GAS GUZZLERS
COMBAT CARNAGE

GSGZZLR

IMPORTANT HEALTH WARNING ABOUT PLAYING VIDEO GAMES

Please read before using this game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, discontinue use IMMEDIATELY and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
Preferably play the game on a small screen.
Avoid playing if you are tired or have not had much sleep.
Make sure that the room in which you are playing is well lit.
Rest for at least 10 to 15 minutes per hour while playing a video game.

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GAME CONTROLS

Default Button	Command
S	Fire
X	Fire Reverse
↑	Acceleration
↓	Brake/Reverse
←	Steer Left
→	Steer Right
Space	Handbrake
A	Activate Power Up
D	Nitro
TAB	Race Info
ESC	Pause/Menu
R	Reset
C	Toggle Cameras
V	Look Back
Y	Say (Multiplayer)
E	Toggle Weapons (Deathmatch)
`	Bring Up Console
F6	Take Screenshot

MAIN MENU

RESUME GAME

Here you continue where you have left off (if the game has not started, then this option is disabled).

NEW CAMPAIGN

Starts a new campaign. If you start a new game, all previous progress data is erased.

QUICK RACE

Here you can start a quick race with the currently unlocked cars, weapons and tracks from the Campaign mode.

SELECT PROFILE

Opens profile selection menu in which you can create a new profile and edit or delete the current profile. The profile stores all the information about your progress along with the game difficulty level. The difficulty level can be changed here at any time during the campaign.

MULTIPLAYER

Opens the view with available servers. You can join the game directly from the list of servers or by entering the server IP address. The server list can be refreshed using the refresh button. Here you can create your multiplayer presets.

OPTIONS

Opens menu with the game settings (graphics, sound, controls and game options).

CREDITS

Game credits.

EXIT GAME

Exits the game.

CAMPAIGN

Gas Guzzlers campaign consists of 3 different cups – Fender Bender Cup, Hazard Junkies Cup and Gas Guzzlers Cup. Each subsequent cup features race battles with different, more challenging drivers in faster vehicles and with more powerful weapons. Campaign starts in the first cup – Fender Bender with slowest car class. The goal is to gradually fight your way from the bottom of the ranks to the top by winning the races. Once you reach the first place in the class opportunity arises to participate in the cup finals. Cup finals or as it is called Tournament consists of series of races and with each race you can earn points. If you earn more points in all races then you will become tournament champion and the next class will be available for you to participate. The final goal is to win in the big finals – Gas Guzzlers Championship and become Gas Guzzlers Champion of the Year.

RACE TYPES

You can choose from different types of events: Classic Race, Battle Race, Knockout and Tournament. For each event you can win points and money rewards. The points are used for climbing up through the ranks and with money, you can buy cars, weapons or upgrades.

CLASSIC RACE

Classic Race is a race without any weapons, the risks are small but so are the rewards. For the 1st place, you will get 3 points, for the 2nd place 2 points and for the 3rd place only one point. Lower ranked drivers will receive money rewards only.

BATTLE RACE

Battle Race is a race with guns. Money rewards are bigger than in Classic Race but the points are distributed in the same way.

KNOCKOUT RACE

Knockout Race is a relegation race where the worst driver drops out of the race at each lap and the last remaining driver is the winner. Only the driver who wins the race gets points and money rewards, eliminated drivers get nothing. For winning the Knockout event, you will get 2 points.

TOURNAMENT/CHAMPIONSHIP

Tournament/Championship event is unlocked when you become first on the rank list and stays unlocked as long you keep 1st position. To enter the Tournament, the entrance fee has to be paid. The Tournament includes three consecutive races Classic, Battle and Knockout. With each race, you earn points, and the final score represents the accumulated results of all 3 races. By winning the Tournament, you will unlock the next class level and win a free car from the upper class. Once you have chosen to participate in the Tournament, you cannot go back to the garage and have your car repaired but the entrance fee covers 33% of the repair that is automatic after each race. If you finish the race among the top three, you will unlock one new track and one new weapon or car.

