

ENGLISH

# DOWNTOWN RUN



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### Minimum System Requirements:

Operating System: Windows ME/98/XP/2000 128 MB RAM  
Processor: 500 MHz Intel Pentium III, Celeron or AMD Athlon  
8x CD/DVD-ROM Drive  
1GB free hard disk space  
Windows Swapfile  
DirectX 8.1 (included)  
32MB Direct3D Compatible video card with DirectX8.1 compatible drivers  
DirectX 8.1 compatible sound card  
Keyboard, Mouse

## WHAT COMES WITH THIS GAME?

Your game box contains this user manual and one Downtown Run PC Disk. This user manual explains how to play and contains important information about menus, game modes, power-ups and the reward system.

## GETTING STARTED

In order to play Downtown Run, Downtown Run PC disk must be in the CD-ROM Unit

## PLAYING DOWNTOWN RUN

Shortly after you start the game, the Profile page appears. You can choose and edit a new profile, load an existing profile, or delete a profile. The profiles you save during the game will be independent of each other. Once you delete a profile, all the data from that profile will be lost. The nicknames are restricted to 8 characters. The nickname you enter in the slot will be visible on the car's license plate in the game.

After entering your nickname, the MAIN MENU appears.

## MAIN MENU

Here you can choose your game mode and game options.

Button descriptions:

**Single Player** – to access various single player game modes

**Multiplayer** – to access Split game mode

**Rules** – detailed description of power-ups and game modes

**Setup** – to customize VIDEO, SOUND and CONTROLS options

**Credits** – view credits page

**Quit** – exit the game

## GAME SCREEN

Shortly after the game has started, the game screen appears. Here you can see all the information about power-ups, prestige and car status.

Here is the game screen along with a description of its parts:



### A – Time Info

This area contains information about:

- Your Current Position in race
- Your Current Time
- Your Best Time

### B – Active power-up

You can collect the power-ups that are placed in specific parts of the tracks. When you activate them, the effect may be instantaneous in some cases: (e.g. when you place a trap on the track), or last a short period of time (e.g. when you activate a shield on the car).

#### Power-ups available:

There are two types of power-ups: « enhancing power-ups » and « offensive power-ups »

#### Enhancing Power-ups

- High Grip
- King of the Road
- All in Wonder
- Invulnerability
- Repair

#### Offensive Power-ups

- Instant Penalty
- Instant Spin
- Inverted controls
- Oil Slick
- Nails
- Blast
- Chip buster

## Power-ups Functionality

- All power-ups re-spawn after a short period of time.
- On each track there are power-up sectors (every 400 m) with 4 power-ups of the same type per sector, arranged in a straight line crossing the road (the random system selects from the 12 available power-ups).
- The power-up sectors are fixed, but the power-ups included re-spawn randomly (different power-ups re-spawn randomly each time you will pass through the sector).

## Using Power-ups

You can collect only one power-up at a time.

- You can use the collected power-up with the key you selected under the Controls option

## Power-ups description

### Enhancing power-ups :



#### High grip

boosts the car's grip.



#### King of the road

boosts the car's speed.



#### All in wonder

boosts the car's grip and speed.



#### Invulnerability

your car is immune to all offensive power-ups and all collisions with opponents or with the environment.



#### Repair

restores car's life bar.

## Offensive power-ups :



#### Instant penalty

lowers the car's grip and handling for a short period of time. The affected car has poor steering and soft suspension. This trap remains active until a car hits it.



#### Oil slick

oil is spread on the track and anyone passing through it loses control of their car. The slick remains on the track until a car hits it.



#### Nails

a trail of nails is spread on the road and the car may react depending on which wheel is hit by nails.



#### Chip Buster

a high-tech device that shuts down the opponent's engine. How it works

- Once dropped on the track it will be active for a given period. It emits a beam of light intermittently across the road.
- Any car engine passing through the beam while active will shut down for a few seconds.



