CONTENTS

Requirements

Minimum Requirements

320x200 256 Colours
Windows 95 or 98
Intel Pentium 166Mhz CPU
16Mb RAM
200Mb Free Harddisk Space
DirectX 6 supported Graphics Card with 2Mb RAM
DirectX 6 supported soundcard
4 x Speed CD-ROM

Recommended Requirements

640x480 16bit Colour
Windows 95 or 98
Intel Pentium 200Mhz CPU
32Mb RAM
200Mb Free Harddisk Space
DirectX 6 supported D3D Graphics Card
with 4Mb RAM *(D3D performance will vary from card to card)*
DirectX 6 supported soundcard
8 x Speed CD-ROM

Multiplayer Game

LAN Network Only
As Recommended Requirements
IPX Network
2-6 Players (Number of players will vary from network to network)
1 CD per player

Supported Hardware

Microsoft Direct Input devices
I-Force compatible force feedback devices
Steering wheels – Thrustmaster, Mad Catz and Performa
Also includes a native 3Dfx version for Voodoo 1 & 2 graphic accelerators.

Installing the game

Place the Carmageddon II – Carpocalypse Now CD in your CD-ROM drive, if Carmageddon II has not been previously installed on your PC the Installation program will launch automatically.

NOTE: If the Autoplay option has been disabled in Windows double-click on the "My Computer" icon. Now double-click on your CD-ROM icon and run the "Setup.exe" file.

The Setup program will guide you through the installation process and copy all necessary files onto your PC. During installation you will be asked to select the folder to install Carmageddon II to.

When the game files have been installed the installer will start the installation of Quicktime 3 which is required to view action replay recordings. Once this has finished the installation program will ask if you want to install DirectX 6. For optimum performance Carmageddon II requires DirectX 6 and you are advised to install this. The DirectX 6 installation may require you to reboot your PC, the program will prompt you if this is necessary. Carmageddon II is now installed – may the carnage begin!

The Quickest Quick Start Guide

Click on the Carmageddon II icon on your Start menu – click on Launch, watch the brilliant movie ...and then click Start......and cause mayhem.

Quick Start Guide

Controls

(The keys and other controllers can be altered to suit your own preferences at the start of a new game in the Configure Controls screen in the Main Menu).

Key:	*Action:*
Keypad 8	Accelerate
Keypad 2	Brake/reverse
Keypad 4	Turn Left
Keypad 6	Turn Right
Spacebar	Handbrake
Z	Wheelspin (useful for getting out of tight situations)
Backspace	Repair (double-tap repairs fully)
Insert	Recover (for when you land on your roof)
Tab	Map View Toggle on/off
Delete	Buy Armour
End	Buy Power
Page Down	Buy Offensive
Cursor Keys	Camera Control (press left + right to centre the camera)
C	Cockpit View toggle on/off (cursor keys can move the camera over the bonnet)
T	Target lock toggle on/off
Y	Target cycle (changes the locked opponent)
H	Horn (scares pedestrians)
M	Mini Map Toggle on/off
Ctrl + A	Abort the Race/Mission
Ctrl + Q	Quit Game

Keyboard Operable Powerups:

[and]	Select Powerup
Alt	Activate Powerup

Objective

There are 3 ways to complete a 'race' in Carmageddon.
Drive faster than anyone else does.
Smash all the other cars in the race
Kill all pedestrians in the race.

What's It All About?

If you've played Carmageddon I, you might want to skip this bit and read about the New Features of Carmageddon II. For those of you who think you have just bought a racing game, it is suggested that you read on.

Rules?

Rules? There are no rules, except that you have to complete each mission before you can progress to the next part of the game. The races between missions are an opportunity for you to do whatever you want, whatever really turns you on.

