie location is a prime spot for mayhem. Toxic sludge and smoke are produced in equal doses.

**SCRAP HEAP:** It is fitting to race through the vehicular equivalent of a graveyard. Drive well through the tight channels, or you might find yourself resting in pieces.

**GO KART CARNAGE:** The sharp turns on this track were originally designed to provide fun of a different kind, but they are perfect for creating opportunities to smash and be smashed.

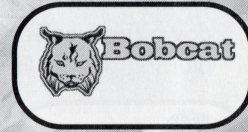
**LYON STADIUM (Bow!):** This arena provides two scoops of fun.

**SAN JOSE STADIUM (Bow!):** Grass and mud; what more could you need in an arena?

**PELTON STADIUM (Bow!):** Catch air off the hill in the middle of this arena at the right time and you might be able to use one of your opponents for traction.

**CAR SELECT:** Use your mouse or arrow keys to page through the cars open to you. Left-click on the ✓ icon to make your selection.

**BOBCAT (EASY):** Small and quick, this little minx makes up what it lacks in strength with agility and handling. Precision and skill are more important when driving this vehicle. Choose your impacts carefully.



**CRUISER (EASY):** "Slow and steady wins the race" is exemplified by this beast. It may not be lightning fast but it can take a great deal of punishment. Grind the opposition into scrap.

**MANTIS (MEDIUM):** As deadly as its namesake, this car is very quick. The handling is a bit tricky so watch those turns. It certainly provides the driver with all the tools to emerge victorious.



**MARAUDER (EASY):** This mid-sized Hun will leave your opponents begging for mercy. Combining toughness, speed, and power, it is an excellent choice for the competitor looking for a little bit of everything.

**PREDATOR (HARD):** Speed kills. Those are the watchwords for this swift hunter. It takes a skilled master but the satisfaction of blazing down the track after your prey with everything blurring past is like nothing else.



**RENEGADE (MEDIUM):** This rebel handles like a dream. Not the fastest vehicle, but avoiding and causing impacts are a breeze in this baby. The twists and turns of a race will be fodder for anyone behind this wheel.



**VANDAL (SPECIAL):** Get ready to steal victory from the enemy. No other vehicle takes a hit better than this steel crusher. Plow through your opponents directly and fearlessly on your way to the win.



**WIDOWMAKER (SPECIAL):** This killer is death on four wheels. The bell will toll for anything in your path when you are guiding this mobile funeral procession around the track.



**PAINTSHOP:** After you've chosen your vehicle, you can customize it in the Paintshop. Left-Click on PAINTSHOP or highlight the button and press ENTER.

**COLOR 1 & 2:** Left-click on one of the COLOR buttons. Use the up and down directional buttons to choose a color. Press ENTER to make your color selection. Repeat the process for Color 2.

**RESET:** Left-click on RESET to reset the colors to their previous settings.

**FINISH:** Left-click to accept your new paintjob. This will take you back to the Car Select screen.

#### • **DEMOLITION LEAGUE**

Choose one of the two league championship paths, Arena League for the bowl demolition games, or start with the Rookie League if you prefer circuit race smash-em-ups.

**CONTINUE OR RACE AGAIN:** If you have placed well enough to advance, go on to the next race. If you haven't scored well enough to advance, you are given the option to try again.

**REPLAY:** Take a look at your last race from the camera's view.

**VIEW RESULTS:** Take a look and see how well you're doing in comparison to your opponents.

**LOAD/SAVE:** Load a saved League game, or save your current

League game, including your score and everything you've won so far.

**QUIT:** Stop playing in the league, and lose all the progress you have made since your last Save.

**ROOKIE LEAGUE:** Choose and customize the look of your "easy" vehicle. Race in four demolition-style circuit races. Your car will be refurbished before each new race. After you've placed at least fifth in all the races, face your new challenges with your winner's rewards.

**SEMI-PRO LEAGUE:** Choose and customize the look of your "medium" vehicle. Race in six demolition-style circuit races. Place at least third in every race to face new challenges and receive better rewards.

**PRO LEAGUE:** Customize the look of your Predator. Race in eight demolition-style circuit races. You must place first in every race in order to advance in the League.

**ENDURANCE LEAGUE:** Choose and customize the look of your vehicle. Race in ten demolition-style circuit races. Make your car choice wisely – you'll be using it over a wide variety of tracks. You must place first in order to advance.

**ARENA LEAGUE:** Choose an unlocked vehicle, personalize your paintjob, and compete in three back-to-back demolition bowl events. Score points by running into your opponents, but try to keep your vehicle running as long as possible. Remember that being fast lets you score. You must place first in order to advance.

