



K-RALLY
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K-Rally

The eagerly awaited racing game from Infinite Dreams is here! The latest game from the creators of the award winning SkyForce and SuperMiners is a top-down racer with amazing graphics and even more amazing gameplay. In K-Rally you not simply just race against time or AI drivers but your car is also equipped with deadly weapons, has several levels of upgrades to tires, engine and armour to give you a truly outstanding game experience.

Leave a trail of destruction behind as you blast ahead of the competition. Make your opponents spin and crash as you bombard them with a barrage of weapons. Take them out of the race with rockets and mines. Win races and prize money so you can progress to the next level of competition for more fire action.

Let the race begin!

Thank you!



Thank you for purchasing K-Rally! We hope you will enjoy this game for many hours to come! You should however read this manual to get maximum satisfaction from this game.

Menu Controls

Below you will find the description of keys used for menu navigation.

Accept selection (ok): left soft key

Get one step back (cancel): right soft key

Move selection to another item (left, right, up, down): keypad directional keys

Erase last nickname letter (backspace): C (erase) button

The default layout depends on the type of device you are using to play K-Rally. To see the settings for yours, please go to Options in the Main menu and pick Menu controls.

Notes for devices with touch screen:

On devices that support touch screen it's possible to steer your car using stylus. Car will turn into direction pointed by pen. Additionally if you tap your screen far away from your car you will automatically use turbo. If you tap close to your car you will use acceleration.

Starting the Game

At start you get to mute the game by turning the sound off. It is the polite way to play when you are surrounded by people who might be disturbed by the background music or the sound effects of the game. Of course you can change this setting in the Options later on.

To start your K-Rally experience first you have to create a Profile. You have four available profile slots. After entering your name you get to choose the difficulty level. Picking the right level is essential because you do not get to change it once you have made your choice. The harder difficulty you pick, the more serious challenges you have to face in every part of the game. In Championship you get the weakest drivers, the most money to spend on your car and you have to finish only 4 leagues to earn the respect of your Sponsor. Hard mode gives you the chance to meet the toughest and (much) more aggressive drivers in the game and you have to finish 7 leagues with more races in the individual leagues. Between those two, Normal mode should keep you busy for at least a 6-league Championship.

Next you have to decide if you want to use weapons or not. This is another option you cannot change for a profile. You have to take into consideration that the race is easier without the opportunity to get damaged by other racers' rockets and mines but you also get a whole lot of Experience points and money for causing damage.

The last thing you need to pick before starting the races, is your Avatar. Depending on the Difficulty level you have chosen, you can pick one of four, eight or twelve pictures to represent you in the game. Picking an Avatar has no real effect on your driving although you will not meet the guy whose picture you just picked in any of the game modes.

Now your profile is ready, you can start the game.



The Menu System

In the Main menu you have six possible choices.

- **Single Player**

In this option you can play any of the numerous single player modes – once you have unlocked them. At start you can pick only the

- **Tutorial:** here you will get familiar with the basics of racing in K-Rally. Follow the on-screen instructions to learn how to drive your car in this game. Finishing this section will unlock the

- **Quick Race:** this is the place for single races with no lasting effect on your car or finances. You can collect only Experience points (XPs from now on) here besides the obvious adrenalin rush. You can pick your track, skin (if this feature is unlocked) and the number of opponents (from 1 to 3) before you could choose your car and its colour. After a few rounds of practice (depending on your results) you should have enough XPs to start a



- **Championship:** where you get to race 3 drivers of your profile's difficulty level. You get a car from a generous Sponsor to race in groups of races (leagues) for money, XPs and glory. You can buy upgrades and weapons (if you have weapons ON for this profile) between races to make sure you win the league and you can advance to the next with a new car you get for your number one position. After winning the last league you meet a Boss, who is a skilled racer with a car better than yours. If you fail to beat him in 3 attempts, you have to restart the Championship from the first league. If you beat this Boss, you not only get your reward from the Sponsor but you also get the opportunity to come back and start another Championship with higher difficulty settings. In this mode you may be offered a bet at the start of a race. You can read about it later. The next mode is



