DeathRally - User Manual

Congratulations to you for getting the awesome game DeathRally! We hope that you will find our application enjoyable and simple to use. Our aim is that this manual should be a complete waste of time to read because the game is so intuitive. But in case we fail with building an easy-to-use game, here is a user's manual, although it may be questionable if we're better at explaining in words than through the game-interface...

Anyway we'll start off with a quick-start guide, before digging into the juicy details of the game.

Quick-start

When the DeathRally app is installed on your Android device supporting Android 2.3.3 or newer it is easy to fire up. Just access your app-directory and click on the DeathRally icon. You will be presented the main menu. Here you are given several navigational options. On top is the "New Game" -button, and that is the button you want to hit.
A game is contained within a "Profile", so the first thing that you will be asked to do is to create one. Just enter information when asked and you'll have your profile in no time. Press the button "Ok" when you're done filling in information. You will now enter the "Game Dashboard".
The "Game Dashboard" is the centre of all action that takes place of the race-tracks. By clicking in the menu you can head out to race, buy weapons and manage your ride.
Speaking about ride, the next thing you need to do is to buy yourself one. Luckily your profile got some starting-money from the almighty system. Head over to the car-dealer to get one by selecting the "Car Dealer" -button.
At the car-dealer you can choose any one of the cars you can afford. Now in the beginning of the game that pretty much limits the options down to the cheapest car, but you can upgrade later.
Now when you have the car head back to the "Game Dashboard" by hitting the "Back" button. Now it's time to get your first race going. Just hit the "Start Race" button and you are on your way.
The game leaves the menu-interface and switches to a real-time rendering. In center of view is your car. You can control it using a joystick control which is created under your fingertip when you touch the screen to the left of your device. Aligned to the right are a few buttons controlling weapon. One for selecting gun and one to give fire. Be aware that your ammo is limited!

That is pretty much it. Have fun!

Deeper dig

There are a few details that are worth explaining in greater detail:
- **Multiple profiles**
  The game supports any number of ongoing games, every profile represent one game.
- **Save and Load**
  All games can be saved for later between races from "Game Dashboard" through button "Save Game". By pressing "Save" the current state (your progress) of your active profile is stored in memory. It can be restored later using the "Load Game" -button from "Main menu". When pressing "Load Game" you will be displayed a list of the name of all saved profiles. To restore just select the one you want to continue and press "OK".

- **Game Dashboard**
  The centre of the game that's happening off the track is the "Game Dashboard". From it there are a lot of options available. By pressing "Start Race" you enter race-mode with currently active car equipped accordingly to your latest selection. You can also sell currently owned cars or upgrade anyone with weapons, armour or other useful stuff. The "Manage Car" button lets you access the interface for selection, equipping and customization of the current car. "Car-Dealer"-button lets you access the interface for buy and sell. The "Part's 'n' Stuff" -button lets you access the interface for buying upgrades. The "Save Game" button lets you, as explained above, store your progress.
- **Settings**
  The "Settings" option in the "Main menu" lets you customize the gaming experience to fit your preferences. Volume levels of sound effects, music and similar can be adjusted.