Carmageddon II is a free-for-all 'race'. You can do what you like, when you like. Each race has a series of checkpoints and a lap count. If you complete all the laps, then the race is over and you'll receive a time bonus. However you don't have to take any notice of the checkpoints or laps if you don't want to (you'll notice that many of your opponents don't). There's more fun to be had by ramming other cars and mowing down the masses. There's a timer at the top of the game screen, which counts down. If the counter reaches zero then the race is over - however even this doesn't really matter too much, as this doesn't mean that the *game* is over, as you can always go back and have another go at that race.

You will undoubtedly notice that there is no display of your position in the race. This is because you don't have one, and it doesn't matter anyway. Your opponents will cheat at least as much as you will, and it doesn't matter one iota who gets to the 'finish line' first - it just matters how much damage you did and how many internal organs you liberated on the way.

The important thing is to do whatever you want and to enjoy doing it. If your opponents are being boring enough to go around the race circuit, racingly, then why don't you go around the circuit the wrong way and put a little spice into their lives. Hitting other cars and splatting pedestrians adds time to your timer and gives you credits. Doing so in imaginative and novel ways gives you extra bonuses. Try to think of new and humorous ways of pulping pedestrians - you'll more than likely be rewarded for it. When hitting other cars, remember to keep your pedal to the metal all the way until impact - wimps are not rewarded.

Destroying all your opponents or killing all pedestrians also finishes the race - but with a juicy bonus. Alternatively you can always finish the race yourself by hitting Control-A. Remember that you are never penalised for the race ending, whatever the reason there was for it being over, so if you feel like a different race, just bail out of the current one and go for it. Remember that if you abort a race, then you will lose anything that you gained during that race. This prevents you from collecting some easy money, and then getting out before you've even made an honest attempt at the level.

You start the game with an amount of credits (dependant on the skill level you chose). You build up your stash and use it for in-race repairs and for buying better parts for your car. This process is explained later on, in the bit about shopping.

Your aim in the game (other than to enjoy yourself and cause as much damage and death as possible) is to drive, race, and smash your way up to the final mission in the game. The game is arranged in 10 groups, each containing 3 races and 1 mission. Each time you complete a mission, you progress to the next group, where you will find a new environment has been opened up for you. When you move up to a higher group, you will not be able to go back and race on tracks in a lower group, unless you revert to a previously saved game.

You can pick up temporary powerups during a race by driving into crates, barrels, gas cylinders, trash cans etc. Most of these will contain a random goody that might be just a few extra credits or a time bonus, or it might be something quite useful like complete invulnerability for 30 seconds.

In the missions you are up against the clock, and you cannot gain extra time from hitting pedestrians or your opponents, but that doesn't mean you can't have fun by hitting them anyway.

It won't take you long to notice that all your opponents have the mentality of a sex-starved bull. If you ram them, there's a good chance they'll see red and go for you (which can be great fun if you're on the edge of a precipice and you time it right). Just remember to give as good as you get - they do frighten, particularly if you rise to their challenge and simply hit them back even harder. However, don't be surprised if the next time you share a race with that opponent, they seem to be making a career of trying to kill you.

During your assaults on your opponents, and your inevitable close encounters with walls, lampposts and the hard bits at the bottom of sheer drops, your car will become damaged. There is a status screen, which shows you the state of your car's systems. As they become more bent, they start to malfunction or fail altogether.

After a race, your car is fully repaired automatically and for free. However you might not want to wait that long. You can repair your car at any time during the race by holding down the repair key (default Backspace). The longer you hold it down, the more your car is repaired - but the more it'll cost you. For speed you can also double click the key for a full repair.

You will soon discover that sometimes your car lands on its roof or its side. In this case, hitting the recover key (default: Insert) will recover your car (at a cost) and let you continue. Alternatively, if your car lands on its side or its end, you can rock it by hitting the wheelspin key (default: Z).

Above all, do whatever you want to do. The game will try not to get in your way (unlike your opponents, who will often try to get in your way at 150mph in the opposite direction). During races you will never be forced to go in a particular direction or to conform to any rules. If you treat the entire race with utter disrespect and just try to be disruptive - that's fine, you'll even be rewarded for it!

