

# MANUAL

# MOTORMAX

## OFFROAD EXTREME



  
theeasyco.



## 1. TABLE OF CONTENT

2. THANKS	2
3. GAME INSTALLATION	2
4. SYSTEM REQUIREMENTS	3
5. CONFIGURATION	4
6. GRAPHICS	4
7. SOUND	5
8. SETTINGS	6
9. CONTROLS	6
10. OTHER	8
11. CAREER	8
12. AREAS	9
13. PLAYING SUGGESTIONS	10
14. HINTS FOR DRIVING IN THE TERRAIN	11
15. INTERFACE	12
16. STARTING THE RACE	16
17. RACE	16
18. END OF THE RACE	17
19. INSTANT GAME	17
20. TECHNICAL SUPPORT	17
21. HEALTH WARNING	18
22. AUTHORS	18

## 2. THANKS

Dear customer, we would like to thank you for buying our game. We are happy that you supported the MOTORM4X with your purchase and we believe it will bring you hours of good quality entertainment. If you feel like contributing your opinions and suggestions to the discussion, you can log in into our Forum at <http://forum.easyco-games.com/>, where you need to register first. We will be pleased to hear your comments.

The Easy Company Team wish you a lot of fun!

## 3. GAME INSTALLATION

To run the game you have to install it first. Insert MOTORM4X DVD into the DVD-ROM drive and follow the instructions of the installation program. The game installer will start from the selection menu after inserting the disc into the drive. If the MOTORM4X installer menu does not appear, which can be the result of automatic installation being turned off, double-click the file setup.exe on the

MOTORM4X installation DVD. After starting, the installer will guide you through the whole installation process.

*Attention! The game requires DirectX 9.0c to run properly. If you have an older version installed, select the Install DirectX option. The game also requires installation of some additional components, so if you are not sure that they have been installed already, select their installation too. The OpenAL libraries need to be installed as well, so we recommend selecting this component to be installed too.*

After the successful installation, you can start the game by clicking on the MOTORM4X shortcut on the desktop, or after reinserting the MOTORM4X DVD into the drive, when the selection screen appears automatically (unless the autorun feature is turned off), or go to the Start menu – Programs – City Interactive – MOTORM4X – Play MOTORM4X.

## **THE PROFILE**

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The player's profile can be found in the user's Documents folder (C:\Users\Username\Documents on Windows Vista™ or C:\Documents and Settings\Username\My Documents on Windows XP™ by default).

## **UNINSTALLING THE GAME**

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Click the Start Menu and go to Programs – City Interactive – MOTORM4X – Uninstall MOTORM4X.

# **4. SYSTEM REQUIREMENTS**

## **MINIMUM REQUIREMENTS**

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Processor: CPU 1,4GHz

Operating memory: 512MB RAM

Graphics Card: VGA 256MB DirectX 9.0 compatible

Sound Card: DirectX 9.0 compatible

Accessories: DVD ROM Drive, mouse, keyboard

Disk Space: 2GB

DirectX: 9.0c

## RECOMMENDED REQUIREMENTS

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Processor: 2,0GHz

Operating memory: 1GB RAM

Graphics card: VGA 512MB DirectX 9.0 compatible

Sound card: DirectX 9.0 compatible

Accessories: DVD ROM Drive, mouse, keyboard

Disk Space: 2GB

DirectX: 9.0c

## 5. CONFIGURATION

You can select from all game settings after starting the game in the item Settings under the Main menu. Under this item, there are five main groups of settings in which you can modify various game characteristics.

You can leave the game by pressing ESC in the Main menu. There will appear a dialog box that needs to be confirmed to end the game. Pressing the key ESC again will return you to the Main menu.

## 6. GRAPHICS

### Resolution

Provides the resolution options offered by the system. You need to keep in mind the bit depth of 16/32.

### Fullscreen

Sets the game display across the whole screen or in the window.

### VSYNC

Activates a vertical display synchronization, removes the shortcomings in rendering, but it may affect the performance.

### AntiAliasing

Activates smoothing of the edges, improves the impression of the image quality, but it may affect the performance.

### Reduced Textures

Activates quarter resolution of all textures. When having problems with performance it is advisable to try this optimization as first.



### **Advanced Shaders**

Activates PIXEL versions of shaders, improves the impression of graphics quality, but it may affect the performance.

### **Postproduction Filters**

Activates HDR and MOTION BLUR, improves the impression of the graphics quality, but it may affect the performance..

