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INTRODUCTION

Welcome to Hot Wheels™ Bash Arena™.

The aim of Hot Wheels™ Bash Arena™ is to complete six Arenas and become the Bash Arena™ Champion. To complete an arena you must defeat all of the enemy cars in the arena by ramming them or luring them into traps.

Along the way you can collect and upgrade up to 20 different authentic Hot Wheels® cars.

CONTROLS

Default Keyboard Controls:

Forward	Up Arrow
Backward	Down Arrow
Left	Left Arrow
Right	Right Arrow
Powerup	Space Bar
Turbo	X
In Game Menu/Quit	Q or the Esc key

Default Mouse Controls:

Left and Right	Move Mouse in the intended direction
Forward	Left Mouse Button
Backward	Right Mouse Button
Powerup	Space Bar
Turbo	X
In Game Menu/Quit	Q or the Esc key

All of the above may be customized to your preferences in the Options menu.

Note: Default Gamepad and Joystick controls can be viewed in the Options menu once the controller is installed.

SYSTEM REQUIREMENTS

Minimum Specifications
Windows® 95, Windows® 98, Windows® ME, Windows® XP
Pentium® II 233 MHz processor or higher
64 MB of RAM or higher
250 MB of Hard Disk space
8x CD-ROM drive or higher
16-Bit 640x480 DirectX® 8.0a compatible w/ 4MB Graphics Card
A DirectX® compatible 16-Bit Sound Card
Mouse

Recommended Specifications
Windows® 95, Windows® 98, Windows® ME, Windows® XP
Pentium® III 600 MHz processor or higher
128 MB RAM or higher
500 MB of Hard Disk space
16-Bit 640x480 DirectX® 8.0a compatible w/ 4MB Graphics Card
A DirectX® compatible 16-Bit Sound Card
Mouse

Multiplayer Requirements
LAN, Broadband or 56 Kb Modem connection

Note: virtual memory should not be disabled when running Hot Wheels™ Bash Arena™.

POWERED BY gamespy

GETTING STARTED

Installing Hot Wheels™ Bash Arena™

Insert the Hot Wheels™ Bash Arena™ CD into the CD drive. If your computer is Auto Play capable, the installer will appear on the screen automatically. If your machine is not AutoPlay capable, click on My Computer, double-click on the CD Drive, then double click on the Autorun.exe file.

Once the installer has started, click on the Install button then follow the on-screen instructions to install the game. Once the game is installed you will be given the option of adding a shortcut to your desktop.

Installing DirectX® 8.0a

When the game is installed you will be given the option of installing DirectX® 8.0a. You do not need to install DirectX® 8.0a if you have a version of DirectX® 8.0a or higher on your system. Click the button to start the process. If you have a version of DirectX® 8.0a or higher installed you do not need to install it again. If you do not install it and you find later that you need DirectX® 8.0a, insert the CD again and select Install DirectX® 8.0a from the menu.

Creating a Profile

When you start the game you will be asked to enter your name. The game will create a personal profile that keeps track of all of your scores, best times and other records, and the type of controller you prefer (e.g. keyboard, mouse, joystick).

You can choose to play the game in two ways:
Rookie: The game is a bit easier, and all the cars move more slowly.
Expert: The game is harder, and all the cars move faster. Recommended for more experienced players.

If you have played before, you can select your profile from the list instead. You can have as many profiles as you like, but each one must have its own unique name. To select a profile, click on the profile name.

To start a game select from the following choices.
Play: Click on a profile from the list then click Play to start the game.
New: Create a new profile to start the game again from the beginning, or let someone else play on the computer.
Delete: Get rid of an old profile. Be careful. Once you have deleted a profile you can't get it back!
Rename: Change the name of your currently selected profile.
Quit: Exit the game.

If your profile has the best time or most points for an Arena out of all of the profiles, then the screen will show an icon of the level, the points or the time associated with the record. If your current profile has the highest points total then a large double flag icon is shown on the right hand side.

THE TOURNAMENT MENU

Once you have created a profile, you are taken to the Tournament Menu.

