



Hover Race

User's Manual

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Introduction

Hover Race is an original, multi-player racing game specially designed to be played over the Internet. The game also offers a practice mode for those who want to play off-line.

Your goal is to be the first to drive your turbine engine-propelled hovercraft to the finish line. You will need all your dexterity to handle the power of this engine. Like in a steeplechase, you will have to leap over rivers and other obstacles. You will also have to make some strategic choices because Hover Race tracks offer more than one optimal line.

Hover Race is not a traditional racing game. It offers a lot of interesting features, like bouncing rockets to put your opponent's out-of-control, or the speed ramps that launch you like a pinball.

Game Modes

Practice

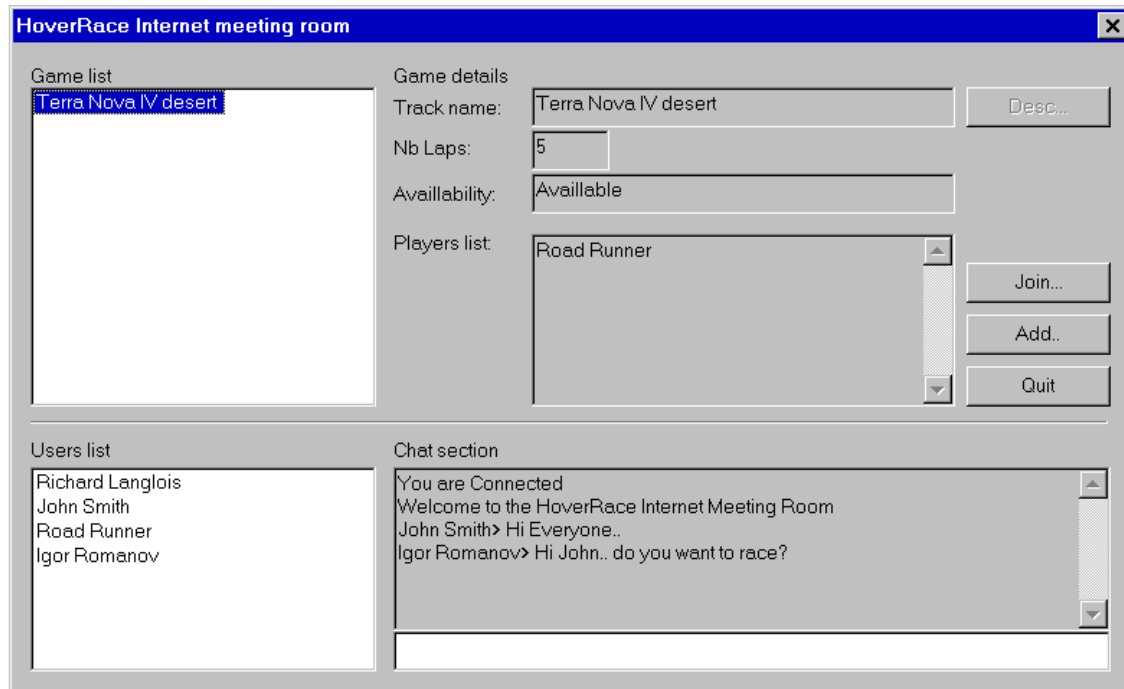
In the practice mode, you are the only racer on the track. This mode lets you explore all the subtleties of the tracks without having to deal with the harassment of the other players.

This mode can also be used to race against the clock; an option for perfectionist players.

To play a practice game, simply select the **Practice** option in the **Game** menu. You will then be asked to select a track. Once you will have selected the track, the game will begin.

Network (Using the Internet Meeting Room)

If you have access to the Internet, you will find that it is very easy to play a multi-player Hover Race game. All you have to do is to select the menu option **Game|Network|Internet Meeting Room**. The following dialog will appear:



Game list:

A List of the games that can be joined. Once a game is started, it is removed from that list.

Game Details:

Details about the selected game (from the Game list).

Join:

Join the selected game.

Add:

Add a game to the list.

Quit:

Leave the Internet Meeting Room.

Users list:

Users that are currently connected.

Chat section:

Section that allows you to talk to the other players.

Game elements

Hover Craft

This is your racing vehicle. Driving a Hover Craft is not complicated, but it asks a lot of dexterity. The Hover Craft has almost no adherence. That means that it will skid in all curves.

The first driving control is the steering control. This control lets you modify the orientation of the Hover Craft. By changing its orientation, the Hover Craft will not instantly change its course. Changing the orientation simply changes the direction of the force that will be applied to the vehicle by the propulsion engine.

The second driving control is the turbine power control. This control only has two states, ON or OFF. Most of the time you will keep the turbine ON. You usually turn it off only if you get out of control, or if you want to do special moves like a 360. It can also be useful to turn the turbine off if you are getting low in fuel.