GARAGE MENU

Garage is the place where you can improve your vehicle and purchase/sell parts or cars. In the Garage Menu you can find information about your car and make all the desired modifications.

GARAGE

Here you can select your current car if you own more than one. The selected car can be sold here too.

CAR SHOP

Here you can purchase a new vehicle. Before making the purchase, you can compare the performance parameters between your current car and the new car. Only unlocked vehicles can be purchased.

CUSTOMIZE

Opens the customization menu. Here you can change visuals of your favorite vehicle. Stickers, rims are unlocked for each vehicle separately.

REPAIR

Opens repair options for the selected vehicle, here you can repair your car partially or the whole damage in a single click.

WEAPONS

Opens the weapon shop. With each subsequent car class, you can unlock 4 new weapons.

UPGRADES

Opens the upgrades shop. Here you can upgrade your vehicles by purchasing new engine parts, brakes, tires, ammo packs and armor.

RANK LIST

Opens the current rank list with info about your position in the current cup.

WEAPONS

SP -30 – "PUMP DADDY"

An automatic shotgun that fires 6 pellets from each barrel. On short range, it delivers heavy damage with a high force kick, but it's not too effective as a medium and long range weapon. A very slow rate of fire is a drawback.

MG-11 "MASCHINENGEWEHR"

A 51cal machine gun that delivers light damage with a moderate rate of fire, but it has no reload action and it's precise on all distances.

SP – 60 "DOUBLE TROUBLE"

An automatic shotgun with an option to fire backwards. It delivers the same amount of damage and force as SP-30 with the same slow rate of fire.

HEMP-92A "INTRUDER"

A light rocket launcher that shoots 2 heavy explosive rockets per second. Each rocket delivers high amount of damage and a powerful kick. The drawbacks are the slow rate of fire and the rocket's flying speed: it's not an instantaneous weapon. Overall, it's a good low to mid-distance weapon.

M-143A "SPINDOC"

A minigun with a high rate of fire and scattering on the long range. It needs to spin up before it starts firing and it has a high ammo consumption ratio.

BM-13 "KATYUSHA"

A heavy rocket launcher that can shoot in both directions up to 8 rockets per second. It can deliver heavy damage and force but it's not a very precise weapon. It's best to use it on the multiple targets.

M-286A "GANG BANGER"

An upgraded version of the minigun, which can shoot in both directions. It's a moderately precise weapon with a high rate of fire. It needs to spin up before it starts firing and it has a high ammo consumption ratio.

C30-G8 "ST. CLUSTER"

This heavy duty grenade launcher is operated by the pull-back motion and loaded with cluster grenades. The grenades will fly further if you hold down the button longer. It's not a precise weapon but it delivers a high amount of damage distributed in a wide area of space. It's best to use for carpet bombing multiple targets.

SL-7 "ALZHEIMER"

This sophisticated rocket launcher is loaded with "smart" semi-guided projectiles that follow the path along the road. It's a solid, mid to a long range weapon and it delivers the same amount of damage as an ordinary rocket, but it's of little use at close range. Because of the semi guiding capabilities, the missile will follow a path rather than the target and it can be difficult to make a direct hit even if the target is in your close vicinity.

DG-16 "PARTY POOPER"

This is a heavy duty grenade launcher operated by the pull-back motion and loaded with heavy explosive grenades. It has additional capability to drop grenades as mines behind the car. The dropped grenades will explode on timer or impact. This weapon is very powerful and it delivers high damage and force to the target but it can be a little bit tricky to use. The grenades can bounce off the ground and obstacles and it's possible to score a hit even if the target is not visible. The best way to use this weapon is to shoot grenades in front of the target, even if the enemy vehicle doesn't get a direct hit, the blast will reduce visibility and the force of impact will push the target from its course.

DV-1611 "GUN ON RAILS"

The railgun is an electrically-powered artillery gun that accelerates a conductive projectile along an electromagnetic rail and delivers a large amount of force and damage to its target. However, the railgun has two serious drawbacks: a very slow rate of fire is the first one because it has to charge the EM pulse before firing the weapon and the second one is that its ammo takes a lot of cargo space, which means that the you will usually run out of the ammo pretty fast.

