

SledgeHammer. User Manual

| | | |
|--------|---|----|
| 1 | Game installation | 2 |
| 1.1 | Minimum system configuration | 2 |
| 1.2 | Recommended system configuration | 2 |
| 1.3 | Installation instructions | 2 |
| 1.4 | Ageia PhysX | 2 |
| 1.5 | Technical support | 2 |
| 2 | Common game features | 3 |
| 2.1 | Transformation | 3 |
| 2.2 | Game levels variety | 3 |
| 2.3 | Truck upgrades | 3 |
| 2.4 | Autosave | 3 |
| 2.5 | Gamepad support | 3 |
| 2.6 | Interface structure basics | 3 |
| 2.7 | Main menu | 4 |
| 2.8 | Single-player campaign | 4 |
| 2.8.1 | Game episode selection screen | 4 |
| 2.8.2 | Game level selection screen | 5 |
| 2.8.3 | Briefing window | 6 |
| 2.8.4 | Final stats window | 6 |
| 2.8.5 | In-game pause screen | 7 |
| 2.9 | HUD | 8 |
| 2.9.1 | Main in-game screen. 3 rd person view (heads-up display) | 8 |
| 2.9.2 | Cockpit view | 9 |
| 2.9.3 | Hot start | 9 |
| 2.9.4 | Controlling turret | 9 |
| 2.9.5 | Fighting bosses | 10 |
| 2.10 | Garage | 10 |
| 2.10.1 | Server list | 11 |
| 2.10.2 | Server creation | 12 |
| 2.10.3 | The screen of waiting for ready players | 12 |
| 2.10.4 | Garage in multiplayer | 13 |
| 2.11 | Settings | 13 |
| 2.12 | Profile | 14 |
| 2.13 | RUCAP UM-5 tracker support | 14 |
| 3 | Game mode description | 15 |
| 3.1 | Race | 15 |
| 3.2 | Survival race | 15 |
| 3.3 | Diehard – race with weapons | 15 |
| 3.4 | Traffic destruction | 15 |
| 3.5 | Arena | 15 |
| 3.6 | Slalom | 16 |
| 3.7 | Bowling | 16 |
| 3.8 | Bomb car | 16 |
| 3.9 | Turret | 16 |
| 3.10 | Transporting | 16 |
| 3.11 | Destruction | 16 |
| 3.12 | Protection | 17 |
| 3.13 | Fighting bosses | 17 |
| 4 | Controls | 17 |
| 5 | Custom music support | 17 |

Game installation

The following operating systems are supported: Microsoft Windows XP (Service Pack 2) and Microsoft Windows Vista.

Minimum system configuration

Processor: Pentium 2.5 GHz single-core
RAM: 512M (768 Mb for Microsoft Vista)
Graphic adapter with PixelShader 2.0 support and 128M RAM
Sound card, DVD-ROM
2G of free hard-drive space

Recommended system configuration

Processor: Intel Core 2 Duo or AMD Athlon 64 X2
RAM: 1G
Graphic adapter with PixelShader 3.0 support and 256M RAM (Nvidia Geforce 7900 GT or higher)
Sound card, DVD-ROM
2G of free hard-drive space

Installation instructions

Insert the game CD in the CD drive of your PC. If the game installation does not start automatically in 1 minute, you might need to launch it manually. To do this, find the My Computer icon on your desktop and open it by double-clicking. You shall see a list of drives – find your CD-ROM drive there and open the list of files (also by double-clicking). In the open list of files and folders, locate “setup.exe” and double-click it to launch the installation. Follow the installation program instructions in order to install the game on your PC correctly.

After the game is installed, press “Launch the game”. In order to launch the game in future, select the corresponding Start menu option in Windows XP or use the Game Explorer function in Windows Vista.

Ageia PhysX

The game uses Ageia PhysX technology. The required drivers are installed automatically during the game installation process, but also can be installed directly from our DVD.

Technical support

Buka Close Corporation technical support works from Monday till Friday, 11-00 AM to 4-00 PM. Address:

115230, Russia, Moscow, Kashirskoye Shosse, 1 block 2 “Buka”

Tel.: +7 (095) 111-51-56 <http://www.buka.ru/techsupport> e-mail: help@buka.ru

When contacting our technical support, please provide us with complete configuration of your PC, Windows version and DirectX version, and describe the problem in detail.

To receive the answers on game walkthrough, you must be a registered user. In your message, please give us your last name and the registration number. In this case we will give you the answers right away!

Sorry, but:

We do not answer walkthrough questions! You can look for answers in our forum.