Screen Selection Buttons
Along the left side of the screen are the screen selection buttons. Click on these buttons to access the following options:
Tournament: Play a normal tournament.
Multiplayer: Create or join a multiplayer game over a LAN or the Internet.
Records: Look at your records for each mission and each car.
Options: Configure controller, change video and sound options.
Quit: Leave the game.

Play Details
At the bottom of the Tournament Menu is a panel that shows the currently selected arena, the currently selected car, and the Play button. Click Play to enter the selected arena using the selected car.

Selection Screens
Along the top are more buttons. Click on a button to view the game options for that screen. In the Tournament Menu there are three screens:
Arena: Select the arena that you want to play in.
Vehicle: Change the vehicle to use in the game.
Workshop: Spend points to upgrade your cars.
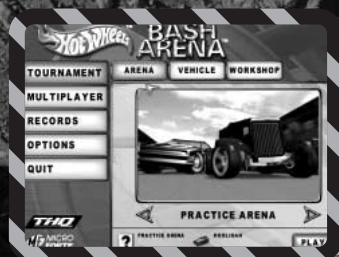
The Arena Screen
Use this screen to change the arena you want to play in. The game has six Arenas and five Secret Arenas.

At the start of the game you can select either the Practice arena or Junkyard. When you finish Junkyard you will unlock the next Bash Arena™. If you can find the key hidden inside a Bash Arena™ you unlock a Secret Arena that lets you smash things and get extra points.

The Vehicle Screen
Use this screen to select the car you want to use in the game. There are 20 Hot Wheels® cars in the game, but at the start you can only chose between two of them, the Hooligan™ and the Muscle Tone™.

Use the arrows to cycle through the vehicles. If you have unlocked a vehicle it is shown in color. If you have not unlocked it, the vehicle is grayed out and the word "locked" appears.
Note: The currently selected car changes in the lower panel.

You can see the stats for your current car in the middle of the screen. Each stat has between one star and five stars to show how good the car is in that aspect of the game.

Ordinary ☆ Good ☆☆☆ Amazing ☆☆☆☆☆
Fair ☆☆ Excellent ☆☆☆☆

Speed: How fast the car can go.
Acceleration: How quickly the car gets up to full speed.
Defense: How much damage the car can take before it is destroyed.
Attack: How much damage the car does when it rams an enemy.
Handling: How quickly the car can turn and how well it drives on slippery surfaces like oil or sand.

Each car has a Special Power which is listed adjacent to the stats (see Special Powers section on page 22). You can improve a car's stats by spending points in the workshop (see below).

The Workshop Screen
Use this screen to upgrade the currently selected car. You upgrade a car by spending the points you earn playing the game.

The total number of points you have left to spend is shown on the bottom of the screen. The cost of upgrading each of the stats is shown on the right. To spend the points and upgrade a stat, just click on the button on the right. If you cannot afford to upgrade the stat then the button will be grayed out.

You can upgrade each stat by up to 2 stars, but no stat can go higher than 5 stars. If a stat cannot be upgraded any more, the upgrade button will not appear on the screen.
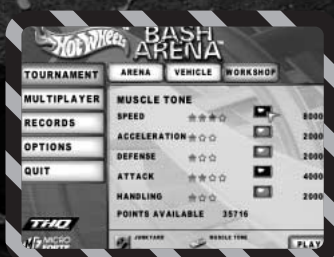
THE MULTIPLAYER SCREEN

You can play Hot Wheels™ Bash Arena™ with other players over a LAN or over the Internet. To enter the Multiplayer area, click on the Multiplayer button. This brings up the Multiplayer Screen.

There are two choices to select by clicking on the appropriate button.
Join: Join a game being hosted on someone else's computer.
Create: Start a multiplayer game that other players can join.

