

/// **LASTR**

L.A. STREET RACING



ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in computer software games. If you, or anyone in your family, have an epileptic condition, consult your physician before installing or using the software. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can possibly cause a seizure while viewing a computer software game.

Reported seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, nausea, headaches, jerking or shaking of arms and legs, disorientation, confusion, or any involuntary movement or convulsions.

If you experience any of these symptoms, IMMEDIATELY STOP PLAYING AND CONSULT A DOCTOR. Parents or guardians should watch for or ask their children if they are having any of the above symptoms – children and teenagers are reportedly more likely than adults to experience seizures from viewing computer software games.

ABOUT THE INTERNET & SYSTEM REQUIREMENTS

You will need to obtain an Internet connection (through a computer meeting the minimum system requirements) in order to play this game online. If you do not use an internet connection, you cannot play the game online. Such internet connections may require you to pay a separate fee.

ABOUT STREET RACING

Warning: This racing simulation features extreme forms of street racing. Never attempt to duplicate this dangerous driving in real life, as it can result in permanent injury or even death. Drive safely and responsibly, obey all traffic laws and remember to always wear your seat belt.

TABLE OF CONTENTS

Installation	4
System Requirements	4
Story	5
Music	6
Controls	6
Player Profiles	7
Main Menu	8
HUD (Heads up Display)	10
Cars	12
Upgrades	12
Single Player	13
Multiplayer	14
Credits	15
Technical Support	18
EULA	18
Legal	22

INSTALLATION

Insert the LASR CD into your CD ROM drive. If the installation screen does not appear, follow these steps:

1. Click on START.
2. Click on RUN.
3. Type D:\SETUP.EXE (where "D" is the letter of your CD ROM drive).
4. Follow the on-screen instructions.

Before installing LASR, make sure all running programs are closed (anti virus, email client, web browser, file sharing, instant messaging). Most installation problems can be avoided by closing running programs.

DIRECTX® 9.0C

During installation, you will be prompted to install DirectX 9.0c. L.A. Street Racing requires DirectX 9.0c or higher to run. Follow the on-screen prompts to install DirectX if you do not already have DirectX 9.0c or higher installed. We strongly recommend that you obtain the latest DirectX 9.0c compatible drivers for your video and sound cards. Using older drivers may lead to unpredictable results. Updated drivers are typically available at through your hardware manufacturer's website. For additional information on DirectX 9.0c, please visit <http://www.microsoft.com/directx/>.

MINIMUM SYSTEM REQUIREMENTS

Before installing L.A. Street Racing, please ensure your computer meets the following minimum system requirements. Installing the game on a computer that does not meet the minimum system requirements is not recommended and not supported.

- Pentium III/1 GHz CPU
- 256 MB of RAM
- 1GB free Hard Disk Space
- 16-bit DirectX 9.0c compatible sound card
- 3-D graphics card with 64MB memory and support for hardware T&L
- DirectX 9.0c or higher (included on CD)
- Keyboard
- Mouse
- Broadband Internet connection

Supported operating systems are Windows 2000/XP.

STORY

L.A. is your home, and street racing is your life.

You live on these streets; you were born on these streets. It's just you and your sweet, sweet ride.

L.A. also happens to be the biggest underground street racing scene around. Underground racing legends from all over the world have come to L.A. in the hopes of proving themselves as "the best of the best." Now is your chance to show everyone and become a legend of the streets of L.A. But to be the best you've gotta beat the rest...

Are you ready for the ride?

MUSIC

L.A. Street Racing comes with some of the hottest new underground music out there.

However, you can add your own favorite racing tunes into the mix. Just copy your .mp3 or .ogg sound tracks into the 'game' music folder found here: "C:\Program Files\Groove Games\LASR\music\game". (the default LASR installation directory has been shown)



CONTROLS

ACTION	KEY	ACTION	KEY
Accelerate	Cursor Up	Look Back	Tab
Turn Left	Cursor Left	Nitro	N
Turn Right	Cursor Right	Camera Angle	F1-F9
Brake	Cursor Down	Horn	H
Handbrake	Left Ctrl	Rescue/Repair Car	R
Clutch	C	Next Track	. (period)
Shift Gear Up	A	Previous Track	, (comma)
Shift Gear Down	Z	Volume Up	Num+
Look Left	Q	Volume Down	Num-
Look Right	W		

NOTE: You can switch between manual and automatic transmissions, from within the 'Options' menu under the 'Game' tab.

