Warning: To Owners of Projection Televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the cathode ray tube. Avoid repeated or extended use of video games on large-screen projection televisions.

Epilepsy Warning

Please read before using this game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, discontinue use IMMEDIATELY and consult your doctor.

Precautions to Take During Use

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

CONTENTS

CONTROLS

Menu Controls

Mouse control is not supported. All menu navigation is done by assigned controls.

Note: All controls listed are default control settings. To change your control settings see *Controller Set-up* on p. 13.

ACTION	PLAYER 1 CONTROLS	PLAYER 2 CONTROLS
Menu Left	LEFT CURSOR	X
Menu Right	RIGHT CURSOR	C
Menu Up	UP CURSOR	Q
Menu Down	DOWN CURSOR	A
Confirm	RETURN	SPACEBAR
Go Back	ESCAPE	'

Gameplay Controls

These are the basic controls

ACTION	PLAYER 1 CONTROLS	PLAYER 2 CONTROLS
Steering	LEFT/RIGHT CURSOR	X/C
Accelerate	UP CURSOR	Q
Reverse	DOWN CURSOR	A
Brake	RIGHT SHIFT	Z
Use Power Up	RETURN	SPACEBAR
Gear Up	PAGE UP	F
Gear Down	PAGE DOWN	V
Look Behind	RIGHT CTRL	TAB
Change Camera	BACKSPACE	LEFT SHIFT
Pause	ESCAPE	'

INTRODUCTION

The year is 2015, it's a wired world and what that world wants is entertainment in ever more thrilling forms. And that's exactly what the Drome offers, whether you tune in via TV or the Net, or travel to the Drome to experience the spectacle of the greatest racing teams in the world, competing across the most hazardous, most extreme range of race tracks ever assembled. There are flying cameras, giant screens and terraformed landscapes. For spectator and competitor alike, it's a once-in-a-lifetime experience.

Squatting at the junction of six sixteen-lane superhighways, it's impossible to miss the Drome: the Las Vegas of racing, the creation of the mysterious impresario, Dromulus. The roar of the crowds within is only drowned out by the ear-splitting cacophony of the engines.
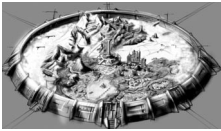
The Drome isn't just a racetrack, or several race tracks. It's a city in its own right. Above it all stands the tower, Dromulus's lair and the nerve centre of the Drome. As the sun moves overhead, the tall, asymmetrical needle casts a moving shadow across the pit areas at its base, like the second hand of a clock or the marching shadow of a sundial, reminding the teams (and the players) that every minute they spend adapting their cars is vital to their success or failure in the coming race.

Here you can test your driving skills against the very best, where racing is not just winning but about surviving.

PLAYING THE GAME

From the Main Menu, select a game you want to play.

MAIN MENU

Quick Race
Arcade
Career
Options
Credits
Exit

↵Select

Use the arrow keys on the keyboard to cycle through the menu choices.

QUICK RACE   Start racing straight away with either a single player or two player game.

ARCADE   Create the race of your choice from the available cars, tracks and race conditions.

CAREER   Take on the racing career of 'Max Axel' – a new driver who has just joined Team Nitro (see *Career* on p. 5)

OPTIONS   Change game settings (see *Options* on p. 12)

CREDITS   View the credits.

EXIT   Quit the game and return to Windows.

Quick Race

The Quick Race option lets you start racing straight away. You can choose between racing with one person or two against the best of the rest. There is no introduction – you go straight to the race with a car and track chosen at random from those unlocked in the **Arcade** game (see *Arcade* on p. 5).

To begin a Quick Race game:

1. Select QUICK RACE from the Main menu.
2. Choose either ONE PLAYER or TWO PLAYERS.
3. Press RETURN.

Arcade

To begin an Arcade game:

1. Select Arcade from the Main Menu and press RETURN.
2. Choose either ONE PLAYER or TWO PLAYER.
3. Select either a SINGLE RACE or a TIME ATTACK.

SINGLE RACE pits you against the 5 other lead drivers in a race to the flag.

TIME ATTACK allows you unlimited laps on your own, to beat the lap record on the track of your choice.

4. Now, select the track you want to race on by pressing the LEFT/RIGHT arrow keys to cycle through the available tracks and then the RETURN button to select.
5. Select the route you want to take, how many laps, what time of day and the type of weather.

   Note: More tracks and routes are unlocked as you progress through Career mode (see *Career* on p. 5)

6. In the Car Select screen, press the LEFT/RIGHT arrow keys to cycle through the available cars and UP/DOWN arrow keys to change its colour.
7. Select the transmission you want to use from either MANUAL or AUTOMATIC.

