

Road Wage help file

An Introduction:

Welcome one, welcome all, to the fun, and sometimes-wacky world of Road Wage!

You are invited to join the delivery elite in a mad heat to out-cash all those loser wannabes.

Your beginnings may be humble, but be ready to rumble, cause your tires will be smoking up the road.

Beware the critters, the giant frogs, and the brown nasty smog. This is one ride you won't soon forget...

So strap in to the driver seat, all you delivery elite, and know that there are no back seat drivers in our world!

The objective:

Road Wage has a simple premise. Deliver your cargo as quickly as possible to get the biggest tip. If you don't make it to your delivery on time, you'll have to try again!

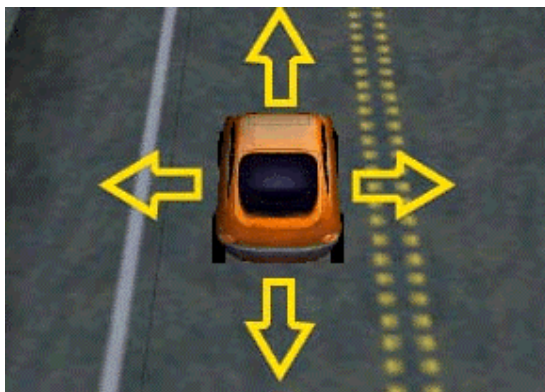
Sounds simple enough until you add in all the crazy stuff that stands in your way. There is also a balance between good and evil that must be contended with. Some cars are friendly while others are just plain mean! Pay close attention to who you are messing with, cause some of them will strike back!

You also have the chance to choose good or evil. This will effect how the world treats you. So the choose wisely!

The Basics:

Use the up and down arrow keys to accelerate and brake!

Use the left and right arrow keys to change lanes!



Use the spacebar to deliver packages!

Tip: Try delivering to other cars for interesting results!

The Gauges:

The 'Danger Gauge':

The needle rises as you drive in the shoulder... If it hits the top you will be pulled over by the cops!



The 'Damage Gauge':

The needle rises as the car takes damage... The car will explode if the gauge reaches critical!

The 'Cargo' Window:

This window shows you the state of your cargo. Keep an eye on it, sometimes your cargo can turn on you!



The 'Timer':

You must reach the end of the level before the time runs out!



The 'Tip-O-Meter':

This gauge indicates the tip you will receive when you reach the delivery point... Be careful, if you run out of time you will start to lose tip money!



The 'Tripometer':

It shows the distance left to the delivery point!

Tip: Watch the Tip-O-Meter gauge... If you pass the white dot and go in to the red, you had better find a 'Time Plus' power-up fast, it could pull you back from certain defeat!

'TANK-RAGE' Indicator:

This window shows you how many tank pieces you have collected... and how close you are to dominating the road! Tank pieces carry over from one level to the next, so use them wisely!



Tip: save TANK-RAGE for those REALLY hard levels!

Power-ups:

Tip: Try different routes and different power-ups on a level... The most obvious is not always the best!



Makes your car gain mass and slow down!



Makes your car turn ethereal!



Freezes your 'Danger Gauge'!



Makes everyone get out of your way!



Cops won't bother you!



Green \$5, Yellow \$10, Red \$25!



Make your car go super fast!



20 % Repair to your car!



Adds ten seconds to the clock!



Subtracts ten seconds from the clock!



Could be good, Could be bad... Take a chance!

Tip: The Mystery power-up is a gamble that can have some very beneficial and devastating results!

Alright... Now go and have a good time!