

MOTO RACER

TM



WARNING: TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

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

- Do not stand too close to the screen. Sit a good distance away from the television screen, as far away 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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IMPORTANT PLEASE READ BEFORE INSTALLING DIRECTX™

This game uses Microsoft DirectX 3.0A for Windows® 95.

Microsoft DirectX 3.0A increases the speed at which games play under Windows® 95. With DirectX 3.0A a program has instant access to the hardware, allowing for great advances in graphics, sound, video, 3-D, and network capabilities of games.

DirectX 3.0A is a relatively new program in the computer market and not all manufacturers have adapted their video cards to run the new software. However the majority of manufacturers are releasing new drivers for video cards that are supported by DirectX 3.0A. Before installing DirectX 3.0A you should check if your system supports this software. You can run a program called **DXSETUP** which will tell you if your system supports DirectX 3.0A. Use the 'Start' menu to select 'Find' then 'Files or Folders' to open the 'Find All Files' box. Change the 'Look In' box to the drive of your CD-ROM e.g. D: then type **DXSETUP.EXE** in the named box and press enter. When the file appears in the 'Name' box double left click on it to run. **N.B.** If more than one file appears click on the file with an icon next to it that looks like a PC.

This will display you a list of drivers currently supported by DirectX 3.0A. If there is a blank space in the third column for one of the components (see example below) this may mean that you will need to obtain the latest driver for this program by contacting your manufacturer. **However there is one exception to the rule**, and that is some manufacturers will produce their own DirectX 3.0A supported drivers. In this case you will still get a blank in the display driver section, **but the game may run correctly!**

Blank with no driver version listed:- The performance and stability of this type of certification is basically unknown. It is recommended to check with your hardware manufacturer for any updated drivers that may be available. Most likely, drivers that certify this way will not work properly at all.

Blank with driver version listed:- The driver has DirectX 3.0A support, but was not included with the version of DirectX which is currently on your system. These drivers will usually function properly, however, there may be some difficulties. It is recommended to check with your hardware manufacturer for any updated drivers that may be available. Try running the game before obtaining new drivers.

No Hardware Support:- The driver does not support DirectX 3.0A, so Hardware Emulation will be performed. This may work fine, but processor power must be used to perform this emulation and game performance may suffer. In some cases, it will not work at all. It is recommended to check with your hardware manufacturer for any updated drivers that may be available. You can check this by either phoning the manufacturer or looking for new drivers on their WEB site. You will need to obtain DirectX 3.0A supported drivers from your manufacturer (See example below):-

DirectX Subsystem

Component	Version	
DirectDraw	4.04.00.0068	Certified
Display Driver	4.03.00.2119	
Direct3D	4.04.00.69	Certified
DirectSound	4.04.00.0068	Certified
Audio Driver	4.33.00.0014	No Hardware Support
DirectPlay	4.04.00.0068	Certified
Old DirectPlay	4.04.00.1096	Certified
Direct Input		Certified

If your computer does not have drivers that have been tested with DirectX 3.0A, you will see the following message during installation:-

Setup has detected drivers that have not been tested with DirectX 3.0A To get the best game performance, Setup can replace your existing drivers. Do you want setup to replace the drivers?

If you receive this message we do **NOT** recommend replacing the drivers. Contact your manufacturer and ask them to send you drivers for your sound and video card that support DirectX 3.0A. Alternatively, you can try and run the game without installing DirectX 3.0A. In most cases this will be successful and allow you to run the game without further problems. If you do this, you may experience slight problems with the audio and video e.g. Accelerated video, slow frame rate etc. If your existing drivers display an error message or simply refuse to run the game contact your manufacturer to obtain DirectX 3.0A supported updated drivers.

Should you encounter any further problems with DirectX 3.0, please contact either the manufacturer of your machine or your video/sound card manufacturer before calling us. (See Technical Support).

SYSTEM REQUIREMENTS

MINIMUM CONFIGURATION:

- Operating system: Windows® 95
- Pentium 90 or higher
- 16 MB RAM
- Dual speed CD-ROM drive with sound card connection
- 2 MB SVGA card, Direct Draw compatible
- Hard disk (5 MB of free space required for minimum installation)
- Keyboard (joystick and joypad also supported)
- Sound: 8 or 16 bit sound card, Direct Sound compatible



RECOMMENDED CONFIGURATION:

- Pentium 133 or higher
- 80 MB of free hard disk space
- 2 MB SVGA Accelerator card, Direct Draw compatible or 3D Accelerator card, Direct 3D compatible
- Sound Blaster™ AWE 32

MULTI-PLAYER MODE:

- Network: IPX or TCP/IP network for 2 to 8 players
- Modem: 100 % Hayes compatible modem, 28800 baud for 2 players
- Serial link: NULL Modem cable

INSTALLATION

Moto Racer has been specially developed for Windows® 95 and will not run under MS-DOS.

