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for Home of the Underdogs
http://www.the-underdogs.org/

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The year is 2021.

The world has seen better days. War and pollution have eliminated large segments of the human population and have turned most of the large cities on earth into abandoned wastelands. To allow the survivors to travel between the remaining population centers, special speed bikes have been created to travel at lightning speeds along the highways.

THE FUTURE

Equipped with a spherical force field, these bikes allow the rider precise control during extremely high speeds. This invention started a whole new sport known to some simply as "Scorcher".

You begin the game at the kids' track, and work your way through the championship until you reach The Spiral, the final race.

INSTALLATION

Your Scorcher CD contains two versions of the game -- a DOS version and a Windows"95 version. Each has different System Requirements and different installation instructions. Review the information below for the appropriate instructions for your system.

DOS Instructions

Minimum System Requirements For DOS:

- DOS 5.0 or higher
- Pentium 60mhz processor
- Soundblaster or 100% compatible sound card
- 8 MB of RAM
- 25 MB of free HD space
- 2X CD ROM

All these devices must be set up to work properly under DOS or Microsoft Windows,95. If, for example, you have problems with sound, you should work with the basic DOS/Windows configuration of your sound card (in your Control Panel) to get things working.

Viewing the README file

Before installing Scorcher, you should review the MANUAL.TXT file to see if there were any last minute updates. To view the MANUAL.TXT file:

1. Type D: [ENTER] (where D: is the letter of your CD ROM drive).
2. Type EDIT MANUAL.TXT [ENTER]

Installing the DOS version

If you are running Windows 3.1 you must first exit to DOS by clicking File in the top left hand corner of your Program Manager window, selecting Exit Windows..., and then clicking OK. Note that each time you play you'll have to exit Windows and then switch to your Scorcher directory (typically by typing CD\SCORCHER and then pressing [ENTER]). Next, do the following:

1. Place the CD in your CD-ROM drive (typically drive D:).
2. Type D: (or the appropriate drive letter designation) and press [ENTER]
3. Type INSTALL
4. Go to C:\GAMES\SCORCHER and type SETSOUND. Follow the directions.
5. Type SCORDOS to play.

See "Playing Scorcher" for information on playing a game. Note: the Scorcher CD has to be present in the drive to run the game!

Uninstalling the DOS version

Delete the directory containing Scorcher (deltree c:\Games\Scorcher)

Windows 95 Instructions

Minimum System Requirements For Windows,95:

INSTALLATION

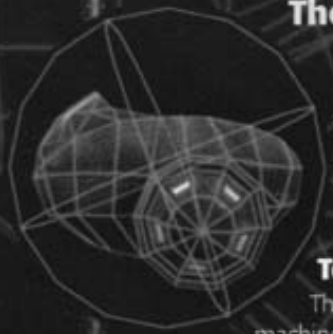
- Pentium 60mhz processor
- Windows 95
- Soundblaster or 100% compatible sound card
- 8 MB of RAM
- 25 MB of free HD space
- 2X CD ROM

Viewing the README file

It's a good idea to review the MANUAL.TXT file to see if there were any last minute updates. To view the MANUAL.TXT file, simply double-click the MANUAL.TXT icon. When you have finished reading it, click the close button to exit, or select Exit from the File menu.

Installing under Windows,95:

Insert the Scorcher CD in the CD-ROM drive. If DirectX2 is not installed on your computer, follow the onscreen instructions to install it. Select the Scorcher Win95 icon to run the game. The game will automatically install.



The Scorcher Bike

The Scorcher bike is a very fast and maneuverable driving machine. Although similar in design to a 20th Century motorbike, it uses technology that makes older bikes look like eggbeaters.

Technical Specifications

The bike is a fast all-terrain heavy-duty driving machine. It features a force field that protects the driver from most crashes and falls. A gyro system is used to maintain an upright position of the driver. The engine runs on a tiny nuclear power cell, which can last up to 30 years.

The bike features a powerful jump mechanism, which enables it to leap up to 4 meters off the ground. It also features boost for fast acceleration. This boost mechanism was developed for racing cars years ago, but was never really put to use until now.

