

ENGLISH

DOWNTOWN RUN



WHAT COMES WITH THIS GAME?	4
GETTING STARTED	4
PLAYING DOWNTOWN RUN	4
MAIN MENU	4
GAME SCREEN	4
DOWNTOWN RUN PC DEFAULT CONFIGURATION	9
GAME MODES	10
CARS	12
WARRANTY	15
TECHNICAL SUPPORT	16

Minimum System Requirements:

Operating System: Windows ME/98/XP/2000 128 MB RAM

Processor: 500 MHz Intel Pentium III, Celeron or AMD Athlon

8x CD/DVD-ROM Drive

1GB free hard disk space

Windows Swapfile

DirectX 8.1 (included)

32MB Direct3D Compatible video card with DirectX8.1 compatible drivers

DirectX 8.1 compatible sound card

Keyboard, Mouse

WHAT COMES WITH THIS GAME?

Your game box contains this user manual and one Downtown Run PC Disk. This user manual explains how to play and contains important information about menus, game modes, power-ups and the reward system.

GETTING STARTED

In order to play Downtown Run, Downtown Run PC disk must be in the CD-ROM Unit

PLAYING DOWNTOWN RUN

Shortly after you start the game, the Profile page appears. You can choose and edit a new profile, load an existing profile, or delete a profile. The profiles you save during the game will be independent of each other. Once you delete a profile, all the data from that profile will be lost. The nicknames are restricted to 8 characters. The nickname you enter in the slot will be visible on the car's license plate in the game.

After entering your nickname, the MAIN MENU appears.

MAIN MENU

Here you can choose your game mode and game options.

Button descriptions:

Single Player – to access various single player game modes

Multiplayer – to access Split game mode

Rules – detailed description of power-ups and game modes

Setup – to customize VIDEO, SOUND and CONTROLS options

Credits – view credits page

Quit – exit the game

GAME SCREEN

Shortly after the game has started, the game screen appears. Here you can see all the information about power-ups, prestige and car status.

Here is the game screen along with a description of its parts:



A – Time Info

This area contains information about:

- Your Current Position in race
- Your Current Time
- Your Best Time

B – Active power-up

You can collect the power-ups that are placed in specific parts of the tracks. When you activate them, the effect may be instantaneous in some cases: (e.g. when you place a trap on the track), or last a short period of time (e.g. when you activate a shield on the car).

Power-ups available:

There are two types of power-ups: « enhancing power-ups » and « offensive power-ups »

Enhancing Power-ups

- High Grip
- King of the Road
- All in Wonder
- Invulnerability
- Repair

Offensive Power-ups

- Instant Penalty
- Instant Spin
- Inverted controls
- Oil Slick
- Nails
- Blast
- Chip buster

Power-ups Functionality

- All power-ups re-spawn after a short period of time.
- On each track there are power-up sectors (every 400 m) with 4 power-ups of the same type per sector, arranged in a straight line crossing the road (the random system selects from the 12 available power-ups).
- The power-up sectors are fixed, but the power-ups included re-spawn randomly (different power-ups re-spawn randomly each time you will pass through the sector).

Using Power-ups

You can collect only one power-up at a time.

- You can use the collected power-up with the key you selected under the Controls option

Power-ups description

Enhancing power-ups :



High grip

boosts the car's grip.



King of the road

boosts the car's speed.



All in wonder

boosts the car's grip and speed.



Invulnerability

your car is immune to all offensive power-ups and all collisions with opponents or with the environment.



Repair

restores car's life bar.

Offensive power-ups :



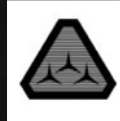
Instant penalty

lowers the car's grip and handling for a short period of time. The affected car has poor steering and soft suspension. This trap remains active until a car hits it.



Oil slick

oil is spread on the track and anyone passing through it loses control of their car. The slick remains on the track until a car hits it.



Nails

a trail of nails is spread on the road and the car may react depending on which wheel is hit by nails.



Chip Buster

a high-tech device that shuts down the opponent's engine. How it works

- Once dropped on the track it will be active for a given period. It emits a beam of light intermittently across the road.
- Any car engine passing through the beam while active will shut down for a few seconds.



Inverted Controls

the steering is inversed between left and right



Blast

a circular blast of force originating from your car will stop any car in its radius. Instant effect



Instant spin

the affected player will instantly spin

C – Total amount of “Prestige”

Your **Prestige** represents the status or reputation you achieve through successful driving. Higher Prestige allows you to access more powerful cars – of which there are plenty! And the higher your **Prestige** score, the more powerful the cars you can access. So this is really something to fight for: **Prestige!** It's the power to influence and impress. It's the reward you get for high-performance driving.

