



# SUPER SUPER MAX

## USER MANUAL

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# INTRODUCTION



SUPER SUPER MAX is a minimalistic car game where you can play different game modes in exchange for coins. There is no main objective, you are free to choose what to play at any point in time.

The physics are not too realistic, as the game aims to have a balance between arcade and realistic game mechanics.



# SYSTEM REQUIREMENTS

The following system requirements are the minimum ones that are needed to have a good experience when playing the game.

MINIMUM SPECS	
Operating System	Windows 10 64 bit
CPU	2 Core 64 bit CPU not older than 6 years
GPU	Intel, AMD or Nvidia GPU not older than 8 years
RAM	4 GB or more
Screen	16:9 Aspect Ratio (Preferably 1920×1080)
Hard Drive Space	1 GB

**Note** that it is possible that computers with specs that do not meet the ones listed can play the game but it is not guaranteed they will have a good experience or will be able to run it at all.

The lowest specification we tested was a 2017 dual core i5 low wattage CPU with integrated graphics, and it runned above 30fps but it didn't reach 60fps on the more demanding races.

# CONTROLS

## CAR MOVEMENT



## GEAR DOWN / UP



## GO TO LOBBY



## RELOAD SCENE



## TURBO



## HAND BREAK



## DRIFT



**Note:** If you press the letter O the game gives you 1000 coins, we didn't include it in the manual per se, because it's a backend trick and the interface doesn't update right away and was for testing purposes, if you want to have fun don't use it.

# LOBBY

The lobby is the center of the game: It's where you spawn when loading up the game or when you finish a game mode and also where you select which modes to play. It also acts as a tutorial, as you need to learn the basic controls to be able to drive to a portal.

Although the lobby is intended as a kind of "menu" where players can drive to the portals that take them to different game modes, it is also a game mode in and of itself! So feel free to drive around to test your car or crash into different items that are scattered around the map.



# GAME MODES

You are able to choose from a variety of game modes at any point while in the lobby:

## RACE

Compete against other four AI cars and try to be the first to cross the finish line! There's a wide variety of tracks to choose from so you don't get bored by playing the same one over and over.

You will get a certain amount of coins upon finishing the race. The quantity depends on which position you finish the race in.

## TIME ATTACK

Try and complete a circuit as fast as you can, this time it's only you on the track. This game mode features the same track selection as the Race mode, allowing you to use this mode to improve your skills and knowledge of a circuit without the AI runners getting in your way.

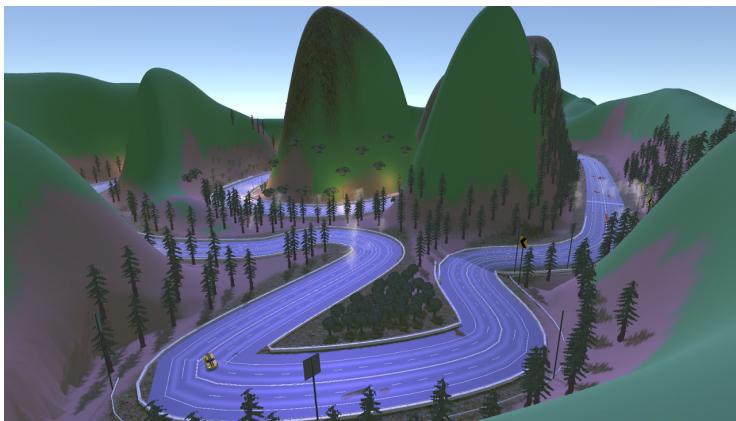
You will get a certain amount of coins upon finishing the race. The quantity depends on how much time it takes you to reach the finish line.

## PURSUIT

Run from enemy cars for as long as you can. If they touch you, you lose. As time goes on, more and more cars spawn so the difficulty increases.

You will get a certain amount of coins when the game mode ends. The quantity depends on how long you survive running away from the police.

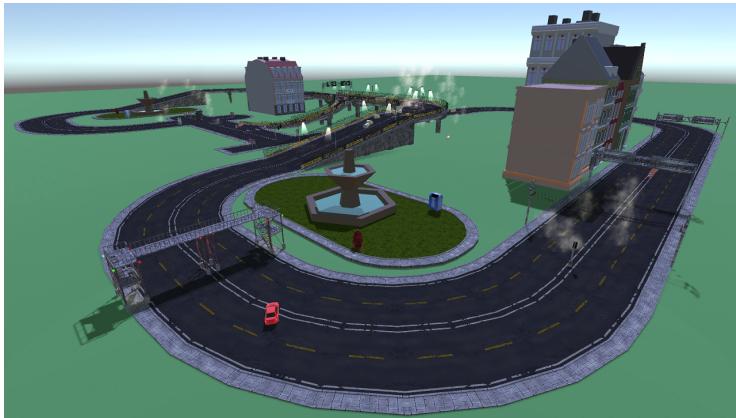
# TRACKS



## MOUNTAIN

Circuit located at the base of a mountain range, which goes around the different mountains that form it.

