# A.I.M. RACING

## User Manual

# Important Health Warning About Playing Video Games

## Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness,

altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms – children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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PEGI ratings and guidance applicable within PEGI markets only.

### What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:



The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:



VIOLENCE   BAD LANGUAGE   FEAR   SEXUAL CONTENT   DRUGS   DISCRIMINATION   GAMBLING

For further information visit http://www.pegi.info and pegionline.eu

# A.I.M.
# RACING

User Manual

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## FIVE IMPORTANT TERMS

If you have not played the previous versions of the game before, you will find it useful to familiarise yourself with the following terms now. You can get more information from A.I.M. and A.I.M.2: Clan Wars.

**Range 4** – one of the secret planets used for developing and testing war equipment.

A **mechmind** is an artificial brain confined in a solid spherical shell. It is the mechminds that take part in these races.

**Fifth generation** – the most intellectually sophisticated (and least numerous) series of mechminds.

**Network** – a developed cyberstructure created by the fourth generation mechminds (so-called Reckoners). Racing for Survival is one of the Network's numerous experiments.

**Glider** – an anti-G based battle machine operated by Mechminds.

## GOALS AND RULES

After the events of A.I.M.2, the Network carried out many experiments. One of those was Racing for Survival. In this game, you will play as a legendary fifth generation mechmind who changed the course of events on the remote planet Range 4 forever. You will take part in races and prove that the first prototype of the fifth generation is the best one.

The mechmind who reaches the finish line first is the winner. The glider can be destroyed during the race in which case the mechmind fails in this particular attempt (loses a life). Each race participant, including computer players, has a limited number of lives. When a player loses all his lives, he leaves the game.

## CREATING A NEW PROFILE

After you launch the game for the first time, you must create your Player profile under which your personal settings and records will be stored.

Personal profiles are required when several players use the same PC, so as not to mix up their personal progress and settings.

Your player name will also be used for the online score table.

## SELECTING A PROFILE

From now on, every time you start the game, you can select one of the existing profiles. When selecting a profile, you can see some brief info on the player's achievements and the parameters of his latest glider.

By clicking the **Delete** button you can delete the profile file and **reset** your settings and records.

## MAIN MENU

Having created or selected a profile, you will proceed to the **Main Menu**.

Here you can start a championship, start a single race on any track previously unlocked in the championship mode, play a network game, change the settings and view the local and global score tables (the global score table is only available if your PC is connected to the Internet).

## CHAMPIONSHIP

This is the main game mode. During the **Championship**, step by step you can unlock new tracks and gliders as well as receive modifiers.

All these things become available later in the single race mode.

The Championship begins with the track selection screen.

## COMPETITORS

Mechminds of the third, fourth and fifth generations will be competing against you during the race.

When **choosing a track**, you can view the list of competitors on the right hand side of the screen.

By choosing one of the competitors you can view the technical specifications of his glider and read the mechmind's brief history (available only for fifth generation mechminds). The stars to the right of the mechmind's name represent its race rating.

## STAGES

A stage is a set of between one and five tracks that you can complete in any order. The tracks which you have already completed are marked by greyscale thumbnails.

## LEAGUES

Gliders are divided into **4 leagues** according to their specifications. In the course of the game you will be gradually promoted from League 1 to the superior League 4. As you complete the stages, the range of available gliders becomes wider.

However, after being promoted to the next league you cannot choose a glider from the previous one.

## CHOOSING AND COMPARING

After choosing a track, you will proceed to the **glider selection screen**.



At the top of the screen you can see the **list of gliders** available for the current race. By **left-clicking** one of them, you can view its specifications. **Right-click** another glider to compare its specifications with the previous one.

When comparing two gliders, the top indicator bar in each pair represents one of your glider's specifications and the bottom one represents the same specification of the glider to which it is being compared.

For better visualization, the indicator bar colour depends on its length. If you can see a **star** above the indicator bar, this particular characteristic was improved by a modifier. In this case, the white section of the indicator bar displays how much the characteristic was improved (read below for more information on modifiers).

Certain gliders have unique abilities which are displayed on the characteristics' icons. If you see an **X** near the strength icon, the glider has the ability to gradually recover its body.

Some gliders are equipped with a slot for heavy weapons, some gliders are not armed at all. The race starts when you have chosen a glider.

## RACES

Unlike the Championship, a **Quick race** can be completed on any available track. If the Participate in Rating option is on, your achievements can be added to the online score table. In this mode you can chose a league which will define the class of glider available for the race.



By clicking **Additional settings** in **Race Settings**, you can adjust the race rules to your liking, choosing the number of laps, lives and opponents.