### **Shadows**

Activates drawing of the shadows cast by cars and physical objects.

### **SpeedTree**

Depicts SPEEDTREE trees in full quality. Disabled option removes some less important parts of the trees..

### **Grass**

Activates drawing of the grass according to the surface type.

### **Weather Particles**

Activates drawing of the falling particles of snow and rain.

### **Leaves**

Activates drawing of the falling elements like leaves and snow.

### **AI Traffic**

Activates free movement of the AI controlled traffic in most areas. AI in race events stays unchanged.

*Attention! To perform the changes marked with this (\*) mark, it is necessary to restart the game. The higher are the details you set, the more load for the processor, memory and the graphics card. If the game stops during a free ride or a race, you will need to try to reduce some details.*

## **7. SOUND**

### **Overall Volume**

Sets the percentage volume of both MUSIC and SOUND as one unit.

### **Sound Volume**

Sets the percentage volume of the sound component, doesn't affect the music.

## Music Volume

Sets the percentage volume of the music component, doesn't affect the sound.

## 8. SETTINGS

### Arcade Mode

Activates the arcade (simpler) driving style. It switches on additional supportive systems.

### Driving Assistant

Activates the supporting system that to the great extent prevents car overturning at turnings.

### KM/H or MPH

It switches the measure from kilometers per hour to miles per hour and back.

### Next CHECKPOINT

Highlights the position of the next checkpoint with a big red and moving mark.

### Compass Direction

Highlights the direction from compass with a big green arrow on the upper side of the interface.

## 9. CONTROLS

There are two ways to control the Menus in the game. You can use either the arrows left, right, up and down, or only the arrows left and right. Some menus need to be confirmed with the key ENTER, some (GARAGE) are listed automatically. ENTER is also used to confirm the selection of some options. The ESC key returns you to the previous screen in the menu structure.

<b>Forward</b>	UP Arrow	W
<b>Backward</b>	Down Arrow	S
<b>Left</b>	Left Arrow	A
<b>Right</b>	Right Arrow	D
<b>Handbrake</b>	Space	
<b>Help (Recovery)</b>	R	
<b>In/Out</b>	E	

<b>Manual up</b>	Shift
<b>Manual down</b>	Control
<b>Reduction (Transfer Case)</b>	End
<b>4x4</b>	Home
<b>Front Dif Lock</b>	<b>Delete</b>
<b>Rear Dif Lock</b>	<b>Insert</b>
<b>Switch to Manual</b>	... (not configured by default)
<b>Switch to Automatic</b>	... (not configured by default)
<b>Next camera</b>	C
<b>Default camera</b>	1
<b>Bonnet camera</b>	2
<b>Bumper camera</b>	3
<b>Free Camera 4</b>	4
<b>Free Camera 5</b>	5
<b>Free Camera 6</b>	6
<b>Free Camera 7</b>	7
<b>Gear N</b>	... (not configured by default)
<b>Gear R</b>	... (not configured by default)
<b>Gear 1</b>	... (not configured by default)
<b>Gear 2</b>	... (not configured by default)
<b>Gear 3</b>	... (not configured by default)
<b>Gear 4</b>	... (not configured by default)
<b>Gear 5</b>	... (not configured by default)
<b>Switch Art. Horizon</b>	Q
<b>Switch Car Interface</b>	`(~)
<b>Horn</b>	F
<b>Lights</b>	L
<b>Music playback: next</b>	F9
<b>Music playback: pause</b>	F10
<b>Extra menu left</b>	Those unassigned items allow player to map functions on the gamepad!
<b>Extra menu right</b>	
<b>Extra menu up</b>	
<b>Extra menu down</b>	
<b>Extra menu OK</b>	
<b>Extra menu ESC</b>	

*Note! You can change the settings from the keyboard. Select an action with the arrows UP – DOWN, and column with the arrows LEFT – RIGHT. Press the ENTER key and then a new key to change a component.*

## 10. OTHER

### **Linearity**

Linearity of wheeling, used at analog control components.

### **Analog sensitivity**

Sensitivity of analog devices, used at analog control components.

### **Analog dead zone**

Sets the areas of analog devices where the controls do not work.

## 11. CAREER

You start the game with 20.000 dollars on your account and you have a single car at your disposal. The car is not bad, but for the driving in the terrain, it has only absolute basics. You cannot go to the more difficult terrain with it, but it will do for a start. The purpose of the career is to win the races and purchase better cars and accessories. If you finish up to the third place in the race, you win a certain amount of money that changes with an increasing difficulty level of the races.

