# GAS GUZZLERS

# EXTREME

## IMPORTANT HEALTH WARNING ABOUT PLAYING VIDEO GAMES

Please read before using this game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to flashing lights or light patterns in everyday life. Such people may experience a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures whatsoever. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, discontinue use IMMEDIATELY and consult your doctor.

## PRECAUTIONS TO TAKE DURING USE

Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
Preferably play the game on a small screen.
Avoid playing if you are tired or have not had much sleep.
Make sure that the room in which you are playing is well lit.
Rest for at least 10 to 15 minutes per hour while playing a video game.

# TABLE OF CONTENTS

# GAME CONTROLS

| Default Button | Command |
|---|---|
| S | Fire |
| X | Fire Reverse |
| ↑ | Acceleration |
| ↓ | Brake/Reverse |
| ← | Steer Left |
| → | Steer Right |
| Space | Handbrake |
| A | Activate Power-Up |
| D | Nitro |
| TAB | Race Info |
| ESC | Pause/Menu |
| R | Reset |
| C | Toggle Cameras |
| V | Look Back |
| Y | Say (Multiplayer) |
| E | Toggle Weapons |
| 1 | Weapon Group 1 |
| 2 | Weapon Group 2 |
| 3 | Weapon Group 3 |
| 4 | Weapon Group 4 |
| 5 | Weapon Group 5 |

| T | Say |
|---|---|
| F1 | Vote YES |
| F2 | Vote NO |
| ` | Bring Up Console |
| F6 | Take Screenshot |

# MAIN MENU

## RESUME GAME

Here you continue where you have left off (if the game has not started, then this option is disabled).

## NEW CAMPAIGN

Here you start a new campaign. If you start a new game, all previous progress data is erased.

## QUICK RACE

Here you can start a quick race with the currently unlocked cars, weapons and tracks from the Campaign mode.

## SELECT PROFILE

Here you open the profile selection menu in which you can create a new profile and edit or delete the current profile. The profile stores all the information about your progress along with the game difficulty level. The difficulty level can be changed here at any time during the campaign.

## MULTIPLAYER

Here you open the view with available servers. You can join the game directly from the list of servers or by entering the server IP address. The server list can be refreshed using the refresh button. Here you can create your multiplayer presets.

## OPTIONS

Here you open the menu with the game settings (graphics, sound, controls and game options).

## CREDITS

Game credits.

## EXIT GAME

Here you exit the game.

# CAMPAIGN

Gas Guzzlers campaign consists of 3 different cups – Fender Bender Cup, Hazard Junkies Cup and Gas Guzzlers Cup. Each subsequent cup features race battles with different, more challenging drivers in faster vehicles and with more powerful weapons. The campaign starts in the first cup – the Fender Bender with the slowest car class. The goal is to gradually fight your way from the bottom of the ranks to the top by winning the races. Once you reach the first place in the class, an opportunity arises to participate in the cup finals. The cup finals, or as it is called, Tournament consists of series of races and with each race you earn points. If you earn more points in all races then you will become the tournament champion and you will be allowed to participate in the next class. The final goal is to win the big Finals – the Gas Guzzlers Championship and become the Gas Guzzlers Champion of the Year.

## RACE TYPES

In the Fender Bender Cup you can choose from the following types of events: Classic Race, Power Race, Battle Race, Knockout and Tournament. For each event you can win points and money rewards. The points are used for climbing through the ranks and with money you can buy cars, weapons or upgrades. The Hazard Junkies Cup brings you a new type of event – Deathmatch, while the Gas Guzzlers Cup will unlock the Last Man Standing event.

## CLASSIC RACE

The Classic Race is a race without weapons and on-track power-ups – just pure racing and nothing else. For the 1st place you get 3 points, for the 2nd place it's 2 points and for the 3rd place you get only one point. Lower ranked drivers receive money rewards only.

## POWER RACE

The Power Race is a race without any weapons: the risks are small but so are the rewards. For the 1st place you get 3 points, for the 2nd place it's 2 points and for the 3rd place you get only one point. Lower ranked drivers receive money rewards only.

## BATTLE RACE

The Battle Race is a race with guns. Money rewards are bigger than in the Classic Race but the points are distributed in the same way.

## KNOCKOUT RACE

The Knockout Race is a relegation race where the worst driver drops out of the race at each lap and the last remaining driver is the winner. Only the driver who wins the race gets points and money rewards while the eliminated drivers get nothing. For winning the Knockout event you get 2 points.

## DEATHMATCH

The Deathmatch is a game event where the player needs to score as many kills as possible. With each two kills the player gets 1 score point. The Deathmatch ends if the max kills counter is reached or if the

match time ends. If the player dies, he or she gets respawned without any weapons and power-ups and can continue fighting.

## LAST MAN STANDING

The Last Man Standing is a game event where the player needs to stay alive and score as many kills as possible. With each two kills the player gets 1 score point. The Last Man Standing ends when only one player is alive on the battlefield. If the player dies, he or she is not respawned.

## TOURNAMENT/CHAMPIONSHIP

The Tournament/Championship event is unlocked when you become first on the rank list and stays unlocked as long you keep the top position. To enter the Tournament, the entrance fee has to be paid. The Tournament includes three consecutive races: Classic, Battle and Knockout. With each race, you earn points, and the final score represents the accumulated results of all the 3 races. By winning the Tournament, you unlock the next class level and win a free car from the upper class. Once you have chosen to participate in the Tournament, you cannot go back to the garage and have your car repaired but the entrance fee covers 33% of the repair that is automatic after each race. If you finish the race among the top three, you unlock one new track and one new weapon or car.