#### Inverted Controls

the steering is inversed between left and right



#### Blast

a circular blast of force originating from your car will stop any car in its radius. Instant effect



#### Instant spin

the affected player will instantly spin

## C – Total amount of “Prestige”

Your **Prestige** represents the status or reputation you achieve through successful driving. Higher Prestige allows you to access more powerful cars – of which there are plenty! And the higher your **Prestige** score, the more powerful the cars you can access. So this is really something to fight for: **Prestige!** It’s the power to influence and impress. It’s the reward you get for high-performance driving.

Good performance depends on:

- Driving style
- Successful use of power-ups

### DRIVING STYLE REWARDS

The game will reward you with **Prestige** points for:

- Taking bends using the handbrake at high speed

Taking hairpin bends by sliding the car (longer slide – more **Prestige**)

- Continuing to drive on two wheels after taking a hard bend

You will not be rewarded with **Prestige** points if you’re hit by a power-up or if you collide with an object, an opponent’s car or parapets under specific driving-style conditions (e.g. if you take a hairpin bend using the handbrake and hit a parapet, you will not gain points)

NOTE: When you drive on two wheels, you still gain points even if you hit an obstacle. (It’s tough to drive on two wheels, and if you can do it, you deserve to be rewarded!)

### SUCCESSFUL USE OF OFFENSIVE POWER-UPS REWARDS

You earn Prestige when an offensive power-up affects an opponent. You receive a confirmation message when you succeed in hitting an opponent.

### POWER-UPS PENALTYS

You lose **Prestige** when an offensive power-up affects you (regardless of whether it’s your own power-up or not).

You also lose **Prestige** when you abandon a race

## D – Next available power-up

You can have a power-up available on your inventory as soon as the current power-up ceases to take effect. So you’ll always have an offensive or enhancing power-up available at any time. Of course, you have to collect it in order to use it...

## E – Lap info

In the bottom left-hand corner of the screen, there is a graphic representation of the laps. At the start of a race, the bar is light in color in front of the lead car. When the lead car enters the second lap, the color darkens. The lap color alternates whenever the lead car enters a new lap.

Below the lap bar, you can see the current lap number and the number of remaining laps.

## F – Car info

In the bottom right-hand corner of the screen, the following information is provided:

- Current gear
- Current car speed
- Your car’s life bar. When your car is in perfect condition, the background is green; with average damage, the background is orange; with 85% damage, the background flashes red. Your bar is only restored when you activate a repair power-up.

## DOWNTOWN RUN PC DEFAULT CONFIGURATION

Left arrow	Steer left
Right arrow	Steer right
Up arrow	Accelerate
Down arrow	Brake/Reverse
C	TV camera
P	Start/Pause
F1	Help
F2	Change camera views
A	Handbrake
S	Use Power-up
X	Rear view
R	Repositioning
F10	End Race

# GAME MODES

## Single Player Game Modes:

Quick Race  
Count Down  
Championship  
Time Attack

## Special Game Modes:

Last Man Standing  
Sudden Death  
Chase

## Extra Game Modes:

Bet Races

## NORMAL GAME MODES

**Quick race** – basic game mode, classic race with all options (power-ups, all unlocked tracks, **Prestige** reward for winning race)

**Count Down** (no power-up restrictions, opponents available) You should reach in a given time the next checkpoint. You gain extra time and Prestige points if the checkpoint is reached.

**Championship** (no power-up restrictions, opponents available, you unlock new tracks only in this game mode)

**Time Attack** (power-up restrictions, ghost opponent). You race against your best ghost.

## SPECIAL GAME MODES

**Last Man Standing** – no repair options, no invulnerability power-up, the survivor wins the game (allows to win the race by inflicting maximum damage on your opponent)

**Chase** – you have a head start and your opponent (a police car) must catch you within a given number of laps

- The Police car is a normal AI vehicle, which can only use enhancing power-ups.
- No power-up restriction if you are the hunted
- If the police car reaches and overtakes you a threat gauge starts to increase in the top left-hand corner of the screen as long as the police will remains in front of your vehicle. If the **threat gauge** reaches the maximum on the red scale, you'll be busted.

You will win if:

- You finish the race (after a predetermined number of laps)
- You inflict 100 % damage on police car during the chase. (In Chase mode, the player can also earn **Prestige** points for driving style)

You may choose to be the police car or the car they are chasing. ~

As police you should keep the chased car under 80km/h.