We do not give out cheat codes!

Buka Company has no responsibility for problems concerning PC configuration, other developers' software malfunctions and previously installed pirate version conflicts.

On all questions concerning the functioning of Windows 2000/XP operating system, you can get answers in Microsoft customer support center: tel. (095)916-7171; 125252, Moscow, post office box 70, Microsoft Company. Common game features

Transformation

Main distinctive game feature is the transformation of the player's truck and some of the enemy vehicles.

The player's truck has 2 forms (functional modes) – race mode and combat mode.

In race form, the vehicle has good racing parameters and is able to speed up using a special jet mounted in rear part of the vehicle. Race mode is used to pass the track on high speed.

In combat form, the vehicle is armed with close and ranged combat weapons used to destroy enemies and obstacles on the vehicle's way.

Transformation from combat form to race form or back can be performed during the gameplay. During the transformation from race mode to combat mode, melee and ranged weapons slide out of the cockpit, while the jet and the spoiler slide into the body. In process of reverse transformation, in contrary, the weapons slide into the vehicle while the jet and spoiler slide out.

Game levels variety

The game offers a large variety of gameplays, requiring combination of fast track progress and firepower to succeed, so a part of the game is completed in race mode and part in combat mode. Optimal game walkthrough is reached using switching modes during the gameplay in accordance with the situation.

In a number of gameplays, transformation is not included (for example, in bowling).

Truck upgrades

The game has a large variety of available melee and ranged weapons, jet accelerators and other upgrades that can be mounted in garage. New upgrades become available with progression in game levels. If a level seems too hard to you, equip another set of upgrades in garage and try again.

Autosave

Game state is stored automatically after a level is completed or garage is visited. That is why you do not have to save or load the game manually. Simply select an open level to complete and resume the game.

To start a new game, you must change the profile.

Gamepad support

The game fully supports the XBOX 360 gamepad controls (including the vibration function), and also other gamepad models. You can use the gamepad to access all menus, customize all options and pass all kinds of levels. User interface

Interface structure basics

Gamepad cursor is used to navigate all menus. Mouse is used as the secondary device. In lower part of almost all windows, there are hint lines, showing the actions possible in this window and their corresponding keys. Also, to perform an action, you can click its icon with the LMB.

SledgeHammer. User Manual

Main menu

This menu is loaded first on the game launch. You can select the following options from it:



Single player – launch a single-player game. This option displays the mission selection screen.

Multiplayer – launch a multiplayer game.

Settings – access the game settings menu.

Profile – access the screen that allows creating, selecting and adjusting a user profile.

Bonuses – view video clips and art galleries unlocked with the game progress.

Credits – show the list of developers.

Quit – exit game. On the exit, the game state and user settings are stored in the user profile.

Single-player campaign
Game episode selection screen



The game has more than 40 game levels, grouped in 6 game episodes. An episode is selected using a special interface screen. On initial game start, all episodes are locked except the first one. With the progress along the storyline and completion of missions, new episodes are unlocked.

Press <TAB> or <Y> on the XBOX 360 gamepad in this window to read the mission description.

Game level selection screen

In this window, the player can select the level to be completed next. The gameplay type is represented by the icon. Please refer to the Game mode description section of this manual for the description of gameplays and icon images.

Game levels are arranged in a tree-like structure. Successful completion of a level unlocks access to other levels and makes new upgrades and weapons available. You can replay completed levels for several times in order to get the maximum ration, to unlock all devices and bonuses. On the initial launch of a mission, all levels except the first one are blocked.

If a level seems too hard, try unlocking more powerful weapons in completed levels, mount it and try the hard part again.

Press <TAB> or <Y> on the XBOX 360 gamepad in this window to view detailed description of the level: victory conditions, previous completion statistics and other information.

Also this menu lets you access garage by pressing SPACE.



Briefing window

After the level is loaded, the briefing window appears on the screen. This window shows the level description and conditions of its completion.



