

TrackMania **United** TM



F O R E V E R



NADEO

Game Manual

FOCUS
HOME INTERACTIVE

SUMMARY

TECHNICAL SUPPORT.....	4
RECOMMENDATIONS.....	4
PART 1 - BEFORE PLAYING.....	5
1. READ BEFORE PLAYING.....	5
2. INSTALLATION GUIDE.....	5
3. STARTING TRACKMANIA UNITED.....	5
4. THE LAUNCH SCREEN.....	6
PART 2 - THE BASICS.....	7
1. THE MAIN MENU.....	7
2. THE STAGES.....	8
3. THE PROFILE.....	10
4. GROUP AND BUDDIES.....	11
5. MESSAGES.....	11
6. COPPERS.....	12
7. MANIALINK.....	12
8. MANIAZONES.....	12
9. 3D MODE.....	12
PART 3 - PLAY SOLO.....	13
1. PLAY SOLO.....	13
2. CHOICE OF CHALLENGES [UNITED].....	15
3. RACING.....	16
4. PROGRESSION AND DIFFICULTY IN SOLO MODE.....	18
5. THE OFFICIAL MODE.....	19
6. MORE SOLO.....	19
PART 4 - PLAY ONLINE.....	20
1. ONLINE GAME MENU.....	20
2. PLAYERS RANKING.....	20
3. FINALLY UNITED.....	20
4. JOIN AN ONLINE SERVER.....	21
5. CREATE A MULTIPLAYER GAME.....	22
6. THE GAME MODES.....	22
7. RACING.....	23
PART 5 - PLAY MULTIPLAYER.....	25
1. MULTIPLAYER ON THE SAME COMPUTER.....	25
2. PLAY LAN GAMES.....	26
PART 6 - CREATE.....	27
1. THE TRACKMANIA UNITED EDITOR.....	27
2. THE TRACK EDITOR.....	27
3. MEDIATRACKER.....	32
4. CUSTOMIZE VEHICLES: PAINTSHOP.....	39
5. THE REPLAY EDITOR.....	40
CREDITS.....	41
COMMANDS.....	44

LICENCE AGREEMENT

The EULA is available in the game installation program. You must read and approve the EULA in order to install the game.



JOIN THE COMMUNITY
WWW.TRACKMANIA.COM

SUMMARY TECHNICAL SUPPORT BEFORE PLAYING

TECHNICAL SUPPORT

If you are looking for help with a specific problem,
you can contact Technical Support by email: support@tm-united.com

RECOMMENDATIONS

Quit all other programs: Please quit all of the running applications on your computer in order to play TrackMania United Forever, so that the game can take advantage of your computer's full power.

Choose the display options of the game: If the display is running too slow, change the option to a smaller game display.

Verify your version of DirectX and your graphics drivers: In general, if the game will not start without any further explanation, or if you encounter graphical problems during gameplay, before doing anything else verify your version of DirectX and your graphics drivers. To verify this information go to the Windows Start/Run menu and type in "DXdiag" in the box and click 'OK'. This will display information regarding your computer. Click on the 'Save All Information' button to save the information which you can later send to Technical Support. If your current version of DirectX isn't DirectX9.0c, you can install this version from the game disk, or you can go to www.microsoft.com and download the latest version of DirectX9.0c and install it. The DXdiag command will open a window that will give you information regarding your graphics card and the version of your graphics drivers. If your drivers are out of date you can go to the website of the manufacturer of your graphics card and download the latest version of your card's drivers.

For NVIDIA cards go to: www.nvidia.com

For ATI cards go to: www.ati.com

Set up your firewall: Certain firewall configurations can block you from seeing images on your screen. To solve this problem, deactivate the firewall during when you play TrackMania United, or configure your firewall so that it allows the game to start normally.

DYNAMIC ADVERTISING

This game incorporates technology of Massive Incorporated ("Massive") that enables certain in-game objects (eg advertising) to be temporarily uploaded to your pc and replaced in-game while connected online. As part of that process, no personally identifiable information about you is collected and only select non-personally identifiable information is temporarily logged. No logged information is used to determine any personally identifiable information about you. For full details see <http://www.massiveincorporated.com/privacy.htm>

© 2008 Nadeo and Focus Home Interactive. All rights reserved. Nadeo, the Nadeo logo, Focus Home interactive, the Focus home interactive logo, TrackMania United Forever, and the TrackMania United Forever logo are registered trademarks of Nadeo and/or Focus Home Interactive in France and/or in the rest of the world. All other trademarks and registered trademarks are the properties of their respective owners.

© Copyright 2008 acrobat® reader© adobe system incorporated. All rights reserved.

TrackMania United FOREVER

PART 1 – BEFORE PLAYING

1. READ BEFORE PLAYING THE GAME

1.1. EPILEPSY WARNING

Read this before you or your child use any video game.

Some people are susceptible to epileptic seizures or loss of consciousness when viewing certain types of blinking lights or other stimuli commonly found in our everyday environment. These persons are at risk of having a seizure when they look at certain televised images or when they play video games. Such phenomena can occur even in persons with no medical history of epilepsy and who have never had an epileptic seizure. If you or a member of your family has ever shown symptoms related to epilepsy (seizure or loss of consciousness) in the presence of illuminated stimuli, consult your doctor before use. We advise parents to provide supervision when their children play video games. Stop playing and consult a doctor immediately if you or your child experiences any of the following symptoms: dizziness, vision problems, eye or muscle spasms, loss of consciousness, disorientation, involuntary movement or convulsions.

Always take the following precautions when playing video games:

Do not sit or stand too close to the screen.

Preferably, use video games on a small screen.

Do not play if you are tired or have not had enough sleep.

Play in a well-lit area.

While playing, take ten- to fifteen-minute breaks every hour.

1.2. PIRACY NOTICE

Any unauthorized reproduction, full or partial, of this product or of its registered trademarks consists of a criminal offense. Piracy harms

the legitimate consumers, developers, editors and distributors of this product. If you believe that this is an illegal copy or if you possess any information about pirated materials, please contact Customer Service.

2. INSTALLATION GUIDE

To install TrackMania United Forever insert the game DVD in your DVD-ROM and follow the instructions on the screen. If after inserting the DVD in your drive no window pops up, complete the following procedure: double-click on the 'My Computer' icon on your desktop, then double-click on the CD-ROM icon to start the installation and then follow the instructions of the Installation Program.

3. STARTING TRACKMANIA UNITED

To start TrackMania United Forever use the shortcut placed on your desktop (unless you chose not to install the shortcut during your installation) or click on the 'Start' button in Windows, and then go to Programs/TrackMania United Forever and select 'Play TrackMania United Forever'

The first time you start the game, you will be asked for the TMU Player Key. This key can be found inside the game box or on the rear of the game's manual. Type in the key and click 'OK'.

The button will remain greyed out if the key is invalid (in case of a typo).

In order to detect a firewall and test the network connection, the game has to verify the connection. You will see a message to this effect.

If you want to be able to exchange information with other players, or to create a game on the Internet, you should click 'OK'.

If you are using a firewall, the firewall may

IMPORTANCE OF THE PLAYER KEY!

THIS KEY ALLOWS YOU TO CREATE A PLAYER ACCOUNT FOR TRACKMANIA UNITED FOREVER. IT IS ASKED WHEN YOU INSTALL THE GAME OR WHEN YOU LAUNCH IT FOR THE FIRST TIME. IT WILL PERMANENTLY BE ASSOCIATED TO YOUR PLAYER ACCOUNT.

THIS PLAYER KEY IS WRITTEN ON THE BACK OF THE GAME'S MANUAL OR INSIDE THE BOX. DO NOT LOOSE THIS KEY, DO NOT GIVE IT TO ANYONE, NEVER SHARE IT.

show a window asking you to unblock the program. Warning: This operation concerns the security of your computer, and any changes are made at your own risk.

The first time you start the game, it will check for any new updates.

If no new updates are available, simply click 'OK', otherwise follow the instructions on your screen.

If you are not connected to the Internet, the game will not be able to check for any new updates.

The launch screen will then appear.

4. THE LAUNCH SCREEN

4.1. FUNCTIONS OF THE LAUNCH SCREEN

The functions of the launch screen:



1. Play: starts TrackMania United Forever.

2. Configure: Allows you to change the parameters of game play: the language, the screen resolution, the type of Internet connection, the choice of the player to drive in manual or automatic.

3. Help: this button allows you to open a game FAQ (Frequently Asked Questions), and to access certain directories where game files are saved. This is useful if you want to include your personal avatar, for example. Consult this section if you happen to lose your player key.

4. Update: this button will automatically look for new updates for TrackMania Unlimited. Updates are generally announced on the game's website: www.tm-united.com

5. Exit: Exit to Desktop.

4.2. CONFIGURING THE GAME

The 'Configure' button of the launch screen, allows you to access the main options of the game. You can also access the advanced options by clicking the button labeled 'Advanced'.

This window lets you to configure the graphics and audio parameters of the game, the parameters of the Internet connection, the file-sharing options (peer to peer), the level of detail of the vehicles, and the parameters of the peripheral devices (joysticks, gamepads, etc.).

