Speed Busters

Busters

AMERICAN HIGHWAYS

RADAR ZONE

33

EVERYONE

E

CONTENT RATED BY
ESRB

Instruction Manual

TABLE OF CONTENTS

YOUR RIGHT TO SPEED HAS BEEN SUPPRESSED LONG ENOUGH!

For centuries, the speed limit on American highways has been restricted by law. Technology now offers drivers the chance to make their own choice in the virtual world with Speed Busters: American Highways. The police have lost their minds and reward the fastest players to fly past their strategically placed radar! Earn cash to upgrade one of eight specially designed vehicles based on models ranging from the '50s to the '90s. Tackle mixed terrain, avoid shocking animations, and storm through environments based on real North American locations. Whether playing solo or with up to six players at once…it's time to reach the Speed Free Zone!

1- SYSTEM REQUIREMENTS

Minimum:

Pentium® 166 MHz, Cyrix 6x86 or AMD K6/AMD K6-2
Windows 95/98 with DirectX 6.0 or Windows NT 4.0 with SP3
4 MB Graphics Accelerator card, 3Dfx or Direct 3D compatible
32 Mb RAM
Quad Speed CD-Rom drive
16-bit DirectX 6.0 compatible sound card

Recommended:

Pentium® 200 MHz, Cyrix 6x86 or AMD K6/K6-2
4 MB 3Dfx Graphics Accelerator card (Voodoo Graphics or Voodoo2)
32 Mb RAM

2- INSTALLATION AND LAUNCH

2.1- INSTALLATION

From Windows:

1. Place the Speed Busters: American Highways CD in your CD-ROM drive.
2. The installation program should immediately appear on your screen. If not, double-click on the Ubisetup.EXE program, which can be found on the CD.
3. Click on "INSTALL" and follow the instructions.
4. After the installation is finished, click "PLAY".

2.2- VIDEO CONFIGURATION

When you launch the game, select the range of visual effects you want in the game.

A) Basic Configurations

1. "DRIVER" scrolling menu.
   Click to select the display driver to be used by the game.

2. "Resolution" scrolling menu.
   Click to select resolution settings, between 512 x 384 and 1024 x 768*
   *Resolution support varies from a graphic card to another.

3. "GRAPHIC DETAILS" slider
   Slide to select one of the graphic presets.

4. "CUSTOM GRAPHIC SETTINGS"
   Click to customize your graphic settings.

Visual Options

If you experience performance problems, try deactivating one or more of the options below.

General Settings

5. Particles
   Activates / Deactivates particles such as water, fire, smoke, etc.

6. Animated Textures
   Activates / Deactivates animated textures throughout the game.

7. Reflection
   Activates / Deactivates the sky's reflection on track surfaces.

8. Detail Textures
   Activates / Deactivates detail textures. (Note : Only available with Voodoo2 graphic cards.)

9. Fog
   Activates / Deactivates fog effects.

10. Clipping Distance
    Note: Only available for systems with Direct 3D.

11. Texture Quality
    Depending upon the capabilities of your graphic card, you can switch between a 8, 16 or 32-bit texture quality.

Player's Car Effects

12. Smoke
    Activates / Deactivates smoke effects.

13. Sparks
    Activates / Deactivates sparks effects.

14. Chrome mapping
    Activates / Deactivates reflection effects on the car.

15. Transparency
    Activates / Deactivates the transparency of the car windows.

16. Skid marks
    Activates / Deactivates skid marks on the road.

17. Nitro effects
    Activates / Deactivates the Nitro flame effects.

18. Lighting
    Activates / Deactivates car headlights.

19. Reflection
    Activates / Deactivates car reflection on the ground.

Opponent's Car Effects

20. Sparks
    Activates / Deactivates sparks effects.

21. Chrome mapping
    Activates / Deactivates reflection effects on the car.

22. Transparency
    Activates / Deactivates the transparency of the car windows.

23. Nitro effects
    Activates / Deactivates the Nitro flame effects.

24. Lighting
    Activates / Deactivates opponents car headlights.

25. Reflection
    Activates / Deactivates car reflection on the ground.

3- DEFAULT CONTROLS

These are the default controls which are used in a race. To customize your controls, click on the "OPTIONS" button in the main menu.

```
ACCELERATE . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . ."UP ARROW"
BRAKE . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . ."DOWN ARROW"
STEER LEFT . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . ."LEFT ARROW"
STEER RIGHT . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . ."RIGHT ARROW"
NITRO . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . ."SPACEBAR"
HANDBRAKE . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . ."S"
SHIFT UP . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . ."A"
SHIFT DOWN . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . ."Z"
HORN . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . ."H"
```

FUNCTION KEYS (Not customizable)

```
IN-RACE HELP  . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . ."F1"
CYCLE RACING VIEWS . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . ."F2"
TOGGLE DYNAMIC CAMERA ON/OFF . . . . . . . . . . . . . . . . . . . . . . . . ."F3"
TOGGLE DISPLAYS (Radars, RPM, Speedometer...) ON/OFF  . . . . . . . . ."F4"
TOGGLE REARVIEW MIRROR  . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . ."F5"
CHRONO AND LAP INFO  . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . ."F6"
PAUSE MENU . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . . ."ESC"
```

4- MAIN MENU

From this start-up screen, you can choose the mode in which you would like to play, along with the different game options.

