



LOTUS

THE ULTIMATE CHALLENGE FOR YOUR PC



INSTRUCTION MANUAL



PRESENTS

LOTUS

THE ULTIMATE CHALLENGE

incorporating

RECS

**Original Game Design By
Magnetic Fields**

**PC Version By
Cygnus Software**

PC LOADING INSTRUCTIONS

To play from Floppy Disk.

1. Insert your game disk into any disk drive, ensuring first that the disk drive is the current drive.
2. Type 'LOTUS'(Enter). The game will now load automatically. Follow any on screen prompts for further instructions.

To install onto a Hard Drive.

1. Insert your game disk into any disk drive, ensuring first that the disk drive is the current drive.
2. Type 'INSTALL C: '(Enter). This will install Lotus onto hard drive C and create a directory called 'Lotus'. If you want to install it to a hard drive other than C, then follow the same procedure but insert the appropriate drive letter.
3. To play Lotus: The Ultimate Challenge, make sure that the hard drive on which the Lotus directory is loaded is the current drive. Type 'CD LOTUS'(Enter) to access the Lotus directory, and then 'LOTUS' to load the game.

PROTECTION

In your Lotus box you will find a protection wheel. Each time you load Lotus you will be presented with an initial screen made up of two helmets, one placed above the other. Recreate this on the protection wheel by turning the inner wheel until you have matched the image on the screen with two helmets on the wheel. Next you should enter the window number which is asked for on the screen. For example, if the screen says 'Enter the number in window 23', then as soon as you have matched the helmets on the wheel to those on the screen, you should type the number which is in window 23.

Please Note: Gremlin continue to make improvements to each product throughout its life, right up until release. Improvements may have been made even after the completion of this manual. Prior to loading Lotus for the first time, please check the disk for a 'Read Me' file.

Lotus: the Ultimate Challenge is duplicated on one High-Density 3.5" Diskette (1.4 Mb). Low-Density Disk versions are available directly from Gremlin. Ring the Gremlin Helpline 0742-753423 (Monday to Friday 10am-5pm) for more information.

LOTUS: THE ULTIMATE CHALLENGE

When Gremlin first completed Lotus II for the Amiga, it was widely acclaimed as the pinnacle of Arcade Racing game achievement and at that time we had no plans to take the game into a further version.

However, the many fans of the Lotus games, continued to write and telephone us, demanding another Lotus game, in effect, a Lotus III. After discussing the prospects for a further game we decided that any successor must surpass even the high standards of its predecessors featuring both innovative design and ground breaking new features. If we at Gremlin couldn't achieve this then Lotus III would never proceed beyond the concept stage. With this in mind, our development team created what was to become the best selling arcade racing game Lotus III, successfully outclassing both the previous Lotus games and any other racing game available.

People had demanded a brand new Lotus and here it is, the first Lotus game available for the PC and featuring a host of improvements, plus a new car especially dedicated to this format.

Lotus-The Ultimate Challenge, the ultimate arcade racing game for the PC!

So What's New?

About three trillion tracks for a start, but more on that later. Lotus: The Ultimate Challenge combines all the best elements of the previous games, introduces a number of new features, and puts the control firmly in the hands of the player. The expanded range of options allows the player to alter the majority of features to suit themselves. As well as all the features brought over from the Amiga versions there are five new themed levels, each with its own unique graphic style, and new features that affect the handling of your car. There is the brand new Lotus Esprit S4 plus a stunning Lotus concept car, the M200. This car will never go into production, so this is the only opportunity you will ever get to 'drive' one. On top of all this there's new music, more sound effects and loads of new graphics.

RECS

The most startling addition, however, is the stunning RECS system, which will give you access to a practically infinite number of different tracks. (For the more pedantic among

you the actual number is $(26^{x9}) \times 99$, approximately ten followed by twenty-three noughts.) Just about every other game to feature a track creation system has followed the standard system of including a track editor, which means having to spend maybe an hour or more designing a single track, having to save to a data disk, and then physically sending it to anyone who wanted to see your stunning creation. Days, or even weeks, could pass before anyone ever tried your circuits or designs. With Lotus: The Ultimate Challenge, each track you design will take as little as a minute, and will generate a code that can then be given to anyone instantly and they will then be able to play your creation within seconds, and there's no messing around with extra data disks either. In addition, you could enter your own name as a password to see exactly how difficult or easy that is. It's straightforward, easy, instant and like all the features of the earlier Lotus games, it's so good that other software houses will be featuring it in their games in about six months time.

