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Default Key Summary MAIN CONTROLS

Steer Left LEFT ARROW
Steer RightRIGHT ARROV
Accelerate UP ARROW
BrakeDOWN ARRON
HandbrakeSPACE
Clutch
StarterY
Shift UpQ
Shift DownA
Shift Transfer CaseW
Lock Transfer CaseD
Front Diff. LockE
Rear Diff. LockC

SECONDARY CONTROLS

МарТАВ	
Horn	
Restore carENTER	
Repair carBACKSPAC	Ε

VIEWS

TIETTO
In car viewF1
Normal viewF2
Distance ViewF3
First Person View
Wheel Cam
Fixed Camera
Camera upNum Pad +
Camera down
Look left
Look right
Look back

Installation

Insert the Screamer 4x4 CD into your CD/DVD ROM drive and select 'Install' from the Auto-Run menu.

If Auto-Run is not enabled, explore the contents of the CD-ROM and double click on the file SETUP.EXE.

To launch the game after installation, click on the Screamer 4x4 icon from the Virgin Interactive\Screamer 4x4 program folder and select the graphic mode most suitable to your video card.

- Play D3D Supports all D3D compatible video cards
- Play Glide Supports all 3DFX or Glide compatible cards
- Play OpenGL Supports all OpenGL compatible cards

After watching the introduction sequence, select Single Player, Create a New Team and go to the Tutorial. This will

help introduce you to the world of professional off-roading by guiding you through a training course.

Introduction

Featuring some of the world's most technically advanced off road vehicles, Screamer 4x4 will put even the most competent of drivers through their paces.

With ten officially licensed off road vehicles to master, take up the challenge in a Land Rover Defender; the ultimate utility vehicle for adventure or choose the Jeep Cherokee for survival in extreme hostile conditions, or there's always the Toyota Landcruiser, the most legendary of off road vehicles.

Screamer 4x4 will have you on the edge of your seat as you experience real off road action on some of the most rugged terrain in all kinds of weather. With super realistic physics and a host of different vehicles, this ultimate off road driving experience is as close as you'll get to the real thing without leaving the comfort of your home!

WARNING: WHERE WE GO THERE ARE NO ROADS...



Getting Started MAIN MENU

After loading Screamer 4x4 the Main Menu appears. Here you will be presented with the options to select Single Player, Multiplayer or view the game's credits.



TEAM MENU

Before you jump into your vehicle and head for the track take a few minutes to set up your team.

Your co-driver is there to assist you in any way that he or she can. As well as map reading they are there to always look ahead and advise you of the numerous perils and pitfalls that await you as you take up the off road challenge.

Choose your team name and select the colours you want to race in.



Your game progress is automatically saved with each team you create.

Options



Video Options The video options screen allows you to customize the various graphical settings of Screamer 4x4 for optimum performance on your machine.

RESOLUTION Changes the in-game resolution. Choose from 640x480, 800x600 or 1024x768.

DISTANCE

Determines the amount of detail you can view in the surrounding environment. Select from very low, low, normal, high or very high.

DYNAMIC TEXTURES Switches dynamic textures on or off.

DUST DENSITY

Controls the density of the dust particles thrown up by your vehicle. Select from low or high.

RAIN DENSITY Controls the rain density. Set to either high or low.

SPLASH DENSITY

This determines the density of mud splashes shown on your vehicle during a race. For high splash density select high, for low splash density select low.

TEXTURE SIZE

This determines the size of the textures displayed. To choose big textures select big. For small textures choose small.

Note: You will only be able to select big textures if you checked the install large texture package option during installation. To install the large texture package option reinstall the game and check the option when prompted.

TEXTURE FILTERING

There are three texture filtering options to choose from: none, bilinear and trilinear.

COLOUR DEPTH (For supporting video cards only) Choose between 16 and 32bit colour depth.



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Game and Audio Options PHANTOM CAR

If this option is enabled, the game will store a 'phantom' image of your vehicle whenever you successfully manage to complete a course. This will then be available for you to race against in future attempts at the same course.

REPLAY

To enable replay recording please make sure this option is enabled.

MEASUREMENT

This option determines whether your race distance and speed is measured in kilometers or miles per hour. Select UK for miles per hour and Metric for kilometers per hour.

FORCE FEEDBACK

Allows you to enable or disable joystick or steering wheel force feedback support.

CD AUDIO Enable or disable CD Audio

SOUND EFFECTS

To switch sound effects off select disable. To switch sound effects on choose enable.

SOUND EFFECTS VOLUME

Change the volume of the SFX from 0 to 10. (10 being the loudest)

MUSIC

To switch off music choose disable. To switch on music select enable.

MUSIC VOLUME Change the volume of the music from 0 to 10.