PLAYER PROFILES



Select a profile or create a new one. You must create a profile before starting the game.

MAIN MENU



1. **Tune Car:** Tune your car with the parts you've won in the races.
2. **Select Car:** Select a ride, and bring your machine to the streets.
3. **Single Player:** Go measure your skills at local rally points.
4. **Multiplayer:** Play online or host your own race.
5. **Race a Legend:** "Challenge a legend using your stage IV car."
6. **Quick Race:** Race without a stake. Just for fun.
7. **Profiles:** Create, select or delete your player profile.
8. **Rankings:** Shows your current ranking information.
9. **Replays:** Relive your greatest moments here.
10. **Options:** Change your controls, video and audio settings.
11. **Credits:** The gang behind the game.
12. **Exit:** End the game.

The 'garage' is where it all comes together.

HUD (HEADS UP DISPLAY)



All vital information for your car can be found here.

1. **Position:** Shows your current position during a race.
2. **Lap Time:** Shows your last and best lap times.
3. **Laps:** Displays your current lap and total number of laps.
4. **Minimap:** Displays your position on the track.
5. **Speedometer:** Displays your current speed.
6. **Gear:** Displays your current gear.
7. **G-Meter:** Measures how many Gs your car can handle.
8. **Tachometer:** Displays your current engine RPM.
9. **Car Status:** Shows the current status and damage to your car.
10. **Nitro:** Displays how much nitrous you have remaining.

CARS

When you start a career, you will have the option to choose 1 of 2 cars. As you progress through the game, more will become available to you:



'05 Corus S2.'



83 Phoenix Trend

UPGRADES

Body: Tired of seeing the same stock body? Don't want your baby to look like all the rest? Well here's where you can change all that. Hoods, front and rear bumpers, side skirts, tail wings each with various style sets to choose from. Collect them all or mix and match. It's all a matter of personal preference.

Styling: Give your ride a custom paint job, racing decals or add some killer rims to your style. This is where you get that extra bit of class for your car.

Power: The heart of your beast is here. Upgrade your Engine for more horse power, your gear ratio for faster shifting and acceleration, your muffler for that extra bit of kick and engine growl and finally your nitrous for those times where just a little boost is all you need to come out on top.

Handling: There's no point in power if you can't keep your ride on the road. Lighten your frame to increase your power to weight ratio, get better tires for gripping the road and running gears for a smoother ride. Without handling, you're not going anywhere but the wrecking yard.

SINGLE PLAYER

The goal of the single player campaign is to race against computer opponents, and win upgrades for your vehicle. This is where you get the pep and polish for your one of a kind custom car.

Hang-outs: There are four local meeting spots where the underground racers meet and challenge each other. When you start a career you will have access to the first of these hang outs. Other racers will drive up and challenge you, wagering car parts and prestige on the race.



Wagers: You can wager up to 3 parts at a time if they're available, and then begin the race.

Prestige: As you rise in the rankings, you'll be able to race in the higher level hang-outs, and challenge tougher opponents.

MULTIPLAYER SETTINGS

Connect: This is where you can join either Internet or LAN games.

Host: This is where you host a race and challenge your friends.

Refresh: Update your server list.