Final stats window

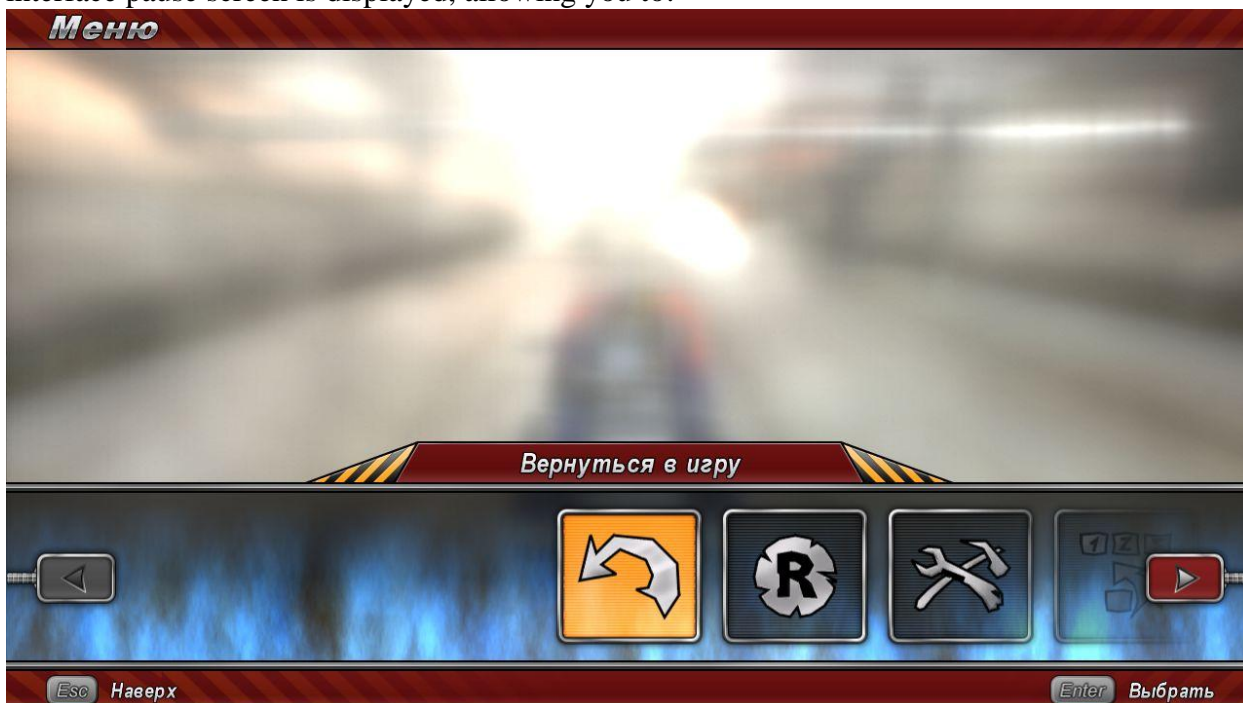
After a level is complete, the final stats window is displayed, showing the results of level completion, and also the list of game levels, upgrades and weapons unlocked as a result of completion.



This window allows you to replay the level, enter garage or level selection menu.

In-game pause screen

During completion of any kind of gameplay, you can pause the game by pressing Esc button on the keyboard or the “Back” button on your XBOX 360 gamepad. In this case, the interface pause screen is displayed, allowing you to:



- Resume game.
- Restart level
- Adjust game settings
- Exit level
- Exit game

HUD

Main in-game screen. 3rd person view (heads-up display)



This screen is shown after every single-player level is launched, except turret weapon control.

The screen is divided in following areas:

- The top left corner shows the animated image of the main character.
- To the right from the image is the main character's health meter. When it hits zero – the truck explodes.
- The top right corner shows the enemy image (displayed in several gameplays only).
- The lower left corner shows the mini-map (multi-function display).
- Speedometer is situated below the mini-map
- The lower right corner is the text message area.

Mini-map (multi-function display)

It can display lots of different information depending on the game mode: mini-map with enemies shown, damage percentage, location of vehicles for destruction etc.

Also, there is a speedometer below the mini-map.

Rage bar

It is filled when the player receives or inflicts damage, kills enemies or destroys obstacles. Also, the rage is added for jumping and skidding.

In peaceful mode (blue color) it is spent for nitro acceleration, while in combat mode (orange color) it is spent to activate a special attack (ticks on the bar show there is enough rage).

Timer

It is used in various modes. Usually, when its time runs out, the game is over, that is why you need to keep an eye on the timer.

SledgeHammer. User Manual

Cockpit view

The player can switch to cockpit view. In this case, all the required information is shown on the screens placed in cockpit.

Hot start



Before some levels you will be offered to play a small “Hot start” minigame. It works the following way: You need to press <CTRL> or <A> on your XBOX 360 gamepad to make the arrow move down. Then you need to stop the arrow as close to the lower end as possible. After that, the power will start to accumulate, and you need to press <CTRL> or <A> on your XBOX 360 gamepad one last time to stop the arrow as close to the upper end as possible. The more energy you accumulate, the higher will be the initial speed of the truck. If the arrow leaves the boundaries of the bar, the attempt will not count.

