CONTACT

Let us know if you have questions, suggestions or problems with the game. You can reach the support team by mail to: support.en@quantum-rush.net

START MENU

The Start Menu is the first thing you see in Quantum Rush: Champions. Here you can create a new profile or continue with an existing game. Loading a game takes you to the Main Menu.

Selecting the option "Options" allows you to adjust graphics and sound settings and choose a keyboard and gamepad layout.

MAIN MENU - CAREER

In the Career many challenges await you. First you choose a manufacturer. For each manufacturer there is a campaign. Within each campaign there are different game modes and tiers. By successfully completing challenges, with Bronze, Silver and Gold medals, in the career you can progress and unlock game content such as new racers, weapons, parts, new challenges and higher tiers.

Manufacturers

To start with, Quantum Rush: Champions has three racer manufacturers. The manufacturers produce racers with different statistics and this leads to differences between racers with regard to racing performance and other properties.

Campaigns

A campaign is subdivided into different tiers. Each tier comes with a series of challenges for you to master. These offer a variety of game modes, such as a race against a boss adversary, single racer or death match.

Tiers

At the end of a tier a boss is waiting for you and you have to defeat him. By achieving a Bronze medal or higher you can progress further through the campaign. Additionally, for completing this boss challenge the chosen manufacturer will reward you with the racer you'll be using in the next tier. The higher the tier the faster the racer.

CHALLENGES & GAME MODES

Each challenge follows a certain set of rules defined by a game mode. The following game modes are available during Early Access Phase I in Quantum Rush Champions:

Against the Clock

In this mode a countdown to zero is running. When the countdown expires the participant in last place will be eliminated. Then the countdown resets. This repeats until one participant is left. The longer you stay in the race the the greater the reward..

Courier

In this mode packages appear on the race track which have to be collected by the participants. The race ends with the end of a time limit. The more packages you collect the higher is your degree of success.

Damage Control

In this mode the top speed of your racer increases after a specific time span. However, you lose the speed increase if you collide with your environment. So avoid hitting anything and try to accumulate as many speed increases as possible to win.

Death Match

This mode is about destroying as many opponents as possible in a given amount of time.

Defeat the Enemy

In this mode you hunt adversaries which are defended by the other NPC participants. Eliminate all target adversaries as fast as you can to achieve a good final score.

Hit the Target

In this mode you have to finish a lap as fast as you can and hit targets distributed along the race track. Each target missed will add a penalty second to your finishing time.

Single Race

This mode is like a normal race in which use of weapons is possible. It is about getting a very good placement.

Time Trial

In this mode you always race 3 laps in order to achieve a good overall time. The faster you finish the race the higher is your degree of success.

Boss fights

Boss fights are special races under special circumstances against one or more very strong opponents with certain properties and abilities. Defeat these challenges to progress to the next tier!

CONTROLS

You can control your racer with your keyboard or with your gamepad We recommend using a gamepad. In the Options menu you can change the layout of your keyboard and your gamepad.

