

# Snowmobile RACING™



WINDOWS 95  
CD-ROM



*GT*  
GT Interactive  
Software



A ride with an **attitude!**

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## TABLE OF CONTENTS

System Requirements	2
Installation	3
Main Menu	4
Tracks	5
Preparing For The Ride	6
Ready, Set, Go!	8
Troubleshooting	9
Technical Support	14
Credits	16

# Snowmobile Racing

Welcome to Snowmobile Racing from Second South Studios and GT Interactive—the first 3D snowmobile racing game! Snowmobile Racing lets you drive on one of four scenic, yet challenging locations. Polish your skills with a practice session or compete against four other snowmobilers in a race to the finish line! We hope you enjoy the ride!

## SYSTEM REQUIREMENTS

### Minimum Configuration

- PC running Windows 95 or 98
- Pentium 90 processor
- CD-ROM drive
- 16MB RAM
- 16-bit DirectX-compatible video card
- 30MB of free hard disk space

### Recommended Configuration

- Pentium 133 processor
- 4MB Direct3D-compatible 3D accelerator card
- DirectX-compatible sound card

## INSTALLATION

Place the *Snowmobile Racing* CD in your CD-ROM drive. When the Autoplay box appears, click on the Install button on the bottom of the box. An installation dialogue box will automatically appear on your screen and lead you through the installation setup.

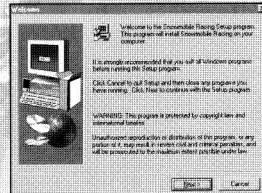
Once the installation is complete, the Autoplay box will reappear. You can click on *Play* (to play the game), *Options* (to display your system's configuration and to adjust the game's display settings), *Help* (to bring up the on-line help menu), or *Exit* (to exit the game and return to Windows). Clicking on *Play* takes you to the game's Main Menu.

*If Your Computer's Autorun Feature Has Been Disabled*

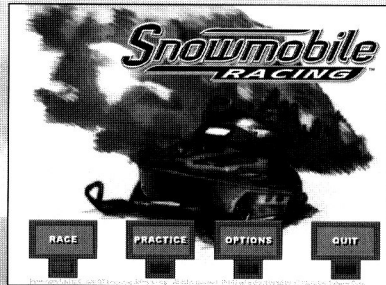
*After placing the Snowmobile Racing CD in your CD-ROM drive, click on the Windows Start button, then Run. At the Run line type D:/SETUP and click OK or press Enter.*

*(Note: If your CD drive is not your D: drive, substitute the correct letter, press Enter, and then follow the onscreen instructions.)*

*In Windows, click on Start, then Programs, then Snowmobile Racing, and finally click on the Snowmobile Racing icon. This will bring you to the main menu.*



## MAIN MENU

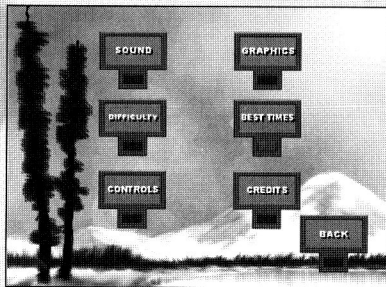


When the program starts, the Main Menu will appear. The menu—which can be navigated either via standard mouse clicks or arrow keys ← ↑ → ↓ followed by hitting Enter—allows you to choose from the following gaming options:

**Race**—Compete against four other drivers on one of four snowy, frozen terrains.

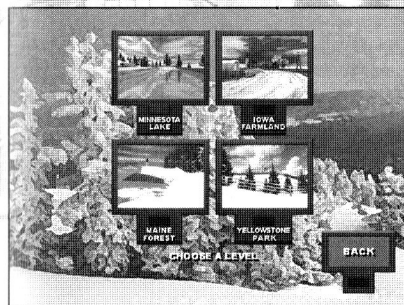
**Practice**—Improve your skills by practicing on one of four snowy, frozen terrains.

**Options**—Allows you to adjust the volume (Sound); to adjust the graphics resolution (Graphics); to race as a novice, intermediate, or expert snowmobiler (Difficulty); to view your racing stats (Best Times); to view the control keys (Controls); to view the game's credits (Credits); or to return to the previous menu (Back).



**Note:** If you are running a minimum system configuration, the game will run more smoothly if you adjust the viewport, graphics resolution, and detail level to the minimum setting (e.g., 1/4-screen window, 320x200 resolution, and low detail level).

**Quit**—Exit the game and return to Windows.



## TRACKS

There are four snowy, frozen tracks on which to race your snowmobile. Choose from:

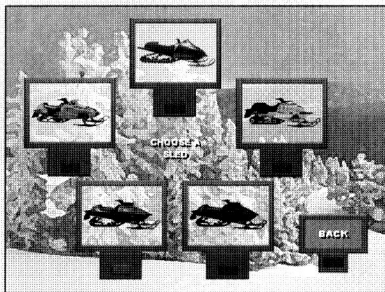
**Minnesota Lake**—Try to take 1st place as you race to the finish line on and around one of Minnesota's 10,000 lakes. Brave your competitors on the lake's icy slippin' and slidin' surface while you try to

avoid collisions in the dangerous figure-8 crossover.