In the 'Display' tab, the 'Customize' button allows you to choose the graphical options of the game yourself, by using global presets: (Minimum, Low, Medium, High, Very High), or manually by choosing none of the presets.

The first time you play, the game will check the configuration of your computer, and configure the game according to the data collected.

If you wish to manually configure the game's graphical options, please take note that it is often preferable to favor the game performance rather than the graphical display.

The 'Bench' button lets you to test the performance of the current configuration on your computer.

The 'Compatibility' button allows you to access the display options related to your graphics card. In this window, you can also choose to configure the game in safe mode or to change the refresh rate.

4.3. SHARING GAME DATA

TrackMania United Forever has integrated a Peer to Peer system which will allow you to share your game data with other TrackMania United players. Avatars, car skins, and 3D personalized models can be seen by all players thanks to this system.

If you prefer not to take advantage of these functions you can configure it the first time you start up the game in a dedicated window, or in the advanced options of the launch screen.

PART 2 – THE BASICS



1. THE MAIN MENU

1. Solo: Access the solo mode. You can race, play the Puzzles, or the Platform tracks in five different stages. After a training level, you can race against the clock to try and beat the current records.

2. Play Online: Create or join a multiplayer game on the Internet. Face players from all over the world on known or new tracks

3. Party Play: Play a round in the Hot Seat mode (multiple players taking turns on the same PC) or in local area network (LAN).

4. Explorer: the explorer is a built-in system that allows you to navigate on mini-websites created by players for players. There, you can download new content that will automatically be added to the game (tracks, avatars, sounds, skins, 3D models...) or get any other news about the game, like contests, tournaments, individual statistics...

5. Editor: Contains all the tools to create your own tracks or to modify an existing track, to upload one of your tracks to the Internet, create a car skin (paintjob), and to edit your replays to make personalized videos.

6. Profile: Modify your player profile: pseudo, location, group, description, and other information.

7. Quit: Exit the game.

8. Maniazones: Here you will find the community's creations: the best tracks of the moment, videos, ManiaLinks websites...what you see depends on your ManiaZone (your region) but everything here is created by players for players.

9. Quick Options: By passing your mouse over the upper right part of the screen, you can at any time (including during a race) display the Quick Options.

TM's Options bar:



- a. your Coppers
- b. launch explorer
- c. current time
- d. messages
- e. SFX volume

- f. music volume
- g. activate/disable 3D mode
- h. options
- i. windowed / full-screen mode

10. Buddies: Create and expand your network of friends and take part in a specific solo or multiplayer ranking.

You can navigate in the game interface by using either your mouse or your keyboard. On your keyboard you can choose your selection with the 'Enter' button, and the 'Esc' button will bring you to the previous menu.

2. THE STAGES

STADIUM



Stadium has arenas dedicated to competition, and offers a large choice of tracks, from faster tracks to more technical ones. This stage's vehicle is a kind of hybrid between an F1 and a buggy, and is built for competition. This racing car has excellent traction and is relatively easy to use, but requires real skill to give its best performances. This vehicle needs optimal trajectories, and a very precise speed control to beat the best times.

ISLAND



For fans of ultra-fast cars, the Island stage and its sleek racecar will glue you to your screen! With its incredible top speeds, the Island's racecar offers you a very comfortable ride:

Do you prefer controlled skidding at several hundred Km/h, or pure driving, precise to the exact millimeter? The large variety of blocks available allowing you to create totally different tracks, the heavenly backgrounds, the giant leaps, and the beautiful graphics will transport you to another world at dangerous speeds!

DÉSERT



The flat and sandy expanses, dotted with canyons and rocky hills, present you with a game terrain perfect for ultra-fast tracks and loops, hairpin turns, heart-dropping descents, and amazing leaps. The American accelerates fast and has powerful brakes. It excels in taking turns at full speed, making huge jumps, and braking on time. But be careful, its precise suspension reacts to the smallest bump in the road, and if you take a turn too sharply: Watch out for the end of the road!

BAY



In the hustle and bustle of the skyscrapers of Bay, jump from rooftop to rooftop at the wheel of a supercharged 4x4! The driving has to be fast, flexible and very touchy, with a great sense of stunt-driving, all supported by some very dynamic suspensions! In this ultra-detailed 100% urban stage, Bay gives the player a chance to race in the urban elements : from docks to buildings, street spirit is everywhere, with crazy loops, blocks that come right out of a skate park, and other urban madness made in nadeo.

RALLY



In a background of greenery, the Rally stage is full of dirt paths, medieval walls and roads, where very long curves follow one another, and connect to and narrow paths and small bridges. The sinuous and hilly roads are surrounded by vast prairies and rows of trees that are unforgiving to the slightest driving errors. Lighting acceleration mixed with impressive top speeds makes the Turbo2 a powerful vehicle to be mastered, especially on the slippery surfaces of the Rally World. It is often better to slow down before a series of curves, and then pass each one in skid rather than count on the road traction. Light touches on the accelerator will be enough to keep your speed up, and you can then burst off at full throttle.

COAST



In a decidedly Mediterranean decor, the Coast stage offers driving that is geared to simulation. With its narrow and sinuous roads that play on the edge of cliffs, its jumps and the parts of its track marked "Race", Coast honors precise trajectories and controlled speeds. This stage's touchy Roadster requires fastidious driving with wise doses of acceleration and braking and pure 'outside/inside/outside' trajectories. The race is sure to be a close one!

SNOW



It's well-known that opposites attract. The 'Snow' stage easily mixes totally frozen roads with sections of a racetrack that have full traction. The changes in traction, allowing a 90 degree turn at full speed before a bobsled type turn will test the nerves of the best of drivers. By nature a slow vehicle, the Pick Up only has to gather a bit of speed on a descent (or with its boosters) to offer you the most extreme sensations. Its wide tires give an arcade-like traction, allowing you to take any turn at full speed, that is, if your trajectory is good. You are going to have to conserve your speed if you don't want to end the race pushing your car over the finish line.

3. THE PROFILE

3.1. CREATION OF YOUR PROFILE

When you first start the game, you will be asked to create a user profile. This profile contains all of your player information - your login, your password (which will allow you to later log on to your account from a friend's computer), e-mail (very useful in case you forget your login), and your location. Your location simply allows other players to know what country you are in.

Your profile is linked to your player key. So do not transmit it to other people.

Once you have created your profile, you can change it in the Profile section, accessible from the main menu.

3.2. THE PROFILE MENU

1. Vehicles: Access your garage and choose your vehicles for each stage. You can access the paint shop directly from the garage to give a personal touch to your mechanical steed.

2. Inputs: You can access the list of game controls here. You can also modify them. If you are using a joystick, a gamepad or a

steering wheel you can verify them here.

3. Statistics: Your most-played tracks, the number of challenges you have played, the total time you have spent playing, and other statistics.

4. Advanced: The advanced parameters of your profile: Avatar display, personalized 3D models, etc.

5. Player Page: This page contains additional information about your profile.

6. Credits: The game's development team.

7. Back: Return to the main menu.

8. Avatar: This is the image that represents you. By clicking on this image, you can access the list of avatars provided by the game. You can also import your own image into the game.

Attention: You are responsible for the images you choose. This images will be transferred and be visible to other players. Please do not choose images

that are shocking or protected by copyrights.

9. Your Nickname: It's the name by which other players see you. It can be changed without changing your profile's name.

10. Account: Here you can change your account's login, password and email address. Beware! This is your account's information!!

11. Location: Maniazone depends on your geographic area.

12. Groups: The group or groups that you belong to will be displayed here. To join an already existing group click 'Add'.

3.3. USING YOUR PROFILE ON ANOTHER COMPUTER

You can connect to your profile from any computer on which the game is installed.

In order to do so, first go the Configuration part of the launch screen, and make sure that you select 'Choose a profile' on the 'Profile' line. Save, and then start the game. The list of game profiles will appear. Click 'Add' and type in your account name (not your pseudo, but your login).

Attention: In order to spend coppers from another computer, you will have to type in your validation code. This code is the last three digits of your player key

4. GROUP AND BUDDIES

Create and expand your network of friends and take part in a specific solo or multiplayer ranking.

Initially, TrackMania United Forever establishes groups based on the geographical locations of users. By default, you are a member of the same group of other players in your department, in your state, and even in your country at a higher level.

4.1. GROUPS

You can create a group with your buddies in order to participate in personalized rankings. You can also create your own group: it can be a team, a group of your schoolmates, friends from work, from another activity. You can start a group with any group of friends. The groups have an impact in the game principal-

ly in the 'Solo' mode. In fact you can display the scores by location or by group. In choosing a group, you can compare your official times only with the other members of your group.

Create a group: To create a group click on the 'Add' button in the Group section of the page. Then click 'Create'. You will be automatically transferred to the ManiaZone.com website, where you can create a group.

Join a group: To join a group you need to have the group account name and the password, which the group's creator can provide for you. If you have this information, click 'Add' in the Group section of the Profile page, and enter the information. You will receive a message confirming your registration to the group.

You can belong to several groups at once.

4.2. BUDDIES

Easily invite other players to join your buddies list. You can see if they are online, share your rankings and have the possibility to join their server directly to play with them in multiplayer mode.

