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SYSTEM REQUIREMENTS

MINIMUM REQUIREMENTS

Hardware Rendered Minimum Specifications

- 200Mhz Pentium I CPU
- Windows 95 or 98
- 24 MB RAM
- 4MB 3D Card

Hardware Rendered Recommended Specifications

- 300Mhz Pentium II CPU
- 32MB RAM
- 4MB 3D Card

Software Rendered Minimum Specifications

- 233Mhz Pentium II CPU
- 24 MB RAM

Software Rendered Minimum Specifications

- 300Mhz Pentium II CPU
- 32 MB RAM

Recommended Peripherals

- 3D Video Card w/8MB and supports D3D
- Sound Blaster® or 100% compatible sound card
- 8 Button (or more) PC Controller
- Mouse



For optimum play, we recommend using a **Microsoft® Sidewinder® Joypad** or any other 4 or more button controller. In this manual, Sidewinder illustrations are used to display default button configurations.

To configure your controller, see **Joystick**, pg. 7.

INSTALLATION

- With Windows® 95/98 running, insert the CD into your drive. The Autorun Installation Screen will appear.
- Click the Install button to begin installation. The Install Shield Wizard program within Windows will open the Setup file to begin installation.
- Follow on-screen instructions to complete the installation.
- Once installed, select "**Programs/Hydro Thunder/Play Hydro Thunder**" from the Start Menu.

Hydro Thunder requires DirectX™ 7.0 or higher to run properly. If you don't have this (or higher) version of DirectX, you'll need to install it from the **Hydro Thunder** CD-ROM.

During installation, the program will detect your current version of DirectX (if any), and make recommendations on whether you should update your current drivers. Read each stage of the installation carefully during the installation process.

When DirectX 7.0 installation has completed, you'll need to restart your computer. Select "**Programs/Hydro Thunder/Play Hydro Thunder**" from the Start Menu to begin playing.

Note: You must have the Hydro Thunder CD in your CD drive in order to launch **Hydro Thunder** and hear the games music soundtrack.

Important

If you experience problems running this game, out-of-date video card drivers may be the cause. It is important to always have the most recent drivers for your particular video card. Check with the manufacturer or visit their web site for updated drivers.

DEFAULT CONTROL CONFIG

Before running **Hydro Thunder**, connect the controller or other peripheral equipment into the control ports of your computer.

Before you begin your game familiarize yourself with the joypad controls. Numbers correspond to the buttons. You may use these numbers as reference when modifying your controller.



For optimum play, we recommend using a **Microsoft® Sidewinder® Joypad** or any other 4 or more button gamepad. **Hydro Thunder** uses a minimum of 4 buttons on a controller for gameplay. The diagram above will familiarize you with the numbered buttons on the Sidewinder, so you'll have a reference when configuring the controller to your liking.

To configure your controller, see **Joystick**, pg. 7.

DEFAULT KEYBOARD CONTROLS

Here are the default keys:

<Left> / <Right> Cursor KeysSteer
 <Up> / <Down> Cursor KeysThrottle forward/back
 <Shift>Boost

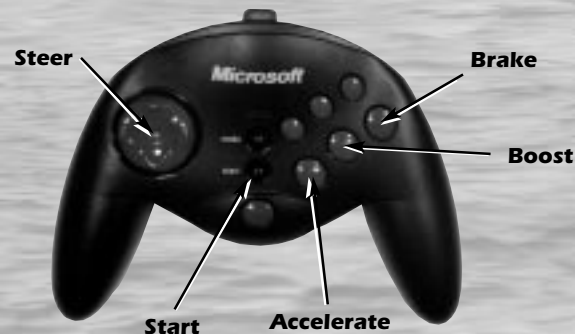
All keys may be configured via the Options Menu. Other useful keys are:

<F1>Displays a quick info menu (basically this info).
 <F2>Brings up the Options Menu which contains:
 Keyboard, Joystick, Graphics and Sound menus
 <F4>Pauses a race
 <F5>Use Direct3D hardware rendering (if available)
 <F6>Use full-screen low-res software rendering
 <F7>Use full-screen high-res software rendering
 <F8>Use software rendering in a normal window
 <ESC>Pauses races, quits attract demos, and can be
 used to exit the game
 <ALT>+<F4> .Exit from game (standard Windows action)

To change a setting on the keyboard menu, select an item by pressing <Enter> then press the key you want assigned to the action.

