

TRACKMANIA

DESIGN IT. BUILD IT. RACE IT !



PC
CD-ROM
SOFTWARE

EVERYONE
E
CONTENT RATED BY
ESRB

User's Guide

NADEO

ENLIGHT

WWW.ENLIGHT.COM



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HEALTH WARNINGS

Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience epileptic seizures while watching TV pictures or playing computer games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition.

Consult your doctor before playing computer games if you, or someone of your family, have an epileptic condition. Immediately stop the game, should you experience any of the following symptoms during play: dizziness, altered vision, eye or muscle twitching, mental confusion, loss of awareness of your surroundings, involuntary movements and/or convulsions.

TECHNICAL SUPPORT

For technical difficulties regarding TrackMania, please contact us at:

E-Mail: **support@enlight.com**

Enlight Website: **www.enlight.com**

TrackMania Website: **www.enlight.com/trackmania**

NADEO

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INSTALLING TRACKMANIA

Insert the CD ROM into your drive and follow the instructions on the screen. If the Auto-play window does not appear when you put the CD-ROM into your drive follow these steps:

- 1) Double-click on the **My Computer** icon on your desktop.
 - 2) Double-click on the **CD-ROM icon** to launch the installation program.
- Then follow the instructions given by the installation program.

UNINSTALLING TRACKMANIA

To uninstall TrackMania:

- 1) Click on your computer's **Start** button.
- 2) Select **TrackMania**.
- 3) Click on the **Uninstall** icon.
- 4) Follow the instructions on screen.

UNINSTALLING FROM THE CONTROL PANEL

select **Control Panel** from the Windows start panel. In the Control Panel, select **Add/Remove Programs**, left-click on the **TrackMania** entry and click on the **Add/Remove** button. The game and all its components are then removed from your hard drive.

SYSTEM SPECIFICATIONS

MINIMUM REQUIREMENTS

Note: The following are the *minimum* configuration required to play TrackMania:

Windows 98, 2000, ME, XP
Pentium II 450
64 MB RAM
32 MB 3D card (16 MB AGP)
Sound card compatible with DirectX 9
56K modem
CD-ROM drive

RECOMMENDED REQUIREMENTS

The following are the *recommended* configuration:

Windows 98, 2000, XP
Pentium IV 1 GHz
128 MB RAM
64 MB 3D card (16 MB AGP)
Sound card compatible with DirectX 9
56K modem
CD-ROM drive

LAUNCHING TRACKMANIA

When the game is installed, you are offered a shortcut on the desktop. If you decide to use it, you can start the game by clicking on the icon displayed on your desktop. Otherwise, click on your computer's **Start** button and select **TrackMania**.



The launcher's window will then open. From this window, you can start the game, configure the game, view the list of Frequently Asked Questions, check for updates or exit without playing.

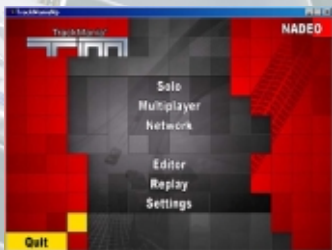
The configuration window allows you to change the game settings language, full screen, small screen, resolution, graphics quality, sound, volume, music, and connection, apply security settings and access the advanced settings.

The advanced settings window allows you to restore the default values and to access the advanced settings (display, audio, network, game and access).

BEFORE YOU PLAY

If your graphics card is not very powerful, we suggest choosing **Fastest** for the graphics. The quality will not be as high, but the game will run more smoothly.

USING THE MENUS



MAIN MENU

The main menu provides access to the following sections of the game:

Solo: Allows you to play TrackMania's single player mode **Race**, **Puzzle** and **Survival** Mode. Solo mode also allows you to play games you have created or downloaded

from the Internet (see page 5).

Multiplayer: 2 to 8 players can play on the same PC (see page 13).

Network: Play over a LAN or Internet using either the game's tracks, your own, or others you have downloaded (see page 15).

Editor: Use the editor to create new tracks and new challenges.

Replay: Watch your best replays.

Credits: See Nadeo's credits.

Settings: Click here to change the player profile or your personal settings: last name, avatar and skins.

Each of these items are described in the following sections of the manual.

Menus may be used with either the keyboard or the mouse.

Keyboard

Use the up and down arrows to select menu items, then press **Enter** to confirm the selection and move to the next screen. To return to the previous screen, use the **Escape** key on the keyboard or the **Back** button on the screen.

Mouse

To display the information, simply point the mouse at the desired icon or text. To select or confirm your choice, click on the desired icon or text.

