



DEATH TRACK[®]

R E S U R R E C T I O N

manual



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Welcome to the future! You are about to embark on an exciting tour of some of the former greatest cities on earth which have been turned into survival racing arenas. Fasten your seat belts and grab a big gun.

Death Track: Resurrection is a remake of the legendary **Death Track** game which was released in 1989 to the acclaim of millions of gamers around the world. The exciting atmosphere of combat racing in the cruel savage world of the future is complemented by the captivating story which unravels as you play.

The main character is a rookie pilot who is participating in the most exciting show on earth – the survival races.

GAME FEATURES

- 10 cars of unique futuristic design
- 7 upgradeable weapon types, including remotely controlled robots, EMP rockets, mines, etc.
- Springboards for breathtaking stunts
- 10 tracks – ruins of the former cities of Paris, Bangkok, London, Vatican City, Prague, New York, Moscow, Istanbul, San Diego and Tokyo
Formidable AI-controlled opponents skills and abilities can be adjusted to raise or lower game difficulty.



Installation

ADDITIONAL SOFTWARE

In order to run correctly on your PC, the game requires some additional software to be installed. If you purchased the game on a DVD, you may install the additional applications and drivers from the disc supplied.

If you purchased the game as a download, you may check for and download updates of additional software and drivers by visiting the following links:

- Microsoft DirectX: <http://support.games.1c.ru/?redirect=dx>

Attention! Installing the following updates may cause software issues and is recommended to experienced users only.

- Graphics card drivers (ATI): <http://support.games.1c.ru/?redirect=atidrv>
- Graphics card drivers (Nvidia): <http://support.games.1c.ru/?redirect=nvdrv>

INSTALLING THE GAME

Insert the Death Track: Resurrection disc into the DVD drive. If Auto Insert Notification is enabled in your operating system, you will see the game's Start Menu.

Otherwise, search for and run Autorun.exe in the disc root folder. Click "Install" in the Start Menu to run the game installation wizard and follow its instructions.

You will need 2.5 GB of disc space available on your hard drive.

The installation wizard also lets you install DirectX® 9 (9.0c or newer is required). The DirectX® 9.0c version is included on the game disc.

RUNNING THE GAME

Once installation is complete, insert the game disc into the DVD drive and run the game by clicking the corresponding menu item. If Auto Insert Notification is disabled, click the "Run Death Track" shortcut in the Start Menu.

REMOVING THE GAME

To remove the game, click the "Remove Death Track" shortcut in the Start Menu and follow the wizard's instructions.

You may also use the Remove button in the game menu, if Auto Insert Notification is enabled.



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Controls

The controls screen allows you to bind two keys for any in-game action.

PRIMARY CONTROLS

	Keyboard	Standard PC Gamepad	PlayStation®2 Controller	Xbox 360 Controller™
Accelerate	NUMPAD 8 / UP	Right stick up / Button 2	Right stick up / Button 2	Right stick up / Button 1
Brake / Backwards	NUMPAD 5 / DOWN	Right stick down / Button 3	Right stick down / Button 3	Right stick down / Button 2
Left	NUMPAD 4 / LEFT	Left Stick left	Left Stick left	Left Stick left
Right	NUMPAD 6 / RIGHT	Left Stick right	Left Stick right	Left Stick right
Shift Left	NUMPAD 7 / S	Right Stick left	Right Stick left	Right Stick left
Shift Right	NUMPAD 9 / D	Right Stick right	Right Stick right	Right Stick right

SECONDARY CONTROLS

	Keyboard	Standard PC Gamepad	PlayStation®2 Controller	Xbox 360 Controller™
Nitrous Oxide	LEFT SHIFT / RIGHT SHIFT	Button 5	Button 5	Button 5
Shift Down	Z	Left button	Left button	Left button

COMBAT

	Keyboard	PC Gamepad	PlayStation®2 Controller	Xbox 360 Controller™
Fire	LEFT CTRL / RIGHT CTRL	Button 6	Button 6	Button 6
Mines	Q	Button 7	Button 7	Left Trigger
Missile Flare	LEFT ALT / RIGHT ALT	Press the Left Stick	Press the Left Stick	Press the Left Stick
Primary Weapon	1			
Secondary Weapon	2			
Tertiary Weapon	3			
Previous Weapon	W			
Next Weapon	E	Button 8	Button 8	Right Trigger

MISCELLANEOUS

	Keyboard	Standard PC Gamepad	PlayStation®2 Controller	Xbox 360 Controller™
Pause / Menu	ESC	Button 9	Start Button	Start Button
Return	ESC	Button 9 / Button 3	Select Button / Circle Button	Button B / Back Button
Select	ENTER	Button 2	Start Button / Cross Button	Button A / Start Button
Change Camera	C	Up Button	Up Button	Up Button
Targeting Mode	TAB	Down Button	Down Button	Down Button
Back On Track	R	Button 10	Button 9	Button 7
Mirror On / Off	G			
Mini-map Scale	L	Button 4	Button 4	Button 4



Game Rules

GENERAL RULES

Death Track: Resurrection is a combat car racing game which takes place on circular tracks and is complemented by realistic controls and arcade-style shooting.

