



AMIGA RACER

THE ULTIMATE RETRO CHALLENGE





GAMES

AmigaTec Inc.

PRESENTS



THE ULTIMATE RETRO CHALLENGE
incorporating

ARCS

programmed by
Michael St. Neitzel

The Making of Amiga Racer

Back in the 90's the best thing about being an Commodore Amiga owner was the fact being able to show off the Lotus trilogy to your jealous friends and family members.

More to come here...

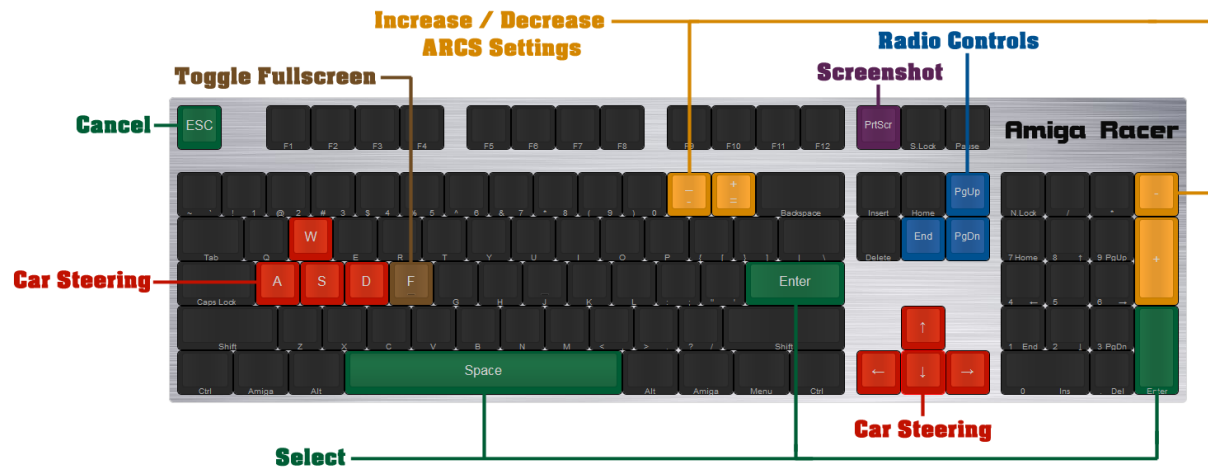
Registering Amiga Racer for additional features

In order to support the ongoing game development you can register your copy of Amiga Racer by donating with Paypal at www.AmigaTec.com. After donation you will receive your very own personalized keyfile that displays your name within the game and unlocks additional features. We're not asking for a specific amount and the extra features are not bound to a specific amount.

Some of the benefits include:

Access ARCS – The Amiga Racer Construction System – to drive customized tracks
Select and drive all available cars and make suggestions for new cars
Drive against other players with the upcoming Multi-Player-Feature over Internet
Become a valued member of our Amiga Racer game community in our Facebook group
Watch the development of the game live and communicate with others
Customize your game with personal settings
Get priority updates and fixes instantly (non-registered users at weekends only)
Last but not least: Lean back and be proud of yourself for supporting us!

Game Controls – Keyboard Layout



Keyboard Controls

Toggle Full-Screen

You can toggle Full-Screen-Mode **only in the game menu** by pressing the key “F”. Because it takes time for your monitor to sync with the new video mode you would probably lose control over your car when switching Screen-Modes during driving.

Car Steering

You can either use the cursor keys or the “WASD” combination to control your car. Left steers your car to the left side, right to the right side. Cursor Up accelerates and Cursor Down breaks. If you connect a Joystick or a gamepad you can control your car also with your controller.

Taking Screenshots

With the Print-Key you can take screenshots (up to 99 different screenshots per game session). The first name will be always “Screenshot-01.bmp” and the number increases the more screenshots you take. Please be aware that if you start the game new it will overwrite previously taken screenshots.

Radio Operation

During driving you can skip to the next music track with the Page-Up key and skip backwards with the Page-Down key. To bring up the radio interface press “End” where you can select your desired music track and change the volume level of you car engine.

