
CLUTCH
MANUAL

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# 1 INSTALLATION

The game supports the following operating systems: Microsoft Windows XP (Service Pack 2) and Microsoft Windows Vista.

## *1.1 Minimum System Requirements*

Processor: Pentium 2,5GHz Single Core

RAM: 512MB (768MB for Microsoft Vista)

Video card: 128 MB video card with support for PixelShader 2.0

Sound card, DVD-ROM drive

1GB of free hard disk space

## *1.2 Recommended System Requirementsя*

Processor: Intel Core 2 Duo or AMD Athlon 64 X2

RAM: 1GB

Video card: 256MB video card with support for Pixel Shader 3.0 (Nvidia Geforce 7900GT or higher)

Sound card, DVD-ROM drive

1GB of free hard disk space

## *1.3 Installation Manual*

Insert the disk with the game into the DVD-ROM drive of your computer. If the game installer does not run automatically within one minute, launch the installer manually. Double click on the "My Computer" icon on your Desktop. Find your DVD-ROM drive in the list of available drives and open the file list (double click). Find the setup.exe program and double click on it. This will launch the installer. Follow the on-screen instructions.

Once the game has installed click on the "Launch the game" button.

Select the respective item of the Start Menu in Windows XP or use the Game explorer function in Windows Vista to launch the game next time.

### *1.4 Ageia PhysX*

The game uses Ageia PhysX physics technology. All the necessary drivers will be automatically installed as part of the game installation. You can install them manually from the game disk if necessary.

## 2 GENERAL PRINCIPLES OF THE GAME

### *2.1 Research Mode*

Once the introductory tutorial mission has finished the player enters the research mode. Under this mode the player can freely ride around the city and earn money by gathering artifacts. Besides, you can change and upgrade vehicles and select missions as well.

The available missions are highlighted by red and yellow rays of light beaming into the sky. Once having approached such a ray the player can start a mission. Red rays launch storyline missions, yellow rays launch side ones.

Aside from yellow and red rays there are two more rays, which are a white one and a green one. The white ray provides access to completed missions menu; the green one allows to proceed to the garage.

Besides the player, vehicles of artifact hunters ride around the city too. The player can compete with them in gathering artifacts or just destroy them. You can also encounter a vehicle that differs from the player's car by paint coating only. If the player destroys this car, its paint coating option will become available for use in the garage.

## *2.2 Storyline Missions*

These missions open the pages of the protagonist's diary.

The success of completion of the storyline missions shall be evaluated with the following rating grades: Childish, Teen and Mature. The ratings are introduced in ascending order.

The requirements for each rating depend on the type of the quest and shall be specified before the start of each mission, for example: to come in first, to kill 90 zombies, to gather 10 artifacts, etc.

The Childish minimum rating will unlock the subsequent storyline missions. A higher rating will provide access to new side missions and new gadgets.

Once the player has got a rating for completing a mission, the lighting effect indicating this certain mission in the research mode will disappear. Activate the completed missions menu to restart the mission. This menu is highlighted by a white ray in the research mode. A higher rating gained after the repeated completion of the mission will provide access to side missions and new gadgets.

## *2.3 Side Missions*

Side missions allow the player to earn money and improve skills. Each side mission has got 10 difficulty levels. The difficulty level will be the easiest for the mission that starts for the first time. Once the mission has been completed the player will receive a monetary bonus and proceed to the next difficulty level. The quests will become more complicated with each new level, the bonus higher as well.

Once the maximum 10th level has been achieved, you can continue accomplishing the quest, but the amount of the monetary bonus will not change any more.

The game will remember the difficulty level of a side mission. If the player decides to accomplish this side mission during the next game, he will start from the previously achieved difficulty level.

# 3 UPGRADING VEHICLES

Some vehicles can be upgraded in the garage. The upgrading gadgets will become available once the player has got a high rating for accomplishment of missions. You need money to buy gadgets.

## *3.1 Booster*

The booster should be installed in the rear part of the vehicle. It allows vehicles to speed-up faster and increases their maximum speed as well. If a zombie appears behind the vehicle, the burst of fire can burn it up.

A specific type of energy is required for the booster to function.

## *3.2 Front pins*

The pins allow doing more damage to your enemies. They are very useful for missions which require destruction of enemies.

Sometimes during missions on protection and rescuing it's recommended to remove the pins in order to prevent accidental inflicting of damage on allies.

## *3.3 Lawnmower*

These gadgets were designed specifically for quests related with annihilation of zombies. Lawnmowers do not influence the level of damage done to zombies; but they recycle their bodies producing energy for the booster instead.