SOLO MODE (SINGLE PLAYER)

SERIES

This menu provides a list of series, each consisting of challenges to complete. The challenges focusing on control are found in **Race**, those which focus on construction are in **Puzzle** and those focusing on survival are in **Survival**.

Depending on whether you prefer to drive or build, click on **Race** or **Puzzle**, then on the first series displayed to see a list of the challenges to be accomplished.

Access to subsequent series will be unlocked as you win medals.

To access the special survival tracks, click on **Survival Mode**.

The **Race**, **Puzzle** and **Survival** modes are described in the following sections.

CHALLENGES AND MEDALS



Each challenge is associated with three time standards to be met to win a bronze, silver or gold medal. The bronze-medal time is displayed at the right of the screen in the **Scores** window.

As with the series, not all of the challenges are displayed. Only the first challenge appears on the screen. When you win the bronze medal, you unlock access to the next challenge. Your total medal count is displayed at the top left of the screen, your best time for each challenge, as well as the medals that you have won.

Note: You win certain medals for the Race challenges and other medals for the Puzzle challenges. The two types are not added together.

PLAYING A RACE CHALLENGE

Viewing the Course

When you arrive on the track, you can view it by pressing **Esc** and moving the cameras. Use the numeric keypad to rotate or change the viewing angle.

Launch the Race

Press **Enter** to start the race, and the countdown will begin.

During the Race

Once you start, drive your vehicle using the arrow keys on the keyboard. You can restart at any time by simply pressing **Enter**.

For more information on the keys used in the game, see the **Keyboard Shortcuts** section of the manual.

As you cross the finish line, your time is recorded. You can then choose to race again and try to improve your time, return to the menu to try another challenge, or save a replay.

When you start a race, you will see a **ghost car** on the course which indicates the time you must beat.

PLAYING A PUZZLE CHALLENGE



Puzzles mode gives you an environment, a starting line, a finish line, checkpoints, as well as other course components. The amount and type of blocks available to create each puzzle is limited to those shown in each puzzle.

Each puzzle requires you to build a track with the components available that will allow you to drive from the start to the finish

as quickly as possible while passing through all the checkpoints (if any).

Many routes will get you to the finish line, but to complete the puzzle successfully you have to create the optimal route.

On the above screen, Helpers are activated on the toolbar and the grid is displayed. In this sample, it shows that there are 20 Road section blocks available to use in finishing the puzzle.

TOOLBAR COMMANDS

Save

This function saves your puzzle solution.

Load

This loads the most recently saved puzzle game.

Helpers

This function displays the construction grid block details. You can also use the question mark ? on the keyboard.

Clear All

This function deletes all blocks that have been positioned. You can also use the **return** key on the keyboard.

Camera

The cameras are used to get a good look at what you are building. You can

also use the arrows on the toolbar or the 2, 4, 6, and 8 keys on the numeric keypad.

Cursor

After you click on a block to select it, you can position the track on the ground by moving the building cursor using the arrows on the Toolbar or the directional arrows on the keyboard.

To move the cursor vertically, use the two arrows at the lower left of the screen or the **Page Down/Page Up** keys on the keyboard.

Draw

After selecting and positioning a block, click on **Draw** or press the **Spacebar** on the keyboard to position the block on the ground.

You can rotate a block by clicking on the **Rotate** button or pressing the **CTRL** key.

To delete a block you have positioned, click **Erase** on the Toolbar or the **Delete** key on the keyboard.

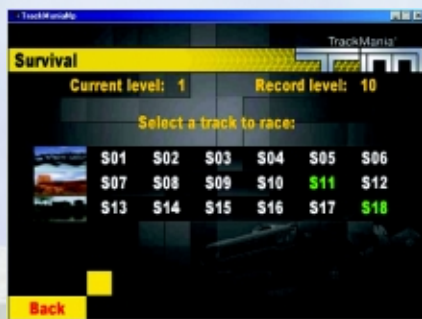
A **green** cursor means the block can be drawn in the selected location. A red cursor means the block can not be drawn in the current location so you will either need to try rotating the current block or use a different block.

Once you have finished building, press the **Enter** key to start the race. To restart the race, press **Enter** again. To return to the editor, press **Esc**.

In this type of challenge, building and driving cannot be separated: it is impossible to beat the best course time with the "wrong" route. Similarly, the best route will not lead to victory unless your driving skills are up to the task.

As you cross the finish line, your time is recorded. You can then choose to race again and try to improve your time, return to the editor and improve your construction work, or return to the menu to try another challenge. You can also save a replay of your challenge.

