Play

TrackMania **United** ®

U n t i e d

NADEO   Manual   FOCUS
HOME INTERACTIVE

TECHNICAL SUPPORT
If you are looking for help with a specific problem,
you can contact Technical Support:
email: support@tm-united.com

RECOMMENDATIONS

Quit all other programs: please quit all non-system applications running in the background of your computer. This allows the game to take advantage of your computer's full power.

Insert the game disk in your drive: To start the game the TrackMania United DVD must be inserted in your DVD drive. If your disk is not recognized, please make sure that the disk is inserted in your drive, then restart your computer and reload the game. If the problem still occurs, insert the DVD in another drive (if your computer has a second drive) and restart the game. If the program still asks you to insert the game DVD, click on the button labeled 'Information' to gather information relating to this problem. Then click on 'See Report' and save the resulting file which is displayed. Please send all details of the problem to Technical Support.

Choose the display options of the game: If the display is running too slowly, change the display option to a lower screen resolution.

Verify your version of DirectX and your graphics drivers: In general, if the game will not start without any further explanation, or if you encounter graphical problems during gameplay, before doing anything else you should verify your version of DirectX and your graphics drivers.

To verify this information go to the Windows Start>Run menu and type in "DXdiag" in the box and click 'OK'. This will display information regarding your computer. Click on the 'Save All Information' button to save the information which you can later send to Technical Support. If your current version of DirectX isn't DirectX9.0c, you can install this version from the game disk, or you can go to www.microsoft.com and download the latest version of DirectX9.0c and install it. The DXdiag command will open a window that will give you information regarding your graphics card and the version of your graphics drivers. If your drivers are out of date you can go to the website of the manufacturer of your graphics card and download the latest version of your card's drivers.
For NVIDIA cards go to: www.nvidia.com
For ATI cards go to: www.ati.com

Firewall Configuration: Certain firewall configurations can block you from seeing images on your screen. To solve this problem, deactivate the firewall before playing TrackMania United. Alternatively, configure your firewall so that it allows the game to start normally.

TrackMania United

SUMMARY

LICENCE AGREEMENT
The EULA is available in the game installation program. You must read and approve the EULA in order to install the game.

INTRODUCTION

TrackMania was first developed by the French studio Nadeo in 2003, and since then TrackMania has made incredible progress filled with grand events, a progress that has made it one of the most popular PC games today.

In spring 2006, TrackMania gathered more than 6000 players, who competed against one another in 0 stores during the FNAC trophy. The game was also one of the official disciplines in the Video Game World Cup that took place in Bercy, where 40 players came from worldwide locations in order to dispute the title of best driver. TrackMania has also had tremendous global success thank to its free version Nations, which has been downloaded more than 20 million times.

Together At Last

2006 marks the beginning of a new era for TrackMania, with the introduction of TrackMania United.

Firstly, TrackMania United, gathered together all of the stages availible in TrackMania Sunrise, Original,and Nations. Each stage represents a unique universe, has a unique vehicle, and requires a unique gameplay. TrackMania United has 7 stages: from the Desert stage, to the popular Stadium stage. Each stage has benefited from new changes and additions, for example new racetrack blocks, new visual effects, and of course new solo campaigns. But most importantly, with the introduction of United, TrackMania becomes more than a simple video game. It is transformed into a veritable communal platform which will allow players to play against one another and exchange their creations.

TrackMania United has introduced a slew of new elements such as news, ingame downloads, online records, virtual money, a peer to peer system, all of which make the game a real innovation, and it is sure to be a source of inspiration for what will be the future of online gaming.

The United Evolution

TrackMania United is also most certainly a new way to propose the game to the public and to help it evolve using efficient creation tools, and a system of exchange of resources that has never before been seen in the video game world. The very idea behind the early versions of TrackMania was to offer a fun game to players, who would in turn help the game evolve through its excellent creation tools. Three years later, the results speak for themselves : Thousands of TrackMania tracks are freely exchanged on the Internet, hundreds of video composed with the help of TrackMania's Media Tracker are watched by millions of internauts, and several sites offer vehicles, skins, or even mods for TrackMania.

The first Internet video game 2.0

TrackMania United's gamble is to allow the basic player to have access to all of the games riches, created by players from all over the world and to participate in online competitions without having to become a member of a community or look for information on other sites. TrackMania United has integrated a dedicated Internet sit and a navigator called ManiaLink, which are directly accessible from the game interface. Thanks to this innovative system, the players can now download and install the thousands of tracks available, new vehicle models, avatars, mods, and many other creations that can be bought with the game's virtual money: Coppers Just like in MySpace, each player, will be able to set up their own personal web space, where they can promote their own creations, exchange them for coppers, or unify other players for communal projects.

ManiaZones, an existential TrackMania

TrackMania United is making new innovations with its ManiaZones: When a player registers they will indicate their country, their region, and their department. A play can also create or join a group, which is an ensemble of players reunited by a common interest or link (high school, company, team, etc.). This information allows a player to propose a new challenge to all players in Solo mode. In addition to gathering the various medals in the Solo mode, each player can be ranked in a real ranking system that will evolve in function of the players located all over the world. The best TrackMania players will see on each track, a display showing the best world times, while beginners will see the times of their department, or of their Group. The official performances will allow players to change their level. TrackMania United, just like any sport, thus gives each player an exciting challenge adapted to his or her level, allowing a player to be a world champion or simply the heavyweight of his highschool.

Coppers, the monetary unit of TrackMania, can be won or spent in different ways: Competitions, Official Times, game times, uploading of creations on ManiaLink (racetracks, cars, skins, mods, etc.) TrackMania United's system of using coppers as a unit of exchange adds more to the game and raises the stakes of each race. This allows the "games" most creative players to be rewarded, while until now only the best drivers had been recognized by TrackMania's system of ranking.

PART 1 -   BEFORE PLAYING

1. READ BEFORE PLAYING THE GAME

1.1.   EPILEPSY WARNING

Read this before you or your child use any video game.

Some people are susceptible to epileptic seizures or loss of consciousness when viewing certain types of blinking lights or other stimuli commonly found in our everyday environment. These persons are at risk of having a seizure when they look at certain televised images or when they play video games. Such phenomena can occur even in persons with no medical history of epilepsy and who have never had an epileptic seizure. If you or a member of your family has ever shown symptoms related to epilepsy (seizure or loss of consciousness) in the presence of illuminated stimuli, consult your doctor before use. We advise parents to provide supervision when their children play video games. Stop playing and consult a doctor immediately if you or your child experiences any of the following symptoms: dizziness, vision problems, eye or muscle spasms, loss of consciousness, disorientation, involuntary movement or convulsions.

Always take the following precautions when playing video games:
Do not sit or stand too close to the screen. Preferably, use video games on a small screen.
Do not play if you are tired or have not had enough sleep.
Play in a well-lit area.
While playing, take ten- to fifteen-minute breaks every hour.

1.2.   PIRACY NOTICE

Any unauthorized reproduction, full or partial, of this product or of its registered trademarks consists of a criminal offense. Piracy harms the legitimate consumers, developers, editors and distributors of this product. If you believe that this is an illegal copy or if you possess any information about pirated materials, please contact Customer Service.

2. INSTALLATION GUIDE

To install TrackMania United insert the game DVD in your DVD-ROM and follow the instructions on the screen. If after inserting the DVD in your drive no window pops up, complete the following procedure: double-click on the 'My Computer' icon on your desktop, then double-click on the CD-ROM icon to start the installation and then follow the instructions of the Installation Program.

3. STARTING TRACKMANIA UNITED

To start TrackMania United use the shortcut placed on your desktop (unless you chose not to install the shortcut during your installation) or click on the 'Start' button in Windows, and then go to Programs/TrackMania United and select 'Play TrackMania United'

The first time you start the game, you will be asked for the TMU Player Key. This key can be found inside the game box or on the rear of the game manual. Type in the key and click 'OK'.
The button will remain grayed out if the key is invalid (in case of a typo).

WARNING: THE MULTIPLAYER CODE IS A UNIQUE CODE REQUIRED FOR ONLINE PLAY. PLEASE KEEP THIS CODE SAFE. DO NOT COMMUNICATE OR DISTRIBUTE THIS CODE TO OTHER PLAYERS.

In order to detect a firewall and test the network connection, the game has to verify the connection. You will see a message to this effect.
If you want to be able to exchange information with other players, or to create a game on the Internet, you should click 'OK'.

If you are using a firewall, the firewall may show a window asking you to unblock the

program. Warning: This operation concerns the security of your computer, and any changes are made at your own risk.

The first time you start the game, it will check for any new updates.
If no new updates are available, simply click 'OK', otherwise follow the instructions on your screen.
If you are not connected to the Internet, the game will not be able to check for any new updates.

The launch screen with then appear.

4. THE LAUNCH SCREEN
4.1. FUNCTIONS OF THE LAUNCH SCREEN

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Trackmania **Un** i t e◐ ®

1. Play 2. Configure 3. Help 4. Update 5. Exit

The functions of the launch screen:
1. 'Play': starts TrackMania United.
2. Configure: Allows you to change the parameters of game play: the language, the screen resolution, the type of Internet connection, the choice of the player to drive in manual or automatic.
3. Help: this button allows you to open a game FAQ (Frequently Asked Questions), and to access certain directories where game files are saved. This is useful if you want to include your personal avatar, for example.
4. Update: this button with automatically look for new updates for TrackMania Unlimited. Updates are generally announced on the game's website: www.tm-united.com
5. Exit: Exit to Desktop.

4.2. CONFIGURING THE GAME
The 'Configure' button of the launch screen, allows you to access the main options of the game. You can also access the advanced options by clicking the button labeled 'Advanced'.

This window lets you to configure the graphics and audio parameters of the game, the parameters of the Internet connection, the file-sharing options (peer to peer), the level of detail of the vehicles, and the parameters of the peripheral devices (joysticks, gamepads, etc.).

In the 'Display' tab, the 'Customize' button allows you to choose the graphical options of the game yourself, by using global presets: (Minimum, Low, Medium, High, Very High), or manually by choosing none of the presets.