# GARAGE MENU

Garage is the place where you can improve your vehicle and purchase/sell parts or cars. In the Garage Menu you can find information about your car and make all the desired modifications.

## GARAGE

Here you can select your current car if you own more than one. The selected car can be sold here, too.

## CAR SHOP

Here you can purchase a new vehicle. Before making the purchase, you can compare the performance parameters between your current car and the new car. Only unlocked vehicles can be purchased.

## CUSTOMIZE

Here you open the customization menu, where you can change visuals of your favorite vehicle. Stickers and rims are unlocked for each vehicle separately.

## REPAIR

Here you can open repair options for the selected vehicle and repair your car partially or the whole damage in a single click.

## WEAPONS

Here you can open the weapon shop. With each subsequent car class, you can unlock 4 new weapons.

## UPGRADES

Here you can open the upgrades shop and upgrade your vehicles by purchasing new engine parts, brakes, tires, ammo packs and armor.

## RANK LIST

Here you can open the current rank list with info about your position in the current cup.

# WEAPONS

### SP -30 – "PUMP DADDY"

An automatic shotgun that fires 6 pellets from each barrel. On short range, it produces heavy damage with a high force kick, but it's not too effective as a medium and long range weapon. A very slow rate of fire is a drawback.

### MG-11 "MASCHINENGEWEHR"

A 51cal machine gun that produces light damage with a moderate rate of fire, but it has no reload action and it's precise on all distances.

### SP – 60 "DOUBLE TROUBLE"

An automatic shotgun with an option to fire backwards. It produces the same amount of damage and force as SP-30 with the same slow rate of fire.

### HEMP-92A "INTRUDER"

A light rocket launcher that shoots 2 heavy explosive rockets per second. Each rocket produces a high amount of damage and a powerful kick. The drawbacks are the slow rate of fire and the rocket's flying speed: it's not an instantaneous weapon. Overall, it's a good short-distance to mid-distance weapon.

### M-143A "SPINDOC"

A minigun with a high rate of fire and scattering on the long range. It needs to spin up before it starts firing and it has a high ammo consumption ratio.

### BM-13 "KATYUSHA"

A heavy rocket launcher that can shoot in both directions up to 8 rockets per second. It can produce heavy damage and force but it's not a very precise weapon. It's best to use it on multiple targets.

### M-286A "GANG BANGER"

An upgraded version of the minigun, which can shoot in both directions. It's a moderately precise weapon with a high rate of fire. It needs to spin up before it starts firing and it has a high ammo consumption ratio.

## C30-G8 "ST. CLUSTER"

This heavy duty grenade launcher is operated by the pull-back motion and loaded with cluster grenades. The grenades fly further if you hold down the button longer. It's not a precise weapon but it produces a high amount of damage distributed over a wide area. It's best to use for carpet bombing multiple targets.

## SL-7 "ALZHEIMER"

This sophisticated rocket launcher is loaded with "smart" semi-guided projectiles that follow the path along the road. It's a solid, mid-range to long-range weapon and it produces the same amount of damage as an ordinary rocket, but it's of little use at close range. Because of the semi-guiding capabilities, the missile follows a path rather than the target and it can be difficult to make a direct hit even if the target is in close vicinity.

## DG-16 "PARTY POOPER"

This is a heavy duty grenade launcher operated by the pull-back motion and loaded with heavy explosive grenades. It has an additional capability to drop grenades as mines in its wake. The dropped grenades explode after a designated time or on impact. This weapon is very powerful and it delivers high damage and force to the target but it can be a bit tricky to use. The grenades can bounce off the ground and obstacles and it's possible to score a hit even if the target is not visible. The best way to use this weapon is to shoot grenades in front of the target; even if the enemy vehicle doesn't get a direct hit, the blast reduces visibility and the force of impact pushes the target from its course.

## DV-1611 "GUN ON RAILS"

The rail gun is an electrically-powered artillery gun that accelerates a conductive projectile along an electromagnetic rail and produces a large amount of force and damage to its target. However, the rail gun has two serious drawbacks: a very slow rate of fire because it has to charge the EM pulse before firing the weapon and its ammo taking up a lot of cargo space, which means that the you usually run out of it pretty fast.

## SD-88 "PIGLET"

The Piglet fires a propelled rocket with a uranium warhead, which creates a lot of damage and a powerful kick to its target However, these rockets are much heavier and take more cargo space than a normal missile. Another drawback is a very slow reloading time: it takes 4 seconds to reload the rocket, but these rockets are powered with better fuel and can fly faster and hit the target more quickly than an ordinary rocket.

# UPGRADES

You can upgrade the engine, brakes, tires, ammo storage and armor. All upgrades are cumulative: by buying, for example, Stage Two of the upgrade, you buy Stage One, too.