### *3.4 Side pins*

These gadgets respond to approaching zombies automatically. Side pins significantly increase the distance at which zombies get damage.

### *3.5 Flamefrower*

Flamefrower annihilates zombies with fire. This weapon has got the best destruction range; but it only can operate when the booster is turned on.

## 4 ACHIEVEMENTS

You can get extra vehicles and pictures in the Art-gallery for special achievements.

The information on the player's achievements and progress can be found in the special menu.

# 5 GAME MODE DESCRIPTION

## *5.1 Race*

The racer to come in first is the winner in this mode.

## *5.2 Shock*

It is a knockout race. Each 10 seconds an artifact pursuing the racers will shoot a blast at the car running the last. The blast will damage the vehicle, but it also will provide maximum nitro charge to the booster, which will give the racer some advantage over his rivals. The winner is the last one to survive.

## *5.3 Gathering*

Move around the city and gather artifacts that will appear randomly at preset locations. The time is limited. Each artifact gathered will provide you with additional time; the amount of the time provided depends on the distance between the artifacts. The arrow on the screen will show you the optimal way to artifacts.

## *5.4 Harvest*

Move around the city and gather artifacts that will appear randomly at preset locations. You will have rivaling cars acting against you. The number of artifacts is limited. The quest will be failed if your rivals gather more artifacts than you. The arrow on the screen will show you the optimal way to artifacts.

## *5.5 Theft*

Move around the city and gather artifacts that will appear randomly at preset locations. The time of the mission is limited. Each artifact gathered will provide you with some additional time. The amount of the time provided depends on the distance between the artifacts. The arrow on the screen will show you the optimal way to the next artifact. But be prepared! Other aggressive cars are driving around the city. They want to destroy your car.

## *5.6 Hunt*

Your rivals' vehicles move around the city. They gather artifacts that will appear randomly at preset locations. Your goal is to destroy as many rivals as possible.

There is only one enemy vehicle in the city at each certain moment. Once the player has managed to destroy it, another vehicle will appear. The victory condition is to destroy the specified number of rivals before they are able to gather the specified number of artifacts. The time is not limited. The arrow will show direction to the next enemy.

## *5.7 Guardian*

An ally vehicle is gathering artifacts. Some aggressive rivals are attacking it. Your goal is to protect the vehicle of the artifacts gatherer from the attackers.

## *5.8 Arena*

You will have several rivals acting against you. Destroy your enemies by striking blows on them to win.

### *5.9 Rescue*

Your allies' vehicles are being attacked by Zombies in the city. Kill all the attacking Zombies to rescue the drivers. The arrow will show you direction to the trapped car.

### *5.10 Zombie*

The time of the mission is limited. Each killed zombie will provide you with additional time. The best time will be given for annihilation of special zombies and performing combo kills. The arrow will show you direction to a special zombie.

### *5.11 Massacre*

You must squash all the zombies of the level for a limited period if time. You are being hunted by the cars which explode when approaching you. You can find a special bonus on the level; it will make you become temporarily invincible for these cars.

## 6 USER INTERFACE

### *6.1 Organization Principles of the Interface*

Arrow keys or the gamepad cross-keypad are used to navigate through all the menus. Mouse is used as supplementary control device. The bottom part of almost each window will contain a hint bar showing actions and the respective key combinations available for this window. Besides, in order to perform an action you cam make an LMB click on its icon.

## 6.2 Main Game Screen

This screen will be displayed in each game level including the research mode.




**1 Mini-Map**

The map shows a drawing of the location and various game units in it: the player's vehicle (white triangle), enemy vehicles (red triangles), ally vehicles (green triangles), artifacts (white circles), bonuses (multicolor circles), and zombies (red spots).

If the unit leaves the boundaries of the visible area of the map, an indicator showing the direction to the unit (a triangle shaped icon) will appear at the border of the map.

Besides, the target unit will be highlighted on the map with a special animated frame. If it is not situated within the boundaries of the visible area of the map, an indicator showing direction to the unit, a flashing sector, will appear at the border of the map. The size of the

sector depends on the distance to the unit: the less the distance is the narrower the sector will be.

Depending on the quest the target object may be a new artifact, vehicle or a lighting effect indicating the mission selection area.

**2 Timer**

The timer will show the time remaining till the end of the mission. It is used during missions with time limit requirements.

**3 Health Bar**

The health bar shows the current health level.

**4 Booster Charge Indicator**

It shows the current booster charge level.