Playing Lotus: The Ultimate Challenge

The Quick Start Guide

Okay, so Lotus: The Ultimate Challenge isn't the most complex simulation around, but the wealth of choices available could throw you at first. The more impatient amongst you, however, will want to start racing straight away. When you load the game for the first time, all selections need to be made by using the cursor and 'Return' Keys. Just click on the 'Start' icon on the Main Option Screen and after pressing 'Return' a couple of times (to select your car and sound effects or music) you will be taken to the starting line of the first predetermined race in the Arcade season.

The car can be controlled in the following manner

| | |
|--------------|-------------------------------------------------------------------------------------------|
| Cursor Left | Turn Left |
| Cursor Right | Turn Right |
| Cursor Up | Up a Gear |
| Cursor Down | Down a Gear |
| Return | Accelerate |
| Insert | Break |
| P | Pause game during a race |
| Esc | Exits to Main Option Screen during a race or to DOS if you are in the Main Option Screen. |

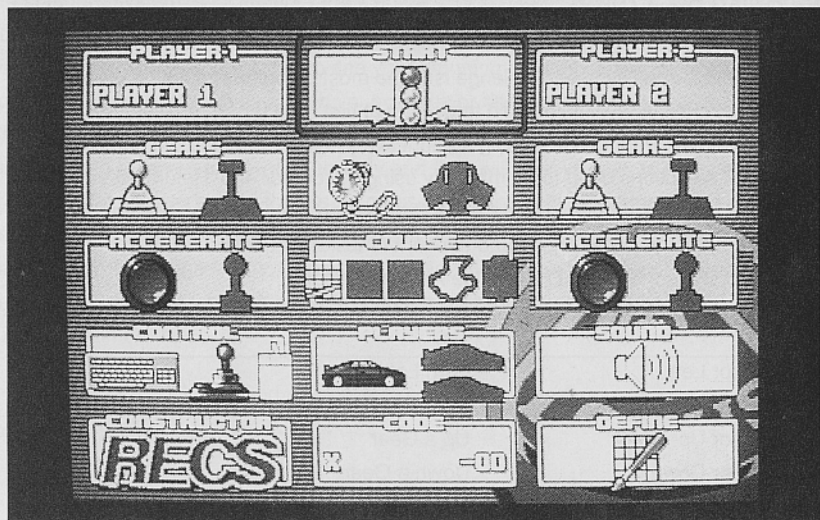
(Please note: you cannot alter this Keyboard user interface for any Menu operations. To alter the keyboard for racing please see the '**Control**' section of this manual page 9.)

For the more methodical player, the following section will explain what each of the options available to you on the Main Option Screen are and what they do.

Main Option Screen

This is the first screen you will see after the titles. This is where you will make most of the decisions regarding the game. To highlight a particular option, simply move the red rectangle by using the cursors until it surrounds the icon of your choice. If two options are offered in a particular box, hitting 'Return' will toggle between the two or take you to

another screen where further selections can be made. The different options available to you are as follows.



Player One

This will allow you to alter the name of Player One.

To do this, highlight this option, use the 'Backspace' key to remove the letters already there and then type in the new name.

Start

This is the option which will begin the race once you are happy with all the selections that you have made.

Player Two

See Player One.

Gears (Player One)

Allows Player One to select **Manual** or **Automatic** gears.

Game

This option allows you select between **Championship** and **Arcade**.

Each is a mix of the best and most popular circuits and checkpoints from the previous Lotus games.

Arcade Mode

In Arcade mode, represented by the clock, the aim is to complete each stage within the allotted time (indicated on the screen). This is a race for points, the aim being to get the highest score possible. To make things even more straightforward, there are no fuel stops required for Arcade racing.

Championship Mode

Represented by the Cup, this takes the form of a championship season, where overall success is dependant upon finishing in the top ten drivers of each race. Points are awarded after each race, and your starting position in the next race will be decided by your finishing position in the last race. If you finished first, you would begin the next race in twentieth, if you finished second you would begin in nineteenth, and so on.

For more information on the different race styles, see the section entitled 'Racing' later.