The first time you play, the game will check the configuration of your computer, and configure the game according to the data collected.
If you wish to manually configure the game's graphical options, please take note that it is often preferable to favor the game performance rather than the graphical display.

The 'Bench' button lets you to test the performance of the current configuration on your computer.

The 'Compatibility' button allows you to access the display options related to your graphics card. In this window, you can also choose to configure the game in safe mode or to change the refresh rate.

4.3. SHARING GAME DATA
TrackMania United has integrated a Peer to Peer system which will allow you to share your game data with other TrackMania United players. Avatars, car skins, and 3D personalized models can be seen by all players thanks to this system.

If you prefer not to take advantage of these functions you can configure it the first time you start up the game in a dedicated window, or in the advanced options of the launch screen.

TrackMania United

PART 2 -   THE BASICS

1.   THE MAIN INTERFACE

1. Solo: Access the solo mode. You can race, play the Puzzles, or the Platform tracks in five different stages. After a training level, you can race against the clock to try and beat the current records.

2. Multiplayer: Create or join a multiplayer game on the Internet. Face players from all over the world on known or new tracks in Time Attack - make the best time in a given amount of time with unlimited trials, or in a Round, with a group start, and the first one to arrive at the finish wins.

3. Hot Seat: Play a round in the Hot Seat mode (multiple players taking turns on the same PC).

4. LAN: Create or join a multiplayer game on a LAN (Local Access Network). It is the same as the Internet, but takes place over a local network.

5. ManiaLink: Connect to ManiaLink to consult the various sites set up by the community, and the player pages. On these sites you

directly access the extra content made by players for players - new vehicles, paintjobs, avatars, new tracks, and more.

6. Editor: Contains all the tools to create your own tracks or to modify an existing track, to upload one of your tracks to the Internet, create a car skin (paintjob), and to edit your replays to make personalized videos.

7. Profile: Modify your player profile: pseudo, location, group, description, and other information.

8. Exit: Exit this screen.

9. Time: Gives you the current time.

10. Quick Options: By passing your mouse over the upper right part of the screen, you can at any time (including during a race) display the Quick Options. With the Quick Options you can set the volume of the sound effects and of the music, and also send a message to a friend. You can also switch between full screen mode and window mode with the touch of a single button.

▶ THE BASICS

11. ManiaZones: Here you can find the favorite creations of the community: the best tracks of the moment, videos, ManiaLink sites, all managed by players for players. This information will change according to your ManiaZone (your geographical zone).

You can navigate in the game interface by using either your mouse or your keyboard. On your keyboard you can choose your selection with the 'Enter' button, and the 'Esc' button will bring you to the previous menu.

2.   THE STAGES

STADIUM

Stadium has arenas dedicated to competition, and offers a large choice of tracks, from faster tracks to more technical ones. This stage's vehicle is a kind of hybrid between an F1 and a buggy, and is built for competition. This racing car has excellent traction and is relatively easy to use, but requires real skill to give its best performances. This vehicle needs optimal trajectories, and a very precise speed control to beat the best times.

ISLAND

For fans of ultra-fast cars, the Island stage and its sleek racecar will glue you to your screen! With its incredible top speeds, the Island's racecar offers you a very comfortable ride: Do you prefer controlled skid-ding at several hundred Km/h, or pure driving, precise to the exact millimeter? The large variety of blocks available allowing you to create totally different tracks, the heavenly backgrounds, the giant leaps, and the beautiful graphics will transport you to another world at dangerous speeds!

DESERT

The flat and sandy expanses, dotted with canyons and rocky hills, present you with a game terrain perfect for ultra-fast tracks and loops, hairpin turns, heart-dropping descents, and amazing leaps. The American accelerates fast and has powerful brakes. It excels in taking turns at full speed, making huge jumps, and braking on dime. But be careful, is precise suspension reacts to the smallest bump in the road, and if you take a turn too sharply: Watch out for the end of the road!

BAY

In the hustle and bustle of the skyscrapers of Bay, jump from rooftop to rooftop at the wheel of a supercharged 4x4!
The driving has to be fast, flexible and very touchy, with a great sense of stunt-driving, all supported by some very dynamic suspensions! In this ultra-detailed 100% urban stage, Bay gives the player a chance to race in the urban elements :

from docks to buildings, street spirit is everywhere, with crazy loops, blocks that come right out of a skate park, and other urban madness made in nadeo.

RALLY

In a background of greenery, the Rally stage is full of dirt paths, medieval walls and roads, where very long curves follow one another, and connect to and narrow paths and small bridges. The sinuous and hilly roads are surrounded by vast prairies and rows of trees that are unforgiving to the slightest driving errors. Lighting acceleration mixed with impressive top speeds makes the Turbo2 a powerful vehicle to be mastered, especially on the slippery surfaces of the Rally World. It is often better to slow down before a series of curves, and then pass each one in skid rather than count on the road traction. Light touches on the accelerator will be enough to keep your speed up, and you can then burst off at full throttle.

COAST

In a decidedly Mediterranean decor, the Coast stage offers driving that is geared to simulation. With its narrow and sinuous roads that play on the edge of cliffs, its jumps and the parts of its track marked "Race", Coast honors precise trajectories and controlled speeds. This stage's tou-

chy Roadster requires fastidious driving with wise doses of acceleration and braking and pure 'outside/inside/outside' trajectories. The race is sure to be a close one!

SNOW

It's well-known that opposites attract. The 'Snow' stage easily mixes totally frozen roads with sections of a racetrack that have full traction. The changes in traction, allowing a 90 degree turn at full speed before a bobsled type turn will test the nerves of the best of drivers. By nature a slow vehicle, the Pick Up only has to gather a bit of speed on a descent (or with its boosters) to offer you the most extreme sensations. Its wide tires give an arcade-like traction, allowing you to take any turn at full speed, that is, if your trajectory is good. You are going to have to conserve your speed if you don't want to end the race pushing your car over the finish line.

3.   THE PROFILE

3.1. CREATION OF YOUR PROFILE

When you first start the game, you will be asked to create a user profile. This profile contains all of your player information - your login, your password (which will allow you to later log on to your account from a friend's computer), e-mail (very useful in case you forget your login), and your location. You location simply allows other players to know what country you are in.

Your profile is linked to your player key. So do not transmit it to other people.

Once you have created your profile, you can change it in the Profile section, accessible from the main menu.

3.2. THE PROFILE MENU
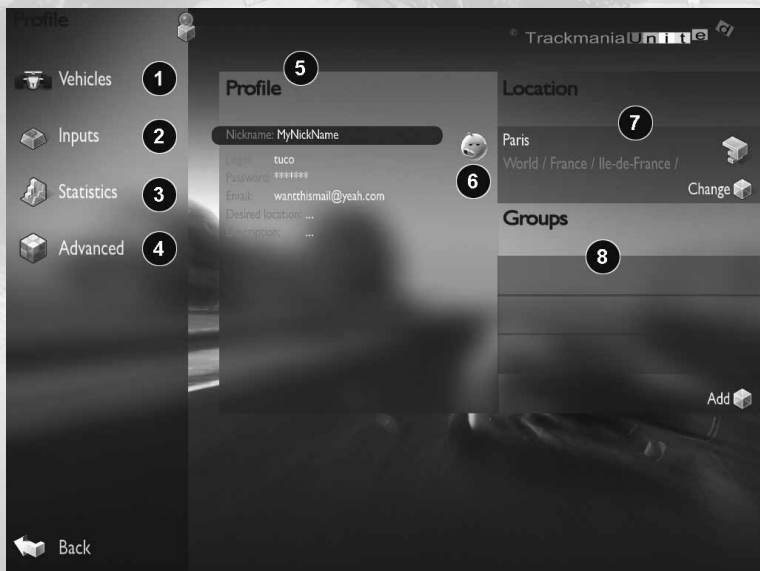
1. Vehicles: Access your garage and choose your vehicles for each stage. You can access the paint shop directly from the garage to give a personal touch to your mechanical steed.

2. Controls: You can access the list of game controls here. You can also modify them. If you are using a joystick, a gamepad or a steering wheel you can verify them here.

3. Statistics: Your most-played tracks, the number of challenges you have played, the total time you have spent playing, and other statistics.

4. Advanced: The advanced parameters of your profile: Avatar display, personalized 3D models, etc.

5. Your Profile: You can change your pseudo here. This is the name that other players will see. It can be changed independently of your login name.

6. Your Avatar: This is the image that represents you. By clicking on this image, you can access the list of avatars provided by the game. You can also import your own image into the game.
Attention: You are responsible for the images you choose. This images will be transferred and be visible to other players. Please do not choose images that are shocking or protected by copyrights.

7. Location: Your geographical location will appear here.

8. Groups: The group or groups that you belong to will be displayed here. To join an already existing group click 'Add'.

3.3. USING YOUR PROFILE ON ANOTHER COMPUTER

You can connect to your profile from any computer on which the game is installed.
In order to do so, first go the Configuration part of the launch screen, and make sure that you select 'Choose a profile' on the 'Profile' line. Save, and then start the game. The list of game profiles will appear. Click 'Add' and type in your account name (not your pseudo, but your login).
Attention: In order to spend coppers from another computer, you will have to type in your validation code. This code is the last three digits of your player key.

4. THE GROUPS

Initially, TrackMania United establishes groups based on the geographical locations of users. By default, you are a member of the same group of other players in your department, in your state, and even in your country at a higher level.

You can create a group with your friends in order to participate in personalized rankings.
You can also create your own group: it can be a team, a group of your schoolmates, friends from work, from another activity. You can start a group with any group of friends. The groups have an impact in the game principally in the 'Solo' mode. In fact you can display the scores by location or by group. In choosing a group, you can compare your official times only with the other members of your group.

Create a group: To create a group click on the 'Add' button in the Group section of the page. Then click 'Create'. You will be automatically transferred to the ManiaZone.com website, where you can create a group.