PLAYING A SURVIVAL CHALLENGE



While the two modes of play just discussed find you all alone on the course, this mode has you playing against several (1 to 3) competitors.

First, you will need to select one of the two races highlighted in green (click on one) to begin the survival race.

If you survive a race (i.e., you defeat at least one opponent), you then have the opportunity to choose the next race you want to try to survive from between two races chosen at random by the game.

Defeating two opponents allows you to skip a race in the survival series. Click on one of the two suggested races (highlighted in blue); two new races are then displayed. Select one to continue playing.

On the same principle, if you defeat three opponents, you can skip two races!

When you start playing in this mode, you are at level 1. For each race you win, your level increases by 1. This is your **current level**, which is displayed at the top left of the screen. For each race won, you also earn **coppers** (see page 14).

The goal of survival mode is to reach the highest level.

Note: If you exit “Survival” mode in the middle of a game, you will go back to level 1.

However, your best level is saved and displayed at the top right of the screen.

The **Back** button allows you to return to the menu and choose the type of challenge you want to play.

COPPERS

Coppers are TrackMania's money.

With each medal you win, you receive a certain number of coppers. Once you have the bronze medal, you win additional coppers each time you improve your score.

You can use your coppers to edit new challenges. You have a certain number of coppers in each environment, which you spend in the editor for each construction block you use. With these blocks, you can build your own track from start to finish.

When you start the game, you have a total of 3000 coppers.

PLAY A CHALLENGE

This menu provides access to the list of challenges that you have created with the editor.

It is also the menu you use to open the challenges received via the Internet and e-mail, which are initially saved to the **My Challenges** directory in the Game data installation folder.

The left window lists the challenges (name, environment and cost in coppers); the right window lists their scores. Select one to launch it and play in solo mode.

This is also the list of challenges that will be displayed when you choose to create a game in the Network menu.

For more details on creating Challenges, see page 28 Creating a Puzzle Challenge.

MULTIPLAYER

This menu enables you to play with up to 8 players on one machine. Each player has an hourglass that shows the time within which the player must try and achieve the best time.

If a player does not beat one of the other players' times before the hourglass runs out, they are eliminated. Then it is the next-slowest player's turn to play. The last player left wins the game.



PARAMETERS

The first thing to do is to define a certain number of parameters.

Determine the number of players (up to 8) and assign each a profile. Then set the time limit. Finally, choose whether to create a course or to use an existing course.



Click on **Add** and enter a new player's name. Then select the players to be included in the race by clicking on their names.

THE HOURGLASS RACE

Once you have pressed **Enter**, the game indicates which player should start. When this player has finished the course, the time is recorded and the game asks the second player to start.

An hourglass is displayed at the right of the screen for each player. Each player's hourglass is started once the player begins playing. When the hourglass is empty, the player is eliminated. The game is over when there is only one player left.

NETWORK

Selecting network mode allows you to play multiplayer games on a LAN or the Internet. Several racing modes are possible.

RACING MODES

ROUND

Round Mode lets players meet head-to-head on one or more course(s) with a set start. All players start at the same time, and each start marks one round. In this mode, you play a series of rounds on the same course. The challenge is to be the first to cross the finish line, or to finish within the required limit for scoring.

The players all start together. The first player to cross the finish line is awarded 10 points, the second receives 6 points, then 4, 3, 2 and 1. Once the round time limit has been exceeded, the next round begins automatically. The first player to win 50 points (the default) wins the match.

TEAM

For some people, victory is sweet only when it is shared with friends. The Team mode operates on the same principle as the Round mode, except that in this case, players will group together in teams and victory will depend on each teammate's skills.

In this mode, one point is awarded to the winner's team. Each player on the winner's team arriving at the finish line just after the winner earns one additional point for the team. If you are using the alternate rules (see page 21 Creating a Race), the winning team will receive one point. In determining which team wins the match, the placing of every player counts. The first player across the line receives as many points as there are players on the course. The second gets the same number of points—minus one—for his team, and so on until last place.

Note: the number of points awarded to the winner is set by the **Points max** setting when the game is set up. The overall winner is the team with the highest number of points under this system.

TIME ATTACK

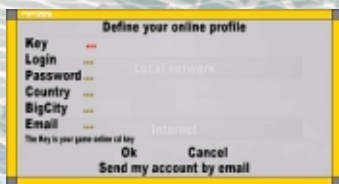
Probably the most technical of all the modes, Time Attack is very similar to Single Player except that the players are on the track for only a limited amount of time.