PREPARATION OF HARD DISK:

Before installing any software, it is recommended you check your hard disk for errors. We recommend you run SCANDISK or DEFRAG. SCANDISK searches your disk for any lost allocation units and for any file or directory with crossed links. DEFRAG ensures your data is efficiently organised. If these checks are not carried out, data could be corrupted.

Preparation under Windows® 95:

First run SCANDISK. To start SCANDISK, left click on the **Start** button on your tool bar. The **Start** menu appears.

Position the cursor on **Programs**, then select **Accessories** from the open menu. A new menu appears - from this menu, select **System Tools**. Left click on **ScanDisk** and the program starts.

Once the **ScanDisk** window is open, ensure the box Automatically fix errors is ticked and select the disk on which you want to install the game (for example C:). When everything is set up correctly, left click on **Start** to enable the program to scan the disk and correct any errors.

You can run **Disk Defragmenter** in the same way; this is also on the **System tools** menu.

INSTALLATION

To install **Moto Racer™**:

- Start Windows95.
- Ensure that your desktop is configured with 16 bit colour resolution (65536 colours).
- Insert the Moto Racer CD-ROM into your drive. The Moto Racer installation screen will be displayed automatically.

- To quit without installing, click on **Exit**.
- To start installation, click on **INSTALL**.
- Follow the instructions displayed on screen (refer to the earlier section on Direct X Installation before choosing your DirectX installation options).

CHOICE OF FOLDER

- To install Moto Racér in the default folder (C:\Program Files\MotoRacer). left click on **NEXT** on the installation folder choice page.
- If you wish to install it in another folder: left click on **Browse...** on the installation folder choice page. Type the name of the folder in which you wish to install Moto Racér or select an existing folder. If you type in a new folder name, the program asks for confirmation that you wish to create this folder. Click **YES**. The installation folder choice page reappears. Left click on **NEXT** and continue with the installation.

STARTING THE GAME

- Start the Windows® 95 operating system
- Insert the Moto Racér CD-ROM into your drive
- If you insert your CD into the CD-ROM drive after Windows® 95 has been booted up, the start screen will appear. Left click on **Exit** to exit or **Run** to start the game.

You can also proceed as follows:

- Open the **Start** menu from the tool bar and select **Programs**.

Select **Moto Racér** to start the game.

Tip: *To start Moto Racér even more quickly, you can set up a shortcut on your desktop: open the folder in which you have installed Moto Racér; right click on the icon for the Moto Racér program (MOTO.EXE) and, holding the button down, drag it over your desktop. Release and select **Create Shortcut(s) Here** . To start the program, double-left-click on the icon for this shortcut.*

Note: *This shortcut can also be used to specify certain arguments in the command line for specific options (see Solving problems).*

COMMAND SUMMARY

MENUS

Action

Move cursor

Accept/Continue

Quit

Keyboard

ENTER

ESC

Mouse

Move the mouse

Left click

DRIVING THE MOTORBIKE

Action Keyboard Joystick/Joypad (according to the number of buttons)

Turn left	Left arrow	Joystick to the left
Turn right	Right arrow	Joystick to the right
Accelerate	Up arrow	Button 1
Brake	Down arrow	Button 2
Change gear	A/Z	Buttons 3 and 4
Turbo / Stunts	Spacebar	Button 5 (if available)

GENERAL FUNCTIONS

Action	Keyboard		
Quit	ESC	Change the font size	CTRL + F (only possible in high resolution)
Display help	F1		
Full Screen / Window	ALT + ENTER		
Rear View	TAB	Unit of speed (km/h or m.p.h.)	CTRL + U
Decrease resolution	F2		
Increase resolution	F3	The symbol keys below refer only to the numeric keypad.	
16/9 Mode	F4	Increase the detail level	+
Views	F5	Decrease the detail level	-
Riders view	F6	Decrease the overall volume	/
Type of speedometer	F7	Increase the overall volume	*
Toggle direction signals [ON/OFF]	F8	Decrease the volume of the sound effects	SHIFT /
Change between types of map	F9	Increase the volume of the sound effects	SHIFT *
Enable the Audio Side-Menu	F11	Decrease the volume of the CD	CTRL /
Enable the Display Side-Menu	F12	Increase the volume of the CD	CTRL *
Toggle the voices	CTRL + V		
Toggle the sound effects	CTRL + S		
Toggle the music	CTRL + A		
Select keyboard mode	CTRL + K		
Select Joystick mode	CTRL + J		
Pause game	CTRL + P		

TITLE SCREEN

When you start up Moto Racer, the title screen appears. Using the mouse, press Start to start a new game. If you do not press Start, a DEMO game will be loaded after thirty seconds. To quit the DEMO, press **ESC**.