## NETWORK GAME

To play a network game, one of the players must first start a server. This can be done by choosing the **Start Server** option from the A.I.M: Racing menu group on the **Start Menu**. The player who entered the network game first defines the race settings (which are similar to those in Quick race.

The Opponents parameter defines the maximum number of players that can join the game.

If this parameter is higher than the number of players who have joined the game, the difference will be made up by computer players. The modifiers gained in the course of the Championship are active during a Network game.

## THE STORY

Gliders appeared long before the events described in the first part of the mechminds trilogy. When Earth scientists discovered technologies capable of causing the so-called anti-G effect, they created completely new battle machines called gliders. The use of gliders gave the union of humans and arlings a long-awaited advantage in planetary battles.

For more information, see A.I.M. and A.I.M.2: Clan Wars. The gliders are mainly warfare machines but their dynamic characteristics also allow them to be used in races and the availability of weapons makes for spectacular and thrilling racing.

Because of their dynamic characteristics, gliders differ considerably from any ground vehicles, aircraft and other means of transportation. With just a little practice you will easily be able to handle this modern device.

# MAIN PRINCIPLES

### CONSTANT ALTITUDE

The glider tends to sustain a fixed distance from the ground in order to avoid collisions with elements of the landscape. However, at high speeds, the glider does not always have time to change altitude which is why you should use the jump when necessary.

### AFTERBURNING

The thrust mode of the engine lets you accelerate the glider considerably. However, the engine requires some time to exit from this mode and the glider must accumulate a certain amount of energy for the afterburner to go off.

### CONFIGURATION DIFFERENCE

All available gliders differ in terms of their specifications. If a glider is too quick or too heavy for you, try to complete the track using a different glider.

### GLIDER'S DEFENCE LEVEL

The bright blue strip displays the overall armour state; the blue layer on the top is the force field and the number displays the overall state of the defence.

### MINIMAP

The green triangle marks the location of your glider; the white triangles represent your opponent's gliders. The lap counter is displayed below.

### SPEED AND AFTERBURNING

The broad green strip and the number show the current speed, the narrow strip on the side is the afterburner charge. When it's full, you can turn the afterburner on by pressing the corresponding button.

### AMMUNITION

The scope represents the ammunition reserve. The icons above it represent the quantity of missiles, mines and charges for heavy weapons (if available).

### RACERS LIST

The racers whose names are highlighted in red are ahead of the player, the racers whose names are highlighted in green are behind. The number to the right of the racer's name shows the time difference between the player and the given racer; the overall race time is displayed below.

### NUMBER OF LIVES

Remainder of lives and additional bonuses.

## TARGETING

All gliders (except Armadillo) are equipped with lightweight rapid-firing weapons which are automatically aimed at the nearest target.

The **indicator** colour and the amount of fill display the state of the target.

When the race starts, the weapons on all gliders are disabled and are only enabled after a special sound signal followed by blinking of the weapon indicators.

## AMMUNITION

Weapons with limited ammo are replenished after crossing the finish line (on a new lap start). Energy weapons gradually become overheated or depleted during shooting. By earning the appropriate **bonus**, you can install one of the big guns (on a glider with an additional slot for heavy weapons).

Using the bonus, you can replenish the ammunition with **mines or missiles**. The missiles are launched at the glider's course and guided automatically. If the missile does not have time to turn the guidance system on (the target appeared too close), it self-destructs.

Mines are dropped from the underside of the glider's body and explode (with a short delay) when an opponent's glider hovers over them. The mines have a huge range and can damage your own glider if not used carefully. If the weapon or ammunition indicator is half-transparent, shooting is not available at the moment.

# BONUSES

**Bonuses** are usually found on the edges of the track.

They temporarily give the player certain advantages over his rivals. A bonus is active for a **limited time** after being picked up. In the case of ammunition and weapons, the bonus is used up while shooting.

## ACCELERATION

Increases the engine power. It is particularly effective in combination with afterburning.

## MANOEUVRABILITY BOOSTER

Enhances the glider's manoeuvrability by increasing the speed of turning on the axis.

## POWER SHIELD

Protects the glider from any damage caused by things like colliding withagainst obstacles and enemy fire. It is uselessoffers no protection against falling from greatbig heights, getting entrappeding in a dead zone and a huge and heating effects.

## ARMOUR RECOVERY

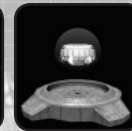Completely repairs the glider's damage.

## HEAVY GUNS

Multiplies the fire power of lightweight weapons by three.

## MISSILES AND MINES

Adds several missiles of a certain type – general, energy or heavy – or several planar or chaos mines.

## HEAVY WEAPONS

Heavy weapons will be installed on your glider provided that it has the corresponding weapon slot.

