Ultimate XTreme Racing Manual

REQUIREMENTS

This game requires an AGA Amiga (A1200/4000), with a cdrom player and hard drive. It is recommended that you have an '030/'040 + 4mb of ram.

INSTALLATION

Ultimate XTreme Racing should be played from your hard drive. To do this:-

Drag the "U-XTR" drawer over to the desired place on your hard drive. This will automatically copy all the files necessary to play Ultimate XTreme Racing direct from your hard drive.

FRONT END MENUS

Once UXTR has loaded you will be presented with a range of options. From here you can change your control methods, select multiplayer games, and of course, play the game!

MAIN OPTIONS

The following options are available off this menu:

Select 1-4 player games

Select Game Mode (see GAME MODES section)

Select engine Class (difficulty level), from easy to hard

Once the above options have been selected, you are presented with the Player Select screen, which lets you choose the track to race on - you can cycle through the various tracks and also preview any of them.

SET-UP OPTIONS

Change Controls	-	(see CONTROLS) section.
Laps per Race	-	Select the number of laps in a race.
Sound fx	-	Turn in-game sound fx on/off.
Module	-	Select between the various in-game music modules, or turn music off.
Weapons	-	Turn weapon pick-ups on/off (Does not apply to DeathMatch mode).
Human Cars Equal	-	Forces all human player controlled vehicles to have identical handling.
Reset Options	-	Reset all options to the defaults.

CONTROLS

Player	-	Switch between players 1-4 controls.
Controller	-	Switch between Joystick/pad on ports 1 or 2 or keyboard control type.
Type	-	Change joystick type, switch between 1 or 2 button joysticks/pads or CD32 pad.
Auto Accelerate	-	Turn auto accelerate on/off.
Redefine Controls	-	Allows you to customise the default controller positions/keys combinations to suit your own tastes.

Note: Certain key combinations are not possible - this is especially evident on A1200's. This results in you not being able to press 2 keys at once. The default key set-ups do not suffer from this, and you will have to experiment with other combinations. This is NOT our fault, it is a hardware problem with A1200's, and to a lesser extent A4000's.

LINK-UP OPTIONS

The link-up options allows you to race up to 8 players, over two computers (maximum of 4 players per computer). The two computers can be linked either with a null-modem cable (standard 3 or 7 wire configuration) or via a modem connection.

Playing the game using a null-modem link-up

Connect the two computers via the serial port, with a null-modem (3 or 7 wire) cable, DO NOT use a standard modem serial cable as they are NOT wired correctly (you can buy a null-modem cable from your local supplier).

After loading the game on both machines (remember you are supposed to own two original copies of the game not one!). Select the link-up options menu. You will see the options:

NULL MODEM
DIAL
ANSWER
BAUDRATE
HANG UP
EXIT

You must set the BAUDRATE option so that the value MATCHES on BOTH machines, use a value that works well, the larger the number the faster the information is transmitted, also the faster the baud rate the more prone to errors the link is. Longer cables may generally need slower speeds. If a link-up fails or runs badly try reducing the speed. As a general rule of thumb, use the fastest speed that works with least problems. We recommend a baud rate of 19200, even on modem games.

After setting the baud rate on both computers, select the NULL MODEM
option. If the computers are connected together a link will be
established or if there is a problem you will see a message telling you
that the link-up failed, in this case check your connections and the
baud rates and try again.

Assuming the link was established, exit the link-up menu and select the
main options menu and select the number of players you wish to use
(each computer has their own number of players!). The Slave/Answer
machine must do this first. After this, one machine will select the
race whilst the other one waits, then, one machine will select their
cars while the other one waits, and vice-versa. When all options
selection is complete, the race will proceed as normal, allowing you to
race head-to-head!

If you want to terminate the link-up, select the hang up option from
the link-up options menu, both computers will then run independently
again.

If any problems occur during the link-up you will be returned to the
menus.

Playing a game using a modem

(See "Playing the game using a null-modem link-up" for general
information)

Select the Link-up Options menu and set the baud rate as appropriate
for your modem (this value does not have to match on both machines).
Now decide between who's going to pay the hefty phone bill! If you are
going to call the other computer select the DIAL option and enter
the phone number to dial and press return. The modem will then dial the
number, meanwhile the person at the other end should select ANSWER
option when they hear the phone ringing. If all goes well you'll
receive a "connection established" message (or an error if not!). You
can then proceed with the race as in "Playing the game using a modem
link-up". The dialer is the person who selects the race in this case.

When you have finished playing use the HANGUP option to terminate the
call and the link-up game.

SINGLE RACE

This mode lets you practice and get used to all the tracks and
vehicles. You can select the number of computer controlled vehicles to
compete against.

CUPS

This mode lets you race in one of six cups:

        Tortoise Cup
        Kiwi Cup
        Hot Leather Cup
        Double D Cup
        Data Cup
        Xtreme Cup

SEASON

Race in the Silltunna Grand Prix or the Maniac Grand Prix. Upgrade car
facilities are available in this mode - where you can upgrade engine
types, tyres and brakes - plus buy extra points and turbo starts. Cash
prizes and bonus cash pick-ups are plentiful on each track, just look
out for the spinning coins and finish in the top four.