ENTER YOUR NAME

This screen allows you to enter your name. Select the letters of your name either using the arrow keys and **ENTER**, by left clicking on the letters using the mouse or by typing them directly on the keyboard. The left arrow deletes the last letter selected. The carriage return saves your name and moves onto the next screen.

MAIN MENU

- Choose one of the two game modes: Play Solo Mode or Play Link.
- Click on **OPTIONS** to modify the games default settings.
- Click on **EXIT** to quit the game and return to Windows95.

OPTIONS

Use the mouse or the arrow keys to move between the different options. Press the space bar or left click to modify an option.

- **Difficulty:** choose one of the three levels of difficulty: Easy, Medium, Hard.
- **Controller:** choose one of the three devices: Keyboard, Joypad, Joystick
- **Detail level:** choose the detail level according to how powerful your machine is.
- **Opponents:** choose the number of opponents: 12 or 24 (it is better to choose 12 bikes on a less powerful machine, or if you want to make the game easier).
- **D3D:** Enable or disable the Direct3D mode (if you have a 3D accelerator card that supports Direct 3D) You can also enable the Filter mode if your card supports Bi-Linear filtering (texture filtering).
- **Voices:** Enable or disable the voices.
- **Sound:** Enable or disable the sound.
- **Music:** Enable or disable the music.
- **Screen Mode:** choose one of the available screen resolutions (choice varies according to the cards and their driver).
- **16/9 Mode:** Enable or disable the 16/9 screen format.
- **Wave Output:** choose the quality of sample rate (8 bits, 16 bits), processing frequency (11 kHz, 22 kHz) and stereo or mono mode. Eight bit samples require less memory than 16 bit samples. Sampling at 22 kHz stereo uses more of the processors resources than at 11 kHz mono.

- Main volume: click on + or - to change the main volume.
- Wave volume: click on + or - to change the volume of the sound effects.
- CD Audio volume: click on + or - to change the volume of the CD music.
- Session refresh: in multi-player mode, allows you to select the rate at which the list of existing sessions will be updated. Choose a delay of between one and thirty seconds or manual mode (see SESSIONS in the PLAY LINK section).

Press CONFIG to modify the default settings for the control device.

Press INFO to view the features of your system.

Press ACCEPT to save the modifications and return to the main menu.

CONFIG

On this screen you can modify the default settings for the control device.

Left click the function you wish to modify. Press the key you want to allocate to this function.

For example: to allocate the function **Turn left** to the **G** key, position the mouse pointer over the **Turn left** function and press **G**.

Press ACCEPT or **ESC** to save the changes and return to the Options screen.

Note: *If you are using a Joystick or Joypad, you must have calibrated it beforehand using the Windows® 95 joystick control panel.*

PLAY SOLO MODE

EVENTS

There are three kinds of event accessible in Play Solo Mode:

Practice

Select this event to familiarise yourself with the circuits in your own time and learn how to evade the traps which are set. It is also possible to race in Time Attack Mode (against the clock).

Single Race

Take part in one race on the circuit of your choice, where you will face up to 23 opponents controlled by the computer. Four circuits are available at the outset.

Additional circuits will be available if you select the Championship event. Moto Racer has eight different circuits - four Speed circuits and four Cross circuits.

The Championship

This event allows you to link all the Moto Racer circuits, alternating the Speed and Cross circuits. Each time you finish in the top three on a given circuit, you move on to the next circuit. You can save the current championship at any time and continue with it later.

Select the event of your choice or click on Back to go back to the Main Menu.

PRACTICE

Use the right and left arrow keys to select one of the available circuits or left click on the arrows at the right and left of the screen.

For each circuit, a plan view is shown on the left and a photo of the circuit is shown on the right.

Click on the + or - icons to change the number of laps (between 1 and 8)

Click on TIME ATTACK to enable or disable the Time Attack Mode.