Types of Multiplayer Games
There are four types of Multiplayer games available in Hot Wheels™ Bash Arena™.
Points Race: You are racing against the other players to get the most points. You can play with a time limit or to see who is the first player to get to a certain number of points.
Bash Match: The aim is to defeat the other players' cars. The game ends when the game time runs out, or when one player gets a certain amount of points.
Hot Potato: The aim is to get the most points. The maps have a Bomb Powerup in them. Collect this Powerup, ram an enemy to give them the bomb then drive away so they cannot give it back. When the Bomb explodes, it will destroy the car that is carrying it.
Fox and Hounds: The aim is the get the most points. At the start of the match, one player is randomly selected as the Fox (indicated by a white flashing car). All other players are Hounds. Only the player who is the Fox can score points. If the Fox is destroyed, the nearest Hound will become the new Fox. The Fox will have reduced speed and acceleration stats, to 1 star.

Creating a Multiplayer Game

Click the Create button to go to the Create Multiplayer Screen. Type in a name for your game then click the Create button in the bottom-right to start the game. You will be taken to the Game Lobby Screen where you can select the game to be played and can change various settings:

Arena: Chose the map where the game should take place.

Game Type: Choose the type of game you want to play. There are four types of games described above.

Play To: Select the number of points, time limit or number of lives for the game.

Difficulty: Chose rookie or expert mode. The cars will be slower in rookie mode and faster in expert mode.

Class: Vehicles may be selected by class, to allow for a more equal gameplay experience.

Open Class: All 20 vehicles are selectable.

Class A: Choose from Cabbin Fever™, Krazy 8s™, Vulture™, Phantastique™, and XS-IVE™.

Class B: Choose a Hot Wheels® car from Hammered Coupe™, Sooo Fast™, Screamin' Hauler™, Evil Twin™, School Bus, Ambulance, Mega-Duty™, and Super Tuned™.

Class C: You can use the Shredster™, Surfin' School Bus, MuscleTone™, Hooligan™, Monoposto™, Track T™, and Maelstrom™.

Note: If you did not create the game then you cannot change these settings.

Leave: Leave the lobby. If you are the player creating the game, the game will be cancelled for all the players.

Start: Start the game. The game cannot begin until all players have clicked on READY, or have left the lobby.

Joining a Multiplayer Game

Joining a LAN Game

All you need to do is to click on the name of the LAN game you want to join then click the Join button. It sometimes takes a few seconds or so for a LAN game to appear in the list after it was created.

Joining a Game on the Internet

You need to know the IP address of the game that you wish to join. Type the IP into the small text window at the bottom of the screen and then click Join. The game will automatically check and display the current system IP address(es).

How to Play Hot Wheels™ Bash Arena™ in GameSpy Arcade

You can play Hot Wheels™ Bash Arena™ online through GameSpy Arcade, which comes conveniently bundled with the game. Children should obtain their parents' permission first! If you haven't done so already, insert your Hot Wheels™ Bash Arena™ CD and install Arcade now. Then, to play Hot Wheels™ Bash Arena™ online, just follow these simple instructions:

1. Launch GameSpy Arcade and Go to the Hot Wheels™ Bash Arena™ Room: Click on the GameSpy Arcade link in your Start Menu. When the software starts, you'll see a list of games and more along the left-hand side. There's plenty to do, but there's time for that later: Click on the Hot Wheels™ Bash Arena™ button on the left to enter the Hot Wheels™ Bash Arena™ room.

2. Find or Start a Hot Wheels™ Bash Arena™ Server: Once you're in the Hot Wheels™ Bash Arena™ room you can meet or greet other players, find servers or create your own server. The top half of the application will list all of the available servers, including the number of people playing and your connection speed (measured by a "ping" rating - the lower your ping, the better). If you don't like any servers, click on the Create Room button to start your own server and wait for people to sign up. A clever server name, such as "Hot Wheels™ Bash Arena™ Points Race" usually attracts people. Otherwise, double-click on a server of your choice to join in.

3. Joining and Starting a game: Once you double-click on a server or start your own, you'll be in a staging room, in which you can trash talk with your fellow players and prepare for combat. When you're ready to play, click the Ready button at the top of the screen. When everyone in the room has signaled their readiness, the host can then launch the game. Arcade will fire up Hot Wheels™ Bash Arena™ and the fun will begin!

