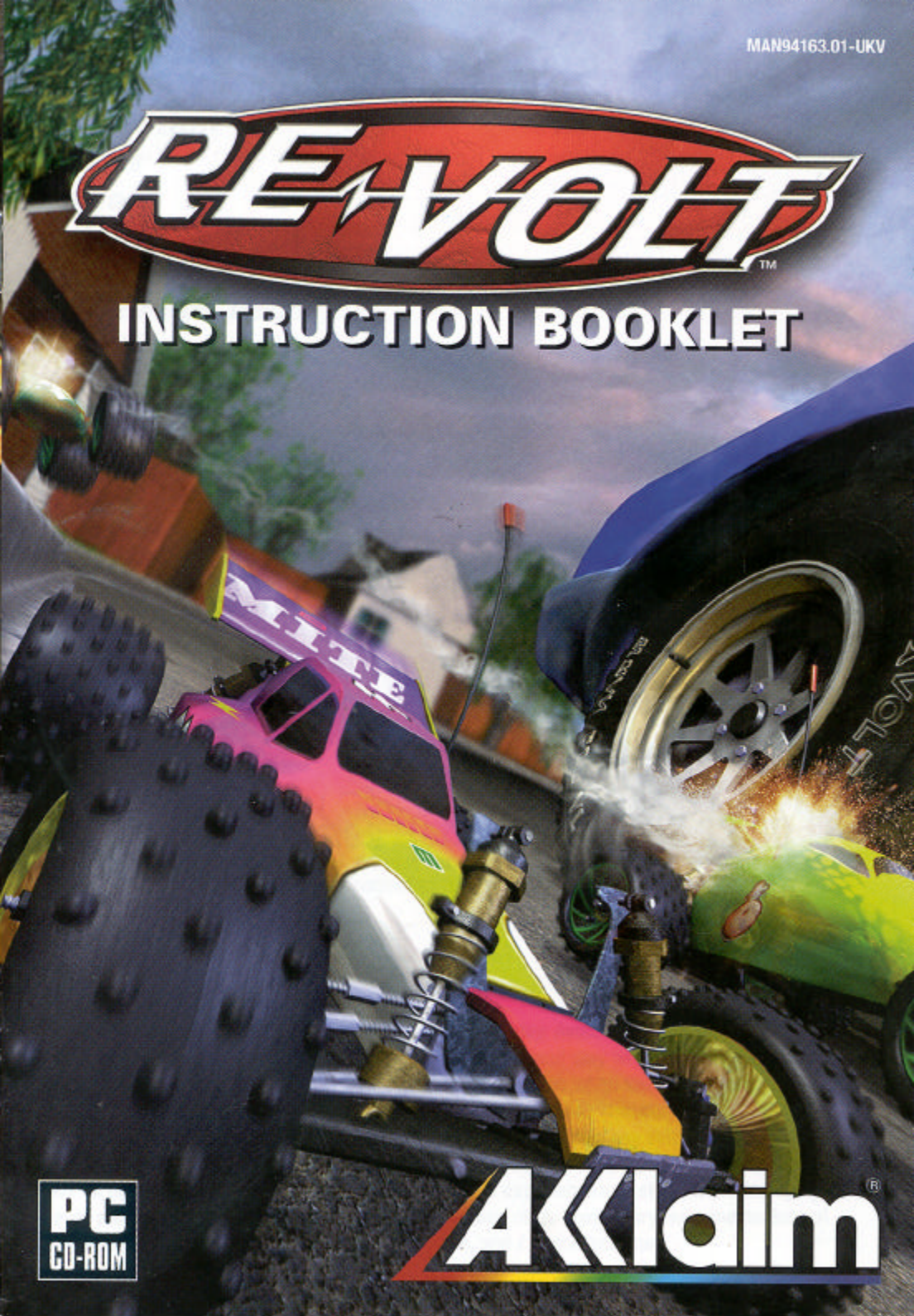
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RE-VOLT™

INSTRUCTION BOOKLET



PC
CD-ROM

Acclaim®

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INTRODUCTION

For years, Toy-Volt has been producing toys and games for children all over the world. Within months of introducing their first products, Toy-Volt shot to the top! No one could put their finger on exactly what it was that made the toys so popular. Sure, they employed the best designers and marketers in the world, but there was something else about Toy-Volt toys, something almost...magic.

