NIGHT WATCH

RACING

USER'S GUIDE

Mimimum requirements

- Microsoft® Windows® 2000/XP
- Intel® Pentium® IV 1.8 GHz CPU
- 256 MB RAM
- 3D Graphics adapter with 64 MB video RAM, PixelShader 1.1 and T&L support (NVIDIA® GeForce™ FX 5200 or ATI® Radeon ™ 9600)
- Sound card, compatible with DirectX(R) 9.0
- 1,2 Gb free HDD space
- DirectX® 9.0c (enclosed)
- CD-ROM or DVD-ROM drive

Operability on Windows® 98/ME is not guaranteed.

ABOUT

Game genre: Racing/Arcade/Fantasy

The game takes place at the streets of today's Moscow. Being anxious about growing opposition between Night watch and Day watch, causing human losses on both sides, Inquisition, standing above the armies of the Light and the Darkness, returns the verdict – mages must stop the violence. No more open war, from now all moot points must be resolved in sport games. In Moscow Night Watch and Day Watch teams are engaged in racing competitions.

- 6 unique tracks
- 6 unique characters\cars
- Realistic physics
- Team belonging test
- Magic, increasing chances to win
- Mages help

CHARACTERS

Simon. Simon's advantage is the nitro booster of his car. When turned on, it increases the speed of the car and the damage inflicted on opponents.

Lena. The power of the Tiger can stop anything. Forcewall, placed by Lena, make opponents stuck real tight for some time.

Ilya. Light is the best weapon against darkness. Magic headlights of his car make the Dark ones lose control of the car.

Kostya. For surviving and success in this hostile world he can move everyone out of his way. Repulsive field around his car easily pushes Night watch cars out.

Alisa. Real witch always loves to make a good whirlwind. Especially when this whirlwind draws opponent's cars into.

Denis. He doesn't look like heavy weight lifter, but realy he does. His magic trick called "lifting force" makes any of Night Watch cars surely fly for some time. But not in the right direction.

GAMEPLAY

The main goal of the game is to be the first at finish or to make all members of opposing team drop out of the race. The racing competition takes place at the streets of Moscow, connected into a ring by a magical tunnel. Tunnel doesn't allow racers to drive into sidewalks and close streets.

Controls are classic: forward ("**W**" by default), backward ("**S**" by default), left ("**A**" by default), right ("**D**" by default) and brakes ("**Spacebar**" by default).

The tactics is simple – to accelerate at the straight plots and use the brakes on the turns. Without using the brakes it will be hard to pass a turn on high speed. Player can also manage the camera during the gameplay. There are 3 camera positions: far, close, on bumper. To switch camera position press "**C**" (defaul key).

There is also a possibility to affect your closest opponents – use of magic abilities. Every character has his(her) own magic abilitiy (see Characters section). Default key for magic ability is "**Q**".

Player also can use the help of mages: Zavulon (Day Watch team) and Geser (Night Watch team). Zavulon can drop Night Watch team cars over, Geser cast a wave that can slow Day Watch team cars down.

If the cars collide while racing they receive damage. There is an indicatior nearby racers icons, showing structure level of their cars. Agressive players may find it very usefull – if the car lost it's structure it stops and leaves the race. Hit opponents with the front bumper and your damage will be greatly lesser than your opponent's. When all the opponents are "hunted down" this way player automatically wins.
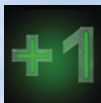
BONUSES

There are bonuses, appearing on the track, which can increase or reduce your chances to win. To take bonus you got to drive them over.
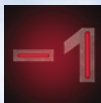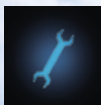
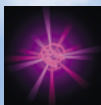Speed Boost. Increases speed for a short time.
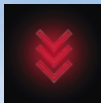
Slower. Slows down the car.

Ability +1. Adds magic energy, essential to use magic ability.

Ability -1. Reduces magic energy, essential to use magic ability.

Repair. Restores some damage.

Damage 2x. Transfers a car into "Gloom", where city traffic disappears, car becomes invisible for other racers. Increases inflicting damage twice.

CREDITS

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CDLAND

CD Land Records

"Shtempel"

Music By
Dolphin
Lyrics By
Dolphin
Performed By
"Dolphin"

"Tsaplya"

Music By
Dolphin
Lyrics By
Dolphin
Performed By
"Dolphin"

"Rock"

Music By
Ilya Chort
Lyrics By
Ilya Chort
Performed By
"Pilot"

"Moyo Vremia"

Music By
R.B. Bulatov
Lyrics By
I.S. Mamayev
E.V.Ognev
D.A.Shakhanov
R.B. Bulatov
Performed By
"Lumen"

"Zima"

Music By
R.B. Bulatov
Lyrics By
I.S. Mamayev
E.V. Ognev
D.A. Shakhanov
R.B. Bulatov
Performed By
"Lumen"

"Po raskrashennoy dushe"

Music By
A. Gorshnev
Lyrics By
A. Gorshnev
Performed By
"Kukriniksy"

"Eto ne beda"

Music By
A. Gorshnev
Lyrics By
A. Gorshnev
Performed By
"Kukriniksy"

"Ciobanas"

Music By
M.Guinku, Folks
Lyrics By
Folks
Performed By
"Zdob si Zdub"

НОВЫЙ ДИСК

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