In the game, you can drive freely across the area and it is up to you where you go, or you can try to climb up. Races are located in the area as turning symbols with icons indicating the individual types. They are the following:

### **TRIAL**

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A timed race, which tests the driver's ability to drive in a difficult terrain. These missions include also Rock crawling. It is necessary that you pass all CHECKPOINTS one after another and not run any of them down, otherwise there is a big penalty. The checkpoints look like striped posts with a small flag, whereas red post is on the right and the green one on the left. Knowing this, you can find your way in places where there are several checkpoints near each other.

### **PATHFINDER**

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A timed race, which tests your ability to find the way to the next CHECKPOINT in the terrain. Alongside the road, there are symbols of stars of green and red colour that represent bonuses in the form



of saved time and money. Collected stars mostly lead to driving in a more difficult terrain that may result in potential demands on the elapsed time.

## **LONGRUN**

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A timed race, similar to rally. Mostly you drive in a less difficult terrain and the only important thing is the right order of the CHECK-POINTS. There are no penalties for running them down.

## **RACE**

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A timed race with opponents. You will most probably incur some bent fenders in this race type, as the opponents tend to be a bit aggressive.

## **DRAGRACE**

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A race for two, where the gear shifting is evaluated too. The most important thing is, of course, who reaches the finish line first. Hitting and blocking the opponent are not tolerated and lead to a disqualification.

## **OFFROAD FORMULA**

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A special race, in which you have several trials to get as far – or as high - as you can. For this occasion, you will be given a machine with one thousand horsepower. The only thing to follow apart from the road ahead is the engine temperature. As soon as you overheat the engine, you will lose the chance to finish the trial. The resulting sum of points will bring an ample reward.

## **12. AREAS**

The whole game contains three areas: Mountain Breeze, a forested country at the foot of the mountains in the temperate zone. Arctic Circle, icy and snowy plains on the edge of the Arctic Circle and Shady Sands, dried, sandy and rocky and at places muddy terrain of a national park with a high altitude difference. You can switch between the areas through the EXIT points. There are two in each area and they are interconnected with other areas. However, to unlock these points you have to win a certain number of races first – otherwise you will not have a chance to look elsewhere further.

## **13. PLAYING SUGGESTIONS**

### **BETS**

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Betting is definitely attractive. Be careful not to lose all your money this way, though. If you place a bet and come last in a race, or you do not finish it, you will lose the money. However, if you do a restart of the race and try again, you still have a bet, because the race conditions have not changed. If you restart the race several times this way, you might lose a fairly large sum.

### **REPAIRS**

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The repairs are the only service in the garage that you can get on credit. In case you have lost all your money and have a car that is not road worthy, you can have it repaired and go to win the races. However, until you are back in black, you cannot buy anything else. Another possibility is to sell a car or some parts.

### **REPAIR THE CAR BEFORE SELLING**

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If you are about to sell the car that you do not drive anymore and have some money to spare, use it for repairs. You will get more money for the repaired car than for the broken one.

### **CHECKPOINTS**

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Try to avoid the striped posts in the trial (CHECKPOINTS), you will get penalty time for running them over. Also, take care to pass them in the right order. The penalties for missing a checkpoint are even higher.

### **ONLOOKERS**

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When you speed towards the onlookers, they dodge. A great fun as it might be, you are not advised to do it very often. Making the onlookers dodge too often will eventually get you disqualified by a race organizer.

### **TRANSITIONS**

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Time at transitions between a garage and a free ride, and between the races and a free ride does not stop. If you call out a menu while speeding against a wall and select an option that will close the menu, you will manage to crash into the wall before the action is

completed. At transitions, as well as when calling out a menu, it is better to stop the car. You will avoid an unnecessary spending on repairs of bent fenders.

## **14. HINTS FOR DRIVING IN THE TERRAIN**

### **PREPARATION**

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Before driving out into the terrain make sure you have the right tyres and above all, enough fuel. If you do not have enough fuel, go to the filling station and fill the car. It is definitely advisable to have reserve canisters.

### **OFFROAD**

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As soon as you are off the road, switch on 4x4 just in case you get into a situation when you need more traction, as it is more difficult to switch on the 4x4 when you are already in trouble. Drive as slowly as possible but as fast as necessary. If you allow yourself some time to think, you will be able to choose better and more passable parts and you will react better to various obstacles, such as trunks or stones.

