

Kart Attack Manual

Note:

Our game requires the Microsoft XNA 4.0 redistributable.

(<http://www.microsoft.com/downloads/en/details.aspx?FamilyID=a88c6dec-aeae-42cd-a108-d35c013c3b97>)

Our game also requires .NET Framework 4.0

(<http://msdn.microsoft.com/en-us/netframework/aa569263.aspx>)

Controls:

Kart Attack uses the Xbox 360 controller.

Button	Action
Left analog stick	Moves the kart
Left trigger	Fires the left weapon
Right trigger	Fires the right weapon
A	Activates the kart's ability
B	Brakes

Game Mode:

The primary gameplay mode in our game is called *Coin Attack*. In this mode, coins spawn periodically around the map. Players then collect these coins and take them back to their base. After each round, players can use the coins they collected to purchase more powerful weapons and abilities for their karts. The team who collected the most coins after all the rounds is the winner.

The kicker is that you can destroy other karts while they are carrying coins, but before they have returned them to their base. This will cause their coins (and extras) to scatter around the map for you to pick up. This encourages players to engage one another, instead of just collecting coins on their own.

Hints:

- Always note how many coins you are carrying. Don't try to engage someone when you have 10 coins and they have 2. Get back to your base!
- Be mindful of your health and energy meters. When your energy goes down to zero, you won't be able to shoot until it regenerates.
- You can see how many coins your opponents are carrying. Go after them if they get too greedy.
- Your own base will regenerate your health and energy very quickly.

Weapons:

Weapon	Description
Pistol	This is the starting weapon. It has a slow fire rate, but it still packs a punch.
Minigun	This is an upgrade to the pistol. It has a much faster fire rate.
Shotgun	Powerful close-range weapon that shoots a spread of pellets.
Rocket Launcher	Fires very powerful, but slow-moving rockets. When they hit enemies, their karts will go flying.
Plasma Gun	This shoots plasma balls at a slower fire rate than the minigun, but they pack more damage.

Abilities:

Ability	Description
Shield	Creates an energy shield around your kart which reduces damage taken.
Speed Boost	Gives your kart a temporary burst of speed.
Health Pack	Increases your kart's maximum health.
Energy Pack	Increases your kart's maximum energy.
Mine Layer	Drops mines on the ground, which explode when driven over.
Shockwave	Creates a burst of energy around your kart which repels enemy karts.

Content:

All the graphics in the game were created by us, and all the sound effects were downloaded from the Freesound Project (<http://www.freesound.org/>).