SD-88 "PIGLET"

The Piglet fires a propelled rocket with a uranium warhead, which creates a lot of damage and powerful kick to its target However these rockets are much heavier and take more cargo space than a normal missile. Another drawback is a very slow reloading time: it takes 4 seconds to reload the rocket, but these rockets are powered with better fuel and can fly faster and hit target more quickly than an ordinary rocket.

UPGRADES

You can upgrade engine, brakes, tires, ammo storage and armor. All upgrades are cumulative, by buying, for example, Stage Two of the upgrade, you will buy Stage One, too.

ENGINE AND NITRO

The engine upgrades are divided into two sections: overall engine upgrades and nitro upgrades.

	DRAKOOL A cold air intake system that improves the acceleration of the car by 5%
	HURRYCAN A performance exhaust that improves the top speed of the car by 3%
	ULTRACHEAP A performance chip class A that improves acceleration of the car by 4%
	COMANCHEAP A performance chip class B that improves the top speed of the car by 3%
	TURBAN A supercharger that improves the acceleration of the car by 3%
	NITROX Additionally extends the Nitro duration by 25%.
	METHANE Extends the Nitro duration by 15%.
	NITROMETH Extends the Nitro duration by 10%.

BRAKES

Brakes upgrades improve deceleration of the vehicle.

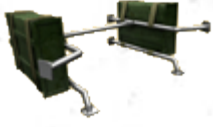|	
	BREMZO Low-class racing brakes that improve the deceleration by additional 17 %.
	HEARTBRAKES Semi-pro racing brakes that improve the deceleration by additional 17 %.
	EYEPOPPERS Pro racing brakes that improve the deceleration by additional 17 %.

TIRES

Tires upgrades improve the grip on the road.

	DRAVA INTENSE Low-quality racing tires that improve the grip by additional 10 %.
	BAD YEAR BIRDIE F1 Semi-pro racing tires that improve the grip by additional 10 %.
	DUMBLOOP RALLYSPORT Pro racing tires that improve the grip by additional 10 %.

AMMO PACKS

Ammo packs increase amount of ammo player can carry in his vehicle.

|	
	SURVIVAL PACK A small ammo upgrade pack.
	COMBO PACK A medium ammo upgrade pack.
	XXL PACK A large ammo upgrade pack.

SHIELDS

	TINCAN PROTECT Tin plates that improve protection by additional 10%.
	ROSTFREI DELUXE Reinforced iron plates that improve protection by additional 8%.
	TIT BOUNCER Titanium plates that improve protection by additional 6%.
	CHD FENCER Carbon hybrid plates that improve protection by additional 5%.

UNLOCKING ITEMS

Items are unlocked depending on your ranking position after each race. The higher the ranking position, the more items will be unlocked.
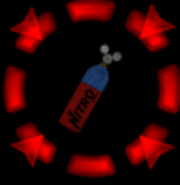
1ST PLACE

1st place will unlock following items:
- 1 track and 1 weapon or 1 car
- 2 upgrades
- 3 stickers
- 3 rims

2ND PLACE

2nd place will unlock following items:
- 1 track and 1 weapon or 1 car
- 2 upgrades
- 3 stickers
- 3 rims

3RD PLACE

3rd place will unlock following items:
- 1 track and 1 weapon or 1 car
- 1 upgrade
- 2 stickers
- 2 rims