In this mode, the computer saves your race. As from the second attempt, the computer displays a second motorbike - Shadow or phantom - which re-runs your best race. (Note: collisions are not detected with this phantom bike). At the end of each trial, the computer memorises the winners circuit. Thus, in a way, this option allows you to race against yourself. This mode is only available for a certain number of laps and varies according to the circuits.

Press Continue to go to the next screen, Choose Bike.

Press TOP 5 to view the five best race times on this circuit, and the best lap time.

Press Back to go back to the choice of events.

SINGLE RACE

Use the right and left arrow keys to select one of the available circuits or use the mouse to click on the arrows at the right and left of the screen.

For each circuit, a plan view is shown on the left and a photo of the circuit is shown on the right.

In this mode, there are a set number of laps.

Press Continue to go to the next screen, Choose Bike.

Press TOP 5 to view the five best race times on this circuit, and the best lap time.

Press Back to return to the choice of events.

CHAMPIONSHIP

In this mode, you link the circuits in a set order. The number of laps is also fixed. The plan and the photo of the first circuit appear on this screen.

Press Continue to go to the next screen, Choose Bike.

Press Load to load a previously saved Championship.

Press Back to return to the choice of events

After each event is won, this screen will show the next circuit on which you will compete.

The length of the championship and the number of additional modes enabled vary according to the level of difficulty selected. This is the championship sequence according to the level of difficulty:

Easy Level:

SPEED BAY
SNOW RIDE
WEST WAY
DIRT ARENA
ROCK FOREST
LOST RUINS
REVERSE mode enabled

Medium Level:

SPEED BAY
SNOW RIDE
WEST WAY
DIRT ARENA
ROCK FOREST
LOST RUINS
RED CITY
GREAT WALL
REVERSE mode enabled
POCKET mode enabled

Hard Level:

SPEED BAY
SNOW RIDE
WEST WAY
DIRT ARENA
ROCK FOREST
LOST RUINS
RED CITY
GREAT WALL
POCKET mode enabled
REVERSE mode enabled

LOADING A CHAMPIONSHIP

You can save up to eight different championships.

Left click on the required save or select it using the arrow keys and press **ENTER** to load the corresponding championship.

Press Cancel to return to the Championship screen.

CHOOSE BIKE

On this screen, you can choose from eight different bikes. Each colour corresponds to particular settings which are displayed at the bottom left of the screen. The four varying features are Acceleration, Maximum Speed, Grip and Brakes.

Use the arrow keys to select the most suitable motorbike.

Left click on AT to enable automatic gear change (default mode).

Left click on MT to enable manual gear change.

Left click on Start to start the race.

Left click on Back to return to the previous screen.

DRIVING

Although firmly arcade oriented, Moto Racer respects the physical and dynamic laws governing the performance of a motorbike. The driving however remains very simple: you use the arrow keys to accelerate, brake, turn right and left. The Spacebar allows you to engage a Turbo which will enable you to do a wheelie. With the Cross bikes, this key also allows you to perform figures during jumps. Be careful when doing wheelies - your bike is more difficult to manoeuvre in this position.

The Moto Racer circuits all have several CheckPoints throughout the race. At the start of the race, Moto Racer allocates you more or less time depending on the level of difficulty. This time starts from the end of the countdown. You must reach the next CheckPoint before the time has elapsed, otherwise you will be disqualified. Reaching a CheckPoint gives you additional time.

If you collide with a wall or another bike and fall off, you can continue the race after a few seconds, from the point where your bike is lying.

DISPLAY

During the race, Moto Racer displays essential information without obscuring the view of the track. Some of this information can however be concealed if you think it necessary.



LapTime

LapTime shows the current lap, the total number of laps and your timing, along with your previous lap times.

BestLap

BestLap shows the best lap on this circuit, and the name of the record holder.

Time

Time counts the time remaining to the next CheckPoint. On reaching the CheckPoint, TIME flashes and the time which is added is displayed in yellow for a few seconds.

Current Position

You always start the race in last position. Your aim is to finish at least amongst the first three. Current Position keeps you informed of your position amongst the other competitors.

Map

This map represents a plan view of the circuit. The yellow triangle shows your position; the red triangles show those of your opponents. This map can be minimised at the bottom left of the screen, or zoomed to full screen, or concealed. It can be turned round or fixed. You can switch between these different options using **F9**.

