

DESTROYED

derby





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WARM-UP

An unofficial history of chaos and destruction.

After motor vehicles were discovered, flags began to be used on roads. Destruction Derby arrived shortly after. Want to know why? Read on.

Colored flags could be called the forerunners of traffic lights. Men used them to direct very heavy traffic. These men, the forerunners of race judges, calmly stood in front of the cars and let them pass one by one. Nowadays their job would not be much of a contribution to road safety but it was then. The world was not so crazy and cars were not so fast. The judges went to work equipped with a red flag and a green flag. They showed the red flag when a car coming from behind had to stop. Shortly after they showed the green flag, indicating that the driver could continue.



Sometimes a gust of wind would blow the flags into the flagman's face. Flaying his arms in an attempt to get untangled, he got drivers into a tight spot. Understandably, the drivers got angry at the damage to their vehicles but they could hardly resist the lure of destruction, so they deliberately turned it into a fun pastime. Bales of hay were used to mark the track. With these and a few rules for the starting line, drivers began to take their places. What happened to the flagmen? They were allowed to use their flags to give the starting signal for the destruction track... without coming to any harm, of course. That is how something as simple and innocent as waving a couple of flags brought about the birth of such an exciting, savage sport!

Today, most of the world's cities have a Destruction Derby track. Cities like Rome and Athens that still do not have a track can practice their hobby on the city's streets.

You don't need to know all this. You don't even have to know how to drive. Right now you own just about the most incredible, fascinating game in the world. So invite a couple of friends in, turn the sound up... and cause some destruction out there!

Ready!

To startup Destruction Derby on your PC, follow the instructions below:

1. Insert the game into the proper drive.
2. Open the icon on your CD-ROM drive (normally it will be "D:").
3. Select INSTALL and press Enter.
4. Follow the online instructions.

Once installation is completed:

1. Open the Destruction Derby icon (for example, from C:\> go to CD GAMES\DERBY).
2. This file will allow you to choose the game settings. Open SETUP and follow online instructions.

You can either:

1. Play in network
 2. Install the interface for operation in network
 3. Configure sound settings
 4. Return to DOS
3. When you have finished the game setup, press Back. Now select DD and press Enter. Caution: if you chose to play in network the game will load automatically.

Steady!

Ok, you're all ready. Let your engine warm up, go to the starting line and show what you're worth.



Go!

In Destruction Derby you can find yourself in a race or a menu. Use the arrow keys to scroll through the menu. Press Enter to toggle on your choice of option.

CONTROLS

a Gas / Accelerate

y Brakes / Reverse

Left / Right

p Pause

Spacebar Has a little crash got in your way? No problem! Just press the spacebar and at the same time Gas / Accelerate or Brakes / Reverse to turn.

Hint:

Beginner's cars turn automatically. You only have to press Gas / Accelerate or Brakes / Reverse.

F2 Goes to the next of four game perspectives.

THE RACES

Once the game is loaded the Sony Psygnosis logo appears. Next you will arrive at the main menu. There are four race modes. Each one has its own rules and strategies. They are Wreckin' Racing, Stock Car Racing, Destruction Derby and Time Trails. Our hint: you will have a great time when you play Destruction Derby for the first time. We recommend begin by trying this option. Go ahead:

The car

You can choose from a Rookie (beginner) to Pro (veteran). Use the left and right arrow keys to select a car. An animation sequence will appear to give you the car's properties. Press Enter to confirm your choice.



The track

There are a lot of tracks you can make a pile of wrecks on. Choose the Championships mode to get to know each one of them. Destruction Derby always takes place on the same track. Its a real challenge! Select Destruction Derby from the race menu and it will appear automatically.

Save

Not very important now. This is where you can retrieve all the games you saved, among other things. Use the arrow keys. Select Replay Slot to return to a saved replay, Load Game to load a saved game and view a former game recording and Lap Times to view your fastest laps. Select Load Game to load a saved game and continue it. Hint: you cannot save games here but later on, in Other game options, you will learn how to record your races.

OPTIONS

This is where you can change the game controls to your liking, although we have spent months of hard work perfecting them. But there are more things you can change, too.

Music-Test

The game's music will play when you select the Music-Test slot. That way you can check whether your loudspeakers are properly connected and regulate the volume.

Details

This is to choose between several settings. These options make it perfectly possible for you to play Destruction Derby on slower computers.

Fastest Laps

Check your timing here.

Controls

Use to set up the game controls. Select Keyboard for new keyboard settings. If you are going to use an analogical or digital joystick, select it from the menu and follow the online instructions. You can also choose to use the mouse by selecting the Mouse option and following the online instructions. To drive, move the mouse cursor right or left. Left-click to accelerate and right-click to brake and reverse.