Join a group: To join a group you need to have the group account name and the password, which the group's creator can provide for you. If you have this information, click 'Add' in the Group section of the Profile page, and enter the information. You will receive a message confirming your registration to the group.
You can belong to several groups at once.

5. MESSAGES

TTrackMania United has its own integrated messaging system. You can send a message to a friend at any time. You can access the TrackMania message system by rolling the mouse to the top right of the screen. The Quick Options will then appear. Click on the left button in this area to open the messaging system.

Send a message: You can send a message to any player by typing in their login. You can also use the message system to transfer coppers to other players.
Note: Sending a message to another

player costs a certain number of coppers. **Check your messages:** You can check the messages in your inbox from this window.

After you receive a message, the message icon (in the active zone) shows a number. This is the number of messages you have received. Once you read a message, it is automatically deleted.

6.   COPPERS

Coppers are the monetary units used in TrackMania. Although these virtual 'coins' were always a part of TrackMania, in TrackMania United they are much more important. The coppers allow you to carry out numerous operations while you are connected, such as downloading new tracks with the click of your mouse, downloading the best players' replays, and of course competing for your best times in the Official Mode in order to appear in the top rankings in your ManiaZone and in your group.

How do you obtain coppers?

You win coppers by beating the clock in the Official Mode. Although you can also win medals in the classic mode, only in the Official Mode can these medals be exchanged into coppers. When you play a challenge in the Solo Mode, you can at any time switch to the Official Mode by using the buttons on the upper left of your screen.

You can also win coppers by sharing your creations with the community, and by uploading your challenges on the game system or by using ManiaLink.

You will receive a certain number of coppers each time you connect (one deposit per day).

If you have other versions of TrackMania, you are in for a treat, because you can significantly increase the number of coppers you receive. In fact, when you connect to MaziaZone.com, you can associate other player keys to your TrackMania United player key. You can register all of your player keys, and multiply each day.

7.   MANIALINK

ManiaLink is a network that connects all of TrackMania's players that are connected to the Internet.

TM United has integrated a peer to peer system in its network which allows players to exchange their personalized elements with other players, and then to see them in action (personalized vehicle paintjobs, 3D models, avatars).

ManiaLink is a system that is fully integrated to the game, and allows players to surf pages created by players for players. On these pages you can download all of the new elements which can be integrated into the game - tracks, avatars, sounds, skins, 3D models, or you can access other information regarding the game: organization of competitions, tournaments, and access to game statistics.

8.   MANIAZONES

ManiaZones allows the players to be split into groups. The ManiaZone corresponds to the geographic areas - department, state, country, world.

This also allows you to find out about any TrackMania United news in a coherent manner, depending on your geographical location and your level: news, ranking, forum, downloads. This information appears in the main menu of ManiaZone.

This lets the communities of each country organize themselves.

TrackMania United

PART 3 - PLAYSOLO

1. PLAY MODES

To access the Solo mode, click 'Solo' from the main menu.

1.1. Menu Interface and Navigation

The Solo menu lets you choose your game mode:

1. Current Page: The page you are on at this moment.

2. Game Mode: Choose the game mode you want to participate in: Race, Puzzle, and Platform.

3. List of Most Skilled Players: This list corresponds to the best players in the category you are in (in this case, the general Solo menu). This list is also based on your ManiaZone. If you are beginning, the most skilled players of your geographical zone (department) are displayed. As you progress in the game you will reach higher rankings.

You can switch between displaying the ranking by ManiaZone or by Group: If you choose to display the Group rankings, the most skilled players of the Group you belong to will be displayed.

4. Browse: This button will connect you directly to the game tracks, and also to the tracks you have created or downloaded on ManiaLink. You can display the tracks that are present in the game files (the file tree will appear on the left side of the screen), or you can choose to display all of your TrackMania United tracks. The tracks are organized in alphabetical order. Click on the cubes on the left part of the screen to switch from one view to the next.

5. Next Menu - Stage Choice: Once you choose the game, you will access the list of stages. Choose the stage you want to play.

6. Back: You can at any time return to the previous menu by clicking 'Back' or by pressing the 'Esc' key.

1.2. PLAY MODES
There are three play modes:

Race: In the race mode, you have to reach the finish line as fast as possible. Your only mission: Pass the checkpoints. Your principal adversary is the clock, and, and only fast and efficient driving adapted to the stage and the track will allow you to beat the best times.
This mode can be played in a simple start to finish race, or in laps, where you will have to make the predefined number of laps.

Puzzle: The Puzzle mode has two parts. First of all, you have to build the track by attaching the start to the finish passing through all of the checkpoints. Then you have to drive on the track to get the best possible time. Only by combining an optimal track layout with fast driving can you hope to win the medals.
If you are not able to match the best times, and you believe that your driving is not at fault, it may be that the layout of your track could be improved.

Platform: In the Platform mode, you have to reach the finish line (by passing the checkpoints) in the least amount of trials. The Platform tracks are highly complex. They require a complete mastery of your vehicle's performance in order to follow jumps with loops, accelerations, braking, and to avoid the numerous traps. Your time is not counted; you just have to reach the finish line. Take your time when going through obstacles. If you fall off the track, you can reappear at the last checkpoint by hitting 'Enter'. Your objective is to reach the finish in the least amount of tries.

TrackMania United

2.   CHOICE OF CHALLENGES

Once you have chosen the game and the stage, you access the Challenges Menu. In this menu you can choose the races that you want to play.

1. Current Page: The menu you are on at this moment.

2. Difficulty level: In each game mode and stage the challenges are split up into five difficulty levels, and one 'Custom' difficulty setting. The 'Start' category is ideal to get yourself used to the stage and the type of challenge. It contains very basic tracks.
The other categories contain challenges that become more and more technical.
The 'Custom' category contains all of the tracks you added manually to your Solo campaign (tracks that were created or downloaded on the Internet).

3. The tracks: Once you have chosen a category, the list of tracks will appear here. The name of the track and its author will appear for each track. The ManiaZone of the track will also appear: world, country, etc.

4. Track Information: On the right side of your screen you will see information regarding the track.

5. Your best times on the track: In training mode or in Official Mode.

6. Your best times on the track: You can to choose to display your best times either of your ManiaZone or of your Group (Get Replay: if you are registered in a Group).

7. You can download the races of the best players (for a few coppers) so that you can practice against them.

8. Play: Click on this button to play the challenge.

9. Get a New Challenge: This button will allow you to look for new challenges made by players and to integrate them directly into your list of available challenges. You can use this function at the price of a few coppers.
You can also create your own tracks with the track editor, and propose them to
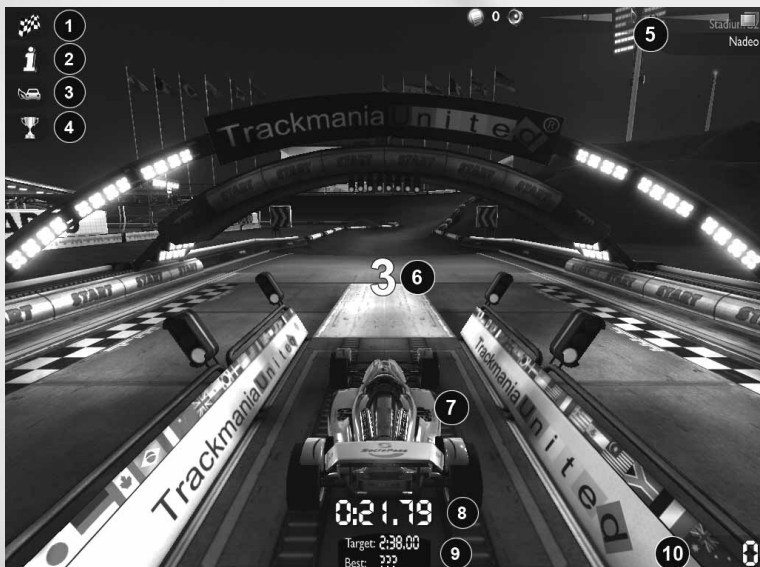
other players through the track download menu (Editor Menu).

3.   THE RACE

After you click 'Play', you will arrive on your track.

3.1. INTERFACE MENU AND NAVIGATION

1. Restart Race: to restart the challenge from the beginning. You can also use the 'Del' key to restart the race. If you simply want to reappear at the last checkpoint passed, press the 'Enter' key.

2. Track Info: This button will open an information window about the track, which contains the reference times for the medals of the track, and also the times of the best players (if you are connected). By clicking on one of a player's best times you can download their Replay (of their race) and then train yourself against this reference time.
The Replays you download cost you coppers.

They appear on the track with the characteristics of the Replay's player (skin, etc.).

3. Set Opponents: This button will allow you to choose to display your Ghost (the ghost of your best time) and the competing vehicles.
You can also use the '2' key to show or hide your opponents' names.

4. Official Race: Once you have won the gold medal on the track, you can start a game in the Official Mode. In the Official Mode, you have one chance to get your best time. The time you make will be uploaded to the game's servers and visible to the other

players that are connected.
Using the Official Mode will cost you some coppers.

Attention: In the Official Mode, you only have one chance to make your best time. You can use the 'Enter' button to reappear at the last checkpoint you crossed, but if you restart the race (Del, or the 'Restart' button), you leave the Official Mode. To restart the race in Official Mode, re-select the mode. Attention: Each trial will cost you some coppers.

5. Track name and track author

6. Start: Each time a new race starts, you will see a countdown from 3, before the start of the race.
If you are not ready, you can restart the race.

7. Your vehicle: You can choose between several views using the numerical keypad to change the camera view. The first three views are the most common: 1-Far view; 2-Near view; 3- Interior view. The default camera view is view 2.

8. Race Time: On this screen capture the time is negative because the race hasn't started yet (the countdown).

9. Target Time: This is the target time you need to beat in order to win the next medal. If this is the first time you are playing a track, the bronze medal time will be displayed. The player can choose his ghost when the player arrives on the track, and can change it by clicking on 'Set Opponents'. Your time will be displayed just underneath (your best time in training or Official Mode).