Counter

The speedometer on your machine has a lap count, a speedometer and a current gear ratio indicator. There is also a digital speed readout. The counter can be concealed. You can switch between these three options using **F7**. The speed can be expressed in Kilometres per hour or Miles per hour. **CTRL-U** allows you to switch from one unit of measurement to the other.

COMMANDS

During the race, you can use the function keys as well as the side-menus to alter the game configuration.

Views

F5 allows you to switch between the different views.

You can use **F6** to move to a riders view.

The **TAB** key engages the rear view to enable you to see the opponents following you.

Display

You can increase the display resolution using **F3** and reduce it using **F2**. **F4** switches to 16/9 mode. Use the **ALT-ENTER** keys for full screen display.

Sound

CTRL-V toggles the voices [ON/OFF]

CTRL-S toggles the sound effects [ON/OFF]

CTRL-A toggles the CD music [ON/OFF]

Audio Side-Menu

F11 enables the Audio side-menu.

Using the mouse, you can enable or disable:

- the CD music
- the sound of the bike and/or the ambient sounds
- the voices

Display Side-Menu

F12 enables the Display side-menu.

Using the mouse or the keyboard shortcuts, you can select:

- the resolution
- 16/9 mode
- Full Screen or Windowed mode

Detail Level(s)

According to the power of your machine, you can remove some graphic elements in order to lighten the load of the processor. Use the + and - keys to change the level of detail. The five levels of detail are organised as follows:

- Completely textured with total perspective correction (level 5)
- Completely textured with partial perspective correction (level 4 - default)
- Only the track and the verges are textured (level 3)
- No texturing (level 2)
- No texturing and deletion of objects from the setting (level 1)

ADDITIONAL COMMANDS

The **F1** key displays a help page.

SHIFT-F1 displays the current screen mode.

Press **CTRL-J** to enable joystick mode.

Press **CTRL-K** to enable keyboard mode.

Press **CTRL-P** to pause the game.

Press **CTRL-F** to change the on-screen font size (only available in high resolution).

Press **CTRL-U** to change the unit of measurement on the speedometer (km/h, m.p.h.).

GAME OVER

If your time drops to zero, you are disqualified. The screen shows **TIME OUT, GAME OVER**.

Then, a **CONTINUE, YES/NO** menu appears.

To restart the race, click on YES.

Left click on NO to Exit.

QUITTING THE RACE

If you press the **ESC** key during the race, the race will be interrupted.

Left click on **RESTART** to restart the race.

Left click on **QUIT THE RACE** to Exit.

Left click on **CONTINUE THE RACE** to carry on with the current race.

FINISHING THE RACE

At the end of the race, Moto Racer will show you your final position.

REPLAY

At the end of the race, Moto Racer offers to Replay your race.

Left click on **YES** to watch it and on **NO** to Exit. (The Replay allows you to view your race as filmed by the cameras along the track).

TOP 5

If you have broken the lap record on this circuit or achieved one of the five best races ever saved, you can add your name to the Top 5 for this circuit.

Then left click on **Continue** to return to the Select Race Screen.

CHAMPIONSHIP MODE

At the end of a race in Championship mode, you have the option of saving the current game.

Left click on **Save** to save and select one of the eight save locations.

Left click on **Exit** to exit the current championship.

Left click on **Next Race** to move onto the next race.

REVERSE MODE

If you complete a championship, the Reverse Mode is enabled. From now on, a new icon will appear in the Main Menu. Left click on this icon to enable or disable Reverse Mode. This Mode allows you to go round all the available circuits the opposite way.

POCKET BIKE MODE

When you have won a championship in Reverse Mode, Pocket Bike Mode is enabled (the Pocket Bikes are little bikes driven by adults!). The Pocket Mode icon will appear in the Main Menu. Left click on this icon to enable or disable Pocket Mode. When Pocket Mode is enabled, you can go round all the available circuits in the normal way or in the opposite direction.

PLAY LINK MODE

Play Link Mode allows you to compete against up to seven other connected players. Moto Racer offers four different connection protocols. For several players to be able to play, each player must have installed Moto Racer on his computer beforehand (install in Typical mode so that all the data is on the hard disk). In addition, the session server must have the Moto Racer CD-ROM inserted in his drive.

PROTOCOL

On this screen you can select the connection protocol.

Left click on your chosen protocol and follow the instructions to make the connection. In all cases, one of the players will be the Server and the others will be Clients. It is the server who chooses the game options.

IP/X CONNECTION

This protocol is reserved for Ethernet local network connections. You must be using IPX compatible network cards and drivers to use this option.

The IPX connection allows up to eight people to play simultaneously in one session.