1. "PLAYER NAME" Edit Box
   Click on the box, enter your name or nickname, and press enter to confirm.

2. "ARCADE" Button
   Click to go to the Arcade Main Page.

3. "CHAMPIONSHIP" Button.
   Click to start a new championship.

4. "LOAD GAME" Button
   Click to access previously-saved championship games.

5. "OPTIONS" Button
   Click to access the Options (Sound, Controllers) Window.

6. "LINK" Button
   Click to play a linked (Null Modem) game.

7. "GAME SERVICE" Button
   Click to connect to the Ubi Soft GAME SERVICE.
   (Internet access required)

8. "NETWORK" Button
   Click to play a Network (LAN or TCP/IP) game.

9. "MODEM" Button
   Click to play a modem game.

10. "QUIT" Button
    Click to exit the game.

5- OPTIONS

5.1- SOUND CONFIGURATION

Speed Busters: American Highways supports
a large variety of 2D and 3D sound cards.
It automatically detects if your card is 2D or 3D.

A) Basic Options

1. "SFX VOLUME" Slider
   Slide to increase or decrease
   the sound effects volume.
   (Ambient sounds, animation sounds...)

2. "MUTE SFX" Button
   Click to mute sound effects.

3. "MUSIC VOLUME" slider
   Slide to increase or
   decrease the music volume.

4. "MUTE MUSIC" Button
   Click to mute the music.

5. "ENGINE" Volume Slider
   Slide to increase or
   decrease the engine volume.

6. "MUTE ENGINE" Button
   Click to mute the engine sound.

7. "AUDIO MIX SELECTION" Buttons
   Music: Plays music but no ambient
   sound (wind, birds, etc.)
   Ambience: Plays ambient sounds
   but no music.

8. "SOUND DETAILS" Buttons
   Set the number of sounds that can
   be played at the same time.

   Low: Plays basic sounds.
   Medium: Plays some additional sounds.
   High: Plays all sounds.

   (Try setting the detail to medium or
   low if you experience sound problems.)

9. "HORN" Selection Window
   Click on the car horn you wish
   to use in the game.

10. "HORN TEST" button
    Click to try the selected horn.

11. "ADVANCED SETTINGS"
    Click to go to the Advanced
    Settings window.

12. "BACK" button
    Click to go back to Main Menu.

B) Advanced Settings

2D Sound Cards

1. "REVERSE STEREO" Button
   Click to reverse the sound output.

2. "TEST SOUND" Button
   Click to do a sound test.

3D Sound Cards

1. "REVERSE STEREO" Button
   Click to reverse the sound output.

2. "TEST SURROUND" Button
   Click to test the surround features of your card.

3. "OUTPUT SELECTION" Button
   Click the box corresponding to your sound output
   (2 speakers, 4 speakers or Headphones).

5.2- CONTROLLERS CONFIGURATION.

A) Basic Configuration

To configure any action listed here, click on the corresponding button and then the necessary action on the peripheral you want to use.

For example: If you want to use your steering wheel to turn left, click on the button, then steer left with the wheel.

1. Click to get back to the options menu.

2. Click to access the advanced configuration window.


B) Advanced Configuration

1. "FORCE CONTROLLER" Buttons
   Click on the corresponding button to force the program to use a specific peripheral.

2. "SETTINGS" Button
   Click to access the wheel settings window.

3. "TRANSMISSION" Buttons
   Click on a button to select the transmission (Manual/Automatic) to be used in the game.

4. "SPEED DISPLAY" Buttons
   Click on a button to select the speed display (KMH/MPH) to be used in the game.

5. "FORCE FEEDBACK" Button
   Click to access the Force Feedback Configuration Window.

C) Force Feedback Configuration

1. Activate / Deactivate Force Feedback
   Click on the corresponding button to activate or deactivate the Force Feedback.