   Note: Drag cars use MANUAL gears only.

8. Finally, check all your choices on the confirmation screen and press RETURN to begin the race, or press ESC to go back any number of steps and change your selection

Single Race

In the Single Race, Single Player option you race on a single track against 5 other lead drivers. In the two player option you just go head to head with your opponent, no other racers are on the track.

Time Attack

The Time Attack game allows you to set your best time on your selected track.

   Note: There are unlimited laps in Time Attack; to exit the player must select QUIT RACE from the Pause menu.

CAREER

Welcome to your new career as a hotshot racing driver. Your name is Max Axel, and you have recently joined the fledgling Team Nitro. Your task is to take Team Nitro from the start of the Novice Championship, through the Intermediate Championship and all the way to the end of the Expert Championship, to win the Drome Championship.

To play in Career Mode:

When you select Career Mode from the Main Menu, choose NEW CAREER. Choose a slot to save your game in and press RETURN. After the animated film has finished, you'll find yourself in the Team Nitro Pits.

The Pits

The Team Nitro Pit area is where you access all the information you need to win the Championship. You do this by interacting with the characters you find there, namely Shicane, Slot and Rocket.

Each character has their own section of the Pit. Use the LEFT/RIGHT arrow keys to move between them, and press RETURN to talk to a character.

Shicane

Shicane is the Chief Mechanic who looks after all the cars in the Team Nitro Garage and makes sure you're always ready to race. When you select Shicane, you have the options of GARAGE or RACE.

Garage

Change Car

This option lets you select a different car from your underground garage. In the Car Select screen, press the LEFT/RIGHT arrow keys to view the cars available, and UP/DOWN arrow keys to choose a new paint job. You can then chose either Automatic or Manual gears. Press RETURN to confirm your choice and go back to Shicane's menu.

Upgrade Car

Shicane will take you to the list of available car upgrades that can be bought with credits earned during your races. The upgrades available are:

Engine: Increases your top speed and gives you slightly better acceleration.

Turbo: Boosts the car's acceleration and gets slightly more from the engine.

Aerodynamics: Cuts wind resistance, giving you better handling and a slightly higher top speed.

Tyres: Increases traction for better cornering.

Armour: Reduces the amount of damage from collisions and opponents' power ups.

Each car has a different capacity for being upgraded in each area. You can tell how much a car can be upgraded by the number of 'slots' in its statistics. For instance, some cars can accept a lot of Turbo upgrades but are too light for a bigger engine. Others can take a lot of armour but aren't built to have their aerodynamics modified.

Each upgrade that is bought will be transferred to every car that will accept it. Not every car can use every upgrade you buy, in which case they will not be discarded, but stored until you race in a car they can be fitted to. Every car that is raced in will be upgraded to its limit.

Build Car

You can only build a new car once you possess one or more Build Tokens (see *Build Tokens* below). The Garage will build your new car to any specification.

1. To build a car, first choose whether it will be a road car, off-roader or dragster, by pressing the LEFT/RIGHT arrow keys to select the appropriate tyre type.

2. Then select a Chassis type (Light, Medium, Heavy) – different chassis types directly affect the handling of the finished car.

3. Now select a body style to fit your chassis. You will see the statistics for each are slightly different, but you'll soon learn what suits you as a driver!

4. Finally, press the UP/DOWN arrow keys to select from the available car colours.

Credits: Shows the amount of credits in the bank. Credits are gained depending on your final position in each race during each MCR.

Build Tokens: These are awarded at various points throughout the Championship.

Slot

Slot is Team Nitro's Data Analyst who will keep you up-to-date with your progress through the Championship, and lets you save or load your games.

Save & Load Career: You can load any of the saved games from the three save slots or save your current game.

Progress: Here you can monitor your progress through the Championships, the challenges and the cars you've built, by pressing the LEFT/RIGHT arrow keys.

Rocket

Rocket is the mysterious racing guru who hangs around the Team Nitro Pit area. He provides you with useful tips and provides access to Practice Races and Challenges.

Challenges

At various points in the Championship you may be offered a one on one challenge by the other lead drivers. If you take up the challenge you may be able to win extra credits and the all important kudos of showing them who's the best! You don't have to take up the challenge when it's offered, and can return to it at any point between MCRs by visiting Rocket.

Multi Challenge Racing

Within each Championship there are a number of Multi Challenge Races (MCRs), which must be won in order to unlock the next one.

By selecting RACE from Shicane's screen, you can choose which MCR you want to compete in. Each MCR is made up of at least two stages that are located in different areas of the Drome. To win each MCR, you need to come first at the end of the last stage.