Of course you can also race around the pre-defined circuit, complete your laps, and take your bonus if you want. Just don't expect to be invited to any good parties if you do.

New features of Carmageddon II

For those of you who have played Carmageddon I, you will be familiar with the basic controls and aspects of gameplay. However, there are now many extra features crammed into the game, and here is an introduction and explanation of some of the more important features.

Wasting

You can now be wasted during normal single player game play. The trick is to make sure that you avoid being the filling in a truck and building sandwich. You can improve your chances and defences by buying extra armour for your car during the game.

Shopping

There is now no shop in the front end of the game. You can now do all your shopping on the move. This new system incorporates the old network style of purchasing items into the game. The options remain as Armour, Power, and Offensive (APO), but with an increasing number of slots during the course of the game. More on this in a moment.

Missions

The game has a mission structure. The aim is complete the mission in each group of races before you can proceed to the next group of races. Each mission is different, and you will have to master all aspects of playing the game and controlling your car in order to complete them. With each new group of races, a new environment is opened up for you to race in, including new pedestrians for you to look at, and then run over.

User Operable Powerups

Not only are there 'instant action' powerups which activate as soon as collected but there are some which can be operated by the player. This means you can collect them and use them at a more appropriate moment. These powerups can be activated by pressing the activate key (default: Alt), until the powerup has run out, and is no longer displayed on the screen. When you collect more than one type of user operable powerup, it is possible to rotate through the list of what you have in stock by using the powerup cycle buttons (default: [and]). Just keep pressing these cycle buttons until you find the one you really want to use. Then enjoy yourself.

As an added bonus, powerups will respawn after a certain amount of time, so if you have run out of flame-throwers, for example, you can go back to where you found it in the first place, and pick up some more.

APO Slots

On the in race screen you will see three icons representing armour, engine power, and offensive ability. Next to each icon is an indicator showing how much of that item you do have, how much you can have right now, and how much you could possibly have by the time you finish the game.

When you start the game, you will have 4 Slots each for Armour, Power, and Offensive. These are represented by the darker blue boxes, which indicate that they are available, but empty. Provided that you have enough money, you can buy upgrades and collect powerups until you have filled all your slots. The slots will turn from dark blue to yellow, to indicate the amount of APO that you have bought.

During the course of the game, you will have to find and collect special powerups which will award you extra slots. The missions have been designed so that they will be very difficult to complete until you have collected all the APO slots that are available for that level in the game, and filled them. In network play, each player is automatically given maximum slots for all APO.

Money

During each race and mission, you can not go into debt with your credits. If you run out of money, the computer will automatically sell part of your car to raise some cash. It will start by selling your APO abilities, which will reduce the performance of your car until you save up enough cash to buy them back. If you get into so much trouble that you have sold all of your upgrades, the computer will take pity on you and let you repair and recover for free. Let's face it, if you get to that stage, then you need all the help you can get. You might as well walk into a cage full of hungry lions with a raw steak tied around your neck, waving a banner that reads 'I hate lions' (in Lionese) – your chances of survival would be about equal.

Buying Stuff

It is very easy to buy items to fill up your APO slots. You will find that it is slightly more difficult to actually save up the credits in the first place without getting wasted by your opponents, or getting distracted by pedestrians who just will not get out of the way. The default keys to buy Armour, Power, and Offensive, are the Home, End, and Page Down keys respectively. If you attempt to buy an item when you do not have enough credits, a message will appear to tell you how much that item costs.

Wrecks Gallery

This appears after you have completed a race successfully. Here you get to have another look at all the damage you have caused during the previous race. Marvel at the twisted metal, laugh at your defeated opponents, and make a note of the bits you missed. If you like what you see, you now have the opportunity to actually buy the cars you have wasted. They're not cheap, so save your money for the one you really want. You ought to be able to gather a nice little collection by the time you complete the game. Alternatively, you could play day and night for a month, and buy the whole lot, we don't care.