2. Force Feedback Setting Sliders
   Slide in order to increase or decrease the force for each type of effects.
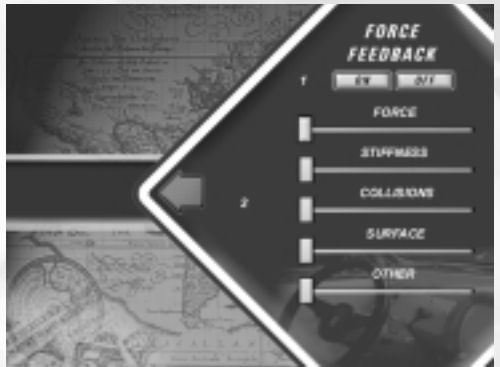
6- TRACKS AND CARS

6.1- THE TRACKS

Congratulations! You have been given the opportunity to race across seven different famous American landscapes. Discover the hidden shortcuts, avoid the traps and learn to master the roads! Are you up for the challenge?

California: Long stretches, wide turns, intense sun, beaches, money and success… not a bad place to begin! So you think you can become a star… here's looking at you, kid! But be careful, the streets are full of mysteries!

Mexico: Tight turns, deep cliffs and massive volcanoes await you in Mexico. The hard-packed surface makes handling difficult. Pay attention to skidding too deeply into those turns, or you may find yourself plunging off the deep end!

Nevada: From the great desert spaces to the bright lights of the city, Nevada is a land full of contrasts. In the city, you must master the handbrake to take the 90 degree turns. In the desert, do not wander off the road or you'll waste time in the sand. If you are a seeker of the Truth, some locals say it's "out there...". But can you handle it?

Colorado: Ah, the pleasure of driving through these snowy mountainous regions! Probably the most technical and difficult track, but Aspen's beautiful landscape and quaint village may make you forget its dangers. Stay alert, avalanches, icy zones and dark caves await you!

Louisiana: Listen to the rhythm of Jazz as you speed through the colorful bayou landscape of Louisiana in this hard-to-master track! It's a great place to practice to become a stunt-man, with cliffs, boats and even a train ride awaiting brave drivers! Beware! The road is never the same; one minute you're driving on asphalt and suddenly the road may turn to hard-packed dirt.

Canada: Beauty can be deceiving as you'll find in this Northern Country track! Drive through farms, sawmills, old fortresses and villages all full of dangerous obstacles, turns and stretches. Don't forget to bring your camera to catch the changing of the leaves!

?????? Mystery Track: It's a mystery…

6.2- THE CARS

Bel Ray: A nice classic '50s model. Easily upgradable because of its low cost. She has a decent top speed, but poor acceleration and brakes. The handling is adequate, allowing controlled skids although the frame is a little heavy.

Orion: Another older model, the Orion has an intermediate top speed with good acceleration. The handling is decent and enables controlled skids. But if the driver is not careful, its light weight can cause over-skidding.

Pirate: The second fastest car of the First Car Block. The Pirate has excellent handling and a powerful engine, but her main weaknesses are poor acceleration and heavy weight.

Atlantis: This prototype model has tremendous top speed for a car in its category. This car has excellent brakes but lacks handling and steering. Lighter and faster than the Pirate, its large frame can be an asset when it's time to block other players.

Virtuose: This is the fastest car overall with incredible acceleration, but it has very poor handling. Unstable, steering is very difficult at high speed. With its medium quality brakes, it is a car made for the good driver, and can be an excellent asset for the aspiring champion, when "tamed".

Solaris: A pretty fast car, with excellent acceleration and braking. Very stable, the Solaris will never skid too much, but this makes steering hard. Use a good handbrake technique, and the Solaris can be a powerful weapon on the road.

LA_2000: Probably the best car overall, with excellent acceleration, top speed, braking and handling. It is harder to make controlled skids with this car, but with a little practice, this car can get any pilot to the top. Only for those who can afford it, though.

?????? Mystery Car!: It's a mystery too…

7- SINGLE PLAYER GAME MODES

7.1- CHAMPIONSHIP MODE

Your Goal: Beat your opponents and put your foot to the floor when crossing radar zones! To "bust" a radar, you will have to drive by it at the fastest speed possible. Radar zones are portrayed as police cars, motorcycles or helicopters.

Track order: The game features six regular tracks: California, Mexico, Louisiana, Canada, Colorado and Nevada, divided into two different Blocks. To gain access into the Second Block Tracks, you must be ranked within the first three positions (time-wise) in the First Block Tracks.
Note: It is only possible to save your game in between Blocks.

Busting the Radar and Earning Big Money: Each radar in each track has a minimum speed requirement. When you pass the radar and beat the indicated minimum speed, you will have successfully "busted" the radar. Players are rewarded for their time scores with cash prizes, determined by their race ranking. The chart below indicates the percentage of cash awarded for each ranking.