CREDITS

Groove Games

CEO

John Walsh

COO

Michael Haines

President

Trevor Fencott

General Counsel

Donald Henderson

V.P. Finance

Greg Donaldson

Director of Game Development

Zandro Chan

Producer

Mike Bastien

Associate Producer

Nelson Pavao

Production Assistants

Colin Sullivan

Luke Marshall

QA Lead

Oliver Kutnik

QA Team

Ben Aerssen

Chris Carpenter

Chris Musgrave

Devin Licastro

Ebrahim Doulatyari

Erica Gregory

Francois Messier

Jake LaChapelle

Jennifer Costa

Joseph Cleary

Matthew Garcia

Melissa Maduro

Micheal McCarry

Pamela Dzwonek

Steven Yee

Additional Groove Testers

Marketing Director

Christopher Astolfo

Director of Creative Services

Matthew Hollingshead

Graphic Designer

Michael Wandelmaier

Web Designers

Evan McMenemy
Peerum You

V.P. Sales

Jim Kapogianis

Sales Managers

Lisa McGrath
Patricia Cunningham

Director of Operations

Benjamin Huxley

Merscom LLC**Executive Producer**

Jay Powell

Producer

Ben Moy

QA & Testing

Daniel Fitzgerald
Nick Quante

Special Thanks

James Barrell
Marc Racine
Paul Potera

Invictus Games**Producer**

Tamas Kozak

Lead Engine Programmer

Denes Nagymathe

Lead Gameplay Programmer

Akos Divianszky

Lead Map Designer

Janos Varadi

Lead 3D Artist

Otto Feldmajer

Artists

David Svantner
Gabor Eszenyi
Jozsef Bakos
Laszlo Fesus
Peter Balla
Peter Gall
Peter Gazso
Peter Mojzes
Tibor Mester

Programmers

Adam Csendes
Arpad Korda
Gergely Lakatos
Karoly Molnar
Laszlo Javorszky
Mar Solyom
Szabolcs Szigeti
Tibor Salamon
Zsolt Klampeczki

Sounds

Jozsef Illyes
Laszlo Zizics

QA & Testing

Sandor Kota
Zsolt Takacs

Special thanks

Zsuzsa Komoroczy

NW Music Group**Music Compositions**

Nayan Williams

Additional production

Gavin Brown
Fonz for Dramatic Trax Productions
Evren for Sound City Productions

Drums

Gavin Brown

Featured Artists

Butch Lee and Shottie: 'Get Yo Whip'
Butch Lee: 'West Coast Ridin'
Evren: 'Ready for the Ride'
Lanski 'Burn'

TECHNICAL SUPPORT

For updates and questions, visit us at:
<http://www.groovegames.com>

Email us at:
support@groovegames.com

Mail us at:
Groove Games
55 Mill Street, Building 5, 3rd floor
Toronto, ON Canada
M5A 3C4

END-USER LICENSE AGREEMENT

Please be sure to carefully read and understand all of the rights and restrictions described in this End-User License Agreement ("EULA").

Agreement

This document is an agreement between you and Groove Media Inc. ("Company"). The enclosed software game disc(s) (the "Software") and any accompanying printed materials are licensed to you only on the condition that you accept all of the terms contained in this EULA.

By opening this package, installing or otherwise using the Software you agree to be bound by the terms of this EULA.

Copyright

The Software is protected by copyright laws and international copyright treaties as well as other intellectual property laws and treaties. All title and copyright in and to the Software (including but not limited to any images, photographs, animations, video, music, text and "applets" incorporated into the Software) and any printed materials accompanying the Software are owned by the Company or its Licensors.

Grant of License

The Software is licensed and not sold to you and its use is subject to this EULA. The Company grants you a limited, personal, non-exclusive license to use the Software in the manner described in the user documentation. The Company reserves all rights not expressly granted to you in this EULA.

Permitted Uses

1. If the Software is configured for loading on a hard drive, you may install and use the Software on a single computer.
2. You may permanently transfer all your rights under this EULA, provided you retain no copies, you transfer all of the Software (including all component parts, the media and printed materials and any upgrades) and the recipient reads and accepts this EULA.

Restrictions

1. You may not delete or obscure any copyright, trademark or other proprietary notice on the Software or accompanying printed materials.
2. You may not decompile, modify, reverse engineer, disassemble or otherwise reproduce the Software.
3. You may not copy, rent, lease, sublicense, distribute, publicly display the software, create derivative works based on the Software (except to the extent expressly permitted in the Editor and End-User Variation section of this Agreement or other documentation accompanying the Software) or otherwise commercially exploit the Software.
4. You may not electronically transmit the Software from one computer, console or other platform to another or over a network.
5. You may not use any backup or archival copy of the Software for any purpose other than to replace the original copy in the event that it is destroyed or becomes defective.

Editor and End-User Variations

If the Software includes a feature that allows you to modify the Software, or to construct new variations (an "Editor"), you may use such Editor to create modifications or enhancements to the Software; including the construction of new levels (collectively, the "Variations"), subject to the following restrictions. Your variations:

1. must only work with the full, registered copy of the Software;
2. must not contain modifications to any executable file;
3. must not contain any libelous, defamatory or other illegal material, material that is scandalous or invades the rights of privacy or publicity of third parties; and
4. may not be commercially exploited by you, including but not limited to making such variations available for sale or as part of a pay-per-play or timesharing service.

