

RACING FEVER

Players - Start Your Engines!



IN GENERAL

Racing Fever has received rewards for its graphics, playability, and market success. It's an action-packed racing game for Java-enabled mobile phones; simply download the game onto your mobile phone and it's ready to go! Players race from one checkpoint to another - all races are timed, so amateurs can play, but only pros make the podium.

HOW TO PLAY

Racing Fever is designed exclusively for Java-enabled mobile phones. Depending on the phone model, the game is either in black and white or full-colour. Once the game's installed on the phone and started, the keypad or "joystick" on the phone (again depending on phone model) is used to manoeuvre the car around the track.

GAME FEATURES

Smooth 3D-like graphics, timed checkpoints, intelligent rival cars that the player has to avoid colliding with, a top-ten list, and an in-game help mean that Racing Fever incorporates all the latest and greatest in mobile racing! Racing Fever is the perfect compliment to any motor sport event or promotion... or just played for kicks.

SUPPORTED PHONES

Nokia 3410, 6310i & 7650 and Siemens M50, SL42 & SL45i.



BASIC CONTROLS



- 1 2 3 = Accelerate (and turn)
- 4 5 6 = Turn Left / Right
- 7 8 9 = Brake (and turn)



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