Go: All set!

Select this option to validate the settings.



RACE STYLE

Choose one of these four race styles: Wreckin' Racing, Stock Car Racing, Destruction Derby or Time Trials.

Destruction Derby

We will talk about the other race styles later. Select the Destruction Derby style. Got it? Ok. Now select Race Practice. Done it? Fine! Now choose Go and hold on tight! Your in for a great time!

Woweeeeeeeeee!!!!!!!!!!!!!!

Okay, brave guy, you just experienced your first Destruction Derby. And you've probably never had so much fun. But there is more to come, a lot more. Three race styles more, a league with four divisions that you will have to pass and a lot of other incredible options, like the opportunity to play against 16 friends.

One thing for sure: once your friends have played Destruction Derby they won't want to go home. So the best thing to do is to select Exit to return to the main menu.

Wreckin' Racing

This race style takes place on different tracks. You will win points by destroying your opponent's cars. The number of laps is limited.

Stock Car Racing

The traditional race. The aim is simple. You have to be the first to do a certain number of laps. You don't get points for destroying your opponent's cars. But of course, you don't want to either because to be number one you must be the first to cross the finish line.

Time Trials

This style is really easy. You run against the clock. You can record the laps with your best timing. Now you have to choose again. If you want to play Destruction Derby again, remember that it only uses one track. In any case... make your choice and press Enter. Press Enter again to go to the next menu.

Race menus

Now that you have chosen a race style, you can choose a few other settings.

Race Practice

Practice for a while to get used to the game's controls. You will get shaken up a bit on these tracks but not too much. It will get you ready for future challenges.

Championship



Once you have chosen a race style, a car and a track, you can sign up for the league. When you have finished entering your name, press “go” and you see what’s good for you. A daring team of drivers are waiting for you! There are four leagues with four drivers in each one. You will get points for each victory. You will only get points for inflicting damage on other cars in the Wreckin’ mode. Destruction Derby and Wreckin’ mode points are distributed as shown:

Wrecking an opponent’s car	10 Points
Spin opponent’s car 360 degrees	10 Points
Spin opponent’s car 180 degrees	4 Points
Spin opponent’s car 90 degrees	2 Points

Hint:

Your points are doubled if your opponent’s car was in the lead when you attacked it!

After each race the classification for that event and the general classification are shown. Advance up to higher leagues gives you a chance to compete on six new tracks, against nine new opponents and with a beautiful new car. Division 4 is yellow, Division 3 is blue, Division 2 is red and Division 1 is black. The last race in Wreckin’ mode is a Destruction Derby session. If you don’t advance to a higher league you will have to repeat all the previous tracks.

What if I don’t advance?

We don’t even want to think about that!

Multi Player

This option will allow you to compete with 16 friends against the Destruction Derby team. Enter all the names and the players will be called one at a time. After all the races, a table with the individual classifications will be shown.

Duel: Man against the machine

Compete against a car chosen and controlled by your computer. A real duel between man and the machine.

OTHER GAME OPTIONS

Since Destruction Derby is such a successful part of the game, we decided to add some more options. Select Other Options. Then select Total Destruction. You can only choose this option in the single-player mode and it is the quickest way to end up on the scrap heap! All the other cars will go for you at fiendish speed while you are being clock-watched. The aim is to survive as long as you can! Drivers with nine lives



(or really fantastic skill) can immortalize their best timings on their hard disk to boast to friends. Laugh to yourself as they try to beat your record.

Hint: You can obtain a maximum of 99 points on each race.

Link to Destruction Derby

Selecting Destruction Derby in the Link mode, will open up a whole new world of fender-bending destruction. You will find this in Other Options. It's up to you!

Duel: Man against man

Kill or get killed, that's what it's all about! Get out there and show 'em who's boss!

Team Pairs

Up to 32 players can get together to form two-player teams. You and your friend will work together in each race or Destruction Derby to be in lead positions. Both player's points will be added up at the end of each lap. Team scores will be entered on the league's classification table.

Tag

All your opponent's cars are out to get you or your friend. Turn around just in time and you will see how 14 cars target on your friend or on you only!

Seek and Destroy: pure wreckage!

This mode is the same as the one before but much more violent. First seven computerized cars will go for you as well as your human opponents. Every time you ram one of the computer cars or they ram you, the car will forget about you and start chasing your enemies. So try to ram as many cars as you can. And remember, your enemy is doing would do exactly the same thing!

