DUMBASS DRIVERS!

Thank you for purchasing *Dumbass Drivers!* This short manual will help you get started with the game. For full information about the game, vehicles, tracks, tips & troubleshooting, please refer to the online *Dumbass Drivers! Handbook*

STARTING THE GAME
Launch the game from Steam or by double clicking **DumbassDrivers.exe**. A launcher will appear, allowing you to change the game resolution and selected Windowed mode. Press **Play** when you're ready to start!

Note: You can skip the intro by pressing **ESC** on PC or **A** on an Xbox Controller.

SELECTING A VEHICLE
Use the **Motors** menu to choose a car to race with. You will need to win races to earn more cash and unlock new cars, which will help on different races.

SELECTING A RACE
Select a race, either a circuit race or mission, from the **Races** menu. Winning races unlocks new tracks and missions.

Note: Your progress is saved automatically.
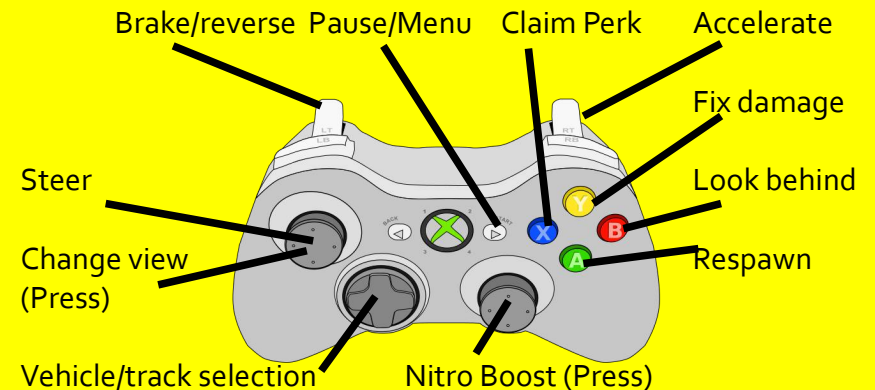
EXIT A RACE / EXIT THE GAME
Press ESC or START button to show the in-game menu. From here you can **Restart** the current level or quit to the **Main Menu**.

From the Main Menu, click the Exit button at the top right or press Y button to exit *Dumbass Drivers!* back to your desktop.

Objective: The game is simple… Master the vehicles & the tracks and work your way through to **The Blue Cup Challenge** to win the game!

KEYBOARD CONTROLS & XBOX CONTROLLER INPUT
Use the mouse to select menu buttons. Press ESC to pause/menu. UP ARROW or W to accelerate. DOWN ARROW or S to brake. LEFT & RIGHT ARROWS or A and D to steer. ENTER to respawn car. Tap F to fix damage. V to change view. X to claim perk. R to look back.

Brake/reverse Pause/Menu Claim Perk Accelerate
Fix damage
Steer
Look behind
Change view (Press)
Respawn
Vehicle/track selection Nitro Boost (Press)

Note: All menus have images of Xbox buttons to help navigate them!

JUMP SCARES
3 bonus jump missions can be found in the **Races** menu. These can be played to earn extra cash whilst completing the main objective!

CREDITS
Designed & Developed by Mark J. Lovegrove
Using Unity 5.3
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Additional music by Kevin MacLeod (https://incompetech.com)
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Racing Game Starter Kit by Ian Njami ~ Track BuildR by Jasper Stocker
Race cars by T-Bull ~ Storm Effects by Wee3D
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