First place: 100 % of the allotted cash prize
Second: 60 %
Third: 40 %
Fourth: 20 %
Fifth: 0 %
Sixth: 0 %

A) The Garage Menu

Here you can view your car, see its stats (performance ratings, damage, nitro), make repairs and refill the nitro tank before the race.

1. Player Name

2. Player Credits

3. Car Viewport

4. "RACE INFO"
   Information about the last and the next race.

5. "BACK" Button
   Click to return to the Main Menu.

6. Displays the Car Name.

7. Displays the Car Stats.

8. "SAVE CAR" Button
   Click to save your car
   and allow access in the Arcade Mode.

9. "MIRROR" Button
   Toggles the Mirror mode ON/OFF (only at
   the beginning of the championship mode).

10. Damage and Nitro Fill Display.

11. "REPAIR CAR" Button
    Click to repair 10% of your car damage.

12. "REFILL NITRO" Button
    Click to refill 10% of your car's Nitro Tank.

13. Assistance Panel
    When you own a Road Assistance item,
    the icon will be highlighted.

14. "SHOP" Button
    Click to enter the "SHOP".

15. "RACE" Button
    Click to start the race.

B) The Shop Menu

The shop is the interface where you will find all of the items to buy throughout the game!

1. Player Name

2. Player Credits

3. "SCROLL ARROW" Buttons (left and right)
    Click to browse through the items.

4. "BUY ITEM" Button
    Click to buy the displayed item.

5. Item Name

6. Item Cost

7. Item Stats

8. Viewport
    This is where the selected item will be displayed.

9. "CARS" Button
    Click to see the available cars (they will appear in the viewport).

10. "PAINTS" Button
    Click to see the available plain color paint job for your car.

11. "SKINS" Button
    Click to see the available paint designs for your car.

12. "UPGRADES" Button
    Click to see the available parts for your car. (see below)

13. "ASSISTANCE" Button
    Click to see the Road Assistance items. (see below)

14. "CAR TUNING" Button
    Click to see the enhancements you can do to your car. (see below)

15. "OK" Button
    Click to go back to the Garage.

With all the money you win from busting radar, you will want to spend it somewhere. These nice car parts, road assistance items and car tuning opportunities are available in the "shop" section

i) UPGRADES

When you wanna be the king o' the road, you gotta have some class, don't you think?

Blower: Makes any car look like a high powered dragster. All worthy cars should have them on their hoods.

Spoiler: Makes your car look like it can fly. And with a little burst of nitro, why not?

Side Exhausts: You like the pleasure of nitro fire spewing out of your tiny exhaust pipe? What about two more to add to the party? Fire it up!

Fender's Flares: Wanna hide those huge tires of yours? No problemo, but why not hide them with class. And the paint job? Let us handle that -- we'll make it look like the wings have always been there.

Spoiler Kit: What about giving your car a real sporty look? This could make a nice radar photo, don't you think?

ii) ROAD ASSISTANCE

Need a little help to get to the top? Well, you came to the RIGHT place...

PSZA301 RADAR DETECTOR

The ultimate radar detector! You'll never miss a radar, whether it's hidden after a tunnel exit or in a helicopter. And if you know where they are, you'll get rich!

FEELIX ROAD MAPS

How annoying when you can't see what's coming at you. Imagine scratching your new paint job on a wall after a sharp 90 degree turn because you misjudged the angle. Ouch!

It never happens when you have FEELIX. You think you're fine without it? Guaranteed, you will be better with it!

BOLDS & BONDS CAR INSURANCE

Have repairs cost you so much that you can't afford the big nitro tank you'd been dreaming of?
Get insurance for the next race. With Bolds & Bonds, your car damage will be repaired at no cost.
Valid for one race only. You're in for the money? We are too!

iii) BEN'S CAR TUNING SHOP

Tuning cars since 1969.

Preparations

Upgrade your car performance with Ben's premier fine tuning.
2 levels available. You'll never need a third, unless you wanna go to the moon!

Nitro Tanks

Always useful for busting those tricky radars and "outspeeding" your fellow racers. The worst thing
in this championship is when you run out of nitro and others don't!

Offered in 4 sizes:

The Shyguy (60 liters)
The Brute (100 liters)
The Reactor (140 liters)
The Mambo Jumbo (250 liters)

Tires

How would you like to stick to the road when making a turn at 150 miles an hour?
2 sizes available.

