

TANK RACER



GROLIER INTERACTIVE



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EPILEPSY WARNING

PLEASE READ BEFORE USING THIS GAME OR ALLOWING YOUR CHILDREN TO USE IT.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, **IMMEDIATELY** discontinue use and consult your doctor.

Precautions To Take During Use

- Don not stand too close to the screen. Sit a good distance away from the television screen, as far as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

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TANK RACER

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INTRODUCTION: Hello, and welcome to "Tank Racer". This guide should help you with all you might possibly need to know about driving in the world tank racing championships, operating the in-game menus and deriving maximum enjoyment from our kickass product. So sit back and read on.



<http://tankracer.grolier.co.uk>



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Installation

System Requirements

Before installing "Tank Racer", you should first check that your PC meets the following technical requirements:

MINIMUM

CPU: P166

Memory: 32Mb RAM

Hard Disc: 50Mb of HD space

Video: 4Mb 3D Graphics accelerator card

Sound: 100% Sound Blaster/AWE 32/AWE 64 compatible

CD-ROM Drive: 4x CD ROM (full install) 8x CD ROM (minimal install)

RECOMMENDED

CPU: P233

Memory: 64Mb RAM

Hard Disc: 150Mb of HD space

Video: 8Mb 3D Graphics accelerator card

Sound: 100% Sound Blaster/AWE 32/AWE 64 compatible

CD-ROM Drive: 12x CD ROM

Installing Tank Racer

The "Tank Racer" installation program will start automatically when the CD is inserted into the CD-ROM drive. If it doesn't, you can install the game by using Windows Explorer and double-clicking on the 'setup.exe' program in the root directory of the CD-ROM.

Uninstalling Tank Racer

"Tank Racer" can be uninstalled by clicking on the 'Uninstall Tank Racer' icon in the relevant folder in the Windows Start menu, or by using the Add/Remove Programs option in the Windows control panel.

Technical Support

If you encounter any problems running "Tank Racer", contact the Grolier Interactive Technical Support Hotline open Monday to Friday from 9am to 5pm as follows:

Tel: 44 (0) 1865 245 770

Fax: 44 (0) 1865 245 730

Email: support@grolier.co.uk

Before you call, make sure that you have the following information available:

- The make, model and exact specification of your computer and its peripherals.
- Details of the problem you have encountered, where you are in the game and the exact wording of any error messages which appeared.



Controls

Default in-game controls:

Move left/right	Left and Right cursor keys
Throttle	Up cursor key
Brake	Down cursor key
Handbrake	A key
Fire	Spacebar
Horn	S key
Turret Left	Z key
Turret Right	X key
Toggle Camera	C key
Rear View	V key
Pause Menu/resume	ESCAPE key

(Pressing Z and X keys together will reset turret to centre)

Getting Started

Within the menu screens, use the cursor keys to move between each option and press the Enter key to confirm your selection (your chosen option will be highlighted in a brighter colour).

Note: Throughout the in-game menu screens, there are instructions at the top right of the screen that tell you which keys you should press. A general rule is that the Enter key will select an option and the Backspace key will exit the current menu, returning to the previous one.

Starting a New Game

When you start up the game, you will see the developer and publisher logos and then the intro animation will play. You can press the Enter key to skip the individual

animations and the Escape key to skip straight to the language selection menu.

Main Menu

The main menu has 4 different options: **Cup Race**, **Single Race**, **Multi-Player** and **Options**. You can move around these by pressing the cursor keys. To select one, press the Enter key.

Cup Race

The main goal of the single-player game in "Tank Racer" is to win all 3 cups in the World Tank Racing Championships (WTRC) by guile, cunning, skilful driving, stylish shooting and brute force!

The structure of the championships is as follows:

BRONZE
4 courses
SILVER
5 courses
GOLD
6 courses

Championship Cup Selection Menu

At first, only the Bronze Cup icon will be selectable. You will need to complete the Bronze Cup before being able to enter the Silver Cup and in turn, complete the Silver Cup to gain access to the Gold Cup and your chance to be supreme champion of the world.