This type of game is not a race (players start at different times), but rather an attempt to beat the fastest speed. It is possible to restart the game at any time by pressing **Enter**. The players with the current best times are displayed along with the players' names in real time during the time attack. When the clock runs out, the player with the best time wins.

INTERNET

In this menu, you can create and join races on the Internet with other players from around the world.

CREATING AN ONLINE ACCOUNT



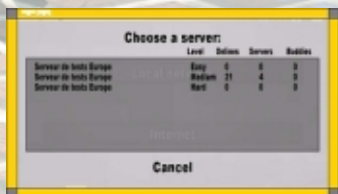
CREATING AN ONLINE ACCOUNT

First, you will need to register by creating your online account.

You will be asked to provide some information, including the serial number of your game, which is found inside the

game box. Enter a login and password, the name of your country, the largest city nearest your location, and your email address. Click on **OK** to confirm.

JOINING A GAME



If there are several zones of play, a window will ask you to choose the server to which you want to connect.

FINDING A GAME

The List filter allows you to display either the players or the games. The Game filter allows you to select the type of game **All**, **Time Attack**, **Round** or **Team**. The list of games and/or players are displayed by criterion in the right hand window.



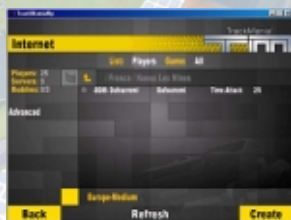
To see a non-hierarchical list, i.e., to display all players and/or games, this button must be displayed.



To see a hierarchical list (tree) by country and city, this button must be displayed.



To go back after making a selection, click on this button.



When the **Players** list is displayed, the following information is shown for each player:

- A button indicating whether the player is on your buddies list.
- The player's name or nickname.
- A green or red key indicating whether or not the race is private. If the race is private, you must enter a password in order to join it.
- The name of the game that the player is currently playing.
- The racing mode being played.
- The number of players that have already joined the race and the total number of players allowed in the race.



If the **Games** list is displayed, the following information is listed for each game:

- The game name.
- A green or red key indicating whether or not the race is private. If the race is private, you must enter a password in order to join it.

- The name of the player who created the game (The host).
- The racing mode.
- The number of players that have already joined the race and the total number of players allowed in the race.

Note: You may not join a race for which the maximum number of players has already been reached.

To join a race in either mode click on a player or a game name.



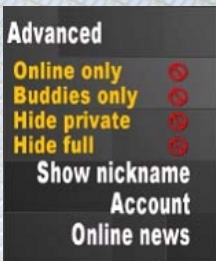
A dialog box will open and provide the following information:

- The server name.
- The race mode.

- A list of players playing currently in the game.
- A list of the tracks played in the game and their environment, duration and price in coppers.

This window also shows the ping, which indicates the quality of the connection. The more stars that are shown (up to a maximum of 4), the better the connection.

To enter a race, click on **Join**.



The **Advanced** button at the left of the screen allows you to refine your search.

Using this menu you can:

- Show only the players on line.
- Show only your buddies.
- Hide private games.
- Hide games that are full.
- Show either the last names or the nicknames of the players.
- Access your account settings.
- Check the news.

The **Refresh** button allows you to update information about the game server.

To return to the **Network** menu, click on the **Back** button.

To create a game, click on the **Create** button.

ON THE TRACK

Depending on the race mode, once you arrive on the track you might start racing immediately or you may have to wait for the next race to start.

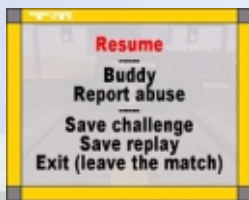
If you have to wait, you can watch the current race as a spectator. The next start is indicated with the start delay. Then all you have to do is accelerate (up arrow).

During the game, messages will be displayed informing you of events (players joining the game, players crossing the finish line, leaving the game, etc.).

During the game, messages will be displayed informing you of race events . If you crash, become stuck or your car rolls over, you can start from the last

checkpoint you passed by pressing the **Control** key.

To leave the current race, press **Delete**. If you are in Round mode, you become a spectator and must wait for the next start. If you are in Time Attack mode, the next start is immediate.



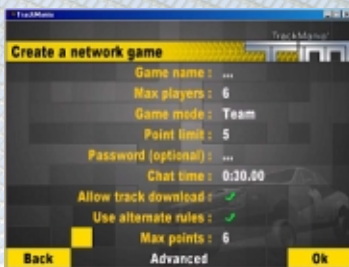
Pressing **Escape** during a game will allow you to do one of the following options:

- Resume play.
- Change teams, if you are playing in **Team** mode.
- Click on **Buddy** to display the list of players present. You can choose one of the players and add the player to your buddy list.
- Click on **Report Abuse** to display the list of players participating in the game. If there is a problem with one of the players, click on that player.
- Save the challenge.
- Save the video.
- Exit.

