

# AeroRally manual

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## Introduction

It is the year 2162. You are a rally pilot and your goal is to beat the fastest times on the different rally tracks, in order to finally put your name in the Hall Of Champions. Rallies in 2162 are no longer raced in conventional cars, but in the new flying vehicles of the 22<sup>nd</sup> century. A number of tunnel-based race-tracks have been built both on earth and in other places in the solar system to host the so-called AeroRally events, where rally pilots race on a single-start basis and compete against each other's best times. Rallies are always open for one particular type of vehicle only, so that the rallies are a competition among pilot's skills rather than vehicle performance.

## System Requirements

Processor	Intel Pentium 4, 1.5 GHz or better
Graphics card	GeForce 6600, 7600, 8400 or faster
RAM	256 MB
Hard Drive	55 MB

## Controls

Menu controls	
Up Arrow	Navigate upwards in the menu
Down Arrow	Navigate downwards in the menu
Left Arrow	Previous event / vehicle (in vehicle and race track selection menus)
Right Arrow	Next event / vehicle (in vehicle and race track selection menus)
Enter	Select current menu item / vehicle / track.
ESC	Go back to previous menu
In game controls <sup>1</sup>	
W	Accelerate
S	Brake
Mouse	Control your orientation
ESC	Pause game and bring up menu.

## Creating a new profile

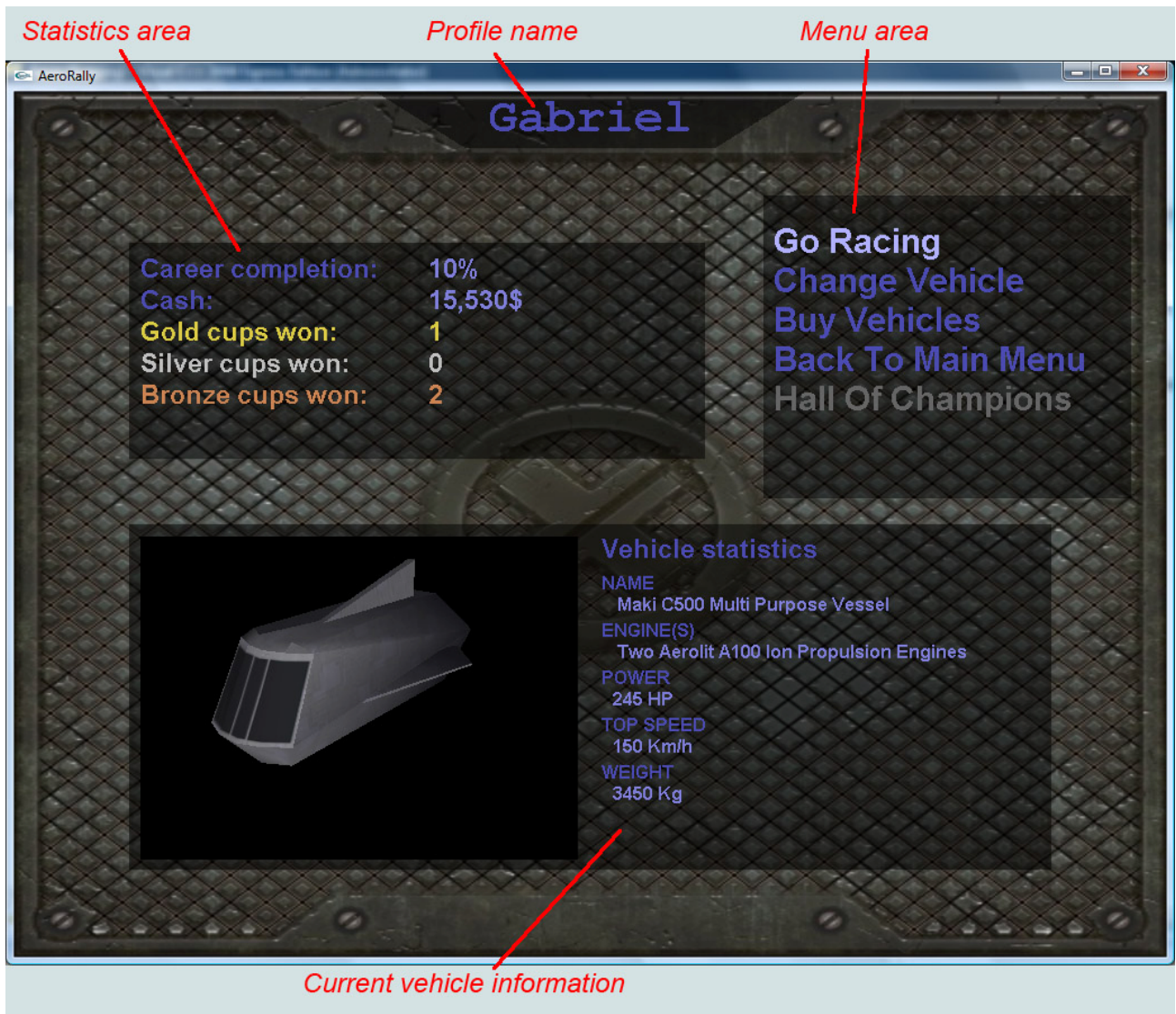
When you start AeroRally for the first time, you'll need to create yourself a profile in order to start playing. From the main menu choose "New Profile". You'll need to give your new profile a name – for example your own name. After that, you are ready to play AeroRally!

