

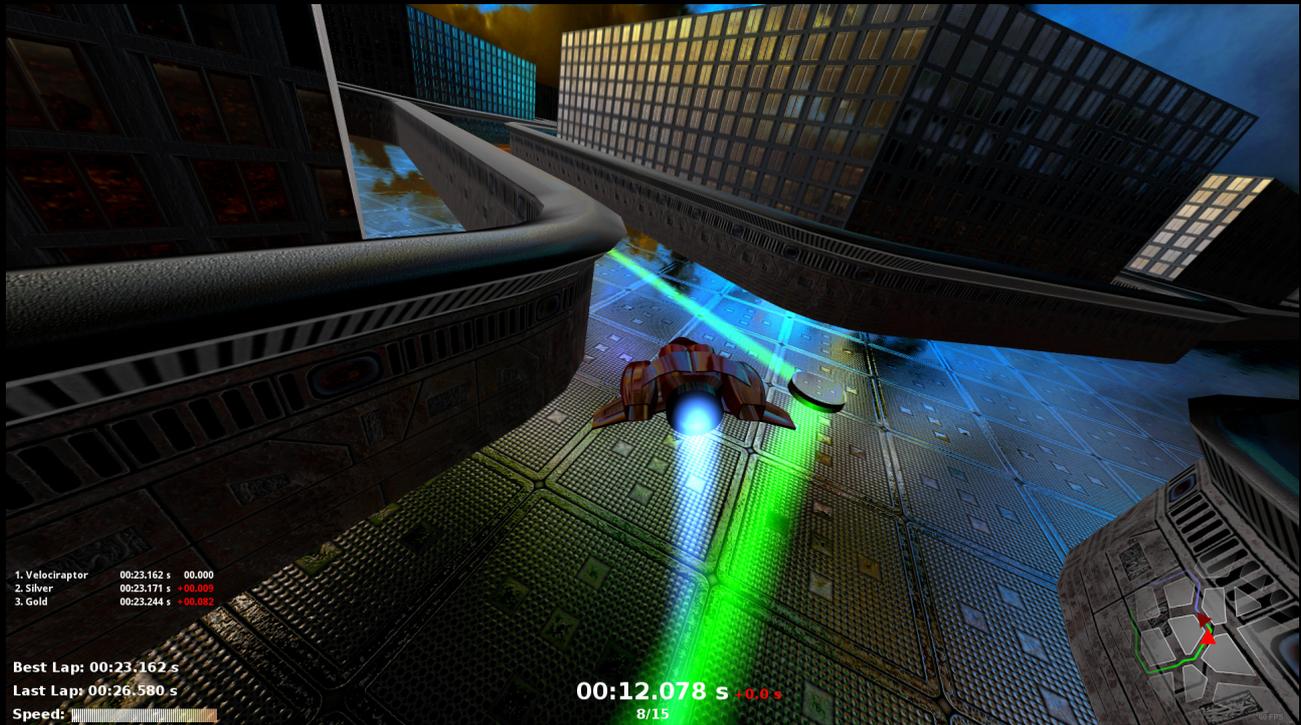
FormulaNext

User Manual

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Introduction



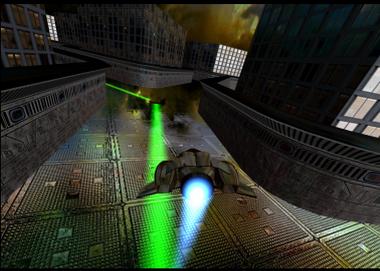
FormulaNext is a casual, technical racing game set in a futuristic world consisting of 100 unique tracks.

Player's goal is to reach the podium in the highest number of tracks as possible, in order to obtain more medals than other players worldwide.

Cities and Tracks

FormulaNext features 10 cities of increasing level of difficulty, ranging from the easiest city, with smooth curves and long straights to the hardest, with sharp curves and very short straights, as shown through images below.

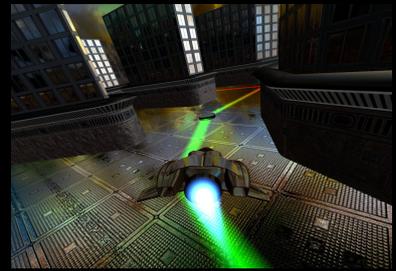
Each city features 10 unique tracks.