The third and last driving command is the jump. The Hover Craft can jump if it is not already in the air. Jumping is usually used to avoid obstacles or to climb steps.

Rockets

Rockets can be launched by the Hover Crafts. Once it has been launched, the rocket will fly at high speed and bounce on the walls until it hits a Hover Craft or it runs out of fuel. If a Hover Craft is hit by a rocket, the driver will temporarily lose the control of his vehicle.

Arrows

Arrows appear on walls and they indicate the direction you should go. There are three colors of arrows: gray, green, and red.

The grays are usually found along straight lines. The greens and the reds are found in curves. Green arrows indicate you can safely bounce on that wall to negotiate a curve. Red arrows indicate that the wall is oriented in a way that will make you bounce in a bad direction if you hit it.



Speed Ramps

Speed ramps launch you at high speed. Once you have been launched, you usually bounce on the walls like a pinball. You can still control your Hover Craft, but because of the high speed, the control is very limited.

The most important thing to remember is that you are launched in the direction that the Hover Craft is facing. You must orient your Hovercraft before entering the speed zone or you may be launched in an undesired direction.



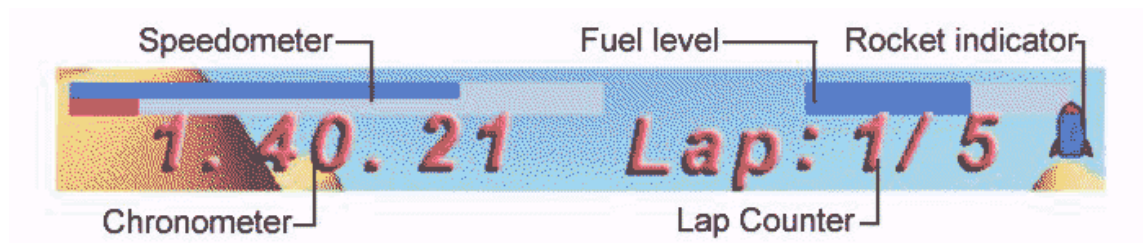
Speed Ramps are identified by the following pattern:

Refuel zones

Refuel zones let you refill your energy. When you enter a Refuel Zone, your fuel level slowly rises. These zones are identified by the following pattern:



Display



Keyboard Layout

Hover Control



Shift - Turbine Control

This is the gas pedal of the Hover Craft. If you get out of fuel, you can pump this key to move your hovercraft.



Left - Steer left

Rotates the Hover Craft to the left.

Also used to select craft type on countdown.



Right - Steer right

Rotates the Hover Craft to the right.

Also used to select craft type on countdown.



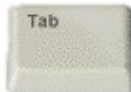
Up - Jump

Makes the Hover Craft jump.



Down - Brake

Not a real brake. It is only a shortcut that reorients the Hover Craft in the opposite direction. If you turn the turbine ON, you will rapidly reduce your speed.



Tab - Weapon Select

Let you select the current weapon or gadget.



Ctrl - Fire

Use this control to launch a rocket or mine, or to use another selected gadget.

Note: All these controls can be modified with the **Setting|Properties** menu option.

Camera Control



Minus - Reduce viewing area
Reduces the viewing area and improve the refresh rate.



Plus - Enlarge the viewing area.



PgUp - Look up
Makes the camera look higher.



PgDn - Look down
Makes the camera look lower.



Insert - Zoom-in
Reduces viewing angle.



Delete - Zoom-out
Enlarges viewing angle.



Home - Restores camera position.

Some Useful Hints

Play in full screen mode.

You will get a better feeling for the game if you play in full screen mode. Use the **Setting** menu to switch in full screen mode. **ALT+ENTER** will bring you back in window mode.

Get a good refresh rate.

A better refresh rate will improve your control over your Hovercraft. To get a better refresh rate you can reduce the window size, select a lower resolution mode or reduce the displaying area with the **MINUS** key.

Always turn more than it seems needed.

Because you always skid when you turn, you must greatly over-turn.

Turn the turbine off when you lose control.

If you keep the turbine on you can enter a steady bouncing state. Simply release the turbine control if you lose control.

Avoid side hollows.

If you think that you are going to fall in a hollow, you just have to jump and try to regain the safe surface. Because the Hover Craft is propelled by a turbine, you can control it even if you are not touching the ground.

Launch rocket against your followers.

You can use walls to launch rocket on hover crafts that are following you. Simply launch a rocket on a wall in front of you. It will then bounce, and with some luck, it will hit the Hover Crafts behind you.

Refuel at strategic times.

Do not wait until the last fuel drop to refuel. The pit-stop may be too crowded at that moment and you will lose time.

Adjust camera setting in Split-Screen mode.

Zoom out, because it will help a lot. You can also adjust the camera to look lower.

Use the "Chat" feature to talk to the other players (Network Mode only).

Just type your message and press Enter.