3D SOUND (Supporting soundcards only) Choose between no 3D sound, Direct X ™ or Environmental Audio ™



Control Options

To change the Default Driving Controls click on the arrow next to the default key and press the new key you wish to assign the function to. Be careful not to assign a key, which has already been mapped.

Providing your steering wheel or joystick has already been setup using your game controller software within Windows, this screen can also be used to setup peripherals.

Standard Default Driving Controls

- To accelerate press the Arrow key UP
- To steer left press the Arrow key LEFT
- To steer right press the Arrow key RIGHT
- To brake, press the Arrow key DOWN
- To reverse, if your vehicle is in a forward drive gear press the A key until you are in the reverse drive gear. When you are in the reverse drive gear, accelerate.
- To recover your vehicle after a crash, press the RETURN key once.

WARNING: Use with caution! Every time you press the recover key in Single Player Mode you will incur 50 penalty points!

Additional Driving Controls



- To use the clutch press the X key
- To shift up a gear press the Q key
- To shift down a gear press the A key
- To use the handbrake press the SPACE BAR
- To transfer the transmission from high to low ratio press the W key
- To transfer the case lock press the D key
- · To toggle the lights on and off press the L key
- · To sound the horn press the H key
- To turn your driver's head left press NumPad 4

- To turn your driver's head right press NumPad 6
 - To view your map press the TAB key

Note: Clutch control is for use with a steering wheel only.

The following controls only apply to vehicles equipped with differential locks:

- To lock the front differentials press the E key
- To lock the rear differentials press the C key

Camera Views

- 1st Person ViewF1
- Normal ViewF2

- Camera upNumberpad +
- Camera downNumberpad -

HUD Display

The dashboard or heads up display (H.U.D) are the instruments displayed on screen during races.



TIME

The display in the top left corner of your screen shows the total running time of the race. It also shows your split time compared to the record time on the trophy course you are racing.

DISTANCE & PENALTY POINTS

The distance you have traveled and the number of penalty points incurred is shown in the top right corner of the screen.

COMPASS

Your compass is shown in the bottom left corner of the screen. The compass is used to show the way from checkpoint to checkpoint. There are two red and blue

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arrows on the compass. The red arrows show the direction to the next checkpoint and the blue arrows show the direction to the checkpoint after that.

CHECKPOINTS

Next to the compass is an indicator telling you what type of gate is coming next. There are two types of gates in Screamer 4x4; Special Gates and Normal Gates.

SPEEDOMETER & REV COUNTER

The remaining instruments in the bottom right corner give you information about the speed your vehicle is traveling and a rev counter.

TRANSMISSION

The transmission instrument tells you which gear you are in, if the gear is HI or LOW and also the status of the differential locks. Green indicates that the differential locks are open; red means they are closed and blue shows they are on automatic mode.

DAMAGE INDICATOR

The damage indicator shows the level of damage your vehicle has sustained. A green diagram means your vehicle is in good condition but a red diagram indicates a high level of damage.

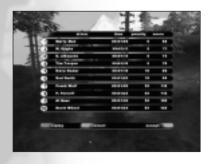
PAUSE MENU

Pressing the ESCAPE key during a race will Pause the game. When the game is paused there are three options available:

- Continue Game
- Restart
- Quit

RESULTS

At the end of each race you will see a results screen, which shows your ranking on the Trophy you have just raced. For the best results you need to drive the fastest time, over the shortest distance without incurring any penalty points.









VEHICLE SETUP

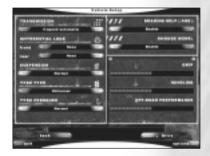
The Vehicle Setup Screen allows you to make last minute adjustments to the setup of your vehicle right before you race.

Depending on the vehicle you have selected, the weather conditions and the terrain you are going to race on, the optimum setup for each vehicle will vary.

To get the most out of your off road experience you will need to setup each vehicle individually for each race you take part in taking in to consideration the weather conditions.

The options available in vehicle setup vary slightly from vehicle to vehicle.

If you don't want to spend time setting up your vehicle just leave the default options as they are and drive!



TRANSMISSION

The Transmission option allows you to switch between Automatic and Manual Transmission. For new drivers Automatic Transmission is recommended.

DIFFERENTIAL LOCKS

You can choose to set the Differential Locks to Automatic or Manual. If you choose Automatic the vehicle will automatically apply the differential locks when you need them. If you choose Manual you will have control over the differential locks. For new drivers Automatic Differential Locks are recommended where available

SUSPENSION

Choose between Soft, Normal and Hard Suspension settings. The type of suspension you choose will affect how much grip your vehicle has on the terrain, how it handles and its overall off road performance. Keep an eye on the Grip, Handling and Off Road Performance indicators to see the effect of different suspension settings.