INTERNET TCP/IP CONNECTION

When you select this protocol, Moto Racer asks for the IP address of the Server on which you want to connect. The Server can obtain his IP address by running the WINIPCFG program in Windows95. To do this, click on the [START] button, click on [RUN], then type [WINIPCFG] and press Enter. Each player gives Moto Racer the IP address of the Server, and the connection is then made automatically.

If the Server disconnects during the game, Moto Racer will automatically designate another player as Server. However, the IP address will remain unchanged. The TCP/IP connection allows up to eight people to play simultaneously in one session.

CONNECTION BY MODEM

This type of connection only allows two people to play simultaneously. When you choose this protocol, a dialogue box will appear in which Moto Racer asks you for a telephone number.

When connecting by modem, one of the players (**Player X**) must call the other player (**Player Y**). **Player X** enters the telephone number of **Player Y**. When **Player Y** hears his modem ring, he enters a capital letter **A** and clicks on **Connect...** The letter **A** is a standardised Hayes command which sets the modem in Auto Answer mode.

Note: *The use of Moto Racer with a modem and the above connection protocol are intended to run with the Microsoft DirectPlay version 2 driver, supplied with DirectX 3 on the Moto Racer CD-ROM.*

Moto Racer is not guaranteed to run via modem with another version of DirectPlay. If you have another version of DirectPlay and wish to use Moto Racer with a modem, it may be necessary to install version 2 of DirectPlay.

SERIAL CONNECTION

Two people can play by connecting two computers using a Null Modem cross-cable. When you select this protocol, you must specify several connection characteristics (Port, Baud rate,...). These settings **must** be identical for both the Server and the Client, but must be set according to the slower computer.

Note: *When one of these protocols has been selected (with the exception of IPX), the program goes into windowed mode when the user enters the connection information. This is normal and is made necessary by the operation of certain graphics cards.*

SESSIONS

Once you have chosen the type of connection, you can create a new game session or join an existing session. Moto Racer supports up to 256 game sessions simultaneously.

The screen displays the existing sessions showing the name of each Server on the left and the names of the Clients on the right.

Left click on the name of a Server to select a session and show the names of the corresponding Clients.

Left click on New Game to create a new session in which you will be the Server.

Left click on Join to join the selected session.

Left click on Back to return to the Protocol Menu.

Note: *The speed at which the sessions list is updated varies according to the speed of the network to which you are connected (a local network is quick whereas an Internet connection via modem is much slower). In addition this updating, which is carried out by the Microsoft Direct Play software layer, takes precedence, i.e. the Moto Racer application no longer has priority. This is why the options menu allows you to select the refresh rate for existing sessions. The slower your connection, the better it is to select a less frequent refresh (for example every 20 seconds). If your connection is particularly slow you can even opt for manual refresh. In this case, an additional button appears on the Sessions page. You must click on this button each time you want to have the list updated.*

PLAY LINK MODE MAIN SCREEN

All the Play Link Mode options are shown on this screen.



OPTIONS RESERVED FOR THE SERVER

The Server can modify:

- **The type of event:** by clicking on the ONE RACE icon which switches to CHAMPIONSHIP.
- **The number of laps:** by clicking on the yellow arrows, you can vary the number of laps between 1 and 8.
- **The circuit:** by clicking on the yellow arrows, the Server can choose a circuit from amongst the eight available (only in Single Race mode).

Note: Only the tracks shown in Single Player mode will be available

- **The list of players:** if there are less than eight players connected to the session, there will be one or more empty boxes in the list of players. If the light to the left of each empty box is out, this means that a new player may join the current session at a later stage. However the Server has the option of locking these empty boxes. By clicking on the light, the Server causes a padlock to appear, meaning that no player can connect at that location. Empty boxes can also be replaced by Computer-Bikes. By left clicking on the padlock an integrated circuit will appear, indicating that that box is occupied by a Computer-Bike.

Note that the speed of the Computer-Bikes will vary according to the level of difficulty set by the Server.

- **Reverse Mode:** If the Server has succeeded in opening Reverse Mode, he can enable it during a network game.
- **Pocket Mode:** If the Server has succeeded in opening Pocket Mode, he can enable it during a network game.

OPTIONS AVAILABLE TO ALL PLAYERS

All the players can modify:

- **Choose bike:** by left clicking on the yellow arrows, you scroll eight bikes with different settings.
- **Gear change:** by left clicking on the corresponding icon, you can switch between automatic gear change (AT) and manual gear change (MT).
- **Messages:** by placing the mouse pointer over the message zone, you can enter text which will appear in the line assigned to each player. This text can be read by all the other players in the session. The line of text can be erased by pressing **ENTER** on the numeric keypad.