10. Speed: You can watch your speed here. But usually it's better to watch the road.

3.2. CONTROLS

Driving:

Directional Arrows Accelerate, Brake, Turn right, Turn left.
Advice: You can do an 'Air control' - i.e. slow down while you are in the air. This is often useful if you want to make smooth landings. Simply press down on the brakes (down arrow) to do an 'Air Control'.

Camera Views (Numerical Keypad)
1 - Far View
2 - Near View
3 - Interior View
4 - Near View 2
5 - Top view
6 - Far View 2
7 - Free Camera: By holding down on the right mouse button and moving the mouse, you can move the camera. Use the mouse's scroll wheel to zoom in and zoom out.

Enter: Reappear at the last checkpoint passed.

Del: Restart the race

Esc: Display the exit menu (to pause the race, exit the game, or change certain parameters of the games peripheral devices).

2: Show/Hide opponents' names
*: Show/Hide interface

0: Honk

F10: Screen Capture

S: Save the replay

3.3. Platform Mode

In Platform mode, your current number of trials appears in white in the bottom center of the screen. The maximum number of trials and your best performance appear just underneath (in yellow)

Press 'Enter' to reappear at your last checkpoint

Press 'Del' to restart the challenge (the number of tries is reset to 0)

The Official Mode is also available in Platform mode.

3.4. Puzzle Mode

In Puzzle Mode, before you can drive anywhere you will have to build your racetrack. The racetrack construction interface is the same as the Track Editor. Refer to the Track Editor section for more detailed information.

Once you like your layout, press the 'Enter' key to start driving. You can return to the Construction Mode at any time by pressing 'Esc'.

Once you reach the finish line, you can modify your track, or try and make a better time by improving your driving.

The Official Mode is also available in Platform mode.

4. PROGRESSION AND DIFFICULTY IN SOLO MODE

When you first play TrackMania United in Solo mode, you will not be able to access all of the game stages and challenges. Play the first tracks available to you, and win your first medals to unlock more tracks and stages.

4.1. Level of opponents

Before you start a race, the game asks you to choose the level of your opponents. These opponents correspond to the times to beat in order to win the Bronze, Silver and Gold medals.

This level can be changed in the middle of a race by clicking 'Show Opponents'.

4.2. The Medals

Each change has three reference times, each one associated with a medal: Bronze, Silver, and Gold. The time to beat to win each metal is displayed in the information window of the track. A fourth medal is available, just for fun, which is the medal of the track author's time.

You have to win medals to unlock the next tracks.

To win medals, all you have to do is play a race in Normal Mode (Training). Only your best time will be taken into account.

Once you have won a Gold on a track, you can pass to the Official Mode, and participate in the rankings of the best drivers from your ManiaZone, or your Group.

The medals can also win you coppers, but in order for this to happen, you have to win the medal in the Official Mode.

5. THE OFFICIAL MODE

5.1. What is the Official Mode?

Once you have won the gold medal on a racetrack, and you have practiced enough, you can go on to the Official Mode. In the Official Mode you have one single opportunity to beat your best time. Your result will be uploaded to the game's servers and visible to the other connected players.

Playing the game in Official Mode costs you coppers, but also allows you to gain SkillPoints, and to be ranked in Solo with the other players from your ManiaZone.

Racing in Official Mode will also allow you to win coppers if you beat the medal times of the track.

Note: In the Official Mode, you only have one chance to make your best time. You can use the 'Enter' button to reappear at the last checkpoint you crossed, but if you restart the race (Del, or the 'Restart' button), you leave the Official Mode. To restart the race in Official Mode, re-select the mode.

Note: Each trial will cost you some coppers.

If you are registered to a Group, you can display the best times of your Group for each race, or the best times from your ManiaZone.

5.2. SKILLPOINTS (SP)

The times you make in the Official Mode will allow you to get SkillPoints. These SkillPoints (SP) don't depend on the medal times of the tracks, but on the Official Times of other players. You can win SkillPoints in Race, Puzzle, or Platform mode.

The number of SkillPoints you can win on a track is proportional to your global ranking, in comparison with other players, and in function of your ManiaZone.

In order to win SkillPoints, the track has to be integrated to the game, either in the Start to Extreme categories, or in the Custom category.

5.3. PROGRESSION IN THE RANKINGS AND MANIAZONES

The ManiaZones are geographical zones which overlap over one another. When you start playing TrackMania United, you are part of the smallest regional zone.

Once you have won enough SkillPoints to become one of the 100 best players in your ManiaZone, you are moved to the next level. Depending on your Official Times and your SkillPoints, you can reach the highest level - the Global level where the best players are ranked.

Important: Each stage and each Solo mode has its own separate rankings!

6. MORE SOLO

If you are connected to the Internet, you can permanently acquire new tracks by clicking on the 'Download New Challenge' buttons available in the Challenge menu, on the community ManiaLink site, or on player ManiaLink sites.

You can download the new challenges in exchange for coppers.

In order for the tracks downloaded through ManiaLink to be played in Official Mode and to obtain Skillpoints from them, the tracks you have created have to be integrated to the Solo categories.

You can download new tracks either by clicking on the 'Download New Challenge' button (i.e. in Race/Desert/Extreme), or by adding tracks you have created or uploaded to ManiaLink, by selecting the Custom category in each game mode and stage, and clicking on 'Add Track'.

This system will allow you to renew your challenges nonstop, or to propose you challenges to other players.

PART 4 -   PLAY HOT SEAT

1.   HOT SEAT: WHAT'S THE HOT SEAT?

Hot Seat allows several players to take turns playing on the same computer.

There are two play modes: Time Attack, and Turn by Turn.

1.1. TIME ATTACK RACE

The best track time wins! Each player is given a limited amount of time at the start.

The first time the players go around the track they establish a first time. The player with the slowest time is then given a chance to improve his time. The player must retry until he beats another player. Once a player's time runs out, the player is eliminated.

When eight players are chosen, each one will take a turn playing until all of their initial times are established.

On the left of the screen a timebar is displayed for each player. Each player's time-bar goes down as he plays.

A player is eliminated when his timebar is empty.

The round is finished when there is only one player left with available time.

1.2.   TURN BY TURN

Like in the Time Attack mode, the player with the best time wins the round. But the time bar is replaced with a bar measuring the trial bar. Each player has a limited number of turns to beat the other players' best times.

The number of trials is defined when the game is created.

On the track, each player takes turns racing. Then, the player with the slowest time must play and try and beat the other players' times. The number of trials is limited. The last player left wins.
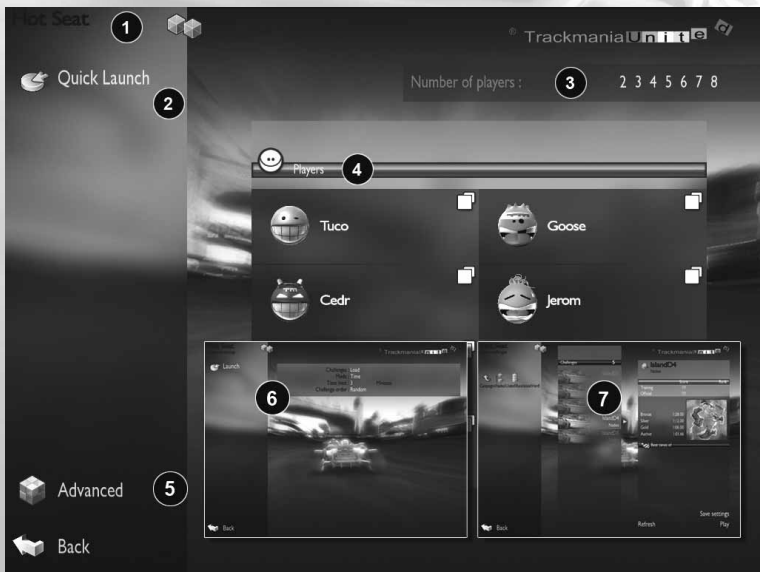
2. MENU INTERFACE AND NAVIGATION

When you click 'Hot Seat; from the main menu, it will take you to the game creation menu in Hot Seat.
(see page 20)

1. Name menu : Tells you that you are in the right menu to play in the Hot Seat mode.

2. Quick Launch: This button allows you to start a game with saved parameters. When you click here, you will access the list of saved Hot Seat games.
When you create a Hot Seat game, you can save the configuration. Your saved games will appear here. They contain the parameters of the game (game mode, the time limit or number of trials, and the selected track or tracks).
Choose the number of players, type in their names, and click on the Quick Launch button.

3. Number of Players: Choose the number of players participating in the round.

4. Players: Once you have chosen the number of players, type in the name of each player. You can also choose an avatar for each player, by clicking on the avatar.

5. Advanced: To create a Hot Seat game and choose the parameters (game type, time or number of trials, track choice…) click here. Once you have chosen the parameters, you are taken to the page where you can select the track.

6. Next Menu - Game Parameters: When you click on the advanced button, you will access the game configuration. You can change the following parameters:
          - Challenge: If you want to select one of the tracks you have, or if you want to create a special track for this course.
                    - Mode: Time Attack or Trial
                    - Time/Trial: Time limit or number of trials of each player.
                    - Order of challenges: chosen or random (if you want to choose several tracks).
Once you have made your selections, click

the 'Start' button located on the left of your screen.

7. Next Menu 2 - Track choice: Once you have clicked the 'Start' button, the game will take you to the track selection page. You can choose one or several challenges.
On the left side of the screen you will find icons allowing you to browse through the directories of tracks. Then click on the files located just below to arrive at the tracks you wish to play.
The icons on the left part of the screen have the following functions:
                    - 1st icon: previous directory (for the track directories)
                    - 2nd icon: display the tracks by directory/ display all the tracks. You can also display all the tracks available (listed in alphabetical order) without having to go through the directories.
                    - 3rd icon: choose all of the tracks in the directory.
The 'Save Configuration' button located on the bottom right of your screen lets you save the parameters of the game. That way, the next time you want to play in the Hot Seat mode, you can start a game with this configuration with just a few clicks.

