

MULTIPLAYER

Ubi Soft

STREET RACER™



AMIGA CD



Street Racer

MANUAL

INSTALLATION:

1. Load workbench and insert the CD.
2. Open the CD and double-click on the Street Racer drawer.
3. Now double click on the install 2HD icon and follow the on-screen instructions.

TO RUN THE GAME FROM CD:

Double click on the Street Racer pal icon. The game will now load. You can select the NTS if you want the Game to run faster, select NOCACHES if you experience problems.

HOW TO BEGIN THE GAME?

1 and 2 player option: Insert the disk into the drive and your game will autoboot.

After determining your options, choose the number of players.

3 and 4 players option: Players 3 and 4 are controlled using the keyboard

Player 3 keys

LEFT: X

RIGHT: C

UP: left ctrl

DOWN: left shift

FIRE: left ALT

Player 4 keys

LEFT: left keypad arrow

RIGHT: right keypad arrow

UP: right shift

DOWN: down keypad arrow

FIRE: right Amiga key

To pause a game when playing race, rumble or soccer press:

Player 1 - F1 Player 2 - F2 Player 3 - F3 Player 4 - F4

Options

Before choosing the number of players, you can activate or deactivate the following options:

WEAPONS, FIGHTING, DAMAGE, COLLISIONS...

Player number 1 can also set: **LAPS PER RACE, DIFFICULTY, NUMBER OF CARS**(in practice mode).

SOCCER options are used for **SOCCER** mode.

SOCCER/RUMBLE SPEED is useful for choosing the operating speeds of the cars in **SOCCER** and **RUMBLE** modes.

In the **CHAMPIONSHIP** mode, the password option is used to gain access to the Silver and Gold cups. Passwords are issued when a player successfully finishes a cup. Pressing space bar on the options page goes directly to the Custom Cup Select.

Game Modes

After selecting the number of players, choose the type of race that you would like to race in.

Practice

This mode allows you to practice all the tracks and drivers as well as Rumble or Soccer

Head to Head

This is a challenge mode where up to 4 players can compete in Race, Rumble and Soccer.

1 Player Mode: Human vs Computer car

2 Player Mode: Human vs Human

3 Player Mode: 3 Humans vs Computer car

4 Player Mode: 4 Humans

Championship

In this mode, you can participate in a full season of races. Ranking points are awarded for finishing positions and bonus points can also be obtained during races(see bonus points).

These are the default settings for various Championship Cups:

NAME	LAPS	NUMBER OF TRACKS	DIFFICULTY
BRONZE	5 OR MORE	6	EASY OR HIGHER
SILVER	5 OR MORE	8	MEDIUM OR HIGHER
GOLD	5 OR MORE	10	HARD OR HIGHER
CUSTOM	YOU CHOOSE	UP TO 24	

OPTIONS SETTINGS

Once you have completed all the cups you can override the above settings from the Options Menu.

Game Modes

Rumble: This is a special fighting mode. All the players are in the arena. Your objective: eliminate all your opponents from the arena! The last survivor is the winner.

There are 2 levels of play to choose from:

EASY: Enclosed arena surrounded by weak force fields that disappear after 2 hits

HARD: Open arena (no force field)

Soccer: This is a new type of football since you play in your car, on grass, on wood or on ice!

You have 2 options:

GOAL MATCH: The game is over when all the predetermined goals are scored.

TIME MATCH: The game is over when the predetermined game time is up.

You can make these choices in the Options menu.

PLAYBACK: You can replay the last game you have played in race, soccer or rumble. Left/Right will switch between cars. Up/Down will move the camera away from the selected car. Fire flips the camera view. In Soccer, the playback does not allow any control and in rumble, you can only change between cars. Press on the Start button to stop the Playback.

Choosing the characters

The characters and their characteristics appear on the screen. In 1 and 2 player mode, you can browse through the list of characters and their characteristics by pressing the left and right key. Hand Weapons keep opponents away, side attacks push them out and slow them down, front attacks have different effects according to the characters:

-Some let the character fly for a short time.

-Some pull the opponents ahead backward.

-The others push the opponents ahead out of the way or slow them down.

Choosing the Tracks

Each driver has his own home course. You can choose from 8 different course types with 3 different track layouts. Use left/right to choose your course and up/down to choose your track. Pressing fire on the track select shows the track selected, so while viewing Helmut 2 the user can change to Biff 1 and then press the fire button to then view Biff 1, before pressing the fire button the user presses space the race will start on Biff 1.

Obstacles

MINES: They explode instantly on impact.

TIME BOMBS: These can be passed to an opponent by punching or colliding with them. If you don't get rid of it, it will explode, slowing down and damaging the car.

Bonus Points

In RACE mode you can pick up different bonuses:

Turbo:

Activated by pulling down and pressing fire, it improves the cars top speed by 30% for 1 or 2 seconds. You automatically receive one each time you pass the finishing line, you must pick up the others on the track by driving over the arrows. Your turbo stock is displayed to the right at the top of the screen.

Repair kit: The damage can affect how your car works(acceleration, top speed, manoeuvrability). You can repair it by picking up the repair kits on the tracks. Your cars damage is shown by an energy bar located at the top of the screen.

Star: The player who picks up the most number of stars will receive a star bonus at the end of the race. During a race you get a slight sped increase for every star you pick up.

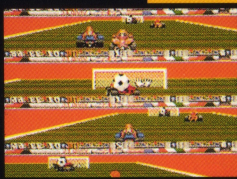
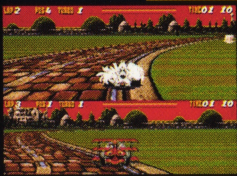
Bonus points:

Name	Number of points	Reason
Fastest lap	1	Doing the fastest lap
Lapping	1	Lapping another car
Punch	1	Number of successful attacks
Star	1	Collecting the most stars
Perfect	2	Not sustaining damage in race
Credit	2	Not loosing credits in a cup

CREDITS Designed by Vivid Image Programming: Allan Finlay, Harrison Bernardez. Graphics: Neil Holmes,
Disk routines: Darren Coles, Music: Brian Marshall, Sound Effects: Richard Joseph
Special thanks to: Merv Dinc, Lynne Ross, Robert Brodie, Colin McDonald, Charlie Hasdale, Colin Toad, Andrew J. Miles.
© Vivid Images. 1997 MANUFACTURED UNDER LICENSE BY GUILDHALL LEISURE SERVICES
For more information on other Amiga titles in the Guildhall range, Call our info line now on 0891 23 73 55
Call charged at 50p per minute at all times

STREET RACER

Get ready to race & rumble...



Street Racer is a stunning arcade racing game which combines the rush of racing with the frenzy of fighting.

The revolutionary 4 player simultaneous split screen action on one Amiga promises hours of fun. You are spoiled for choice with a whole range of options to choose, including:

- 4 Cups to play
- 24 Stunning 3D Tracks (including hidden ones)
- Your own customised races
- 3 Levels from easy to crazy
- Full Game Playback
- Multiple Camera Angles & Views

It is amazingly fast even in the multi-player mode.

This game is filled with lots of hidden extras....

The more you play the more you will discover!!!