To add a friend, click on the 'Invite' button and enter your friend's login (or nickname). This invitation needs to be confirmed by your friend to be effective. When your friend launches the game, a message will appear to notify him/her about your invitation and ask him/her to confirm. If he/she accepts, he/she will be added to your buddies list and you will appear on his/her list.

Beware, the buddies list is limited in space.

5. MESSAGES

TrackMania United has its own integrated messaging system. You can send a message to a friend at any time. You can access the TrackMania message system by rolling the mouse to the top right of the screen. The Quick Options will then appear. Click on the left button in this area to open the messaging system.

Send a message: You can send a message to any player by typing in their login. You can also use the message system to transfer coppers to other players.

Note: Sending a message to another player



BEFORE PLAYING THE BASICS PLAY SOLO

costs a certain number of coppers.

Check your messages: You can check the messages in your inbox from this window.

After you receive a message, the message icon (in the active zone) shows a number. This is the number of messages you have received. Once you read a message, it is automatically deleted.

6. COPPERS

Coppers are the monetary units used in TrackMania. Although these virtual 'coins' were always a part of TrackMania, in TrackMania United Forever they are much more important. The coppers allow you to carry out numerous operations while you are connected, such as downloading new tracks with the click of your mouse, downloading the best players' replays, and of course competing for your best times in the Official Mode in order to appear in the top rankings in your ManiaZone and in your group.

How do you obtain coppers?

You win coppers by beating the clock in the Official Mode. Although you can also win medals in the classic mode, only in the Official Mode can these medals be exchanged into coppers. When you play a challenge in the Solo Mode, you can at any time switch to the Official Mode by using the buttons on the upper left of your screen.

You can also win coppers by sharing your creations with the community, and by uploading your challenges on the game system or by using ManiaLink.

You will receive a certain number of coppers each time you connect (one deposit per day).

If you have other versions of TrackMania, you are in for a treat, because you can significantly increase the number of coppers you receive. In fact, when you connect to MaziaZone.com, you can associate other player keys to your TrackMania United Forever player key. You can register all of your player keys, and multiply the number of coppers you receive each day.

7. MANIALINK

ManiaLink is a network that connects all of TrackMania United Forever's players that are connected to the Internet.

TM UnitedForever has integrated a peer to peer system in its network which allows players to exchange their personalized elements with other players, and then to see them in action (personalized vehicle paintjobs, 3D models, avatars).

ManiaLink is a system that is fully integrated to the game, and allows players to surf pages created by players for players. On these pages you can download all of the new elements which can be integrated into the game - tracks, avatars, sounds, skins, 3D models, or you can access other information regarding the game: organization of competitions, tournaments, and access to game statistics.

8. MANIAZONES

ManiaZones allows the players to be split into groups. The ManiaZone corresponds to the geographic areas - department, state, country, world.

This also allows you to find out about any TrackMania United Forever news in a coherent manner, depending on your geographical location and your level: news, ranking, forum, downloads. This information appears in the main menu of ManiaZone.

This lets the communities of each country organize themselves.

9. 3D MODE

TrackMania United Forever offers a built-in 3D function that allows you to switch to a 3D Display Mode (hence the name) and to take advantage of an impressive 3 dimensional depth of field. You must wear the 3D glasses (red and green lenses) to see the game properly.

It is possible to activate 3D at any time during the game: racing solo or multiplayer, in the menus, during replays... Use the TM Options bar to activate or disable this mode.

TrackMania United FOREVER

PART 3 - PLAY SOLO

1. PLAY SOLO

To access the Solo mode, click 'Solo' from the main menu.

1.1. MENU INTERFACE AND NAVIGATION



1. Current Page: The page you are on at this moment.

2. Campaign choice: TrackMania United Forever gives you access to a new Solo Campaign for "United", but also to the TrackMania Nations Forever's campaign, as well as your personal campaign.

3. Your Skillpoints World Ranking: In addition to the online players' World Ranking, you can also take part in the single players' World Ranking. Break official time records to earn skillpoints and be ranked.

4. List of Most Skilled Players: This list corresponds to the best players in the category you are in (in this case, the general Solo menu). This list is also based on your ManiaZone. If you are beginning, the most skilled players of your geographical zone

(department) are displayed. As you progress in the game you will reach higher rankings.

You can switch between displaying the ranking by ManiaZone or by Group: If you choose to display the Group rankings, the most skilled players of the Group you belong to will be displayed.

5. Browse: This button will connect you directly to the game tracks, and also to the tracks you have created or downloaded on ManiaLink. You can display the tracks that are present in the game files (the file tree will appear on the left side of the screen), or you can choose to display all of your TrackMania United tracks. The tracks are organized in alphabetical order. Click on the cubes on the left part of the screen to switch from one view to the next.

6. Back: You can at any time return to the previous menu by clicking 'Back' or by pressing the 'Esc' key.

1.2. SOLO CAMPAIGNS

UNITED: It is the main campaign of the game and also the largest. It offers 7 different environments and 4 game modes. This campaign is explained in detail in the following parts.

NATIONS: This campaign is entirely dedicated to the Stadium environment. It is the same campaign as the one included in the free version of TrackMania Nations Forever. It offers 5 levels of difficulty and a large diversity of tracks including 'Race' tracks, 'Endurance' tracks and 'Acrobatics' tracks. At the beginning, only a few tracks are available. You have to win medals on these tracks to gain access to the next ones.

MY CAMPAIGN: Here, you can create your own campaign by choosing different game modes (Race, Platform, Puzzle and Stunts) and a level of difficulty. Then, you can add tracks from your own list (tracks that were created or downloaded on the internet), and from our official selection.

1.3. PLAY MODES

The United campaign offers four modes: Race, Puzzle, Stunt and Platform.

Race: In the race mode, you have to reach the finish line as fast as possible. Your only mission: Pass the checkpoints. Your principal adversary is the clock, and, and only fast and efficient driving adapted to the stage and the track will allow you to beat the best times. This mode can be played in a simple start to finish race, or in laps, where you will have to make the predefined number of laps.

Puzzle: The Puzzle mode has two parts. First of all, you have to build the track by attaching the start to the finish passing through all of the checkpoints. Then you have to drive on the track to get the best possible time. Only by combining an optimal track layout with fast driving can you hope to win the medals. If you are not able to match the best times, and you believe that your driving is not at

fault, it may be that the layout of your track could be improved.

Platform: In the Platform mode, you have to reach the finish line (by passing the checkpoints) in the least amount of trials. The Platform tracks are highly complex. They require a complete mastery of your vehicle's performance in order to follow jumps with loops, accelerations, braking, and to avoid the numerous traps. Your time is not counted; you just have to reach the finish line. Take your time when going through obstacles. If you fall off the track, you can reappear at the last checkpoint by hitting 'Enter'. Your objective is to reach the finish in the least amount of tries.

Stunts: Win medals by accomplishing a sequence of acrobatic figures on tracks specifically designed for stunts. Every track or background element can be used to perform figures. These tricks reward you with points depending on their difficulty. Landing is also taken into consideration in the grade you obtain. Every track sets a time limit for you to cross the finish line. Points will be removed if you go past this limit.

2. CHOICE OF CHALLENGES [UNITED]



Once you have chosen a mode, you reach the Challenges Menu.

This menu allows you to set a level of difficulty: from White -easy- to Black -hard- (just like ski runs). This menu also shows your Medals World Ranking and your buddies' medals ranking.

The Medals ranking relies on the amount of medals you have won (in normal or official mode). Unlike Official Times, your medals are not saved on the server (except for official times). Thus, it is the amount of medals you have won on the computer that you are playing on that counts for the ranking (in case you are playing on several computers).

For each level of difficulty, the tracks list combines all 7 game environments.

1. Current Page: The menu you are on at this moment.

2. Difficulty level: In each game mode and stage the challenges are split up into five difficulty levels. The 'white' category is ideal to get yourself used to the stage and the type of

challenge. It contains very basic tracks. The other categories contain challenges that become more and more technical. Click on the difficulty categories to see a list of their tracks.

3. Track's official time ranking: the Official Rankings area appears when you select a track. There you will find players rankings by ManiaZone or Group. Scroll ManiaZones or Groups with the 2 arrows. The Ranking is displayed on the top right of the screen.

4. Your results: Skillpoints gained on this track as well as your best Training and Official times.

5. Selected Track: by clicking once on the track, rankings for this track will appear on the top of the screen. Click again on the track to play this challenge.

6. Locked track: Click on the lock to see what you need to achieve in order to unlock this challenge.

7. Environments: Use these arrows to scroll the tracks list.

8. Back: Return to the previous menu.

3. RACING

3.1. INTERFACE MENU AND NAVIGATION



1. Time: Displays the reference medal time chosen prior to the race, your best time and other players' times that you have downloaded.

2. Quick Options bar: it is available throughout the game (see Part 2. The Basics)

3. Track name and track author

4. Start: Each time a new race starts, you will see a countdown from 3, before the start of the race.

If you are not ready, you can restart the race.

5. Your vehicle: You can choose between seven

views using the numerical keypad to change the camera view. The first three views are the most common: 1-Far view; 2-Near view; 3-Interior view. The default camera view is view 2.