3. THE RACE

3.1. THE RACE INTERFACE IN HOT SEAT

1. Restart Race: To Restart the Race. Attention: Time still runs when you're playing.

2. Track Info: Displays the information on the track (the medal times and the times of the best players). This function also pauses the game.

3. Player info: Here you can see the name of the player, the times made, and the green bars which represent the time or the number of trials left.

4. The track name and the name of its creator

5. It's your turn to play: Once you are in front of the screen click 'OK' to start the race and the clock. Once each player has made their initial time, its time to play. The same driver will race until he beats another player's time.

6. The Clock: This is the race's chronometer. It also reminds you that it's your turn to play.

3.2. Game Controls:
The game controls are the same as in solo. The important keys:
Ctrl (right) or Enter: reappear at the last checkpoint passed.
Del: Restart the race
Escape: Pause the game and display the Escape menu. In this menu, you can continue the race, abandon (the player leaves the game and Hot Seat continues) or quit the game.

At the end of the race, you will be shown the results.
You can replay the same race, go to the next track (if you have chosen several tracks), or exit.

TrackMania United

PART 5 - PLAY MULTIPLAYER

1. THE MULTIPLAYER MENU - PLAYER RANKING

By playing in Multiplayer, you can participate in the global ranking of players. Several rankings are possible for each stage of the game.

Each game you play on the Internet allows you to win LadderPoints (as long as it is activated for the ladder), which helps you advance in the player rankings. The score awarded to each player is based on a calculation of the results of the race and the level of the players participating in the race.

At the end of a game, the score window will be automatically displayed. It indicates the LadderPoints added or removed from each players ranking. Please note that the points will be added to your score when you connect to the Internet.

The rankings are accessible on the first page of the Multiplayer menu. Click on Multiplayer rom the main menu to see the rankings.

2. JOIN A MULTIPLAYER GAME

By clicking on the 'Servers' button, from the Multiplayer menu, you can access the list of the game's multiplayer servers.

1. The menu you are on at this moment.

2. Zone indicator: You can display the servers by geographical zone. The category you are in at the moment.

3. Server Categories: In these images the servers of the 'World' zone are being displayed. In this zone you can find the servers organized by country. By clicking on a country, you can go down one geographical level - i.e. if you click on France, you will only see French servers.
The blue arrows under the zones allow you to see the next zones.

4. Server List: The server list is displayed in function of the chozen zone. The correpon-

ding zone will be displayed over this list. The stage or stages of each server will be indicated (when on stage is available, it appears, when the server has multiple stages, a specific icon appears. The server name is also indicated.

The part with the icons showing a checkered flag or a laurel let you know if the server is in round mode, Time attack, Team or Stunt mode.

The icon representing a red square or arrow indicated the level of the server, according to your multiplayer ranking (ladder). The servers in green indicate your level of ranking, and the red icons indicate a server at a level that is higher than your ranking.

The number to the right indicates the number of players currently connected to the server.

5. Server Search: This button allows you to search the server list.

6. Player rankings : The players rankings of the Zone of the selected servers will be displayed here.

7. Refresh: Refreshed the server list and the rankings.

8. Create: Click here to create your own track.

To join a game: Click on the server of your choice. You will access more specific information about your server: the selected tracks, the connected players, the rules of the server (type, victory conditions, etc.). Click on 'Join' to play on this server.

You can also connect to the server as a spectator. In this case, you will not play, you will only watch other players play.

Note: When you play on another player's server, the track list selected by the server may be totally different from your tracks. In this case, the tracks of that server will be downloaded to your computer for the game. If you want to add come of the tracks to your collection, click on 'Esc', then select 'Advanced Options'. In the open menu, click on Save Challenge in order to add it to you tracks.

This operation is free, and you will not have to pay any coppers. If you do, however, like the tracks, you can always send some coppers to the other player as a way of saying thanks.

TrackMania United

3.   CREATE A MULTIPLAYER GAME

To create a multiplayer (server), click on Server from the Multiplayer menu, then on 'Create' on the bottom right of the page of the multiplayer servers.

1. Your current game area.

2. Quick Launch: If you have already created multiplayer servers, and you have saved the configuration, you can quickly restart a server based on this configuration. The button allows you to access the list of settings of the saved servers.
The server is started based on the basic settings of the server.

3. Basic Server Settings: Here you can choose the basic settings of your server : Server name, maximum number of players, commentaries.

4. Options: Click here to access the server creation options.

5. Next Menu - Server Options: You can configure your here: game mode, ranking mode/ normal mode, victory conditions.

The buttons to the left of your screen will allow you to:
Load Settings: Load an existing configuration.
Advanced: Switch to 'Advanced' mode, to access more server configuration options. Like adding a password to access your server.
Once you have set your desired configuration, click on 'Start' on the top left to access the track choice.

6. Next Menu - Track choice: Here you can choose your server's tracks. The tracks are displayed in green. The icons on your left will let you navigate in the track category and change the track display (by category, or all tracks).
Once you have made your selection, click on 'Play' on the bottom right of the screen.
The server will start up and be visible to other players in the server list.
Attention: PCs equipped with routers may not be visible or accessible.

Once you have created your server, you can change to spectator mode. In order to do so, open the Escape menu by hitting the Esc key, and check 'Spectator'. The Spectator mode allows the creator of the game to let the server run without participating.

4.   THE GAME MODES

Round: The Round mode, allows players to compete on tracks with a grouped start. All the players leave the start line at the same time. The first player to arrive at the finish wins.

Each round over the Start is a lap. In this mode you will race several laps on the same track.

The players leave the Start together. The first to arrive at the Finish gets 10 points, the second, 6 points, then 4,3,2,1. Once the time limit for the lap is passed, the players automatically start another lap. The winner of the race is the first one to reach the number of points fixed by the creator of the round.

Time Attack: This is the most technical of all modes. Time Attack is similar to solo mode in all respects. All of the players are racing against the clock on the same track at the same time, for only a limited amount of time. This type of game is not a race (players start at different times), but rather an attempt to set a record time! It is possible to return to the starting line independently of the other players at any time by pressing "Enter," for example, to perfect the way a turn is negotiated.   One unquestionable advantage of this mode is that the best times are displayed along with the players' names in real time (Tab key), which only adds to the pressure! When the clock runs out, the player with the best time wins.

Team: Players are divided into two teams. Each player plays individually under the rules used in Round mode. At the end of each round, the points of all team members on the same team are added up. The team with the most points wins the round and is awarded 1 point.

A player can be added to a team directly from the track using the Escape key on the keyboard.

Note: Team race results are not counted for Internet Rankings.

Laps: In this mode you are racing on laps. There are two ways to play in this mode:

**- Number of laps:** The first player to complete the specified number of laps wins the game.

- Time limit: Players must complete the specified number of laps within a certain time limit. If the time elapses before the players complete the laps, the player who has passed the most checkpoints wins.

Note: in this mode, you play only on tracks built with the multi laps block (see section 10.3.2).

TrackMania Unite

5. RACING

5.1. THE RACING INTERFACE
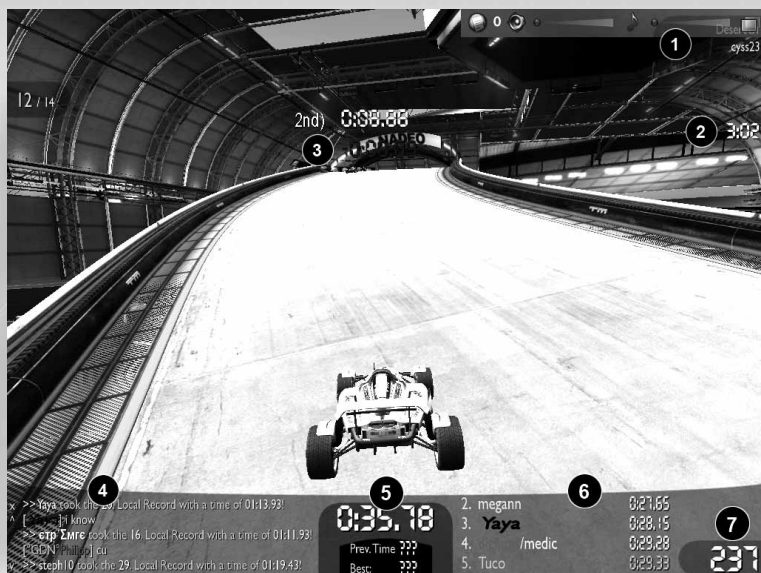
1. Track name and track author You can also open the Quick Options during a multiplayer race by rolling your mouse over the top right of the screen. You can send a message to a friend to let them know what server you'll be on.

2. Remaining Time (In Time Attack).

3. Average Time: When you pass a checkpoint, the average time and your position will be displayed. The second time to be displayed is your delay (in red) or your lead (in blue).

4. Chat Zone: You can chat with other players from the server in the chat zone. Hit 'Space' to write a message and 'Enter' to send it. You can display the chat zone by hitting 'C'.

5. Your Time: And your previous time and your best time.

6. Player info: Here you will see the best times and the current rankings on the track.

7. Your Speed

5.2. CONTROLS

The vehicle controls are the same as in solo.

Note: In the 'Round' mode, the Del key abandons the race. In this case you will leave with the other players at the next depart.

To chat with other players:
C: Enlarge the Chat Zone
Space: Open the chat box and write a message.
E**nter:** Send the message

The important controls

Tab: Display the scores and information on the server.

2: Hide/Show the names of other players over cars.

Esc: Open the Escape menu

5.3. THE ESCAPE MENU

Pressing the escape ("Esc") key allows you to access certain game controls at any point in the race - such as changing into spectator mode, changing into official mode, and accessing to the advanced options.

The advanced options allow you to call for a vote, to access player rankings and player info, and also to add the current server to your favorites and to save the current track and your replay (these last options are only available when you are the server).

The Esc menu allows you to switch into Official Mode in order to participate in the online rankings of players (ladder).

TrackMania Uni te

PART 6 -   PLAY LAN GAMES

From the main menu, click on LAN to access the menus for the local network game.
Both the LAN and the Multiplayer (Internet) modes function in generally the same way , other than that in the LAN mode you can only see the players and servers on your local network.