When you have chosen your bike, click on the green light at the left of your name to indicate that you are ready to start the race. You can also click on Validate.

Click on Disconnect to exit the session.

If the Server disconnects, Moto Racer will designate a new Server chosen at random from the remaining players.

When all the players are ready, the Start icon will appear on the Servers screen. Left click above it to start the race.

CHAMPIONSHIP RESULTS

At the end of a race, each player is awarded points according to his finishing position:

First is awarded 10 Points.

Second is awarded 6 Points.

Third is awarded 4 Points.

Fourth is awarded 3 Points.

Fifth is awarded 2 Points.

Sixth is awarded 1 Point.

The other competitors do not receive any points.

As the races proceed, Moto Racer adds up each players points.

The first three to finish and the total number of points for each player are shown on this screen.

Left click on Continue to return to the Results Screen.

Left click on Next Race to return to the Play Link Mode Main Screen.

SOLVING PROBLEMS:

If this manual doesnt solve your problem, be sure to check the FAQ and Readme file, installed with MotoRacer.

What precautions should be taken when installing this game?

- Your graphics card must be configured with 16 bit colour resolution (65536 colours).
- You must have DirectX version 3 installed on your PC. (If you subsequently install another game which installs DirectX version 2 or 1, it may be necessary to reinstall DirectX 3 to restart Moto Racer).

IF YOU ENCOUNTER THE FOLLOWING PROBLEMS:

The game is very slow even though I have a powerful PC (P133 or higher)

- If your PC is equipped with an ATI 3D RAGE video card: start the game using the parameter - noPal256 (create a shortcut on the program and add this parameter after the name of the program).
- Try a lower screen resolution using F2 (go into windowed mode if you do not have access to 320x240 resolution in full screen mode). Configure your desktop in 640x480 if you do not have much memory on your graphics card.
- A recent driver version for your graphics card can increase your speed by up to 20%.
- The game makes extensive use of floating point calculations, thus some processors may be disadvantaged.
- If you have only 16MB RAM, ensure you have run SCANDISK and DEFRAG on your hard disk. See your Windows® 95 documentation for more details.

I do not have access to 320x240 resolution in full screen

- After installing DirectX, it may be necessary to reinstall your graphics card drivers, as DirectX may replace the drivers for your card with an older version.
- If your PC is equipped with a Matrox Millennium video card: obtain a recent version of the driver for your video card which will allow access to this resolution, and install it AFTER installing DirectX.
- Otherwise: a recent version of the driver for your video card may enable you to access this mode.

I have a video card with 3D acceleration but the game does not seem to detect it

- Check that you have installed version 3 of DirectX. If your card is not supported by DirectX, you will not be able to run the game.
- Check that the 3D acceleration of Direct 3D is active. (A box should be ticked in DXSETUP, accessible in the control panel / Add/Remove Programs/DirectX drivers)
- If your 3D accelerator card does not support transparent textures, the game will run in 3D software mode which does not detect Direct3D and consequently will not detect your 3D card.
- If your 3D graphics card does not support textures (the Matrox Millennium for example), the game will run in 3D software mode. You can force 3D hardware acceleration mode using the command line parameter -D3D but you will not get textures on polygons (since your card does not manage them).

Rectangles appear around the smoke and other objects. The shadows of the bikes and the trees are rectangular

- Your 3D graphics card accelerator does not allow transparent textured polygons to be generated, but it makes the program believe that it does. To correct this problem, start the game using the command line parameter -noD3D; in doing this however you disable the 3D hardware acceleration of your video card.

The screen stays black after the resolution has been changed in full screen mode

- It could be that your graphics card driver indicates that it supports a video mode which is actually incorrectly managed. Go to windowed mode using **ALT + ENTER** or go to the next video mode by pressing **F3** again or **F2**.

The game does not start or the game locks up

- If the game seems to have stopped while it is in full screen mode, it may be that a dialogue box is open. Try pressing **ESC** or **ENTER** to close the dialogue box. You can try going into windowed mode by pressing **ALT + ENTER**.
- The game opens in full screen mode by default. You can force it to open in windowed mode by adding the parameter -windowed on the command line (if of course your card supports windowed mode display).
- You can disable sounds by using the command line parameter -nosound.