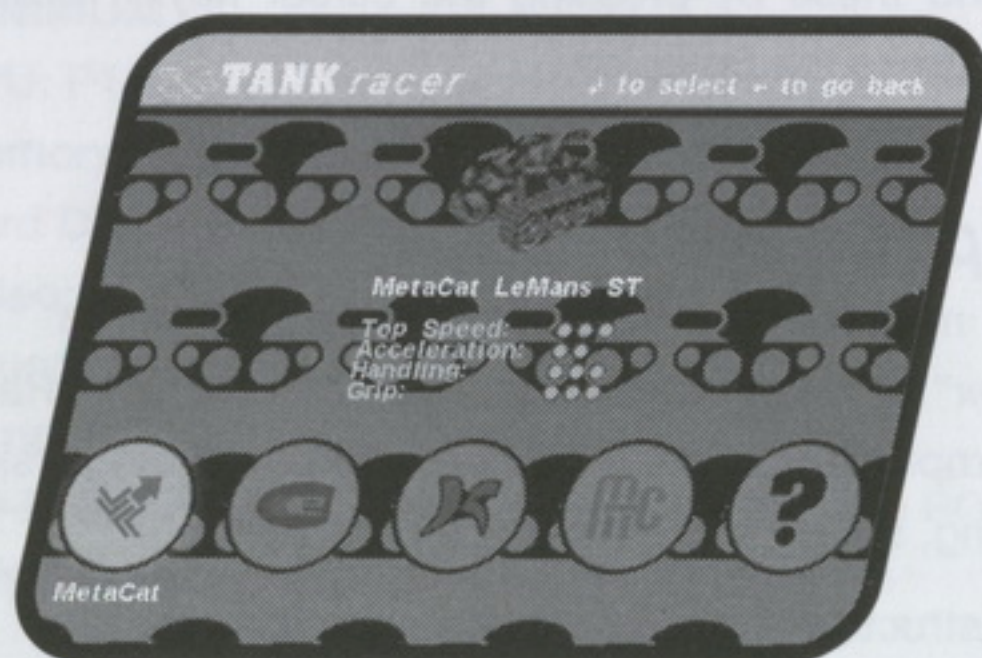
The championship Cups become more and more challenging as you get to race faster, more souped-up tanks, race on different tracks and there are different



configurations and types of pick-ups, weather conditions and so on. It's truly a madcap challenge!

You can press the Enter key to select a Cup or the Backspace key to return to the main menu at this point.

Championship Tank Selection Screen



This screen allows you to choose which tank you wish to race during the championship. There are 4 tanks to choose from for each championship (12 in total) plus 3 bonus hidden tanks. Each tank has a different top speed, acceleration, handling and grip. You can press the Enter key to select a tank or the Backspace key to return to the previous menu at this point.

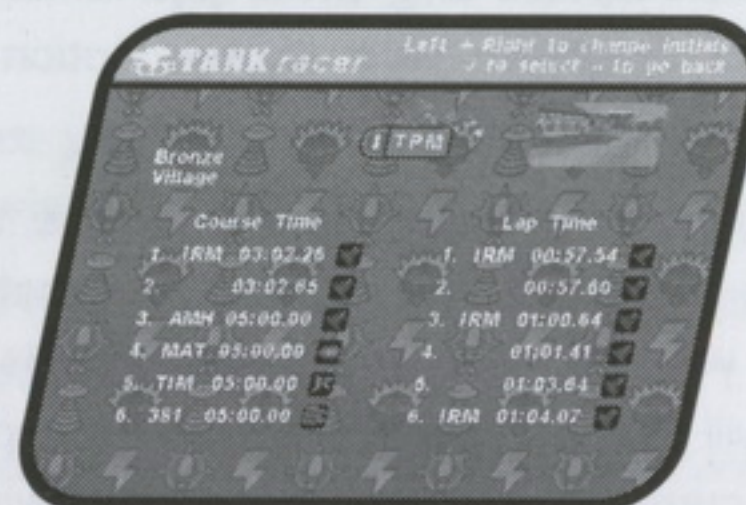
Championship Mode Course Screen

In championship mode, once you have selected your tank, the course screen will appear and a small tank will motor its way to the first course of the championship. The other courses to be raced in that championship can be seen but are not selectable until the previous course has been completed, since the championship is played out in a predetermined order:

BRONZE
Village - Border - Swamp - Theme Park
SILVER
Eastern Bloc - Swamp - Riviera - Border - Moon Dome
GOLD
Riviera - Eastern Bloc - Theme Park - Village - Moon Dome - Circuit

The fastest course and lap time so far achieved appear to the right of the course map, along with the initials of the player and manufacturer's logo for the tank achieving them. Underneath the course and lap times, there is some text saying "Qualify". This will tell you what place you have to achieve in this race to qualify for the next race. You can press the Enter key to select a tank or the Backspace key to return to the previous menu at this point. Please refer to the section on in-game play and controls for more information about this. When the race has finished the following screens will appear:

Championship Initials Entry



This screen will only appear if you have managed to get one of the 6 fastest lap times or one of the 6 fastest overall times. A box with room to enter 3 initials appears at the top of the screen. The fastest times you have



achieved appear on the high score table with the characters '—' next to them and are highlighted in red.

You may type in your initials here. You can also press the Backspace key to go back a letter if you have entered the wrong initial. Once the 3 initials have been entered, the fast times appear in red on the table (the manufacturer of the tank the player used to achieve that time is also displayed). Press the Enter key to advance to the next screen.

Race Results/Race Scoring/ Championship Scoring

On each of these screens, you can press the Enter key to continue on to the next screen. These 3 screens make up the post-race statistics and all have a similar layout, with places 1 to 8 laid out on screen. You are identified by the name 'Player 1' and a green '1' sign next to your position, plus your initials if you have previously entered them. The logo of the team each tank belongs to is also displayed on these screens.

The first screen, **Race Results**, gives you your exact time for that race.

The second screen, **Race Scoring**, gives the points awarded to each tank per race based on the fact that:

1st place = 10 points
2nd place = 6 points
3rd place = 4 points
4th place = 2 points
5th-8th place = 0 points

The third screen, **Championship Scoring**, gives the total points over the course of the championship per player and also includes information on 'points required to proceed'. Basically, if you don't do well enough, you're out of the championship.

The total points needed to advance are as follows:

After the 1st race - 2 points
After the 2nd race - 6 points
After the 3rd race - 12 points
After the 4th race - 22 points (only applicable in Silver and Gold Cup)
After the 5th race - 30 points (only applicable in Gold Cup)

After the championship scoring screen, you are returned to the course screen to be shown which course you are racing next. If you have not gained enough points to continue with the championship, you'll be returned to the main menu via a 'game over' screen.

Single Race

The single race mode in "Tank Racer" allows you to race any of the tracks you have already reached in championship mode, so you can aim for a fastest time or a first place finish!

Single Race Selection Screen

This is the same as the championship mode cup selection screen, but please note that you can only pick silver difficulty if you have already managed to reach the Silver Cup in championship mode and can only race



at gold difficulty if you have made it to the Gold Cup in championship mode. You can press the Enter key to select a cup or the Backspace key to return to the main menu at this point.

Single Race Team Selection Screen

This screen allows you to choose which team (and therefore which tank) you wish to race for the duration of the single race. This screen is identical to the championship tank selection screen. You can press the Enter key to select a tank or the Backspace key to return to the main menu at this point.

Single Race Mode Course Screen

This screen looks identical to the championship mode course screen, with the obvious difference that you can move around it. As long as you have reached any one course in championship mode and saved that course, you can race the same course in single race mode.

You can press the cursor keys to select the course of your choice and press the Enter key to race that course. You can also press the Backspace key to return to the previous screen. At this point the race will start - please refer to the section on in-game play and controls for more information about this. When the race has finished, the following screens will appear:

Single Race Initials Entry

This screen is identical to the championship initials entry screen and the fastest times all feed into the same high score table, so you can race for fastest times no matter which mode you're in! You can press the left/right cursor keys to cycle through the alphabet and

can press the Enter key to select a letter. You can also press the Backspace key to go back a letter if you have entered the wrong initial.

Single Race Times

Once the initial entry has been completed (or straight away if the player's time wasn't fast enough to enter initials) the race times appear onscreen, so you can see how well you have done compared to the other tanks. You can press the Enter key to continue, at which point the game will return to the course selection screen again.