Some Extra Features You Ought To Know About

There are just a few more extra features to explain, but they are not vitally important, so why don't you just go and play the game for a while, and come back to read this bit later. You won't miss out on too much, but you may never really feel satisfied in life until you have read this next section.

Mini Map

The map tucked away in the corner of your screen gives you plenty of information. That triangle in the centre of the map is you. The yellow triangle represents your opponents who are still alive. When they are wasted, they appear in black. If there are any opponents who are still alive, a yellow line will appear on the map to give you a bearing to that opponent (or target, for some missions). Be aware that the mini map is always displayed relative to your car. That means that stuff displayed to the left of you car will be on your left, and vice-versa. As you turn your car around, the map rotates accordingly. The mini map also shows you a blue line, which gives you a bearing to the next checkpoint on the level, if appropriate, and if you care.

Big Map

The big map is a full screen version of the mini map and can be viewed by pressing the map key (default Tab). This map is always displayed with 'North up', and does not rotate. When looking at the big map, a small window shows your car, and you can continue playing the game. If you need to move the small window around the map screen, use the cursor control keys to reposition it to your heart's content.

Opponent Status Bar

At the bottom of your screen there is an opponent status bar. This informs you which is your nearest opponent, which car they are driving, how much damage they have sustained, and what their current state of mind is. This can be more useful than you might imagine, and it is always worthwhile checking the status bar. The opponent status information is only displayed when the opponent is within range.

Opponent Relative Altimeter

You will find this just to the left of the Mini Map. This little gizmo tells you whether or not your opponent is above you, below you, levelled up for a good head-on bonus. This is particularly useful in races where there are elevated sections and tunnels, since you may be able to see an opponent nearby on your map, but they could be high above you.

Target Lock

So, you've got an opponent who is really getting on your nerves? Don't worry, because you can lock onto them, and remain blissfully unaware of any others who may be after your blood. This feature stops the status information from changing to show the status of your nearest opponent automatically. To lock onto an opponent is simple - get close enough so that they appear on your Opponent Status Bar, and then press the Target Lock key (default: T). To cycle through the opponents, press the Target Cycle key (default: Y). To turn off Target Lock, simply press the Target Lock key once more.

Saving Your Game

Carmageddon II will automatically save your game each time you successfully complete a race or a mission. You can select any saved game you have played. Each save has information on who was playing, which level, APO set-up, and credits, as well as a time and date stamp to help you identify which game you want to load. If more than one person plays Carmageddon II on the same computer, there is the option to change your name when you start the game, and therefore keep separate profiles for your gaming history.

Network Play

If you're lucky enough to have some friends why not challenge up to 11 of them on one of the network games. Believe us, by the time you've finished, they won't be your friends. This option can be selected from the Main Menu.

New Network Game

The first screen you are ushered to gives you the option to host or join a network game. If you host a game you will move on to choose a game type, if you are joining a game then you will go directly to the wait screen for all the other players to catch up.

Choose Game Type

On the network setup screen are the different network games available to the player along with a brief description of each one at the base of the screen. On the right of this screen you can change race or alter the options. It is worth noting that in the race list there are some extra bonus tracks which are ONLY available in network mode.

Credits - the key to survival

Remember that repairing and recovering costs money. In network mode it is not possible to repair or recover if you do not have enough credits. If you are stuck on your roof, and you do not have enough to recover, you have 2 choices. Either sit there and wait for the computer to slowly give you more money until you have enough to recover, or commit suicide. This is done by pressing the recover key, at which point the computer will ask you to confirm if you want to commit suicide, and you have to press recover again. This will generally penalise you depending on which game you are playing, but it does prevent anybody else from gaining credit from wasting you.

League Tables

Once a race is over the winner will receive 20 points and each place below will each receive a lesser score in relation to their current progress when the race ended. These points are accumulative and are displayed at the end of each race.