Easy Track



Average Track



Hard Track

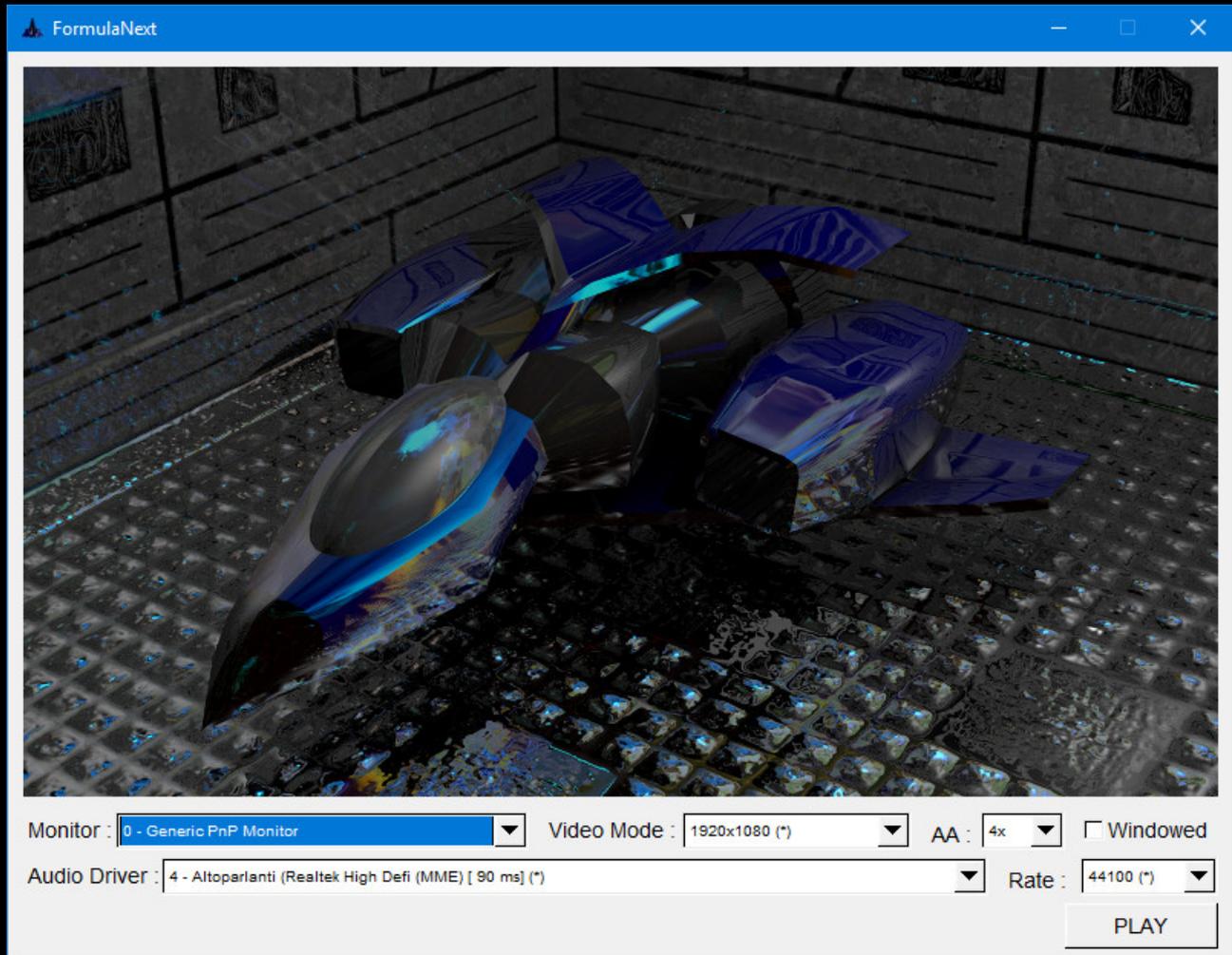
Medals

Each track has its own gold, silver and bronze medals. The player can challenge the best 3 players on each track in order to reach podium and win the medals.

Player's goal is to win and maintain the highest number of medals.