4th PLACE

4th place will unlock following items:
- 1 upgrade
- 2 stickers
- 2 rims

5th PLACE

5th place will unlock following items:
- 1 sticker
- 1 rim

6th PLACE

6th place will unlock following items:
- 1 sticker

HEADS-UP DISPLAY
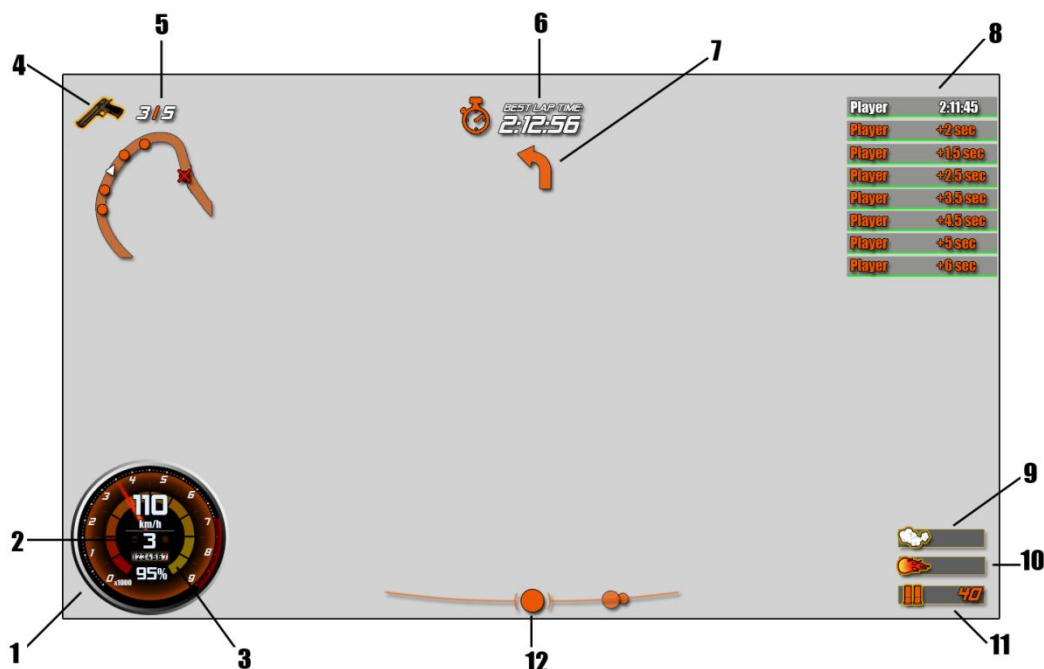
1. **RPM Meter** - Shows current speed, RPM and mileage.

2. **Gear Indicator** – Shows current gear.

3. **Health Status** – Displays current amount of health.

4. **Event type** – Displays selected event type.

5. **Laps Indicator/ Minimap** – Shows current/final lap ratio and minimap.

6. **Time** – Displays Race Time and Lap Time depending on the players position in the race.

7. **Driving Assistant** – Displays direction and curvature of the next bend.

8. **Player Status** – Displays race time/delay and health bar for each player in the race.

9. **Power Up Indicator** – Shows amount and duration of the current power up.

10. **Nitro Indicator** – Shows amount and duration of the Nitro power up.

11. **AMMO Indicator** – Shows amount of the available ammunition in the storage.

12. **Radar** – Displays position of the opponents behind the player's vehicle.

ON TRACK BONUSES/POWER - UPS

	DOUBLE DAMAGE Doubles the damage during a limited period of time.
	SMOKE Enables the player to emit smoke thus distracting the players behind him. One package of smoke allows 3 emissions. AI vehicles will slow down and stop firing if they enter the smoke screen.
	MINES A package with 3 mines which can be dropped behind. They explode when in contact with other vehicles.
	NITRO Adds additional boost to the vehicle. The nitro boost can be gathered by picking up nitro power-ups, by destroying obstacles (crates, small vegetation, etc.), running over animals, smashing into other vehicles or making kills.
	OIL Enables the player to drop oil slicks on the road. One oil barrel allows 3 oil drops to be released.
	SHIELD Provides protection in a limited period of time. The shield will absorb 100 units of damage and it will protect the vehicle from all types of forces (explosions, rockets, rail gun bullets).

	SMALL REPAIR Repairs 10% of the total damage to the vehicle.
	LARGE REPAIR Repairs 50% of the total damage to the vehicle.
	SMALL MONEY Gives a small money reward to the player.
	LARGE MONEY Gives a substantial money reward to the player.
	SMALL AMMO Replenishes your AMMO supply by 10% of the total AMMO amount.
	LARGE AMMO Replenishes your AMMO supply by 50% of the total AMMO amount.

