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USING THE CONTROLLER



MENU INTERFACE CONTROLS

Button	Key	Action
Left thumbstick (L/R)	Arrow keys, Numpad 4,6,8,2	Highlight menu item
Right thumbstick (L/R)	Arrow keys, Numpad 4,6,8,2	Highlight menu item
2	Enter	Accept
3	Esc	Back



BASIC RACING CONTROLS - AUTOMATIC

Button	Key	Action
Left thumbstick	Numpad 4,6	Steer
Right thumbstick	W,A,S,D	Lean
7	Numpad 2	Brake / Reverse
8	Numpad 8	Throttle
2	X	Look back *
3	E	Look right *
1	Q	Look left *
4	R	Reset mower
6	H	Toggle HUD
5	Tab	Toggle view

BASIC RACING CONTROLS - MANUAL

Button	Key	Action
Left thumbstick	Numpad 4,6	Steer
Right thumbstick	W,A,S,D	Lean
7	Numpad 2	Brake
8	Numpad 8	Throttle
2	X	Look back *
3	E	Shift up
1	Q	Shift down
4	R	Reset mower
6	H	Toggle HUD
5	Tab	Toggle view

*Look controls function in first person only.

WELCOME TO LAWNMOWER RACING MANIA 2007™

Welcome to *Lawnmower Racing Mania 2007™*... and welcome to the wild sport of USLMRA Lawnmower Racing! You may have heard about it on TV, or even seen it in a movie... still, you may not have believed your eyes. But yes, people do race lawnmowers and believe it or not... they race them FAST!

To an outsider, lawnmower racing may seem kind of funny, but attend a live race, and you'll see that this is just as serious and action-packed as any other form of racing.



So put on your helmet, tighten up your body armor, and make sure there's gas in the tank... 'cause once we're mowin', there ain't no slowin'!

PLAYER PROFILES

Before you start tearin' up the turf, you'll need to create a player profile. Profiles track your progress through the game and keep track of the points and bragging rights you've earned. Your profile also stores the latest changes you've made to your racing mower.

The first time you play *Lawnmower Racing Mania 2007™*, you'll be taken to the New Profile screen. Here you can enter a name for your profile. After you earn enough bragging rights, you'll be able to change your character's appearance, as well as customize your racing mower.



If other people want to play the game, they can each create their own profile. The next time you start the game, you can choose your profile from a list of all the profiles that have been created.

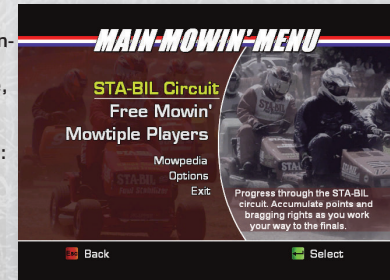
After you create a profile, you will be taken to the Main Mowin' Menu.

MAIN MOWIN' MENU

STA-BIL Circuit

Select STA-BIL Circuit to start or continue your way through the STA-BIL National Points Series. In this mode, you must earn 500 points at each race before progressing to the next race. Points are awarded as follows:

First Place: 1500 points
Second Place: 1000 points
Third Place: 500 points
Finish bonus: 150 points



So, even if you don't place on a given track, you can still progress by simply running the race 4 times. You can also run up to three practice laps before running an official points race. This lets you get a feel for the track and gives you a chance to tweak your tractor for the best performance. Also, each time you run a practice lap you'll earn a slightly better starting position. Many times lawnmower races are won at the start!

Free Mowin'

Select Free Mowin' to re-race any track you have unlocked in the STA-BIL Circuit. In this mode you can select the number of laps, number of opponents and your starting grid position for each race.

Mower Info:
The actual STA-BIL points series uses a slightly different scoring system than found in the game. You can visit www.letschow.com to download the complete USLMRA rulebook!

Mowtiple Players

Select Mowtiple Players to have a mowdown-showdown against up to 4 players on a single PC system.

Mowpedia

Want to know more about the sport of lawnmower racing? Check out the Mowpedia!

Options

Configure the controller, sound, video and other in-game settings.