Changing ARCS numbers

You can adjust the percentage numbers for each

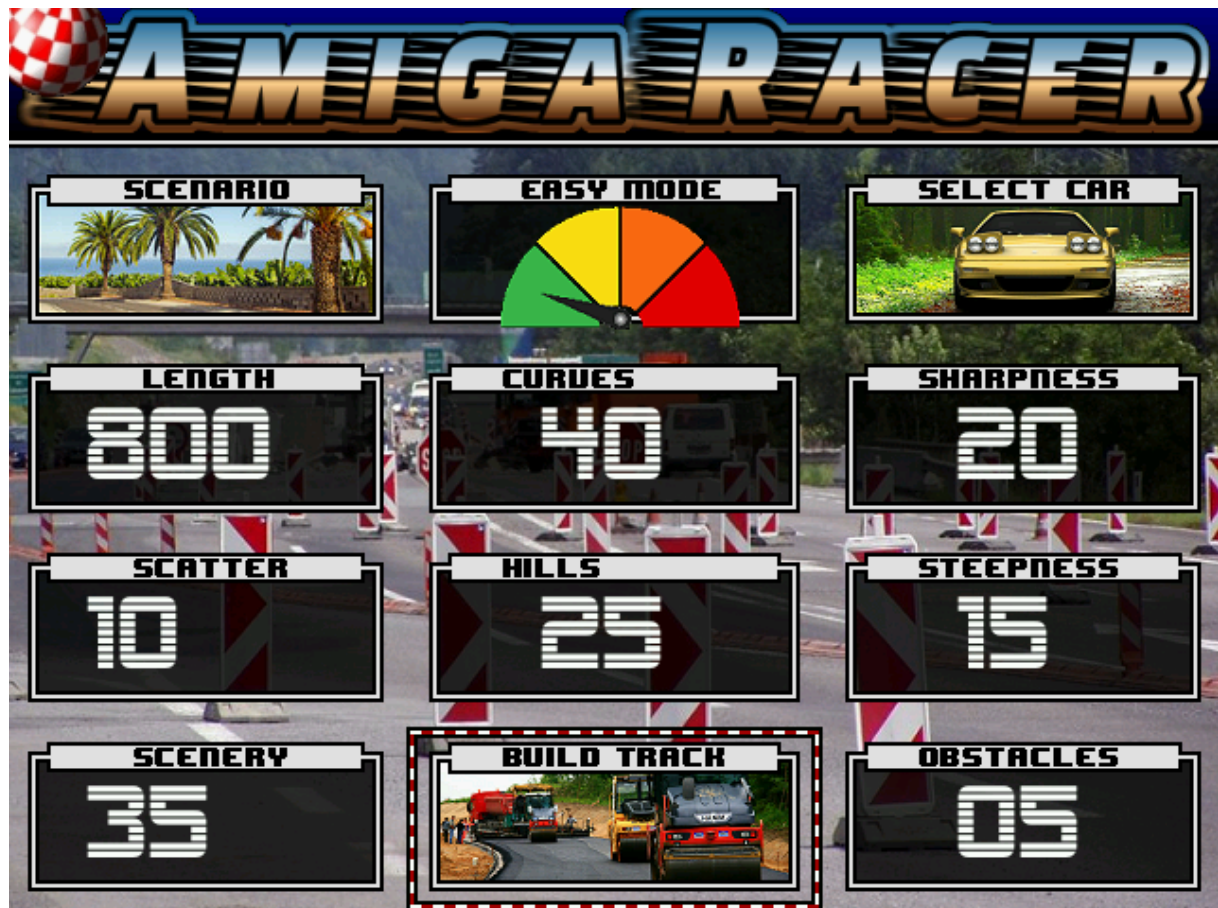
ARCS – The Amiga Racer Construction System

ARCS is the Amiga Racer track design system that will allow you to create stunning looking tracks in a matter of seconds. Creating new Amiga Racer tracks is amazingly simple and you do not need any design- or programming experience. With the upcoming Multi-Player and Amiga Racer Cloud feature you can even drive and share your creations with other registered users. ARCS supports the creation of several billions different looking tracks.

Let's get started by learning

Designing a track

Each of the different percentage sections on the ARCS screen allow you to influence the style, look and form of your track. Most values are rated between 0% and 95% in 5% increments. Each value affects the automatic generated track as follows:



ARCS Menu: Select entries with joystick or cursor keys and adjust values with + and -

LENGTH: determines the length of the track. The bigger it is the longer you have to drive between checkpoints. Minimum length is 800 meters.

CURVES: determines how many curves your track is likely to have. Obviously, the higher the percentage, the more curves the track will have. Lower percentages will mean that your track has more straight sections.

SHARPNESS: will influence the actual bends and curves on your track. A lower percentage will make for softer turns, whilst higher numbers will create some really challenging corners.

HILLS: allows you change the number of hills that will be present in the track. A low percentage means that you will have a very flat track, while a higher number means that the track can get extremely hilly.

STEEPNESS: allows you to affect the steepness of the hills on the circuit.

DIFFICULTY: As if creating a tortuously curvy hilly track wasn't enough, you now get to influence the difficulty of the track. This will affect the type of opponent cars, the aggressiveness of their drivers and how tight the time is on the circuit.

SCENARIO: This will allow you to select which of the available scenarios you wish to race on. Each one will have different effects on vehicle, how it handles, how it accelerates and how it brakes. Here they are:



Palms – this is probably the most easy to drive track. Lean back and enjoy beautiful landscape with palms, country style houses and hotels.



Winter - the deceptively pretty scenery with ski-houses, Snowman and even Santa Claus creates some of the most hazardous racing conditions around. There's not only the slippery surface to deal with, but also serious traction problems.



Modern City – Skyscrapers, Restaurants, Business Buildings and stunning ambient lights define this track. Don't let you fool by streets that invite you for racing, the city police is out for some nice pictures of you.



Desert – like the winter track, this is another stage where it's best to stick to the middle of the track if possible. As you drift from the center, there's more sand on the surface which will really slow down your car.

Scenarios will be updated via Online-Live-Updates in future. So there's much more to come.