End of Race Options Menu

Once you have played in one of the leagues and after the classification, another menu will appear.

View League

Shows the division classification. Use the arrow keys to go left or right to another division.

Next Race

I want more and more!



Save

Save your current position and go get something to eat. Clickk on the this option to display several memory slots. Some will contain previously saved games while others will b empty. To save a game use the arrow keys to highlight your chosen slot and press Enter.

Quit: that's all!

What? Do we have to tell you more?

View Replay

Choose this and you will be able to create your very own customized replay. Use the arrow keys to move through the icons.

Fixed Camera

Choose this and you can view your last race recorded from more fixed cameras. You can change this camera for a floating camera by pressing Enter. And here comes the good part:

Floating Camera

This camera will allow you more views than the fixed camera. You will be able to make your own replays. Notice the icon to the right when you select this icon. Use it to select where to place your camera.

Direction

Choose this option and use the arrow keys to direct the camera. The Page Up and Page Down keys have a zoom function. When you are satisfied with the settings, press Enter. And now we will see the stamps.

Stamp

Each time you choose this option you will add a second to your personal replay. You can choose a new camera position and direction for every second. Remember: the last camera position you gave will stay until the end of the race. So we suppose you have recorded four different one-minute positions. From the last second until the end of the race, you will view the race from the last perspective you chose.

Play

When you are satisfied with each camera setting, enter here, relax and enjoy the action.

Save

You can save all you favorite replays here. Do the same as you did to save the scores and games.



Eject

This icon will allow you to exit the replay menu..

Destruction Derby: some hints

When you first tried Destruction Derby you probably spent some time wondering how to ram everything you encountered. However, to win points and keep your car in good shape you must take into account the following rules. These rules have only one aim: for you and the other drivers to get the most out of the track. We are convinced that these rules will make circuits safer and give you more fun.

1. When being closely followed by an annoying car simply apply your brakes firmly. This will stop the offender promptly in their tracks while causing considerable front end damage to their vehicle.
2. If you find your vehicle being overtaken, turn sideways into the rear corner of the overtaking vehicle. If you hit your opponent properly, he will spin suddenly, which probably will not bother the other drivers too much.
3. Accelerate sharply into the back of a car as it brakes to take a bend. This maneuver will almost certainly finish with the rammed vehicle taking a nose dive into a wall, which will end its metallic life.
4. Squeezing and ramming other cars into oncoming walls and stationary wreckage is also highly recommended and will give you a chance for hearty laughter.
5. As you approach another vehicle, wait until you can see the whites of the other driver's eyes. Then turn sharply so that your vehicle takes side damage while your opponent's car sustains crippling front end damage. These simple rules will give you many hours of pleasure. You will have to discover your own ways of more accidents during your race. As every veteran Destruction Derby driver knows, that is the key to success!

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Destruction Derby: technical advice

We recommend reading the following advice and suggestions if you encounter a difficulty.

I can hear the sounds but not the music.

The music comes directly from the CD-ROM drive's audio and the sound card. Connect the loudspeaker to your CD-ROM drive's headphone outlet. If the connection is not the problem, verify your CD-ROM volume control.

The game does not start up or I get the warning "DOS/4GW fatal error".

This can also be a sound problem. The game requires 540 Kb hard disk space and only uses XMS. For best system performance you must edit the CONFIG.SYS file (for more information, see "create start-up disk"). Add "REM" to the beginning of the following sequence:

```
DEVICE=<unidad>:\<dir>\EMM386.EXE
```

```
LH <unidad>:\<dir>\SMARTDRV.EXE
```

These files are normally located in drive C: in C:\DOS or in C:\WINDOWS.

Sound effects and music

The game is only compatible with Creative Labs sound cards.



Create a start-up disk.

Follow these instructions to create a start-up disk.

1. Format an empty 3.5" disk using the command `FORMAT A:\S`
2. Copy your hard disk files `CONFIG.SYS` and `AUTOEXEC.BAT` onto the floppy disk. Use the command `COPY C:\CONFIG.SYS A:\` and `COPY C:\AUTOEXEC.BAT A:\`
3. Using the MS DOS editor, change the system files `DEL DISQUETE` as described above.
4. Make sure that spelling and the punctuation are correct.
5. Clickk on `FILES` to exit the MS DOS editor, then on `SAVE` and lastly on `EXIT`.

How to use a start-up disk

Enter the disk into the disk drive and start the system up again. The PC will only start up with the files saved on the floppy disk..

Remember that each PC game has different system requirements, so you will have to change the floppy disk system files to install another game. We recommend making a start-up disk for each game.

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