MULTIPLAYER

Gas Guzzlers multiplayer consists of 5 different events which are all played consecutively in Tournament mode. Players can score points and bonus rewards on each race and the final ranking is calculated based on all achieved points and bonus rewards at the end of the Tournament.

RACE TYPES

You can choose from different types of events: Classic Race, Battle Race, Knockout, Death Match and Last Man Standing. For each event you can win points and bonus rewards. The points are used for climbing up through the ranks and bonus rewards are used for sorting purposes when two or more players have exact number of points and kill count. Player with a larger bonus reward will be positioned higher on the rank list. Bonus rewards are calculated based on various activities that a player makes during the race (collecting items, making kill assist, destroying obstacles, etc.). Player can receive points in two ways- either to finish the race among top three contestants or to make kills during the race. For each two kills player is awarded with 1 score point.

CLASSIC RACE

Classic Race is a race without any weapons. For the 1st place, you will get 3 points, for the 2nd place 2 points and for the 3rd place only one point.

BATTLE RACE

Battle Race is a race with guns. For the 1st place, you will get 3 points, for the 2nd place 2 points and for the 3rd place only one point.

KNOCKOUT RACE

Knockout Race is a relegation race where the worst driver drops out of the race at each lap and the last remaining driver is the winner. Only the driver who wins the race gets points. For winning the Knockout event, you will get 3 points.

DEATHMATCH

Death Match is a game event where player needs to score as many kills as he can. With each two kills player gets 1 score point. Death Match ends if max kills counter is reached or if match time ends. If player dies he gets respawned without the weapons and power-ups and can continue fighting.

LAST MAN STANDING

Last Man Standing is a game event where player needs to stay alive and score as many kills as he can. With each two kills player gets 1 score point. Last Man Standing ends when only one player is alive on the battlefield. If player dies he will not be respawned.

LAUNCHING DEDICATED SERVER

Players can join existing game over the network or start a new game by launching a dedicated server. To start dedicated server you have to run GGDedicatedServerLauncher.exe located in Bin32 folder.

OPTIONS MENU
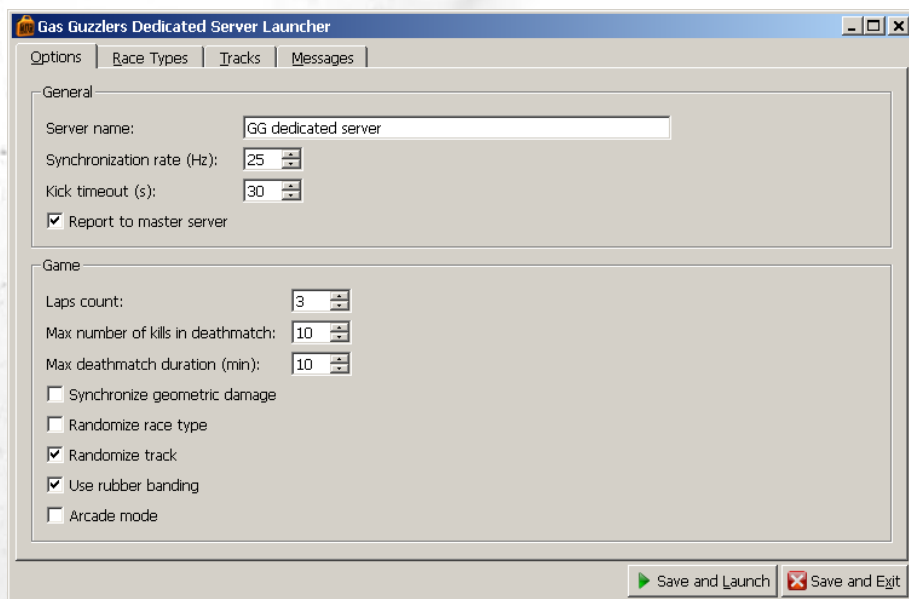
| SERVER NAME	Here you can define a name of your server.
SYNCHRONIZATION RATE	Server synchronization rate
KICK TIMEOUT	Timeout for kicking idle users.
REPORT MASTER SERVER	If flag is turned on, dedicated server will report to master server and will be available for all users over the internet.
LAPS	Lap race number for all race events except KO, DM and LMS.
MAX NUMBER OF KILLS IN DEATHMATCH	Here you can setup maximum kills counter, DM will end if max kills counter is reached.
MAX DEATHMATCH DURATION	Here you can set up end game timer for DM.
SYNCHRONIZE GEOMETRIC DAMAGE	If the flag is turned on geometric damage will be synchronized over the network. This option should be turned off on slower connections.
RANDOMIZE RACE TYPE	Choose to randomize race events or to play them sequentially.
RANDOMIZE TRACK	Choose to randomize race tracks or to play them sequentially.
USE RUBBER BANDING	If the flag is turned on rubber banding is used. Longer Nitro boosts are available for the players who are positioned at the rear.
ARCADE MODE	Turns on/off arcade mode.