Gears (For Player Two)

See Gears for Player One

Accelerate (Player One)

Allows Player One to select whether pressing the fire button or pushing forward on the joystick will accelerate their vehicle. Depending upon which is chosen, the following controls will apply.

| | Fire Button Chosen | Forward Chosen |
|--------------------|---------------------------|-----------------------|
| Steer Left | Joystick Left | Joystick Left |
| Steer Right | Joystick Right | Joystick Right |
| Accelerate | Fire Button A | Joystick Forward |
| Brake | Fire Button B | Joystick Back |
| Change Up a Gear | Joystick Forward | Fire Button A |
| Change Down a Gear | Joystick Backward | Fire Button B |

On Analogue PC Joysticks there are two 'Fire Buttons'. Sometimes they are marked 'A' and 'B', but if they are not, choose the option where 'Fire' is used to accelerate and by experimentation, find out which button is which.

Course

This option allows you to select either firstly, one of the predetermined tracks or sequences, or secondly, a single user defined track, or thirdly, a whole sequence of user defined circuits and tracks, as follows:

Selecting a predefined sequence

There are six different predefined sequences built into Lotus: The Ultimate Challenge, namely **Easy**, **Medium**, and **Difficult** levels on both the **Championship** and **Arcade** levels. **Easy** consists of seven tracks, **Medium** of ten, and **Difficult** of fifteen, making a total of sixty four predefined tracks. To select any of the three, simply highlight one of the left three options in this box.

Selecting your own track

If you select the fourth option along, this will allow you to race a track which you have previously defined on the RECS screen. This option can be highlighted either before or after you go to the RECS screen to create a track (or you could simply enter a track code into the code section of the Main Option Screen).

Selecting a sequence of player designed circuits

The final option will allow you to race a sequence of circuits you have previously defined on the RECS screen.

To create a sequence, see the 'Define' section below.

Accelerate (Player Two)

As for Player One.

Sound

Pressing the Fire button will take you to a further screen which allows you to select the appropriate sound card for your computer. This also allows you to turn the music on or off.

Control

This allows you to select the input device you wish to use either **Mouse**, **Keyboard** or **Joystick**. Pressing the Fire button or Return key will take you into a further screen.

Once you have made your selection by highlighting the device you wish to use and hitting Return, you will see a further icon appear that will enable you to make choices specific to that particular device.

For example if Player 2 selects 'Joystick', a further icon 'Player 2 Calibrate' will appear. Highlighting this and pressing 'Return' will take them into another screen enabling them to calibrate it.

Please Note: Those of you wishing to use two joysticks in 'Two Player' mode will need to fit a two joystick adapter to your joystick port, unless you already have two joystick ports on your joystick board.

If Player 1 selects 'Keyboard', another icon 'Configure Keyboard' will appear enabling that player, if they wish, to customise the keys used to control the car during a race by selecting which key to use for each action.

If 'Mouse' is selected, an icon saying 'Configure Mouse' will appear, giving two configuration choices:

| | Set up 1 | Set Up 2 |
|--------------------|--------------------|--------------------|
| Change up a gear | Left Mouse Button | Cursor 'Up' |
| Change down a gear | Right Mouse Button | Cursor 'Down' |
| Accelerate | Cursor 'Up' | Left Mouse Button |
| Decelerate | Cursor 'Down' | Right Mouse Button |

Push the Mouse left to turn left and push right to turn right.

FreeWheel™

If you wish, you can play Lotus: The Ultimate Challenge using the FreeWheel joystick. This is a unique joystick which looks and behaves like a real steering wheel. If you turn it to the left, your on screen vehicle turns to the left, and so on. Plug it in like a normal joystick, select 'Joystick' option from the Control Options Screen, and follow the calibration instructions. These translate as follows

Joystick

Top left and Fire
Bottom right and Fire
Centre and Fire

FreeWheel™

Turn wheel hard left, push forwards and fire
Turn wheel hard right, pull back and Fire.
Centre and Fire

Number of Players

Player selects whether it is a One Player or Two Player Game.

Constructor

Choosing this will take the player to the RECS screen, which has a more detailed section later in the manual.

Code

If the player knows the code of a particularly hot course, then rather than going into RECS, the number can be entered here, the same way as entering a player's name.

Define

The bottom panel is used to enter the codes for the predefined circuits. The keyboard should be used to enter the first nine letters. (You could choose to have a three letter word followed by six blank spaces.) The cursor pad is used to move the cursor to the right, and to put it in the correct position to enter the last two numbers. Once the last number is entered, the Down Cursor key should be pressed to take you to the next line, and allow you to enter another track code. Once you are happy with the selection you have made, highlight the 'Exit' panel and hit your Fire button.

