

RADIAL-G™

RACING REVOLVED



User Guide

Learn the basics and advanced piloting techniques

- ✓ Controls
- ✓ Gameplay modes
- ✓ Advanced tips

Radial-G : Racing Revolved is a high-speed, futuristic sci-fi racer, designed for VR from the ground up. Follow the user guide to get the best out of the game and maximise your enjoyment

INTRODUCTION

Radial-G : Racing Revolved offers fans of high-octane anti-gravity racing the opportunity to tear up tubular tracks that offer full 360-degree motion.

The game currently offers support for Oculus VR head-mounted displays (HMDs) including the DK1 and DK2. Currently you need the [OVR Runtime 0.4.4](#) for Windows installed to play.

However a VR HMD is not a requirement to play as the game also offers support for standard “2D” monitors as well, offering cockpit or 3rd-person camera viewpoints to choose from for racing.

It is highly recommended to play with a gamepad, although keyboard is supported as well.



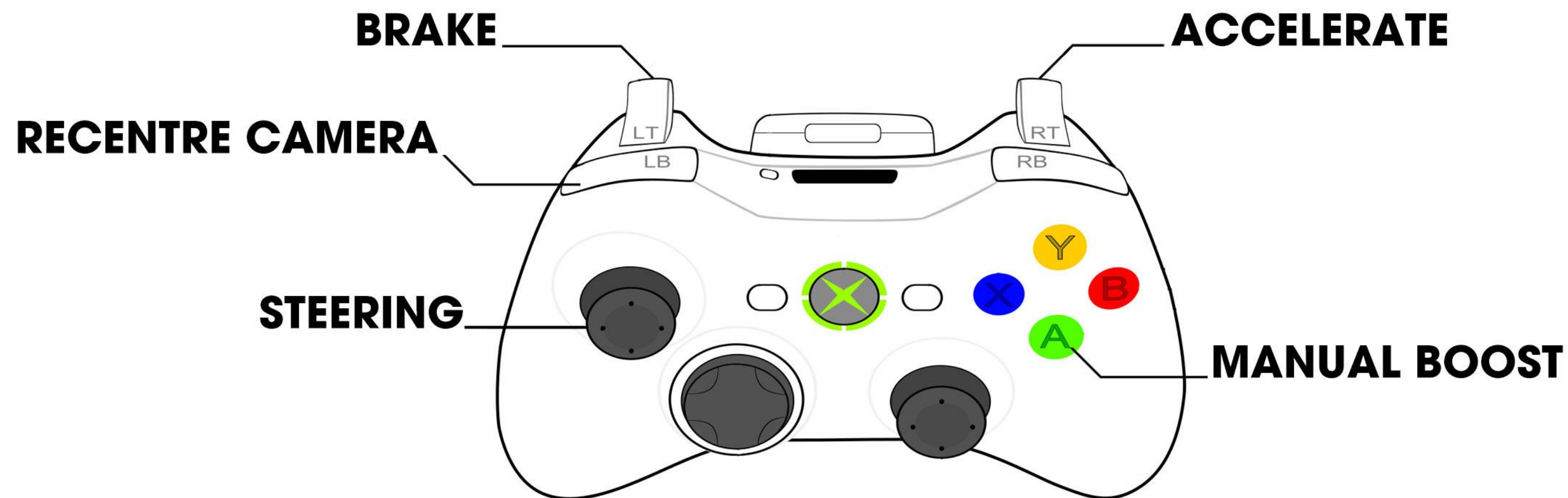
CONTROLS

The default controls for Radial-G : Racing Revolved are fairly simple, as shown on the right.

The ship is always attached to the track, so won't fall off if going around corners too fast. However inertia will throw the ship out towards the outside of the corner if the correct, tight inside line isn't taken.

NB. The ship **can** come off the track during the split sections!

Carefully balance your shield and speed by using the manual boost to give you that extra edge when needed. Don't overcook it though and leave yourself vulnerable to crashing out of the race and having to reset!



The “recentre camera” button in non-VR mode will change the camera viewpoint instead

IN-GAME DISPLAY

As well as the current race position, number of laps remaining and current & best lap times, important ship status information is also shown, either in the cockpit or overlaid in 3rd-person.

No matter the view, the colours remain the same.





GAMEPLAY MODES

Radial-G : Racing Revolved offers a variety of gameplay modes to choose from, either for single player or multi-player games.

Single Player Lap Attack – Race around a set track and try to set the fastest lap time on the leaderboards.

Race – Race around a set track against up to 15 opposition, either human or AI*-controlled.

No Gates – Race around a set track against up to 15 opposition, either human or AI*-controlled, without the red slowdown gates enabled.

Eliminator – Race around a set track against up to 15 opponents, either human or AI*-controlled. After a set period of time, the last place racer will be removed until one remains as victor.

Death Race – Race around a set track against up to 15 opponents, either human or AI*-controlled. This time the on-track shield-regenerators aren't present meaning once the ship shields are depleted, it's game over, man.

*AI difficulty can be set in the pre-race lobby menu

Advanced Driving Techniques

Don't be fooled by the circular track and think that racing lines are any less important than traditional flat circuit-based racing games. If anything, getting the right line is even more important to improve those lap times!