RACE TYPES

Here you can choose which types of events would you like to race. On the left part of the window you can see all available types in the game and you can select them and drag them to the right portion of the window. Basically what you do is create a Tournament, so if you would like to have 5 classic races in the Tournament then you can just drag and drop Classic race 5 times from left to the right.
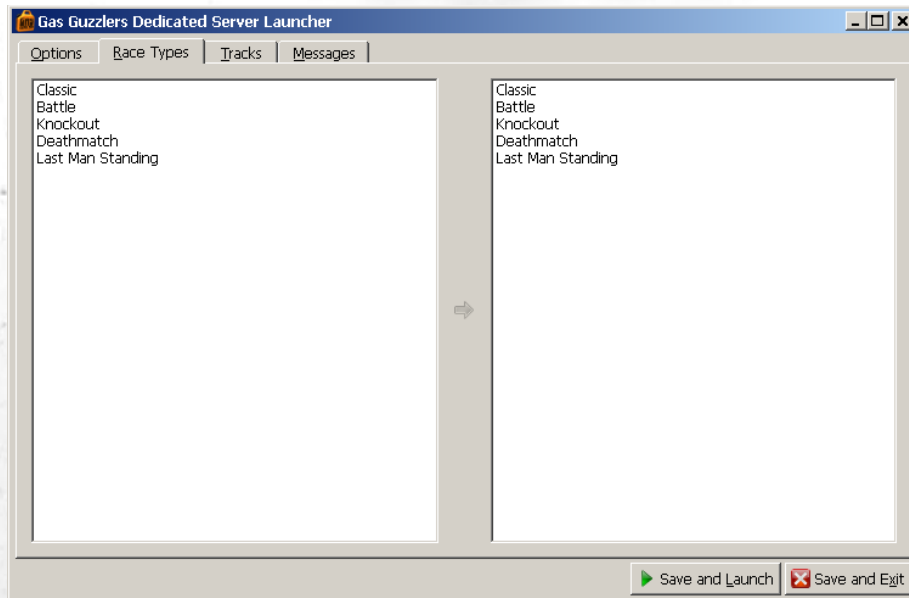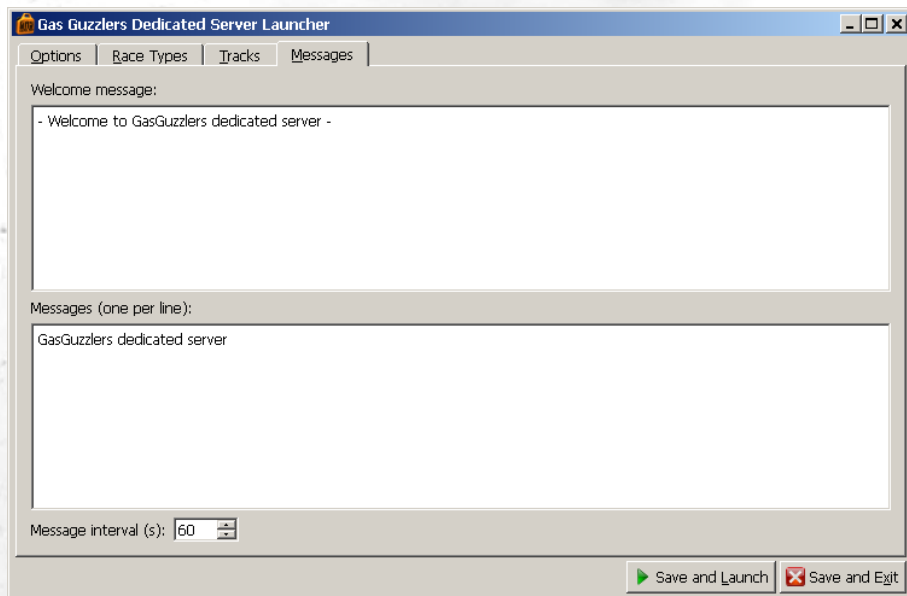

