

ACEERS

CRAZY ARENAS

ISLANDS



PC
CD-ROM
SOFTWARE

www.zallag.com



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1.Introduction

In nutty arenas and in vehicles that are just as crazy, meet your opponents in 5 mini games. You'll have to be quick and precise with your weapon if you want to wipe out the competition.

2.System requirements

Minimum system requirements:

Operating system: Windows XP SP1

Processor: 1,4 GHz

RAM: 512MB

Graphic card: GeForce 6600GT or ATI X600Xt VRAM with 256 MB VRAM

DirectX 9.0c

Recommended system requirements:

Operating system: Windows XP SP3

Processor: 2.5 GHz

RAM: 1GB

Graphic card: GeForce 8600GT or HD2600

DirectX 9.0c

3.Controls

- Accelerate: Q or Up arrow
- Brake, reverse: S or Down arrow
- Turn right: D or Right arrow
- Turn left: A or Left arrow
- Fire: left mouse button
- Load: shake mouse
- Use a bonus: right mouse button
- Pause: Esc

4. Bonus boxes



When you pick up a bonus box, you randomly get one of the following bonuses:

a. Vitamin can



When this bonus is activated, the vehicle accelerates quickly.

b. Chewing gum



Chewing gum is thrown behind the car. When a vehicle rides over it, the maximum speed drops for a few seconds.

c. Bomb



A bomb is thrown behind the car. When a vehicle rolls over it, it explodes!

d. Soap bar



A soap bar is thrown behind the car. When a vehicle rides over it, the vehicles swerves like crazy.

e. Almighty



When this bonus is activated, the weapon loads automatically, which means that you can shoot continuously. This also deactivates all your opponents' arms.

f. Automatic Drive



When this bonus is activated, the vehicle becomes unstoppable. It speeds up quickly and is in automatic drive for a few seconds.

g. Shield



Once the shield is activated, the player is protected against attacks and bonuses for a few seconds.

5. Puck Hunt

This mode takes place on a simplified hockey field. The drivers are split into 2 teams, blue and red. At the beginning of the match, the puck is in the middle of the arena. To pick up the puck on the ground, just roll over it. To take the puck from your opponent, you'll have to collide into him. The puck will then change hands and be yours! When the driver with the puck is hurt, the puck is chucked out onto the ground. It stays there until it is picked up again. When you have the puck, another function is added onto your weapon: The pointer allows you to target. The power behind the throw depends on the weapon's power gauge. To protect your goal, you can put your bonuses in front of it. The "bomb", "soap bar", and "chewing gum" bonuses have the same effect on the puck as on the vehicles. The goal of the game is to score more goals than the others in the allotted time.

6. Hot Potato

At the start of the game, the bomb appears randomly on one of the vehicles. The player with the bomb is invincible and his top speed is increased. The player then must transfer the bomb to an opponent by colliding with him. Each time the bomb explodes, a player is eliminated. The bomb is then randomly put on to another vehicle. The last player remaining wins the round. The match plays out in 3 rounds.

7. Tótem

This mode takes place in a labyrinth enclosure. There is a totem in the arena. To pick up the totem from the ground, just roll over it. To snatch the totem from an opponent, collide with him. The totem then changes hands and it's yours! When a driver with the totem is hurt, the totem is ejected onto the ground until it is picked up again. To score a point, the player must bring the totem back to his side. The first player that scores three points wins the match!

8. Hell's Peak

This mode takes place on a track over the sea. From the start of the race, the level of the water rises. The goal of this mini game is to reach the top before the water gets to you. The match ends when all the players reach the top (the first one to reach it is the winner)—or when 3 players fall into the ocean (the player still remaining on the track wins).

9. Taki's Castle

When a player hits another vehicle with a full-power missile, he wins one point. The match ends when a player has reached 10 points.

10. Multiplayer

When a player selects a multiplayer game, he can either create or join a game.

a. Creating a server

When a player creates a game, a screen displays while the game waits for connected players to join. Once all the players are connected, the game can start. The player must then configure the game and select the required game mode. When offered to select a character, all players must choose their car. Once all players are ready, it's up to you to start the game!

b. Joining a game

When the player clicks on "Join", the connection page displays. The player must provide the server's address. When connected to the server, a message displays, stating that the game is waiting for the server's configuration. Once the game mode is configured, the character selection screen displays. When all the players have chosen their vehicles, the server launches the race.

c. LAN (Local Area Network)

To retrieve the relevant IP address to create your server, access the "Start" menu, select "Programs", then "Accessories" and "Command Prompt"; once the program launches, enter "ipconfig": this command will return the IP address that you need to communicate to other players.

d. WAN (Internet)

To obtain the relevant IP address during an Internet game, simply refer to one of the various sites that provide your address (e.g. <http://whatismyipaddress.com/>), then supply this address to the other players. If your private network uses a router, you must redirect port 33334 to your local IP address to allow players to connect over the Internet.

e. Starting the race

Once the relevant game mode has loaded, you must wait for all players to enter the race. When this is done, the server can start the race.

11. Credits

Racers' Islands – Crazy Arenas
Original concept by Zallag.

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