Jammin' Racer's Manual
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Remember to check out for the most current version of the game at
http://www.danlabgames.com

ABOUT THE GAME

"Jammin' Racer" is a fast-paced arcade racing game. This is not a simulation game with realistic physics, you won't need to change oil or check the tires' air pressure. Just floor it and try to finish all races in the first position!
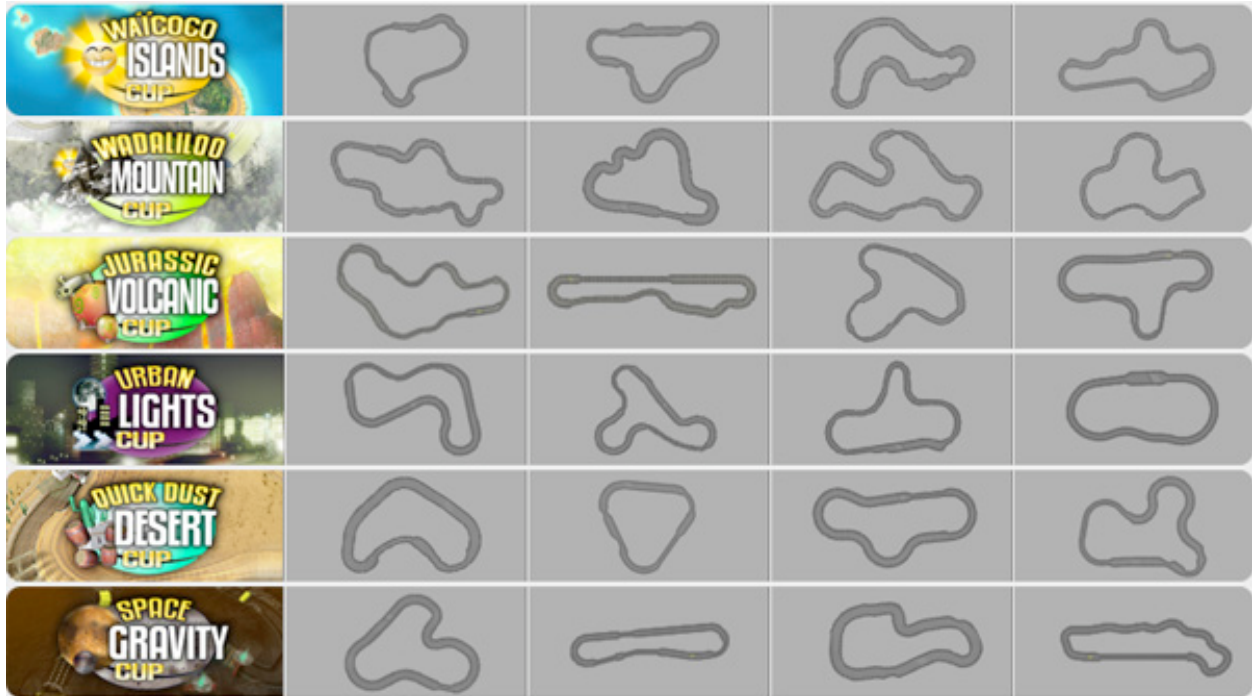
GAME FEATURES

Cool graphics
6 differents cups
24 tracks
Performance enhancing bonuses
Extremely addictive action
Original soundtrack
Gamepad and steering wheel support
Force-feedback support (rumble)
Single-player and 2-player modes
4-player modes
Univeral Binary (for intel and ppc Macs)

🚧 TRACK PREVIEW

WAICOCO ISLANDS CUP				
WADALILOO MOUNTAIN CUP				
JURASSIC VOLCANIC CUP				
URBAN LIGHTS CUP				
QUICK DUST DESERT CUP				
SPACE GRAVITY CUP				

🚧 TROUBLESHOOTING TIPS

If you are using a slow computer (G3 with less than 600 MHz) you can switch the game to 640x480 and use the16-bit color option to help increase your frame-rate.

Why does this game access the net? "Jammin' Racer" requires access to the internet to check if the serial you entered to activate the game's full version is correct.
Note: "Jammin' Racer" is not spyware and it doesn't transmit your personal data to our server.

If you are using "Little Snitch", you will need to give "Jammin' Racer" permission to access the internet to unlock all features of the game.

🚧 SINGLE-PLAYER, 2-PLAYER & 4-PLAYER MODES

You can play solo, or with a friend, against the Artifical Intelligence racers, and control up to two cars in a race. You can set up and calibrate the controllers for each player on the Options Screen.

⚠️ TRAINING MODE

You can practice your racing skills on any of the unlocked tracks, outside of the cups. This way, you can take your time to learn the details of each track before you join in an actual race, without the pressure of having to score points.

⚠️ HOW TO PLAY

The goal of the game is simply to race against other pilots and win the cups! Each cup is comprised of 4 tracks. When you finish a track you win points. The player with more points at the end of 4th track wins the cup. You are required to be the winner in the current cup to unlock the next cup.
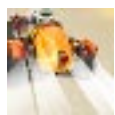
Repair Bonus

Whenever your car hits another car, or a wall, it suffers some damage that will make the car run slower. Collect the Repair Bonuses you find scattered around the track to repair your car and make it recover the original maximum speed.
There is no damages in "Jammin' driver" mode

Stars Booster Bonus

Collect the Star Bonuses to fill up your boost bar. When you are ready, press the action button to activate the turbo and make your car gain a lot of speed very quickly. The more stars you've got on the boost bar, the longer the boost effect will last.

Drafting Effect

Whenever your car gets close behind another car, it receives a speed boost created by the air drag from the front car. This is a nice trick to use just before reaching the crossing line, to overtake the lead car.

Ground Booster patch

Drive over the Ground Booster Patches to instantaneously receive a speed boost that lasts for a few seconds. Make sure you don't run into a wall when you cross a patch right before a curve.

Fast Boost Start

At the begining of the race you can gain extra boost by keeping the accelerator at a certain value.

⚠️ IN-GAME SCREEN

The in-game screens displays a series of visual-aid components to help you achieve your best performance in each race.

1 Drafting boost bar.

2 Chronograph.

3 Time made in each lap.

4 Track path and car positions.

5 Elapsed laps / race total laps.

6 Car damage indicator.

7 Star boost counter.

8 Speedometer.

9 Player's current position in the race.

⚠️ GAME CONTROLLERS

"Jammin' Racer" allows you to choose the controller of your choice. You can play with any HID-compliant gaming device. The game will make your controller vibrate if it is compatible with Apple's force-feedback.

You must select your gaming device in the Options Screen and calibrate it before using it.

⚠️ CONTACT

If you have any questions, praise, or bug reports (not already mentioned on the list of known bugs) you can e-mail us directly. If you are reporting a crash, please e-mail us a copy of the crash report you will find in the Console.app.

Send e-mail to Labriet Daniel, DanlabG/DanLabGames,
contact@danlabgames.com

⚠️ TERMS OF USE

DanLabgames is not responsible for any direct or indirect damage consecutive after the installation and use of this software. Use "Jammin' Racer" and its documentation is at your sole risk. The software and its documentation (including this manual), are provided "AS IS" and without warranty of any kind.