TYRE TYPE

There are various tyres to choose from. The tyres you select will have a direct affect on the grip, handling and off road performance of your vehicle. Check the Grip, Handling and Off Road Performance indicators to make sure you fit the tyres that are going to give you the best overall performance.

TYRE PRESSURE

Select from Soft, Hard or Normal Tyre Pressure. The tyre pressure you set will change the grip, handling and off road performance of your vehicle. To make sure you set the correct tyre pressure check the Grip, Handling and Off Road Performance indicators as you make your selection.

BRAKING HELP

Recommended for new drivers. To have assisted braking in more difficult areas select enable.

Single Player Driving



TUTORIAL

Tutorial mode allows you to become familiar with the world of off-road by being guided around a training course by an instructor. It is a good idea to complete the Tutorial before competing in Screamer 4x4.

FREEDRIVE

This is a practise mode where you can explore the terrain and drive off-road to your hearts content with no penalties.

CHAMPIONSHIP

In Championship you race through a series of events, across different terrains, in all kinds of weather and every time of day. To progress through to the Championships you must finish in the required position or above in every event. When you first start playing Championship Mode there will only be a few Championship events available to you. As you win Championships and progress through the game you will unlock new events.

TROPHY

Trophy is a quick single race mode where you can replay an individual trophy and go for the course record. You can unlock Trophy courses as you progress through the Championships in Screamer 4x4.

PATHFINDER

In Pathfinder mode you have to find your way from the start to the finish with no checkpoints or gates in between! Keep a close eye on your compass and if you come across an impassable area try going around it rather than over it.

PENALTY POINTS

Penalty points will be awarded based on the following:

Hitting a normal or special gate 5 Points	
Missing a normal gate	
Missing a special gate 100 Points	
Each use of the recovery button 50 Points	

In addition, you will be disqualified if you exceed the maximum number of penalty points given for each course.

HINTS

When approaching a steep slope drive slowly, carefully using the brakes and accelerator. If your wheels start spinning your vehicle might slide down the hill. If this happens quickly release the brakes and try to regain traction.

You never know what is on the other side of a hill. Remember - if your vision ahead is obstructed - SLOW DOWN!

Use the low gears to give you better momentum and control over steep hills and difficult terrain.

To drive down steep hills use lower gears to restrict the engine. If you feel your wheels are starting to spin, try releasing the brakes to gain a bit of grip.

Use low first gear over rocky sections and drive slowly being careful not to roll the vehicle.

If a section or obstacle seems to be too difficult, look for other ways around.



HIGHSCORES

Highscores for each track are automatically saved and can be viewed at any time from the main single player menu.

To reset a course's highscore, select a terrain and trophy and then select 'CLEAR' icon from the bottom of the screen.



REPLAYS

Providing the replay option is enabled after successfully completing a course you will be given the option to view a replay. This can be played back immediately or saved for future viewing from the single player menu.











Multiplayer Driving

Screamer 4x4 supports up to 4 players competing against each other over the Internet or a LAN. NB: Playing over the Internet requires you to know your IP address.



TO HOST A GAME

- 1) Select Host Game
- 2) Create Game
- 3) Select a Game Type
- Select the terrain, maximum number of players, CPU cars and game limit.
- 5) Select a vehicle
- 6) Setup your vehicle
- When the desired number of players have joined and you are ready to begin, select 'DRIVE'.

TO JOIN A GAME (LAN)

- 1) Select Join Game
- 2) Select LAN
- 3) Select a vehicle
- 4) Setup your vehicle
- 5) Wait for HOST machine to launch game

TO JOIN A GAME (INTERNET)

- 1) Select Join Game
- 2) Select Enter IP Address (Enter IP address of HOST)
- 3) Select a vehicle
- 4) Setup your vehicle
- 5) Wait for HOST machine to launch game



Credits

CLEVERS DEVELOPMENT Project Manager - László Német Designer - Gyula Pozsgay Games Engine, Graphics Engine - Tomás Schlagl Physics Engine Tools - Zoltán Tobler OpenGL Engine Tools - Csaba Berényi Direct X Engine User Interface - László Német Textures Testing - Zoltán Ludas 30 Objects Movie - Zoltán Pocza 30 Objects Movie - Zoltán Pocza 20 Graphics Terrains - Gyula Pozsgay Sound Terrains - Gábor Szabó

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SPECIAL THANKS Miss D Paw Tony Byus Microsoft - John Donglemans Nvidia - Kevin Strange 3DFX Xaudio Rory Duncan Mitsubishi Toyota DaimlerChrysler The Joester Loria Group Mercedes Raba Land Rover