Playing FormulaNext

Launcher



When the application starts, a launcher is displayed:

Here the player can choose:

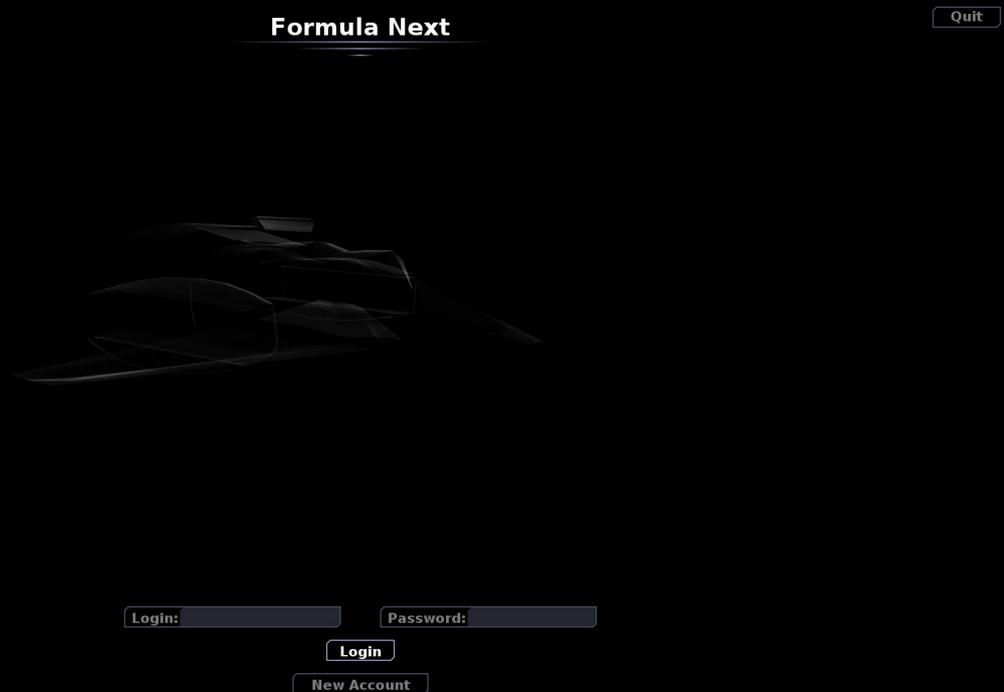
- The monitor (main monitor is preselected)
- The Video resolution (default monitor resolution is marked with (*) and preselected)
- The AntiAliasing (FXAA) level.
- The screen mode (fullscreen or windowed)
- The audio driver (default is marked with (*) and preselected)

- The audio sample rate (the default rate is marked with (*) and preselected)

Default values are strongly recommended.

Login screen

Once the game is launched, the player can login, entering Username and password and pressing "Login".



In order to play the game, a new user must create a FormulaNext Account through the "New Account" button.

New Account screen

To create a new account, the player has to enter:

- a username
- a password
- a ship color

When data has been introduced, just press the "Create" button.

New Account Back



Login:

Password:

Color

Red	<input type="range" value="90"/>	90%	<input type="button" value="↔"/>
Green	<input type="range" value="60"/>	60%	<input type="button" value="↔"/>
Blue	<input type="range" value="100"/>	100%	<input type="button" value="↔"/>

Pressing the "Back" button leads back to the login screen.

When the player logs in, other player's records are downloaded from the server and the screen shows player's medals.

When the player logs out, player's records are uploaded to the server, and online rankings are updated.

Track selection screen

This screen lets the user select the track.

- City: pressing "+" and "-" buttons the player can choose the city. Cities are ordered by increasing level of difficulty, which is indicated under the name of the city.
- Track: choose one of the 10 tracks available in the selected city.
- Challenge: pressing the "<" and ">" buttons the player can choose which player is visualized as a ghost during the race. The ghost can be:
 - "Your best lap": always show the player's best lap
 - "Best on track": the medal owner immediately better than the player is shown (i.e. if the player is 4th or more, the bronze medal owner's ghost is shown, if the player is 3rd, the silver medal owner's ghost is shown, if the player is 2nd, the gold medal owner's ghost is shown). If the player is gold on the track, the system always reverts to the player's best lap ghost.