DEFAULT GAME CONTROLS

The following is the default controller configuration for Hydro Thunder. They can be modified as you like. See **Joystick**, pg. 7.



Menu Item	Item Option	Description
Device	None 1 - 16	Not using a joystick Using joystick #1-16 (as seen in Windows Control Panel)
Force Feedback	N/A Off 10% - 100%	Joystick does not support Force Feedback No joystick rumble effects Viable strength of rumble effects
Sensitivity	20% - 30%	Changes the responsiveness of the joystick
Throttle Axis	None Y - Axis Z - Axis	Throttle is not assigned to a joystick direction Pushing forward/backward on joystick controls throttle (Usually) either joystick pedals or throttle controls Speed
Throttle Fwd	1 - 32	Use to assign button to acceleration
Throttle Back	1 - 32	Use to assign button to deceleration
Boost	1 - 32	Use to assign button to boost
Change View	1 - 32	Use to assign button to changing views

Note

When "None" is selected for Device, your keyboard may be used to make changes within the Joystick Options window.

OPTIONS MENUS



Once you've launched Hydro Thunder, press **F2** to view the Options Menu. Use the Up/Down arrow keys or Up/Down on your controller to select options, then press **<Enter>** or the 1 Button to select an option.

At any time during a menu or options screen, you can press **<Esc>** to go back to the previous menu. Here are the options:

Keyboard

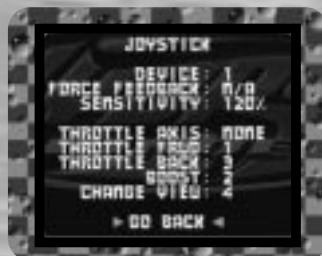
View or modify your default Keyboard Controls. Press **<Enter>** to select a function, then press the new key you would like to use to control that function. Repeat the process to change all desired keys. See page 5 for default keyboard controls.

Joystick

You can select a specific joystick to use, as well as adjust other settings related to your controller. To adjust **Device**, **Force Feedback** and **Sensitivity** options, press Left or Right on your Joystick to make changes.

To adjust boat control options, highlight that option, then press the new button you would like to use to control that function.

See page 6 for detailed information on each option.



OPTIONS MENUS

Graphics

There are many options available to display **Hydro Thunder** on your computer. Highlight an option, then press the Arrow Keys Left or Right (or controller pad) to make changes. See below for details about each option.

Menu Item	Item Option	Description
Display	Direct3D Card*	Hardware rendering
	Soft Low Res	Full Screen low-res software rendering
	Soft High Res	Full Screen high-res software rendering
	Soft Window	Software rendering in a window
Sensitivity	Secondary*	When using Direct3D, uses any secondary 3D card
	Primary	When using Direct3D, uses main graphics card for 3D
Start Mode	Direct3D Card* Soft Low Res Soft High Res Soft Window	You can specify which render mode the game will try to start in. Also, the mode to use when the window is maximized.
Water	Complex Simple	Draws water reflections Doesn't draw water reflections
Lens Flare	On/Off	Turns lens flare effects On/Off
Spray+Smoke	On/Off	Turns boat/waterfall spray and smoke effects On/Off

Sound

Highlight an option, then press the Arrow Keys Left or Right (or controller pad) to make changes. See below for details about each option.

Menu Item	Item Option	Description
Effects Volume	10%- 100%	Changes the overall volume of the sound effects
Throttle Fwd	10%- 100%	Changes the volume of the main engine sound
Effects	On/Off	Turns sound effects On/Off
CD Music Volume	10%- 100%	Changes the volume of the CD audio
CD Music	On/Off	Turns the CD music On/Off

PLAYING THE GAME

The object of **Hydro Thunder** is simple: cross the finish line first, at all costs! Along the way, collect **BOOST** icons to enable your boat's specialized engines to fire up and propel you faster. Boost icons are located throughout all tracks. Some are hidden in secret areas of the track and some are even invisible! The following will give you an overview of everything you need to know to win the race.

