

# Doomsday Racers

## **Recommended Minimum Specifications:**

Windows 2000/XP (SP4/SP2 Recommended)  
DirectX 8 (or higher)

Pentium 3 – 800MHz (Pentium 4 Recommended)  
128MB of RAM  
105MB of free hard disk space  
DirectX 8 compatible Graphics Card (Hardware TnL compatible)  
DirectX compatible Sound Card

CD-ROM  
Optional Joystick

## **Menu Controls**

Cursor keys - Navigate the menus  
Return - Select option  
Escape - Return to previous menu

## **Game Controls**

Default Keyboard Controls:

Cursor Left/Right - Steer  
A - Accelerate  
Z - Brake  
Left Shift - Handbrake  
Space - Reset car on track

Escape – Pause, back  
Return - Select option, continue

Redefinable Joystick also supported.

## **Introduction**

Doomsday Racer is an aggressive, no-holds-barred race game, with the emphasis on ruthless and aggressive racing. It combines high-speed racing action with daring manoeuvres and devious tactics.

Set in dramatic and treacherous post-apocalyptic environments, the race has only one rule - get to the finishing line alive before anyone else and you are the winner. Smash your opponents from the track, race ahead with the help of strategically placed boost pads, or stick to good old fashioned driving skills - just do whatever it takes to survive Doomsday.

### *Main Menu*

Press the Cursor keys to select one of the items outlined below, and press the Enter button to confirm your selection.

### *Race Options*

Press the Enter button to activate the 'Game Mode' Screen. Press the Esc button to return to the 'Main Menu' Screen.

### *Options*

Press the Cursor keys to select one of the options outlined below. Press the Esc button at any time to cancel the changes.

#### *Music Volume*

Use the Cursor keys to adjust the volume level of the music, or turn it off.

#### Sound Effects Volume

Use the Cursor keys to adjust the volume level of the Sound Effects, or turn it off.

#### Control Setup

Use the Cursor keys to redefine control, press Enter to select the requested control key.

#### Save Changes

Press Enter to save the changes.

## **Game Modes**

Press the Cursor keys to select one of the items outlined below, and press Enter. Press the Esc key to return to the 'Main Menu' Screen.

### *Tournament*

If you want to be the champion you'll have to rip apart the opposition. Each competition is raced over 4 tracks.

For each track the following points are up for grabs:

- 1st = 8 Points
- 2nd = 5 Points
- 3rd = 3 Points
- 4th = 2 Points
- 5th = 1 Point
- 6th = 0 Points

At the end of the competition you will need to be in third place or higher to be rewarded.

There are competitions in three skill categories:

- Neutron
- Gamma
- Galactic

Success will open up access to the more advanced competitions - furthermore, winning events in this mode will unlock extra courses and vehicles for use in 'Quick Race' and 'Time Battle' Modes.

### *Quick Race*

Quick Race is an ideal way for you to get to grips with the levels and learn every devious twist and turn.

Simply select any course that you have opened in Tournament Mode, then choose the number of opponents that you want to challenge.

Quick Race is for practice only but is fiercely contested.

### *Time Battle*

Time Battle is the perfect challenge for those drivers that are in a real rush!

There are no opponents to worry about here - its just you versus the track.

### *Pause Menu*

Press the Esc key to display the 'Pause Menu' Screen, during a race. Select 'Resume' to return to the race, 'Restart Race' to try again or choose 'Quit Race' to return to the 'Main Menu' Screen.

### Acknowledgements

Open Dynamics Engine

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