# MODIFIERS

After completing some stages, you will receive a reward called a **modifier** which improves certain glider parameters.

Modifiers can be installed on the glider you choose for the current race and if you choose a different glider next time, the modifiers will automatically be installed on it.

During the entire Championship you can continue to use the modifiers you have gained throughout the game but when you start a new Championship all the modifiers are lost.

A modifier is marked with a star underneath the corresponding scale on the glider selection screen.

The characteristic improvement is additionally marked white on the scale. If you see that one or several stars have changed their colour to red, the given parameter of this glider can no longer be improved by a modifier.

For instance, you cannot increase the fire power of a Hi-Loader or the manoeuvrability of a Minotaur because these parameters are superior to any other glider in the league.

# MODIFIER TYPES

## MANOEUVRABILITY

Increases the glider's turning speed.

## FIRE POWER

Modifies the glider's weapons to shoot with improved charges.

## STRENGTH

A more powerful protection shield is installed.

## SPEED AND ACCELERATION

A more powerful engine is installed along with improvements to the aerodynamic characteristics.

## SCORE TABLE

After each race (either a race or a Championship stage), your scores are automatically saved to the hard disc to be viewed later using the score table.

The score table can be either local or global. The local table contains the scores of players who played on your PC.

The global table is stored on the Internet and contains the scores of all players.

The scores are divided into championship and track scores. When viewing the track scores, you can choose the criteria for the score holder according to the best lap time, enemy destruction efficiency or total points.

By choosing a player's name, you can view his additional statistics. By clicking the Global Scores button, your score information will be uploaded to the Internet server and you will be able to see it on the table.

The icon in the top right corner represents the current difficulty level – in the table you can only see the scores that match the difficulty level selected when the player's profile was created.

# CREDITS

## SKYRIVER STUDIOS

**PROJECT LEAD**
Valerii Voronin

**PROJECT GAME DESIGNER**
Pavel 'Bedlam'
Mukhamedzyanov

**SERIES GAME DESIGNER**
Bulat 'Dust' Dautov

**LEAD ARTIST**
Victor 'Mangi' Epishin

**PROGRAMMING**
Valerii Voronin
Sergey 'Caligare' Syresin
Vyacheslav Shapilov
Maxim Skuratov

**LEVEL DESIGN**
Pavel 'Bedlam'
Mukhamedzyanov
Maxim Vasilyev
Maria Ososova

**ADDITIONAL LEVEL DESIGN**
Bulat 'Dust' Dautov

**GRAPHICS**
Victor 'Mangi' Epishin
Sergey 'sfp' Proskurin
Igor 'Mazai' Emelyanenko
Pavel 'Snake' Shirykalov
Anna 'Anhen' Agafonova
Svetlana Teplova
Yuriy Yarovoy
Pavel 'Bedlam'
Mukhamedzyanov

**SOUND & MUSIC**
Grigoriy '7nOFF' Semenov

**MANAGEMENT**
Anna 'Troya' Medvedeva
Yuliya Voronina

## 1C COMPANY

**PRODUCERS**
Yuriy Miroshnikov
Denis Maltsev

**LEAD TESTER**
Alexander Shishov

**TESTERS**
Sergey Kiyatkin
Michael Korolev
Nikolay Nikolaev
Dmitriy Savin
Alexander Trifonov

**MARKETING & PR**
Alexey Artemenko
Anatoliy Subbotin

**MAKEUP OF POLYGRAPHIC MATERIALS**
Sergey Konovalov
Olga Krutova

**EXTERNAL TESTING**
Yuliya Vorobyeva
Sergey Dubrovin
Sergey Kryjanovskiy

**SPECIAL THANKS**
Dmitriy Gusarov
Maxim Donskikh
Alexey Kozyrev
Dmitriy Laskov

# TECHNICAL SUPPORT

If you encounter problems while installing or playing the game, do the following before you contact us:

- Choose "Run" in the "Start" menu.
- Type «dxdiag» in the dialog window and press "Enter" to run Microsoft DirectX Diagnostic Tool.
- Pass all tests.
- Having passed the tests, press "Save All Information".
- Send the text file obtained and a description of your problem to our technical support.

## INFORMATION REQUIRED:

- Game version (installed updates)
- Operating system
- Processor brand, type and clock speed
- RAM volume
- Sound card type
- Video adapter model and parameters
- CD/DVD-ROM drive type
- Mouse type and driver version
- DirectX version
- Detailed description of the problem that you faced.

## CONTACT:

Via e-mail at: **support@1cpublishing.eu**

Please use the e-mail address provided. All support enquires to the company address or phone number(s) cannot be answered by our staff.

For more information and updates please visit:
**www.1cpublishing.com**

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