When a Host Leaves the Race, the Game is Over. If the game is interrupted during play, it is because the creator has left the game.

CREATING A GAME

To create a game or be a host, click on the **Create** button at the bottom right of the first screen you are presented with when starting an Internet game.



SETTING UP YOUR HOSTED GAME

What is the name of your game? What is the maximum number of players? After making these decisions, you must choose the mode: **Team**, **Round** or **Time Attack**.

For each mode you must also define the conditions for winning the game. In Team or Round mode, how many points are needed to win a game? In Time Attack mode, how long will the game last? Use the **Advanced** button to access more settings:

In the advanced options you can set a password if you want the game to be private, set the amount of chat time authorized between games, decide if you want to allow your challenges to be downloaded and decide if you want to use the alternate rules in Team and Round modes.

Once you have done this you can then click on **OK** at the lower right to see the list of races you can launch.

This list is the same as the one that appears in the **Play a Challenge** menu. A checkbox appears to the left of each race. By checking several races, you can launch this series directly from the game without returning to the menu.



Once the game has begun, you can press **Escape** for access to the menu allowing you to :

- Resume play.
- Change teams.
- Restart the race.
- Go to the next race.
- Change to spectator mode.
- Show your buddy list.

- Report abuse.
- Kick someone out of the game.
- Save the video.
- Exit the game.

In **Spectator mode**, you are no longer participating in the race, and are not reported as a player on the server list.

Click on **Buddy** to see the list of players present in the game. You can select one of the players and add that player to your buddy list.

If you click on **Report Abuse**, the list of players present will be displayed. If there is a problem with one of the players, click on that player.

Note: The **Report Abuse** function should be used sparingly and only in serious cases.

At the end of a race, the next race is automatically started on one of the selected tracks.

LOCAL AREA NETWORK

Local network functions in the same way as the Internet. If your PC is on a network, games that have been created appear and you can join them directly.

EDIT A CHALLENGE

Here you can build new tracks and new challenges that you can put on the Internet or just share with friends.

First you need to choose the environment for your challenge. For each environment, the number of coppers you have determines the number and type of blocks that you can use.

CHOOSING THE ENVIRONMENT

SNOW

Snow environment makes no bones about combining blocks completely covered with snow or even black ice with track sections made of “special traction” wood.

There are no crash barriers or guard rails. You can build courses that start from dizzying heights, string together dangerous series of tight turns that require the speeding cars to jump from level to level in order to finish with respectable times.

Changes in traction allow the vehicles to take 90° turns at full speed—right before a bobsled-type turn that will test the nerves of even the best drivers.

Associated Vehicle: Japanese / Pickup

A slow vehicle by nature, all a pickup needs to provide extreme sensations is to pick up speed by going downhill or thanks to **Turbo Boosts**). This vehicle's large tires provide very arcade-like traction that allows the vehicle to take almost any turn at full speed—provided it holds the proper line. You will need to conserve your speed as much as possible if you want to finish the course without having to get out and push.

RALLY

Tending mainly to green countryside, the “rally” environment abounds in dirt tracks, wet asphalt roads, narrow passages, river crossings, and walls dating back to the Middle Ages enclosing turns that might be long and sweeping or short and sharp. The rally is the preferred environment for fans of speed, sliding, and controlled skids. The winding, hilly roads bordered by enormous meadows or rows of trees are rarely forgiving of driver errors.

Associated Vehicle: European / Turbo2

Combining extremely powerful acceleration with an impressive top speed, the Turbo2 is a car with power that needs to be controlled, especially on the slippery courses of the rally environment. It is often preferable to brake before a series of curves and negotiate each curve in a controlled skid, rather than depending on traction. Light taps on the accelerator will be enough to

keep up your speed, then get your vehicle back up to full power quickly.

A word of advice: Don't trust the apparent solidity of those walls from the Middle Ages: the guard rails along the roads would have a hard time standing up to the high speeds reached by the Turbo2.

SPEED

Here we have the flat, sandy expanses of the desert baking under a leaden sun, with rocky canyons and hills providing terrain suitable for the most extraordinary constructions.

Loops, elevated turns, breathtaking drops and impressive jumps succeed each other at lightning speed on these ultra-fast courses. Whether at ground level or dizzying heights, the asphalt roads with guard rails will forgive small trajectory errors, but not driving mistakes!