## The Profile Menu

The profile menu is brought up after you have created a new profile, or whenever you load a profile using "Load profile" from the main menu. The profile menu consists of four parts as illustrated below.

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<sup>1</sup> Note that the in game controls are configurable. The controls listed here are the default controls – to see what the current control configuration looks like, go to the main menu select "Options" and then "Controls".



The statistics area displays your current career status and your available funds for purchasing new vehicles.

At the bottom of the profile menu you'll find details about your currently selected vehicle. This vehicle is the vehicle that you'll use when entering events; so to participate in an event requiring a particular vehicle you must ensure that this vehicle is your selected vehicle.

Unless you have completed the game and won gold in all events, there will be four menu options available to you (the "Hall Of Champions menu item being disabled). The first menu option takes you to the event selection menu, where you can choose a rally event to enter. Note that when you select "Go Racing" you will be going racing with your currently selected vehicle. The second menu item allows you to change the currently selected vehicle. In the beginning you'll only own a single vehicle so this menu item will be disabled in the beginning. Once you have bought additional vehicles, you'll be able to choose among the vehicles in your possession by choosing "Change Vehicle". The "Buy Vehicle" option takes you to the vehicle purchase menu, where you will be able to purchase new vehicles if you have sufficient funds.

## The Event Selection Menu

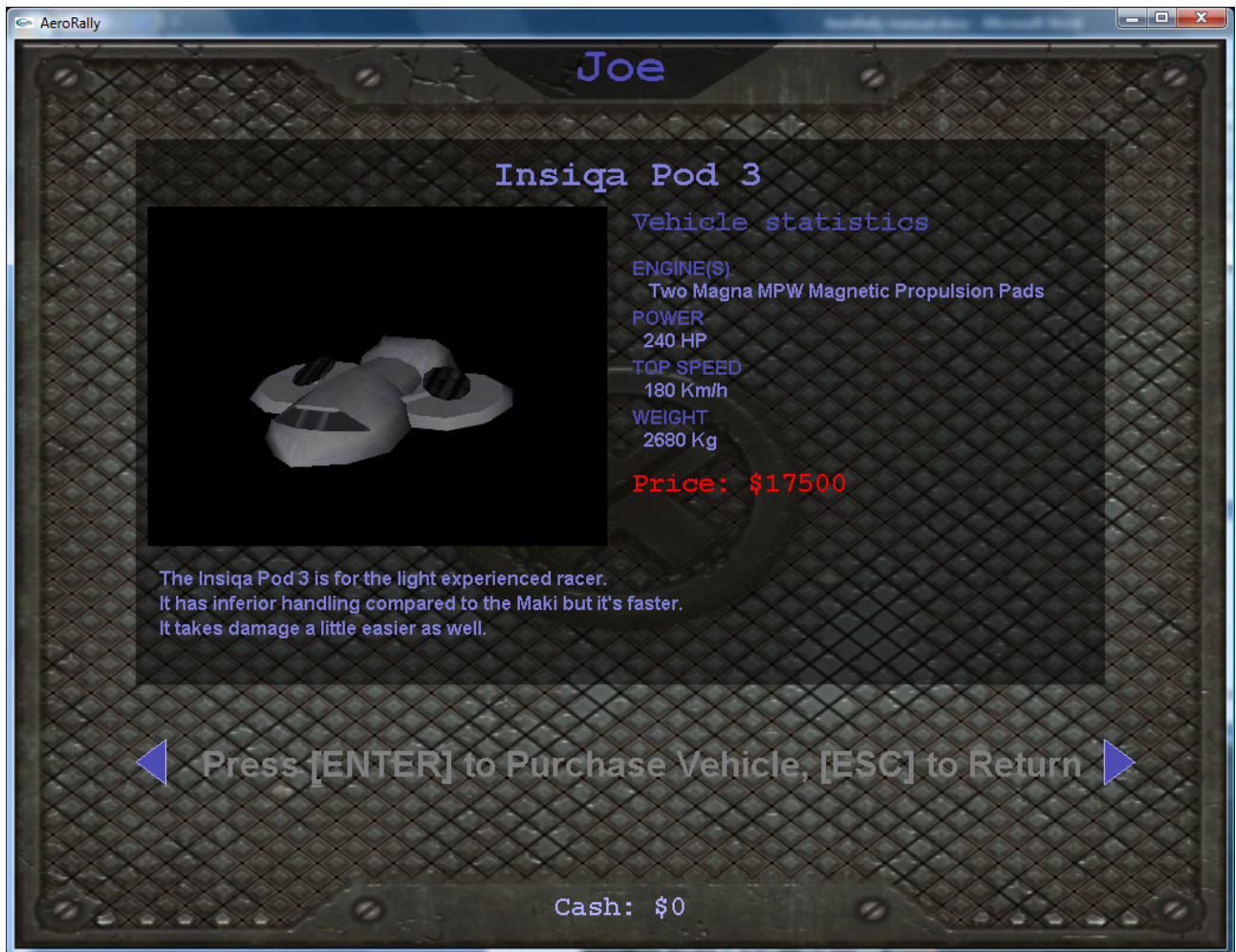
When you select “Go Racing” from the profile menu, you’ll be taken to the event selection menu. From here you may choose between the 24 available rally events in AeroRally. For each rally you’ll be able to see how fast you need to be to win a cup, and also how much cash you’ll win by being awarded one of the three cups. You’ll also be able to see if you have already won a cup in the race. You can navigate between the 24 rally events using the left and right arrowkeys, as described in the section Menu controls. Notice that your currently selected vehicle is shown in text at the bottom of the screen.