## ENGINE AND NITRO

The engine upgrades are divided into two sections: overall engine upgrades and nitro upgrades.

| | |
|---|---|
|  | **DRAKOOL**<br><br>A cold air intake system that improves the acceleration by 5% |
|  | **HURRYCAN**<br><br>A performance exhaust that improves the top speed by 3% |
|  | **ULTRACHEAP**<br><br>A performance chip class A that improves the acceleration by 4% |
|  | **COMANCHEAP**<br><br>A performance chip class B that improves the highest speed by 3% |
|  | **TURBAN**<br><br>A supercharger that improves the acceleration by 3% |
|  | **NITROX**<br><br>It additionally extends the Nitro duration by 25%. |
|  | **METHANE**<br><br>It extends the Nitro duration by 15%. |
|  | **NITROMETH**<br><br>It extends the Nitro duration by 10%. |

## BRAKES

The brake upgrades improve the deceleration of the vehicle.

| | |
|---|---|
|  | **JESSEWALT BRAKES**<br>Low-class racing brakes that improve the deceleration by additional 17 %. |
|  | **HEARTBRAKES**<br>Semi-pro racing brakes that improve the deceleration by additional 17 %. |
|  | **EYEPOPPERS**<br>Pro-racing brakes that improve the deceleration by additional 17 %. |

## TIRES

The tire upgrades improve traction.

| | |
|---|---|
|  | **DRAVA INTENSE**<br>Low-quality racing tires that improve traction by additional 10%. |
|  | **BADDAY BIRDIE F1**<br>Semi-pro racing tires that improve traction by additional 10 %. |
|  | **DUMBHO RALLYSPORT**<br>Pro racing tires that improve traction by additional 10 %. |

## AMMO PACKS

The ammo packs increase the amount of ammo that the player can carry in his vehicle.

| | |
|---|---|
| | **SURVIVAL PACK**<br>A small ammo upgrade pack. |
| | **COMBO PACK**<br>A medium ammo upgrade pack. |
| | **XXL PACK**<br>A large ammo upgrade pack. |

## SHIELDS

| | |
|---|---|
| | **TINCAN PROTECT**<br>Tin plates that improve protection by additional 10%. |
| | **ROSTFREI DELUXE**<br>Reinforced iron plates that improve protection by additional 8%. |
| | **TIT BOUNCER**<br>Titanium plates that improve protection by additional 6%. |
| | **CHD FENCER**<br>Carbon hybrid plates that improve protection by additional 5%. |

# UNLOCKING ITEMS

Items are unlocked depending on your ranking position after each race. The higher the ranking position, the more items are unlocked.

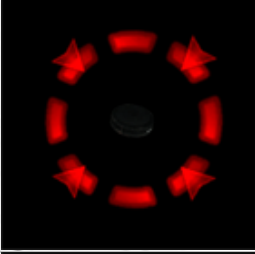| 1$^{ST}$ PLACE | 2$^{ND}$ PLACE |
|---|---|
| 1$^{st}$ place unlocks the following items:<br>- 1 track and 1 weapon or 1 car<br>- 2 upgrades<br>- 3 stickers<br>- 3 rims | 2$^{nd}$ place unlocks the following items:<br>- 1 track and 1 weapon or 1 car<br>- 2 upgrades<br>- 3 stickers<br>- 3 rims |
| 3$^{RD}$ PLACE | 4$^{th}$ PLACE |
| 3$^{rd}$ place unlocks the following items:<br>- 1 track and 1 weapon or 1 car<br>- 1 upgrade<br>- 2 stickers<br>- 2 rims | 4th place unlocks the following items:<br>- 1 upgrade<br>- 2 stickers<br>- 2 rims |
| 5$^{th}$ PLACE | 6$^{th}$ PLACE |
| 5$^{th}$ place unlocks the following items:<br>- 1 sticker<br>- 1 rim | 6$^{th}$ place unlocks the following items:<br>- 1 sticker |
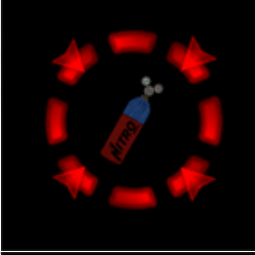
# HEADS-UP DISPLAY
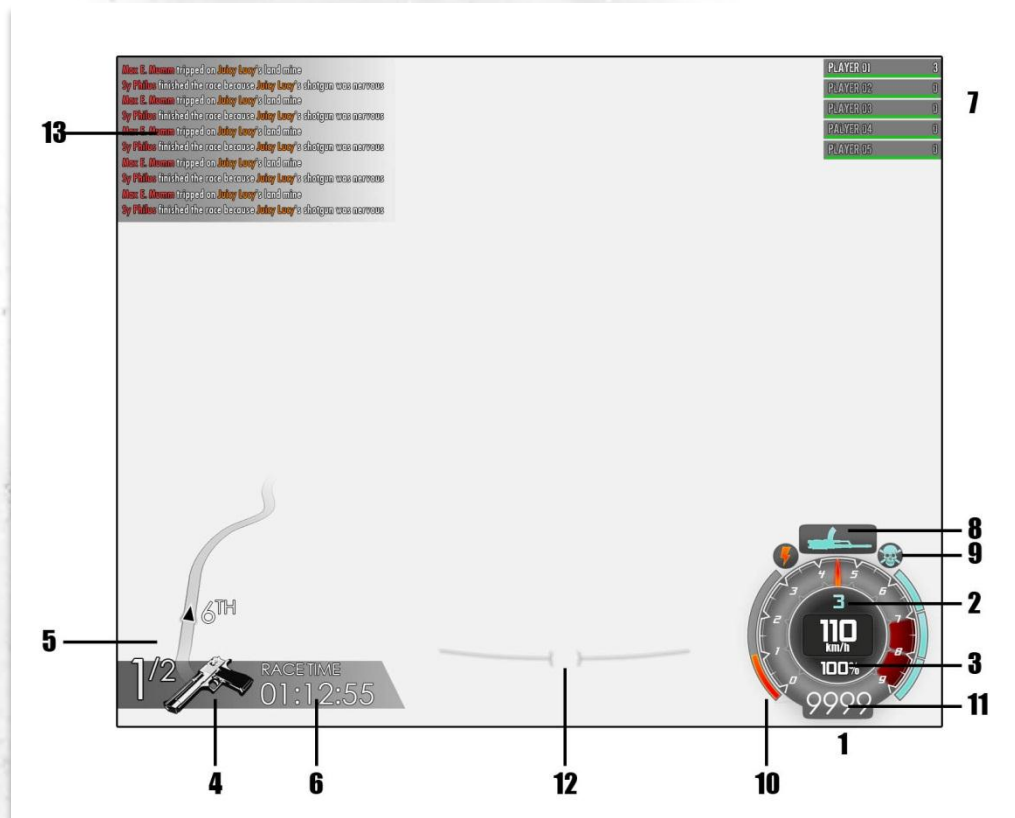