6. Race Time: On this screen capture the time is negative because the race hasn't started yet (the countdown).

7. Speed: You can watch your speed here. But usually it's better to watch the road.

3.2. CONTROLS

Driving:

Directional Arrows Accelerate, Brake, Turn right, Turn left.

Advice: You can do an 'Air control' - i.e. slow down while you are in the air. This is often useful if you want to make smooth landings. Simply press down on the brakes (down arrow) to do an 'Air Control'.

Camera Views (Numerical Keypad)

- 1 - Far View
- 2 - Near View
- 3 - Interior View
- 4 - Near View 2
- 5 - Top view
- 6 - Far View 2
- 7 - Free Camera: By holding down on the right mouse button and moving the mouse, you can move the camera. Use the mouse's scroll wheel to zoom in and zoom out.

Enter: Reappear at the last checkpoint passed.

Del: Restart the race

Esc: Display the exit menu (to pause the race, exit the game, or change certain parameters of the games peripheral devices).

2: Show/Hide opponents' names

***:** Show/Hide interface

0: Honk (numeric keypad)

F10: Screen Capture

S: Save the replay

Cameras Views (Numeric Keypad)

- 1 - Far View
- 2 - Near View
- 3 - Interior View
- 4 - Near View 2
- 5 - Top view
- 6 - Far View 2
- 7 - Free Camera: by holding down the right

mouse button and moving the mouse, you can move the camera. Use the mouse's scroll wheel to zoom in and out.

3.3. THE ESC MENU IN SOLO RACING

During a race, simply press the Esc key to display a specific menu. This Esc Menu gives you access to the following functions:

- Start again in Official: to restart the race in Official mode.
- See track's rankings: see the best times by ManiaZones or Groups. You can download Ghosts of the track's best times by clicking on the name of the player in that window.
- Select opponents: choose the ghosts against which you want to compete (medal ghosts or downloaded ghosts).
- Set control: to modify your game controller's options (pad...)
- Set 3D Glasses: to modify 3D options. Than you can activate the 3D mode via the TM Options bar.
- Quit: to quit the race

3.4. OTHER MODES PLATFORM MODE

In Platform mode, your current number of trials appears in white in the bottom center of the screen. The maximum number of trials and your best performance appear just underneath (in yellow)

Press 'Enter' to reappear at your last checkpoint

Press 'Del' to restart the challenge (the number of tries is reset to 0)

The Official Mode is also available in Platform mode.

PUZZLE MODE

In Puzzle Mode, before you can drive anywhere you will have to build your racetrack. The racetrack construction interface is the same as the Track Editor. Refer to the Track Editor section for more detailed information. Once you like your layout, press the 'Enter' key to start driving. You can return to the Construction Mode at any time by pressing 'Esc'.

Once you reach the finish line, you can modify your track, or try and make a better time by improving your driving.

The Official Mode is also available in Platform mode

STUNT MODE

In Stunt Mode, you have to perform figures. Each medal requires a certain amount of points. Every track or background element can be used to perform figures. These tricks reward you with points depending on their difficulty. Landing is also taken into consideration in the grade you obtain. Every track sets a time limit for you to cross the finish line. Points will start to be removed the second you go past this limit. As for classic races, if the track includes Checkpoints, you need to pass them before the finish line. Press 'Enter' to start again at your last checkpoint
Press 'Del' to restart the challenge

4. PROGRESSION AND DIFFICULTY IN SOLO MODE

When you first play TrackMania United in Solo Mode, you will not be able to access all of the game stages and challenges. Play the first tracks available to you, and win your first medals to unlock.

4.1. LEVEL OF OPPONENTS

Before you start a race, the game asks you to choose the level of your opponents. These opponents correspond to the times to beat in order to win the Bronze, Silver and Gold medals.

This level can be changed in the middle of a race by clicking 'Show Opponents'.

4.2. THE MEDALS

Each change has three reference times, each one associated with a medal: Bronze, Silver, and Gold. The time to beat to win each medal is displayed in the information window of the track. A fourth medal is available, just for fun, which is the medal of the track author's time. You have to win medals to unlock the next tracks.

To win medals, all you have to do is play a race in Normal Mode (Training). Only your best time will be taken into account.

Once you have won a Gold on a track, you can pass to the Official Mode, and participate in the rankings of the best drivers from your ManiaZone, or your Group.

The medals can also win you coppers, but in order for this to happen, you have to win the medal in the Official Mode.

5. THE OFFICIAL MODE

5.1. WHAT IS THE OFFICIAL MODE?

Once you have won the gold medal on a race-track, and you have practiced enough, you can go on to the Official Mode. In the Official Mode you have one single opportunity to beat your best time. Your result will be uploaded to the game's servers and visible to the other connected players.

Playing the game in Official Mode costs you coppers, but also allows you to gain SkillPoints, and to be ranked in Solo with the other players from your ManiaZone.
Racing in Official Mode will also allow you to win coppers if you beat the medal times of the track.

Note: In the Official Mode, you only have one chance to make your best time. You can use the 'Enter' button to reappear at the last checkpoint you crossed, but if you restart the race (Del, or the 'Restart' button), you leave the Official Mode. To restart the race in Official Mode, re-select the mode.

Note: Each trial will cost you some coppers. If you are registered to a Group, you can display the best times of your Group for each race, or the best times from your ManiaZone.

5.2. SKILLPOINTS (SP)

The times you make in the Official Mode will allow you to get SkillPoints. These SkillPoints (SP) don't depend on the medal times of the tracks, but on the Official Times of other players. You can win SkillPoints in Race, Puzzle, or Platform mode.

The number of SkillPoints you can win on a track is proportional to your global ranking, in comparison with other players, and in function of your ManiaZone.

In order to win SkillPoints, the tracks have to be integrated to the game's series.

5.3. PROGRESSION IN THE RANKINGS AND MANIAZONES

The ManiaZones are geographical zones which overlap over one another. When you start playing TrackMania United, you are part of the smallest regional zone.

Once you have won enough SkillPoints to become one of the 100 best players in your ManiaZone, you are moved to the next level. Depending on your Official Times and your SkillPoints, you can reach the highest level - the Global level where the best players are ranked.

6. MORE SOLO

If you are connected to the Internet, you can download new tracks at any time via the custom campaign or ManiaLinks.

You can download new challenges in exchange for coppers directly in game.

In order for the tracks downloaded through ManiaLink to be played in Official Mode and to obtain Skillpoints from them, the tracks you have created have to be integrated to the Solo categories (see the Personalized Campaign).

This system will allow you to renew your challenges nonstop, or to propose you challenges to other players.



PART 4 -PLAY ONLINE

1. ONLINE GAME MENU

1. The menu you are on at this moment.

2. **Types of servers:** Different categories of servers will help you decide where you want to get connected: Suggested, Favorites and All.

3. **Rankings:** Once you have selected a type of server, use this button to display the online world ranking once again.

4. **Create:** Click here to create your own server.

5. **Back:** Return to previous menu.

6. **Your Ladder World Ranking:** Your Ladder Points are displayed here, as well as your Ladder ranking for each ManiaZone.

7. **The Ladder:** It represents the online world ranking for TrackMania. You can sort it by Area (countries ranking) or by players (players ranking). Only the top of the ranking is displayed. You will find your rank directly below.

2. PLAYERS RANKING

Each game that you play on the Internet allows you to win LadderPoints (as long as it is activated for the ladder), which helps you advance in the player rankings. The score awarded to each player is based on a calculation of the results of the race and the level of the players participating in the race.

At the end of a game, the score window is automatically displayed. It indicates the LadderPoints added or removed from each player's ranking. Please note that the points will be added to your score when you connect to the Internet.

3. FINALLY UNITED

In addition to TrackMania United Forever, there is a free edition of TrackMania named TrackMania Nations Forever (TMNF). This version is an official ESWC game (E-Sport World Cup) and focuses on the Stadium environment. Both players of TMNF and TMUF are able to play together (in the Stadium Environment) and take part in the same world ranking. Competition will be tough!!



4. JOIN AN ONLINE SERVER

4.1. CHOICE OF SERVER



1. **Suggested servers:** this list offers a selection of different servers where the players' level average is similar to yours. The server list appears at the center of the screen.

2. **Favorites:** if you enjoy one of the servers, simply add it to your list of favorites (by pressing Esc while racing).

3. **All:** this button displays a complete list of servers to which you can apply different filters.

3a. Display list of servers or online players. Add players to your Buddies or join the servers they're playing on via the players list.

3b. Country filter.

3c. Refresh the list, and find a friend or a server.

3d. This button enables display of only pure "United" servers offering several environments.

4.2. SERVERS' INFORMATION

Information is displayed to help you choose a server:



1. Number of players already connected to this server

2. Game modes: Rounds, Time Attack, Teams, Laps, Stunt, Cup

3. Server's name

4. Server's ladder points

5. Average level of players connected: close to yours (square), higher (triangle pointing up), lower (triangle pointing down). Some servers require a password in order to connect. They are identified by the lock next to them.

Click on one of the servers to connect. The server's Menu opens up, it contains pre-

cise information about the server: tracks available, players connected, score limit, time limit...

You can choose to connect as a player or in spectator mode to watch the other players.