With their latest product, it appears that they've used a little too much of that special something, because the radio controlled cars just off the production line have gained minds of their own! Escaping from the shelves that held them prisoners, the R/C (radio controlled) cars have escaped into the real world, and they're heading your way! Brand new models, old favorites, even some experimental prototypes —the entire product line of R/C cars from the fine folks at Toy-Volt has come out to play! They're causing plenty of chaos as they test their new-found freedom! You'll be racing inside, outside, upside down and backwards!

These R/C cars are fast and spunky, each with different qualities and looks. As you progress, you'll unlock more and more cars to race and more and more courses to race on! Of course, sometimes the Toy-Volt cars don't play nice, making for lots of lightning fast laps where you've got to fight oil with oil and ball bearings with ball bearings!

You'll be racing around the neighborhood, around the supermarket—to places you only dreamed of racing an R/C! Like on the track you dream up using the Track Editor. Or maybe on the pitching decks of a huge ship! Or maybe you'll be good enough to unlock a Reverse Mirrored Track! But why waste time talking about all the fun when you can start having it?!

MINIMUM SYSTEM REQUIREMENTS

- Pentium 200 PC (P2 266 or better recommended)
- 102 MB of free hard disk space
- 32 MB of RAM
- 4X CD-ROM drive
- 4MB 3D accelerator card (12 MB or higher)
- Direct X compatible Sound Card
- (Force Feedback Joystick, Joypad or Steeringwheel recommended))

INSTALLATION

AUTO PLAY INSTALLATION

1. Turn on your computer. Insert the Re-Volt™ CD-ROM disc into your CD-ROM drive (using a disc caddy if appropriate).
2. You will be prompted to install Re-Volt. Click on NEXT. Follow prompts to install the game, including the required DirectX6 drivers.
   DIRECTX6 drivers are in a separate folder. These drivers help Windows 95/98 run games properly. If you wish to install them, open the folder (double click on it), then click on INSTALL. The required drivers will be installed.
3. A prompt should appear. Click on FINISHED. The game is now ready to run.
4. You will be asked if you wish to run the game. Click on YES to do so.

MANUAL INSTALLATION

1. Turn on your computer. Insert the Re-Volt CD-ROM disc into your CD-ROM drive (using a disc caddy if appropriate).
2. Double click on the MY COMPUTER icon.
3. Double click on the CD-ROM icon.
4. Double click on the setup.exe icon.
5. Re-Volt will be installed. DIRECTX6 drivers are in a separate folder. These drivers help Windows 95/98 run games properly. If you wish to install them, open the folder (double click on it), then click on NEXT. The required drivers will be installed. You will then be asked if you wish to launch the game. Click on YES to do so.

If you experience any difficulty running Re-Volt, please see the README file on your disc before contacting us. If you still need help, you may visit us online at http://www.acclaim.net.

MENU CONTROLS

Enter to Accept
Esc to Cancel
↑, ↓, ←, → to Move Cursor

At the title screen, press Enter.

The Main Menu will appear with these choices:

Start Race	Let rubber rule, Rocco! See Game Modes (pg 6) for details.
Best Times	See which player rules at Re-Volt.
Progress Table	View comprehensive game data, including tracks won and unlocked, cups won and Stunt Arena stars collected.
Options	Visit here first to set up Re-Volt the way you like it.
Track Editor	Create or edit previously saved custom tracks. See page 13 for details.
Quit	Exit Re-Volt and return to Windows.

OPTIONS

To set options, press ↑ or ↓ to highlight an option category, and Enter to go to that menu. On the menu, highlight an option and press ← or → to cycle settings. When done, press Esc to return to a previous menu.

GAME SETTINGS:

Number of Cars	Choose to play with 1-12 cars.
Number of Laps	Choose to race for 1-20 laps.
Random Cars	When ON, cars randomly selected by the computer.
Random Tracks	When ON, tracks are randomly selected by the computer.
Pick Ups	Choose to play with pick ups ON or OFF.
Speed Units	Choose to have the on screen speed display show MPH (miles per hour), Scaled (units are scaled to match car size) MPH, KPH (kilometers per hour), Scaled KPH or FPM (feet per minute).
Split Times	For Internet excitement, choose to use your own best Local time, or Download a best time file for Time Trial racing.
Reset Progress Table	Clear the current Progress Table.