Choose Track

Back



Track Records	
1)	Gold 00:28.964
2)	Silver 00:29.899
3)	Bronze 00:30.388

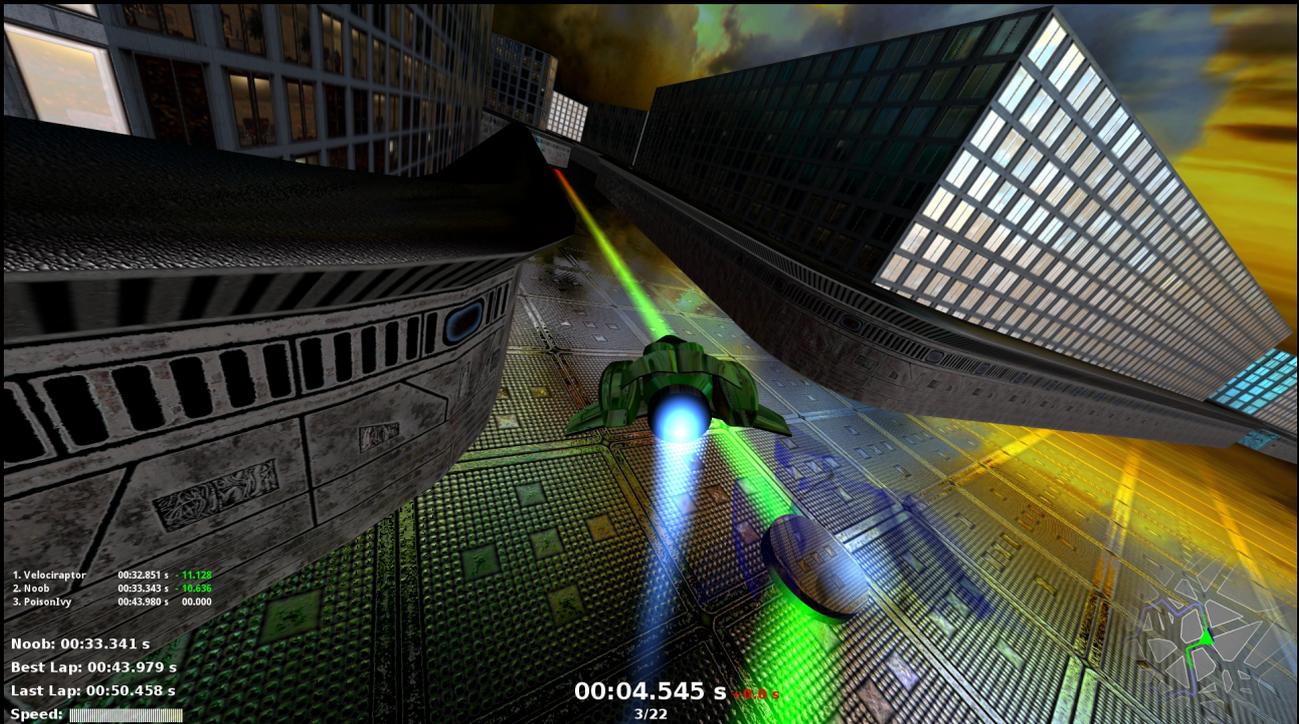
City: Grox Easiest | Track: 1 | Challenge: Your Best Lap

Play

Track medal owners lap times are shown on the right.

Pressing "Play" button leads to the game window, while pressing the "Back" button returns to the login screen.

Game screen



This is the main game screen.

The track is highlighted through a colored laser beam, with circular checkpoints. The player has to complete the lap without missing checkpoints: a penalty is summed to the final time for each missed checkpoint.

After the countdown, the player can perform a warmup lap. When the warmup lap is completed, the game starts to show the chosen opponent's ghost.

On the left is shown the current track's medal owners, with position, name, time and interval between player's time and medal time. Intervals are green if the medal's time is better than player's time and red if medal's time are worst than player's time.

The lower-left corner shows the current opponent's time, the player's best time, the player's last time and the current speed.

The central bottom section shows the current laptime and the penalty time (or the "Warmup" indicator during the first lap) and the current progression in lap's checkpoints.

The lower-right shows the minimap. The track is highlighted in blue, reached checkpoints are green and missed ones are red.

Navigation

Menu navigation

Menus can be navigated use keyboard & mouse or through the controller.

When the player is using mouse and keyboard, the ESC key can be used to directly press the "Back" or "Logout" button.

To navigate with the controller, the player can use the left stick / left arrows, and the "A" button to confirm.

The Back/Menu button (the one near the right stick) can be used to directly press the "Back" or "Logout" button.

Game controls

When playing with keyboard, the player can control the ship using the arrow keys and the ESC button to return to track selection.

Gamepad controls are:

- Right trigger to accelerate
- Left trigger to breake / back
- Left stick to steer.
- Back/Menu buttn to go back to the track selection

Support

If you are experiencing issues, find a bug, want to ask or suggest something, please write to:

formulanext@sparklightgames.com

FormulaNext

a game by



SparkLightGames

www.sparklightgames.com