5. CREATE A MULTIPLAYER GAME

To create a multiplayer online game, click on the 'Create' button from the Online Game Menu.

This server will be visible for other players who wish to join.

We advise players to use a powerful machine and high speed Internet connection to host an online server.

Visit trackmania.com's forums to get detailed information on how to create a server

5 steps to create a server:

1. First, choose the game mode of your server: Rounds, Time Attack, Teams, Laps, Stunt, Cup

2. Set the mode's options: time, score...

3. Click on the 'Go' button at the bottom of the screen

4. Select your server's tracks and click on the 'Play' button at the right of the screen. This list can then be saved or directly loaded from the Playlist.

5. Play on your server.

Attention: PCs equipped with routers may not be visible or accessible.

Once you have created your server, you can change to spectator mode. In order to do so, open the Escape menu by hitting the Esc key, and check 'Spectator'. The Spectator mode allows the creator of the game to let the server run without participating.

You can add created or downloaded tracks to your server. If players don't have them already, they will download them directly from your server.

6. THE GAME MODES

Round: The Round mode, allows players to compete on tracks with a grouped start. All the players leave the start line at the same time. The first player to arrive at the finish wins.

Each round over the Start is a lap. In this mode you will race several laps on the same track.

You will earn points when you finish a race with a good ranking.

The winner is the first player to reach the points limit (for example: 30 points).

Time Attack: This is the most technical of all modes. Time Attack is similar to solo mode in all respects. All of the players are racing against the clock on the same track at the same time, for only a limited amount of time.

This type of game is not a race (players start at different times), but rather an attempt to set a record time! It is possible to return to the starting line independently of the other players at any time by pressing "Enter," for example, to perfect the way a turn is negotiated. One unquestionable advantage of this mode is that the best times are displayed along with the players' names in real time (Tab key), which only adds to the pressure! When the clock runs out, the player with the best time wins.

Team: Players are divided into two teams. Each player plays individually under the rules used in Round mode. At the end of each round, the points of all team members on the same team are added up. The team with the most points wins the round and is awarded 1 point.

A player can be added to a team directly from the track using the Escape key on the keyboard.

Note: Team race results are not counted for Internet Rankings.

Laps: In this mode you are racing on laps. There are two ways to play in this mode:

- Number of laps: The first player to complete the specified number of laps wins the game.

- Time limit: Players must complete the specified number of laps within a certain time limit. If the time elapses before the players complete the laps, the player who has passed

the most checkpoints wins.

Note: in this mode, you play only on tracks built with the multi laps block

Stunt: In Stunt mode, your goal is to obtain the highest acrobatic score.

To win acrobatic points, you have to make a series of the most impressive acrobatic figures possible within the track's time limit (360, dangerous jumps...). Use the track itself or the background elements to perform your tricks.

Start over whenever you want by pressing Del.

When the time is over, the player with the highest acrobatic score wins.

Cup: the Cup mode offers a series of races on different tracks.

You will earn points each time you finish a race with a good standing. The first 3 players to reach the number of points set for this server will participate in the Final. The player who wins the Final wins the game.

Some servers allow you to warm-up on the tracks in order to become familiar with them.



7. RACING

7.1. THE RACING INTERFACE



1. Your actual rank on the track

2. TM Options bar: Roll your mouse over the top of the screen to display the Options bar. You can also open the Quick Options during a multiplayer race by rolling your mouse over the top right of the screen. You can send a message to a friend to let them know what server you'll be on.

3. Name of the track and its creator

4. Your last time on this track and your best current time.

5. Average Time: When you pass a checkpoint, the average time and your position will be displayed. The second time to be displayed is your delay (in red) or your lead (in blue).

6. Remaining time until the end of the game: At the end of the time, results are displayed and the next race is launched.

7. Chat Zone: You can chat with other players from the server in the chat zone. Hit 'Space' to write a message and 'Enter' to send it. You can display the chat zone by hitting 'C'.

8. Your current time

9. Player info: Here you will see the best times and the current rankings on the track

7.2. CONTROLS

The vehicle controls are the same as in solo.

Note: In the 'Round' mode, the Del key abandons the race. In this case you will leave with the other players at the next depart.

To chat with other players:

C: Enlarge the Chat Zone

Space: Open the chat box and write a message.

Enter: Send the message

The important controls

Tab: Display the scores and information on the server.

z: Hide/Show the names of other players over cars.

Esc: Open the Escape menu

5.3. THE ESCAPE MENU

Pressing the escape ("Esc") key allows you to access certain game controls at any point in the race - such as changing into spectator mode, changing into official mode, and accessing to the advanced options. The advanced options allow you to call for a vote, to access player rankings and player info, and also to add the current server to your favorites and to save the current track and your replay (these last options are only available when you are the server).

The Escape Menu also allows you to add the server you are playing on to your favorites list.

PART 5 – PLAY MULTIPLAYER

1. MULTIPLAYER ON THE SAME COMPUTER

Hot Seat allows several players to take turns playing on the same computer. There are two play modes: Time Attack, and Turn by Turn.

1.1. THE GAME MODES

TIME

The best track time wins! Each player is given a limited amount of time at the start. The first time the players go around the track they establish a first time. The player with the slowest time is then given a chance to improve his time. The player must retry until he beats another player. Once a player's time runs out, the player is eliminated.

When eight players are chosen, each one will take a turn playing until all of their initial times are established.

On the left of the screen a timebar is displayed for each player. Each player's timebar goes down as he plays.

A player is eliminated when his timebar is empty.

The round is finished when there is only one player left with available time.

ROUNDS

Like in the Time Attack mode, the player with the best time wins the round. But the time bar is replaced with a bar measuring the trial bar. Each player has a limited number of turns to beat the other players' best times.

The number of trials is defined when the game is created.

On the track, each player takes turns racing. Then, the player with the slowest time must play and try and beat the other players' times. The number of trials is limited. The last player left wins.

1.2. CREATE A HOT SEAT GAME

Settings: Choose your game mode ('Time' or 'Rounds') and specify settings for time or number of laps.

Players: select players for Hot Seat. Click on an empty slot to add a player. The profile window then appears allowing you to create new players' profiles if needed. Click on the name of each player who will play to add them to Hot Seat. Up to 8 players can play in Hot Seat.

Tracks choice: Select tracks that you would like to race on from suggested series: official tracks; my tracks (your creations); downloaded tracks. Once your track selection is finished, you can save it as a playlist.

Play: Click on the 'Play' button to launch the game.

1.3. THE RACE INTERFACE IN HOT SEAT



1. Player info: Here you can see the name of the player, the times made, and the bars which represent the time or the number of trials left.

2. Best players times

3. Name of the track and of its creator

4. Opponent(s): You compete against your opponents' best race. You keep playing until you beat their time (as long as your time bar is not empty and you have some attempts left).

5. Your car: you are the last one. Try to concentrate.

6. Timer: it's the race's timer. It reminds you that time is running when you're playing.

It's your turn to play: Once you are in front of the screen click 'OK' to start the race and the clock. Once each player has made their initial time, it's time to play. The same driver will race until he beats another player's time.

2. PLAY LAN GAMES

Both the LAN and the Multiplayer (Internet) modes function in generally the same way, other than that in the LAN mode you can only see the players and servers on your local network.

To create or join a LAN Game, select 'Multiplayer Game' from the main menu, then 'on a Local network'.

PART 6 – CREATE

1. THE TRACKMANIA UNITED EDITOR

From the main menu, click 'Editor'. You will access the list of game editors:

New Track: To create a track in the stage of your choice.

Load Track: You can load a track in order to modify it.

Upload Track: Once you have created a track, you can upload it to the Internet and share it with other players.

Paint a car: This is where you can personalize your Skins (paintjobs).

Edit a replay: The Replay Editor simply allows you to watch or validate a replay (one of your replays, or a replay you downloaded). You can also edit this replay by modifying the cameras, adding effects, and then you can save your edit in a video format.

2. THE TRACK EDITOR

One of TrackMania's greatest assets is that it allows you to build your own tracks to share with your friends.

You can create the wildest of rides in any of the game's seven decors.



2.1. THE SIMPLIFIED EDITOR

In order to offer the most simple creative experience and allow every player a chance to try to build tracks, TrackMania United Forever comes with a simplified track editor in addition to the complete track editor. The Simplified editor offers simplified functions and a selection of blocks that are all compatible with the game's 7 environments.

1. Name of the track: this track has not been saved; it has no name yet.

2. Name of the track's creator: this name will appear next to the name of the track while you are racing.

3. Medals times: medals times will be based on your own performance when you validate your track

4. Your track

5. Your pointer: it's the block currently selected. Roll your mouse to position it where you want it to be.

6. 'Quit' and 'Save' buttons: don't forget to save your track before leaving the simplified editor.

7. 'Validate the challenge' and 'Erase' buttons: if you want to be able to play your challenge in solo or multiplayer mode, it needs to be validated (that means you have to play it once) and saved.

8. Blocks: a selection of blocks that you can use to build your track.

9. Camera: rotate the camera with these arrows.



2.2. THE ADVANCED EDITOR

To create your track, click on 'New Track' from the Editor menu.