Problems?

If you have problems using Arcade, whether installing the program, registering it, or using it in conjunction with Hot Wheels™ Bash Arena™, consult the help

pages, located at http://www.gamespyarcade.com/help/ or e-mail us by using the form located at http://www.gamespyarcade.com/support/contact.shtml.

The Game Lobby Options
Once you create or join a multiplayer game you are taken to the Lobby Screen.

You can chat with the other players while you wait for the game to start by clicking on the small chat text window and pressing Enter to send the message. The messages will come up in the larger window above. If you are joining a game you can leave or press Ready to indicate that you are ready to play.

To select a vehicle to use in the game, click on the Vehicle button (see the next section for details).

All of the players that have joined the game will be listed. If they have a check mark next to their name they are ready to play. To start the game, the person who created the game must press Start.

Selecting Vehicles in Multiplayer
Note: the cars in multiplayer do not have any upgrades and they do not have any Special Powers.

You select your car for multiplayer using a screen similar to the single player vehicle select screen. At the bottom of the screen are nine color patches. Click on the patch to change the color of your car.
Click on the Lobby button to return to the lobby.

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THE RECORDS SCREEN

To look at the hall of records for your current profile, click on the Records button. You will be taken to the main Records Screen.

Overall Records Screen
This screen lists:
• The total number of points that you have earned in the tournament so far.
• The total number of points you have left to upgrade your cars.
• The total number of enemy cars you have destroyed.
• Silver and Gold Cups obtained

Arena Records Screen
This screen shows you the records for each arena. It shows you:
• The name of the Arena.
• The highest number of points earned in this arena.
• The total number of cars destroyed in this arena.
• The number of times that you have completed this arena (defeated all the enemy cars).
• The best time you have achieved for collecting all the letters or cups.
• The car that you used to get the best time in this arena.

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Vehicle Records Screen

This screen lets you know all the things that you have achieved with each of your cars. It tells you:

• The name of the car.
• The number of enemy cars you have defeated with this car.
• The number of points you have earned with this car.
• The number of times you have played using this car.
• The levels that you have completed with this car.

Last Game Records Screen

This screen repeats the information that came up on the Results Screen the last time you played an arena. It tells you:

• The name of the arena you completed most recently.
• The name of the car you used to complete the level.
• The number of points you earned in the arena.
• The time it took to collect the letter or cups (only if you collected them).
• The number of enemy cars destroyed.
• Cup Obtained (Silver and Gold)

THE OPTIONS SCREEN

This screen lets you change various options that affect how the game plays.

Controls

Change the controls used to play the game. Click on the small button to bring up a list of possible controllers that were attached to the computer when you started the game. For each controller, you can configure which keys or buttons steer your car, activate turbo, and activate your car's Special Power and Power-Ups. The Reset button returns the controls to their default states.

Video Options

There are three options here that affect how the game looks and how fast it will run. You can change these options if the game is running too slowly on your computer.

Smooth Background: This makes the arenas look smoother and crisper but makes the game run more slowly.

Smooth Objects: Makes the cars, Powerups, and other objects in the game look smoother and crisper but makes the game run more slowly.

Small Screen: Shrinks the amount of the game world that is shown on your screen while you are playing the game. This makes the game run faster and is recommended if you are using a minimum specification machine.

Sound Options

This screen lets you change the options associated with the sound in the game.

Provider: Determine which drivers your computer is using to create the game sound. This option should only be changed if you have a good knowledge of your computer's hardware. If you are having problems, try switching to Miles Fast 2D Positional Audio.

Master Volume: Adjust how loud all of the sounds are played in the game.
Effect Volume: Alter the volume of the sound effects (e.g. car sounds) in the game.
Music Volume: Change the music volume in the game.
Voice Volume: Adjust the volume of the commentator's voice in the game.
Play Random MP3s: Plays .mp3 files that the user has placed in the custom folder. The default location would be: C:\Program Files\THQ\HotWheels Bash Arena\core\music\custom. Users should only use authorized .mp3 formatted music files.

Credits

View the credits for the game.