## The Vehicle Purchase Menu

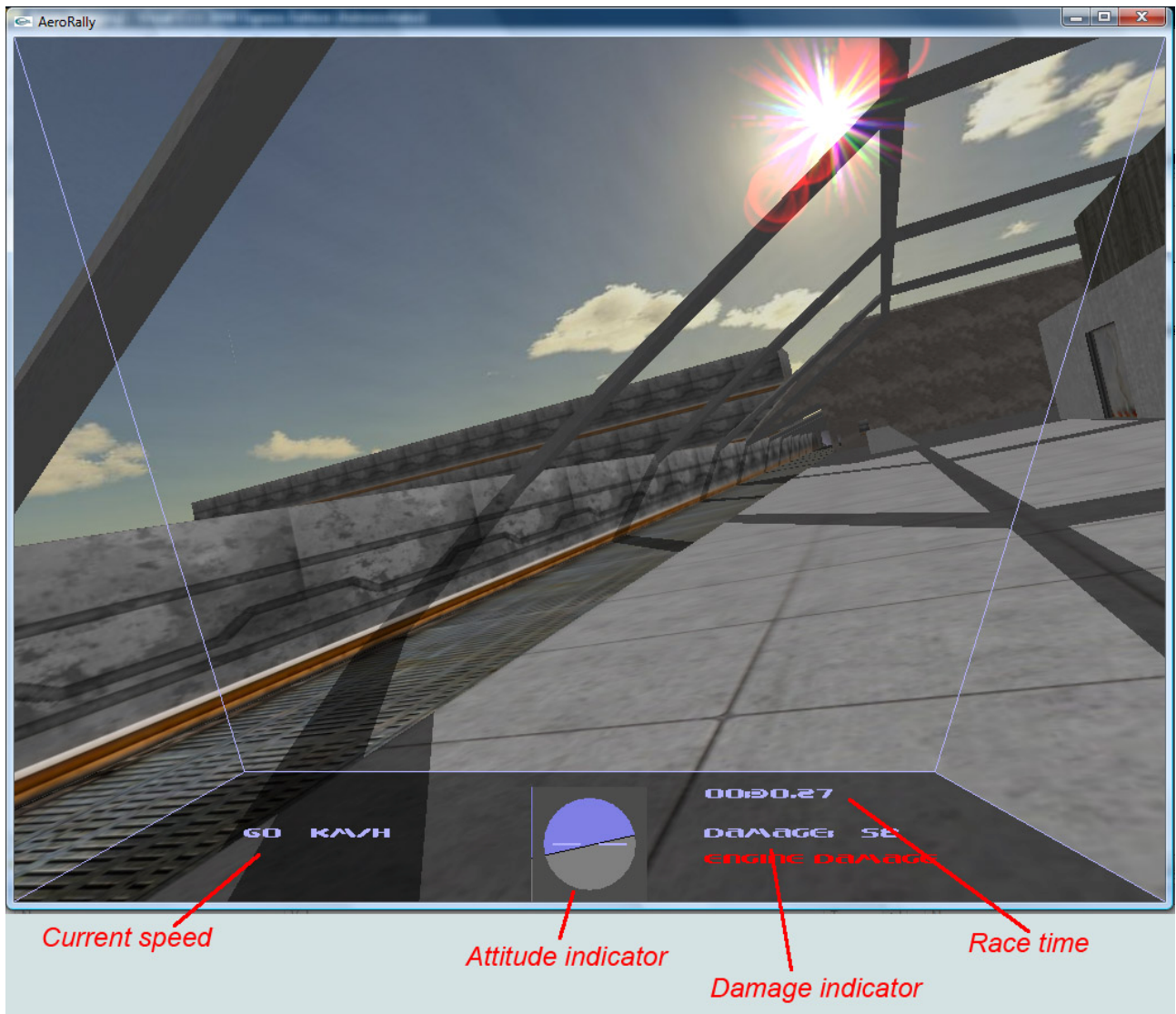
The vehicle purchase menu is accessed from the Profile Menu by choosing “Buy Vehicles”. You can navigate among the four available vehicles using the left and right arrowkeys, as described in the section Menu controls. Each vehicle will have a price tag which will be written in red font if you have insufficient funds to purchase it and in green font if you have sufficient funds to purchase it. A short description and some relevant statistics about the vehicle are also displayed.





## HUD Overview

This section gives you an overview of the instruments that you have available in your vehicle. The placement and appearance of each instrument varies from vehicle to vehicle, but you'll always have four different instruments; a speedometer, an attitude indicator, a damage indicator and a racing timer. The speedometer shows your current speed. The attitude indicator shows your current orientation relative to the horizon (the horizon is the black line separating the blue and gray areas. The blue area represents the sky and the gray area represents the ground). The damage indicator shows you how much damage your vehicle has sustained. If you sustain more than 50 damage, then your engines will start to get affected by it – this will be indicated by a special warning (the red text "Engine Damage" in the figure below). The race time indicator shows you, how much time has elapsed since the start of the event.