Multi-Player

Battle Mode

Battle mode in "Tank Racer" is relatively self-explanatory - you must destroy all the other players by blasting them with your weapons and those you find around the track! The other players are shown by coloured arrows on the map and the colour assigned to you can be found in the top left of the screen (for identification purposes).

When you are killed, a message comes up on screen (for all players) saying that you have died. You can then watch the rest of the game from the remote cameras constructed specially for that reason.

Vs. Mode

Vs. Mode in "Tank Racer" is even more self-explanatory - you simply race all the other competitors around the track for 3 laps, blasting them as much as you can and the one who reaches the finish first is the winner! You can't get killed in this mode, as in the single-player game.



Multi-Player Selection Screen

This screen allows you to select with which protocol you wish to play "Tank Racer". IPX is typically used for LAN play and TCP/IP for Internet play. The Serial option requires a null modem cable between 2 computers and the Modem option requires a modem.

IPX Connection

When you select IPX, you are taken to a screen where you are given a choice of whether to join or host a session. Make your choice by pressing the left and right cursor keys and then the Enter key to confirm.

If you have chosen to join a game, you are taken to a screen where you can either choose a session or refresh the list of available sessions. To join, select the 'Choose Session' button and then whichever session you want and to refresh the list select the 'Refresh' button. You can also change your player name by selecting the 'Player Name' button and typing your name in. Finally, once you're ready you can choose to join the session by selecting the 'Join' button.

There are a number of differences if you're hosting a game. You will be given a choice between Battle Mode and Vs. Mode and then a choice of courses. Please note that the number of tracks you can race, depends on how well the host has done in the single-player game as follows:

When the player starts, he has only the bronze single-player tracks (8), battle mode tracks (4) and special multi-player vs. tracks (4) open.

If the player has completed the Bronze championship, he is then able to race on the bronze and silver single-

player tracks (8 in each championship), bronze and silver battle mode tracks (6 in each championship) and bronze and silver special multi-player vs. tracks (5 in each championship).

If the player has completed the Silver championships, he is then able to race on the bronze, silver and gold single-player tracks (8 in each championship), bronze and silver battle mode tracks (8 in each championship) and bronze, silver and gold special multi-player vs. Tracks (6 in each championship).

Once this is done, an additional option is given to you. The phrase 'Unlimited shells?' appears on screen and you can pick whether you want to be able to fire an infinite amount of normal shells (as in the single-player game) or whether you need to pick up normal shells in pick-up crates. The default is for unlimited shells to be activated, which is recommended for the novice player.

To sum up, you must select a type of race, a course and finally a tank. You will then be sent to the chat screen before the game starts, where you can chat by selecting that icon. The host also has a 'GO!' button that he can select to kick off the game.

TCP/IP Connection

The Internet TCP/IP options are very similar to the IPX options, except that you can type a server address in on the screen with sessions named in it. Over a LAN the game will search for TCP/IP servers but if you are playing over the Internet you will need to know the name of the server to play.



Modem Connection

Again, these options are quite similar to the IPX options but instead of a server address on the sessions screen, there is a space to insert a phone number. When you decide to join that session, it will dial the number in question and if everything is set up correctly you should then connect and be able to complete setup for multi-player.

Serial Connection

These options are again broadly the same as the IPX options but the first screen after selecting serial connection options has a large number of options on it. These are already set to sensible defaults, so there should be no reason why you need to change them.

Options

The options screen includes view scores, sound and screen options, controller configuration and even a menu for the selection of hidden goodies - basically, everything you need to change anything you want during the playing of "Tank Racer"!

Credits

If you select the 'Credits' option, you can read who created "Tank Racer". Pressing the Enter key will return you to the options menu.

Controller Configuration

The controller configuration screen allows you to configure supported peripherals. There are two options available - 'Define Buttons' and 'Controller'.

If you select the 'Define Buttons' screen you will be able to redefine the keyboard controls for "Tank Racer" by

pressing Enter over each action and pressing a new key for that action. Please note that pressing the 'R' key whilst not having any action selected will reset the keys to their default.