1. **RPM Meter** – it shows the current speed, RPM and mileage.

2. **Gear Indicator** – It shows the current gear.

3. **Health Status** – It displays the current amount of health.

4. **Event type** – It displays the selected event type.

5. **Laps Indicator/ Minimap** – It shows the current/final lap ratio and mini-map.
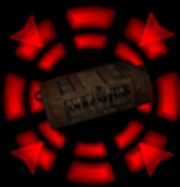
6. **Time** – It displays the Race Time and Lap Time depending on the player's position in the race.

7. **Player Status** – It displays the race time/delay and health bar for each player in the race.

8. **Weapon indicator** – It shows the current weapon.

9. **Power-Up Indicator** – It shows the amount and duration of the current power-up.

10. **Nitro Indicator** – It shows the amount and duration of the Nitro power-up.

11. **AMMO Indicator** – It shows the amount of the available ammunition in the storage.

12. **Radar** – It displays the position of the opponents behind the player's vehicle.

13. **Chat Window** – It displays the action history and conversation between players.

# ONTRACK BONUSES/POWER-UPS

### DOUBLE DAMAGE

It doubles the damage during a limited period of time.

### SMOKE

It enables the player to emit smoke thus distracting the players behind him or her. One package of smoke allows 3 emissions. All vehicles slow down and stop firing if they enter a smoke screen.

### MINES

This is a package of 3 mines which you can be dropped behind. They explode when in contact with other vehicles.

### NITRO

It adds additional boost to the vehicle. The nitro boost can be gathered by picking up nitro power-ups, by destroying obstacles (crates, small vegetation, etc.), by running over animals, by smashing into other vehicles or by making kills.

### OIL

It enables the player to drop oil slicks on the road. One oil barrel allows 3 oil drops to be released.

### SHIELD

It provides protection for a limited period of time. The shield absorbs 100 units of damage and protects the vehicle from all types of forces (explosions, rockets, rail gun bullets).

| | |
|---|---|
|  | **SMALL REPAIR**<br><br>It repairs10% of the total damage to the vehicle. |
|  | **LARGE REPAIR**<br><br>It repairs 50% of the total damage to the vehicle. |
|  | **SMALL MONEY**<br><br>It gives a small money reward to the player. |
|  | **LARGE MONEY**<br><br>It gives a substantial money reward to the player. |
|  | **SMALL AMMO**<br>It replenishes your AMMO supply by 10% of the total AMMO amount. |
|  | **LARGE AMMO**<br><br>It replenishes your AMMO supply by 50% of the total AMMO amount. |

# MULTIPLAYER

The Gas Guzzlers multiplayer consists of 7 different events which are all played consecutively in the Tournament mode. The players can score points and bonus rewards in each race and the final ranking is calculated depending on all the achieved points and bonus rewards at the end of the Tournament.

## RACE TYPES

You can choose from 7 different types of events: Classic Race, Power Race, Battle Race, Knockout, Deathmatch, Last Man Standing and Capture The Flag (available in Team Play only). For each event you can win points and bonus rewards. The points are used for climbing through the ranks and bonus rewards are used for sorting purposes when two or more players have the exact number of points and kill count. The player with a larger bonus reward is positioned higher on the rank list. Bonus rewards are calculated depending on the player's various activities during the race (collecting items, making kill assist, destroying obstacles, etc.). The player receives a certain amount of points regarding his final rankings upon the end of the race, and some additional bonus points for all the actions he or she has performed during the race.

## CLASSIC RACE

The Classic Race is a race without any weapons and on-track power-ups – just pure racing and nothing else. The 1st place gets you 800 points, the 2nd place provides 600 points and each other subsequent place gets you 100 points less than the previous place.

## POWER RACE

The Power Race is a race without any weapons but on-track power-ups are included. The 1st place gets you 800 points, the 2nd place gets you 600 points and each other subsequent place gets you 100 points less than the previous place.

## BATTLE RACE

The Battle Race is a race with guns. The 1st place gets you 800 points, the 2nd place provides 600 points and each other subsequent place gets you 100 point less than the previous place.