QUITTING THE GAME

Getting Out of the Current Game

If you want to quit in the middle of a game, press the Esc key. The game will pause and you have three choices:
Return: Return to the current game.
Options: Go to the Options Screen to change some of the settings. Pressing the Close button in the Options Screen will take you back to the game.
Quit: The current game is ended and you are taken back to the Tournament Screen.

Exiting to Windows®

To exit Hot Wheels™ Bash Arena™ completely, click on the Quit button. You will be given two choices:
Profile: Return to the Profile Screen where you can create, rename, delete and select a new profile to play.
Exit: Quit the game and return to your Windows® desktop.

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PLAYING THE GAME

The Arenas

There are six Arenas in the game, and five Secret Arenas. The Arenas are the place where you unlock new cars and prove yourself a Champion. They are:

Practice Arena: A small arena where you can practice your skills and unlock a couple of extra cars.

Junkyard: A junkyard converted into a Bash Arena™, it is the first full Arena you will play in, and the first step to becoming a Champion.

Fright Deck: An aircraft carrier and dock to explore and master. Watch out for the crazy forklifts!

Shark Island: A tropical island with its own volcano.

Mars Base: Get ready for an arena that's out of this world!

Stadium: The final arena, and the chance to prove yourself in front of the TV cameras as well. Will you be good enough to become the Bash Arena™ Champion?

The Playing Screen

The image to the right shows the game in action. It shows:

1 Your Car - This is your car.

2 Special Power - In the top-left corner is your car's Special Power.

3 Power Up - Towards the top you can see a Powerup object. You collect these to add Special Powers to your car in the game.

4 Gold Cup - Towards the right of the screen is a silver or gold cup.
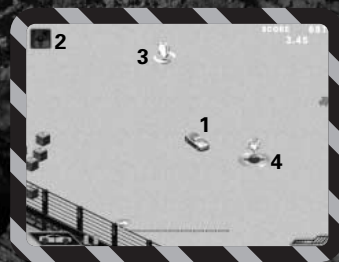
Note: Defeating an enemy car with a trap will get you more points than ramming them.

Score - In the top-right corner is your score. This is the number of points you have earned so far in this attempt at the Arena. You might also have some points saved up from previous efforts.

Timer - Below the score is a timer. This shows how much time you have left to collect all remaining letters or cups.

Damage Indicator - In the bottom-left corner is the damage indicator. Your car can incur damage separately to the front end and to the rear end. If the indicator goes yellow or red it means that your car is taking extensive damage.

Lives - Next to the Damage Indicator are small green icons, one for each life that you have left.

Turbo Bar - In the bottom right is the turbo bar. This shows how much power you have left in your turbo.

Nearest Car - The red arrow points towards the nearest car that is off the screen. This is a great tool for finding cars that are hidden in a large Arena.

Nearest Letter or Cup - The yellow arrow points towards the nearest letter or cup that is off the screen.

Battling Other Cars

Using your Car

You can defeat the other cars in a variety of ways.

Ram them: The most basic way of defeating the enemy is to ram them until they explode. This can also damage your car, so be careful not to destroy yourself at the same time. You will do more damage if you hit them from the side or the rear.

Jump on them: If you can jump on top of an enemy car you will do lots of damage. If you land near another car you will stall them. When they are stalled they cannot move until they restart their engines, giving you a bit of time to line them up for a good ram in the side.

Lure them into traps and hazards: There are various dangerous objects scattered around the arena that you can use to defeat the other cars.

Using Traps
There are two types of traps in the game.

Switch Traps: Drive onto the switch to activate the switch trap. These are most effective against enemy cars that are racing around an area and not so effective against cars that are attacking you.

Automatic Traps: These traps only attack enemy cars, although they will damage your car if you are too close when they attack the enemy. You do not need to use a switch for these traps - just lure the enemy cars into danger! For example, there is a crusher trap that will automatically try to crush any enemy cars that drive into it. It will not attack your car but can crush you by accident if you are inside it at the same time as an enemy.