VIDEO SETTINGS:

Video Device	By default, your Primary Display Driver is used. If you have more than one device, you can select which one you'd like to use.
Resolution	Set the game resolution.
Textures	Choose 16 or 24 bit textures.
Brightness	Set brightness to suit your monitor/taste.
Contrast	Set the contrast to suit your monitor/taste.
Render Settings	Depending on your computer, you may achieve faster game speed by adjusting the render settings.

AUDIO SETTINGS:

Music Volume	Set music volume from 0-100 (in increments of 10).
SFX Volume	Set sound effects volume (same set up as music volume).
SFX Test	Play over 42 sfx samples.
SFX Channels	Choose from 16 to 64 channels.

CONTROL SETTINGS:

Select Controller	Keyboard is the default. If you have other controllers plugged in (i.e., gamepads), you can toggle which you wish to use.
Configure Controller	Press Enter to bring up the configuration window. An action item will appear. Press the key or button control you wish to assign to that action/control. Continue until all controls or assigned. Press Esc to return to the Configure Controller menu.
Set Controls to Default	I know you know what this does, you know?

NOTE: Make sure your controller is active. To do so, check under Game Controller in the Control Panel folder.

THE FOLLOWING THREE OPTIONS ONLY RELATE TO ANALOG JOYSTICKS:

Steering Deadzone
The percentage of movement about the analog device's origin that does not cause any steering action. Useful values: 0-15%.

Steering Range
Use this to set the percentage of analog device movement which translates to full-lock on the cars. Useful values 50-100%.

Non-Linear Steering
Set ON or OFF. If 'On' the steering is less sensitive to small movements of the analog device; when 'Off' the steering is equally sensitive throughout the full range of the analog device movement.

DEFAULT CONTROLS

These are default Keyboard controls. You can configure controls to match your preferences (see Options/Controller Settings). Gamepad controls must be configured.

↑	Accelerate
↓	Decelerate/Reverse
← & →	Steering
Left Ctrl	Fire weapon
Home	Put car back on track
End	Flip car
1	Change camera view
2	Rear View P.I.P (picture-in-picture)
3	View Opponents P.I.P
4	Cycle opponents in P.I.P
Esc	Pause/Bring up in-game options

GAME MODES

ON YOUR MARK

The first step is selecting one of the amazing game modes. ***Junior R/C*** offers simplified driving for the younger/inexperienced player. ***Console*** racing is fast-paced with simplified collisions. ***Arcade*** is the default setting, and offers well-rounded R/C racing. ***Simulation*** is for those who insist on realism. After that, you may be asked to select your game type within that mode. Next, type in your player name. When your name is complete, press Enter. All set? Good.

GET SET

Now it's time to choose your car. To select your car, simply press ← or → to cycle through the available cars, then press Enter to select. Note that other cars will be "unlocked" as you progress through the game.

GO!

Okay, you've chosen a game mode, entered your name and chosen a car. In Championship mode, you can then select any available Cup track to race on, though to move on you must compete on the next track presented. In all other modes, however, you get to select the track of your choice. Do so by pressing ← or → to cycle through the available tracks, then pressing Enter to select it. NOW it's time to race!

SINGLE RACE

A single player can compete in a single race on the available courses and cars of his or her choice. A single race can be between 1 and 20 laps. At the end of a race, choose to race again or return to the main menu. Unlock extra cars by finishing first on all the tracks in any one class! See Multiplayer for details on the Mutliplayer Single Race.

TIME TRIAL

How fast is fast enough? Find out in Time Trial mode, where you compete to beat the challenge time around the track and unlock cool reversed, mirrored or reversed mirrored tracks to conquer! If you get the best time on the track, you'll be the new record holder.