## Completing an event

The start and end of each event is marked by glowing green goalposts. You must pass between the goalposts in order to complete an event. Once you complete an event you will be shown the race completion information screen (see figure below) which gives you statistics about your time compared to your personal best time in the event. It will also show you if you have been awarded a cup with your current time. The amount of cash you win will be displayed in case you have qualified yourself for a cup. However, if you have damaged your vehicle during the event, the cost of repairing it will be subtracted from your reward! The more damage you have taken, the higher the cost of repairs will be. Also, some vehicles are more pricy to repair than others – so it always pays off to try and take as little damage as possible during each event!



## Completing the game

To complete the game and unlock the “Hall Of Champions” menu item from within your profile menu, you must be awarded the gold cup for each of the 24 rally events! Good luck!

## Credits

Concept and design	Gabriel Siegel
Lead programmer	Gabriel Siegel
Engine programming	Gabriel Siegel
Graphics programming	Gabriel Siegel
Audio programming	Gabriel Siegel
Scripting	Gabriel Siegel
3D art director	Gabriel Siegel

Track designer	Gabriel Siegel
Vehicle designer	Gabriel Siegel
Interface designer	Gabriel Siegel
Animation director	Gabriel Siegel
Producer	Gabriel Siegel
Testing	Gabriel Siegel