You should then choose the stage in which you want to create a track, and the ambience of your track : Dawn, day, evening, night. Once you have made these choices you arrive on the construction interface.

1. Your Track: Place the blocks directly on the screen by placing them one next to other in order to form a circuit.

2. Your Cursor: The cursor looks like the block you have selected to place. The block is green when it can be placed on the screen. If the block is red, it means that it can't be placed in this area. Certain blocks can't be connected to one another.

3. Main Bar: These buttons offer you three possibilities: 'Return to Menu', 'Save your Challenge' (Even if it is not finished or valid), and 'Tools'. The 'Tools' button gives you access to more track editing options. For instance, Edit the Camera for the miniature which allows you to choose a screen to illustrate your track.

4. Test Bar for your challenge: The buttons have the following functions (from left to right):

Test the track: Puts you in driving mode. Hit 'Esc' to return to the construction Menu.

Validate the track: Once you have finished building your track, you will have to validate it to make sure it can be played normally. This validation will determine the author's time of the track. You can restart the validation race as many times as you want.

Track Objectives This is where you will determine the type of challenge (Race, Platform, Puzzle), the difficulty level of the track (this corresponds to the levels in solo mode). Once your track is validated the medal times will appear here. They are based on your validation time.

You can also add a password to your track. This password can prevent other players from modifying your track.

Enter Mediatracker mode: This function allows you to add camera effects, sounds, special effects during your race, at the beginning or end of the races in order to give an ambience to your track or simply increase the pleasure of playing. By clicking on this button you will open the Mediatracker menu. You can



find detailed information on how Mediatracker works on the TrackMania website.

5. General Properties of the Challenge: The track name, the author name, the author time and the number of units used per track.

6. Block Index: This is the index where the construction blocks are stored. The blocks are organized in categories. To navigate in this zone and select blocks, simply click on the icons or use the corresponding numbers on the keyboard. Once you have selected a block you can place it on the terrain. To go up one level in the file tree of blocks, place the mouse over the directories and right click.

7. Block and Camera control Bar: The buttons have the following functions (from left to right):
Modify block height

Erase block: click on this button and then click on the block in order to erase it. Undo the last action or redo the undone action.

Underground Mode: This mode lets you build underground or through mountains that you have built.

Camera Mode: Click here and then use the buttons to the left and right of the mouse to move the camera.

8. Zone of personalized blocks: Certain blocks can be personalized: The advertisements, the hotels, the billboard, etc. Once your track has been completed, click on the paint bucket to the right of the interface. All of the blocks that can be personalized will then appear in blue on the screen

2.2. BUILDING YOUR TRACK

Once you have chosen the stage and the ambiance of the track, you arrive in the construction interface. An empty terrain will appear on the screen as well as the tools to build your track.

Before Starting please note:

- **Terrain:** Certain stages do not propose a default terrain. Before placing the block of the track, you should place the terrain blocks. (Block index 1).

- **The indispensable blocks:** Track construction offers you some amazing possibilities, but there are two rules to follow: Each track must have a Start and a finish, and you have to be able to get from the Start to the Finish.

Other than those to rules you can build pretty much

whatever you want. Think about your track before you build it, that other players will be able to play and enjoy. They'll thank you for it.

Draw your track:

Select the second index of blocks and choose the 'Start' block (in green), and place it on the terrain. Then choose the 'Road' block and draw the track with the mouse. You can place the first block by clicking, then hold down the left mouse button and draw a straight line. Continue placing the blocks to build your track, and finish the track by placing the 'Finish' block (the red block in the second block index).

Use the 'Ctrl' key or right click to rotate the block. Note: The only rule in track construction is to go from Start to Finish by passing through all of the checkpoints. The only way to have players follow your track is to place checkpoints (in blue).

Test your Track:

Press 'Enter' or click on the car icon to test your track: Meaning, you will drive on it. The car will be placed on the block of your icon.

You can also race the full track from Start to Finish, by clicking on the flag icon. This is the validation icon.

- If you wish to modify your track at any time, press 'Esc'.

Decorate your circuit:

Decor blocks are also available if you want to decorate your track. Certain decor blocks can also be used as an integral part of your track.

Mediatrack your track:

With Mediatracker you can add effects, camera changes, screen text, and an intro, to add another dimension to your racetrack.

Validate your track:

- Click on the icon representing a flag when you are satisfied with your racetrack. You will now establish the reference time of the track. You can restart the validation race as many times as you like, so that you can make a good time.

The medal times will be established based on this time.

Save your track:

Click on the disk icon and type in your circuit name. Once you have saved your circuit, it is available in the Solo menu when you click 'Browse Tracks', then the Challenge file.

- You can add it to your custom campaign by clic-

king on the 'Add Track' button.

Share your track:

You can share your track and make it available for other players.

2.3. SHARE YOUR TRACK

In order to share your track, go to the 'Share Track' menu from the Editor menu.

You will access a page with five upload slots. Choose one of them and upload the track you have just created.

You can also create your track directly from the sharing menu.

You can have no more than five racetracks in construction in the sharing menu.

Once you have uploaded the track, it will disappear from the menu, and a slot will free up.

2.4. CONSTRUCTION CONTROLS

Mouse Controls

Normal Mode

Left click: Place a block (keep the button depressed to build a road).

Right click: Rotate the block clockwise.

Mouse wheel: Raise/Lower the cursor.

Freelook Mode (Free Camera)

Left click: Pan.

Right click: Turn camera.

Mouse wheel: Zoom in/out

Test Mode

Left click: Start a race at the position of the cursor in the same direction.

Right click: Change the Start direction.

Mouse wheel: Raise/Lower the cursor.

Navigation on the Block hierarchy

Left click: Select an icon

Right click: Go up one level in the hierarchy.

Keyboard Controls

Arrows: Move cursor

Space: Place a block (keep the button depressed to build a road).

Page Up/Page Down: Raise/Lower the cursor.

Right Ctrl: Rotate the block clockwise.

Del: Delete the blocks under the cursor

Num 2/4/6/8: Move Camera

Backspace: Delete all of the blocks

Enter: Start a race at the position of the cursor in the same direction.

Esc: Quit the Editor.

U: Undo last modification.

R: Redo last modification

S: Save challenge.

h: Activate/Deactivate help

Navigation on the Block hierarchy

1-9: Choose the corresponding icon.

z: Go up one level in the hierarchy.

Mode Shortcuts

Alt left: Freelook Mode

X: Eraser Mode

W: Underground Mode

Ctrl left: Selection Mode

3. MEDIATRACKER

Mediatracker is a tool that has never been seen before in any video game: It gives you the player, an opportunity to become a movie director.

With Mediatracker you can now set the scene of your tracks, during or after the race, by adding texts, special effects, smoke trails, sounds, and camera movements.

This tool is integrated into the Track Editor. Before starting, create a simple circuit with just one turn for example. Once you have made your track, save and validate it, and then open Mediatracker by clicking on the camera.

This manual gives you the basic functions of Mediatracker. You'll find more detailed information on the game's forums (<http://www.trackmania-lejeu.com/forum/>)

3.1. ADDING VIDEO CLIPS THAT PLAY DURING THE RACE - 1ST PART



Before starting the staging of your videoclip, click on 'Record Mediatracker ghost'. Play, then click on 'Finish Recording Ghost'. This will bring you back to the Editor, click on the Mediatracker camera again, then click on Edit on the 'In Game' line.

The track will be loaded into Mediatracker. If you can't see it in your visualization window, its because its not in your camera's field of vision. To find it, you will have to move your camera.



1. Add Clip
2. Add trigger
3. Add track
4. Time line

1ST OBJECTIVE: CONTROL THE CAMERA

To move the camera forward, backward, right or left, use the directional arrows.

To raise or lower the camera, use the Page Up/Page Down keys.

To turn the camera, click and hold your right mouse button, and move the mouse around.

The goal of Mediatracker is to allow you to set up your racetrack's ambiance by incorporating short clips which will appear when you pass certain points in the track.

2ND OBJECTIVE: ADD TEXT



Step 1: Click on the button on the bottom left of the editor. (1)
Then click the word 'Clip' to rename it: "Go Go Go", for example.

Step 2: Click on the 'Trigger' button (2).

You will then see a square cursor appear on your racetrack. Move the cursor to the place you want the clip to be set off. To raise or lower the cursor, use your mouse's scroll wheel.

To place the cursor on your track, left-click. The racecar will also appear at this place in the track.

Here, the idea is to create a clip with text, and have it appear at the Start.

Attention: Only one cursor should be placed. To delete a cursor, simply click on it. Once you have placed it, click on the 'Trigger' button.

Step 3: Click on the 'Add Track' button (3) which is situation on the right of the 'Clip' zone. Then you have to choose the type of trail you want to add.

In a videoclip, you can add several types of tracks: a camera movement or effect, a text, an image, a smoke trail, special effects, sound or music. In this example, we are adding text. Click on 'Text'. You will see the text trail appear in the trail zone.

The creation of a text trail requires you to create a block on a timeline. In Mediatracker, a block is not the same as a construction block in the Track Editor. It is a time block which allows you to identify the Start and finish of the trail you are adding to the videoclip. It determines the effect's duration.