## KNOCKOUT RACE

The Knockout Race is a relegation race where the worst driver drops out of the race at each lap and the last remaining driver is the winner. Only the driver who wins the race gets points. For winning the Knockout event, you get 800 points.

## DEATHMATCH

Deathmatch is a game event where the player needs to score as many kills as possible. The Deathmatch ends if the max kills counter is reached or if the match time ends. If the player dies, he or she gets respawned without any weapons and power-ups and can continue fighting. The 1st place gets you 800 points, the 2nd place gets you 600 points and each other subsequent place gets you 100 points less than the previous place.

## LAST MAN STANDING

The Last Man Standing is a game event where the player needs to stay alive and score as many kills as possible. The Last Man Standing ends when only one player is alive on the battlefield. If the player dies, he or she is not respawned. The winner in the Last Man Standing event gets 800 points.

## CAPTURE THE FLAG (AVAILABLE IN TEAM PLAY ONLY)

The Capture the Flag is a game event where teams win a point by capturing the flag. On the battleground there are 2 flags available. Each team can carry only one flag while the other flag represents the base location (zone of capture). When the team brings the flag to the base location, they score 1 point. The team with the highest number of points wins the game. If the rival team takes the second flag, then the flag carrier has to be destroyed so that the flag can be seized.

# TEAM PLAY MULTIPLAYER

Any time during the tournament the players can choose to switch to the team play mode. This can be done by calling the vote from the multiplayer menu and then by selecting the "Team Play" option. All multiplayer events are available in the Team Play mode but the scores are divided into personal and team scores. The Team Play modes allows up to 4 different teams per tournament. The teams are divided by colors – Red, Blue, Green and Yellow. The player can add or remove bots to a specific team.

## TEAM PLAY SCORE DISTRIBUTION FOR CLASSIC, POWER AND BATTLE RACE EVENTS

In the Team Play the scores are divided into personal scores and team scores. Each player's personal score is taken into consideration when the team score is calculated. The final player's rankings are calculated depending on all the achieved points at the end of the event. After the player's rankings have been determined, the team rankings are calculated from the ranking position of each player. The first ranking player gets 3 points for his team, while the rest of the point distribution depends on the position of the other players. For example, if two high-ranked players are from the same team, then the team wins 3 points and they "push out" the points for the second place. The next player (the 3$^{rd}$ place) scores only 1 point for his team. If the first 3 positions are taken by the players of the same team, then they win 3 points for their team and the other teams do not get any points.

## TEAM PLAY SCORE DISTRIBUTION FOR CAPTURE THE FLAG EVENT

In Capture the Flag team play mode the players contribute to the team placement by seizing the flags. The team with the highest number of captured flags gets 1 points, the team occupying the 2$^{nd}$ place gets 2 points and the 3$^{rd}$ place team gets 1 point.

The team doesn't get any points if it occupies the 4$^{th}$ position or if their members don't manage to capture the flag or make a kill during the Capture the Flag event.

## TEAM PLAY SCORE DISTRIBUTION FOR TEAM DEATHMATCH EVENT

In the Team Deathmatch mode the players contribute to the team placement by killing opponents. The kills made by every player in a team are added up. The event ends when the kill count of the best team reaches the defined number or if the match time expires. The team with the highest number of kills gets 3 points, the 2$^{nd}$ place team gets 2 points and the 3$^{rd}$ place team gets 1 point.

The team doesn't get any points if it occupies the 4$^{th}$ position or if their members don't manage to make a kill during the Team Deathmatch event.

## TEAM PLAY SCORE DISTRIBUTION FOR LAST TEAM STANDING EVENT

In the Last Team Standing mode the players contribute to the team placement by killing players from other teams. The event ends when only the members from one team stay alive. The winning team gets 1 points, while all other teams don't get any points.

# MULTIPLAYER EXPERIENCE POINTS

During any multiplayer game the players are able to increase their personal score by performing many actions during the events (by killing opponents, winning the game, destroying obstacles, etc. ). These personal score points are handled as experience points and a certain amount of them gets the player a rank. There are 70 ranks in total which the player can achieve by collecting experience points while playing multiplayer events.

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| 1. | Private First Class | | 0 | 13. | Staff Sergeant | | 43800 |
| 2. | Private First Class I | | 300 | 14. | Staff Sergeant Class I | | 51900 |
| 3. | Private First Class II | | 1200 | 15. | Staff Sergeant Class II | | 60800 |
| 4. | Lance Corporal | | 2700 | 16. | Gunnery Sergeant | | 70500 |
| 5. | Lance Corporal Class I | | 4800 | 17. | Gunnery Sergeant Class I | | 81000 |
| 6. | Lance Corporal Class II | | 7500 | 18. | Gunnery Sergeant Class II | | 92300 |
| 7. | Corporal | | 10800 | 19. | Master Sergeant | | 104400 |
| 8. | Corporal Class I | | 14700 | 20. | Master Sergeant Class I | | 117300 |
| 9. | Corporal Class II | | 19200 | 21. | Master Sergeant Class II | | 131000 |
| 10. | Sergeant | | 24300 | 22. | Master Gunnery Sergeant | | 145500 |
| 11. | Sergeant Class I | | 30000 | 23. | Master Gunnery Sergeant Class I | | 160800 |
| 12. | Sergeant Class II | | 36500 | 24. | Master Gunnery Sergeant Class II | | 176900 |