Back

Pressing Esc returns you to the welcome screen. From there you can select or create a new profile.

DRIVING YOUR TRACTOR

Driving a racing mower isn't like driving a typical race car or even a go-kart. Lawnmower racing is a down-and-dirty business. There are a couple of important things to keep in mind when racing a lawnmower.

First, there is no suspension to absorb the bumps, so the ride is rough and wild. Second, unlike a traditional race car, your body may weigh almost as much as the tractor. That means you can affect the performance of your mower just by leaning your body. Third, you're sitting up on that mower with no roll cage and no windshield!

Steering

Driving a racing mower can be a slippery proposition. Unlike a sports car on a paved road, a mower is usually running on turf, sand or mud. Because of this, your steering will feel "looser" than a car or kart. You will need to oversteer, particularly with standard tires. However, you can use slipping to your advantage by keeping the throttle down and power-sliding through turns.

Braking

In other types of racing, your foot may never touch the brake. This isn't the case when racing lawnmowers! Because your mower has no suspension to absorb cornering forces, you will need to use the brakes to get the best time through the course. Sometimes, a light tap on the brakes is enough to straighten out your tractor and prepare for a turn. Other times, a controlled slowdown may be needed to bleed off speed prior to cornering.

Locking Your Brakes

If you hold down the brake all the way, your back wheels will lock and cause the rear end of your tractor to loose grip. Seasoned racers can use this to their advantage (see Racing Tips.) If you prefer not to lock up your rear brakes, you can change this option in the Tractor Setup menu.

Leaning

The maneuvers you make can be fine-tuned by leaning. Leaning forward, back or side-to-side distributes more or less weight to the wheels, causing them to grip better, or slip easier. For example, if you want the rear-end to slide out in a turn, you can lean forward on the mower. This puts more weight on the front (steering) wheels, and less on the rear (drive) wheels. The result is more sliding through the turn. Then, if you want maximum power coming out of a turn you can lean far back, putting as much weight on the rear wheels as possible. This causes your rear tires to grip better – giving you more traction and power out of a turn. However, with less weight on the front wheels, steering will be more difficult! You can adjust the amount of body lean effect in the Tractor Setup menu.

THE MAIN SCREEN



Lap Counter: Displays the current lap, and number of laps remaining.

Position: Displays your current position, and the total number of drivers in the race.

Lap Time: Shows your current lap time.

Race Time: Displays the current race time. The time between starting and driving across the starting line is included in this counter.

Speedometer: This shows your current speed in miles-per-hour. Yes... these are lawnmowers!

Racer list: Shows the current order of the racers on the track.

Press H to cycle through different sets of on-screen displays. You can even remove all displays to get an unobstructed view of the track.

Press Tab to cycle through three different racing views.

Mower Info:
A great way to experience mower racing is to find the nearest local USLMRA chapter and attend a race. You'll be able to catch some 'sod-slingin' action and even talk to the racers themselves... they're a friendly bunch.

RACING TIPS AND TRICKS

Can't terminate the Turfinator? Sodzilla made a meal of you? Try some of these tips the next time you tear up the turf.

Power Sliding

In many cases it may be fastest to slide through a turn, holding the throttle down the whole time to keep your engine revving at a high RPM and speed up your exit from the turn. To "power-slide" through a turn, simply turn your wheel almost all the way in the direction of the turn, and let your back-end start to slide around. You'll be able to control the direction and speed of the slide by using the throttle or steering out of the turn slightly.

Rear-Brake Spins

You can lock the rear wheels by holding the brake down all the way. This will cause the back-end of the mower to become "slippery" and possibly come around in a turn. Start your turn high and early, lock up the rear brakes and slide the back-end out, pointing the front of your tractor into the turn. By timing this maneuver right, you can stay at full-throttle and make better time out of the turn. Time the maneuver wrong, however, and you'll be tastin' hay.

Dealing With Hills

Hills can be tricky, so tap the brakes into and out of elevation changes to stay on a straight path. Remember that you'll lose more time taking a tumble, so its better to be safe than sorry.

