Rush the Rock

Controls:

Digital/Analog Pad or Joystick:

Left/Right Arrows: Steer car Left/Right, Highlight selection
Up/Down Arrows:, Change color of Car (Car select screen)
Buttons:
1: Gas/Accelerate, Accept highlighted selection
2:   Brake, Mirror Mode (track select screen), Change set of Cars (Car select screen
3: Up-shift (manual transmission)
4: Down-shift (manual transmission)

Keyboard:

Esc:	Exit Program to desktop or Race
Space Bar:	Abort, Accept highlighted selection
1, 2, 3, 4:	Gear shift position in Manual Transmission
6:	Neutral Gear in Manual Transmission
R,5:	Reverse
D,C:	Change color of car (car select screen)
Tab, Up/Down Arrows:	Change view (select screens) or accelerate/brake
Left/Right Arrows:	Highlight selection (select screens) or steer car left/right

Number Keypad Keys:

7:	Accelerate Forward Left
8:	Accelerate, Select in menu screens, or change car color in car select screen
9:	Accelerate Forward Right
4:	Steer Left
5:	Brake or Select in menu screens
6:	Steer Right
1:	Reverse Backward Left
2:	Reverse Backward or change car color in car select screen
3:	Reverse Backward Right
+,-:	Change view (select screens)
0,Period:	Abort crash animation

Control setup keys:
W: Steering wheel w/ or w/o pedals
A: Analog control
D: Digital control

Command-Line parameters selectable at program launch via DOS Command-line or shortcut override following program path/name.exe:

-S   Unregulated Speed - let's the game core loop discard vertical blanks, etc. although this can be bypassed by many Control Panel settings for Glide/3DFX interfaces

-U   Unlimited Speed - removes all timing delays, control limits, etc. so the machine plays as fast and as poorly or greatly as the machine can deliver; collision and other game aspects may be affected -M   Mini Car Chase View Mode - This pulls the camera out behind the car so the player is driving a toy-car through the tracks.   Performance may significantly be reduced, as polygon counts are increased dramatically.

-T   Tiny Car Chase View Mode - This pulls the camera out twice as far as the Mini Car view so the toy-cars are so small the game is very dramatic.   Performance may significantly be reduced, as polygon counts are increased dramatically.

-5   Override 512X384 Video Mode - The "visuals" are not adjusted to accommodate the gameplay mode, so expect 3D transformations and renderings to be correct, but static objects to be misplaced and even off-screen in some cases.

-8   Override 800X600 Video Mode - The "visuals" are not adjusted to accommodate the gameplay mode, so expect 3D transformations and renderings to be correct, but static objects to be misplaced and even off-screen in some cases.

-1   Override 1024X768 Video Mode - The "visuals" are not adjusted to accommodate the gameplay mode, so expect 3D transformations and renderings to be correct, but static objects to be misplaced and even off-screen in some cases.

-2   Override 1280X1024 Video Mode - The "visuals" are not adjusted to accommodate the gameplay mode, so expect 3D transformations and renderings to be correct, but static objects to be misplaced and even off-screen in some cases.

-6   Override 1600X1200 Video Mode - The "visuals" are not adjusted to accommodate the gameplay mode, so expect 3D transformations and renderings to be correct, but static objects to be misplaced and even off-screen in some cases.

NOTE: Multiple Parameters can be concatenated; e.g. "Rush640.exe -8TU" would be 800x600 resolution, Tiny Cars, with Unlimited Speed regulation.

During Gameplay/Racing:

'W' Keyboard: Switch to Steering Wheel Input Control, supporting Brake, Accelerator, and Wheel Control with Force Feedback, as supported by the particular steering wheel.

'D' Keyboard: Force Digital Joystick input for precise control and simulated analog motion

'A' Keyboard: Force Analog Joystick/Other input for "floating" control, permitting the input controller to freely manipulate Car control.

'J' Keyboard: Toggle between Digital and Analog Joystick states ('A' and 'D') above, bypassing Steering Wheel

'Q' Keyboard: Toggle ForceFeedback, if applicable; requires a ForceFeedback device be identified to have any affect

During Movies:

Any key will exit the movie/s and go directly to Track Select Joystick Button #1 will exit the movie/s and go directly to Track Select

During Track Select:

Up Joystick:	Toggle Mirror-Image Track Selection
Down Joystick:	Toggle Mirror-Image Track Selection
Left Joystick:	Rapid Track selection Counter-Clockwise
Right Joystick:	Rapid Track selection Clockwise
Button #1 Joystick:	Select Current Track and Mirror-State for Play
Button #2 Joystick:	Switch Car Type Options to Choose from
Left Keyboard:	Single Track step selection Counter-Clockwise
Right Keyboard:	Single Track step selection Clockwise
'S' Keyboard:	Single Track step selection Counter-Clockwise
'F' Keyboard:	Single Track step selection Clockwise
Up Keyboard:	Toggle Mirror-Image Track Selection
Down Keyboard:	Toggle Mirror-Image Track Selection
Space Keyboard:	Select Current Track and Mirror-State for Play
TAB Keyboard:	Toggle Mirror-Image Track Selection
ESC Keyboard:	Exit Game