- **Career.** This is a never-ending game mode where you start from the bottom of a ranking list with the worst car and minimal pocket money. Your aim is to get to the top of the list. However here you have to pay for everything that was free in the Championship: you have to buy your own car and pay entry fees for more prestigious races. The more you pay, the more you can win but the opponents are tougher too. There are three races at the same time in every turn so all twelve racers from the ranking list race when you do. They also have to pay the entry-fee for the tracks they pick, buy their upgrades and cars giving you this way a real career-like experience. You can get offered a bet in Career too.
- **Ghost mode:** this race is just about you and the track. No opponents, no bonuses only your best car based on your current XPs in this profile. You can pick only the track for your race. From the second lap you get to follow a 'ghost', a semi-transparent image of your car running your best round in this race so far, so you can see where you can do better to run a lap with the best time possible. Every track you finish gives you a code with your best lap time which you can enter at www.idreams.pl to compare your results with other players from all over the world. You can find these codes with your best results under Ranking in the Main Menu. The last option of Single player menu is

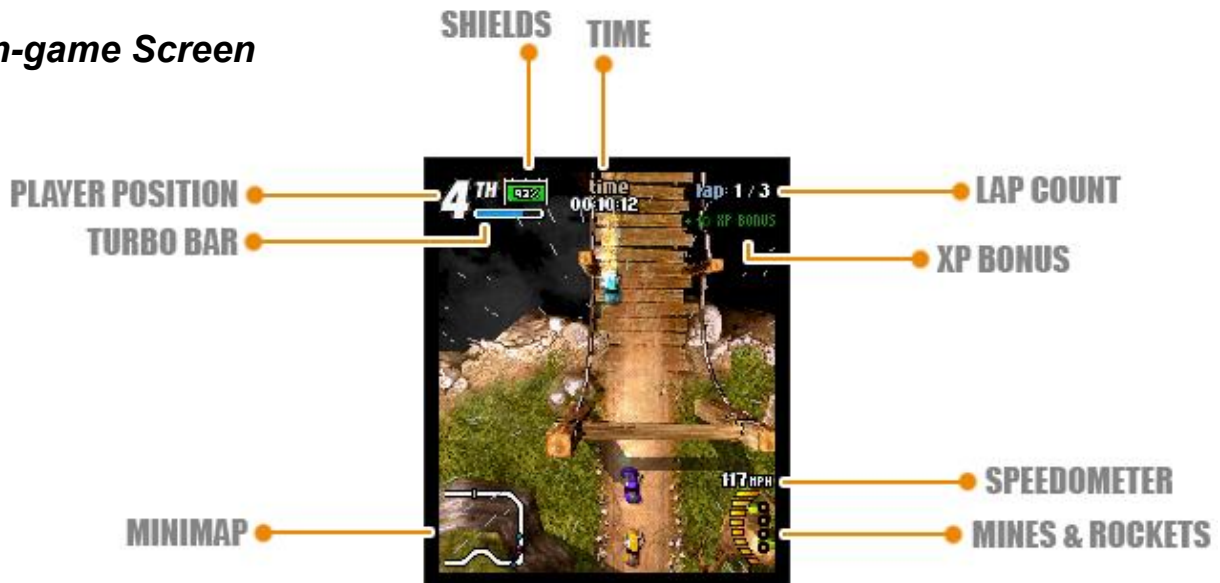
- **Random track:** gives you the chance create your own racetrack. These are tracks you will never meet in Championship, Career, Quick or Ghost races because every detail in this track is based on the code (maximum 8 characters) you enter or generate. This gives you an almost endless number of tracks to keep you from getting too confident with the pre-defined tracks of other game modes. Entering the same code gives you the same level every time so if you really like a track, you can replay any time as long as you remember its code.
- **Ranking:** here you can check the best lap times for every available (non-linear) pre-defined track for each and every one of your profiles. You can also find here the Code you need to enter for online rankings on the K-Rally website. You can scroll between tracks by pressing left or right.
- **Options** is the place to change the settings to match your own personal needs and circumstances as much as possible.
 - **Menu controls:** is the place to change how to move around, choose something or cancel a choice in the menus. To assign a new button to a function, press ACCEPT on the function you want to change then the new button you want to use for that function.
 - **Game control** is where you pick the keys for steering, activating Turbo or using rockets and mines the same way as you do it for Menu Controls. You can also turn on or off the automatic acceleration and Turbo. Remember: with auto Turbo on, you choose to use all the Turbo as soon as it is available so there is no slowing down. You can change this option only here and not during a race.
 - **Music** volume is from 1 to 10 with 10 being the loudest and 1 being soundless for the background music in the menus and during races while
 - **SFX** volume is the same for sound effects like rain, explosions, engine etc
 - **Vibra** turns the vibration on or off (if available for your device)
 - **Switch profile** give you the opportunity to change from one profile to another or create a new one by choosing an unused profile slot. You have to do the same things in the same order you did at the beginning of the game.
 - **Delete profile** is the place to remove profiles you do not want to use any more or you are simply unhappy with. After you have confirmed your decision, you have to create a new profile for that slot straight away.
 - **Details** changes the graphical details of your game during races. 7 is the highest level where you get to see every possible eye-candy K-Rally has to offer from spectators to clouds, from car's headlights to birds. These numerous features can be power-hungry so you have to find the best settings that your device can handle without slowing down the game.
- Credits shows you the list of people who made it possible to bring this game to your phone (PDA, Pocket PC, PC etc) with literally years of hard work.
- Exit closes the game.