**Iowa Farmland**—Race with the competition around a track lined with hay bales. You'll race through an empty barn, and travel around silos and past a farmhouse to the finish line while traveling over this version of the Midwest's rolling hills through deep furrows and muddy irrigation ditches.

**Maine Forest**—You haven't seen scenic New England in the winter until you've traveled the state's snow- and ice-covered, forested track. Try to stay ahead of the pack as you race over a covered bridge, past a lighthouse, and around the Atlantic Ocean's rocky coast.

**Yellowstone Park**—Pine trees dot the landscape as you climb the mountains in a loop around this scenic National Park. But don't spend too much time looking at wildlife, bubbling mud pots, and geysers! This track takes you around a fence-lined route with sharp corners, steep hills, and past Old Faithful before you cross the finish line.



## PREPARING FOR THE RIDE

After selecting a track, and choosing your favorite racing machine you're ready to race!

Operate your snowmobile using the following arrow keys:

- ▲ Accelerate
- ◀ Turn to the left
- ▶ Turn to the right

**Note:** When driving, “brake” or stop by simply removing your finger from the “accelerator” (up arrow key).

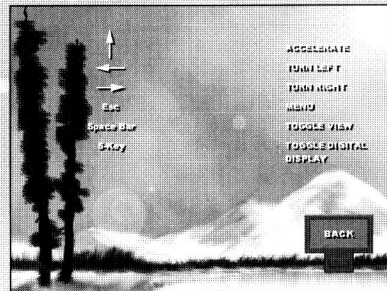
Use the following keys to modify your game options or game display, or to check statistics during gameplay:

**Esc**—Brings up a menu that allows you to modify four different features during gameplay: Viewport, Resolution, Detail Level, and Exit.

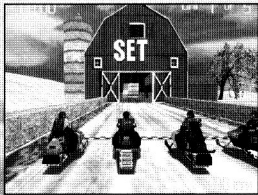
**“S” key**—Toggle Digital Display. Removes digital statistics (time, lap indicator, and speed) from the screen display.

**Space bar**—Toggle View. Allows you to change your point of view during gameplay. Three options are available: behind-the-sled perspective (standard), closeup perspective, and the rider's perspective.

**Note:** (1) All menus can be navigated via standard mouse clicks or by using the arrow keys followed by hitting Enter. (2) During the race, the mouse is not usable—even in the pause menu.



## READY, SET, GO!



The different environments offer you a choice of terrains with elements that can be used to your advantage. Here are tips that might help you improve your race by choosing your best path.

- Some locations have a section of hilly surfaces. These sections are typically flatter along the sides, and feature natural hills or moguls—places to CATCH BIG AIR—in the middle. In deciding your strategy, choose between taking the long way around the bumps, or picking a straighter, shorter path over the bumps that may slow you down.
- Some locations have sections of ice. On this slippery surface, acceleration is generally slower, and turning more difficult.



- Some locations have patches of mud. Because the mud tends to slow down the snowmobile, try to avoid it as much as possible.

- Tight turns will slow the snowmobile down, so making a sharp turn on the inside of the track may not always be the fastest path through a turn.

## TROUBLESHOOTING

**Problem:** The game runs slowly.

**Solution:** Shut down any other programs running in the background. Go into the graphics options menu and change the screen resolution to a smaller size. Also try choosing a lower detail level. If 3D Acceleration is not in use, the following maximum resolutions are recommended:

## CPU Clock Speed

90–150 MHz  
150–200 MHz  
200–266 MHz  
266–300 MHz  
300 MHz +

## Recommended Resolution

320x200  
320x240  
512x384  
640x400  
640x480

**Note:** The above resolutions are subject to video card specification and drivers. Not all resolutions may be available.)

For 3D acceleration, running the game with a 3D card that has less than 4MB of video RAM is not recommended. If the game is run using less than 4MB of video RAM, select a lower resolution (512x384 maximum), otherwise the textures and on-screen text will appear garbled. If using an accelerator, make sure it is selected and that the bottom button (go to Main Menu, then Options, then Graphics) shows Direct 3D is enabled.

**Problem:** The sky has disappeared, and objects more than several hundred feet in front of the sled are not visible.

**Solution:** The game is probably switched to "Low Detail" mode. This is a "no frills" display mode that can be used on slower machines to help provide the smoothest game-

play possible at the expense of graphic detail. If more detail is preferred, go back to the graphics options and switch the detail level to "medium" or "high."

**Problem:** The sound drops out during the game.

**Solution:** Sound anomalies may be caused by outdated sound card drivers. Contact the manufacturer of the computer or of the sound card for a copy of the latest version of the driver. The driver may also be available for download from the computer or card manufacturer's Web sites.

**Problem:** When going through the game shell, the game quits just before a new race starts.

**Solution:** DirectX drivers may not be installed. Contact the manufacturer of the computer or of the video card for a copy of the latest version of the driver. The driver may also be available for download from the computer or card manufacturer's Web sites.