CHAMPIONSHIP MODE

Championship Mode offers a career's worth of racing! You begin by trying to win the Bronze cup. If you master that, you continue on to the Silver, Gold and Special Cup series. When you win a cup, you open up new tracks and new cars! To progress from one race to another in a Championship you must finish in a top three position. If you fail to do this then you can try again, but you only get a maximum of three tries. When you finish a race, you are awarded Championship Points depending on your position. If you finish third or higher in all the races then you will get to the winners' podium. Only by finishing in the top position in the Championship Table can you unlock the next cup!

PRACTICE

Practice lets you try a variety of cars and tracks and master the idiosyncrasies of R/C controls without time limits, opponents or pick ups to distract you. Use practice to unlock new cars by collecting stars in the Bronze, Silver, Gold and Special Cup courses.

STUNT ARENA

The Stunt Arena is where you can show off all your R/C racing skills, and you'll need plenty of them to collect all 20 of the stars which are hidden about the arena. It won't be easy! You'll find that you need some of the faster cars to collect some of the stars, but don't despair: the game keeps track of your progress when you exit or re-enter the Stunt Arena, so keep at it until you grab all 20 stars. Once you do, you'll unlock the very special secret that only the elite racers enjoy!

MULTI-PLAYER

HOSTING A MULTI-PLAYER SESSION



To host a multi-player Re-Volt game, you first must set the following:

Connection type:

- **IPX Connection:** Select this to play over a Local Area Network (LAN)
- **Internet TCP/IP Connection:** Select this to play over the Internet. Doing so activates the Host Computer option.
- **Modem Connection:** Select this to connect directly to your friend's modem by dialing the number.

Host Computer: When Internet TCP/IP is selected, this option is turned on. You can then input your static or dynamically allocated IP address.

Packet Optimization: The size of data packets will be optimized to match Latency or Bandwidth.

DirectPlay Protocol: By default (YES)—Windows uses DirectPlay to make connections.

As host, you decide which type of game you wish to play. Select Start Game and press Enter. You will see two choices:

Single Race: Begin a single race.
Battle Tag: Begin a game of Battle Tag.

JOINING A MULTI-PLAYER SESSION

Select Join Game to join an already established game (hosted by some one else). You will then go to the lobby screen, which displays the current Host IP address, the selected Track, the type of Game in progress, and the game Status. Press the Spacebar to refresh the game and player list.

SINGLE RACE

Much like the single player version, Multiplayer Single Race mode allows up to 12 players to compete in a single race over a selected number of laps (player 1 chooses).

BATTLE TAG

What have we here? Battle arenas where the fastest and fittest triumph over the clumsy and clueless! On special tracks designed for maximum fun action! Up to 12 players can compete in a Battle Tag, over a LAN or the Internet. The game itself is easy to understand. Each competitor has a clock with two minutes displayed on it. At the start of the battle, each competitor must drive around the arena looking for the hidden star pick up. Whoever collects it becomes 'it' and their clock starts counting down.

Now every other competitor must try to tag the 'it' car. On contact with another car, the clock stops ticking down and the clock of the car that has become 'it' begins to count down.

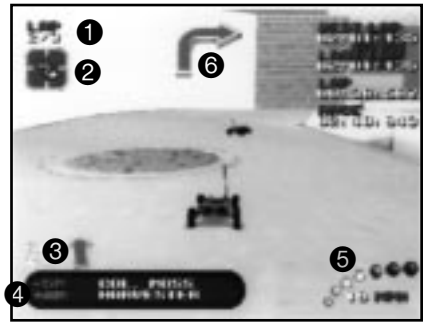
The winner is whoever gets their clock to count down to zero first, but the match continues until there is just one car left—the undisputed loser!

Once you've selected your game type, it's time to enter a player name, select a car (if Random Car option is set OFF), then get on down to the starting line!

BASICS

THE SCREEN

Views You can change camera views at any time to get the view that's most comfortable for you. Press F1 to toggle through 3 camera views: In-car Cam, Follow Cam and Chase Cam.
Instant Replay Say, that was a grand explosion going around that turn, eh? If you'd like to relive the thrills, press Q at the end of a race to bring up the Pause screen, then select Replay. Once in Replay mode, press Page Up or Page Down to cycle through all the cars racing.