### **GRAVEL**

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Driving on gravel is not the same as driving on asphalt, as your tyres do not have the traction you would need. The first thing to remember is to slow down because your car will react differently when passing from one terrain type to another. Always drive only as fast as to be able to stop when you want to avoid a danger.

### **ROCK CRAWLING**

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Use the reduction and 4x4, drive slowly and let the car crawl the obstacles, like stones and logs, itself. A vehicle with a 10-inch clearance will not get over a 12-inch stone, so you have to point one wheel at the stone and drive over it very slowly. Always try to overcome the obstacles with one wheel, so that the other wheels could help you to overcome the strain. Remember that the ideal speed for rock crawling (both in the trial and in the pathfinder) is 2 - 5 KM/H (1 - 3 MPH).

## MUD

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It is advisable to use 4x4 anytime you find yourself on the mud. Shift low speed and put the reduction to LOW. However, do not shift to lower speed than necessary so that you do not lose the momentum. Overloading the engine can spin the wheels and you will lose traction. If you happen to lose the traction anyway, swerve to the side and back, which will make the wheels grip into a new terrain and pull you out of the problem.

## HILLS

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When you try to negotiate a hill, go always directly up, or down. Never drive under an angle. At the diagonal drive there is a danger of a side slide, or worse – overturning. At the foot of the hill you should accelerate and slow down as you approach the top. If you do not manage to drive up to the top and you get stuck on descent, shift into the reverse and reverse slowly back. Use breaks only minimally, rely on the engine. To avoid problems, descent steep slopes on LOW and with the lowest gear.

## 15. INTERFACE

In order to know your way in the game right from the beginning, we will describe the main features of the interface on a few examples. If you would like to drive without the interface, you can switch it off with the key ` (~).

## FREE RIDE

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1. Compass direction – shows the course of the race that you have selected in the navigation (you can switch it on in the SETTINGS menu)
2. Compass and a minimap – shows your position, course of the race and icons of the race
3. Outside temperature, damage, 4x4, reduction and differential locks (the graph of the damage reacts to the crash by going red while the parts that stay red are damaged to such an extent that you should have them repaired)
4. Revolution indicator (on the left), speedometer with a gear (up), water temperature (on the right) and the icons of fuel reserve with a tank indicator (down)

## TRIAL

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1. Next CHECKPOINT – shows the position of a checkpoint that you should pass (you can switch it on in the SETTINGS menu)
2. Indicators of the distance, a number of passed CHECKPOINTS and a compass
3. Artificial Horizon - tilt meter (switch on and off with the key Q)
4. Graph of the race cross-section with the information about the highest point – the purpose of the graph is to let you know what tilt of the terrain you can expect after the next checkpoint so that you can adjust your speed



## LONGRUN

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1. Compass direction – shows the direction to the next CHECKPOINT
2. Time data – total time, best time and penalty time (in the Pathfinder race you will find an item Saved Time, where the remainders of the unused time limits are added and can be used later if needed)
3. Navigation – shows the shape of the nearest track section ahead
4. Minimap – shows your position and positions of the checkpoints
5. Outside temperature, damage, 4x4, reduction and differential locks
6. Graph of the progression in the race

## PDA MODE NAVIGATION

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You also have a PDA mode at your disposal. Under the key F1 there is INFORMATION, where you can find some interesting information. The key F2 opens NAVIGATION, where you can go through available races. With the key F3 you can look at the list of races and your results in them.



**1.** Navigation line – shows the connection line (as the crow flies) between your present position and the selected race. If you switch on Compass direction in the SETTINGS menu, the green arrow in the game will point at the place of the selected race.

**2.** Selected race description – here you will find out everything important about the selected race.

*Note! If you would like to go into other functions of this screen, pay attention to the legend at the bottom. The key T, for example, centers the map on the selected target, the key N finds another new race (not driven yet), in case it is already uncovered, the key C centers map on your car, etc.*

## GARAGE



1. Money – sum that you still have at your disposal
2. Description of the currently chosen car

*Note! In the Garage you move with the arrows left and right, with the arrows up and down you choose different options, such as cars in the selection, for purchase or for sale, or parts in the tuning. You have to confirm the selection with the key ENTER. The red items are those for which you either do not have enough money, or you cannot do them in this screen. The green item is the one that you have just selected, while the orange one indicates you have selected the red item.*

## 16. STARTING THE RACE

When you come to the race icon and press ENTER, the table with a description appears. Here you will find out what you can expect in the race and what its level of difficulty is. You can also bet on your own position. You can bet one of the three sums. When you win, the sum will be added to the win, but if you lose, you will lose the sum too. Bet money can be seen right below the description of the race. From this table you can jump into the garage, in case you decide to tune the car before the race because of what you have learnt from the description. Then you can use the F2 navigation to jump back from the garage, as you have uncovered the race already and opened the introductory table. If you do not open the introductory table, it is not possible to jump to the race and you will have to get to it on your own.