Controlling turret



In turret control mode, the game screen shows crosshair and barrel overheating meter. When the weapon is overheated, you have to wait while it cools down before you continue to fire.

Controls: <ALT> or on your XBOX 360 gamepad – turn the weapon round at 180 degrees.
<CTRL> or <A> on your XBOX 360 gamepad – fire.

Fighting bosses

In some levels, the top right corner of the screen shows a special element – life of the boss or distance to it. Garage



During the game, the player's truck can be upgraded in garage. You can access it by pressing SPACE in level selection window or after completing a level.

SledgeHammer. User Manual

The most part of weapons and upgrades in garage are locked at the beginning of the game, and become available with the progress along the storyline. If you cannot pass a level with a certain set of upgrades, try another set.

The middle of the screen shows the player's truck. The lower part of the screen shows the weapon and upgrade selection menu. When an upgrade or weapon type is selected, the camera pans and stops on the part of the vehicle to be modified.

To mount an upgrade, you need to select it and press <ENTER> or <A> on the XBOX 360 gamepad. Along with this, a parameter comparison will be shown for the new device relating to the old one.

Also, you can view detailed information on this device by pressing <TAB> or <Y> on your XBOX 360 gamepad. Weapons and upgrades are grouped handy, so it will be easy for the player to find the desired device. The following devices and parameters of the truck can be upgraded in garage:

- Weapons
 - Primary weapon – central cannon, the most heavy and slow, it determines the kind of super-attack to be fired.
 - Secondary weapon – less powerful, but rapidly firing weapon.
 - Spikes – sets of front and rear gadgets that can be one of three types: regular, explosive and electric. Besides the inflicted damage, they add the player's armor in combat mode.
 - Mines – are used in peaceful mode.
- Upgrades
 - Skins – the truck's appearance is modified.
 - Accelerators – more advanced models speed up faster, but require more energy.
 - Engine – improves the truck's ride performance.
 - Transmission – improves the transfer performance of transmission.
 - Controls – make the truck more controlled.
 - Brakes – shorten the braking distance.
 - Armor – increases the truck's defense against damage

Multiplayer

Server list



SledgeHammer. User Manual

This menu displays the list of active servers you can join to. Also, here you can create your own server by pressing SPACE.

Server creation

First you need to enter a unique name for your multiplayer game in special interface. Then you need to select the game type: race or arena battle. Then you need to select a map out of the list of available maps.



After that, you will be offered to set available game options: the number of players, the number of frags required to win etc.

The screen of waiting for ready players

Both client and host enter this window before the game starts. Here the players meet and the ready flag must be set. The host can kick players out. Also the host decides when to start the game. You can open chat window for messaging by pressing <TAB> or <Y> on your XBOX 360 gamepad or by clicking the mouse at the corresponding area.



Garage in multiplayer

In multiplayer game, the garage is present in truncated way: before the game starts, the player can select one of proposed equipment sets. They differ in type and appearance. Different sets are used for race and arena.



Settings

You can use the settings window to adjust graphic, sound and game settings. Also, you can always roll back to default settings.



Profile

This window lets you create, modify or delete an existing profile. Also, from here you can access the window of detailed statistics, containing data on the mileage, retrieved awards and other information.



RUCAP UM-5 tracker support

The SledgeHammer game supports RUCAP UM-5 device, implementing the WideGlance technology. This device is designed to determine the position of the player in relation to the screen and the bearing of his head, providing the positioning of the in-game camera in correspondence with position of the head.

SledgeHammer. User Manual

For the **RUCAP UM-5** tracker to work, you need to plug the device into your PC and install the drivers provided for the device. On launch, the game will automatically detect the device and enable its support. To adjust the device, use the “Settings/Rucap” option window.

Technical parameters and detailed description of the device are given on www.rucap.ru

Game mode description

Race



The game objective is to get to the finish first competing opponent vehicles. The race can be either linear or lap-based. A lap-based track can have a number of laps.

The player starts the game in peaceful mode, but may freely transform to combat mode and back; and also use mines. Weapons and mines are used to destroy or slow down the enemies. After an opponent's vehicle is destroyed, it respawns on the track after a while, but loses its position.

Destruction of traffic vehicles during the race increases the nitro level.

Survival race



The player's truck starts at the same time with opponent vehicles. In a certain period of time, the vehicle at the last position is blown up and removed from the race. The objective is to stay the last racer who survives in the race.