**5 Target Vehicle Health Bar**

It is used in "rescue"-type missions. It shows the condition of the vehicle you need to save.

**6 Time Bonus Indicators**

These indicators will show the time remaining till the end of time bonus effect. They consist of two elements: a bonus type icon and a bar indicating the time left till the end of effect of the bonus.

If the player is under effect of several bonuses at a time, several indicators will be displayed on the screen.

**7 Zombie and money indicator**

In the research mode the money indicator will show the current amount of money available and the number of zombies destroyed since the start of the game.

In each game mission this indicator will show the amount of money earned since the start of the mission and the number of zombies destroyed during it.

**8 Indicator of Mission's Main Target**

This indicator displays the progress in achievement of the main target of the current quest.

It consists of two strings. The main target of the mission is displayed in the upper string, for example, it can be the player's current position in the race. The lower string provides additional information, for example the number of laps completed in the race.

**9 Current Rating Indicator**

In the storyline missions this indicator shows the rating which the player is going to gain at the moment: Mature, Teen or Childish.

In side missions this indicator provides information on the current difficulty level. Moreover, the pop-up indicator will show the requirements which need to be met in order to move to next level.

**10 Navigation Arrow**

The navigation arrow will indicate the optimal route to the target object. Depending on the quest the target object can be a new artifact, vehicle, zombie or a mission selection area.

The arrow does not show the direction to the object, but the direction to the nearest point of the optimal route to the target instead.

**11 Navigation Arrow Information Panel**

In the research mode the target object the navigation arrow points out to is the mission selection area highlighted by a lighting effect.

Use special keyboard keys or joy pad buttons (see "Controllers" section) to select the target object from the list.

The name of the object the arrow points out to will be written in the centre of the panel. The names of the previous and the next object will be indicated in the bottom to the left and to the right. The color of the text will specify the type of the object. Red color means a storyline mission, yellow color means a side mission, white color means completed missions selection menu, and green color means the garage.

**12 Level Mission Description Pop-up Window**

The window can be used solely in the research mode. It is situated in the lower right corner of the screen above the booster charge indicator. The window appears on the screen automatically when the player approaches the mission selection area or the entrance to the garage.

**13 Audio track Name**

When a new music track starts, its name and its author's name will be displayed in the window.

**14 Enemy Vehicles Indication Arrows with Health Bar**

Triangle indicators will be displayed over each enemy vehicle. The health bar is not constantly present on the screen but appears for some time after the vehicle has been damaged

**15 Multifunction Indicator**

In the "Zombie" game mode this indicator will show the number of zombie combo-kills.

In the "Shock" game mode this indicator will show the time remaining till the next damage shot at the last vehicle.

## *6.3 Esc-menu*

The game can be paused at any moment. Press the Esc key on the keyboard or the "Start" button on the XBOX360 gamepad to do so. The following menu window will appear on the screen.




The menu contains the following items:

**Resume the game.** Close the Esc-menu and resume the game.

**Restart the level.** Play the level over again. This item does not appear in the research mode.

**Exit the level.** Exit the level and return to the research mode. This item does not appear in the research mode.

**Garage.** Enter the garage. This item appears solely in the research mode.

**Game materials.** Open game materials selection menu. This item appears solely in the research mode.

**Settings.** Open settings menu.

**Main menu.** Exit the current game and proceed to the main menu.

**Exit the game.** Exit the program.

## *6.4 Main Menu*

The Main menu will be displayed on the screen once the game has started.




The Menu contains the following items:

**Start the game.** This item will only appear if the player has not completed the first game mission.

**Continue the game.** This item will appear if the player has completed the first game mission.

**Game materials.** Open various game materials selection menu.

**Settings.** Open Settings menu.

**Profile.** Open User profile management window.

**Credits.** Open Credits window.

**Exit the game.** Exit the program.

## 6.5 Garage

The Garage menu allows reviewing and changing the player's vehicle, installing various upgrades or changing their paint coating.




The **Vehicles** section provides the list of all vehicles available. The other sections contain the list of upgrades available for the selected vehicle:

**Boosters —** booster selection.

**Grill guards —** front weapon selection.

**Body kits —** side weapon selection.

**Skins —** vehicle paint coating selection.

There is a price label on each vehicle or upgrade which has not been purchased yet. Select the item you want to purchase (the A-button of the gamepad or the Enter key on the keyboard); if you have enough money, the item will be purchased and set current.