TRACK SELECTION

When beginning **Hydro Thunder**, you will only have access to 3 tracks and 3 boats. Both the tracks and boats are designated as **EASY**. If you complete each Easy designated race and place First, Second or Third, you will gain access to the **MEDIUM** division boats and tracks.



PLAYING THE GAME

When racing on the Medium tracks, you must complete each race with a First or Second place finish to advance to the **HARD** division.



Racing the Hard boats and Hard tracks takes a lot of skill. It is recommended that you really master the previous tracks before advancing to these challenging ones. You must complete each track with a First place finish to access a special Bonus Track.

You must continue to place First on all the Bonus Tracks to access the Bonus Boats. There are a total of 4 Bonus Tracks and 4 Bonus Boats, if you're good enough to earn them.

When choosing a track, it's important to remember everything you can about it. Some tracks have numerous obstacles in the water, causing you to capsize or just slow down. If you're racing a track for the first time, be alert. Try and learn as much as you can about the track for future reference.

PLAYING THE GAME

BOAT SELECTION

Each boat in **Hydro Thunder** is unique. Not only in appearance, but also in control and overall performance. Some boats are faster than others, while some fly and take turns better. When selecting a boat, keep in mind on what track you will be racing, as it will make all the difference.



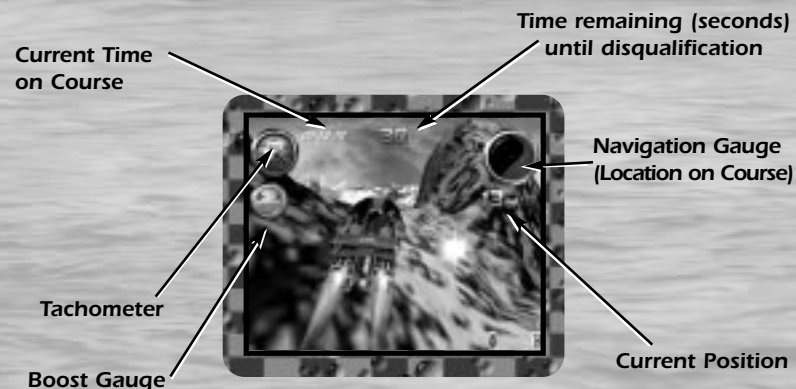
"MIGHTY HULL"

Developed by the **H.T.R.A.** (see Page 14), "**Mighty Hull**" technology is utilized by every boat in **Hydro Thunder**. When your boat's boosters are activated for a short period of time, your boat will flash. This means that the boat's Mighty Hull is activated. Use your Mighty Hull power to clear unwanted obstacles and opponents out of your course as you race to victory. Each boat is unique when it comes to Mighty Hull activation time.

BOOST ICONS

The tracks in **Hydro Thunder** are littered with Red and Blue diamond-shaped Boost icons. Each boost will cause your boat's engines to transform and enable your boat to travel faster as well as activate its "**Mighty Hull**" power. Red Boost icons will give you 9 seconds of boost fuel. Blue Boost icons will give you 4 seconds of boost fuel. Use your boost sparingly as you never know when you'll need it. Use your boosters to help your boat take corners faster as well as clear any obstacles in your way!

ON THE WATER



When racing against the clock, you must pass specially numbered buoys (checkpoints) that will give you more time. If your time is getting short, you will hear the announcer say "Time running low!", followed by a series of beeps when your race clock enters the single-digit range.

When running out of booster fuel, the announcer will say "Boosters Running Low!", followed by another series of beeps when you're almost empty. When your boosters are full the announcer will inform you of that as well. Remember, keep an eye on your booster fuel!

HYDRO STRATEGIES

As you gain experience in **Hydro Thunder**, you will find that each game is different, depending on your style of racing. Each boat in the H.T.R.A. lineup is unique in both appearance and overall performance. Each track is unique with its own shortcuts and tricks to mastering them. Practice does make perfect in this game. This page is devoted to some great tricks to help you along your path to victory!

BOAT DESIGN

You will notice that each boat is different. Some boats are designed to fly, while others are built for speed. Try to learn each boat's weaknesses and advantages. You will find that some boats are very easily knocked around by other boats, while some tend to do more of the knocking.

THE HYDRO JUMP

Each boat can use its boosters to propel into the air for a brief period of time. As your boat is accelerating forward, quickly let go and press the Brake.