In-game Menus

During a race you can pause the game by pressing the Left or the Right Soft Key. Here you can change the Volume settings for the Background music and the Sound effects or just leave the race. Remember: if you abandon a race, it is like finishing at fourth position. You get the money you collected and all the XPs you deserve for being the last.

In-game Screen



Unlocking system

The game has loads of features ranging from special race types to additional options. Every locked option (gray unlike the unlocked black ones) tells you how many XPs you need to collect to Unlock that particular item. You need Experience points to get better cars for Quick races, Ghost races and Random Track games too. You get XPs for every bonus you pick up, every amount of damage you cause, every race you win in the current profile. You have to remember that something you unlock for a profile stays locked in all the other profiles.

Bonus items during the race






If you have the weapons turned off for your profile you can find only three types of bonuses in a race:

- Wrenches: they decrease the damage caused to your car by 5%. Damage is caused by other drivers or simply running into trees, rocks, stones. You cannot go above 100%. They worth 2 XPs each
- Turbo refills increase your Turbo meter. You can use the Turbo to significantly speed up your car while you keep your Turbo button pressed if your auto Turbo is turned off. They worth 2 XPs each.
- Coins give \$100 to spend in the shop between races on any upgrade you fancy. In Championship you start every league with the same amount of money so you can't save up for later leagues. They worth 5 XPs each.

With weapons on you get to see and collect two more types:

- Rockets increase the number of your rockets by one. The maximum number of rockets you can have at once is 8. They worth 2 XPs each.
- Mines give you one mine if you have less than 4 mines shown in the bottom right corner of your screen. They worth 2 XPs each.

Try to pick up as many bonus items as you can not only for XPs but also to make sure that other racers can't have them. Every AI racer does their own shopping between races so try to keep them away from any chance of saving money.

Wrenches	
Turbo	
Money	
Rocket	
Mine	

Betting

Occasionally you see an elderly gentleman (some people call him the Betman) just before the start of a race in Championship or Career. He offers you money if you finish a race under his conditions. It can be anything from beating a certain lap time to destroying a fellow racer's car. By pressing left or right you increase or decrease the amount of money you are willing to risk on a bet. You can win big money from this guy but you can also lose, if you fail his challenge. One thing to remember: an AI racer may accept the bet if you refuse it grabbing the opportunity this way to earn extra cash!

Downloadable content

In the future you will be able to download additional skins, avatars, tracks, cars from www.idreams.pl to make this game even more versatile. You will notice that different skins mean different driving conditions (icy road is slippery, Formula 1 skin has open bridges to jump over crossings or other cars, Suburban skin has lakes to fall into, Medieval skin has cliffs etc) and different cars mean different handling (some can be speedy but hard to steer, others have more acceleration but lower maximum speed, etc) so getting new content is not just about the look of the game but also very much about the whole racing experience.

Contact Us

If you have questions, ideas or comments regarding any aspect of this game, feel free to visit our forum at <http://forum.idreams.pl> where the members of the K-Rally Development Team and your fellow players are happy to give you the answer you might need or listen to your suggestions, impressions.

You can also contact us at support@idreams.pl .

We would like to wish you a great time playing with our game!