Associated Vehicle: American / American Car

The American car has good acceleration and powerful brakes, which make its behavior quite realistic. It excels at full-speed turns, enormous jumps and hard braking.

But be careful—its precisely balanced suspension reacts to the smallest little bump or abrupt turn.

Click on one of the environments to enter the editor.

BUILDING BLOCKS

A building block is a piece of the road. By laying these blocks end to end, you can make tracks.

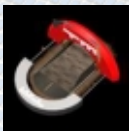
The blocks listed at the bottom of your screen are available to build your puzzle or track. To increase the number of blocks, go to the shop to buy more using your earned coppers.

The design and characteristics of the blocks vary depending on the environment. You will find elements of the scenery, indicator panels, chicanes, loops, springboards, elevated turns, tubes, tunnels, transition blocks, turbos, and more.

However, each environment contains the following essential blocks:



The Start block (Green).



The Finish block (Red).



The **Road Block** is the simplest block, but is certainly the most often used. It is essential for connecting the other blocks together.

Note: All of the blocks (except the Road block) have roadblock barriers across them until they are connected with another building block.



Checkpoints have two purposes: first, all players must pass by them, which ensures that all players follow the course to arrive at the finish line.

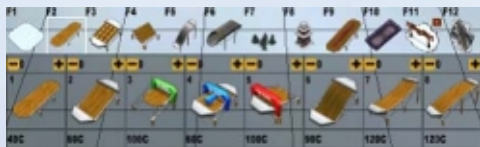
Additionally, in Round mode, the checkpoints allow drivers who have gone off the road or rolled over to start again from the last checkpoint passed. Otherwise, with no checkpoints, a long course would quickly become very difficult (a single mistake would mean starting over).

Without checkpoints, players would be able to create their own path to the finish line without following the tracks course.



Turbo blocks, or boosters, give the vehicles a boost to speed things up on a straight stretch or a jump, or make a series of turns more of a challenge.

Note: There are no turbo blocks in the Rally environment.



Within the Editor, the blocks are listed by **Family, Terrain, Road** blocks for the tracks and **Scenery** blocks.

The families are represented by icons on the screen. By clicking on one of the icons or using function keys **F1 through F12**, you can display the blocks they contain.

Keys **1 through 8** allow you to select the blocks you want to use to construct your terrain, your track and your scenery. You can also click on the icons displayed on the screen.

Each block costs a certain number of coppers. The cost is shown below each block.

BUILDING A TRACK

Building your own track is exactly the same process as in Puzzle Mode (see page 11). There are several steps:

Choose an Environment

Pick the environment in which you want to build your track.

View the Terrain

The construction area is a limited space. Good use of the cameras will allow you to create complex tracks.

Look at the blocks you want to use to create your track.

Build the Track

By placing blocks on the ground. Move the blocks using the arrow keys on the keyboard or the interface tools, choose the direction of the block **Ctrl** and its height **Page Up/Page Down** and place it **Space**. As in Puzzle mode, you can place your track all at once by holding down the Space key and drawing your track with the arrow keys on the keyboard.

To help you build, the construction cursors are color-coded. If the **cursor is green**, you can place the block. If it is **red**, you cannot place the block as is. A help window is automatically displayed on first start-up and it is possible to redisplay it by clicking on the question mark at the upper right of the editor. The underground mode is automatically activated when you select an under-

ground piece and by moving the cursor under the ground. Note: It is not possible to build below level 0; you can build underground only in previously-constructed mountains or hills.

Test the Track

While you are building your track, you can test it at any time in driving mode by pressing **Enter**.

Note: the game will not place you at the start, but rather wherever your cursor was positioned in the editor. This allows you to test a specific part of your track. Start times are also not taken into account. This is simply a test of your track's playability. Return to editing mode by pressing **Escape**.

Once your track is ready, you can turn it into a Puzzle challenge (for a single player), or a Race challenge (for a single player, multiplayer, or a LAN or Internet race).

You can also lock the challenges with a password (password button above the time per medal). If you save a challenge with a password, this password must be entered when the challenge is loaded by the editor.

CREATING A PUZZLE CHALLENGE

It is up to you to choose the blocks that you leave on your track and the ones that you take away to present to the player trying to solve the puzzle.

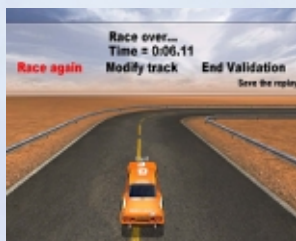
When your puzzle track is finished, select and delete the blocks one by one using the **Delete** key or **Erase** button. To delete a block, position the cursor on it and click on **Del** or on the **Erase** button (bottom left of the screen).