1. The menu you are on at this moment.

2. Create: To create a game on your local network (LAN server). The creation option for a LAN server are exactly the same as a multiplayer game on the Internet, and you can always load your configuration to rapidly create your server.

3. Servers: the server list available in your local network

4. Players: the player list connected your local network

5. Next menu - creation of a server on a local network: When you click on the 'Create' button, you are accessing the creation menu for games on a local network. Just like in multiplayer, you can access the advanced options

6. Refresh: To refresh the player list and server list on your LAN

7. Back: Return to previous menu

PART 7 - CREATE

1.THE TRACKMANIA UNITED EDITOR

From the main menu, click 'Editor'.
You will access the list of game editors:
New Track: To create a track in the stage of your choice.
Load Track: You can load a track in order to modify it.
Upload Track: Once you have created a track, you can upload it to the Internet and share it with other players.
Paint: This is where you can personalize your Skins (paintjobs).
Replay: The Replay Editor simply allows you to watch or validate a replay (one of your replays, or a replay you downloaded). You can also edit this replay by modifying the cameras, adding effects, and then you can save your edit in a video format.

2. THE TRACK EDITOR

One of TrackMania's greatest assets is that it allows you to build your own tracks to share with your friends.
You can create the wildest of rides in any of the game's seven decors.

2.1. THE BUILDING INTERFACE

To create your track, click on 'New Track' from the Editor menu.
You should then choose the stage in which you want to create a track, and the ambiance of your track : Dawn, day, evening, night.
Once you have made these choices you arrive on the construction interface.

1. Your Track: Place the blocks directly on the screen by placing them one next to other in order to form a circuit.

2. Your Cursor: The cursor looks like the block you have selected to place. The block is green when it can be placed on the screen. If the block is red, it means

TrackMania United

that it can't be placed in this area. Certain blocks can't be connected to one another.

3. Main Bar: These buttons offer you three possibilities: 'Return to Menu', 'Save your Challenge' (Even if it is not finished or valid), and 'Tools'. The 'Tools' button gives you access to more track editing options.

4. Test Bar for your challenge: The buttons have the following functions (from left to right):

Test the track: Puts you in driving mode. Hit 'Esc' to return to the construction Menu.

Validate the track: Once you have finished building your track, you will have to validate it to make sure it can be played normally. This validation will determine the author's time of the track. You can restart the validation race as many times as you want.

Track Objectives This is where you will determine the type of challenge (Race, Platform, Puzzle), the difficulty level of the track (this corresponds to the levels in solo mode). Once your track is validated the medal times will appear here. They are based on your validation time.

You can also add a password to your track. This password can prevent other players from modifying your track.

Enter Mediatracker mode: This function allows you to add camera effects, sounds, special effects during your race, at the beginning or end of the races in order to give an ambiance to your track or simply increase the pleasure of playing. By clicking on this button you will open the Mediatracker menu. You can find detailed information on how Mediatracker works on the TrackMania website.

5. General Properties of the Challenge: The track name, the author name, the author time and the number of units used per track (not the number of coppers).

6. Block Index: This in the index where the construction blocks are stored. The blocks are organized in categories. To navigate in this zone and select blocks,

simply click on the icons or use the corresponding numbers on the keyboard. Once you have selected a block you can place it on the terrain. To go up one level in the file tree of blocks, place the mouse over the directories and right click.

7. Block and Camera control Bar: The buttons have the following functions (from left to right):

Modify block height

Erase block: click on this button and then click on the block in order to erase it.

Undo the last action or redo the undone action.

Underground Mode: This mode lets you build underground or through mountains that you have built.

Camera Mode: Click here and then use the buttons to the left and fight of the mouse to move the camera.

8. Zone of personalized blocks: Certain blocks can be personalized: The advertisements, the hotels, the billboard, etc. Once your track has been completed, click on the paint bucket to the right of the interface. All of the blocks that can be personalized will then appear in blue on the screen.

2.2. BUILDING YOUR TRACK

Once you have chosen the stage and the ambiance of the track, you arrive in the construction interface. An empty terrain will appear on the screen as well as the tools to build your track.

Before Starting please note:

- Terrain: Certain stages do not propose a default terrain. Before placing the block of the track, you should place the terrain blocks. (Block index 1).

- The indispensable blocks: Track construction offers you some amazing possibilities, but there are two rules to follow: Each track must have a Start and a finish, and you have to be able to get from the Start to the Finish.

Other than those to rules you can build pretty much whatever you want. Think

about your track before you build it, that other players will be able to play and enjoy. They'll thank you for it.

Draw your track:
Select the second index of blocks and choose the 'Start' block (in green), and place it on the terrain. Then choose the 'Road' block and draw the track with the mouse. You can place the first block by clicking, then hold down the left mouse button and draw a straight line. Continue placing the blocks to build your track, and finish the track by placing the 'Finish' block (the red block in the second block index).
Use the 'Ctrl' key or right click to rotate the block.
Note: The only rule in track construction is to go from Start to Finish by passing through all of the checkpoints. The only way to have players follow your track is to place checkpoints (in blue).

Test your Track:
Press 'Enter' or click on the car icon to test your track: Meaning, you will drive on it. The car will be placed on the block of your icon.
You can also race the full track from Start to Finish, by clicking on the flag icon. This is the validation icon.
- If you wish to modify your track at any time, press 'Esc'.

Decorate your circuit:
Decor blocks are also available if you want to decorate your track. Certain decor blocks can also be used as an integral part of your track.

Mediatrack your track:
With Mediatracker you can add effects, camera changes, screen text, and an intro, to add another dimension to your racetrack.

Validate your track:
- Click on the icon representing a flag when you are satisfied with your race-track. You will now establish the reference

time of the track. You can restart the vali-dation race as many times as you like, so that you can make a good time.
The medal times will be established based on this time.

Save your track:
Click on the disk icon and type in your cir-cuit name.
Once you have saved your circuit, it is available in the Solo menu when you click 'Browse Tracks', then the Challenge file.`
- You can add it to your custom campaign by clicking on the 'Add Track' button.

Share your track:
You can share your track and make it avai-lable for other players.

2.3. SHARE YOUR TRACK
In order to share your track, go to the 'Share Track' menu from the Editor menu. You will access a page with five upload slots.
Chose one of them and upload the track you have just created.
You can also create your track directly from the sharing menu.
You can have no more than five racetracks in construction in the sharing menu.
Once you have uploaded the track, it will disappear from the menu, and a slot will free up.

2.4. CONSTRUCTION CONTROLS
Mouse Controls:

Normal Mode:
Left click: Place a block (keep the button depressed to build a road).
Right click: Rotate the block clockwise.
Mouse wheel: Raise/Lower the cursor.

Freelook Mode:
Left click: Pan.
Right click: Turn camera.
Mouse wheel: Zoom in/out

Test Mode:
Left click: Start a race at the position of the cursor in the same direction.
Right click: Change the Start direction.
Mouse wheel: Raise/Lower the cursor.

Navigation on the Block hierarchy
Left click: Select an icon
Right click: Go up one level in the hierarchy.

Keyboard Controls
Arrows: Move cursor
Space: Place a block (keep the button depressed to build a road).
Page Up/Page Down: Raise/Lower the cursor.
Right Ctrl: Rotate the block clockwise.
Del: Delete the blocks under the cursor
Num 2/4/6/8: Move Camera
Backspace: Delete all of the blocks
Enter: Start a race at the position of the cursor in the same direction.
Esc: Quit the Editor.
U: Undo last modification.
R: Redo last modification
S: Save challenge.
,: Activate/Deactivate help

Navigation on the Block hierarchy
1-9: Choose the corresponding icon.
²: Go up one level in the hierarchy.

Mode Shortcuts
Alt left: Freelook Mode
X: Eraser Mode
W: Underground Mode
Ctrl left: Selection Mode
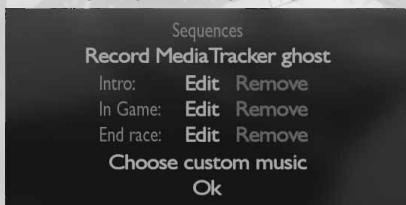
3. MEDIATRACKER

Mediatracker is a tool that has never been seen before in any video game: It gives you the player, an opportunity to become a movie director.

With Mediatracker you can now set the scene of your tracks, during or after the race, by adding texts, special effects, smoke trails, sounds, and camera movements.

This tool is integrated into the Track Editor.

Before starting, create a simple circuit with just one turn for example. Once you have made your track, save and validate it, and then open Mediatracker by clicking on the camera.

3.1. ADDING VIDEO CLIPS THAT PLAY DURING THE RACE - 1ST PART

Before starting the staging of your video-clip, click on 'Record Mediatracker ghost'. Play, then click on 'Finish Recording Ghost'. This will bring you back to the Editor, click on the Mediatracker camera again, then click on Edit on the 'In Game' line.

The track will be loaded into Mediatracker. If you can't see it in your visualization window, its because its not in your camera's field of vision. To find it, you will have to move your camera.

1. Add Clip
2. Add trigger
3. Add track
4. Time line

1ST OBJECTIVE: CONTROL THE CAMERA

To move the camera forward, backward, right or left, use the directional arrows.
To raise or lower the camera, use the Page Up/Page Down keys.
To turn the camera, click and hold your right mouse button, and move the mouse around.

The goal of Mediatracker is to allow you to set up your racetrack's ambiance by incorporating short clips which will appear when you pass certain points in the track.

2ND OBJECTIVE: ADD TEXT

Step 1: Click on the button on the bottom left of the editor. (1)
Then click the word 'Clip' to rename it:

"Go Go Go", for example.

Step 2: Click on the 'Trigger' button (2). You will then see a square cursor appear on your racetrack. Move the cursor to the place you want the clip to be set off. To raise or lower the cursor, use your mouse's scroll wheel.

To place the cursor on your track, left-click. The racecar will also appear at this place in the track.

Here, the idea is to create a clip with test, and have it appear at the Start.

