

User Manual DeathRally

Congratulations to you for getting the awesome game DeathRally! We hope that you will find our application enjoyable and simple to use. Before you read on we want to make one thing totally clear. Reading this manual will be a complete waste of time. The game is so simple that any person should figure it out.

Okay, but I didn't. How (the *%!) does it work?

To access current functionality just fire up the app. You will be presented the main menu. It contains some buttons: "Create New Profile", "Start Race" and "Settings". The button "Settings" is currently not implemented, so don't waste your time clicking it.

If you don't want to race instantly you could try clicking "Create New Profile". It will take you to a new text-interface where you can enter a name, "JoeDoe" for instance. Right now no profile is created when pressing "Done", but at least the app doesn't crash. Instead you are just moved to main menu.

To start the real-time "race"-mode hit "New Game". The game will switch to real-time rendering and you will see a texture representing a car in the middle of the screen. Flipping the unit over to landscape might turn out to be the smart thing to do.

If you touch the screen fairly near the left edge of the screen a white circle will appear under your finger. That is the joystick. It has this neat feature that it can be created anywhere within a certain area to the left. Just put your thumb where it's comfortable. Due to a new bug (yeah, that's geekspeak for error) introduced when we replaced something known as the "model" the app currently crash when trying to process the information your thumb is providing.