Just above each block at the bottom of the screen are + and - signs. Use those signs to select how many of those blocks you will give to the players to solve the puzzle you have created.



For example, if you deleted 8 Road blocks of one particular type, simply select 8 using that block's + sign.

Next, click on **Validate** at the bottom right of the screen. You will be presented with the puzzle you just created for validation. To finish the validation, build the puzzle and drive on it.



When you have passed the finish line, you get a new message.

Click on **End Validation** to finish your challenge and go back to the editor.

If your time you recorded is not good enough for you, just restart the validation process by clicking on **Race Again**.

You can also change your track and the blocks available by clicking on **Modify Track** and restarting the validation process.



When you return to the Editor, your time is displayed from the validation (top right of the screen) and the times for bronze, silver and gold medals are assigned (bottom right of the screen).

The gold medal time is your time. If you are not happy with your time, just click on **Validate** again.

When you are happy with your puzzle, click on the **Save** button to save your puzzle.

CREATING A CHALLENGE RACE WITHOUT A PUZZLE

When you are satisfied with your track (Note: you need at least a start and a finish block), click on **Validate** at the bottom right of the screen. When you are on the course, click on **Enter** to start driving. When you have finished the race, click on **End Validation** to validate your course and set the time for medals (see above).

SAVING A CHALLENGE

While you are building a track, you can save your challenge at any time. Note: puzzles and races are saved in the same folder. We advise you to name your tracks carefully so as not to overwrite files.

To play a saved challenge, go to the Single Player menu, then **Play a Challenge**. There you will find all of the challenges you have created and saved with the Editor.

If you want to send the puzzle or challenge to a friend your saved files will be saved in the **My Challenges** directory in the Game data installation folder.

LOADING A CHALLENGE INTO THE EDITOR

Once you have launched the Editor, you can choose the environment in which you want to build, or you can load a challenge to finish or improve it.

Note: It is not possible to edit a challenge if its price in coppers is greater than the number of coppers you currently have.

REPLAYS

At the end of each race a window appears and you are asked if you would like to save a replay of the race. In this way, each race can be viewed as a video.

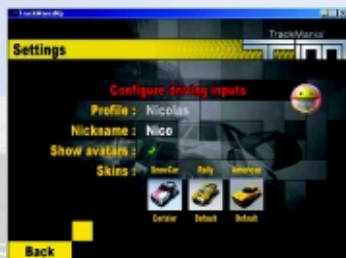
The Replay menu lists the videos you have recorded. To view a video, click on it.

During the replay you can do the following :

- Use TrackMania's three main cameras, the free camera, which is manipulated using the direction arrows and the mouse, the target camera, and the fixed camera.
- Straighten the cameras and bring them back to a horizontal position.
- Change from one car to another.
- Activate or deactivate the function that displays the names of the cars.
- Place fixed or intercalated keys in the cameras (in purple) or keys for slow, normal or quick play (in green).
- Use the right mouse button to zoom in on the time line or return to normal size.
- Play the animation at slow, normal, fast, or very fast speed in either forward or reverse.

- Skip to the beginning or end of the animation.
- Finally, you can save all your changes or quit without saving them.

PLAYER SETTINGS



To access the player profile, click at the bottom right of the main screen.

To configure your game's controls, use the **Configure Driving Inputs** button.

Enter your last name and choose the avatar (a small custom image) that will represent you during races. Then choose your car's **Skin** by clicking on the icons that are displayed. It is also possible to deactivate the avatars at the server level.

You can add your own avatar or new vehicle Skins to the game by placing the appropriate files in the GameData\Skins\ directory. For the avatars, you can use files in .dds or .jpg (128x128 pixels) format if the file size is less than 8 KB. If you want to change the skins for vehicles, the procedure is a little more complicated. For more information, go to <http://www.tm-les-skins.fr.st>.

To change players, click on the player's name. In this way, you can have several players progressing through the games, each with their own profile, own scores and own level of advancement in Single Player mode.