You can turn the 'Controller' option on or off by pressing the Enter key when it is highlighted. Enabling a controller will allow the player to edit a number of its attributes and functions, as follows:

There's a 'Define Buttons' option that is completely separate from the keyboard define and allows you to assign joypad, joystick or steering wheel buttons to certain tasks. It works in the same way as the keyboard screen in that you press the Enter key over an option and then press the joystick button to which you want the action to be assigned.

Additionally, there's a 'Setup' option which takes you to another menu allowing you to configure the analog parts of the game (left-right steering and acceleration-deceleration). The 'Steering' option allows you to decide which axis you want to assign to left-right steering. You can also decide to turn analog acceleration off or on and assign an axis to this, too. (If you've set keys or joypad buttons for acceleration/deceleration or steering, these will still work).

Sound Options

The sound options screen allows you to choose the relative volumes of the CD music and the sound effects, listen to the game music and also switch between stereo and reverse stereo in the game.



You need to press the Enter key to activate any of the options (the slider on the FX and CD volume options and the stereo option). You can then press the left/right cursor keys to slide the volumes up and down - there will be an audio cue so the player can tell what the current loudness setting is.

You can press the Enter key and then press the left/right cursor keys to select reverse stereo on or off.

Finally, there is a music selection screen where you can choose which of the music tracks to listen to by pressing the up and down cursor keys.

View Scores

This option allows you to view all the fastest times for all the tracks, no matter which cup they've been raced in. You can simply press the cursor keys to scroll around the various tables and press the Backspace key to return to the options menu.

Goodies

This menu is unobtainable until you accomplish certain tasks in the game, at which point, extra game features become available! You can select them in similar ways to many of the options screens, either using on/off toggles or simply by pressing the Enter key when they are selected.

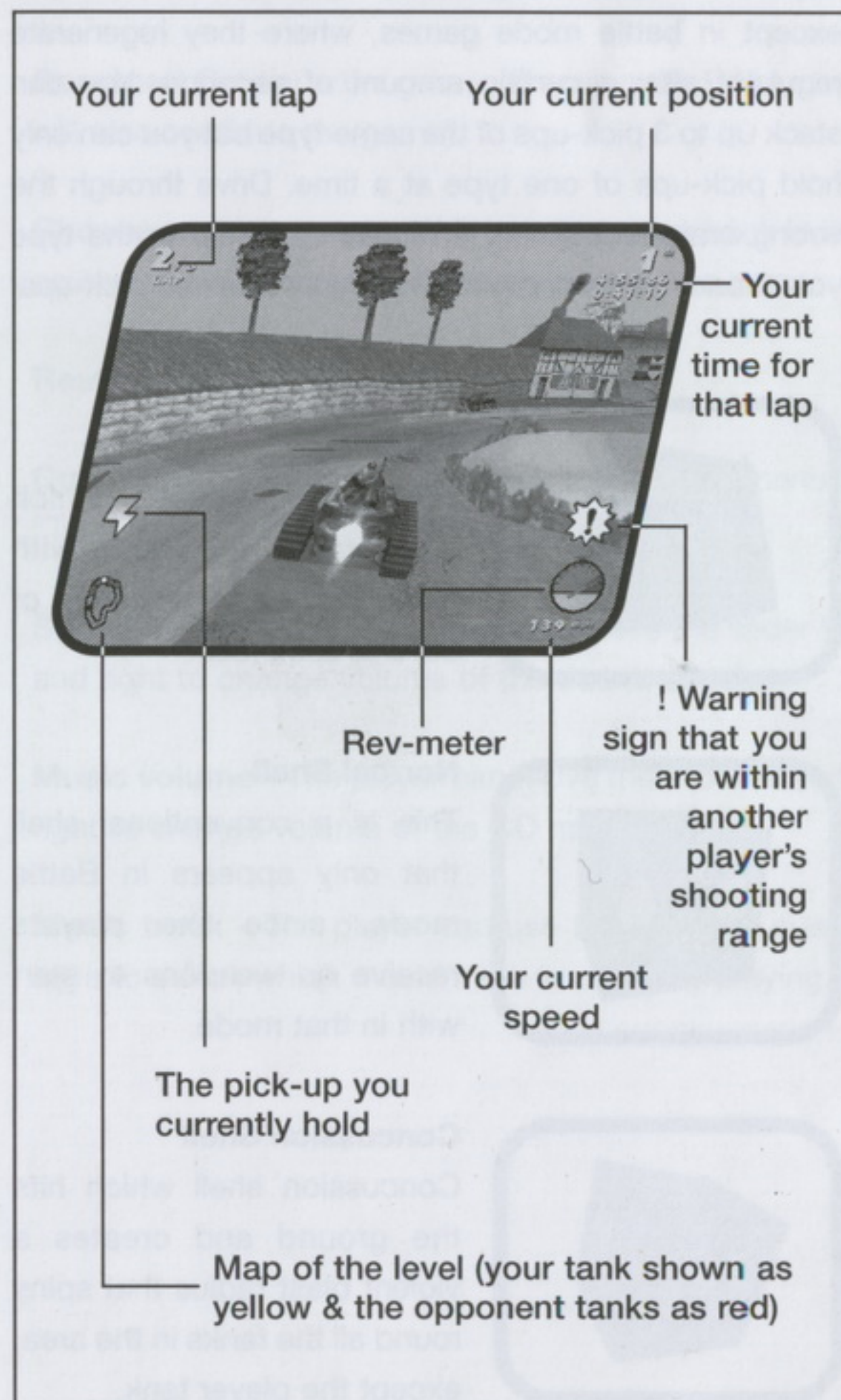
As for how goodies are achieved... Well, it's to do with the number of first places in a row the player attains in championship mode. Go ahead, try to collect all of them!