Using Hazards
There are also other hazards in the game that you can try to avoid or use to defeat the enemy cars.

Exploding Barrels: These barrels explode for a moderate amount of damage when hit, leaving the car in flames. Hit too many at the same time and even a tough car can be destroyed.

Acid: This evil green liquid will hurt any car it touches. Avoid acid unless you have the Acid Resist Powerup.

Flamers: These areas have jets of flame that appear and disappear. Drive through when the flame is off or you will catch fire.

Vents: These jets of steam and smoke will damage any car that drives into them, and will lift the car into the air. This can be useful for stunning the other cars when you land again.

Death Traps: The game includes a variety of death traps that will destroy any car that falls into one. Some examples are pools of lava and giant rock-crushing devices.

Water Hazards: Falling into water also destroys a car immediately. Be careful around these dangerous hazards!

Surviving in the Arena
The Arenas are tough places to drive through. Your car is going to get damaged sometimes. You can see how damaged you are by looking at the damage indicator in the bottom-left of your screen. Your car will start to smoke when it gets heavily damaged, which is another sign that you need to repair your car.

To repair your car, drive over a "repair kit" Powerup. This will repair all the damage to your car. It is a good idea to use these Powerups when you are heavily damaged.

There are other Powerups that can help you survive. When you collect them they will be stored in your car until you need them, then they will activate themselves:

Extinguisher: The Extinguisher puts out the flames if your car is on fire. It will activate as soon as you are exposed to fire, and will protect you from fire for a few seconds. This is a good way of avoiding those nasty fire traps!

Stall Stopper: This Powerup activates itself if your car is about to stall. This will happen if your car is heavily damaged and you are rammed from the front.

Acid Resist: These special tires allow you to drive over acid safely. You can use them to lure other cars into the acid.

Losing a Life
You start each Arena with three lives. Each time your car is destroyed you lose one life and are taken back to the place where you started the Arena. You can pick up extra lives by finding Extra Life Powerups. When you run out of lives, you are defeated but you will keep any points that you earned in the arena.

Your Car is on Fire!

If you have the Extinguisher Powerup then it will automatically activate and put out the flames, and make you invulnerable to fire for a little while. If you don't have the extinguisher Powerup, then you will need to drive into a sprinkler or a puddle of water.

Special Powers

Every car has a Special Power. These Special Powers are activated by pressing the Special Power Button (normally the space bar). When you use a Special Power, it won't be available again for a period of time, ranging from 10 seconds to 30 seconds, so you should use it carefully.

Warp: Teleport back to the start of the Arena. This is great for getting out of a sticky situation!

Oil Slick: You leave behind a puddle of oil that will cause enemy cars to slip and crash.

Glue Slick: You leave a puddle of glue that stops the enemy in their tracks. Great for getting an enemy off your tail!

Fast 180: Your car immediately turns around and starts traveling in the opposite direction.

Shockwave: Shockwave causes the cars around you to stall! Great for escaping or getting those enemy cars right where you want them.

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Smash: When you use this Special Power, your car will move towards the nearest enemy car at great speed, causing a heavy impact. Great for getting an enemy that is just out of reach.

Magnet: Other cars are attracted to you when using the Magnet. Great if you want to ram them and they are trying to escape!

Repulsion: All the cars nearby go flying away from you. Great for pushing enemies into traps and other hazards.

Powerups

You can make your car even more dangerous by collecting Powerups. These objects give your car a Special Power for a short period of time

Invisibility: Your car is very hard to see. Enemy cars will ignore you until you attack them. Your car vanishes and all you can see is its shadow.

Bumper: When an enemy collides with you, it bounces off very fast. Your car turns green when you have this Powerup.

Armor: Your car is impervious to damage for a short period of time. Your car turns blue while you have this Powerup.

Super Tires: Your car drives on oil and other slippery surfaces as if it is driving on the road. Your car stays its normal color but you can drive without skidding on oil.

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Fire Starter: When you ram another car, it catches on fire. Your car turns orange while you have this Powerup.

Double Damage: Your car does double the normal amount of damage while this Powerup is in effect. Your car turns red while you have this Powerup.