• When you first embark on your new career, you will only be offered the Novice Championship and MCR1. But as you progress, you'll be able to race in a variety of different races, in a number of different conditions and locations.

Dragster Race Qualifying

At the start of every MCR, you have the option of trying to improve your start position by entering the Qualifying dragster tournament. If you decide not to enter the Qualifying session, you'll start the first stage of the MCR from the back of the grid in 6th position.

To enter the Qualifying Session:

• Select QUALIFY from Shicane's Race menu and press RETURN.

The Dragster Qualifying session works like a 3-round knock-out tournament. In round one, each of the 6 drivers has a head to head race with one of their rivals, and the slowest 2 drivers overall get knocked out. These will start the MCR in 5th and 6th place respectively. In round 2, the same happens with the remaining 4 drivers to determine the 3rd and 4th places on the grid, and finally round 3 is the race for pole position, with the runner up starting the MCR in 2nd place.

To Race a Dragster:

During the race countdown, rev your engine using the UP arrow key. The key to getting off the start line quickly is to find the right amount of revs. Too many, and you'll sit there spinning your wheels while your opponent blasts down the track. Too few, and you'll crawl off the line instead of tearing down the drag strip.

Once safely away, the revs will quickly rise. When the rev indicator reaches the 'sweet-spot', press PAGEUP to change up a gear. If you let the revs rise beyond this point, you may get a bit more power, but run the risk of blowing your engine.

• When your race is over, select VIEW RACE to watch the other drivers in their head to head races or CONTINUE to the next round.

Stage Racing

The number (minimum of 2) and mix of stages within each MCR are pre-selected for you by Dromulus. He decides the terrain (city, mountain or canyon) and the track type (road or off-road). If you've taken the Dragster Qualifiying session you will start on the grid in the position you earned. Otherwise you'll have to start at the back and race through the pack!

You'll need to finish well in the first stage to ensure a good position for yourself in the rolling start of the next stage!

Your racing screen looks like this:

Race Position — Lap counter
Map
Power up icons
Health gauge — Speed — Revs

Power Ups

Within each race (except drag racing and Time Trial) there are various power ups to collect:

Repulsor The car's wheels fold in under itself, jets emerge from them and blast the car along the track. Repulsor is most effective when used on a straight part of the track.

Hatchet Fires a 'dumb' missile, which looks like a spinning disk. It travels in a straight line causing light damage to any opponent car it hits

Mine This is dropped on the road behind the car. When a car drives over the mine it suffers serious damage. Watch out you don't drive over one by mistake!

RC Missile Once fired this missile will inflict serious damage to the targeted car!

Flare Fired into the sky, the flare will blind all other competitors for a few seconds.

Disruptor Field This power up surrounds your car with a powerful force field that destroys anything in its path.

EMP Drone Once fired, the EMP electrifies the target car disabling the electrical systems and prevents them releasing a power up.

Energy Pod Collect these to repair your car when it is damaged (see *Damage* on p. 11).

Speeders

On the road and on off-road race tracks you will notice green double arrows on the track surface.

When you drive over these you get a speed-kick, giving much greater acceleration.

Damage

When a player's car is damaged during a race, the damage is displayed on the Health Gauge.

After a few collisions or hits from opponents' power ups, smoke will appear from the car. Use this warning to start aiming for the green health orbs floating on the track. If you continue to take damage, bits will be knocked off your car and its performance will suffer. You'll really struggle to keep up with the leaders with a severely damaged car.

Pause Menu

To pause during a race and bring up the Pause menu, press ESCAPE.

RESUME RACE   Return to the action.
RESTART RACE   Restart the race from the beginning.
OPTIONS   Change the volume of the music and the car sound effects.
QUIT   Quit the race.

Note: These options vary depending on the game mode — e.g. In Career mode you have the option to RETRY STAGE, whilst Arcade mode has RESTART RACE.

Race Result Screen

When you cross the finish line, the race result screen is displayed.

	TAG	02:23:72
	PLAYER ONE	02:23:85
	EXCETA	02:23:89
	RANSAK	02:24:47
	KATSU	02:25:97
	SEVER	02:26:49
	Continue	

Along with the race results, the following options are available:

CINEMATICS — Watch the drivers in action from various trackside cameras

Note: This is not a replay of your race.

CONTINUE — Takes you back to the pits to prepare for the next stage.

CHANGE TRACK — This lets you select a new race venue.

Note: In Career mode CHANGE TRACK is replaced by QUIT MCR, which takes you back to the pits ready to start a new MCR.