C) On The Road

1. Displays the speed recorded by the last radar.

2. Displays the speed record for the last radar you passed.

3. Displays the distance (in seconds) separating you from the race leader.

4. Displays the distance (in seconds) separating you from the nearest car ahead of you.

5. Displays the distance (in seconds) separating you from the nearest car behind you.

6. Your race position

7. Small map display

8. Laps completed

9. Mirror

10. Chrono and lap info

11. Speedometer

12. RPM meter

13. Nitro gauge

7.2- ARCADE MODE

The Arcade Mode is indirectly linked to the Championship Mode. Initially, you will have access to the tracks and cars of the First Championship Block. To access the tracks and cars of the Second Block you must unlock them in Championship Mode. In this Mode there are no radars, therefore there is no money to be won. This mode is where you race in the basic arcade-racing style. You have the option of racing in Single Race and Time Attack Modes.

Racing Modes:

- Single Race
  Race against a total of five AI opponents and checkpoints.

- Time Attack
  Free Run: Use this option as an opportunity to practice and improve your driving skills.
  Ghost: Race against a ghost car from your previous races.

Ambience and Track Modes.

In Arcade Mode you can select the ambience (Day, Dusk, Rain/Snow) for each track and have the opportunity to race the tracks in Normal, Reverse or Mirror options. Playing the track in "Mirror" means that every turn has been inverted. For example, the "big Hollywood right curve up the hill" will be a "big Hollywood left curve" instead.

ARCADE MENU

1. Car Viewport

2. Track Name

3. Track Viewport

4. Scrolling Arrows
   Click to browse through the cars, skins or paint jobs displayed in the car viewport.

5. "CAR" Button
   Click to display the cars in the viewport.

6. "SKIN" Button
   Click to display the skins for the last selected car.

7. "PAINTS" Button
   Click to display the plain color paint jobs for the last selected car.

8. Display for the car, skin or paint job.

9. Car Stats

10. Damage Control Panel
    Click on the buttons to choose between damage ON/OFF.

11. Race Mode Control Panel
    Select between "SINGLE RACE" and "TIME ATTACK".

12. Difficulty Level (Single Race Only)
    Click on the button corresponding to the difficulty level for the race.

13. Scrolling Arrows
    Click to browse through the tracks or ambience choices displayed in the track viewport.

14. "MIRROR" Check Box
    Click to race in Mirror Mode.

15. "REVERSE" Check Box
    Click to race in reverse mode.

16. "TRACK" Button
    Click to display the tracks in the viewport.

17. "AMBIENCE" Button
    Click to display the ambience choices for the currently selected track.

18. Opponents Control Panel
    Click on the "+" or "-" button to increase or decrease AI opponents in the race.

19. "RACE" Button
    Click to start the race.

20. "BACK" Button
    Click to go back to the Main Menu.

8- HINTS

Driving Hints

The Cars: Each car behaves uniquely. Some take turns more easily but they may skid more, and vice-versa. The same applies to braking, handling and acceleration.

Tires: Always check the damage status of your tires. Damaged tires will make you skid more than newer ones.

Nitro: Use Nitro to get bursts of speed, but note that the car becomes very difficult to handle! Avoid using nitro when entering a turn.

Handbrake: Allows you to take controlled skids without losing a lot of speed when turning. Skidding is directly related to the speed at which the car enters a turn.

For Optimal Driving:

• Know your car's behavior! Practice in Time Attack Mode every time you change to a new car or buy a new upgrade. Be careful about tire damage AND car damage, which will affect the car's performance. Repair your car whenever possible to maintain the lowest possible damage rate.

• Use the Nitro strategically. Avoid being at the end of a race without Nitro, or it could cost you victory.

• Combine the use of Nitro with the use of the handbrake. When entering a turn preceding a straight line, steer a little, synchronize by pressing on the handbrake, then accelerate into the stretch while using Nitro. Note that this technique is extremely useful when passing through difficult radar zones at high speed.

• It is possible to achieve impressive skids on large and medium turns by simply pressing the Nitro approaching the turn, then releasing it when entering the turn.

9- MULTIPLAYER GAMING

Speed Busters: American Highways allows up to six human players to compete against each other. It is possible to play the game by Modem, Link (Null Modem), Local Area Network, Internet (TCP/IP) and on the Ubi Soft GAME SERVICE. There are two modes of multiplayer gaming: Arcade and Championship.

9.1- MULTIPLAYER CONNECTION MODES

A) Network Game (Local Network or TCP/IP)

From the main menu,
Click on the "NETWORK" Button.

1. "CREATE GAME" Button
   Click to create a new session.

2. "IPX/SPX" Button
   Click to select the IPX/SPX protocol.

3. "TCP/IP" Button
   Click to select the TCP/IP protocol.

4. "JOIN GAME" Edit Box
   Enter the IP adress to join a TCP/IP game
   (if applicable).

5. "DETECTED GAMES" Window
   Select a session to join
   (automatically enters the session).

6. "BACK" Button
   Click to go back to the Main Menu.

B) Modem Game

From the main menu,
click on the "MODEM" button.