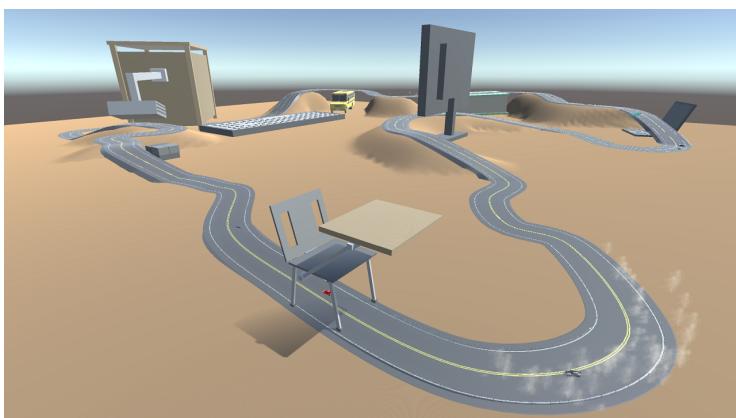
Used in Race and Time Attack modes.



## CITY

Located at the heart of a small city, using its own roads as the circuit

Used in Race and Time Attack modes.



## SCHOOL

Circuit with school props of a larger scale scattered around the track.

Used in Race and Time Attack modes.



## LAKE

Small circuit built alongside a small lake. Do not let its aesthetics fool you, as it is the hardest track by far. Only one enemy car will spawn in the race mode, considered the final boss of the game due to how hard it is to beat.

Used in Race and Time Attack modes.



## TOWN

Compact map in the middle of a town square. It's very open, with almost no obstacles, which makes it easy to run from other cars.

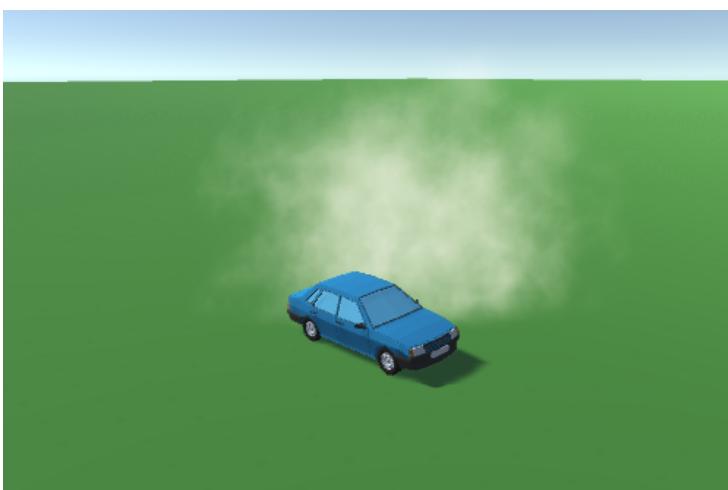
Used in Pursuit.

# CARS



## BUS

It is decently fast but with lousy acceleration. It has good grip, but it's a bus, so it rolls over at the slightest turn.



## CHEAP car

Much slower than the Subaru, but grips just as well. You may counter this by using the turbo, but keep in mind that due to its slow acceleration, as soon as you turn you'll lose any speed and it will be hard to regain it.



## OLD car

Similar to the Cheap Car but slightly faster. Plus the car is manual, so you can squeeze much more of the engine as you choose when to change gear. The car automatically shifts down if the RPM is too low to avoid stalling.



### **SCOOBY DOO van**

Just as slow as the Cheap Car but as it is a van it has very little grip when turning and also has understeering (It turns very badly at high speeds and you have to brake a lot to turn).



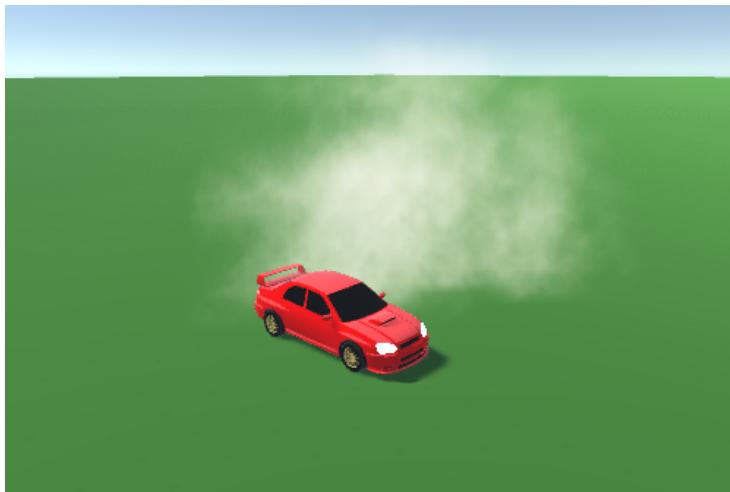
### **Homer car**

It has a beast of an engine but drifts a lot in straights, like all old American cars. Few can beat it, but you have to brake hard before curves and be very careful. The pink one has a slightly better grip. The brown car suffers from understeering much more, and the pink one, as it's the special one we gave it a little bit more front end grip.



### **camaro**

Very rear heavy car. In the hands of a good driver that knows how to drift, it can be very fast, otherwise it'll spin out of control. The yellow one drifts a bit less. The yellow camaro is a special one because it features in the movie Transformers so we gave it a little bit more rear grip so it spins less.



## SUBARU

The best car in the game. One of the fastest cars, second only to the HomerCar, but with much better grip in the curves, as it has 4 wheel drive and stickier tires.