RESTART RACE — Restart the race you have just completed.

Note: In Career mode RESTART RACE is replaced with RETRY STAGE during an MCR.

EXIT — Leave the race altogether, returning to the Main Menu. Only appears in Arcade mode.

OPTIONS

From the Options menu you can adjust many of the game settings as follows:

Restore Defaults
Game Set-up
Language Select
Sound Set-up
Control Set-up
Graphics Set-up

Restore Defaults

This option restores all the options to the game's original settings.

Game Set-Up

Catch-up   On
Speedometer   Mph

Catch-up

Leave this on to allow the game to help keep the racing close. Turn it off to disable any artificial assistance.

Speedometer

Use this option to select either KPH (Kilometres Per Hour) or MPH (Mile Per Hour).

Sound Set-up

Change the volume levels for Music and Sound Effects.

Use the UP/DOWN arrow keys to highlight an option and then the LEFT/RIGHT arrow keys to adjust the volume slider

SFX Volume
Music Volume
Sound Quality   High
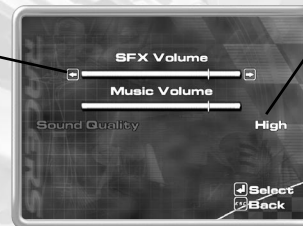
Change the sound quality between LOW, MED and HIGH using the LEFT/RIGHT arrow keys.
*The default is **HIGH***

• Press RETURN to accept changes and return to the Options menu

Controller Set-up

Here you can choose to remap in-game controls to other keys on the keyboard, or configure another input of your choice, e.g. steering wheel/joystick. You can set the game up for either a single player or for two players, with each player having individual, different settings. This means that both players can either use the same keyboard – with each using different sets of keys – or one player can use the keyboard and the other player an external-connected device

• Simply select the Control you wish to remap, press RETURN, then press another key or move your controller to the function you wish to re-map and press RETURN again.

• You can reset all keys to their original state at any time by choosing RESTORE DEFAULTS.

Graphics Set-up

Although *Drome Racers* should select the best possible graphics options for your PC automatically, you may wish to change these settings to improve the overall look or game speed (framerate).

Master Graphics (MINIMUM/LOW/MEDIUM/HIGH/MAXIMUM)

Chooses the quality of the in-game graphical display – the higher the setting, the lower the framerate. If you find you aren't getting the framerate you need, you will need to try dropping the screen resolution.

Screen Resolution

Changes the overall sharpness of the screen. Higher resolutions look better, but may slow down the game and your monitor may not support really high resolutions. If you want a really high resolution but aren't getting the framerate you need, try reducing the Master Graphics setting.

Advanced Settings

The Master Graphics slider adjusts these settings for you but you can also adjust them yourself.

Detail Level (MINIMUM/LOW/MEDIUM/HIGH/MAXIMUM)

Increasing the detail level increases the number of polygons displayed (increased detail on car, tracks, environments etc) but consequently may lower the framerate. Lowering it drops the number of polygons but may improve the framerate.

Texture Quality (MINIMUM/LOW/MEDIUM/HIGH/MAXIMUM)

Increasing the texture quality improves the look of any surfaces in the game, particularly when up close. Higher Texture Quality takes up more video memory, so may slow things down.

Shadow Detail (MINIMUM/LOW/MEDIUM/HIGH/MAXIMUM)

Improves the detail and sharpness of the shadows cast by the cars and weapons. Increasing it may reduce the framerate.

Anti-Aliasing Quality (MINIMUM/LOW/MEDIUM/HIGH/MAXIMUM)

Anti-Aliasing makes lines and edges look smoother – when it's turned off you may notice jagged edges on objects. Increasing the quality may lower the framerate.

Hardware T&L (ON/OFF)

Hardware transform and lighting should always be used when your card supports it (contact your card manufacturer to find out) since it will always produce an improvement in graphical speed and quality. However, if you have problems with the game crashing, turning it off may help.

Vertical Sync (ON/OFF)

PC monitors have a variety of capabilities and the graphics card matches those capabilities. One of these is the Vertical Sync rate. It can range from 60Hz to more than 100Hz and is dependent on the hardware that you have. If your hardware is capable of giving information about the Vertical Sync rate and this option is switched on, then the game will lock Vertical Sync rate and you will get a better display, similar to Anti-Aliasing. The game can run faster if the Vertical Sync rate is turned off but you may get graphical glitches (mainly a tearing effect of the image).

Triple Buffer (ON/OFF)

Triple buffering improves the speed and quality of the graphics, but requires a lot of video memory to do so. You may wish to switch this off if your graphics card has very little memory.