1. "HOST GAME" Button
   Click to start the session as the host.

2. "DIAL" Edit Box
   Enter the phone number to dial.

3. Address Book
   Click on the number you wish to dial
   (automatically dials the number).

4. "BACK" Button
   Click to go back to the Main Menu.

C) Link (Null Modem) Game

From the Main Menu, click on the "LINK" Button.

1. "PORT SELECTION" Buttons
   Click on a COM port Button to select the port
   where the Null-modem cable is plugged in.

2. "HOST GAME" Button
   Click to start the session as the host.

3. "JOIN GAME" Button
   Click to connect to the session.

4. "BACK" Button
   Click to go back to the Main Menu.

9.2- MULTIPLAYER GAME MAIN MENU

A) Multiplayer Game Settings

Only the host player has access to this page, once the connection mode has been set. The only difference between this and the Single Player Mode is that the Championship Mode is not linear. It is possible to race on any track and make as many races as desired.

1. "ARCADE" Button
   Click to select the Arcade mode.

2. "CHAMPIONSHIP" Button
   Click to select the Championship Mode.

3. Direction Arrows
   Click to browse through the different track and ambience options.

4. Viewport
   Displays the track options.

5. Selection Display
   Displays the name of the selected track.

6. "MIRROR" Button
   Click to toggle the Mirror mode ON/OFF.

7. "REVERSE" Button
   Click to toggle the Reverse mode ON/OFF.

8. "TRACK" Button
   Click to display the tracks in the viewport.

9. "AMBIENCE" Button
   Click to display the track ambience choices in the viewport.

10. Session Name
    Displays the session name. You can change the session name from here if you wish to.

11. Starting Credits Settings
    Click on "+" or "-".

12. "DAMAGE" Buttons
    Click on "ON" or "OFF" to activate / deactivate damage.

13. "OPPONENTS" Buttons
    Click on "+" or "-" to increase/reduce the number of actual players that can join the game.

14. "A.I. OPPONENTS" Buttons
    Click on "+" or "-" to increase/decrease the number of A.I. opponents. The maximum value is 5 minus the number of actual players.

15. "ANIMATION COLLISIONS" Button
    Click to toggle collisions with animations ON/OFF.

16. "OPPONENT COLLISIONS" Button
    Click to toggle collisions with opponents ON/OFF.

B- Championship multiplayer menu

GARAGE

1. Player Name

2. Player Credits

3. Race settings
   Displays the race settings
   as set by the host player.

4. Player's car name.

5. Player's car stats.

6. Damage status (car, tires)
   and nitro filling status.

7. "REPAIR CAR" Button
   Click to repair 10%
   of the car's damage.

8. "REFILL NITRO" Button
   Click to refill 10% of your nitro tank.

9. Assistance items
   All items you own are highlighted.

10. Chat Box
    To chat in real-time with the other players.

11. "IGNORE" Check Box
    When checked, the corresponding player
    will not receive your chat messages.

12. "EJECT" Button (Host Only).
    Click on a player's name in the window,
    and click "Eject" to eject that player
    from the session.

13. "READY" Box.
    When a player clicks on the "Ready" button,
    the "READY" box will be highlighted.

14. "GAME SETTINGS" Button
    Allows any player to see the game settings
    from the Host player. Only the host can
    make modifications by clicking on
    this button.

15. "EXIT" Button
    Click to exit the session.

16. "SHOP" Button
    Click to go to the Shop.

17. "RACE" Button
    Click to confirm that you are ready to start
    the race. (will begin when the host player
    is ready)

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SHOP

1. Player Name

2. Player Credits

3. Viewport
    This is where the selected item
    will be displayed.

4. Scrolling Arrows
    Click to browse through
    the different displayed items.

5. "BUY ITEM" Button
    Click to buy the displayed item.

6. Item Name

7. Item Cost

8. Item Stats

9. "CARS" Button
    Click to see the available cars
    (will appear in the viewport).

10. "SKINS" Button
    Click to see the available skins for your car.

11. "PAINTS" Button
    Click to see the available
    plain color paint job for your car.

12. "UPGRADES" Button
    Click to see the available parts for your car.

13. "CAR TUNING" Button
    Click to see the enhancements for your car.

14. "ASSISTANCE" Button
    Click to see the road assistance items.

15. "CHAT" Box
    To chat in real-time with other players.

16. "IGNORE" Check Box
    When checked, the corresponding player
    will not receive your chat messages.

17. "EJECT" Button (Host Only).
    Click on a player's name in the window,
    and click "Eject" to eject that player from
    the session.

18. "READY" Box
    When a player clicks on the "READY" button,
    the "READY" box will be highlighted.