The creation of a text trail requires you to create a block on a timeline. In Mediatracker, a block is not the same as a construction block in the Track Editor. It is a time block which allows you to identify the Start and finish of the trail you are adding to the videoclip. It determines the effect's duration.

The block of text will appear in green on a timeline. It is made up of two markers (the two yellow squares). If you click on the first marker you will see your car placed at the beginning of the effect (the appearance of the text), if you click on the second marker, your car will be placed at the end of the effect (the disappearance of the text).

To Delete/Add a block, click on the button in zone A.



Step 4: When you click on the block an option screen will appear on the left (B). In the Text Box, write in the text you want to appear on the screen. After you hit 'Enter' the text will be visible on your screen.

Here is the description of the other elements, even if you don't need them immediately:
Start Block: Delay between when the effect is set off and the appearance of the text (or other effect) on the screen (this has no relation to the race time, it is an independent time of this block). In this case, we will leave it at 0, because we want our text to appear right when the effect is triggered. This time corresponds to the 1st marker on the timeline.

End Block: It determines the effect's duration. The default value is 3 seconds. This time corresponds to the 2nd marker on the timeline.

- Infinity: By clicking on infinity, the effect will continue as it is from the end of the block until the end of the game.

-PosX, PosY: Values you can use to manually place the text at its appearance and disappearance. You can also move the text on the screen by right-clicking.

Click the 1st marker, then place your text: The text will appear here.

Click the 2nd marker, then place your text: The text will disappear here

-Rot: Rotate text

Xsize Size : Make your text bigger or smaller.

-Opacity: If you move the cursor to the left, the text will become invisible, if you move the cursor to the right, it will become opaque.

- 'Color' changes the color of your text.

Step 5: Now you can watch the magic of Mediatracker in action, by clicking on the 'DisplayVideoClip Group' (C) on top of your screen. Your author's medal will start the race and you will see the text appear. Redlick on the same button to return to Mediatracker.

You can save your challenge at any point by clicking the disc icon on the top of your screen.

3rd OBJECTIVE: PLACE THE CAMERA

Create a 2nd Videoclip, as described in the instructions above. Then add a trigger (like in step 2) at another point on the track where you want to change the camera view. Make sure you place the trigger at the good spot, and don't forget to use your mouse wheel.

Also, take note, that the second trigger must be placed after the end of the first clip. Once you have placed it, click on the 'Trigger' button.

Then add a track to your clip (like you did in Step 3 above) and choose Camera, then Camera Race.

Select the block to display your options.

Define the duration of this effect with the end marker, enter for example 6 seconds.

Click on one of the arrows in front of the camera and select for example the interior camera. 'Target' means that the camera will always point at the car.

Click on the 'Preview clipgroup' button, and you will see the camera change being made on your track.

To watch the replay without the interface, press 'Tab'.

4th OBJECTIVE: ADD A TRAIL BEHIND THE CAR

Now you want to add a second track to the clip you have created.

In the Clip Zone, Select 'Camera'. Be careful not to click on the text because your selection will not work.

In the camera clip there is already one track: camera, and we will now add a second track: Trail.

In the path zone, add a path by clicking the button illustrated here 'Add Path'.

Then choose trails in the dialogue box.

The time block will show up on the timeline, just above the camera timeline.

The default duration of the effect is 3 seconds. If you want to make it longer, click on the second marker, and drag it to the right

with your mouse. You can also move the block to the end of your timeline: click the block and drag it to the right with your mouse.

Finally, click on the 'Preview clipgroup' button. The video will start and you will see: Your text will appear and then disappear, Your camera change angle and the smoke trail appear.

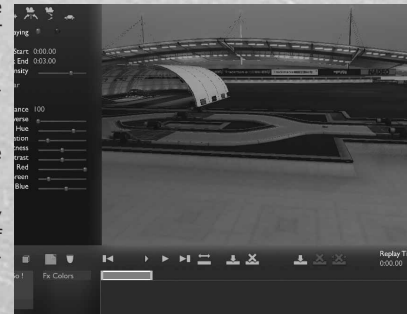
You got it right? Congratulations! Now try again, until you have mastered this part of Mediatracker. You can go much farther in setting up your scene.

Click 'Exit' on the top left of your screen to return the Track Editor.

3.2. VIDEO CLIPS THAT PLAY DURING THE RACE - 2nd PART

By following the same procedure you used to add text, camera, and a trail, you can also add special color effect, focus effects, a fade-out, and add sounds or images to your video. You can also control the music's volume.

ADD A SPECIAL COLOR EFFECT



Give your track a classic ambiance, by changing it into sepia, mark an acceleration with a color change, create psychedelic skies.

After you have created your clip and added a trigger to your track, create a track with a special color effect.

Then add a block to your track.

Click on the block on the timeline to display the table of options on the left of your screen which will allow you to configure your colors: Such as changing the tones, for example.

The cursor intensity will allow you to control the intensity of your effect. If you move your cursor to the right, the effect will not appear. In order for it to appear, you will have to move the cursor to the right.

By default, the color modifications will take place in the entire image.

By clicking 'Near', you will display the background.

Move the 'blendZ' cursor to the right in order to activate the background, and then choose the distance from where you want your background to start.

ADD A BLUR EFFECT

After you have created your clip and added a trigger to your track, create a track with a special blur effect.

Then add a block to your track.

You can add two types of blur: The distance blur related to depth of field, and the speed

blur.
The result? It's like being in the movies.

The motion blur is the easiest. You don't have to add any settings other than the duration. Its timecode is yellow. It doesn't have markers. All you have to do is enter the time parameters in the boxes on the left of your screen.

The distance blur manages the focus. By default, the focus is on the car and you can just change its intensity. If you want to go to the manual mode, click 'Force Focus' and define the focal distance.

ADD AN EFFECT - FADE OUT

This effect will allow you to add fade outs to your video. Click on the first marker of the 'fade-out' block on the timeline, then choose the color from the color chart on the left of the screen. Leave the opacity completely to the left. Then click on the second marker and move the opacity completely to the right.

ADD A SOUND

After you have created your clip and added a trigger to your track, create a soundtrack. The on the timeline block to display the table of options on the left of the screen. By clicking on the yellow button, you can choose from a list that you have saved in the game-data directory. You only have to set two things: The volume and the balance (right, left, or stereo) You can also loop the sound and choose a number of repetitions.

Info: The Sound directory in the file tree:
Gamedata > skins > mediatracker > sounds.

ADD AN IMAGE

Just as you do for sounds, you can add images into your video. In the same way that you created the sound track, create an image track. Then click on the yellow button of the "Options" block to open the dialog box which will let you choose an image. . To be retrieved by the mediatracker, your images must be first registered in the Gamedata for your game following the path:
Gamedata > skins > mediatracker > images.

An image can be made to appear at one place on the track, then disappear at another. To set these points on your screen, use your right mouse button. This is done in the same way as you insert text.

CAMERA SHAKE

Chapter 11.1.3, explains how to integrate camera movements into a track. You can choose a "camera shake" effect to add excitement at points where you need it. Be sparing in the use of this effect: camera shake should not last very long. Use intensity and speed options to modulate the camera shake.

3.3. CREATING A VIDEO TO INTRODUCE THE TRACK



From the track editor open the mediatracker, then click on Edit intro.

In this case, the goal is to create a short video to introduce your track to the players before the start of the race. The car remains at the starting line and there is no interaction with certain sections of the track. There is no trigger. You need only one clip in which you will create tracks.

Create a track, then choose Camera.

Next, create a block by clicking on Custom Camera.

Inserting markers:

For nice camera movements between the foreground ("near") and the background ("far") of your film, you will need to add markers to the time line (1).

To insert a marker, move the red time slider along the time line while moving the mouse with the left mouse button held down.

Then click on the Insert Marker button in the marker area. A small yellow square (2) will appear on the time line. You will see a small yellow square appear on the timeline.

For each marker, determine a camera position on the track:

Select the first marker by clicking on it. It will turn white.

Now move the camera on your track:

To move the camera forward, backward, right or left, use the directional arrows. Note: if your car is selected as the target (see table of options below), then the right and left arrows will make the camera move around the vehicle.

To raise or lower the camera, use the Page Up/Page Down keys.

To turn it, move your mouse while holding the right button down. . Note: this function works only if "none" is indicated as the target.

The 4 buttons at the top of the screen (3) are used to fine-tune the settings on your camera.

ra. By clicking on the first or second button, you will see that your camera moves forward, backwards, up or down more or less quickly. The following two buttons allow you to reset the camera to zero.

Once you are satisfied with the camera position for the first marker, click on the second marker. Positions are saved automatically. Repeat the same process for each marker.

If you cannot see all of your markers on the time line, it is because the entire time line does not appear on the screen. To display the entire time line, click on the button shown here (4). You can also resize your time line by holding down the Alt key and the right mouse button.

The list of options for customizing the camera is displayed at the left of the screen (5): Target allows you to aim the camera at the car. You can leave your car as the target for the beginning of the video, but for subsequent markers you must choose "none" in order to be able to move the camera freely.

If "Anchor" is checked, the camera will move with the car. In a video used as an intro, the car remains at the starting line, so the "Anchor" button should be left as "None". "Hermite" smoothes the camera's motion along its trajectory.

