SPACE HASTE

PC Manual

Controls

You can use a keyboard, joypad or steering wheel (with or without force feedback) to control your hovercraft.

Keyboard Controls:

Turn left: Arrow left
Turn right: Arrow right
Accelerate: Arrow UP & SHIFT
Brake Arrow: Arrow DOWN
Boost : CTRL
Activate pickup: SPACE, . or 0
Look backwards: L
Inside view: F1
Outside views: F2
Pause: P

Gameplay

Space Haste is a futuristic hyper-arcade racing game and is designed to be the ultimate adrenaline rush. The game keeps adding to the maximum speed of the hovercraft throughout the race. The game continually analyses your skills and times, and slowly builds up speed according to your ability. There is no limit on how fast the hovercrafts can go and the controls are built in a way that makes it possible to race the tracks with full control almost as well at 300 km/h as at 1000 km/h - or even beyond. However, your reaction time decreases as the speed increases, making it a challenging task to steer through the many twists and curves of the track. The most intense aspects of the game can only be felt at extremely high speeds...
Each hovercraft has different characteristic data therefore each hovercraft enhances differently, creating a unique driving experience.

Race Modes

Race: A race is between 3-6 laps, at the final lap you must finish in first place to qualify and unlock the next level. If you successfully qualify, the race will continue with Extended Race. Extended Race is similar to Time Race, where you need to beat your best time to stay in the race.

Time Race: Time Race is a race against your best time. To continue racing you will constantly have to beat your best time with your increasingly faster craft.

Shadow Racer: Shadow Racer is a recorded time trial of your best highscore record, to beat it you must defeat your recorded "shadow".

Enhancing

Each hovercraft has eight levels of enhancement. Your craft will automatically upgrade throughout the race by reconfiguring itself to match your improving skills and allowing the hovercrafts to reach higher and higher speeds. At each enhancement level your craft will receive bonuses in the form of pickups, engine power, energy cells or extra credits.

In the top left hand side of the screen an indicator (the purple bar) shows you when the next level of enhancement is about to kick in.

In the bottom right of the screen you will see the Indicator Bar. When the indicator bar has reached zero, an enhancement symbol will appear in the lower right corner of the screen, displaying your current level of enhancement.

Boost

Each hovercraft has boost energy and there is 2 ways to recharge your boost energy. 1) The time difference when passing the finish line gives you a small boost to use. 2) Driving over the boost pickups.

The hovercrafts engine emissions will change colour to red when a hovercraft is using boost.

Energy

Each hovercraft needs energy to stay in the race. If your energy level reach zero, the game will end, however if you have credits left, you will automatically swap 1 credit for 10 energy cells. If your hovercraft is low on energy, the indicator "will flash and you will hear a warning sound.

There is 2 ways of recharging your energy. 1) By driving over energy pickups will give around 5 energy cells. 2) By collecting the energy-cross dropped on the road. These are dropped each time a hovercraft collides with another hovercraft or the bouncers. These will give you around 1 energy cell.

Credits

SpaceHaste is a credit based gameplay, you can score extra credits by passing X numbers of laps. The credits will be used if you fail to reach the given deadline time or if your hovercraft is low on energy cells.

Some hovercraft will gain extra credits when reaching a certain enhancing level.

Time

Race time: in race time, or when you have qualified for a normal Race.
Deadline time: is counting down, showing the time you need to beat to keep in the race.
Best time: is your best time in the current race.

Miscellaneous

Advice: don't boost on every lap of the race, you will need to save these as the crafts get faster and faster if you are to win!!

Pickups

Pickups will appear in front of you on the track and all have a unique effect on your craft:

Energy: Flying over these will give your craft an instant hit of 5 energy cells. Automatically triggered.

Bounce: This stops your craft getting damaged as much when you hit the sides of the track. You must trigger this yourself. When this is picked up, will appear in your HUD.

Pilot: Pilot helps you get around sharp twists and turns and increases in power at higher levels. You must trigger this yourself. When this is picked up, will appear in your HUD.

Cloak: If your craft is cloaked you can pass though opponents without colliding with them. You must trigger this yourself. When this is picked up, will appear in your HUD.

Drain: With this pickup you can drain energy from your opponents by bumping into them without losing energy yourself. You must trigger this yourself. When this is picked up, will appear in your HUD.

Shield: This pickup will protect from one attack and cancel the effects of Flash, Stun & Drain. This must be triggered yourself. When this is picked up, will appear in your HUD.

Blast: Your craft will speed forward like a rocket. You must trigger this yourself. When this is picked up, will appear in your HUD.

Stun: The Stun is dropped behind your craft. If another craft collides into it, it will experience temporary control problems. You must trigger this yourself. When this is picked up, will appear in your HUD.

Flash: Drops a light flash behind your craft. If one of your opponents drives into the flash, he/she will be temporarily blinded. You must trigger this yourself. When this is picked up, will appear in your HUD.

Haste: As you fly over this your craft will temporarily gain speed.

Boost: As you fly over this you will gain an extra boost.