That's everything on the Main Option Screen covered. **Please Note:** Lotus: The Ultimate Challenge will create a 'Config' file if you have either installed the game onto your hard disk or if you have write enabled the floppy disk. This will enable you to go straight into the game the next time you Load, without having to reconfigure all the settings again. The following section gives a detailed explanation of the RECS system.

RECS

RECS is the innovative and original new track design system that will allow the player to create stunning tracks in a matter of seconds. Creating tracks is amazingly simple, and once created, there's no messing around with saving to disk, or anywhere else for that matter. Exchanging tracks with a friend to see who can get the best time on it couldn't be simpler, and all you need to do is pass on the code. Your friend can then enter the code, and the track will be identical to the one that you created. Once you've both practised on it, then the fun really starts when you go head to head against each other! And with literally billions of different tracks to play, you'll be playing Lotus: The Ultimate Challenge for ages!

DESIGNING A TRACK

Each of the different sections on this screen allows you to influence the style and form of your track. Most are rated from 0% to 100% in 4% increments. To alter the percentage of each RECS component use your selected input device (ie. Joystick, Keyboard or Mouse) in the following manner:

Mouse

Use the mouse to highlight the component you wish to change. Once highlighted, you can decrease the percentage by clicking the left mouse button (Clicking once decreases the percentage by 4% increments, holding it down will slide you down constantly until you release the button). To raise the percentage, click the right mouse button.

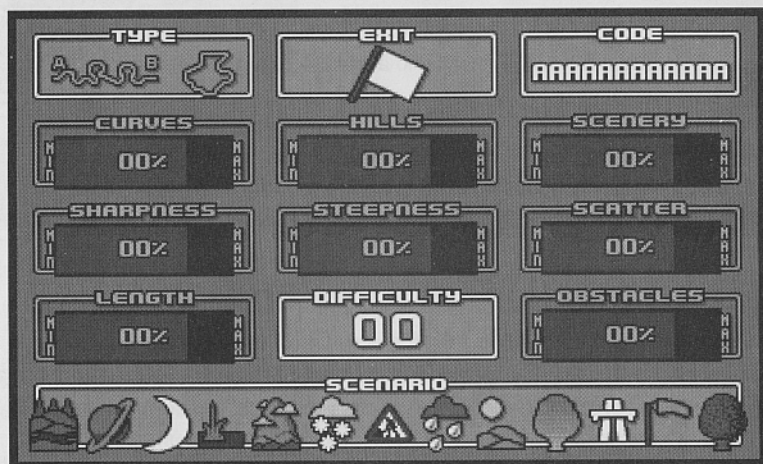
Joystick

Position the Joystick over the component you wish to alter. Hold down the fire button and push the joystick left or right to decrease or increase the percentage.

Keyboard

Select the component you wish to change using the cursor keys.

Hold down the Return key and use right and left cursors to increase or decrease the percentage.



Each component affects the track as follows:

Type

Chooses whether the race will be laps or stages.

Curves

This will determine how many curves your track is likely to have. The lower the percentage, the straighter the track will be. Higher percentages will mean that your track has many curves.

Sharpness

This will influence the actual type of bends and curves on your track. A lower number will make for gentler turns, whilst the higher numbers will create some really tricky corners.

Length

This determines the length of the track.

Hills

This option allows you to decide on the number of hills that there will be. A low number will mean that you will have a very flat track, while a higher number will mean that the track will be extremely hilly.

Steepness

Not surprisingly, this option will allow you to affect the steepness of the hills on the circuit. Gently undulating scenery or steep ascents and descents? It's your choice.

Difficulty

As if creating a tortuously bendy hilly circuit wasn't enough, you now get to influence the difficulty of the track. This will affect the aggressiveness of the other drivers, how tight the time is on the circuit, and so on.

Code

The code for the circuit that you are creating is displayed here. To save you going through the trouble of designing the same circuit again and again, you can simply make a note of the code here, and enter it on the main screen in the future. A lot more straightforward than messing around with data disks and other systems.

Scenery

Do you want to be racing through featureless deserts or scenery packed oases? Again, the choice is yours. Obviously, the less scenery there is, the more time the computer can dedicate to bringing you an ultra smooth update, but even with scenery at 100% it's probably still got the fastest, smoothest and most impressive update around anyway.

Scatter

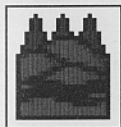
Neat park-like rows of trees, bushes and ornaments, or greenery scattered about everywhere? Take your pick.

