



AquaRace

User manual

Intro

Feel yourself like sea scooter driver, race against other scooters and win sea scooters championship. Smooth 3D-like graphics, different geographical regions of tracks location, intelligent sea scooters that the player has to avoid colliding with, two types of obstacles, springboards to speed up, two game modes, save game option for championship mode, a top-five list, an in-game help, and consistent user interface – all this will give you maximal satisfaction from playing our challenging sport game.

Game Features

The game features multiple tracks in different geographical regions and two game modes: quick game - just to check how you will perform on particular track and championship. In championship mode your goal is to complete race in short time finishing all tracks. Also in championship mode you will be able to store your current game after finishing race on particular track. At the end of the championship you can store your results into top-five list.

Each game track represents unique geographical and weather conditions and includes the number of different obstacles and springboards. Your goal is to avoid obstacles, but in the same time you can use springboards to achieve instant speed increasing. Racing commences in beautiful tropic surrounding, continues through big city bay and ends in crystal arctic morning. Colors of player and opponents will change from track to track to provide you with even more satisfaction.

How to play

Menu

Once the game's installed on the phone and started, the keypad (4, 6, 2, 8, 5), "joystick" or navigation keys on the phone (depending on phone model) is used to traverse through the game menu and select appropriate options. Use the bottom screen commands to accomplish menu specific actions (*for Nokia phones see note below).

Game

After setting appropriate options such like auto acceleration mode, difficulty level, and sound and vibration state go back to the 'start' screen and select start. After that you should select game mode and confirm selection by pressing appropriate soft key. If you've selected championship it will start immediately after that. But if you've selected quick race then next screen with list of available tracks will appear and you will be able to select desired track for race.

When actual race starts you can control movement of your racer using following keys:




- Navigation keys or "joystick" (depending on phone model) to move player left, right and to accelerate and decelerate.
- Keypad keys with following meaning:
 - o 1 – to turn left and accelerate
 - o 2 – to accelerate
 - o 3 – to turn right and accelerate
 - o 4 – to turn left
 - o 6 – to turn right
 - o 7 – to turn left and brake
 - o 8 - to brake
 - o 9 – to turn right and brake
- Left and right soft keys to pause/resume and to quit current race (each key correspond to action depends on phone model).

After finishing quick race you will be prompted with your achievements and will be able to restart current track or to exit to the main menu using appropriate soft keys.

After finishing championship you will be prompted with your championship total time and will be able to store your achievement to the top-five list if your result fits in it. Also during championship you will be

able to store your current game after finishing current track, which allows you to load your game at any point of time later and proceed with your championship.

*NOTE for Nokia phones: to create unique game atmosphere there is no labeled command buttons provided for all Nokia builds, instead you can find three types of graphical symbols used to mark corresponding commands, namely:

- Down arrow symbol , used to mark all positive commands (yes, select, start, save, pause, resume)
- Up arrow symbol , used to mark some negative commands (no, back)
- Cross symbol , used to mark exit game command.