THE SCORCHER BIKE

Maximum speed	280 km/h
Average speed with boost	360 km/h
Maximum speed with boost	450 km/h

Bike Design

The nuclear cell is placed in a small chamber below the driver's seat. The force field is maintained by the two big pods on the side of the bike. There are three exhaust mechanisms: one in each pod and one at the rear of the bike.

Technology

The big leap from the 20th Century bike to the Scorcher was made possible by two discoveries: low temperature rocket combustion and weak nuclear electromagnetic forces.

The Force Field

After the unification theory established the connection between weak nuclear forces and electromagnetic forces, it was possible to make a weak nuclear electromagnetic field that could interact with uncharged materials.

By changing the direction of the field, it was possible to make it rotate and work as an engine.

Boost and Side Movement System

Normal driving requires ground contact, but the boost and side movements are controlled by an air exhaust system, similar to a low temperature rocket combustion system, that works even when the bike is in the air.

THE SCORCHER BIKE

Enemy Bikes

There are 6 bikes in every race, except for track 1, due to its small size.

Psychological Profile of Racers

There are three main types of scorcher racers.

Speed Freaks

Kids with a death wish. Live fast, die young.

Treasure Hunters

Mostly in it for the money, fame and groupies.

Spiritual Bikers

The weirdest bunch of them all. Members of a cult who believe, that high speed racing is a religious act that will bring them closer to their high-tech god.

Red Menace

The most dreaded racer is "Red Menace". A legend in her own time and a pain in the ass for all macho racers. She has been winning most scorcher championships for several years. You will understand her nickname when she blazes past you in her red demonic outfit.

Track 1: The Dump

One of the small town race tracks where kids race each other. Once in a while the track is put to use for professional races with championship rules and time limits, in order to find new ace riders for the championship. This race is kept secret by the sponsors to avoid attracting too much attention. If you can make a showing on this track you are on your way to become a pro.

Track 2: The Suburbs

This track runs through a suburban area just beyond metropolitan area. All that's left of this city is a few hotels and gas stations. Several drivers were killed last year in a terrible crash in one of the tunnels. This track is often underestimated and causes lots of crashes. It is also considered the fastest track in the championship.

Level 3: Tunnels

This area is a dump site for chemical waste. Truckloads of waste are dumped in underground tunnels. The race takes the drivers through these tunnels which will expose them to toxic fumes. It is renowned for its dangerous loop, which in the past has caused drivers to shoot off the track as they tried to master it. The loop is not the only tough obstacle, as it reportedly is missing sections of roadway.

Level 4: Radioactive Waste

This area used to be a complex of power plants. The area was taken over by machines years ago, when radioactive waste leaked from a major factory and made the place inaccessible to humans. No one has been inside the complex since. The factories are still working ok, but the roads surrounding the area have started to deteriorate. Watch out for holes in the pathway. Lots of jumps and speedups are required to master this track

Level 5: Downtown

This place used to be a highly populated city in the 20th century, with millions of residents. A huge earthquake devasted the entire city, and for years it remained deserted. Today the city is mainly inhabited by a few rival gangs, despite the government's attempts to rebuild it. Watch out for burning cars, collapsed roads and ongoing construction.

Level 6: The Spiral

This is it!. This is where the championship is finally decided. The only track specifically built for the championship, it was designed to take the bike and its driver to the limit. It goes high off the ground and takes a lot of maneuvering and jumping. The track has a very high death toll. The government has been trying to shut it down, but it's very popular with the audience as well as the sponsors.

Control

The following are the default settings for the keyboard

Move Forward	Up Arrow
Move Backward	Down Arrow
Slide Left	Left Arrow
Slide Right	Right Arrow
Boost	Alt
Jump	Control
Toggle view	Shift
Go to inline menu	<ESC>
Quit game	Alt + F4

Note: you can only press two keys down at the same time.