Wallpaper

You can press up and down on the cursor keys to choose between a number of different wallpapers for

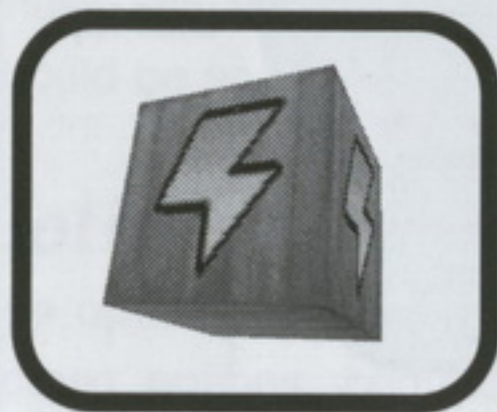
the graphical interface. Pressing the Enter key will return to the screen options menu.

In-game Information

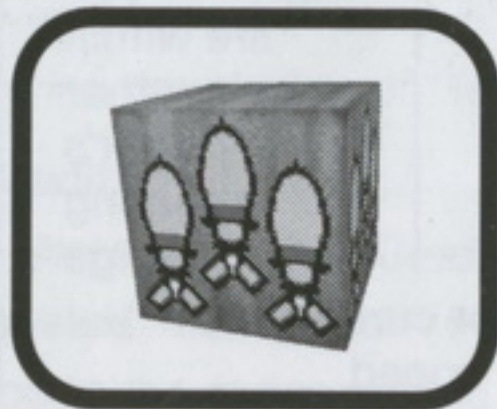


**Pick-Ups**

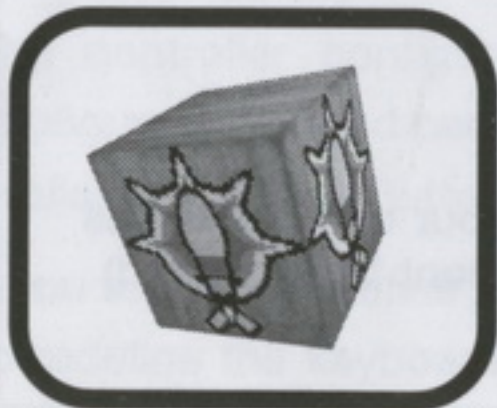
You can collect a pick-up by driving through the crate showing the icon for that pick-up. Pick-ups fall from the sky in parachutes and generally regenerate once per lap, except in battle mode games, where they regenerate regularly after a certain amount of seconds. You can stack up to 3 pick-ups of the same type but you can only hold pick-ups of one type at a time. Drive through the wrong crate (containing a different pick-up to the type you already have) and you'll lose your stacked pick-ups.