Obstacles

This will allow you to choose between an obstacle free open freeway, or the sort of assault course normally associated with the Armed Forces.

Scenario

This will allow you to select which of the thirteen different scenarios you wish to race on. To select a scenario highlight this option, then toggle onto the icon you require using the Fire Button on your chosen input device (ie. Mouse, Keyboard or Joystick). Each icon will have different effects on your vehicle, how it handles, and so on. The thirteen, running from left to right, are as follows:



Rally

With more mud and water on the track than by the side of it, this type of track will prove difficult for any driver, in any vehicle.



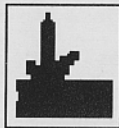
Futuristic

Set against the background of a city of the future, this is one of the most demanding types of circuit. Amongst the more usual hazards, there are magnets by the side of the road that will attract your vehicle, (Okay, you're right, Lotus cars are constructed from fibre glass, but then this is the future after all) and a laser beam that will drastically slow your vehicle if it should hit you.



Night

The darkness on this level will prove to be as hazardous as the fog. Limited visibility and other drivers who are also hindered by the lack of light will make for some tricky manoeuvring.



Marsh

Oil and mud on the track, and sections that are completely submerged by water cause some very tricky hazards. You're never going to make ultra fast times on these sections, but then, just finishing is an achievement.



Mountains

With a cliff on one side, and huge mountains and hills on the other, it's just about impossible to stray off the track on this one. With a lack of manoeuvrability and little margin for error this scenario is particularly difficult for overtaking or accelerating to any great speed.



Snow

Another favourite from the earlier Lotus games, the scenery may be lovely but it makes for some of the most hazardous racing conditions around. There's not only the slippery surface to deal with, but also the driving snow to obscure your vision.



Roadwork's

Complete with road cones, signs, hazard barriers and potholes, the roadwork's make the roads ultra thin, and make overtaking almost impossible.

You're really going to need your wits about you to succeed on this level.



Storm

Just the sort of driving experience to test the best. Beating rain and roaring thunder serve to make the drive difficult, and the road conditions can best be described as 'interesting'.



Desert

Like the snow, this is another level where it's best to stick to the middle of the track if possible. As you drift from the centre, there's more sand on the surface that will really slow up the Lotus. At the edges of the track, there are even small sand drifts to hinder you further.



Fog

Definitely one of the most difficult stages, the fog will obscure your vision, and make racing even the most straightforward track a difficult task for the most experienced driver.



Motor way

An old favourite from Lotus II, this section contains not only your lane of traffic, but also oncoming traffic! It's up to you whether you take the chance to cross into the oncoming traffic-it's easier to overtake the other racers, but then there's also the traffic coming towards you to worry about.



Wind

This isn't the sort of wind that might dry your washing, this is the sort of wind that will push your car from one side of the track to the other without any bother. A hurricane in pixels!



Forest

Dense trees line this stage, and you will find water, trees and logs strewn across the track. Hitting a log, will cause the car to do a spectacular jump, useful for overtaking or jumping over track hazards though.

Exit

Once you are happy with the track that you have designed, select this option and you will be taken back to the Main Option Screen.

Racing

That's all the introductory stuff out of the way, now let's get on with what you're here for-the racing. Just to recap; remember that once you are happy with the current configuration of the game on the Main Option Screen, clicking on 'Start' will first take you to 'Select Car', from there to the CD player and finally, onto the starting line of the first race.

Selecting Your Car

The next decision to be made is which of the three cars you will drive. Toggle left and right using the cursors or joystick, to take you through the three cars available. Once the

car that you wish to drive appears on the screen, hit the fire button to go to the the next screen.

For those using a Mouse, click on the arrows to take you through the selection of cars available and, once the car you wish to drive appears, click on the main picture of the car to select it. This will take you to the next screen.

Again, Player One selects for both players, as it would be unfair if the two drivers were driving different cars. Once you are at the starting line, what you will see on your screen will be dependant upon whether you are racing in Championship or Arcade mode.