Attention: Only one cursor should be placed. To delete a cursor, simply click on it. Once you have placed it, click on the 'Trigger' button.

Step 3: Click on the 'Add Track' button (3) which is situation on the right of the 'Clip' zone. Then you have to choose the type of trail you want to add.
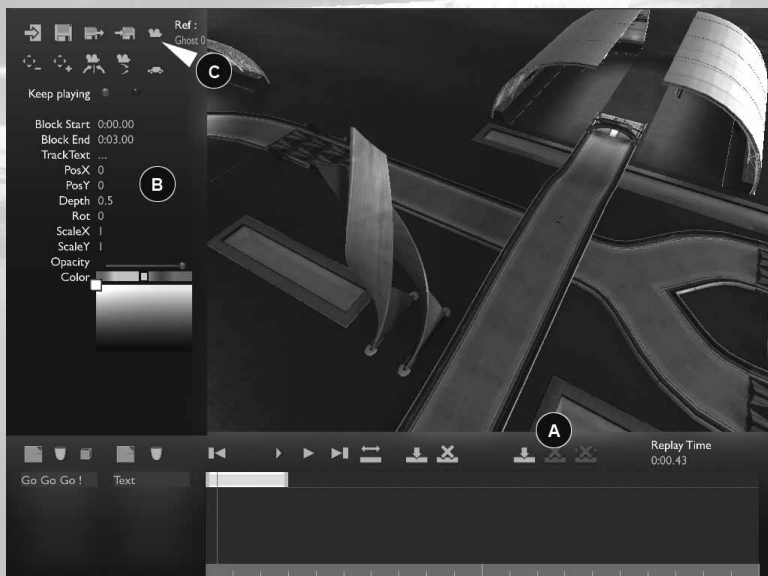
In a videoclip, you can add several types of tracks: a camera movement or effect, a text, an image, a smoke trail, special effects, sound or music. In this example, we are adding text. Click on 'Text'. You will see the text trail appear in the trail zone.

The creation of a text trail requires you to create a block on a timeline. In Mediatracker, a block is not the same as a construction block in the Track Editor. It is a time block which allows you to identify the Start and finish of the trail you are adding to the videoclip. It determines the effect's duration.

The creation of a text trail requires you to create a block on a timeline. In Mediatracker, a block is not the same as a construction block in the Track Editor. It is a time block which allows you to identify the Start and finish of the trail you are adding to the videoclip. It determines the effect's duration.

The block of text will appear in green on a timeline. It is made up of two markers (the two yellow squares). If you click on the first marker you will see your car pla-

ced at the beginning of the effect (the appearance of the text), if you click on the second marker, your car will be placed at the end of the effect (the disappearance of the text).

To Delete/Add a block, click on the button in zone A.

Step 4: When you click on the block an option screen will appear on the left (B).
In the Text Box, write in the text you want to appear on the screen. After you hit 'Enter' the text will be visible on your screen.

Here is the description of the other elements, even if you don't need them immediately:
Start Block: Delay between when the effect is set off and the appearance of the text (or other effect) on the screen (this has no relation to the race time, it is an independent time of this block). In this case, we will leave it at 0, because we want our text to appear right when the effect is triggered. This time corresponds to the 1st marker on the timeline.
End Block: It determines the effect's duration. The default value is 3 seconds. This time corresponds to the 2nd marker on the timeline.
- Infinity: By clicking on infinity, the effect will continue as it is from the end of the block until the end of the game.
-PosX, PosY: Values you can use to manually place the text at its appearance and disappearance. You can also move the text on the screen by right-clicking.
Click the 1st marker, then place your text: The text will appear here.
Click the 2nd marker, then place your text: The text will disappear here
-**Rot:** Rotate text
Xsize Size : Make your text bigger or smaller.
-**Opacity:** If you move the cursor to the left, the tex twill become invisible, if you move the cursor to the right, i twill become opaque.
- 'Color' changes the color of your text.

Step 5: Now you can watch the magic of Mediatracker in action, by clicking on the 'Display'VideoClip Group' (C) on top of your screen. Your author's medal will start the race and you will see the text appear. Reclick on the same button to return to Mediatracker.

You can save your challenge at any point by clicking the disc icon on the top of your screen.

3RD OBJECTIVE: PLACE THE CAMERA

Create a 2nd Videoclip, as described in the instructions above. Then add a trigger (like in step 2) at another point on the track where you want to change the camera view.
Make sure you place the trigger at the good spot, and don't forget to use your mouse wheel.
Also, take note, that the second trigger must be places after the end of the first clip.
Once you have placed it, click on the 'Trigger' button.

Then add a track to your clip (like you did in Step 3 above) and choose Camera, then Camera Race.

Select the block to display your options.

Define the duration of this effect with the end marker, enter for example 6 seconds.

Click on one of the arrows in front of the camera and select for example the interior camera. 'Target' means that the camera will always point at the car.

Click on the 'Preview clipgroup' button, and you will see the camera change being made on your track.
To watch the replay without the interface, press 'Tab'.

4TH OBJECTIVE: ADD A TRAIL BEHIND THE CAR

Now you want to add a second track to the clip you have created.

In the Clip Zone, Select 'Camera'. Be careful not to click on the text because your selection will not work.
In the camera clip there is already one track: camera, and we will now add a second track: Trail.

In the path zone, add a path by clicking the button illustrated here 'Add Path'.
Then choose trails in the dialogue box.
The time block will show up on the timeline, just above the camera timeline.
The default duration of the effect is 3 seconds. If you want to make it longer, click on the second marker, and drag it to the right with your mouse. You can also move the block to the end of your timeline: click the block and drag it to the right with your mouse.

Finally, click on the 'Preview clipgroup' button. The video will start and you will see:
Your text will appear and then disappear, Your camera change angle and the smoke trail appear.

You got it right? Congratulations! Now try again, until you have mastered this part of Mediatracker. You can go much farther in setting up your scene.

Click 'Exit' on the top left of your screen to return the Track Editor.

3.2. ADDING VIDEO CLIPS THAT PLAY DURING THE RACE - 2ND PART 2ND PART

By following the same procedure you used to add text, camera, and a trail, you can also add special color effect, focus effects, a fade-out, and add sounds or images to your video. You can also control the music's volume.

ADD A SPECIAL COLOR EFFECT
Give your track a classic ambiance, by changing it into sepia, mark an acceleration with a color change, create psychedelic skies.

After you have created your clip and added a trigger to your track, create a track with a special color effect.
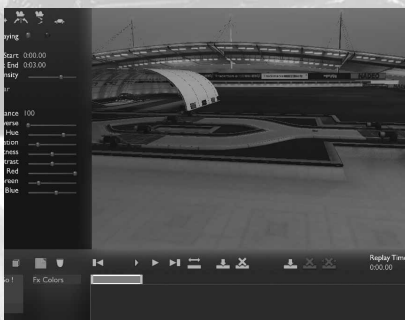
Then add a block to your track.

Click on the block on the timeline to display the table of option on the left of your screen which will allow you to configure your colors: Such as changing the tones, for example.

The cursor intensity will allow you to control the intensity of your effect. If you move your cursor to the right, the effect will not appear. In order for it to appear, you will have to move the cursor to the right.
By default, the color modifications will

take place in the entire image.

By clicking 'Near', you will display the background.
Move the 'blendZ' cursor to the right in order to activate the background, and then choose the distance from where you want your background to start.

ADD A BLUR EFFECT
After you have created your clip and added a trigger to your track, create a track with a special blur effect.

Then add a block to your track.
You can add two types of blur: The distance blur related to depth of field, and the speed blur.
The result? It's like being in the movies.

The motion blur is the easiest. You don't have to add any settings other than the duration. Its timecode is yellow. It doesn't have markers. All you have to de is enter the time parameters in the boxes on the left of your screen.

The distance blur manages the focus.
By default, the focus is on the car and you can just change its intensity.
If you want to go to the manual mode, click 'Force Focus' and define the focal distance.

ADD AN EFFECT - FADE OUT
This effect will allow you to add fade outs to your video. Click on the first marker of the 'fade-out' block on the timeline, then choose the color form the color chart on the left of the screen. Leave the opacity completely to the left.
Then click on the second marker and move the opacity completely to the left.

ADD A SOUND
After you have created your clip and added a trigger to your track, create a soundtrack.

The on the timeline block to display the table of options on the left of the screen.
By clicking on the yellow button, you can choose from a list that you have saved in the gamedata directory.
You only have to set two things: The volume and the balance (right, left, or stereo)
You can also loop the sound and choose a number of repetitions.

Info: The Sound directory in the file tree: Gamedata > skins > mediatracker > sounds.

ADD AN IMAGE
Just as you do for sounds, you can add images into your video.
In the same way that you created the sound track, create an image track. Then click on the yellow button of the "Options" block to open the dialog box which will let you choose an image. . To be retrieved by the mediatracker, your images must be first registered in the Gamedata for your game following the path:
Gamedata > skins > mediatracker > images.

An image can be made to appear at one place on the track, then disappear at another. To set these points on your screen, use your right mouse button. This is done in the same way as you insert text.

CAMERA SHAKE
Chapter 11.1.3, explains how to integrate camera movements into a track. You can choose a "camera shake" effect to add excitement at points where you need it. Be sparing in the use of this effect: camera shake should not last very long. Use intensity and speed options to modulate the camera shake.