DEATHMATCH

The ultimate way to play Ultimate XTreme Racing is not to race at all.
Strange, but true. Go and find a few friends, and maybe another
computer (as you can connect two Amigas together for up to 8 player
mayhem, you know), and select DeathMatch.

All you have to do in DeathMatch mode is to kill everyone else. You can
do this by shooting them, jumping on them, launching the killer sheep,
smashing them off the circuit, and so on. Oh, and try not to hurt too
many Lemmings whilst you're at it.

The game ends when someone has killed either a pre-set amount of other
players, or whether you want it to. Oh, and committing suicide whether
purposely or by incredibly bad driving will count against you. So
don't do it.

GAME-PLAY INFO

There are various pick-ups spread out on each track - these are in the
form of question mark (?) squares that give you a randomly selected,
single use weapon/boost. They are activated when you next press the
fire button and we will leave you to find out what they all do, be
warned however, beware of the killer sheep!

There are also various jump and turbo squares present on each track,
and (championship mode only) cash bonuses in the form of spinning
coins.

For real hard-core gamers, the sort who finish first all the time even
on hard difficulty settings, you will be pleased to learn there are one
or two 'secrets' that should keep you on your toes. Practise and they
shall present themselves...

Of course, you could always just type in the cheat codes - anyone for
sheep racing?

IN-GAME OPTIONS

You can change various options whilst actually playing the game.
Simply press the 'ESC' key, or the CD32 pause/play button, and a menu
will appear. You can then use the joystick or cursor keys to select an
option. Selecting the top option will take you onto the next menu.

MAIN OPTIONS

RESUME GAME   -   Return to game. Pressing the 'ESC'
                             key a second time will have the same
                             affect.
EXIT   -   Quit the game without finishing.

Screen Options 1

CAMERA UP/DOWN   -   Using this option you may raise or
                                   lower your view of the track.
HORIZON UP/DOWN   -   By adjusting the horizon you can
                                   often see much more of the track.
                                   However, slower machines will be
                                   slowed down by over-use of this
                                   option.
FPS RATE (xx)   -   The number in brackets is the
                                   current frame rate. You may
                                   restrict the frame rate by clicking
                                   on this option.
SCREEN MODE   -   This option allows you to switch
                                   between the standard "blitter"
                                   screen mode, or the enhanced "C2P"
                                   screen mode (machines with fast
                                   memory only).

Screen Options 2

Note: Adjusting the pixel details, changes the overall detail level of
the graphics.

PIXEL WIDTH   -   You may adjust the the screen width
                                    if you wish. Smaller widths will
                                    increase the speed of the game.
SCREEN HEIGHT   -   You may also adjust the screen
                                    height. Again, smaller screen
                                    heights will mean the game is
                                    faster.

Screen Options 3

BACKGROUND ON/OFF   -   Turning the background off can increase
                                    the speed of the game substantially.
DUST OPTIONS   -   You may turn the dust off, have it on
                                    your car, or on all cars. Having it on
                                    all cars obviously looks best, but it may
                                    slow the game down on slower machines.
LAP TIMES   -   The play area can feel a little cramped
                                    if you are on a small screen, so you may
                                    turn the lap time information off if you
                                    wish.
DITHERING ON/OFF   -   On some screen modes the pixels may look
                                    a little blocky. By turning dithering on
                                    the game may look better, especially on a
                                    TV.

CAMERA OPTIONS

Just for you we added a camera which you can use to watch your
opponents, usually just before you shoot a homing missile at them. The
camera can be placed directly on a car or, in tracking mode, the view
will come from various cameras on the track itself. If the camera is
actually on the car then you may use the zoom and rotate functions as
well. One of the most useful things about the camera is that you may
use it as a reverse view. To enable this to be set up quickly
simply turn the camera on, and press fire while Zoom or Rotate is
selected. You may need to press Fire a second time. The method can also
be used to reset the camera to its normal position quickly.

Note: Camera options are not available on a 4 player mode.

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CAMERA SWITCH          -        Clicking here will cycle through the
                                available camera modes, or turn it off.
ROTATE CAMERA          -        Rotate the camera left or right.
ZOOM CAMERA            -        Zoom the camera towards or away from the
                                car.
NEXT/PREV CAR          -        From here, you can select whichever car
                                you want the camera to focus on.
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KEYBOARD SHORT-CUTS

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F1     -     Camera - Focus on previous car.
F2     -     Camera - Focus on next car.
F3     -     Switch between No Camera/Fixed Camera/Tracking
             Camera modes.
F4     -     Turn the background On/Off.
F5     -     Switch between Blitter/C2P Screen Modes.
F6     -     Change Screen Height.
F7     -     Car Camera Down.
F8     -     Car Camera Up.
F9     -     Horizon Down.
F10    -     Horizon Up.

+/-    -     Change screen width.

Del    -     1/2 pixel widths.
Help   -     1/2 pixel heights.

Cursor Keys -     Rotate/Zoom camera.
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