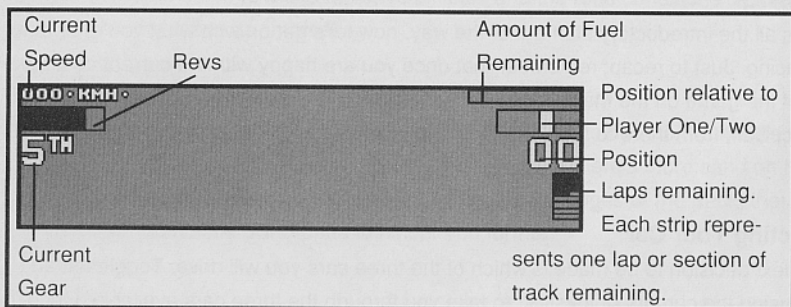
Selecting Music

This is done by Player One. Once you have chosen 'Start' and have selected your car, you still have one final decision to make: that is to select the music or sound effects that will accompany the race. The CD screen will appear. To change the music track, just move the joystick left or right, and wait a few seconds while the new track loads. Once you are happy, hit the fire button to take you to the start of the race.

If you are using the Mouse to operate Lotus, click on the Track buttons 0-6 (to the right of the LED) with the left Mouse button and, when you are happy with the selection, click the right Mouse button to take you to the start of the race.

Championship

In Championship mode the aim is to finish as the top racer over a season. The player must finish in the top ten in each race to go onto the next race. As stated earlier, the starting position in the next race is determined by the finishing position of the current race. If there are two players, then providing that at least one driver finishes in the top ten, then they will both be carried into the next race. This is the more difficult of the two types of race, and this is reflected in the display.

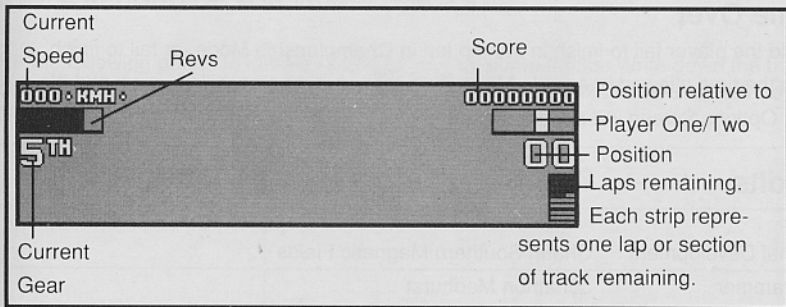


Pit Stops

Pit Stops are required for some of the longer sections or circuits in the Championship mode. Pit stops are situated directly after the starting line in circuits, or directly after a Checkpoint for the linear sections. To refuel, simply pull onto the wider strip of road situated on the right hand side of the track directly after the fuel signs, and stop the vehicle. You will see that your fuel gauge indicator will gradually fill up. As soon as you are happy with the amount of fuel you have, move forward and hit the fire button and you will rejoin the race. On all but the mountain level, they are indicated by a sign.

Arcade

Arcade mode is a straightforward race for points, the aim being to finish each race with the largest number of points possible, and within the time limit. There are no refuelling stops required in Arcade mode. The display is similar to the Championship mode, but differs in the following important areas.



If one player manages to finish within the allotted time, then both players will be carried through to the next round.

Two Player Mode

In two player mode, a small box will appear in the top right corner of the screen, indicating either how far ahead, or behind the other player you are. Your car is represented by the line in the centre of the box, and if you are behind the other player, a coloured band will form to the right of this, indicating how far behind you are. If you are ahead, then a band will form to the left.

Your position



If the screen is showing a line here, this indicates that you are in front of the other driver.



If a line appears here, this indicates that the other driver is well in front of you.

Game Over

Should the player fail to finish in the top ten in Championship Mode, or fail to finish within the time allowed in Arcade Mode, then the current game will be over, and the Main Options Screen will appear again.

Credits

| | |
|----------------------|--------------------------------|
| Original Development | Shaun Southern Magnetic Fields |
| Programmer | Jonathon Medhurst |
| Graphic Artist | James Hartshorn |
| Producer | Peter Cook |
| Music | Patrick Phelan |
| Manual by | Steven McKeivitt |
| Product Liaison | Roger Taylor |

Any Problems?

If you have problems loading Lotus: The Ultimate Challenge, then return it to your retailer, or to Gremlin Graphics at the address on the packaging. If you have any questions relating to the game, then the Gremlin Graphics Help line is available between the hours of 2.00 and 4.00 UK time Monday to Friday, on 0742 753 423.

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KEEP A RECORD OF YOUR BEST TRACKS

Use the following pages to keep a record of your favourite tracks. Write down the track code in the left hand column and any special notes about the track in the right hand column

| TRACK CODE | NOTES |
|------------|-------|
| | |
| | |
| | |
| | |
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| | |



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