19. "GAME SETTINGS" Button
    Allows any player to see the game
    parameters from the Host player.
    Only the Host can make modifications
    by clicking on this button.

20. "OK" Button
    Click to go back to the Garage.

C- Arcade Multiplayer Menu

1. Player Name

2. Car Viewport

3. Scrolling Arrows
    Click to browse through the cars, skins or
    paint jobs displayed in the car viewport.

4. "CARS" Button
    Click to display the cars
    in the viewport.

5. "SKINS" Button
    Click to display the skins
    for the currently selected car.

6. "PAINTS" Button
    Click to display the plain color paint jobs
    for the currently selected car.

7. Name for the car, skin or paint job
    displayed in the viewport.

8. Car Stats

9. Race Settings
    Displays the race settings as set by the host.

10. Chat Box
    To chat in real-time with the other players.

11. "IGNORE" Check Box
    When checked the corresponding player will
    not receive your chat messages.

12. "EJECT" Button (Host Only)
    Click on a player's name in the window
    and click "Eject" to eject that player from
    the session.

13. "READY" Box
    When a player clicks on the "READY" button,
    the "READY" box will be highlighted.

14. "GAME SETTINGS" Button
    Allows any player to see the game
    parameters from the Host player.
    Only the Host can make modifications
    by clicking on this button.

15. "READY" Button
    Click to race.

16. "BACK" Button
    Click to exit the session.

9.3- THE UBI SOFT GAME SERVICE

The Game Service (GS) lets you play Speed Busters: American Highways with other people via the Internet. It connects you to virtual arenas where other players come to chat and play. Players are given their own account to identify themselves. Players must have the game on their PC to play on the Game Service.

Here is a brief description of how to use the Game Service. First, click on the "GAME SERVICE" button in Speed Busters' Main Menu and follow these steps:

1. Login

Once you've clicked on the GS button, the GS interface window will open. If it's your first time, you need to create a new account. When this is done, just login by entering your nickname and password.

2. Servers / Arena Screen (Main page)

This is where you will choose the server and arena you want to enter. A small colored icon describes the quality of the connection within the arena. This screen also contains information and access to other Game Service functions.

To connect to an arena, select your server and your arena. Once you've selected these, press "CONNECT".

3. The Main Screen

This window provides a graphical representation (icons) of all current sessions, including game and chat sessions. Once you've created a session, its icon will be displayed.

This is the area to create or join existing sessions of Speed Busters. If you want to create a new game, press "CREATE SESSION". At this point a pop-up window will appear to select your session type, in this case Speed Busters, and the page with all the game settings information will appear. If you want to join an existing game, select the session's icon, click on the "JOIN SESSION" button and you will enter the game.

4. Speed Busters selections

Once you've chosen to play Speed Busters, you will enter the "CREATE SESSION" page.

You will:

1- Enter the session's name.

2- Enter the number of players.

3- Select your game mode.

4- Select the specific options.

5- Select the specific options.

*If you choose Arcade: select the track, the ambience and, if you want, the Reverse or Mirror mode.

*If you choose Championship: select your track and, if you want, the Mirror mode.

6- Select private session (or not).

7- Launch the game.

8- Cancel your session with this button.

In the Championship GS mode, the Bel Ray model is the default car when you initially start playing. It is also possible to save up to 5 cars in your garage. So if you become rich playing Speed Busters, you can own multiple cars on the Game Service!!

Once you've selected all the parameters, you will go back to Speed Busters' Network interface. There, you will also be able to make changes to the game settings.

MONEY-BACK GUARANTEE AND REPLACEMENT POLICIES

For information about our Money-Back Guarantee and Replacement policies, please call our Customer Service toll-free line at 1-800-UBI-SOFT (1-800-824-7638) or (514) 490-0887.
E-mail: tech-support@ubisoft.qc.ca

TECHNICAL SUPPORT

If you have technical problems with Speed Busters: American Highways or any other Ubi Soft product, please call our Technical Support line toll-free at 1-800-UBI-SOFT
(1-800-824-7638) or (514) 490-0887.