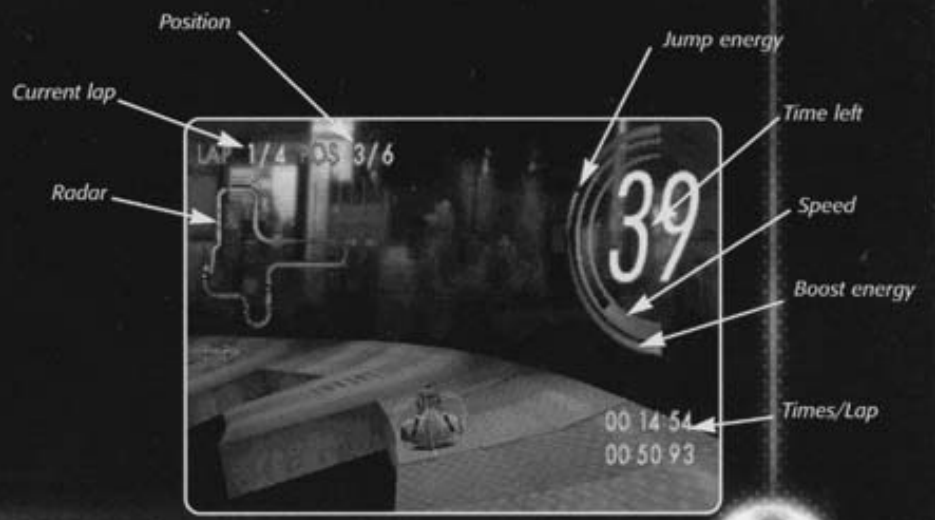
Joystick

The Joystick replaces the directional keys (arrows). Joystick option is supported in Windows 95 only.

Screen Read Out

Radar

Follow your position on the radar. You are represented by a blue dot. The other drivers are represented by a dot in their respective colors.



Blue jump-pickups

Green boost-pickups

Powerups

Jump

The bike can leap off the ground for short distances. The blue (lower) part of the energy meter shows how much jump energy you have left. You can pick up more jump energy by hitting rotating blue energy pyramids on the tracks.

Boost

Hitting the boost button will give you a short speed boost. The green (upper) part of the energy meter shows how much boost energy you have left. You can pick up more boost energy by hitting rotating green energy trades on the tracks.

Ground Switches

You may encounter two types of ground switches:

Green ground switch (Speed Lane Switch): Activates a speed lane of green arrows.

Red ground switch (Obstacle Switch): Activates a red retaining field area.

Speed Lane

By running over "Speed Lane Switches" you can activate a speed lane. A long lane of green arrows light up. Hit as many as possible to gain speed.

Obstacles

By running over "Obstacle Switches" you can activate a stop lane. An area of red retaining fields lights up. Speed will be drained if you hit one of these red squares. The more squares you hit, the more speed will be reduced.

Selection Menus

Maneuvering Menus

Use Up and Down arrows to choose menu items. Use Enter to go to submenus. When you are done with a submenu use backspace to go back to the previous menu. Multiple choice menu items end with a ":" Use the left and right arrow key to select.

Example: Select difficulty: Easy/Normal/Hard

Start Screen

Start Race	Go to Start Race menu
Options	Go to Options menu.
Quit	Exit to DOS or Windows.

Start Race Menu

Championship	Start game in championship mode.
Lap attack	Start game on your stage of choice, as long as you are qualified.
Practice	Same as lap attack, but there are no other bikes during practice.

Options Menu

Select difficulty:	Choose between: Easy, Normal, Hard, with left and right arrow key.
Configuration:	Go to Configuration menu.
View high scores	Go to View high scores menu.
Music	Go to Music menu.

Configuration Menu

Joystick:	Choose between default and user keyboard definitions.
Control	Go to Control menu.
Graphics mode	Go to Graphics mode menu.
Sound	Go to Sound menu.

View High Scores Menu

This menu lets you choose which highscores to view.

Music Menu

In this menu you can listen to the different music pieces from the game. You choose by using the up and down arrow. Enter starts the selected piece.

Control Menu

Joystick: Choose between Disable joystick and Enable joystick.

Keyboard map: Go to the Keyboard map screen.

Keyboard Map Menu

In this menu you can change the keyboard designation for each function. Select the function you want to change and press Enter. The currently assigned key will disappear, and you can specify the new key.

Two functions cannot share the same key. If you want to swap the key assignments for two functions, you have to start by assigning an unused key to one of them:

For example, if you want to swap the key assignments for "Hard left" and "Left", first assign the letter Q for Left, then assign the Left Arrow for Hard Left, and finally assign the letter Z for Left.