**Sudden Death** – you must drive safe (too much damage will take you out of the race) on a given track in a given number of laps

In this game mode you shouldn't collide with environment, cars and offensive power-ups. No repair and invulnerability power-ups.

You can earn **Prestige** points for:

- Successfully finishing the race
- Driving style
- Finishing in first place
- The best time

Penalty:

- If you lose the race
- If you're affected by a power-up

## EXTRA GAME MODES

**Bet Race** – during the race, an AI opponent may challenge you to a special race for a large number of **Prestige** points and with agreed rules.

The **Bet Race** is initially locked (It becomes available once you reach a certain score in **Prestige** points)



## Audi S3

**Engine type:** straight-4 engine  
**Displacement:** 1,781 cc  
**Horsepower:** 225 hp at 5,900 rpm  
**Max. Speed:** 235 km/h



## VW Beetle

**Engine type:** straight-4 engine  
**Displacement:** 1,781 cc  
**Horsepower:** 150 hp at 5,800 rpm  
**Max. Speed:** 199 km/h



## Peugeot 206 cc

**Engine type:** straight-4 engine  
**Displacement:** 1,997 cc  
**Horsepower:** 137 hp at 6,000 rpm  
**Max. Speed:** 205 km/h



## Peugeot 307

**Engine type:** straight-4 engine  
**Displacement:** 1,997 cc  
**Horsepower:** 138 hp at 6,000 rpm  
**Max. Speed:** 196 km/h



## Peugeot 406 Coupe

**Engine type:** V6  
**Displacement:** 2,946 cc  
**Horsepower:** 210 hp at 6,000 rpm  
**Max. Speed:** 240 km/h



## Renault Clio V6

**Engine type:** V6  
**Displacement:** 2,946 cc  
**Horsepower:** 230 hp at 6,000 rpm  
**Max. Speed:** 233 km/h



## Saab 9.3 Convertible

**Engine type:** straight-4 engine  
**Displacement:** 1,985 cc  
**Horsepower:** 205 hp at 5,500 rpm  
**Max. Speed:** 235 km/h



## Mitsubishi Lancer EVOLUTION6

**Engine type:** straight-4 engine  
**Displacement:** 1,997 cc  
**Horsepower:** 280 hp at 6,500 rpm  
**Max. Speed:** 241 km/h



## Mitsubishi Lancer EVOLUTION7

**Engine type:** straight-4 engine  
**Displacement:** 1,997 cc  
**Horsepower:** 280 hp at 6,500 rpm  
**Max. Speed:** 238 km/h



## MG TF XPower 500

**Engine type:** straight-4 engine  
**Displacement:** 2.0-litre aluminium alloy block & head  
**Horsepower:** 500 hp at 7,000 rpm  
**Max. Speed:** 257 km/h



### **MG ZT XPower 500**

**Engine type:** V8

**Displacement:** 4.6-litre V8 aluminium alloy block & heads

**Horsepower:** 500 hp at 7,000 rpm

**Max. Speed:** 305 km/h



### **Audi TT**

**Engine type:** straight-4 engine

**Displacement:** 1,781 cc

**Horsepower:** 225 hp at 5,900 rpm

**Max. Speed:** 243 km/h

## **WARRANTY**

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- The brand and speed of the processor
- How much RAM you have
- The version number of windows you are using (if you aren't sure, right-click on the my computer icon on your desktop and select 'properties')
- The manufacturer name and model number of your video card, modem, and sound card.

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If you have a specific problem that is not addressed on our site, you can send your question to us via e-mail at: [techsupport@ubisoft.co.uk](mailto:techsupport@ubisoft.co.uk).

Please be as specific as you can be about the problem you are experiencing.

## Other Support Options

You can also contact Ubi Soft Technical Support by phone and fax. When you call, please be as specific as you can be about the problem you are experiencing.

Ubi Soft Technical Support: 0870 739 7670  
Hours: Monday To Friday 8.00am – 11.00pm GMT  
Ubi Soft Hintline: 0906 906 0200

Mailing Address: Ubi Soft Entertainment Ltd.  
Chantrey Court,  
Minorca Road,  
Weybridge,  
SURREY. KT13 8DU.



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