

# BRG

## Game Manual

### Introduction

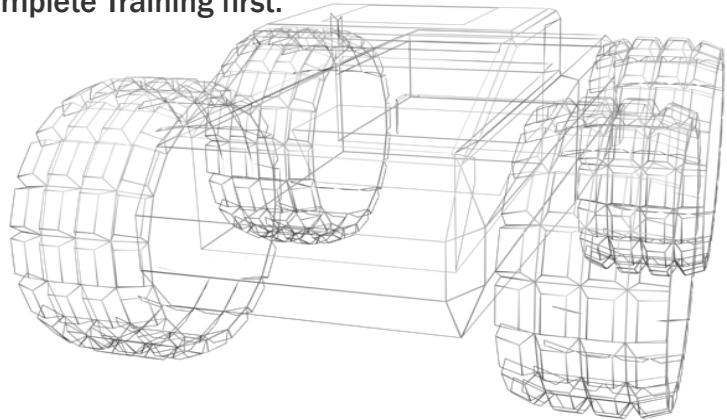
BRG a classical racing game made for Becherovka Game 2006 programming contest. The goal of the game is to complete comprehensive championship campaign in various environments with different cars. The game is only single player, there is no multi player option.

### Championship

Player starts with one basic car. As he progresses through campaign he earns prize money for his trophies. He can spend this money for car updates and new vehicles. Championship is divided in seven locations. Each location has number of races. Player has to complete races in each location one by one. However it is possible to choose any location in any order. If player is unable to win certain race in one of the locations he can complete another race in different location, earn some cash, upgrade his car and come back with faster or different car. It is recommended to complete Training first.

### List of locations in championship:

- Training
- Beach
- Desert
- Lake
- Space
- Forest
- City



Each championship race has its own conditions that player has to meet in order to advance to next race. These conditions can differ from race to race. There can be any possible combination of these conditions in one race.

### List of possible championship race conditions:

- Finish in certain position or better – the task is to finish 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> etc. Any better place is rewarded with extra money.
- Finish in certain time or better – time limit is set and player has to be faster. Better time under the limit gives extra prize money.
- Collect certain number of Becherovka bottles – given number of Becherovka bottles has to be picked up during the race.
- Complete certain number of laps

## Racing

Race track is lined up by checkpoints. Checkpoints are indicated by yellow transparent gates. Only next checkpoint is displayed. Arrow in lower right corner of the screen always points to next checkpoint. Last checkpoint of the lap has green color.

The road on the ground is distinguishable in some tracks. If this is the case driving off the road will slow down the car and arrow pointing to next checkpoint turns yellow. The car has to return back on the road to accelerate fully.

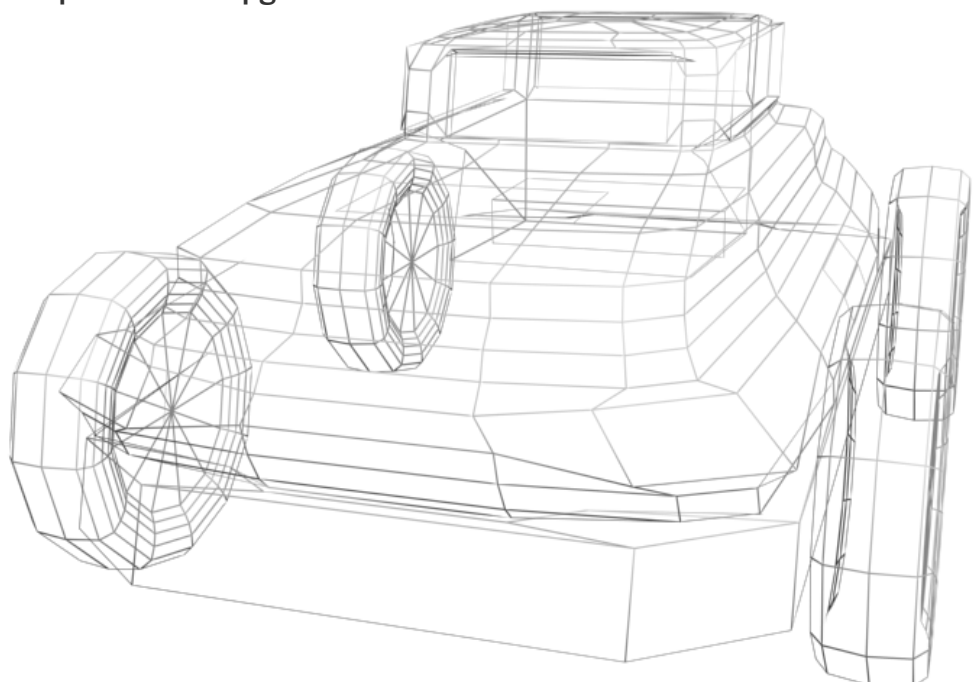
Becherovka bottles are scattered throughout the track. They serve as power ups that can be picked up during the race. Driving over those bottles picks up Becherovka which works as engine booster when activated. Only limited number of Becherovka bottles can be collected. After Becherovka bottle is picked up it reappears again in some time. To fire off Becherovka press CTRL key. Once activated it burns out fully in one second. There are three garage upgrades related to Becherovka: Becherovka power, Maximum number of Becherovka bottles and Number of Becherovka bottles at start.

## Cars

Car	Characteristic	Price
Chafer	Slowest car with low acceleration. Big wheels give good grip on the road. Good on slippery surface and stable in sharp turns. Very slow up the hill due to its big weight.	-
Scarab	Moderate car with balanced characteristics. Gives good performance on all types of tracks.	3000
Sting	A speeder. Has powerful engine which gives it fast acceleration and high top speed. The downside of this is its instability in sharp turns. It goes to slide very easily. Reverse driving speed is slow.	5000

## Garage

Player can select, upgrade and buy cars in garage. Only cars owned by player are parked in garage. If new car is bought it is parked in empty spot. Each car has its own parameters which can be improved with upgrades.



## List of car upgrades:

- Acceleration – Power of engine indicates how fast can the car reach its top speed. Cars with high acceleration can drive faster up the hill.
- Top speed – Maximum reachable speed. It changes according to inclination of slope under the car.
- Tires - Quality of tires affects grip on the road. Car can take sharp turns in high speed with good tires. With bad tires it goes to slide more easily.
- Breaks – Effectiveness of breaks. In other words how fast can a car stop.
- Becherovka power – power of additional thrust Becherovka gives to the engine.
- Maximum number of Becherovka bottles – number of bottles that can be on board the car. It is not possible to pick up more Becherovka bottles.
- Number of Becherovka bottles at start – this number can not exceed maximum number of Becherovka bottles.

## Quick race and Ghost race

There are other game modes to play. Quick race takes place on same tracks as in championship. Player has to successfully finish the track in championship mode to gain access to this track in Quick race mode. Ghost race is similar only player competes against himself. Fastest lap is recorded and a fake ghost car is following the same path in next lap. This mode is perfect for training purposes.

## Controls

<b>Control</b>	<b>Key</b>
Accelerate	Arrow UP
Brake	Arrow DOWN
Turn left	Arrow LEFT
Turn right	Arrow RIGHT
Becherovka	CTRL
Handbrake	SHIFT

## Credits

Programming and design

**Jan Zizka**

Music

**Sputnik**

Graphics engine

**GLScene**

Sound engine

**BASS**