Using the Gamepad

Quantum Rush supports most current gamepads. The standard button layout is set for the Xbox 360 Controller and similar gamepads.
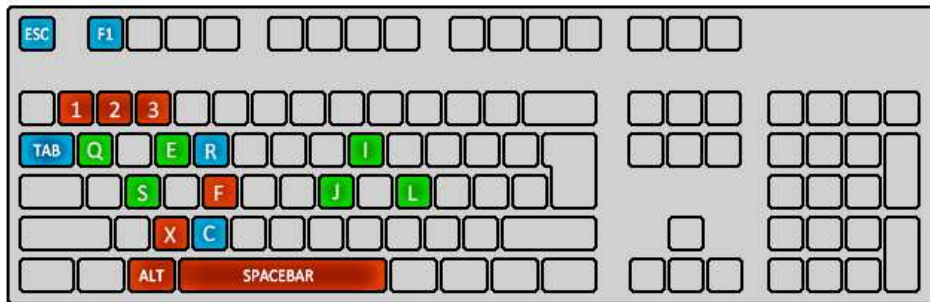
Important**:** Quantum Rush will recognize a gamepad only if it has been connected to the PC before starting the game.
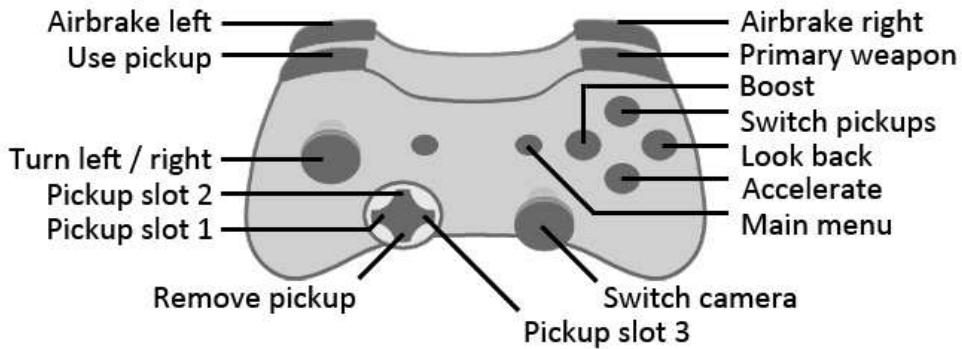
Standard gamepad layout

Using the Keyboard

Important: Some keyboards might cause problems if you, for example, try to use two arrow keys and the space bar simultaneously. That's why we don't use the arrow keys by default. This effect is called ghosting.

STEERING		COMBAT		MENU/CAMERA	
I	Accelerate	SPACEBAR	Primary weapon	C	Switch camera
J	Turn left	ALT	Use pickup	R	Look back
L	Turn right	1	Pickup slot 1	ESC	Back, main menu
S	Boost	2	Pickup slot 2	F1	Main menu
Q	Airbrake left	3	Pickup slot 3		
E	Airbrake right	X	Switch pickups		
		F	Remove pickup		

Standard keyboard layout

HUD – DISPLAY OF YOUR RACER

The HUD (Head-Up-Display) provides you with all the important information on the race.
You can read the round, the time in race, your placement, and you can see the temperature of the racer, its speed, the condition of energy supply and armor, and the pickups collected.

The most important readings:

- 1) Temperature - if you arrive at 100%, you won't be able to boost, shoot or use pickups until you have cooled down again (exception: Nitroid racers).

- 2) Inventory - here you can store up to 3 pickups. One pickup is always selected.

- 3) Energy - necessary to operate the shield and booster.

- 4) Armor - if this value falls to 0, the racer will explode.

- 5) Lap - the round you're in and the total number of rounds to finish.

- 6) Placement - your current placement.

- 7) Speed - your current speed.

- 8) Time - shows 3 values:

  - TOTAL: time elapsed since race began

  - ROUND: time for current round

  - BEST: your best round time on the track

The displays in the HUD change with game mode. There might be some additional gauges and some might be shown as inactive, depending on their importance in each mode.

RACERS AND CUSTOMIZATION

Under "Customization" you can personalize your racer. You can reach Customization always after the Tier selection in the Challenges GRID through the button on the bottom left.

Parts and Properties

Each racer is equipped with a set of parts. By mastering challenges you can unlock alternative or better parts.

Engine		Booster	
⚡	The maximum amount of **energy**. Energy is used if you activate the booster or if the shield absorbs damage. If energy supply falls below zero the shield turns off and further damage affects the armor.	⚡	**Boost power** shows the percentage of the base top speed the racer can reach while using the internal booster.
⚡+	**Energy recharge speed** shows how effectively the energy recharging fields on the race tracks can be used.	🌡	**Heat generation** shows you the height of temperature generated each second by booster use.
▶▶	The higher the **Acceleration**, the faster the racer will attain his final speed.	⚡−	**Energy consumption** is the amount of energy the internal booster will consume per second.
≫	The **top speed** is the highest speed a racer can achieve at regular acceleration (without accelerating effects).		
↻	The higher the **rotation speed** the more maneuverable is the racer.		