Good performance depends on:

- Driving style
- Successful use of power-ups

DRIVING STYLE REWARDS

The game will reward you with **Prestige** points for:

- Taking bends using the handbrake at high speed
- Taking hairpin bends by sliding the car (longer slide – more **Prestige**)
- Continuing to drive on two wheels after taking a hard bend

You will not be rewarded with **Prestige** points if you're hit by a power -up or if you collide with an object, an opponent's car or parapets under specific driving-style conditions (e.g. if you take a hairpin bend using the handbrake and hit a parapet, you will not gain points)

NOTE: When you drive on two wheels, you still gain points even if you hit an obstacle. (It's tough to drive on two wheels, and if you can do it, you deserve to be rewarded!)

SUCCESSFUL USE OF OFFENSIVE POWER-UPS REWARDS

You earn Prestige when an offensive power-up affects an opponent. You receive a confirmation message when you succeed in hitting an opponent.

POWER-UPS PENALTYS

You lose **Prestige** when an offensive power-up affects you (regardless of whether it's your own power-up or not).

You also lose **Prestige** when you abandon a race

D – Next available power-up

You can have a power-up available on your inventory as soon as the current power-up ceases to take effect. So you'll always have an offensive or enhancing power-up available at any time. Of course, you have to collect it in order to use it...

E – Lap info

In the bottom left-hand corner of the screen, there is a graphic representation of the laps. At the start of a race, the bar is light in color in front of the lead car. When the lead car enters the second lap, the color darkens. The lap color alternates whenever the lead car enters a new lap.

Below the lap bar, you can see the current lap number and the number of remaining laps.

F – Car info

In the bottom right-hand corner of the screen, the following information is provided:

- Current gear
- Current car speed
- Your car's life bar. When your car is in perfect condition, the background is green; with average damage, the background is orange; with 85% damage, the background flashes red. Your bar is only restored when you activate a repair power-up.

DOWNTOWN RUN PC DEFAULT CONFIGURATION

Left arrow	Steer left
Right arrow	Steer right
Up arrow	Accelerate
Down arrow	Brake/Reverse
C	TV camera
P	Start/Pause
F1	Help
F2	Change camera views
A	Handbrake
S	Use Power-up
X	Rear view
R	Repositioning
F10	End Race

GAME MODES

Single Player Game Modes:

Quick Race
Count Down
Championship
Time Attack

Special Game Modes:

Last Man Standing
Sudden Death
Chase

Extra Game Modes:

Bet Races

NORMAL GAME MODES

Quick race – basic game mode, classic race with all options (power-ups, all unlocked tracks, **Prestige** reward for winning race)

Count Down (no power-up restrictions, opponents available) You should reach in a given time the next checkpoint. You gain extra time and Prestige points if the checkpoint is reached.

Championship (no power-up restrictions, opponents available, you unlock new tracks only in this game mode)

Time Attack (power-up restrictions, ghost opponent). You race against your best ghost.

SPECIAL GAME MODES

Last Man Standing – no repair options, no invulnerability power-up, the survivor wins the game (allows to win the race by inflicting maximum damage on your opponent)

Chase – you have a head start and your opponent (a police car) must catch you within a given number of laps

- The Police car is a normal AI vehicle, which can only use enhancing power-ups.
- No power-up restriction if you are the hunted
- If the police car reaches and overtakes you a threat gauge starts to increase in the top left-hand corner of the screen as long as the police will remains in front of your vehicle. If the **threat gauge** reaches the maximum on the red scale, you'll be busted.

You will win if:

- You finish the race (after a predetermined number of laps)
- You inflict 100 % damage on police car during the chase. (In Chase mode, the player can also earn **Prestige** points for driving style)

You may choose to be the police car or the car they are chasing. ~

As police you should keep the chased car under 80km/h.

Sudden Death – you must drive safe (too much damage will take you out of the race) on a given track in a given number of laps

In this game mode you shouldn't collide with environment, cars and offensive power-ups. No repair and invulnerability power-ups.

You can earn **Prestige** points for:

- Successfully finishing the race
- Driving style
- Finishing in first place
- The best time

Penalty:

- If you lose the race
- If you're affected by a power-up

EXTRA GAME MODES

Bet Race – during the race, an AI opponent may challenge you to a special race for a large number of **Prestige** points and with agreed rules.