Once you have activated the Brake, immediately begin to Boost. This takes practice to learn, but is well worth the effort. Use the Hydro Jump to access out-of-reach boost icons and to gain entry into secret pathways.

Some boats will travel through the air very well if you can master the Hydro Jump. Using the jump with these boats will allow you to cut seconds off of your course time.



MIGHTY HULL & THE H.T.R.A

MIGHTY HULL TECHNIQUES

When your boosters are activated for a short period of time, your boat will begin to flash. When it does, your boat's Mighty Hull technology has been activated. While your boat is flashing, you can ram other boats and send them flying into the air! Mighty Hull also helps to rid your path of annoying obstacles.



Now, you've certainly heard of the H.T.R.A. There is no signing up with these guys. Nobody even knows who they are or on which watery location they'll race next. But if you're good enough and have what it takes to be one of them, don't worry, they'll find you.

This underground clan of adventurous racing renegades doesn't let anything get in the way of their racing. No place is too sacred. No place is too dark. No unexplored waterway is too dangerous. No guidelines. No restrictions. No manners. No law. These guys are dead serious and have only one goal: Do anything to cross the finish line first.

EASY TRACKS



THUNDER PARK

A traditional H.T.R.A. circuit track. On a sunny day, Thunder Park offers a competition-style hydroplane race-way loop. Try to find the hidden 9 second boost on this track.

Note: When racing on a circuit track, each boost icon can only be picked up once.

LOST ISLAND

Located somewhere in the South Pacific, the Lost Island track offers a fast-paced trek through a volcanic island. Lush greenery, native villages, ancient ruins and numerous secrets await you!

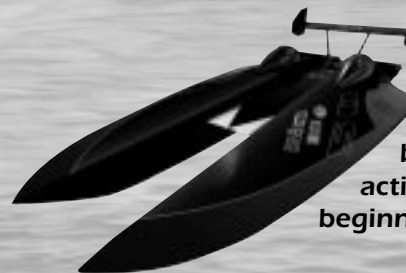


ARCTIC CIRCLE

Gigantic ice formations and a variety of wildlife line this unique track. The race starts near a fishing village high above sea level, continues in a river that winds its way down a glacier, through water-carved ice tunnels until finally dropping you to the ocean for the remainder of the race.



EASY BOATS

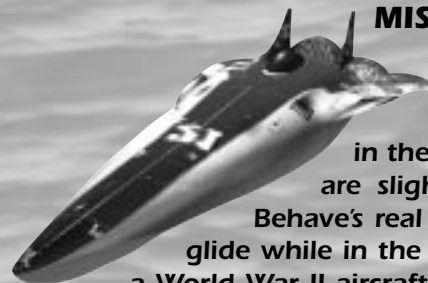


DAMN THE TORPEDOES

Damn the Torpedoes is a good introductory boat for racing. Although it is slower than most boats in speed and Mighty Hull activation time, it is ideal for the beginning racer.

MIDWAY

Very stable and not susceptible to being knocked around by other boats, Midway is another good choice for the beginning racer. Midway's weaknesses are its slow booster and Mighty Hull activation times.



MISS BEHAVE

Able to slice the water for better turning, Miss Behave is one of the smallest boats in the H.T.R.A. lineup. The boosters are slightly under-powered but Miss Behave's real strength lies in her ability to glide while in the air. With parts salvaged from a World War II aircraft, Miss Behave is the "flyer" of the beginning boats.

HYDRO HINTS

HERE ARE SOME POINTERS TO KEEP IN MIND AS YOU TAKE TO THE WATER.

- Try pressing the Forward and Reverse Throttle a couple times at the countdown. If you perform a certain sequence, you'll get a 4 second Boost at the Start!
- Try going through caves and waterfalls. Not only are there a bunch of short-cuts, but you'll find lots of Boost Icons as well!
- Look for the hidden 9 Second Boost on Hydro Speedway as well as Thunder Park!
- Beware of underwater debris!
- Learn the Hydro Jump! It is essential!!!
- Jumping in the Nile Adventure track will lead to great things!
- **WATCH YOUR BOOST FUEL CLOSELY!!!**

CREDITS

HYDRO THUNDER ARCADE TEAM

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