Tri-linear Mip-Mapping (ON/OFF)

Mip Mapping improves the way in which objects in the game change as they approach you. Without Mip Mapping you may notice visible jumps and distortions. However switching this option on may reduce your framerate. Tri-linear Mip Mapping is not as good as Anisotropic Mip Mapping but has a lesser effect on the game's speed.

Anisotropic Mip-Mapping (ON/OFF)

Anisotropic Mip Mapping is better than Tri-Linear Mip Mapping, but has a greater impact on the game's speed.

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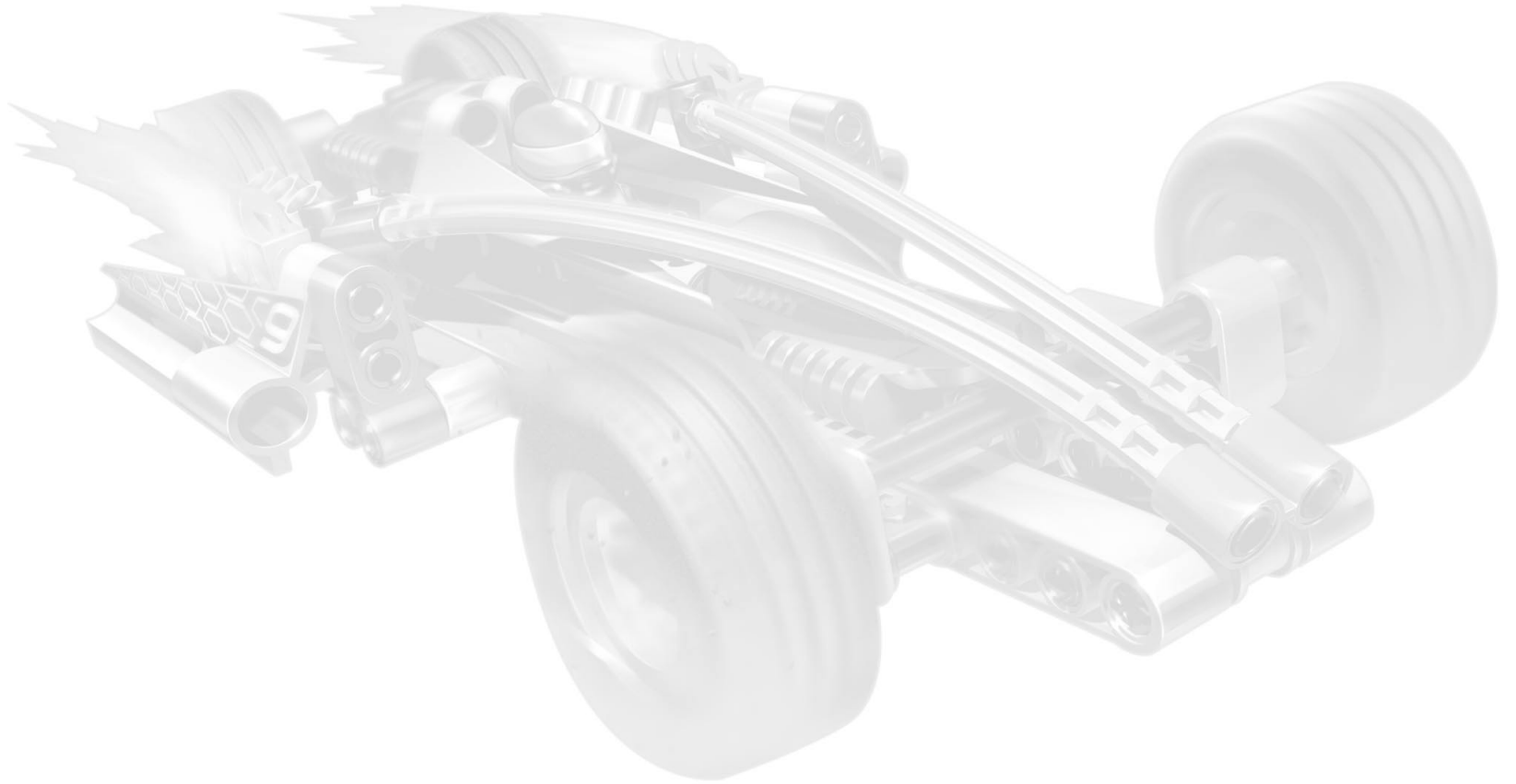**Global Marketing Manager**: Helen Nicholas
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LEGO RACERS

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MOTOR

8472

8461

8473

PULLBACK MOTOR

DROME

8475

RC RADIO CONTROL

WILLIAMS F1 TEAM RACER