1 — Lap Counter
2 — Current Pick Up
3 — Place in Race
4 — Distance From Nearest Opponent
5 — Speedometer
6 — Directional Arrow!

CARS

RATINGS You begin the game with a selection of ROOKIE cars. AMATEUR, ADVANCED, SEMI-PRO, and PRO cars are unlocked as the game progresses, when cups are won and various other tasks are completed.

CLASS There are two classes of vehicle: Electric class, powered by batteries, and Glow class, powered by gas engines.

Each car has various parameters which are related to the way they handle:

SPEED The top speed the vehicle can achieve. Note that top speed can be temporarily increased by using a Turbo pick-up.

ACCELERATION How quickly the vehicle can reach its top speed from a standstill.

WEIGHT The weight of the car (measured in kilograms) usually has a bearing on the vehicle's acceleration and grip.

TRANSMISSION Vehicles in Re-Volt can be four wheel drive, front wheel drive or rear wheel drive.

TO SELECT A CAR:

- Press ← or → to toggle through the available cars. Take time to view each car's characteristics.
- Press Enter to select a car. Press Esc to cancel your selection. When you've selected your car, press Enter again.

SELECTING COURSES

TRACK TYPES

There are two types of tracks: ***Race tracks*** and ***Battle tracks*** (Battle Tag only). The tracks available depend on your racing skill. You begin with a certain number of tracks, and unlock additional ones by finishing no lower than third place in Championship mode.
Special tracks: When certain tasks are accomplish in Re-Volt, mirrored (everything is opposite), reversed (the track begins where it used to end) and reversed-mirrored (opposite and backwards) tracks are available for extra challenge. To select a reversed or mirrored track once it's unlocked, press ↑ or ↓ when you have the track you want to reverse or mirror selected.

ENVIRONMENTS

GENERAL In most environments, you're not limited to staying on the tracks - you can drive anywhere you dare to! Sometimes this will cut seconds off your race time, but at other times, it will lead you to catastrophe. You've got to explore your worlds to conquer them! Most environments have a number of different tracks and areas to master. In Championship mode, you race on tracks from different environments in the order in which they are presented.

Here are some of the great areas you can compete in!

TOY WORLD

At night, the toys take over Toy World in a lightning-fast race. You'll be driving over synth keyboards, blocks, beach balls—all over the store, you'll find fun an amazing array of distractions, so keep your eyes open and your fingers ready for anything!



MUSEUM

Sure, museums can be a great big yawn, but boy those marble floors would be perfect to race on, right? That's what the escaped Re-Volt cars say! And they're ready to rip-roar through the night and shake the must and dust of yesteryear, including mighty dinosaurs, Egyptian artifacts—even stuff from outer space! There are plenty of hazards about for an R/C car, too. Escalators and janitor's buckets are just two of the dangers...



NEIGHBORHOOD

It's a beautiful day in the neighborhood, alright—beautiful for R/C racing! No lawn is immune from wily racers, no pavement likely to remain unmarred by the skid marks of frantic racers enjoying a wonderful day in suburbia! Of course, humans leave all kinds of objects and obstacles around, so be prepared for quick moves and strange goings on!



SUPERMARKET

The excitement continues as night falls on suburbia. A supermarket is a dandy spot to hold a race! Miles of aisles and plenty of natural obstacles like bottles, crates, automatic doors, shopping carts—even the produce section provides plenty of Vitamin R to build strong racing skills 12 ways! Even if you hate shopping, you'll love racing through this market!



BOTANICAL GARDENS

Ah, the scent of lilies, roses and lightweight motor oil! A more beautiful setting for the Fleur de Lis Grand Prix can hardly be imagined. The Calla lilies are in bloom, and so is bumping, bouncing racing action as the pebbles and petals fly!



GHOST TOWN

The road to dusty doom is right this way, pard! When the tumbleweeds are a-tumblin' best be ready for some ranch-style racing that'll curl your whiskers as you rev into 4WD action that's more fun than a goldstrike! Watch out for varmints and natural wonders that can cause you a peck o' trouble and you just might come out a winner!