Once you have placed your cameras, use the time line buttons to view the camera trajectory.(6)

You can save your challenge at any time by clicking on the diskette. You can also use this series of buttons (7) to return to the track editor. Finally, for the real experts, the last two buttons allow you to import or export clips that you have created and want to reuse on other tracks. Use the Ctrl key + right mouse button in "trigger" mode to define the import/export reference.

3.4. CREATING A VIDEO FOR THE END OF RACE

This part of the Mediatracker works exactly like the Mediatracker for clips played during the race. This is certainly the place where

you can be the most creative, since clips played during the race have to be kept reasonable! Of course, the effects you add should not decrease the playability of your course.

Now, back to work!-All you need is a little practice to become the best video game director!

3.5. MEDIATRACKER CONTROLS

Ctrl + Page Up / Page Down: Raise/Lower the trigger cursor.

Ctrl + left click: Places the trigger cursor on the block chosen by the mouse.

Tab: Hide/Show Interface

F10: Screen Capture

Ctrl + Up arrow/ Down arrow: Put the target of the camera on the Z axis in relation to the car.

Ctrl + Right arrow / Left Arrow: Put the target of the camera on the X axis in relation to the car.

Ctrl + Page Up / Page Down: Put the target of the camera on the Y axis in relation to the car.

Ctrl + 'Enter' Reset the camera target on the car.

Ctrl + C Copy a Block

Ctrl + V Paste a block

For the Cameras:

Mouse wheel: Modify Field of View

Right Click + Move Mouse: Change camera Orientation

Arrows: Move the camera

Page Up / Page Down: Raise / Lower Camera

Image / Text blocks:

Right Click + Move Mouse: Move Text / Image

Alt +Right Click + Move Mouse: Change Text / Image Size

Alt +Middle Click + Move Mouse Rotate Image / Text

4. CUSTOMIZE VEHICLES: PAINTSHOP

4.1. CUSTOMIZE VEHICLES: PAINTSHOP



The paintshop allows you to create a 'skin' and personalize your vehicles. From the Editor Menu, Click 'Paint' To Access the Paintshop. Then click the car you want to paint and click 'Paint'. The paintshop is also accessible from the Profile/Vehicles Menu.

1. Your Car

2. Place the elements on your car with the mouse.

3. Separate Elements: This icon allows you to select each element of your car separately.

4. Symmetry: By clicking on this icon, the modifications you make to one side of the car will be made on the other side as well.

5. Paintshop tools These are the tools which will allow you to paint your vehicle. The functions of these tools (from left to right) are:

- **Paint the Entire Car:** Choose the general

color of the vehicle. Select the color from the palette on the right of the screen. You can select just one part of the vehicle by using the button 'Separate Elements' (If Separate elements are available for your vehicle).

Apply a filter: Once you have finished your paintjob, click here if you want to apply the car's details and a lighting filter (for a more realistic rendition).

- **Apply a image:** Click here to display the images in the central bar. Then with the mouse choose the placement of the image on the vehicle. For each image, you should modify the angle and the size.

- **Use the airbrush:** Choose the desired form and color. Configure the size angle and opacity, and then start painting.

6. Option Bar: These options let you return to the previous menu, save your creation and undo your last action.

7. Use these tools to change the opacity, size, and luminosity that you want to place on your vehicle.

8. The center bar: This is where the forms and images selected in the tools appear. You can import your own forms and images.

9. Text: The Apply Image tool, allows you to add text on your vehicle.

10. The Color Palette

44.2. PAINTSHOP CONTROLS

Mouse Controls:

Right Click + Move Mouse: Move Camera

Mouse Wheel: Zoom In/Out

Mouse Wheel + Up or Down: Modify FOV of the camera

Left Click: Entirely repaint the car - Apply a layer on the car - Paint an image on the car.

Attention: The cursor must be on the car except for in Brush mode.

Keyboard:

Image Rotation:

R: Rotate image 90 degrees clockwise.

F: Clockwise rotation

Z: Rotate image 90 degrees counter-clockwise.

S: Counter-Clockwise rotation

X or C: Image Alignment: In Brush Mode, it resets the angle to 0 ; meaning that the top of the image will point to the top of the screen. In Sticker Mode, the Image will be aligned according to the correct angle for the vehicle.

Image Scale:

E: Enlarges Image

D: Makes image smaller

Other:

H: Help

* + Mouse: Image Rotation:

Alt + Mouse Wheel: Change the angle of the image.

Alt + Right click: Image Alignment

Image Scale:

Ctrl + Mouse Wheel: Change Image Size

Ctrl + Right click: Default Image Size

5. THE REPLAY EDITOR

The Replay Editor will allow you to change your recording into veritable films.

Open the Replay Editor from the Editor Menu. Then Select a replay you have saved.

You have several options:

- **Edit:** you can edit your replay, change the camera view, add texts, special effects, sounds.

- **Validate:** you can organize competitions, verify that the replay that players send you is authentic and that no cheating was going on. Export a replay for validation: Allows you, during a competition to generate a replay containing only the information necessary for validation.

Play: Allows you to play the replay in comparison to the saved car.

Bench: Opens the Performance Statistics.

The 'Video Shoot' function allows you to transform your replay into a video.

Click on it, and then define the resolution in which your window appears, the compression format and the directory in which you want to save the file.

CREDITS

NADEO

Production

Pascal Herold

Adrienne Péchère

Director

Florent Castelnérac

Programming

Xavier Bouchoux

David Fallot

Jean-Sébastien Luce

Nicolas Maurer

Damien Quilot

Olivier Torrelles

Clement Viguier

Design

Francois-Xavier Delmotte

Stephen Magnardi

Stephane Sommer

Level design

Amélie Castelnérac

Music

Doo

FOCUS HOME INTERACTIVE

Race director

Cédric Lagarrigue

Learner drivers

Alexis Fischer

Jérôme Blazy

Alain Prod

Luc Heninger

Benjamin Tardif

Hitchhiker babes

Marie Caroline Le Vacon

Aurélie Rodrigues

Aline Janzekovic

Bodyworkers

François Weytens

Patrick Falorni

Export car dealer

Damien Mauric

Mechanics

Jean Michel Hellendorff

Jean Joseph Garcia

Exhaust masters

John Bert

Anthony Trosch

Driving School director

Jean Pierre Bourdon

Digital Partner

Pierre Forest & Metaboli team

English Version:

Jean-marc Wallimann

SPECIAL THANKS TO:

all the TrackMania Community,
 beta testers,
 forum addicts,
 Game fans,
 And of course all our family and friends.

[Signature]
Sergio

Olav & Dute

[Signature]
Huis

[Signature]
TOTO

[Signature]
SHAN'RAL

[Signature]
Sergio

TrackMania

United

TM

[Signature]
FIX

F

O

R

E

V

E

R

[Signature]
Lucky Boy

[Signature]
Alinson

[Signature]
La Soie Coche

[Signature]
LEGOR

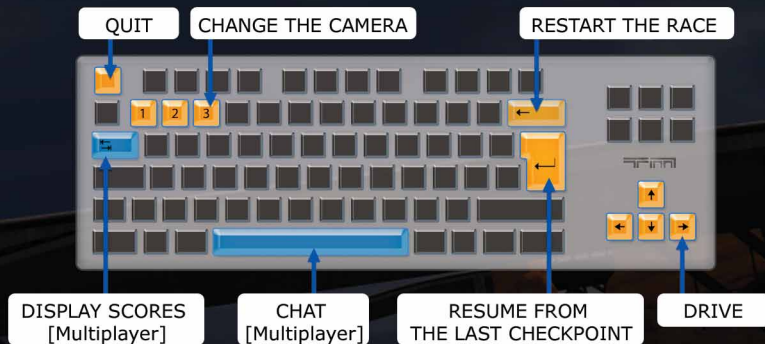
[Signature]
PEPITA

THE TEAM OF NADEO



[Signature]
KST

GAME COMMANDS



OTHER COMMANDS

- | | |
|--|--|
|  HONK |  DISPLAY / HIDE INTERFACE |
|  SCREENSHOT |  DISPLAY / HIDE CAR NAMES |
|  SAVE REPLAY | |

PLAYER KEY – SERIAL NUMBER

IMPORTANT:

BELOW YOU CAN FIND YOUR MULTIPLAYER KEY FOR TRACKMANIA UNITED FOREVER. **THIS KEY ALLOWS YOU TO CREATE A TRACKMANIA UNITED FOREVER PLAYER ACCOUNT. DURING THE INSTALLATION AND THE GAME'S FIRST LAUNCH, YOU WILL BE ASKED FOR THIS KEY IN ORDER TO CREATE A PLAYER ACCOUNT. THIS KEY WILL BE PERMANENTLY ASSOCIATED WITH YOUR PLAYER ACCOUNT.**

Some advice:

- Avoid the use of high (special) ascii characters in your Login. You can use these in your nickname if you want but it is preferable that you keep your Login simple and clean.
- Write your Login and Password on this manual to keep track of your account.
- Don't communicate your player key to anyone.
- **Keep this manual and your player key safe!**

Login:...

Password:...