3.3. CREATING A VIDEO TO INTRODUCE THE TRACK
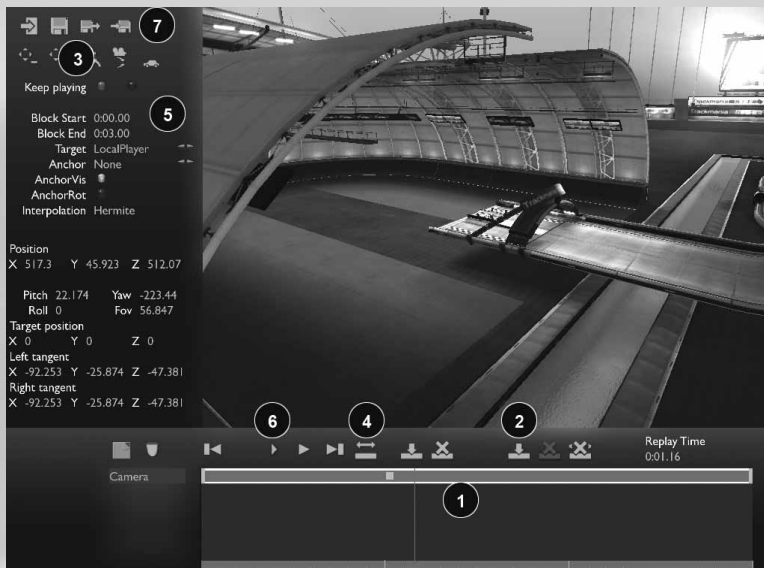
From the track editor open the mediatracker, then click on Edit intro.

In this case, the goal is to create a short video to introduce your track to the players before the start of the race. The car remains at the starting line and there is no interaction with certain sections of the track. There is no trigger. You need only one clip in which you will create tracks.

Create a track, then choose Camera.
Next, create a block by clicking on Custom Camera.

Inserting markers:

For nice camera movements between the foreground ("near") and the background ("far") of your film, you will need to add markers to the time line (1).

To insert a marker, move the red time slider along the time line while moving the mouse with the left mouse button held down.

Then click on the Insert Marker button in the marker area. A small yellow square (2) will appear on the time line. You will see a small yellow square appear on the timeline.

For each marker, determine a camera position on the track:

Select the first marker by clicking on it. It will turn white.

Now move the camera on your track:

To move the camera forward, backward, right or left, use the directional arrows. Note: if your car is selected as the target (see table of options below), then the right and left arrows will make the camera move around the vehicle.

To raise or lower the camera, use the Page Up/Page Down keys.

To turn it, move your mouse while holding the right button down. . Note: this function works only if "none" is indicated as the target.

▶CREATE

The 4 buttons at the top of the screen (3) are used to fine-tune the settings on your camera.   By clicking on the first or second button, you will see that your camera moves forwards, backwards, up or down more or less quickly. The following two buttons allow you to reset the camera to zero.

Once you are satisfied with the camera position for the first marker, click on the second marker. Positions are saved automatically.   Repeat the same process for each marker.

If you cannot see all of your markers on the time line, it is because the entire time line does not appear on the screen. **To display the entire time line, click on the button shown here (4).** You can also resize your time line by holding down the Alt key and the right mouse button.

The list of options for customizing the camera is displayed at the left of the screen (5):
Target allows you to aim the camera at the car. You can leave your car as the target for the beginning of the video, but for subsequent markers you must choose "none" in order to be able to move the camera freely.

If "Anchor" is checked, the camera will move with the car.   . In a video used as an intro, the car remains at the starting line, so the "Anchor" button should be left as "None".
"Hermite" smoothes the camera's motion along its trajectory.

Once you have placed your cameras, use the time line buttons to view the camera trajectory.(6)

You can save your challenge at any time by clicking on the diskette.
You can also use this series of buttons (7) to return to the track editor.
Finally, for the real experts, the last two buttons allow you to import or export clips that you have created and want to reuse on other tracks.
Use the Ctrl key + right mouse button in "trigger" mode to define the import/export reference.

3.4. CREATING A VIDEO FOR THE END OF RACE
This part of the Mediatracker works exactly like the Mediatracker for clips played during the race. This is certainly the place where you can be the most creative, since clips played during the race have to be kept reasonable! Of course, the effects you add should not decrease the playability of your course.

Now, back to work!-All you need is a little practice to become the best video game director!

3.5. Mediatracker controls

Ctrl + Page Up / Page Down: Raise/Lower the trigger cursor.
Ctrl + left click: Places the trigger cursor on the block chosen by the mouse.

Tab: Hide/Show Interface
F10: Screen Capture

Ctrl + Up arrow/ Down arrow: Put the target of the camera on the Z axis in relation to the car.
Ctrl + Right arrow / Let Arrow: Put the target of the camera on the X axis in relation to the car.
Ctrl + Page Up / Page Down: Put the target of the camera on the Y axis in relation to the car.

Ctrl + 'Enter' Reset the camera target on the car.

Ctrl + C Copy a Block
Ctrl + V Paste a block

For the Cameras:
Mouse wheel: Modify Field of View
Right Click + Move Mouse: Change camera Orientation
Arrows: Move the camera
Page Up / Page Down: Raise / Lover Camera

Image / Text blocks:
Right Click + Move Mouse: Move Text / Image
Alt +Right Click + Move Mouse: Change Text / Image Size
Alt +Middle Click + Move Mouse Rotate Image / Text

4. CUSTOMIZE THE VEHICLES : PAINT SHOP
4.1. Paintshop interface

The paintshop allows you to create a 'skin' and personalize your vehicles.

From the Editor Menu, Click 'Paint' To Access the Paintshop. Then click the car you want to paint and click 'Paint'.

The paintshop is also accessible from the Profile/Vehicles Menu.

1. Your Car

2. Place the elements on your car with the mouse.

3. Separate Elements: This icon allows you to select each element of your car seperately.

4. Symmetry: By clicking on this icon, the modifications you make to one side of the car will be made on the other side as well.

5. Paintshop tools These are the tools which will allow you to paint your vehicle. The functions of these tools (from left to right) are:

- Paint the Entire Car: Choose the general color of the vehicle. Select the color from the palette on the right of the screen. You can select just one part of the vehicle by using the button 'Separate Elements' (If Separate elements are available for your vehicle).

Apply a filter: Once you have finished your paintjob, click here if you want to apply the car's details and a lighting filter (for a more realistic rendition).

- Apply a image: Click here to display the images in the central bar. Then with he mouse choose the placement of the image on the vehicle. For each image, you should modify the angle and the size.

- Use the airbrush: Choose the desired form and color. Configure the size angle and opacity, and then start painting.

6. Option Bar: These options let you return to the previous menu, save your creation and undo your last action.

7. Use these tools to change the opacity, size, and luminosity that you want to place on your vehicle.

8. The center bar: This is where the forms and images selected in the tools appear. You can import your own forms and images.

9. Text: The Apply Image tool, allows you to add text on your vehicle.

10. The Color Palette

4.2. Paintshop Controls

Mouse Controls:
Right Click + Move Mouse: Move Camera
Mouse Wheel: Zoom In/Out
Mouse Wheel + Up or Down: Modify FOV of the camera
Left Click: Entirely repaint the car - Apply a layer on the car - Paint an image on the car. Attention: The cursor must be on the car except for in Brush mode.

Keyboard:
Image Rotation:
R: Rotate image 90 degrees clockwise.
F: Clockwise rotation
Z: Rotate image 90 degrees counter-clockwise.
S: Counter-Clockwise rotation
X or C: Image Alignment: In Brush Mode, it resets the angle to 0 ; meaning that the top of the image will point to the top of the screen. In Sticker Mode, the Image will be aligned according to the correct angle for the vehicle.
Image Scale:
E: Enlarges Image
D: Makes image smaller

Other:
H: Help
* + Mouse:
Image Rotation:
Alt + Mouse Wheel: Change the angle of the image.
Alt + Right click: Image Alignment
Image Scale:
Ctrl + Mouse Wheel: Change Image Size
Ctrl + Right click: Default Image Size

5. THE REPLAY EDITOR

The Replay Editor will allow you to change your recording into veritable films.
Open the Replay Editor from the Editor Menu. Then Select a replay you have saved.

You have several options:
- Edit: you can edit your replay, change the camera view, add texts, special effects, sounds.
- Validate: you can organize competitions, verify that the replay that players send you is authentic and that no cheating was going on.
Export a replay for validation: Allows you, during a competition to generate a replay containing only the information necessary for validation.
Play: Allows you to play the replay in comparison to the saved car.
Bench: Opens the Performance Statistics.

The 'Video Shoot' function allows you to transform your replay into a video.
Click on it, and then define the resolution in which your window appears, the compression format and the directory in which you want to save the file.

TrackMania United

CREDITS

NADEO

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Doo

Focus Home Interactive

Race director
Cédric Lagarrigue

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Jérôme Blazy

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Jean Joseph Garcia

Exhaust masters
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Anthony Trosch

Driving School director
Jean Pierre Bourdon

SPECIAL THANKS TO:
all the TrackMania Community,
beta testers,
forum addicts,
Game fans,
And of course all our familly and friends.

KEYBOARD SHORTCUTS

DRIVING
Directional Arrows:
Accelerate, Steer and Brake
Enter: Start the Race / Reposition Vehicle
Del: Restart the Race
Esc: Return to the Menu

CAMERAS
1: External Long Shot
2: External Close Up
3: Internal View
7: Free Camera
F10: Screenshot
- : Zoom In
+: Zoom Out

MULTIPLAYER
Space: Chat
C: Open / Close Chat
Tab: Show Scores
²: Show Hide car names

Ctrl + 1, 2, 3 ...9: In spectator mode with free camera
1, 2, 3 ...9: Reminder of position

OTHERS
0: Honk
F10: Screen Capture
S: Save Replay
*: Hide/Show Interface

IMPORTANT MULTIPLAYER KEY NOTES

Below you can find your multiplayer key.

UPON LAUNCHING THE GAME YOU WILL BE ASKED TO ENTER YOUR MULTIPLAYER KEY. THIS KEY WILL BE PERMANENTLY ASSOCIATED WITH THE LOGIN YOU CREATE.

Tips to avoid unpleasant surprises upon re-installation of your game on a new system:
- Avoid the use of high (special) ascii characters in your login, you can use these **in your NickName** if you want but it is preferred that you **keep your login simple and clean.**
- Write your login and password down on a page in this manual.
- **Keep this manual safe, because it contains your multiplayer key.**
- New keys are only available with a TrackMania United game purchase.

DO NOT LOSE THIS KEY!

TRACKMANIA UNITED MULTIPLAYER KEY