**NOTE:** You will only be included on the High Score table if you win a race in Single Race mode.

### • **OPTIONS**

**AUDIO:** Select this option to make alterations to the volume of the sound effects and background music.





**SFX VOLUME:** This sets the sound effects volume.

**MUSIC VOLUME:** Set the volume of the background music.

**CD TRACK:** Choose which background music you want to play.

**GAME SETTINGS:** The sub-menu allows you to set various parameters for gameplay. Left-click to select the option you want to change :

**POWER-UPS:** Toggle this option to play with (or not) the the four power-up crates that appear randomly on your race course.

	Try to keep from rolling through the TNT! It will explode and do damage to your vehicle.
	Hit the target and score some points!
	Do you need a quick fix? Drive through this green box to smooth out some of the wrinkles in your vehicle.
	Run into this blue box, and be invulnerable for a short time. While your damage meter is blue, you won't take any damage.

**CHASE LAPS:** Choose the number of laps for the Chase.

**SPLIT SCREEN:** Toggle between vertical and horizontal split screen when playing a two player race.

**VIEW CREDITS:** See who made this madness possible.

**CONTROLLER CONFIGURATION:** Select alternative control configurations. Use the directional buttons to select and change an option. Controller configurations are automatically saved for each player name.

**HIGH SCORES:** View your standings in each game mode on each track. Your name is automatically saved to the High Scores table whenever you break a standing record.

## ***VISUAL DISPLAYS***

**TIME/POINTS:** The timer in the upper right corner displays your elapsed time in the current race, or the counter in the same place displays your accumulated points.

**LAP COUNTER:** The upper left of the screen lists, in the form of a fraction, the lap you are racing over the total number of laps for your race.

**RACE POSITION:** The numbers on the top middle of the screen show your current place in the pack and the current total number of functioning vehicles in the race.

**SPEEDOMETER/TACHOMETER:** The dial in the lower right hand corner shows current engine RPM. The number on the left in the digital readout is your speed, and the number on the right of the digital readout is the gear you are currently using.

**BRAKES:** The taillights come on as a visual indication that you are braking. The brake is a valuable tool; it will help you win if you learn to use it wisely.

**CAMERA:** You have a choice of several camera positions in and around the car. It is helpful to find an angle that you are comfortable with at the beginning of the race, and sticking with it as you drive. Some practice will tell you what works best for you.

**DAMAGE METER:** On the bottom left of the screen is a graphical representation of your car. Parts of the silhouette will turn yellow and then red as they are damaged. The green bar beside the silhouette will also decrease as your vehicle is damaged. When the green bar is totally depleted, your vehicle is destroyed.

## **RACING TIPS**

### **DAMAGE**

As long as your car is going to get banged up, or even wrecked, you might as well do it yourself. Drive offensively, and score points for the damage you take – but watch your damage meter in the lower left corner. If it goes to red, your car is about to die. You have only one hope: avoid any crashes at all and make it to the finish line. As you can see, your tactics must change if your car gets too damaged. If you totally destroy your car, then you are out of the race and you will be shown as "DNF" or "Did Not Finish" on the Results screen.

### **SCORING**

The scoring system rewards you for: 1) bashing opponents and; 2) placing well in the race. To get a winning score you must do both. You are awarded points for finishing first, second, third, etc. You are also awarded points for damaging opponent cars. These two numbers are multiplied together to yield your final score. All the players are ranked by this final result to determine the winner.

### **COLLISIONS**

The faster you collide, the more points you will get. You can receive points for hitting a car into a wall as well as spinning an opponent's car from the force of the impact. Landing on an opponent's vehicle is a

sure way to take him out of the race with one hit. And it's worth a heck of a lot of points!

### **WINNING**

For the first few laps, stay in the pack and collide as much as possible. Don't drop too far back or else you won't be able to finish near the top of the pack. On the last lap, race for the finish line and try to come in first. If you rack up lots of crash points, you can frequently win overall even though you came in only third or fourth across the finish line. If you come in first, but do not score any crash points, then you'll lose. If you score a lot of crash points but come in last, then you'll lose. You must do well in both areas - scoring crash points and finishing well.

## CREDITS

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1-900-454-HINT: \$.99/minute. If you're under 18, please get a parent's permission before calling.

## **KEYS TO SUCCESS**

Winning any of the League championships “unlocks” cars, events, or tracks that are initially inaccessible.

<b>LEAGUE</b>	<b>EVENT</b>	<b>CAR</b>	<b>TRACK</b>
ROOKIE	Semi Pro League Chase	Renegade Mantis	Lyon Stadium
SEMI PRO	Pro League Chicken	Predator	Pelton Stadium Meltdown Hunters Quarry Scrap Heap
PRO	Endurance League		Redneck Raceway Chemical Plant Go Kart Carnage
ENDURANCE		Vandal	Reverse tracks
ARENA	Suicide	Widowmaker	



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