Hints for car control

The car in Carmageddon II behaves just like a real car does - it will slide and skid and tumble wildly out of control in direct response to your input and what is happening to it in the game. You will find that the hand brake (the spacebar by default) is great for doing U-turns, setting the car up for a fast right-angled turn, or just having fun by sliding into pedestrians.

For a faster getaway from a standing start, hold down the handbrake and apply full power. When the engine reaches maximum power, release the handbrake. Easy.

Holding down the wheel spin key (Z by default) allows you to turn very tightly, and also allows you to spin the car around under power when you hold accelerate, turn and wheel spin simultaneously - you can even use it to do 'doughnuts' if you want, although it's a bit pointless trying to impress the girlies (or geezers) that you are about to run over.

Additional Controls

Keypad Enter   **Action Replay Toggle on/off**

Keypad 5   **Play/Pause Toggle**
Keypad 4   **Rewind**
Keypad 6   **Forward**
Keypad 7   **Rewind to start**
Keypad 9   **Wind to end**
Keypad 1   **Backward 1 frame**
Keypad 3   **Forward 1 frame**

Keypad *   **Change Camera Style (Standard, Panning, etc…)**

Manual Camera Controls

Cursor Keys   **Move camera**
Ctrl + Up/Down   **Move camera up/down**
Left + Right   **Reset camera**

Click on any object to make the camera point at that object.

Recording

When in Action Replay, click on the Record button, or press "/" on the numeric keypad to start recording. Everything you play back on action replay will now be recorded. Press "/" to pause and restart the recording, and press keypad Enter to stop recording. The movie will be processed at this time, which will take longer for a long movie. When the movie is finished, it will appear in your DATA folder where Carmageddon II is installed, and will be named Movie000.mov. Subsequent movies will be named movie001.mov, movie002.mov, and so on. Movies can be viewed using the QuickTime player included with the game. It is important to re-name the movies you want to keep, or to move them to a different folder, since the game automatically records over existing movies after it is re-run.

At any time:

Shift+D   Take a snapshot of the screen (put in DATA directory as DUMP####.BMP)

Stainless Software Credits

Original game design and concept
Patrick Buckland, Neil Barnden

Lead programmer
Patrick Buckland

Programmers
Matthew Edmunds, Dr. Kevin Martin, Richard Batty, David Hosier, Bruce Mardle

Additional programming by
Paul Johnson, Lez Andrew, Ian Moody, Russell Clarke, James Sharman

Car physics
Dr. Kevin Martin

Tools programming
Ian Moody

Lead artist
Neil Barnden

3D modelling
Paul Marchant

2D art and texturing
Russell Hughes, Darren Porter, Alan Rowe

Additional artwork by
Terry Lane, Shaun Smith, Trevor Howis, Steve Rushbrook, Cameron Kerr, Conrad W. Rudy

3D Animations
Ashley Hampton, Paul Marchant

Sound acquisition and processing
Neil Barnden, Patrick Buckland, Ashley Hampton, Mat Sullivan

Internal Testing & Web support
Tim Smart

Business Manager
Ben Webster

Development Manager
Mat Sullivan

Idiot stunt man
Tony

Music

SCI Credits

Producer
Darren Barnett

QA Manager
Ben Gunstone

QA Team Coordinator
Marc Titheridge

QA Team
Matt Friday, Mike Tucker, Barry Webber, Jon Danson, Ricky Harper, Warren Weathers,
Mark Sola Anderson, Anthony Benton, Rob Breaks, Dan Mellor

Director OF Development & Operations
David Ratcliffe

Chief Executive
Jane Cavanagh

Marketing Manager
Georgina Worsley-Winteringham

PR Manager
Sam Forrest

Sales & Marketing Director
Bill Ennis

European Sales Manager
Dave Clark

European Sales Executive
Jacy Barrett

Production Manager
Nicole Beale

Finance Director
Rob Murphy

Accounts Executive
Jennie Taylor

Sleeve Design & Illustration
Red Cloud & Julian Gibson (Sarah Brown Agency)

Thanks to
Adrian Curry, Andy O'Dowd, David Wilson, Katie Blundell, Trisha Saunders Keith Hodgets and
everyone else whose contributions helped make this sick, depraved and morally corrupt FUN game.