The player starts the game in peaceful mode, but may freely transform to combat mode and back; and also use mines. Weapons and mines are used to destroy or slow down the enemies. After an opponent's vehicle is destroyed, it respawns on the track after a while, but loses its position.

Every number of tens of seconds the last vehicle is removed from the track – it blows up without the possibility of respawn.

Diehard – race with weapons



To win, you need to get to the finish before the given time runs out. You can earn extra time by destroying enemies marked with arrows.

Traffic destruction



To win, you need to get to the finish, destroying the oncoming cars and getting extra time for it. You get less time for destroying them with weapons than you get by ramming them.

You get a time bonus for exploding each third car or for destroying police.

Arena



Arena battle

To win, you must to destroy all enemies on arena by all means possible. The game time is limited. Death of enemies gives you a few

SledgeHammer. User Manual

extra seconds. Enemies die without respawn, but may come in a few waves.

Arena survival

To win, you must hold as long as possible fighting eternally incoming waves of enemies.

Slalom



Bonuses are placed along the track. Drive the truck so you pick up maximum amount of bonuses. The game time is limited. Bonuses give you a few extra seconds. If you pick them fast without missing any, a multiplier accumulates, which increases time you get per bonus. Also you can get the bronze medal by reaching the finish line.

Bowling



Vehicles are placed at the track in certain way. The player speeds up and crashes in this pile of vehicles: the more damage is inflicted the better.

The player has several attempts.

Bomb car



Destruction of a traffic jam with a remotely controlled car.

To win, the player must reach the static group of cars in given time and explode as much of them as possible. Extra points are given for the cars marked with an arrow. The car explodes automatically when the time runs out. Also you can explode it manually by pressing <CTRL> or <A> on your XBOX 360 gamepad.

Turret



When there are too many enemies, you must shoot with high precision. The truck is driven by autopilot, while the player controls rapid-fire cannon. To win, you must get to the finish. The weapon overheats from constant shooting, so you must wait while it cools down. Press <ALT> or on your XBOX 360 gamepad to turn the weapon for 180 degrees. Press <CTRL> or <A> on your XBOX 360 gamepad to fire.

Transporting



The player is in control of a rig that he must get to the destination point. The problem of the level is, you cannot stop or even slow down. Besides, enemies will interfere all the time, trying to stop the rig. In some levels, the rig may be armed with paralyzing beam fed by Rage.

Destruction



The player must inflict as much damage as possible in a fixed period of time. All objects count: cars, crated, buildings etc.

Protection

In this level, you need to protect a big vehicle from attacks. The mission is successful when the target vehicle reaches the finish line. You must not be too far from the vehicle under protection, or it will start getting more damage. You must attack enemies accurately, because the player's weapons can damage the target vehicle as well.

Fighting bosses



The game has a number of battles with enemy bosses; each battle has a unique gameplay or a combination of a number of existing ones to be passed one after one.

Controls

| XBOX360 gamepad | Key | Action |
|-----------------|-----------------------|---------------------------------|
| RT | Up arrow | Accelerate |
| LT | Down arrow | Brake |
| Left joystick | Left arrow | Turn left |
| Left joystick | Right arrow | Turn right |
| X | SHIFT | Handbrake |
| A | CTRL (in combat mode) | Fire both types of weapons |
| Y | SPACE | Switch between race/combat mode |
| A | CTRL (in race mode) | Nitro acceleration |
| B | Alt (in combat mode) | Mines |
| B | Alt (in race mode) | Special attack |
| Start | Esc | Access main menu |
| RB | F4 | Rear view |
| LB | C | Cockpit view |
| Back | R | Recover the truck |
| Right joystick | | Pan camera around the truck |

Custom music support

The user can play own music during the game. To do this, just copy the music files or folders to **My Documents\My Games\<game folder>\Music'**. In this case, all in-game tracks (played during the race) will be replaced with the music from this folder.

Also, the player can replace the interface and garage music. To do this, create the following folders inside the **My Documents\My Games\<game folder>\Music'** folder:

- **'Game'** for the in-game music (played during the race)
- **'Garage'** for the garage music
- **'Menu'** for the menu music

SledgeHammer. User Manual

For example: On the default game installation, in order to add new music to the game, you need to copy your music files to the folder **My Documents\My Games\Sledgehammer\Music\Game**. If there is no “Music” folder, you need to create it. If a user track is not inside any category folder, it is automatically added to the game music list.

Playing track can be changed by pressing “N”. In this case, a random track will be played from the tracks in custom music folder.