| | | | | | | | | |
|---|---|---|---|---|---|---|---|
| 25. | 2nd Lieutenant | | 193800 | 48. | Major General Class II | | 871700 |
| 26. | 2nd Lieutenant Class I | | 211500 | 49. | Lieutenant General | | 915400 |
| 27. | 2nd Lieutenant Class II | | 230000 | 50. | Lieutenant General Class I | | 960300 |
| 28. | 1st Lieutenant | | 249300 | 51. | Lieutenant General Class II | | 1006400 |
| 29. | 1st Lieutenant Class I | | 269400 | 52. | General | | 1053700 |
| 30. | 1st Lieutenant Class II | | 290300 | 53. | General Class I | | 1102200 |
| 31. | Captain | | 312400 | 54. | General Class II | | 1151900 |
| 32. | Captain Class I | | 335700 | 55. | Commander | | 1202800 |
| 33. | Captain Class II | | 360200 | 56. | Commander Class I | | 1270000 |
| 34. | Major | | 385900 | 57. | Commander Class II | | 1340000 |
| 35. | Major Class I | | 412800 | 58. | Commander Class III | | 1400000 |
| 36. | Major Class II | | 440900 | 59. | Commander Class IV | | 1480000 |
| 37. | Lt. Colonel | | 470200 | 60. | Commander Class V | | 1570000 |
| 38. | Lt. Colonel Class I | | 500700 | 61. | Widow maker | | 1680000 |
| 39. | Lt. Colonel Class II | | 532400 | 62. | Widow maker Class I | | 1800000 |
| 40. | Colonel | | 565300 | 63. | Widow maker Class II | | 1980000 |
| 41. | Colonel Class I | | 599400 | 64. | Undertaker | | 2180000 |
| 42. | Colonel Class II | | 634700 | 65. | Undertaker Class I | | 2370000 |
| 43. | Brigadier General | | 671200 | 66. | Undertaker Class II | | 2580000 |
| 44. | Brigadier General Class I | | 708900 | 67. | Slayer | | 2870000 |
| 45. | Brigadier General Class II | | 747800 | 68. | Slayer Class I | | 3150000 |
| 46. | Major General | | 787900 | 69. | Slayer Class II | | 3420000 |
| 47. | Major General Class I | | 829200 | 70. | Grim Reaper | | 3800000 |

# MULTIPLAYER MENUS

## SERVER LIST

Here you can browse the available servers and join the multiplayer game.



From left to right you can see the following information in the list:

| | |
|---|---|
| SERVER | It displays the name of the server |
| MAP | It shows the current Map running on the server |
| PLAYERS | It shows the current number of players on the servers (bots are not shown) |
| TYPE | It displays the types of games which are available on the server |
| VERSION | It shows the version of the launched game |
| PING | It shows the server's ping value |
| COUNTRY | It shows the regional settings for each server |

All listed values can be sorted by clicking on their header names.

## BACK

Here you return to the Main Menu.

## CONNECT TO IP

Here you enable the direct connection to the known IP address.

## REFRESH
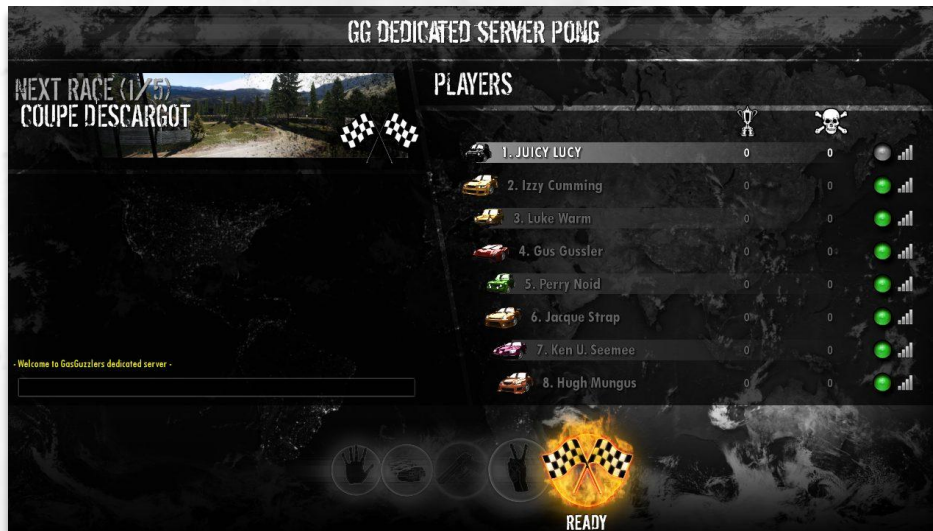
Here you refresh the master server list.

## PRESETS

Here you open the preset selection menu in which you can create a new car preset. The presets cannot be modified once you have joined the game.

## JOIN

Here you can join the multiplayer game press here.

# MULTIPLAYER LOBBY



In the Multiplayer Lobby you can chat with other players, call for voting or select your car presets and change the weapons if necessary. If you select Team Play, you change the Players Tab with the Team Tab and the team colors and rankings are displayed. The left part of the Multiplayer Lobby is reserved for the chat and the right part is occupied by the player ranking list. The options are available in the bottom of the lobby screen.

## BACK

Here you return to the Main Menu.

## PRESETS

Here you can browse through the already created car presets.

## WEAPONS

Here you can select a specific weapon for the car. If the next event type is the Classic race or Power race, then this option is disabled.