Graphics Menu

Mode: Choose between: Full screen, Wide screen and Windows.

Resolution: Choose between the supported screen resolutions.

Colors: Select color depth.

Detail: Go to the Graphics-Detail menu.

Detail Menu

Polygon: Choose between Texture, Flat and Wireframe.

2D backdrop: Backdrop on/off.

3D backdrop: Sky layer on/off.

Sound Menu

Music: Turn the music on or off.

Sound FX: Turn the sound effects on or off.

Ingame Menu

If you want to change settings while playing, press the <Esc> key to enter the Ingame Menu.

Resume Race:	When you want to continue.
Control:	Go to the control menu.
Graphics:	Go to the graphics menu.
Sound:	Go to the sound menu.
Quit race:	Quit the current game and return you to the start screen.

Best Track Time Screen

If your time for a track is in the top five, you will have the opportunity to enter your initials in the Best Track Time Screen. You can also view this screen from the View High Score Menu and choosing "Best Track Time".

Best Championship Times

The same as above, except that it relates to championship times.

Scorcher Race Rules

Races have a flying start, where bikes get sent off one by one. There is a time limit on each lap (the big number counting down in the upper right corner). If you fall off the track you are transported back, and you waste valuable time regaining speed.

You can choose from the following three modes: Championship, Time Attack and Practice mode.

Championship

There are six levels in the tournament. You have to place first, second or third in order to qualify for the next race.

Time Attack

This mode is for setting level records. You can choose to compete on the tracks that you have completed.

Practice

This mode is for practicing new levels. Although you have no opponents, you are still subject to time limits.

Qualifications For a Race Track

Championship

In the championship you start on Race Track 1, and qualify for the next track by finishing in the top three.

Time attack

For the time attack you can always enter a race on one of the first three tracks. But to race one of the last three you must have completed it in a championship race.

Practice

You can practice on any level that you can enter in a time attack race, as well as the next higher level.

High Score Items

Three different times appear on the high score:

Lap Time

Lap time is the time around a single lap of a race.

Track Time

Track time is the total time taken to complete all the rounds of race track, minus the placement time bonus (10 seconds time bonus for coming in first; 5 seconds time bonus for coming in second).

Championship Time

A combination of the number of stages you complete and the track time from the last level.

Difficulty Settings

You can set the level of difficulty in the option menu.

Timeattack

In the Normal setting, all pickups will reappear a short time after being picked up.
In the Hard setting, the pickups do not reappear.

Championship

If you use pickups in the Normal setting they will reappear after a short while.
On Hard, the pickups do not reappear.

Technical Support

If you experience problems running or playing this product, you can use any of the following avenues to obtain assistance:

Assistance Via World Wide Web

Get up-to-the-minute technical information at the GT Interactive Software web-site, at http://www.gtinteractive.com, 24 hours a day, seven days a week.

In the Support section you'll have access to our FAQ documents, (Frequently Asked Questions) which contains our latest troubleshooting information. You can also visit our Forums area, where you can swap email with other gamers, our FTP (File Transfer Protocol) area where you can download patches and new enhancements as soon as they become available, our Hints/Cheat Codes area, and other areas where you can get valuable information on GT Interactive Software products.

Help Via Telephone

For phone assistance, call GT Interactive Software's Tech Support at 970-522-1844. We have an Interactive Voice Response and Faxback system that is available 24 hours a day, seven days a week. If you should need live support, we are available Monday through Friday, 8 AM until Midnight (EST). Please note that live Tech Support may be closed on major holidays. We ask that you do the following when calling: be at

your computer; have your system information ready for our technicians including system make and model; RAM; video and sound card data and drivers; and any screen or error messages you've encountered and where (if not currently displayed on your screen). It will expedite your handling significantly.

Help Via Mail

In the event our technicians determine that you will need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include your telephone number in case we need to call you. Your mail should be sent to the following address:

GT Interactive Software
Attn: TS/QA
1 Nixon Lane
Edison, NJ 08817

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Greetings to: Lemon .+ Fetus + Daniel Small + Christian Laursen + Lisa Darrow + Kirsten Bogden + Mikko Tahtinen + Guz + Martin "Mez" Damsbo + Hans "Sjøk" Hansen + Maurice Garces

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