Passing

Finding that right moment to pass another mower comes with experience. It's a lot harder to pass in a straightaway, so look for opportunities when taking a turn. See if you can take the turn with a smoother line than your rivals.

Avoiding Tipovers

With no suspension, and a relatively high center of gravity (that's you... the driver!), a lawnmower is more prone to tipping over than just about any other racing vehicle. If you start to tip, lean out of the tip or tap the brakes to slow and straighten your mower and try to avoid dramatic maneuvers.



UPGRADING YOUR TURF ROCKET

"First I make it look good... then I make it sound good... then I make it go fast."

Bobby Cleveland
8-time STA-BIL National Lawn Mower
Racing Series Champion



Bragging Rights

Lawnmower racers compete for trophies and bragging rights... there's too much honor to race for money! In *Lawnmower Racing Mania 2007™*, you'll be awarded bragging rights for finishing first, second or third in a points race.

As you collect "brags", you can spend them on upgrades and customizations to your tractor. Some items, like a more powerful engine, simply give you better overall performance. Others, such as different tires or a different rear-drive sprocket, allow you to tune your mower for best performance on any given track. Finally, some items are purely for looks!

Chassis

This falls under the "make it look good" heading. The different chassis options available don't have much affect on performance, but they'll sure look good tearin' up the turf as you cross the finish line. Just be sure your paint job doesn't clash with your jersey.

Engine

Improving your engine gives you progressively more power and top-speed. While this is certainly a good thing, you may find you need to change your driving habits to cope with the increased torque!



Tires

Tires may be the single most important way to tune your tractor. One tire isn't necessarily "better" than another. Rather, different tires allow you to use different driving styles. A high-grip tire is good for racers who like to slow down and hug the inside of the turn, while a hi-slip tire is better for power-sliding and drifting through turns without having to throttle back.



Brakes

Better brakes mean more stopping power. However, upgrading to four-wheel brakes can dramatically change the handling of your tractor when you brake into a turn.





Rear Sprocket

The rear sprocket changes your overall gear ratio. Choosing a smaller rear sprocket will give you better top speed, but at the cost of low-end acceleration. Conversely, choosing a larger rear sprocket will help you accelerate quickly but will limit your maximum speed. Usually, drivers will swap out different rear sprockets based on the type of track they are running on. A track with lots of long straight-aways, for example, may warrant a smaller rear sprocket.



Starter

Lawnmower races are often won at the start. A powerful and reliable starter will help you get off the line fast, and take command of the race early.

Jersey

While choosing a different jersey may not have much affect on your lap times, you gotta admit... style counts for something!

LAWNMOWER RACING AND THE USLMRA

The USLMRA was formed on April Fool's Day 1992, and tremendous response quickly turned the program into one of the largest growing grass roots sports the country has ever seen. Racers in the STA-BIL National Lawn Mower Racing Series travel across the country each season competing for points, trophies, glory and bragging rights. There are no cash prizes. Cutting blades are removed, and a sense of humor is not required, but strongly encouraged.

USLMRA mower racing currently sanctions 6 different classes of competition from the Stock category where just about anybody can race an unmodified tractor, to the super-fast FX (Factory Experimental) category where skilled racers can reach incredible speeds. In *Lawnmower Racing Mania 2007™*, you drive the big BP/SP class tractors. These are larger mowers with 18-20 horsepower engines and have been modified for high-speed racing.

If you'd like to find out more about the USLMRA and lawn mower racing, you can visit www.letsnow.com for rules, information and a schedule of events.

Mower Info:
Organized lawnmower racing actually started in England as a way for people to beat the high cost of motor sports. They even hold an annual 12-hour overnight endurance race!

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"Ravenswood Getaway (Part 1)"
Outlaw Family Band
www.outlawfamilyband.com

"Lawn Mower Racer"
Written by: Wayne Phillips
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www.themowermen.net

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Mower Info:
The USLMRA has an active Yahoo chat
group. There you can keep up to date
on the latest mower racing news as
well as get tips from the racers them-
selves.
groups.yahoo.com/group/USLMRA/

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LAWNMOWER RACING MANIA™

2007

Controls - Automatic Transmission



*Look controls function in 1st person mode only



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