PICK UPS

If you're playing with pick ups ON (you can turn them OFF under Game Setting Options), you're in for extra thrills and challenges. Winning is all that matters, even if it means bending the rules a little. The pick ups that can be found around the environments in Re-Volt give the cars the opportunity to create some serious havoc to the other racers. Just take a look!



Pick ups take the shape of a red and yellow spinning lightning bolt. Drive over the lightning bolt to collect a pick up. Once collected, all the available pick ups cycle around in the top-left corner of the screen until finally stopping randomly on the active weapon. Note that you can carry only one pick up at a time; you must use it before you will be able to pick up another one.

THERE ARE 10 DIFFERENT TYPES OF PICK UPS AVAILABLE IN THE GAME.

All pick ups are activated by the player (Left Ctrl key by default), except for the bomb (see below) which is activated instantly when collected.



Shockwave - A blue ball of electricity shoots from the front of the car, sending any cars in its path flipping into the air.



Firework - Fires a single rocket with limited homing capabilities ahead of the car, continuing until it hits a wall or an opponent.



Firework Pack - A pack of three rockets, individually working as above.



Electro Pulse - An electric current hums over the car. When another car is in close proximity, a bolt connects the two and the victim's power is temporarily cut.



Bomb - When the bomb is collected, the car's antenna starts fizzing down like a fuse, and the body of the vehicle turns black. When the fuse reaches the bottom, the car blows up! If another car is touched before the fuse burns down, the bomb is transferred.



Oil Slick - A pool of oil is dropped on the floor directly behind the car. Each tire that is driven through this pool of oil temporarily loses traction.



Water Balloon (pack of 3) - A water filled balloon is hurled from the car. On impact with the floor (or opponent) it bursts, affecting the grip of all vehicles in the immediate vicinity.



Ball Bearing - An extremely heavy ball bearing is dropped from the rear of the car, knocking anything in its path out the way.



Clone Pick Up - When the clone pick up is activated, a lightning bolt identical to a regular pick up is dropped on the floor. If any other drivers are deceived and try to collect the clone pick up, they will soon learn the error of their ways—it explodes on contact!



Turbo Battery - When activated, this briefly increases the car's top speed by 10%.



Secret Star/Global Pulse - These secret stars are hidden on each track in Practice mode and also in the Stunt Arena. When collected, special things are unlocked in the game. In other race modes, the secret star works as the Global Pulse weapon. When activated, the Global Pulse briefly robs all other cars of power, making it a dandy catch-up device. When they are collected special things are unlocked in the game.

THE TRACK EDITOR

Here's something special for you to toy with: a track editor, where you can construct your own custom tracks from over 50 pieces, save them, then import them into Single Race, Time Trial or Practice modes. After selecting Track Editor, select New Track to create a track from scratch, or Load Track to load in a previously saved track to edit or race on. Note that Re-Volt comes with a few pre-built tracks.

NORMAL MODE (PLACING MODULES)

↑, ↓, ←, →	Move cursor
Enter	Place module
Page Up, Page Down	Raise or lower cursor module
NumPad +/-	Rotate viewpoint 90° clockwise/counterclockwise
Spacebar	Rotates the module on the track
Del	Erase module under cursor
P	Pick up copy of module under cursor
Z/X	Next/previous variant of cursor module
Enter	Show/Hide menu
1	Help Menu
T	Toggle texture

MENU MODE

↑/↓	Move highlight
Esc	Cancel menu
Enter	Select menu item

TRACK EDITOR MENU

Press Enter to bring up the Track Editor Menu (pressing Enter again will hide the menu/return you to the placement function). Scroll up or down to highlight an edit mode and press Enter to select it. The menu will then display the options for the selected mode.

The Track Editor Menu features these items:
Modules: This menu shows a variety of track units that can be placed on the grid.
Placing units: Press ↑ or ↓ to scroll to the desired unit. Some units come in either wood or carpet, indicated by an icon next to the unit name. Press the T to toggle between the two surfaces. Press Enter. The menu will recede and the selected unit will appear on the grid at the currently active square.

- Adjust the orientation of the unit by pressing Spacebar.
- Adjust the height of the unit by pressing Page Up or Page Down.
- Adjust the rise or dip of a unit by pressing Z or X keys.
- Rotate the map by pressing the + or - key.