During Car Select:

'1' Keyboard:	Toggle Single Player Race or Race against Drones Mode (Foghorn indicates Lone Play) Up
Joystick:	Advance Car Color for Player
Down Joystick:	Go backward for Car Color for Player
Left Joystick:	Rapid Car Type selection Counter-Clockwise
Right Joystick:	Rapid Car Type selection Clockwise
Button #1 Joystick:	Select Current Car Type and Color for Player
Button #2 Joystick:	Switch Car Type Options to Choose from
Left Keyboard:	Single Car Type step selection Counter-Clockwise
Right Keyboard:	Single Car Type step selection Clockwise
'S' Keyboard:	Single Car Type step selection Counter-Clockwise
'F' Keyboard:	Single Car Type step selection Clockwise
Space Keyboard:	Select Current Car Type and Color for Player
Up Keyboard:	Switch Car Type Options to Choose from
Down Keyboard:	Switch Car Type Options to Choose from
TAB Keyboard:	Switch Car Type Options to Choose from
ESC Keyboard:	Go back to Track Select

During Transmission Select:

Left Joystick:	Automatic
Right Joystick:	Manual
Button #1 Joystick:	Select current setting for gameplay
Button #2 Joystick:	Toggle between Automatic/Manual
TAB Keyboard:	Toggle between Automatic/Manual
Space Keyboard:	Select current setting for gameplay

Playing the Game

You may not want to take your eyes off the road very often, but you'll have to work that out. As you race, there's some important on-screen information to take a glance at now and then.

Time Elapsed
Your cumulative lap time is displayed as you race. When you pass a checkpoint, your checkpoint time is displayed in red.

Speedometer

Your current speed is displayed in Miles Per Hour or Kilometers Per Hour if Metric is turned on. Certain jumps and shortcuts are better negotiated at certain speeds. Make a note of your speed when you're successful with jumps and shortcuts. Then you can push the envelope a bit and increase your speed.

Time Remaining

The Time displayed at the top/right portion of the game screen counts down as you race. When this time runs down to 0, the race is over. Each time you pass a checkpoint, bonus time is added so you can make it to your next checkpoint. The amount of time added is based on the difficulty involved in moving from one checkpoint to the other. Your game's Difficulty setting also determines the amount of bonus time added. The harder the setting, the less bonus time you'll receive.

Tachometer

Your tachometer displays your car's RPM. It's displayed in three colors: Green (Safe), Yellow (Caution) and Red (Critical). You will only see the Tachometer when using a Manual Transmission.

Track Map

The Track Map is used to determine your track position, your opponents' positions, checkpoint positions and laps remaining.

A colored dot represents your position on the track. The color of the dot will match the color of your car. Checkpoints are represented as yellow lines at various positions on the track.

Drone opponents appear as colored dots. In 2 Player mode, your opponent's color will match the color of his car. Your remaining laps are shown by a number located at the Finish Line. It will count down each time you pass. If you're on your final lap, a checkered flag will appear.

Radar Map

This display proves very useful as you race. It shows your opponent's position in relationship to yours. Opponents appear as white rectangles on the RADAR map. Your rectangle is the color of your car.

Place

As you race, your position is updated constantly. If your screen says 3 / 8, it means (third place) / (out of 8 opponents). Try to put a 1 up there.

Gearshift

When your transmission is set to Manual, you can monitor the gear you're using by looking at this display.

Checkpoints

Checkpoints are positioned at various positions on the track. You'll need to continually pass through checkpoints to finish the entire race. You receive bonus time whenever you pass a checkpoint.

If your time runs out just before you reach the checkpoint, hang in there. If you happen to coast through the checkpoint, your car will restart and continue. But you'd better really jam afterwards, because you'll still need to make it to the next checkpoint, and you may not have enough time if you restart from a crawl.

Note: At the Track Selection Screen (pg. 12) you can turn off the Checkpoints, so you have a large total time to finish the entire race.

Keys
Keys are hidden throughout each track. Drive over them and collect them as you drive. (They cannot be collected in Practice mode). If you collect enough, you can use them to select a bonus car at the Select Car Screen for that track

Shortcuts
As you drive keep an eye out for suspicious-looking fences, barriers and roads that seem to lead somewhere beyond your sight. A Ramp is a good indication that you've found something worth checking out. If you happen to see some cones positioned somewhere, mow Ôem down and keep driving. Remember, a shortcut is only a shortcut if it's negotiated properly. When tracks are driven using the Backward (see pg. 9) setting, new shortcuts can be found.

Wrong Way
Occasionally during the race, you may take a wrong turn and find yourself heading in the wrong direction. If so, the words "Wrong Way" will flash on the screen. This initial warning will eventually move to the lower left corner, or, if you turn, it will be replaced by an arrow pointing to the correct way to go.

Developed by: Karma Entertainment