## CALL VOTE

Here you can call a vote and change the race type, track, type of multiplayer and other things.

## READY

Here you can hit the Ready button to confirm that you are ready to enter the race. The event starts when all the players are ready.

# MULTIPLAYER VOTING MENU

The Voting menu offers the players the ability to change the current game settings by calling the vote. If the majority of players chooses to vote for the proposed action, the vote passes. The players can vote YES by pressing F1 or NO by pressing F2 (these are the default settings and can be redefined if necessary).

The following options are available for voting:

### TEAM PLAY/SINGLE PLAY

Here you can call a vote to change the type of multiplayer.

### KICK PLAYER

Here you can call a vote to kick the player by choosing his or her name from the list.

### CHANGE TRACK

Here you can call a vote to change the track/arena.

### CHANGE RACE TYPE

Here you can call vote and change the next event type along with the next track/arena.

### RESTART TOURNAMENT

Here you can call vote to restart the tournament.

### ADD BOT

Here you can call vote to add bot to the server or to specific team if the Team Play mode is active.

### REMOVE BOT

Here you can call vote to remove the bot from the server.

### CHANGE BOTS DIFFICULTY

Here you can call vote to modify the bot's difficulty setting.

### RUBBER BANDING

Here you can call vote to change the type of rubber banding.

### RESPAWN IN BATTLE RACE

Here you can call vote to enable/disable the respawning in the Battle race.

# LAUNCHING DEDICATED SERVER

Players can join the existing game over the network or start a new game by launching a dedicated server. To start a dedicated server, you have to run GGDedicatedServerLauncher.exe located in Bin32 folder.

## OPTIONS MENU
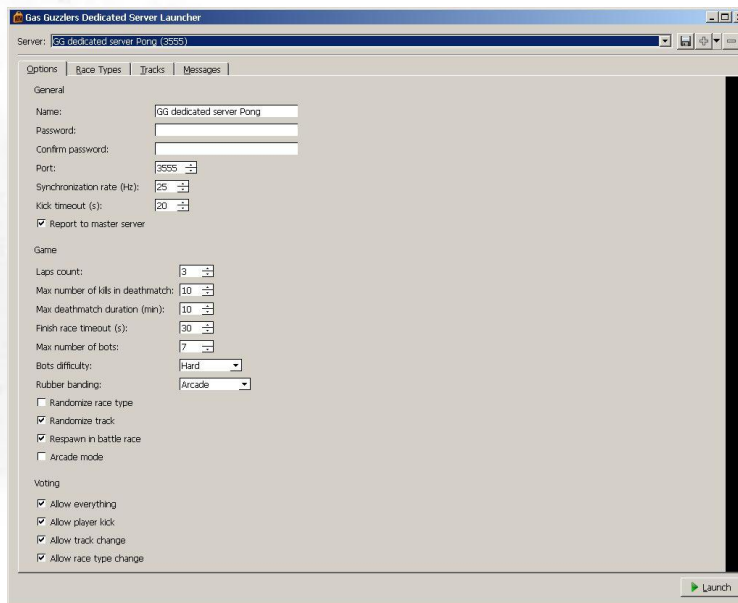


| SERVER NAME | Here you can define the name of your server. |
|---|---|
| PASSWORD | Here you can set up the password for the server access. |
| CONFIRM PASSWORD | Here you can confirm the password for the server access. |
| PORT | Here you can set up the server port number; the default value is 3555. |
| SYNCHRONIZATION RATE | This is the server simulation rate. |
| KICK TIMEOUT | This is the timeout for kicking idle users. |
| LAPS COUNT | This shows the lap race number for all the race events except KO, DM and LMS. |
| FRIENDLY FIRE | With the friendly-fire option turned off, the team members aren't able to affect the friendly vehicles in any way by weapons or power-ups. |
| TEAM PLAY | Define if the server is launched in the Team Play mode. |
| MAX NUMBER OF KILLS IN DEATHMATCH | Here you can set up the maximum kills counter, DM ends if the max kills counter is reached. |
| MAX DEATHMATCH DURATION | Here you can set up the end game timer for DM. |

| MAX NUMBER OF KILLS IN TEAM DEATHMATCH | Here you can set up the maximum kills counter in TDM; the event ends if the max kills counter is reached. |
|---|---|
| MAX NUMBER OF FLAG CAPTURES | Here you can set up the maximum number of seized flags needed to end the Capture the Flag game mode. |
| FINISH RACE TIMEOUT | Here you can set up the value for the end race countdown which starts after the first player has ended the race. The timer is restarted with each player who passes the finish line. |
| MAX NUMBER OF BOTS | Here you can set up the maximum number of bots on the server. |
| BOTS DIFFICULTY | Here you can set up the difficulty settings for the AI drivers. |
| RUBBER BANDING | Here you can choose the type of rubber banding mode. The following options are available:<br>None – no rubber banding<br>Arcade – default rubber banding – first-ranked player gets 2.5 sec of nitro while each subsequent player gets additional 2 sec of nitro duration. The player still has to collect nitro on the tracks.<br>Semi-Arcade – the principle is similar to arcade but the distribution of nitro depends on the distance between the players and it is distributed more evenly. |
| RANDOMIZE RACE TYPE | Here you can choose to randomize race events or to play them sequentially. |
| RANDOMIZE TRACK | Here you can choose to randomize race tracks or to play them sequentially. |
| RESPAWN IN BATTLE RACE | Here you turn ON/OFF the respawn in the Battle Race. |
| ARCADE MODE | Here you turn on/off the arcade mode. With the arcade mode turned ON, all surfaces have the same friction. |
| VOTING | Here you can choose which options are available for voting. |