**Problem:** The sled turns although no key is being pressed. A joystick is installed.

**Solution:** The joystick may not be calibrated. To calibrate, go to the Windows Start button, then Settings, then Control Panel, and finally double-click on the Game Controllers icon. Follow the instructions for selecting and calibrating the joystick.

**Problem:** Playing the game causes dizziness or sickness.

**Solution:** Reduce the viewport to 1/4 screen. Some individuals are sensitive to a discrepancy between motion that is perceived by the eye but not felt. Reducing the size of the playing window creates a stationary frame for the eye to reference, minimizing the discrepancy.

**The following troubleshooting issues relate specifically to users who have personal computers with 3D acceleration cards installed.**

**Problem:** Even with 3D acceleration, the game is still slow.

**Solution:** Try reducing the screen resolution in the graphics menu. Also, not all 3D accelerators are created equal. Some older accelerators are actually slower than the 3D rendering that is done in software on newer machines. If this is the case, switch to the primary display driver and disable D3D to see if the speed improves.

**Problem:** The game occasionally pauses.

**Solution:** Close any other programs that are running in the background. Also, the graphics card may be slowing such CPU-intensive tasks as video gameplay. Contact the 3D card manufacturer for a copy of the latest version of the driver. The driver may also be available for download from the manufacturer's Web site.

**Problem:** The motion of the snowmobile and scenery appears jerky.

**Solution:** The Direct-X drivers may be outdated. Contact the manufacturer of the computer or of the 3D accelerator card for a copy of the latest version of the driver. The driver may also be available for download from the computer or card manufacturer's Web sites.

**Problem:** Strange black bars appear at regular intervals on the road or surrounding snow.

**Solution:** The Direct-X drivers may be outdated. Contact the manufacturer of the computer or of the 3D accelerator card for a copy of the latest version of the driver. The driver may also be available for download from the computer or card manufacturer's Web sites.

**Problem:** On a few of the levels, the sound is stuttering.

**Solution:** First, make sure there are no other programs running in the background. Next, because the graphics card may be ruining the sound and/or other CPU-intensive tasks, get a copy of the latest version of the Direct-X driver for the accelerator card. The driver may also be available for download from the computer or card manufacturer's Web sites. It may also be a good idea to get the latest sound card drivers. If none of these solutions improve the sound, try reducing the resolution.

## TECHNICAL SUPPORT (U.S. & CANADA)

### Assistance Via World Wide Web

Get up-to-the-minute technical information at the GT Interactive Software web-site, at: <http://www.gtisonline.com> twenty-four hours a day, seven days a week. Through this site you'll have access to our FAQ documents, (Frequently Asked Questions) which contain our latest troubleshooting information.

You'll have access to our FTP (File Transfer Protocol) area where you can download patches and new enhancements as soon as they become available, and an E-Mail area where you can leave us your tech support problems and questions if you do not find your answers within the FAQ.

### Help Via Telephone/Fax Or Mail In The United States & Canada

For phone assistance, call GT Interactive Software's Tech Support at 425-398-3074. We have an Interactive Voice Response and Faxback system that is available twenty-four hours a day, seven days a week. If you should need live support, we are available Monday through Friday, 7:30 AM until 7:30 PM (PST). Please note that live Tech Support may be closed on major holidays. We ask that you do the following when calling: be at your computer; have your system information ready for our technicians including system make and model; RAM; video and sound card data and drivers; and any screen or error messages you've encountered and where (if not currently displayed on your screen). It will expedite your handling significantly. You may also fax in your Technical Support questions or problems to: (425) 806-0480, or write in to the address below.

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13110 NE 177th Place  
Suite # B101, Box180  
Woodinville, WA 98072-9965  
Attn: Technical Support  
RMA#: (include your RMA# here)

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## SNOWMOBILE RACING CREDITS

### Second South Studios

Producer  
3D Graphics Lead  
3D Graphics Designers

### Software Lead

Director of Music and Sound  
Sound Designer  
Music  
Voice Talent  
Documentation & Online Help  
Test Lead  
Testers

### Studio General Manager

Additional Development Support  
Production Assistant  
Install Program & Network Administration  
Network Administration

### GT Interactive

VP of Marketing  
Group Product Marketing Manager  
Senior Product Marketing Manager  
Director of Creative Services  
Communications Manager  
Creative Director  
Sr. Graphic Designer  
Art/Traffic Manager  
Graphic Designer  
Graphic Artist  
Director Product Development Services  
QA Manager  
Manual Editor  
Tester

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Jay Barnson  
Sandra Geary  
Jaren Tolman  
Non-Stop Production  
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Marta Neilson  
Steve Knopf  
Darin Cottle, Allen Hawkaluk, Jon Marquette,  
Brandon Montroney, Tyler Pendleton,  
Brett Siddoway, Dan Silver, Justin Soderquist, Mike Snow

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Ginger Silver  
Bryan Brown  
Matt Barnson

Holly Newman  
Evan Stein  
Randy Severin  
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