A race ends when one of the following conditions is met:

- Player's car finishes
- Player's car explodes and cannot continue the race (Classic mode)
- Player fails to complete a necessary task (Task mode)

During a race, your actions will be rewarded with points and, if you win, your points will be converted into cash (except in Quick Race mode) which you can spend on new cards, upgrades or weapons.

Points are earned for:

- Afterburner – long acceleration with use of nitrous oxide
- Clean Ride – safe driving
- Flight – remaining airborne for a long time
- Rotation, Tilt – performing aerobatic stunts
- Killing – elimination of enemy cars
- Destruction – elimination of structures and barrels
- Victory – taking a prize-winning place

To win, a player must take a prize-winning place (first place, in most cases). Cars, upgrades and new weapons become available as you complete the tracks in Scenario mode.

CONTROLLING THE CAR

The game offers both automatic and manual transmission. Manual transmission is way more efficient in terms of gaining speed than automatic transmission.

The car is controlled by four primary keys: "Accelerate", "Brake", "Left" and "Right" as well as two secondary keys: "Handbrake" and "Nitro".

Professional driving skills are rewarded with bonus points:

- Afterburner - Use of nitrous oxide greatly increases your engine's power. You will earn bonus points for accelerating with nitro, but only if you steer clear of buildings and other objects.
- Clean Ride- Completing a small part of the track without hitting walls, poles and crates scattered on the road will be rewarded with bonus points. Additional bonus points are awarded for several Clean Rides in a row.

Car driving attributes are not affected by damage. A heavily damaged car keeps on going like it has no damage at all.

Tip: If your car catches fire, you can put the flames out by achieving high speed.



COMBAT

In terms of winning a race, weapons are as important as the car's engine. You can purchase new weapons or upgrade existing ones before each race. The car enters the track with preset weaponry that cannot be changed during a race.

Tip: Don't forget about the rear-view mirror. It will warn you of approaching enemy missiles. To defend yourself, use the missile flares bound to the [Alt] key by default.

You will be rewarded with points for eliminating enemy cars. To earn more points, eliminate two opponent cars within 6 seconds (Killer status). If you destroy another car within the next 4 seconds, you will be awarded Mega Killer status.

As well as cars, there are other destructible objects in the game, including barrels, buildings and generators (destroying generators disables the power shields which prevent you from entering shortcut routes. If you destroy any of these objects, you will be rewarded with additional bonuses. Destroyer status is awarded for dealing with the last barrel or on the map.

STUNTS AND CONTROLLED FLIGHT

All the cars in the game are equipped with controlled flight jets that allow you to change direction when airborne (after springboard jumps). Jets allow the car to rotate on two axes (using the same keys that control the car on the track) as well as shifting it to the side (bound to the [S] and [D] keys by default). When your car is airborne, the passage of time slows down a little.

Each aerobatic stunt which you perform is indicated on the game screen by an icon and the number of points awarded for it. Points are awarded only in the case of a successful landing.

Tip: Simultaneous rotation on two axes increases the number of bonus points.

Earning a lot of points in a single stunt gives you the status of Angel or Archangel. As well as the points earned, these statuses provide 3rd or 5th level bonuses.

BONUSES

There are bonuses on the tracks that can temporarily change car properties. Bonuses range from level 1 to 5.

5th level bonuses are given for completing mini-tasks: destroying buildings, disabling power shields, performing highly rewarded stunts (Archangel status), eliminating several enemies in a short time (Mega Killer status), and destroying the last building on the map (Destroyer status).

4th level bonuses are located in rather hard-to-reach parts of track, where you can gather them, for example, by jumping from a springboard.

3rd level bonuses are given for eliminating two enemies in a short time (Killer status), aerobatic stunts (Angel status) and safe completion of track sections (Clean Ride status).

There are also 1st level bonuses to be found on the tracks. When you collect a bonus, the corresponding bonus icon and level are shown on the game screen. Levels of bonuses gathered within a short time are added together to allow you to get bonuses of the 2nd, 3rd and sometimes 4th level.

Bonus Types:

- **Haste** – replenishes nitrous oxide and temporarily boosts engine power.
- **Shield** – temporarily reinforces armour.
- **Repair** – repairs car and temporarily activates regeneration (automatic recovery).
- **Points boost** – temporarily increases the amount of points awarded for actions.
- **Damage boost** – temporarily increases weapon power.
- **Ammo** – replenishes ammo.



Race Modes

TRACK PRESETS

Modern

The primary and default track preset. All bonuses are enabled, weapons are available, destroyed car respawns on track.