The last unit selected remains the active unit, so you can place another identical unit by simply pressing Enter. Use the **DIRECTIONAL ARROWS** to select the square you wish to place the unit on. To place a new (different) unit, return to the Unit menu and select and place as described above. Continue until you have created a valid track you are happy with. You can then export or save your track. A valid track is an unbroken one with smooth joins and one starting unit. Though it is possible to Save an invalid track for later editing, when exporting, your track must be valid, and you will be warned if your track is invalid.

Pickups: Selecting this item will return you to the Track Editor screen where you can place a pickup over any track unit. You will see two lines, one white vertical and one white horizontal. A random pickup will be placed at the intersection of the two lines when you press Enter. Press ↑ or ↓ to position the horizontal line and ← or → to position the vertical line.

Adjust: You can adjust the overall position and resize the grid area of the current created track.

Resize Grid: Press the **DIRECTIONAL ARROWS** to expand or contract the grid area in any direction.

Reposition Track: Hold the Shift key while pressing a **DIRECTIONAL ARROW** to reposition the track on the grid.

Press Enter to return to the Track Editor unit placement screen.
Note: Press Del to clear the current track.

Save/Naming your track: After selecting Save, the name input window will appear. You can type in a name or highlight a character and press Enter to input it. To delete a character, press ←Backspace or highlight the back arrow and press Enter. When you're satisfied with your track name, press Enter. The track will be saved.

New: Selecting New will clear the current unsaved track and allow you to start a new one. You will be asked to confirm that you wish to do so.

Export: You can export your track for use in other game modes. You do not have to save a track in order to export it, but it is recommended, as you will lose your track data if you exit the game from another mode without first saving it.
Troubleshooting: If your track is not valid, a warning will appear. Pressing Enter will take you to the *last* valid unit, which will be flashing. This means that the *next unit in order is invalid* and must be adjusted or replaced with a valid unit. Continue to place/adjust units correctly until you have created a valid track.

Some reasons for an invalid track warning: You're missing a Start Grid, a unit is too high or low, is facing the wrong way or otherwise doesn't make for a smooth join. Try using the Shift key to re-orient the unit, or try Page Up or Page Down or the Z or X key to adjust the height, etc. Try your export again. If this fails, you need to place a different unit in that space. An exported track is now available to race on.

Load: Load a previously saved track. To do so, scroll to the desired track and press Enter. The selected track will load. You can now edit this track. To race on a saved track, you must access it from the Main Menu.

Quit: Leave the track editor and return to the Main Menu. You will be prompted to save your data. If you choose not to, any unsaved changes will be lost.

HINTS AND TIPS

• Choose your driving line carefully. Following the racing line can knock seconds of your lap time. Examine the replays and watch the Computer cars to learn from your mistakes.
• Make use of the time-trial and practice modes to learn the layout of the tracks.
• When tackling a corner, "Brake in; Power out". (i.e., slow down before the corner in a straight line and accelerate through it).
• To send the car into a power slide, tap decelerate to set the car sliding and turn the wheels in the direction you wish to turn. Then accelerate through the slide, keeping your wheels pointing in the desired direction of travel.
(Note: This is a tricky manoeuvre whose difficulty depends drastically on the handling characteristics of your chosen car).
• Allow plenty of time to line up for jumps. The straighter you take the jump, the better your chances of landing it correctly. Which leads on to...
• When landing from a jump, keep your front wheels aligned with the direction of travel until all four wheels have made contact with the floor. This will increase your chance of successfully navigating the larger jumps without spinning out.
• When you have mastered safe jumping and power-sliding, try taking jumps and landing in a powerslide. This one really impresses!
• Remember: the more time you spend in the air, the less time your engine has to keep you up to speed. Often the longer, but flatter routes are quicker than the shorter routes which require you to navigate a series of jumps.
• Corners on hills can be tricky (particularly when going downhill). Choose a driving line that is as straight as possible and avoid any hard-cornering manoeuvres.
• Weapons (which can be switched off) can be particularly handy. Some can be used to help you gain the lead and others will help you maintain it, but be careful - the more cunning R/C's have already figured this out for themselves...

Special thanks to Chris Caulfield for these R/C insights.

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