uick Start

The first thing you will see when you start Ruckus is the registration info. Click PLAY since you don't care about registration right now.

Enter your name in the dialog that appears, or click NEW PLAYER to add another name.

You will see the title screen with a list of all the current players. Click on your name so it is highlighted and then click GO.

All new players begin on a special warmup lap. This is not competitive, but it gives you a chance to test out your wheels and become comfortable with the current control settings. Feel free to try out your bumper on some of the other vehicles.

| Default Controls: | | |
|-------------------|--|--|
| Accelerate: | | |
| Up Arrow | | |
| Reverse/Brake: | | |

| Down Arrow |
|--|
| Turn Left: |
| |
| |
| Left Arrow |
| Turn Right: |
| |
| Right Arrow |
| |
| [z] Fires Rocket |
| [x] Drops a bomb |
| NOTE: There are no bombs or rockets on the warmup lap. |
| If you don't like the default controls, select Controls from the Options Menu and change them. |
| When you are ready to begin a real race, press the space bar. |
| |
| A track preview screen will appear. Press any key to continue. |
| NOTE: You can hold the space bar to skip rapidly through fade screens, bonus point screens, etc. |

| t the beginning of the race a traffic light will appear. | |
|---|--------------|
| When it turns green, a gun will fire and you're off! Try to get ah opponents and hit them with any rockets or | nead of your |
| bombs you have picked up. | |
| NOTE: To advance to the next level, you must place first or second. | |
| The number floating above your car shows your current | |
| standing. When you complete five levels, you will advance to a new car. When you lose, you go back to the first track you played with your current car. | 1 |

The map window in the upper-right corner of the screen shows you the position of the cars. The first number shows the lap you are on. The second number shows the total number of laps.

The status bar will display your points, rockets, and bombs. If you pick up a guidance system or an engine, a bar will appear showing how much time is left before the effect runs out.

If you pick up the smiley face, an icon will appear to reminder you that you have it. You keep the smiley face for the rest of the level. Tires last only one level as well.