Classic

This track preset is the closest to the original Death Track. Only the points boost bonus is enabled, weapons are enabled but destroyed cars are out of the race.

Rally

This track preset is for players keen to test their driving skills. The Hustle bonus is enabled, weapons are disabled, destroyed cars respawn on the track.

Custom

This track preset allows race parameters to be manually adjusted.

TRACK MODES

A player can select from one of five track modes: Scenario, Championship, Drag, Task and Quick Race.

Scenario

In Scenario mode, you participate in a championship that comprises ten stages taking place in the ruins of the largest cities in the world. At the end of each stage, one driver leaves the game under mysterious circumstances, leaving fewer and fewer racers to participate in the subsequent races.

Tournament

Tournament mode consists of three stages – the American, European and Asian Cups. For each stage you complete, you are rewarded with cash which you can use to improve your car.

Challenge

Challenge mode consists of races on all the available tracks where you must accomplish several mini-tasks as you go along. Tracks become available after you complete them in Scenario mode.

Drag race

Drag race mode features specially modified tracks and increased car engine power. Only manual transmission is available (bound to the [A] and [Z] keys by default). Tracks become available after you complete them in Scenario mode.



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GAME SCREEN

The game screen displays the following HUD elements which provide important information. The center of the HUD includes a speedometer, tachometer, and nitro and armor levels. The upper right corner of the HUD displays the lap number, position in the race, and relative position to other racers. The upper left corner displays the amount of cash earned during the race. Remaining ammunition is displayed in the lower left corner. The HUD can be customized to show additional elements such as the mini-map, gear, and rear-view mirror.



There are 4 models of each of the 7 weapon types available in the game.

PRIMARY

Machine Gun

The machine gun is a classic survival racing weapon. With large but limited capacity, high accuracy and enough stopping power, it has been popular for decades.

Laser

The laser market is led by Sunray who has released the four most popular models of this weapon type. Powered by the car itself, the laser offers infinite ammo capacity. Although its stopping power is relatively low, its non-stop firing capability compensates for this. Laser beams reflect off solid surfaces, thus hitting several enemies at once.

Plasma Gun

This weapon belongs to the new generation of Death Track racing and has been adopted relatively lately. The plasma gun's solid potential is down to its high stopping power. However, significant dispersion and a relatively low ammo capacity have prevented this weapon from making a major impact.

SECONDARY

Rocket Launcher

Rocket propelled grenades are a solid addition to your chances of winning. There are four RPG types available for use in Death Track races.

Morrigan and Iblis launchers inflict high physical damage to cars within blast radius. Persephone and Mjolnir are EMP models. Their missiles inflict lower damage but cause temporary loss of control in cars caught within blast radius.

While rockets inflict especially high damage, if the distance is long, the targeted pilot may have time to release a flare.

Technical Support

Terminators

Terminators are mobile robots used exclusively in combat racing.

A Terminator is activated by pressing the Fire button and chases its target as long as it remains in its field of view. If it detects another enemy car along the way, the Terminator will attack it with an explosive charge then continue its pursuit.

REAR

Mines

Mines are primary weapons capable of dealing with any enemies lagging behind.

Minefield-1 and Minefield-3 mine layers have a high stopping power.

Minefield-2 and Minefield-4 are EMP models which cause temporary loss of control in cars caught within the blast radius.

Spikes

Spikes make cars change direction. Most often, this results in crashes which inflict high damage on cars.

To register your copy of this game please go to:

<http://www.aspyr.com/register>

If you are having problems installing or using this software, we want to help. You should read through the manual and the Readme file on the game disc before contacting Aspyr Technical Support. Please ensure that your computer meets the minimum system requirements that are listed on the bottom of the box. Our Technical Support representatives will not be able to help customers whose computers do not meet these requirements. So that we can better help you, please have the following information ready:

- Complete product title
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- Your computer's processor type and speed (Pentium 4 3.0-3.8GHz, Celeron 1.1 -1.8 GHz etc.)
- Amount of RAM (MB, GB)
- Make and model of your video card (ATI, Nvidia)
- Speed of your CD-ROM or DVD-ROM drive(16x, 4x, etc.)
- Operating System (Windows XP, Windows 2000 etc.)

Contact us over the Internet:

If, after reviewing all the known issues in this Readme file, you are still having difficulties, please visit our online technical support page at <http://support.aspyr.com/>, and click on the "Browse Knowledgebase" link. If your problem is not currently listed under "Game Issues", then please gather all information regarding the problem, including attempts to resolve the problem, error messages, and computer specifications and open a support ticket located at <http://support.aspyr.com>. This form will then be sent to Aspyr Media Technical Support.

Contact us by Phone:

You can also contact us by phone by calling (512) 708-8100. Note that this number is for technical assistance only. No hints or tips will be given out over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your computer and prepared to provide all necessary information about your computer.

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Notes

Lined area for notes, featuring a large, faint background image of a car.





Notes

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