

PYROBLAZER

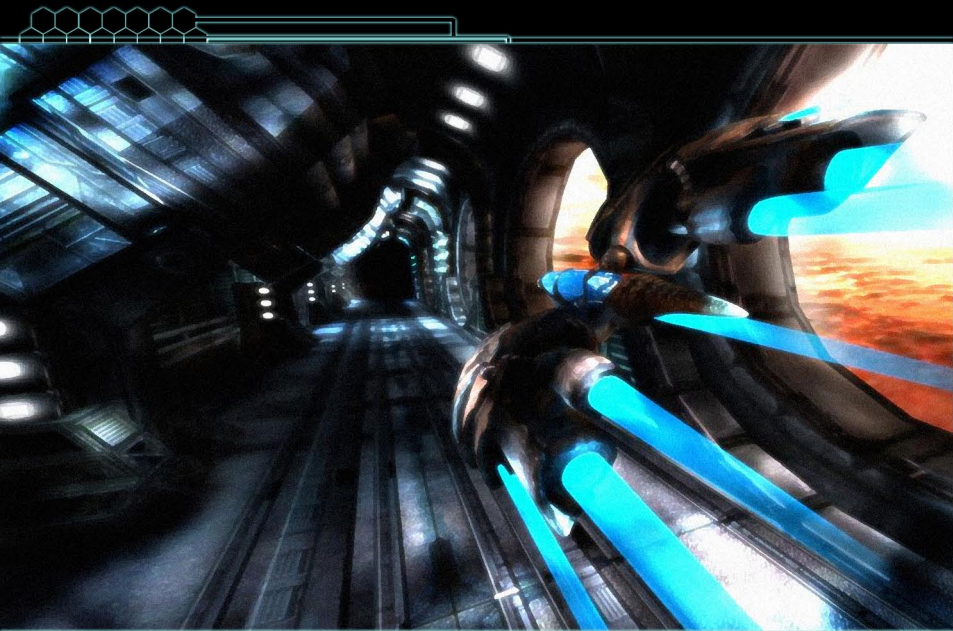


GAME MANUAL

HEALTH WARNING



Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Avoid playing when tired or suffering from a lack of sleep. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: dizziness, altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.



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Pyroblazer® is a futuristic combat racing game for the PC, Nintendo Wii® & Sony PSP®. Set amidst the awe-inspiring locations of New Apeiron, players get the opportunity to race through a multitude of environments using a wide selection of anti-gravity craft known as Blazers. In their quest for glory, players can blast their way through the scorched valleys of Gnosis, the deserted cities of Haedra or the densely populated Underdome of Evelads.

As the players fight their way through the championship, improved Blazers with better speed, handling and superior firepower become available. Players also have the ability to pick up weapon and ammo upgrades during the race, further enhancing their ability to land the killer blow.

INSTALL PYROBLAZER

DVD Version

Insert the Pyroblazer® disc into your DVD-ROM drive. If your DVD-ROM drive's Auto-Play feature is enabled, select "Install" from the menu and follow the instructions. If Auto-Play is not enabled, double-click "My computer" icon on your desktop, and then right click on the DVD-ROM drive icon, choose "Explore" from the pull-down menu, and then double click on "autorun.exe" to launch the installation.

Steam™ Requirements

A Steam account is required to play Pyroblazer and an internet connection is required to create and use your Steam account. During installation you will be prompted to create your Steam account and validate your CD key.

MAIN MENU

After creating your profile, the main menu will be presented.

Single player

Single Race – race in any mode through all unlocked levels (levels are unlocked in Campaign). All parameters like difficulty, number of AIs, track, weapons etc. are up to player to decide.

Campaign – start or continue a campaign. Choose easy, medium or hard difficulty. Each level and vehicle played in the campaign becomes unlocked and available in Single Race.

Instant Race – single race with random parameters

Options

Set audio and video settings, customize keyboard and mouse controls.

High Scores

View high scores

Profiles

Add or remove profiles (take care if you delete your profile, all game progress will be lost).

Pyropedia

An in-game encyclopaedia of the Pyroblazer world featuring explanations of all items encountered in the game.

Credits

View the credits.

Exit

Exit Pyroblazer. All your progress is saved in your profile.

Technical Resources

For an optimal Pyroblazer experience, be sure to update your computer with the latest drivers and system updates.

For support contact support@eipix.com

To connect to the Pyroblazer community visit: www.eipixuniverse.com

To learn more about the world in which Pyroblazer is set visit: www.arakhonsworlds.com



1. Frags -> the number of opponents the player has destroyed during the race.
2. Coins -> the number of gathered coins. Coins provide various upgrades.
3. Number of current lap/number of laps in the race
4. Last lap time -> the time it took the player to complete the previous lap
5. Fastest lap -> the fastest time it took the player to complete any lap in the current race
6. Race time -> the complete time of the race
7. Position table -> Graphical way to know the positions of players.
8. Speed gauge -> It will fill up with green colour as the player achieves his maximum speed.
9. Turbo gauge -> It will fill up with blue colour as the player achieves his maximum turbo speed.
10. The red colour represents the health of the player vehicle, while the number presents the speed numerically.
11. The picture presents the primary weapon. The number represents available ammo. If the number is red the weapon cannot be fired at the current time. If the number is white the weapon can be fired.
12. Various messages will explain the current state of the game. This one explains that weapons cannot be used until the time is up. This is always so at the beginning of every race. The write out is first green, and later becomes red to signal that the weapons will soon become available.
13. The picture presents the secondary weapon or mine type. The number represents available ammo. If the number is red, the weapon cannot be fired at the current time. If the number is white, the weapon can be fired.
14. Blue colour represents the amount of Turbo remaining. The number represents the player position/number of players in the race.

More information is available from the in-game Pyropedia which can be accessed through the main menu.

DEFAULT CONTROLS

W - Move forward
S - Move backward
A - Rotate left
D - Rotate right
TAB - Turbo
Mouse 1 - Fire primary weapon
Mouse 2 - Fire secondary weapon (mine)
Q - Turn left
E - Turn right
Up - Turn up
Down - Turn down
C - Change camera
R - Reverse camera

NON-CUSTOMIZABLE CONTROLS

Non-customizable controls
ESC - back or in game menu on/off
in actual race
1-3 - Change camera
F1 - Complete HUD on/off
F2 - HUD weapons and mines on/off
F3 - HUD statistics on/off
F4 - AI names on/off
F5 - Enemy lock on/off
F6 - In-game messages on/off
F7 - Position table on/off
F9 - Frame Rate on/off

It is recommended to use mouse for look left, right, up and down and primary and secondary fire (default controls).

It is also recommended to use Q and E (turn left and right) at intense bends on the track.

When pressing turbo and move backward (S by default) player engages Hyper brake. Hyper brake will heal the player and after Hyper brake is realised, the vehicle will run at Turbo speed for the amount of time the Hyper brake was engaged, without actually consuming any Turbo.

GAME MODES

Pyroblazer features three game modes.

Standard Race – you get points based on your place at the end of the race. If you are playing a single race you need to be at the first place to win. If you are playing a tournament in a campaign, you will be awarded points based on your place and at the end of the tournament, the player with most points will win.

Time Trial – you play alone and the goal is to get to the finish line before the time runs up. The time diminishes every lap.

LaSt One – At the end of each lap the last player will be expelled from the race. The player to remain in the end wins.





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