Cooling		Shield	
🌡❄	The **cooling per second** shows how many degrees of maximum temperature are cooled per second when the racer is not generating heat.	🛡	The **shield strength** shows how many points of engine energy is lost per damage point absorbed by the shield.
🌡!	The **maximum temperature** that can be reached before all heat generating systems of your racer fail.		
❄Ⅰ	**Cooling delay** is the time in seconds that has to pass before cooling can be started.		

Armor	Primary weapon
The **armor** (in hit points [HP]) shows the overall state of your racer. If this value falls to zero your racer explodes.	The **type of weapon** represents the shooting behavior of a weapon. There are single fire, automatic, shotgun and beam weapons.
Mass shows you the weight of the armor in tons.	There are different **types of ammunition**. Ion ammunition causes higher damage to shields. Projectile ammunition causes higher damage to armor. Laser ammunition causes similar damage to shields and armor.
The **steering delay** shows how much the weight of the armor (mass) affects the turning speed of the racer.	The **hit points per second on armor** show how much damage a weapon inflicts on the armor of a target.
The **acceleration delay** shows how much the weight of the armor (mass) affects the acceleration of your racer.	The **hit points per second on shields** shows, how much energy damage a weapon inflicts on the shield of a target.
The **drifting value** shows how much the weight of the armor (mass) affects the drifting behavior of the racer.	**Heat generation** shows you the height of temperature generated each second during the use of a weapon.
	The **rate of fire** shows how many projectiles a weapon can fire per minute.

Optical customization

Each racer can be personalized optically. During Early Access Quantum Rush Champions offers a basic skin for each racer and a selection of colors (partially available from the get-go!).

PROFILE

In Profile you can unlock a comprehensive personal statistics and track your progress in unlocking achievements.

Each grid opens a new profile category. They take you to:

- General statistics
- Race track statistics
- Game mode statistics
- Game mode achievements
- Racer manufacturer achievements
- Race track achievements
- Campaign achievements

PICKUP ITEMS

Pickups are items you can collect and use during a race. You can have up to 3 pickups at the same time and when your racer explodes, you lose all pickups. Undesired pickups can be discarded to make room for new pickups.

With some pick-ups, the lock-on pickups, an animated cross-hair appears when pressing the pick-up key. In this case the pick-up will be activated when the target has been successfully locked on. Pressing the pick-up key again during target selection will select another target.

Some game modes do no feature pickups!

Offensive Pick-ups

Area of Defect
On use your racer will be surrounded for 10 seconds by a circular area which generates damages and heat affecting other racers coming within its range.

Body Slam
Your racer fires an energetic weapon forwards which jumps from racer to racer disturbing their anti gravity and slowing them down. After three seconds their anti gravity will be restored and racers hit can fly again normally.

Charge Bolt
Your racer fires an energy ball forwards which flies straight ahead following the track up and down, but not following curves. Racers hit by this weapon suffer damage.

Homing Missile
The rocket follows the track until it hits a target or explodes by self-destruction.

Lock-on Missile
If another racer is close nearby it will be locked-on and marked as a target. Then the rocket shoots off and the adversary suffers damage. Hitting of the pick-up key again ends target marking.

Mine
Places a mine which explodes on contact with a racer. The mine at least explodes after 60 seconds automatically.

Room Maker
Creates a pressure wave pushing other racers away and causing damage.

Stasis Sphere
Creates stasis spheres in front of the first-placed racer, which lead to speed loss and damage on contact. For a few seconds they are a dangerous obstacle not only for the leading racer.

Electrostorm
Generates a stationary electric storm behind the racer of its user. Absorbs energy and generates heat on contact.

Defensive Pick-ups

Firewall
Generates a shield around your racer which protects from any kind of damage.

Smoke Screen
On use your racer will emit for a few seconds with a thick cloud of smoke which will impair the view of the racers following you.

Buff Pick-ups

Energy Cell

While active, you can use your booster without consuming energy.

Nitrogen Tank
Protects your racer from any kind of heat.

Debuff-Pick-ups

Flash Bang
Requires target lock-on, blinds the screen of the enemy for a few seconds.