

RAGMEG ALLEYCAT

Quickstart Guide



1. Select **SINGLE PLAYER** or **TWO PLAYERS** game mode. In two players mode you collect points together with your friend but compete individually to obtain as many jerseys as you can.
2. Select game mode: **FIXED** or **FREE**. Fixed mode allows you to collect extra points for braking but you cannot change direction while braking. Free mode gives you full control of your bike but there is no extra score for braking.

3. The race starts!

Do not collide with cars, trams, airplanes, trees, lamp posts, buildings, concrete posts or people.

Your score increases automatically during the race until you reach the finish line.

You can boost your score in 8 different ways:

- **COLLECT PACKAGES.** The rider with the most packs collected is awarded the package jersey.
- **RIDE IN THE WRONG LANE.** The rider who spends the most time in the opposite lane gets the wrong lane jersey.
- **CROSS RED LIGHTS.** The rider who crosses the most red lights wins the red light jersey.
- **GRAB ONTO CARS AND LET THEM PULL YOU ALONG.** Ride close to a vehicle and press forward and backward in the same time to do this. The rider who skitches the most gets the skitch jersey.
- **DO WHEELIES.** Press forward and backward in the same time to do this. The rider with the longest wheelie wins the wheelie jersey.
- **DO SKID BRAKES.** The rider with the longest skid is awarded the skid jersey. Only in fixed game mode!
- **DRAFT BEHIND YOUR FRIEND.** Ride really close to each other to draft. The riders who draft the most get the draft jersey. Only in two players mode!
- **WIN SPRINT RUNS.** There are 15 districts in the city and before each district limit there is a sprint for a few seconds. Overtake your friend and be the first to reach the district limit. The rider with the most sprint points gets the sprint jersey. Only in two players mode!

Remember:

ALWAYS RIDE SAFELY IN REAL LIFE AND FOLLOW THE RULES!

Game info // Game, graphics and music created by Zsolt Bartok // Year:2011 // Genre: action-dodging // Sound effects: freesfx.co.uk, soundjay.com //