- You can disable the Direct 3D hardware acceleration (if you have a 3D graphics card accelerator) by adding the command line parameter -noD3D.
- If you have a SoundBlaster AWE64 sound card, you must obtain a more recent version of your driver. There is a driver version which runs well with programs which make extensive use of floating point calculations:
- If you have a Pentium MMX, you can disable use of the MMX extension by adding the command line parameter -noMMX.
- You can disable the processor test by adding the command line parameter -noCpuDetect

I can't hear any sound

- Check that your speakers are correctly connected to your sound card.
- Check that the drivers for your sound card are properly installed.
- Increase the volume using the options menu or use the volume adjustment keys (keys / and * on the numeric keypad).

My Joystick isn't working properly

- If you are using a Joystick or Joypad, you must have calibrated it beforehand using the Windows® 95 joystick control panel.
- Check that all the buttons on the Joystick or Joypad are working using the Test function in the Windows® 95 joystick control panel.

The command line parameters are not taken into account

- The parameters must be entered separated by a space. The distinction between lower and upper case is important for parameters.
- For example, if you have a 3D graphics card accelerator and you want to run the demo in 3D software mode, you must have a shortcut to the demo using a line of the following style in the **Target** field:

"C:\Program Files\MotoRacerDemo\Demo.exe" -noD3D (the path may be different)

If you also want to disable the sound:

"C:\Program Files\MotoRacerDemo\Demo.exe" -noD3D -nosound

(make sure you adhere to upper and lower case letters for parameters)

Where can I get the latest drivers for a graphics card or a sound card?

- On the Internet. Try searching www.yahoo.com or www.altavista.digital.com for the manufacturer of your card.
- On the card manufacturers BBS (if there is one).
- By contacting your retailer.

SUMMARY OF COMMAND LINE ARGUMENTS:

To use command line arguments, create a shortcut to the MOTO.EXE file (see Starting The Game), right click on the icon, choose PROPERTIES, then SHORTCUT. In the Target box, add the argument you wish to use at the end of the line, e.g. C:\program files\motoracer\moto.exe -D3D

-h	Displays this list !
-noCpuDetect	disables detection of the type of processor
-noMMX	disables MMX support
-noD3D	inhibits use of 3D hardware acceleration
-D3D	forces use of 3D hardware acceleration (use when the card driver does not support certain types of polygon)
-OnlyPrimaryDisplay	inhibits use of a second 3D display card (3Dfx for example)
-us	forces the English version
-fr	forces the French version
-gr	forces the German version
-it	forces the Italian version
-sp	forces the Spanish version
-sw	forces the Swedish version
-jXXXX	sets the trigger threshold for the joystick at XXXX (default=2000, max=7000)
-fullscreen	runs the game in full screen mode
-windowed	runs the game in window mode
-nosound	disables the Direct Sound
-noPal256	inhibits the 256 colour palette mode in D3D (when poorly supported by an accelerator card)

How To Obtain The Information Required

Windows® 95 Users

1. Right click on **My Computer**.
2. Left click on **Properties**.
3. The General information screen will detail how much **RAM** you have and the CPU make eg. Intel/Cyrix.

Please note ; Windows® 95 does not always detect the Cyrix chip correctly and therefore may describe it as a 486.

4. Now click on **Device Manager**.
5. Click on the '+' symbol on the relevant devices i.e.
 - CD-ROM driver
 - Display adapters
 - Sound video & game controllers.

You will then be able to see the manufacturer of these devices .

6. The CPU speed can be seen if you reset your PC and look towards the top left corner of the screen. You should see a CPU clock speed eg 166 MHz. This is the processor speed that you need.
7. Double left click on "**My Computer**" then click square symbol to maximise screen.
8. Left click on your hard drive (**C:**) and this will list how much Free disk space you have and the Total amount of disk space you have on the system. Now close all windows down.
9. Click on "**Start**", then move to "**Programs**", then click on "**MS-DOS prompt**".

10. When in MS-DOS type "**CD**" then return. Now type "**Type Autoexec.bat |more**" then press return. (To get the | sign, press the shift key plus the \ key, which is on the left of the keyboard).

For your **CD ROM** line look for a line which contains "**MSCDEX.EXE**". Write down the line **exactly** as it is written.

For your **Sound card** Line(s) look for a line which contains reference to either "**Set sound**" and, or "**Set Blaster**". Write down the line(s) **exactly** as written.

11. Follow the same process listed above for the **Config.sys** file. Again you are looking for details of your Sound card lines and CD ROM line

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