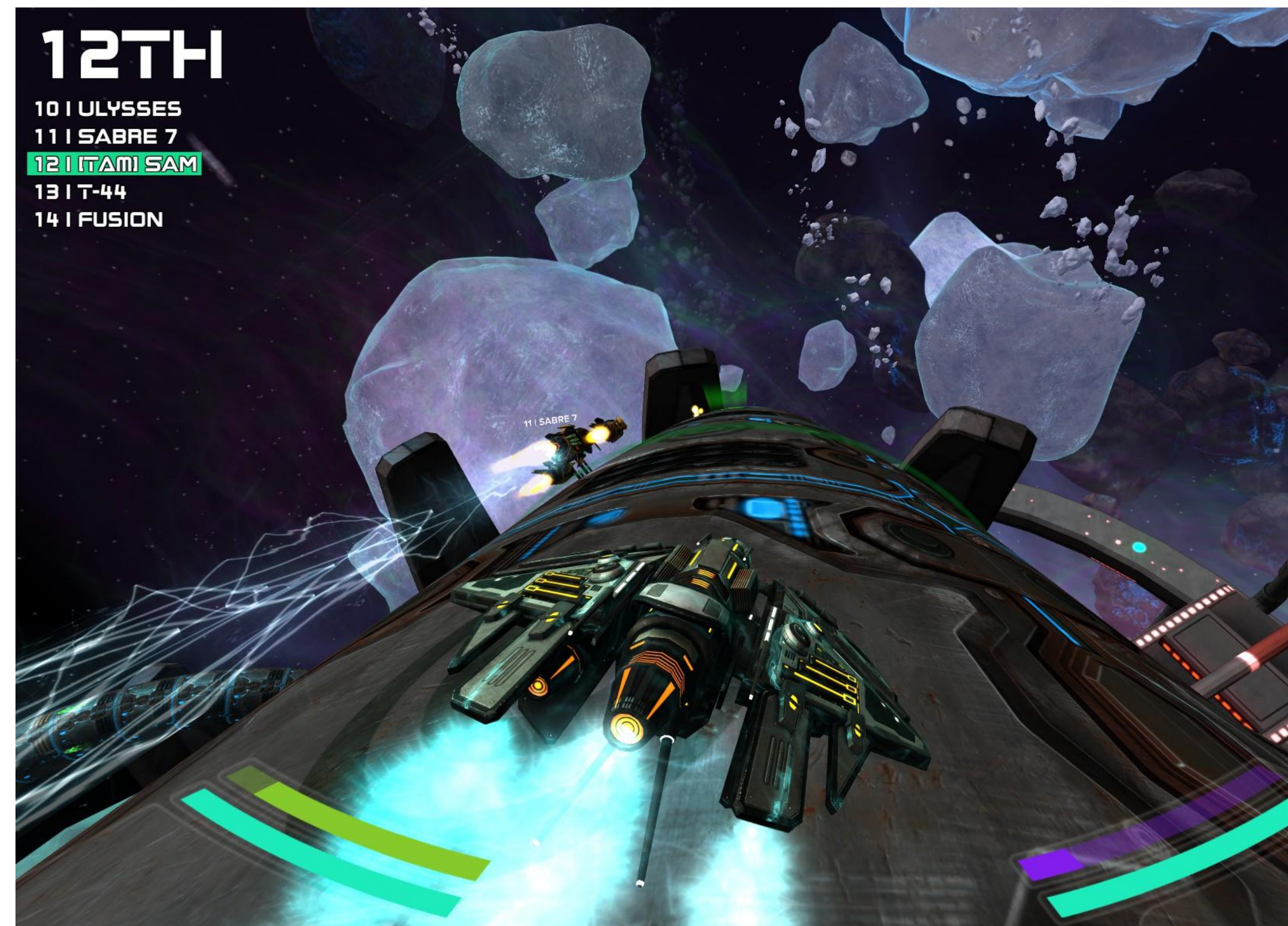
Always try to be “*going up the hill*” rather than “*cresting over the brow of the hill*”, as this will mean that the ship is placed on the inside of the corner rather than the outside. This will result in the ship always taking the shortest route around the track, maintaining full speed without being thrown out by the inertia of the corners.

You can enable / disable collisions with opponents in the pre-race lobby menus, for gameplay modes that support multiple racers.

Try to slipstream behind other racers before pulling out at the last minute to zip past them. Watch out for the AI though, they will try to block your manoeuvres!

There is a speed-boost controller trick available on the starting line! On the 2nd red light, start accelerating and when the lights go green, tap the manual boost button to get a free, non-shield-depleting boost off the start line past the opposition!

Avoid the slowdown gates, don't fall off on the splits and keep topping up your shield in the blue recharge areas each lap. Sounds simple right?



This is “*cresting over the brow of the hill*” i.e. being on the wrong side of the track. Make sure the track is curving up in front of the ship to be on the inside of the corner

WHO ARE TAMMEKA GAMES?

Tammeka Games is a small indie studio based in Brighton, UK, created in early 2014 specifically to develop games for virtual reality.

The four person team consists of 3D & VR experts and game developers who have previously worked for AAA studios, working on games such as Pure, Split/Second, Extreme-G in the racing genre, as well as Guild Wars, Aion and some very sticky, viral F2P games for Zynga.

The team has quickly made a name for themselves by creating a high-speed racing game that utilises the best of virtual reality design, showcasing the future technology that will change gaming forever.

By employing decades of experience and knowledge gained working on serious VR simulations and AAA games development, Tammeka Games prides itself on creating VR games that are fun and exhilarating to play, whilst remaining a wholly comfortable experience for all gamers.