TRACKS

Here you can select tracks for the Tournament. Just drag and drop them from left to the right side of the window.
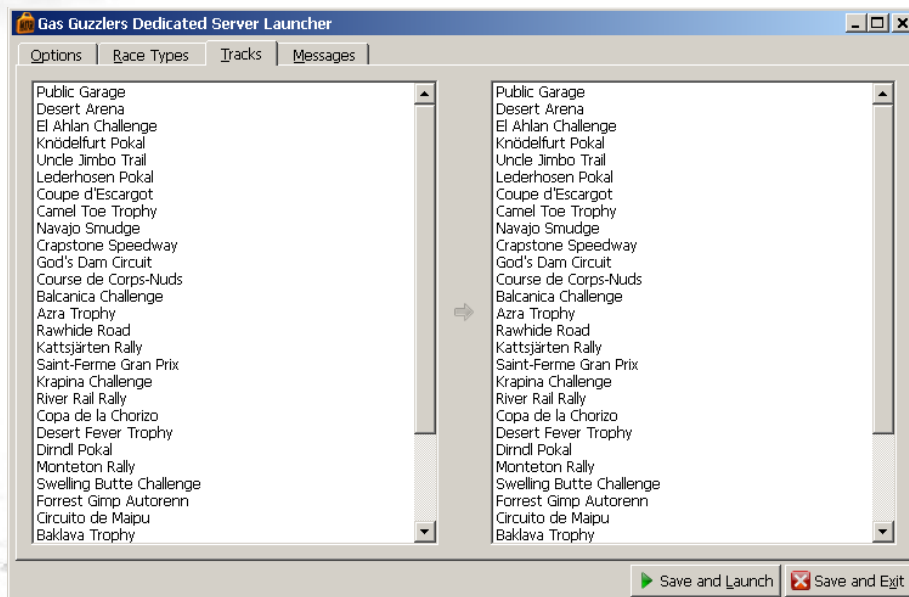
MESSAGES

Here you can define messages which will be shown during the game. You can add "welcome message" and/or a sequence of the messages. Each line represents one message. Message interval can be defined at the bottom of the window.

FIREWALL SETUP

To make a game public you will have to open 3555 port on your firewall and on your router port forwarding. Open 3555 UDP and TCP/IP port. If you don't do that correctly the game will be visible in the list but players will not be able to join the game.

CONSOLE COMMANDS

All network commands start with Net_. Use TAB key for command auto completing.

Net_KickPlayer	Command kicks player by the name e.g. Net_KickPlayer User
Net_KickPlayerID	Command kicks player by ID slot. First slot is 0, second 1... e.g. Net_KickPlayerID 0
Net_ListAllMaps	Command lists all the maps registered in the database Data\GasGuzzlers\ Database\Database.xml
Net_ListRotationMaps	Command lists all rotation maps added to the server's config file. GGDedicatedServer.xml. Map is referenced by map database ID.)
Net_SetCurrentMap	Command sets current map by map order ID from the rotation list. See Net_ListRotationMaps and Net_ListAllMaps command. e.g. Net_SetCurrentMap 0
Net_SetCurrentRaceTypeID	Command sets current race type ID. Race types are: 0 – Classic Race, 1 – Battle, 2 – Knockout, 3 – Death Match, 4 – Last Man Standing
Net_SetNextMap	Command moves cursor to the next map and map rotation list. It is valid only when the game is in lobby.

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