The **Bet Race** is initially locked (It becomes available once you reach a certain score in **Prestige** points)



Audi S3

Engine type: straight-4 engine
Displacement: 1,781 cc
Horsepower: 225 hp at 5,900 rpm
Max. Speed: 235 km/h



Renault Clio V6

Engine type: V6
Displacement: 2,946 cc
Horsepower: 230 hp at 6,000 rpm
Max. Speed: 233 km/h



VW Beetle

Engine type: straight-4 engine
Displacement: 1,781 cc
Horsepower: 150 hp at 5,800 rpm
Max. Speed: 199 km/h



Saab 9.3 Convertible

Engine type: straight-4 engine
Displacement: 1,985 cc
Horsepower: 205 hp at 5,500 rpm
Max. Speed: 235 km/h



Peugeot 206 cc

Engine type: straight-4 engine
Displacement: 1,997 cc
Horsepower: 137 hp at 6,000 rpm
Max. Speed: 205 km/h



Mitsubishi Lancer EVOLUTION6

Engine type: straight-4 engine
Displacement: 1,997 cc
Horsepower: 280 hp at 6,500 rpm
Max. Speed: 241 km/h



Peugeot 307

Engine type: straight-4 engine
Displacement: 1,997 cc
Horsepower: 138 hp at 6,000 rpm
Max. Speed: 196 km/h



Mitsubishi Lancer EVOLUTION7

Engine type: straight-4 engine
Displacement: 1,997 cc
Horsepower: 280 hp at 6,500 rpm
Max. Speed: 238 km/h



Peugeot 406 Coupe

Engine type: V6
Displacement: 2,946 cc
Horsepower: 210 hp at 6,000 rpm
Max. Speed: 240 km/h



MG TF XPower 500

Engine type: straight-4 engine
Displacement: 2.0-litre aluminium alloy block & head
Horsepower: 500 hp at 7,000 rpm
Max. Speed: 257 km/h



MG ZT XPower 500

Engine type: V8

Displacement: 4.6-litre V8 aluminium alloy block & heads

Horsepower: 500 hp at 7,000 rpm

Max. Speed: 305 km/h



Audi TT

Engine type: straight-4 engine

Displacement: 1,781 cc

Horsepower: 225 hp at 5,900 rpm

Max. Speed: 243 km/h

WARRANTY

Ubi Soft offers a Technical Support service which details are indicated in the text of the manual relative to Technical Support. When you (the "User") contact Technical Support, please be as specific as you can be about the problem you are experiencing and have the below details available:

- The name of the manufacturer of your computer system
- The brand and speed of the processor
- How much RAM you have
- The version number of windows you are using (if you aren't sure, right-click on the my computer icon on your desktop and select 'properties')
- The manufacturer name and model number of your video card, modem, and sound card.

Ubi Soft guarantees to the original buyer of the multimedia product that the compact disc (CD) supplied with this multimedia product shall not show any fault during a normal-use period of ninety (90) days from the invoiced date of purchase, or any other longer warranty time period provided by applicable legislation.

Please return any defective multimedia product by registered letter to: Technical Support together with this manual and your registration card if you have not already sent it to us. Please state your full name and address (including postcode), as well as the date and location of purchase. You may also exchange the multimedia product at the place of purchase. If a disc is returned without proof of purchase or after the warranty period has expired, Ubi Soft will choose either to repair or to replace it at customer expense. This warranty is invalid if the disc has been damaged through negligence, accident or misuse, or if it has been modified after acquisition.

The User recognises expressly that he uses the multimedia product at his own risk. The multimedia product is provided as is, without any warranty other than what is laid down above. The User is responsible for any costs of repairing and/or correcting the multimedia product.

To the extent of what is laid down by law, Ubi Soft rejects any warranty relating to the market value of the multimedia product, the User's satisfaction or its capacity to perform a specific use.

The User is responsible for all risks connected with lost profit, lost data, errors and lost business or other information as a result of owning or using the multimedia product. As some legislations do not allow for the aforementioned warranty limitation, it is possible that it does not apply to the User.

OWNERSHIP

The User recognises that all of the rights associated with this multimedia product and its components, its manual and packaging, as well as the rights relating to the trademark, royalties and copyrights, are the property of Ubi Soft and Ubi Soft's licensors, and are protected by French regulations or other laws, treaties and international agreements concerning intellectual property. Documentation should not be copied, reproduced, translated or transferred, in whole or in part and in whatever form, without prior written agreement of Ubi Soft.

TECHNICAL SUPPORT

Online Support Options

Ubi Soft offers on-line support options for software products. One of these is our website at: <http://www.ubisoft.co.uk/support/>.

If you have a specific problem that is not addressed on our site, you can send your question to us via e-mail at: techsupport@ubisoft.co.uk.

Please be as specific as you can be about the problem you are experiencing.

Other Support Options

You can also contact Ubi Soft Technical Support by phone and fax. When you call, please be as specific as you can be about the problem you are experiencing.

Ubi Soft Technical Support: 0870 739 7670
Hours: Monday To Friday 8.00am – 11.00pm GMT
0906 906 0200

Mailing Address: Ubi Soft Entertainment Ltd.
Chantrey Court,
Minorca Road,
Weybridge,
SURREY. KT13 8DU.



Uses Bink Video.

Copyright © 1997-2001 by RAD Game Tools, Inc.