KEYBOARD SHORTCUTS

DRIVING

DRIVING COMMANDS	
Enter	Start a Race\Respawn at Last Checkpoint
Break	Down Arrow
Accelerate	Up Arrow
Turn Left	Left Arrow
Turn Right	Right Arrow
Delete	Retire from Race
Zero (On Keypad)	Horn
1 - 8 (On Keypad)	Change Camera Mode

EDITOR

EDITOR COMMANDS	
F1- F4	Select Construction Tab
Tab or 1-8	Select Construction Blocks
Direction Arrows	Move the Cursor Horizontally
Page up\Page down	Move the Cursor Vertically
Ctrl	Rotate the Cursor
Space	Place Block
Del	Delete a Placed Block
Backspace	Delete all Placed Blocks
?	Display Building Helpers
Numeric keypad 2, 4, 6, 8	Camera Controls
Enter	Launch

NETWORK GAMES

NETWORK GAME COMMANDS

Tab	Show\Hide Scores
2	Show\Hide Car Names
C	Open\Close Chat Window
Space	Write a Message

CREDITS

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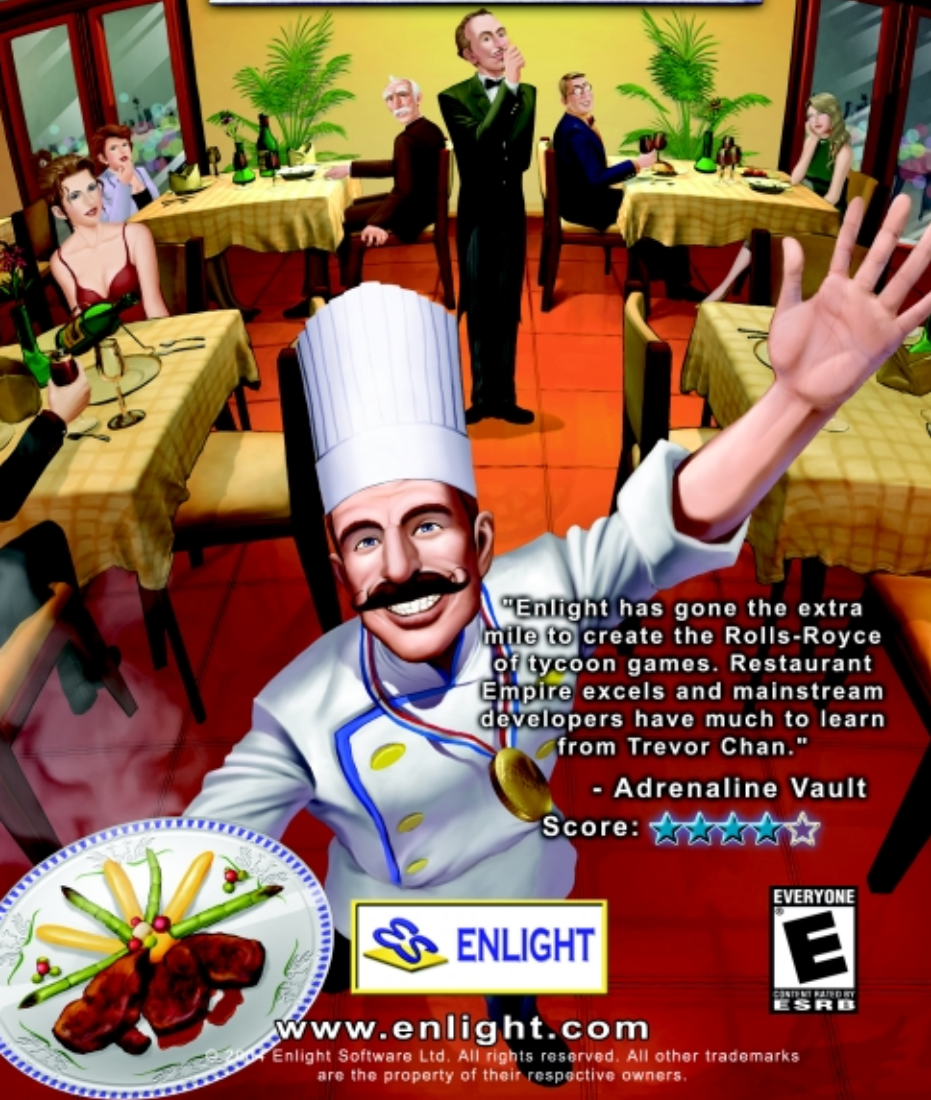
W

Warnings 2

NOTES

A stylized, low-angle illustration of a city street scene. In the foreground, a red sports car with the number 23 is driving towards the viewer. Behind it, a brown car with the number 17 is visible. Further back, a green car with the number 28 is seen. The street is paved with a grid pattern, and a large, light-colored building with a grid-like facade dominates the background. The sky is a pale blue. The overall style is modern and graphic.

RESTAURANT EMPIRE



"Enlight has gone the extra mile to create the Rolls-Royce of tycoon games. Restaurant Empire excels and mainstream developers have much to learn from Trevor Chan."

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Mild Violence
Drug Reference



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