**Speed-up**

Speed-up effect which accelerates the tank with turbo rockets for a period of several seconds.

**Normal Shell**

This is a conventional shell that only appears in Battle mode, since the players receive no weapons to start with in that mode.

**Concussion Shell**

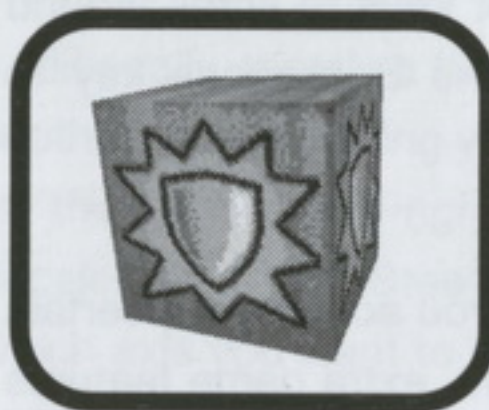
Concussion shell which hits the ground and creates a violent blast radius that spins round all the tanks in the area, except the player tank.

**Homing Shell**

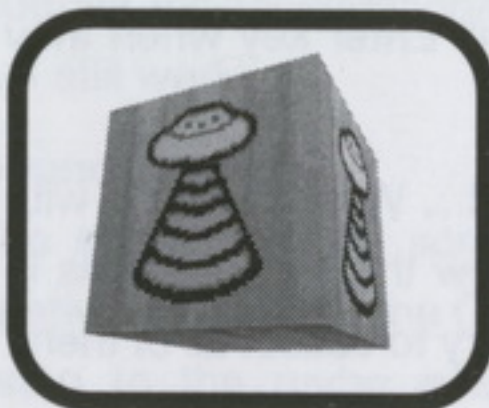
Homes in on the nearest player and pursues him unless he shakes the shell off. If it hits the player, this shell will damage/slow him.

**Mine**

Drops 3 mines in a row, one after the other. These stay on the track for a period of time, and any tank that hits them will be slowed down significantly.

**Shield**

This appears around the player for a period of several seconds, during which time he cannot be affected by any other shells.

**UFO**

UFO's give the player the possibility of hitting another tank with an extraterrestrial marker, in which case they will be swooped upon and beamed away by a UFO, who re-replaces them further back on the track.



Electro-mine

A group of 3 mines which, if ran over, gives the player a malfunctioning turret and un-tuned tank for a period of seconds (Silver and Gold courses only).



Slide-o-rizer

A projectile that gives the player a strange electric field when hit and makes their tank tracks strangely non-grippy (Gold courses only).

In-game Pause Options

Whilst the player is in the game, pressing the Escape key will pause the race and bring up a series of in-game options. The options are as follows:

Resume - Continue the game. (Pressing the Return key will also continue the game).

Choose another course - Will take the player back to the course selection screen, effectively quitting the game.

Restart Race - Restarts the current race.

Quit Race - Takes the player back to the main menu of "Tank Racer" (not available in Vs. Race mode).

Sound FX volume - The player can move the slider left and right to change volume of the sound effects.

Music volume - The player can move the slider left and right to change volume of the CD music.

Music track - The player can use the left/right cursor keys to select which music track is currently playing.



Credits

A Glass Ghost Production

<http://www.glassghost.com>

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Development Manager: Kevin Holloway

Production Director: Ian Baverstock

Music by Mono211 Records

<http://www.mono211.com>

Bay Tremore - "Tremors"

composed by Tomi Korkalainen

D-Tour - "Our Tour" and D-Tour - "Upcoming"

composed by Daniel Botschinsky

Substance - "Bazooka Groove"

and Substance - "Cyclone Breaks"

composed by Joonas Vahamaki

Waterloop - "Wait"

composed by Jani Niiranen

Vim - "Lemonite"

composed by Keith Baylis

Dharma - "Gu-Xam-Pa"

composed by Jouni Helminen

Ramone - "Blitz" and Ramone - "Walther"

composed by Andi Horvath

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