## 17. RACE

You can stop the race with the key ESC, from that menu you can then leave the race, or restart it. If you get into trouble, call out the menu with help offer by pressing the key R (the car must be standing). First help is the rescue/extrication, next one is the use of reserve fuel (if you have bought and filled the canisters). Next option is then a tow-away to the filling station, however, this one can be used only when you are not in the race, so if you run out of fuel, you have to give up the race first and only then have your car towed away (a tow-away costs money).

*Note! Restart of the race will not put your car back into the shape it*

*was before the start, you will only try to complete the race again as you are now. In addition, the restart of the race will only repair the objects that belong to the race, such as cones and strips. If you run down a fence that does not belong to the race, you will have to face the lying log also in the following race. Everything will be repaired completely only at the next start of the game.*

## **18. END OF THE RACE**

When you finish the race, a table with the listing will appear. Here you can see your position, money won, possible bet and the time including the penalty time. The same is here from other opponents. In the column BET you can see who of the opponents lost and how much. The total time includes also the penalty time (the figure in the brackets needs to be deducted to get the time that you did in reality without penalization). So if you do a race in a minute but the total time shows a minute thirty, you got 30 penalty seconds in the course of the race. In most cases, you can reach the first position only when you do not make any mistake in the race.

## **19. INSTANT GAME**

You can start the instant game from the main menu. In the three following screens you select an area, in which you want to race and a car, with which you will enter the race. You will confirm everything in the third screen. Instant game contains only PATHFINDER, where a random network of 30 – 50 checkpoints arises automatically. Your task then is to drive among them as fast as you can. In this mode you can race only in the areas and with the cars that you have managed to unlock in the career.

## **20. TECHNICAL SUPPORT**

Support can be found Online by visiting the CI's website:

<http://www.city-interactive.com/>

or via e-mail: [support@city-interactive.com](mailto:support@city-interactive.com)

## 21. HEALTH WARNING

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing light or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even player who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

## 22. AUTHORS

### PROGRAM

Miroslav 'AngelOf' Ondrus

### 3D GRAPHICS

Peter Kubek

### 2D GRAPHICS

Martin 'Edman' Benes

### CARS AND EFFECTS

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### DESIGN AND LEVEL DESIGN

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Michal Kubek

Martin 'Edman' Benes

Miroslav 'AngelOf' Ondrus

### DESIGN OF THE RACES

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### PRODUCTION

Martin Babarik

### EXECUTIVE

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### SOUND

Martin 'Edman' Benes

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Downdog

EB11

Embers Fire

Freeway

I.C.O.N

Illegal Amigoz

Kowch

Left Standing

Mr. Special

NOMAD 67

Otherside

Rockchild

Sorrows Fall

Streetsleeper

Symptom



## **Within Reason**

You can find more information under the F1 in the PDA mode or at the [www.motorm4x.com](http://www.motorm4x.com), along with all the song lyrics.

## **MANY THANKS TO ALL BANDS AND SOLO AUTHORS**

### **MUSIC COMPETITION RUN AT THE OVERPLAY**

[www.overplay.com](http://www.overplay.com)

### **OTHER RECORDING**

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### **VOICE (English)**

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### **ADMINISTRATION**

Michal Kubek

### **FINANCIAL AND LEGAL BACKGROUND**

ARCA CAPITAL a.s.

Arca Capital Bohemia

### **SPECIAL THANKS**

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and others including our families and also wives, girlfriends, friends and all the people from both the Czech and English EASYCO Forum

## **Russel Smith**

and the rest of the team around

### **OPEN DYNAMICS ENGINE**

[www.ode.org](http://www.ode.org)

### **authors and the community around OpenAL**

Cross-Platform 3D Audio

[www.openal.org](http://www.openal.org)

### **Chad Austin**

and the rest of the team around **AUDIERE**

<http://audiere.sourceforge.net/>

### **and especially Steve Streeting**

and other authors and the superb community around

### **OPEN SOURCE GRAPHIC ENGINE OGRE**

[www.ogre3d.org](http://www.ogre3d.org)



[www.city-interactive.com](http://www.city-interactive.com)

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