## RACE TYPES

Here you can choose which types of events you would like to race. On the left you can see all available types in the game and you can select and drag them to the right side. Basically, what you do is create a Tournament, so if you would like to have 5 Classic Races in the Tournament, then you simply drag and drop Classic Race 5 times from the left to the right.
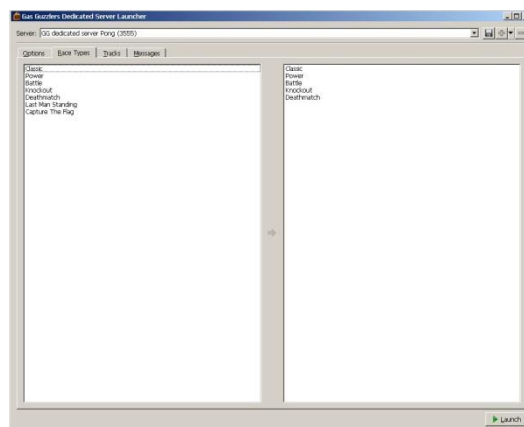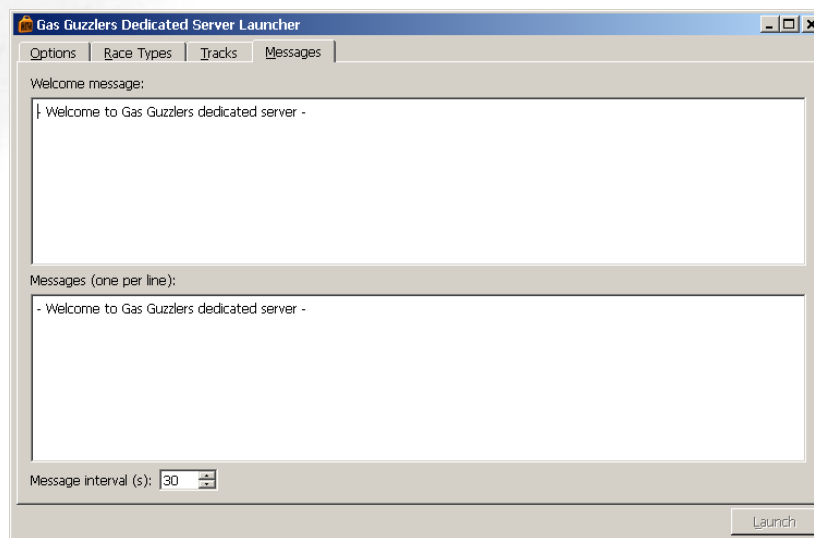
## TRACKS

Here you can select tracks for the Tournament. Just drag them from the left part of the window and drop them in the right part.
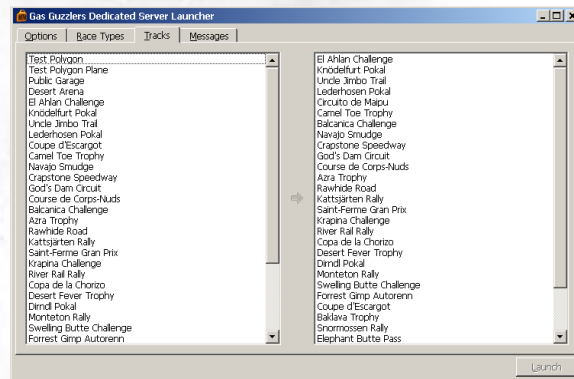


## MESSAGES

Here you can define messages which are shown during the game. You can add "welcome message" and/or a sequence of the messages. Each line represents one message. The message interval can be defined at the bottom of the window.



## FIREWALL SETUP

To make a game public, you have to open dedicated server port 3555, 3556 (server port +1) and 27016 on your Firewall and on your router port forwarding. Open 3555, 3556, 27016 UDP and TCP/IP port. If you don't do that correctly, the game becomes visible in the list but the players aren't able to join the game.

## CONSOLE COMMANDS

All network commands start with Net_. Use TAB key for command auto completing.

| | |
|---|---|
| Net_KickPlayer | This command kicks the player by the name e.g. Net_KickPlayer User |
| Net_KickPlayerID | This command kicks the player by ID slot. First slot is 0, second 1... e.g. Net_KickPlayerID 0 |
| Net_ListAllMaps | This command lists all the maps registered in the database Data\GasGuzzlers\Database\Database.xml |
| Net_ListRotationMaps | This command lists all rotation maps added to the server's config file. GGDedicatedServer.xml. Map is referenced by map database ID.) |
| Net_SetCurrentMap | This command sets the current map by the map order ID from the rotation list. See Net_ListRotationMaps and Net_ListAllMaps command. e.g. Net_SetCurrentMap 0 |
| Net_SetCurrentRaceTypeID | This command sets the current race type ID. Race typesare: 0 – Classic Race, 1 – Battle, 2 – Knockout, 3 – Death Match, 4 – Last Man Standing |
| Net_SetNextMap | This command moves the cursor to the next map and map rotation list. It is valid only when the game is in lobby. |

# LEGAL NOTICE