Use the mouse, XBOX360 gamepad (right sticker) or ruCap UM-5 tracker to view the vehicle or upgrade selected from different quarters.

An information window with further information on the selected item will emerge in the lower right corner of the screen. Use the arrow keys (up and down) for viewing all the description pages. 6.6 Diary

In the beginning and the end of each storyline mission a page of the protagonist's diary will be displayed on the screen. All the pages viewed will be placed into the "Diary" section of the "Game Materials" menu. You can disable viewing the pages before and after the mission through the game settings menu.

## *6.7 Settings menu*

The Settings menu is available from both the Main menu and the Esc-menu. It contains the following items:

**Video.** Open Video settings window.

**Audio.** Open Audio settings window.

**Game.** Open Game settings window.

**Controllers.** Open the Controllers settings window.

**Mouse and gamepad.** Open the Mouse and gamepad settings window.

**ruCap.** Open the ruCap UM-5 tracker settings window.

## 6.8 Game Materials

This menu contains the following items:

**Diary.** Contains all the available pages of the protagonist's diary.

**Achievements.** Proceed to the game achievements section (see the "Achievements" section).

**Music.** Customize your music playlist.

**Tutorial.** Proceed to the "Tutorial" section where the general rules of the game are specified.

**Gallery.** Open the Graphic materials viewer window.

## 6.9 Achievements

All the achievements available in the game are displayed in the section. Each achievement is provided with the following information: completion requirements, accomplishment progress and a bonus to be gained once the player has got this achievement. The achievements are arranged into categories: general, destroyed, tricks, money, vehicles.



## 6.10 Music

The window is designed for work with music playlists.




The list of all music tracks of the game is provided here. Mark a checkbox near the name of the music track to add it into the playlist. All the tracks are selected by default. If you move the input focus onto a new track it will start playing.

If the user has placed their custom music into the game (see the "Custom music support" section), it will be displayed in the "Music" window instead of the music tracks provided with the game.

## *6.11 Profile Management Window*

You can create a new profile or make changes into the existing profile in this window.




# 7 CONTROLLERS

## *7.1 Controller Settings*

| ACTION | XBOX360 GAMEPAD | KEYBOARD |
|---|---|---|
| Move forward | RT | Up arrow |
| Brake / move backward | LT | Down arrow |
| Turn left | Left Joy pad | Left arrow |
| Turn right | Left Joy pad | Right arrow |
| Hand brake | X | SHIFT |
| Turbo-boost | A | CTRL |

| | | |
|---|---|---|
| Pause and Open the Menu window | Start | Esc |
| Rear view | RB | B |
| Respawn | back | R |
| Rotate camera around the vehicle | Right Joy pad | |
| Change the camera | C | |
| Switch the indicator to the next mission in the research mode | RB | Tab |
| Switch the indicator to the previous mission in the research mode | LB | Shift^Tab |
| Select a mission in the research mode | LB^RB | Enter |
| Play next music track | Right | . |
| Play previous music track | Left | , |
| Headlights on/off | Up | L |
| Set the ruCap tracker camera position by default | | F8 |
| Exit menu | | Alt^F4 |

## *7.2 RUCAP UM-5 tracker support*

The game supports the RUCAP UM-5 device which implements the WideGlance technology. The device will spot the player's position and the head turn direction against the screen and then provide position of the game camera in accordance with the position of the head.

In order to use the **RUCAP UM-5** tracker you need to connect the device with the computer and install the drivers provided with the device. The game will automatically identify the device during the startup and enable its support.

Two modes of tracker performance are implemented in the game:

- Control over the main camera located behind the vehicle along the way.
- Control over the camera in the garage.

You can adjust the performance of the device through the "Settings->ruCap" menu.

The technical specification and detailed description of the device can be found at **www.rucap.ru**

# 8 CUSTOM MUSIC SUPPORT

Custom music playback is supported in the game. Music files or music folders to be played in the game should be copied into folder **'My Documents\My Games\Clutch\Music'.** All the intra-game music (playing during the ride) will be replaced with the music from this folder.

The playlist can be customized in the "Music" window which is available through the "Game materials" section.

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## 11 TECHNICAL SUPPORT

In case if you have any problems, please contact us at **help@gfi.su** and describe your problem in details.

This information will help our technical support to proceed with your request quickly and accurately.

Please make sure that your request includes:

1. Your computer configuration (processor type, RAM capacity, video card type etc., the more details the better) and the version of your software (Windows version, DirectX, video card driver).
2. Detailed description of your problem (i.e. the error report displayed, at what moment the problem occurred etc.)



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