Termination

This EULA and accompanying printed materials are effective until terminated. You may terminate this EULA at any time by destroying the Software. This EULA will terminate automatically without notice from the Company if you fail to comply with any provisions of this EULA. All provisions of this EULA as to warranties, limitation of liability, remedies and damages will survive termination.

Limited Warranty

The Software and media are supplied "AS IS". You are aware and agree that the use of the Software and the media on which it is recorded is at your sole risk. Unless otherwise provided by applicable law, the Company warrants to the original purchaser of this product that the Software storage medium will be free from defects in materials and workmanship under normal use and shall operate in conformance with its documentation for ninety (90) days from the date of purchase. This warranty is void if the defect has arisen through accident, abuse, neglect or misapplication. If the Software fails to conform to this Warranty, you may, as your sole and exclusive remedy, obtain a replacement free of charge or a refund of the purchase price, the choice of which shall be determined by the Company, if you return the defective Software. Follow the Product Return Procedures described in the Manual. The Company does not warrant that the Software or its operations or functions will meet your requirements, or that the use of the Software will be without interruption or error.

TO THE FULLEST EXTENT PERMISSABLE UNDER APPLICABLE LAW, EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DISCLAIMS ALL WARRANTIES, EXPRESS OR IMPLIED, INCLUDING AND WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT. EXCEPT FOR THE EXPRESS WARRANTY SET FORTH ABOVE, THE COMPANY DOES NOT WARRANT, GUARANTEE OR MAKE ANY REPRESENTATION REGARDING THE USE OR THE RESULTS OF THE USE OF THE SOFTWARE IN TERMS OF ITS CORRECTNESS, ACCURACY, RELIABILITY, CURRENTNESS OR OTHERWISE. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF OR LIMITATIONS ON IMPLIED WARRANTIES, SO THE ABOVE EXCLUSIONS AND LIMITATIONS MAY NOT APPLY TO YOU.

IN NO EVENT WILL THE COMPANY, ITS EMPLOYEES, OFFICERS, DIRECTORS OR LICENSORS BE LIABLE FOR ANY INCIDENTAL, INDIRECT, SPECIAL, CONSEQUENTIAL OR PUNITIVE DAMAGES, OR ANY DAMAGES WHATSOEVER (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR INJURY TO PERSON OR PROPERTY, FOR LOSS OF PROFITS, LOSS OF USE, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, LOSS OF PRIVACY, FAILURE TO MEET ANY DUTY AND NEGLIGENCE) ARISING OUT OF OR IN ANY WAY RELATED TO THE USE OR INABILITY TO USE THE SOFTWARE, EVEN IF THE COMPANY OR AUTHORIZED REPRESENTATIVE OF THE COMPANY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU. IN NO EVENT WILL THE LIABILITY OF THE COMPANY FOR DAMAGES WITH RESPECT TO THE SOFTWARE EXCEED THE AMOUNTS ACTUALLY PAID BY YOU FOR THE SOFTWARE.

General

This EULA constitutes the entire agreement between you and the Company. If any provision of this EULA is found to be unlawful, void, or for any reason unenforceable, it will be severed from and in no way affect the validity or enforceability of the remaining provisions of the EULA. This EULA is governed by the laws of the Province of Ontario, Canada, exclusive of its conflict of laws provisions. You hereby attorn to the jurisdiction of the courts of the Province of Ontario, Canada.

LEGAL

© 2006 Groove Media Inc. All rights reserved. Groove Games™ and the Groove logo are the trademarks of Groove Media Inc. L.A. Street Racing™ and the associated logo are the property of Groove Media Inc. Produced by Merscom LLC. Merscom™ and the Merscom logo are trademarks of Merscom LLC. Developed by Invictus Games Ltd. The Invictus logo is a trademark of Invictus Games Ltd.

Uses Open Dynamics Engine, © 2001-2004 by Russell L. Smith. All rights reserved.

Uses FMOD Sound System, © 1994-2006 by Firelight Technologies Pty, Ltd. All rights reserved.

The ratings icon is a trademark of the Entertainment Software Association.

All other trademarks are property of their respective owners.