E-mail: tech-support@ubisoft.qc.ca
Internet: http://www.ubisoft.com

Mailing Address:
Ubi Soft Entertainment
5505 St. Laurent Blvd. Suite 5000
Montreal, Qc
H2T 1S6
Canada

CREDITS

Producer and Original Concept
Pierre Szalowski

Project Manager
Stéphanie Poulin

Lead Game Designer
Marc Benoit

Game Designers
Denis Pham
Éric Bondo
Félix Tremblay
François Bolduc
François Venne

Production Assistant
Sonia Ménard

ART

Art Director
Louis Turcot

Conceptual Artist
Jacques Marcoux

3D Manager
Vincent Pontbriand

Lead 3D
Rémi Turcotte

2D/3D Art
Aline Desruisseaux
Adrian Chang
Bruno Serre
Carol Bertrand
Christian Bédard
Christian Sirois

Daniel Perron
Éric Poulin
Jean-Sébastien Morin
Mario Guitar
Mona-Lisa Chanda
Yannick Jacques

Animation
Guillaume Lafrance
James Humphrey

Menus
Ann Lemay

Canadian Studio Manager
Jean-Marc Geoffroy

Production Manager
Jean-François Mailloux

Worldwide Studio Manager
Dominique Bordenave

PROGRAMMING

Lead Programmer
Nicolas Rioux

Engine Optimization Manager
Antoine Dodens

Programmers

Anthony David Brien
Éric Bégin
Jean-François Boily
Jean-François Cyr
Jean-François Dubé
Jocelyn Legault
Luc Dion
Martin Guillemette
Stéphane Pelletier
Stephen Mulrooney

Menu Programming Team

Andra Gheorghiu
Aura Mistodie
Carmen Grigorescu
Marius Vilcu
Mircea Dunka
Razvan Jurca
Silviu Dragomir

Canadian Studio Manager
Bertrand Helias

Worlwide Manager
Eric Huynh

SOUND

Production Manager
Didier Lord

Sound Designer:
Nicholas Duveau

Executive Producer
Martin Klein

Original Score
L'Onde de Choc : Dominique et
Sylvain C.Grant

Engineering

Dominique C. Grant
Mario Brillon

Sound Effects

Antoine Morin
Josué Beaucage

Ubi Music publishing
Joëlle Caroline

QA TEAM

Team leader
Alexandre Boutin

Testers

Alexandre Raymond
Charles Doiron
Daniel Jacques
Eric Martineau
Eric Millaire
Eric Visconti
Jean Francois Boismenu
Jean Francois Lanier
Martin Marcoux
Micheal Mustillo
Michel Bastien
Patrice Larouche
Philippe Samson
Sebastien Robillard
Stephan Leary
Xavier Ovando
Yannick Sochodolsky

INTRODUCTION MOVIE

Director:
Jean-François Pothier

Director of Photography
Alexis Durand-Brault

Actors

Patrolman
Antoine Charest

Young Lady
Delphine Brodeur

Driver
Emmanuel Bilodeau

Camera Assistant
Éric Godbout

Stylist
Dominique Desrochers

Make up / Hairdressing
Rose Gurevitch

Food Service
Bonnie Jones

Editing
Éric Drouin

Production Managers
Alexandre Bain
François Cardin
Karen Murphy
Sonia Ménard

Machinists
Chris Spears
Ivan Hawkes
Leonard Schmidt

Production Assistants
Martin Vallières
Mélanie Royer

Original Scenario
Pierre Szalowski

Storyboard
Olivier Martineau

3D Art
Guillaume Lafrance
Xavier Le Dantec

Score
L'Onde de choc

Sound Producer
Didier Lord

Executive Producer
Martin Klein

Engineering
Hans-Peter Strobl

Assistant-Engineering
Bernard Strobl

Sound Effects
Antoine Morin

Sound Designer
Joe Caron

Sound Effects Engineering
Jerôme Décarie

Recorded at Studios Marko / Montréal

GAME SERVICE

Project Manager
Nicolas Pajot

Assistant Project Manager
Frédéric Pinard

Software Designer:
Louis Lamarche

Artist:
Éric Bellefeuille

Programming:
Guillaume Borgia
Stephane Mouchel-Vichard

HIGH DEFINITION IMAGES

Lead Artist
Eric Bellefeuille
Louis Turcot

Artists
Charles Beirnaert
Gervais Deschênes
Guillaume Marcel
Patrick Sirois
Xavier Le Dantec

Translation
Coralie Martin

MARKETING

International Marketing
Carrie Tice

Product Managers
Amanda Fuzes (Australia)
Bruno Biemans (Belgium)
David Darnes (Spain)
Franco Cassani (Italy)
Gwenaëlle Thebault (France)
Hans Jose (Netherlands)
Joëlle Charpentier (Québec)
Remus Serban (Romania)
Rozeen Leard (Danemark)
Sébastien Provencher
(North America)
Thorsten Kapp (Germany)
Tina Hicks (U.K.)

PRODUCER
Ludimedia, Gérard Guillemot

DEVELOPMENT
Ubi Studios, Ubi R&D,
Michel Guillemot

PUBLISHER
Ubi Soft, Yves Guillemot

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Speed Busters
AMERICAN HIGHWAYS

w w w . s p e e d b u s t e r s . c o m

Ubi Soft

w w w . u b i s o f t . c o m