Errata, Omissions & Corrections

Music

Music performed courtesy of Iron Maiden Holdings Limited under exclusive licence to EMI Records Limited. All Iron Maiden tracks administered by Zomba Music Publishing. Music also performed courtesy of Sentience and re-edited from their album 'An Eye For An i' on Media Records. All rights of the manufacturer and of the owner of the recorded work reserved. Unauthorised public performance, broadcasting and copying of this work prohibited.

Special thanks............

...to Iron Maiden for providing the following music tracks

The Trooper (p) 1983 Original sound recording made by EMI Records Limited
Aces High (p) 1984 EMI Records
Be Quick Or Be Dead (p) 1992 The copyright in this sound recording is owned by Iron Maiden Holdings Limited under exclusive licence to EMI Records Limited.
Man On The Edge (p) 1995 Iron Maiden Holdings Limited under exclusive licence to EMI Records Limited

These tracks are supplied as courtesy of Iron Maiden Holdings Limited under exclusive licence to EMI Records. All tracks administered by Zomba Music Publishing. For further information visit www.ironmaiden.com

... to Sentience for providing tracks re-edited from their album 'An Eye For An i' on Media Records cat no. PSNC 0114. Sentience are Nick Fryer, Martin Dawson and Tom Neville. For Info/bookings call +44 (0) 171 720 6722 or www.sentience.net

The music tracks within this game appear at random. The Iron Maiden tracks can be easily identified as those containing lyrics and those without are by Sentience.

Game Launcher

When the game starts it looks at the hardware in your PC and tries to work out the best graphics mode to run in. If your 3D card is a 3Dfx (Voodoo) card the launcher will default to 3Dfx (Glide). For any other D3D compatible 3D cards the launcher will default to Direct 3D. If no suitable 3D card is detected the launcher will default to Direct Draw Software mode. To start the game itself simply click on the 'Launch' button.

You may need to install the latest video drivers for your particular card to secure the best performance from the game. These drivers are normally available from your card manufacturer or they may be downloaded from the Internet. (See the 3D CARD SUPPORT SITES in the ReadMe.txt file.)

It is possible to override the options the launcher selects but we recommend playing the game in whatever default mode is initially presented before selecting any alternate modes.

In Direct 3D clicking on the Advanced button offers extra options. If you have any performance issues in Direct 3D turning off some of these options may improve the games performance.

Extra In-Game Controls

HUD (Head Up Display) Complexity

It's possible to adjust the amount of information displayed on screen during the game. There are two reasons for doing this; the first is that reducing the amount of data shown in the HUD may enhance the performance of the game. The second reason to reduce the HUD data is simply to reduce the amount of clutter in the display area.

The F1 key steps through the HUD display options in the following sequence:
No HUD - No status data is displayed during the game.
Minimal HUD - Displays Game Timer, Car Speed, Car Damage.
Full HUD - Minimal HUD + Credits Awarded, Laps Achieved, Check Points Made, Opponent Cars Wasted, Peds Killed, APO Settings.
No HUD + Opponent Status Bar.
Minimal HUD + Opponent Status Bar.
Full HUD + Opponent Status Bar.

Mini-Map Position & Known Problem

You can adjust the position of the mini-map in the game to any location on the screen that suits you. To move the map hold down the Shift key and use the Cursor keys to position it.

KNOWN PROBLEM: If you run the Software version of Carmageddon II Carpocalypse Now, quit the game and then play the hardware or D3D version the minimap will be displayed in the middle of the screen. You can use the Shift and cursor keys to move it back to the bottom right or anywhere else on screen.