Bomb: When you get this tricky Powerup, you have 10 seconds to hit another car. If you don't, your car will explode. If you do, the other car will have the bomb and will explode when its fuse runs out. Your car turns black when you have the bomb. Your car turns black when you have this power up.

Note: You do not need to activate a Powerup. It activates itself as soon as you drive over it. You can see when your car is powered up because it changes color.

Racing for Glory

You can finish Hot Wheels™ Bash Arena™ by smashing up all the enemy cars, but you can win greater fame and have more fun by racing against the clock to get all of the letters, silver cups and gold cups in each of the Arenas. You can also drive around trying to get the best possible time for each Arena.

Collecting Letters

Each Arena has a set of letters spelling out the name of a car. If you can collect all the letters in an Arena within the time limit, you unlock that car. It is sometimes a good idea to destroy most of the enemy cars in the Arena before you race around and get the letters so the opponents don't get in your way.

Hint: When you defeat the last car in the Arena, the game will end. You should leave at least one car alive until you have finished racing for the letters.

Gathering Cups

When you collect all the letters in a Bash Arena™, they are replaced with silver cups. If you race around and get all the silver cups before the clock runs out,

then you win a silver cup Trophy for that Bash Arena™. When you get the silver cup trophy for a Bash Arena™, the silver cups are replaced with gold cups. If you race around and get all the gold cups before the clock runs out, then you win a gold cup Trophy for that Bash Arena™. Once you have earned the gold Trophy for the Arena, the gold cups still appear so that you can race around and try to get the best possible time for the Arena.

Other Game Objects

The Arenas and the Secret Arenas are filled with objects you can destroy to get extra points. To destroy a crate, just drive through one. If you can smash all of the boxes in a Secret Arena within the time limit, then you have beaten the Secret Arena. Defeat all the Secret Arenas and you win the Smash Racer award.

All destroyable objects give you extra points when you smash them. Some of the larger objects (for example the grass huts) can hide Powerups.

There are also destroyable barricades and warning signs. Look out for trouble if you see a barricade or warning sign!

In some places there are gates that will lock you into an area for a certain amount of time. In other places, there are enemy cars hidden behind gates. When the gates open they will come rushing out.

There are also jumps in the Arenas. Use these to reach special places or jump onto your enemies.

The Secret Arenas

To unlock a secret Arena you must find a hidden key. A key is hidden in each of the Arenas except for Practice.

There are no enemies in the Secret Arenas, instead there are special crates that you must find and destroy.

Winning Special Awards

There are six special awards you can get in the game. Each one that you win unlocks a special car.

- Smash Racer Award
- Silver Cup Award
- Gold Cup Award
- Driver Award
- Veteran Award
- Lifetime Achievement

Smash Racer Award

In each Bash Arena™ there is a key hidden somewhere. Every key you collect unlocks a Secret Arena. If you have smashed all the crates in all the Secret Arenas inside the time limits you win the Smash Racer Award and will be given the Hammered Coupe™.

Silver Cup Award

If you get a silver cup trophy for all six Arenas then you get the Silver Cup Award and the Vulture™.

Gold Cup Award

If you get gold cup Trophies for all six Arenas then you get the Gold Cup Award and the XS-IVE™.

Driver Award

You get the Driver Award when you earn 1,000,000 points. When you get the award you are given the School Bus.

Veteran Award

You get the Veteran Award when you earn 2,000,000 points. When you get the award you are given the Super Tuned™.

Lifetime Achievement Award

You get the Lifetime Achievement Award when you earn 4,000,000 points. When you get the award you are given the Krazy 8S™.

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CREDITS

MICROFORTE PTY LTD

Executive Producer
John De Margheriti

Producers
Paul McInnes
Tony Oakden

Associate Producer
Simon Lissaman

Lead Programmer
Alistair Phillips

Programmers
Ruben Morton
Jarrad "Farbs" Woods

Additional Programming
Daniel Giddings

Lead Artist
Lorne Brooks

Illustrator
Simon Lissaman

Artists
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