



CARMAGEDDON™

Driver Handbook



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Vehicle Registration

Installation

1. Insert the Carmageddon CD into your CD-ROM drive.
2. Type "D:\INSTALL" where "D" is your computer's CD-ROM drive letter.
3. Follow the instructions to install Carmageddon on your computer's hard drive and configure your sound card.
4. Type "CARMA" to run the game.

If you wish to run Carmageddon in Hi-Res, type "CARMA -HIRES". NOTE: 24MB RAM is required for Hi-Res play.



Starting the Game

MS-DOS

First, ensure you have the Carmageddon CD in your CD-ROM drive.

Go to the drive where you installed Carmageddon (for example C:), and change to the directory where you installed the game; for example CD\INTRPLAY\CARMA. Now type "CARMA" to run the game.

NOTE: If you have Windows 95, you should "Shutdown and Restart in MS-DOS mode" to play Carmageddon. Go to the installation directory (default is "C:\INTRPLAY\CARMA") and type "CARMA" to play.



Laws and Rules of the Road

An Overview of Carmageddon

Carmageddon 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. When the counter reaches zero, the race is over. But the fun has just begun. You can always go back and have another go at that race.

What's My Goal?

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 race around the circuit, 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 - and with a juicy bonus. Alternatively you can always finish the race yourself by hitting Control-A, or Esc then choosing Abort Race from the main menu. Remember that you are never penalized 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.



How Do I Buy Stuff?

You start the game with an amount of credits (dependent 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. Should you ever run out of cash then it really is Game Over. However if you do this during a race, nobody really minds - you're allowed to carry on, building up a huge debt until the race is over, at which point your bank goes into a screaming fit and pulls the plug. Your aim in the game (other than to enjoy yourself and cause as much damage and death as possible) is to increase your rank. You start out ranked at a lowly 99, and will hopefully end up as number 1, at which point the game opens itself up to you.

What About a Ranking System?

You increase your ranking by earning enough credits during a single race. It doesn't matter how much you spend during the race, merely what you earn (although if you spend too much the game will be over so going up a rank wouldn't really achieve much).

Your rank dictates which of the 36 races you can enter. You normally have a choice of 5 or so different races at a particular rank. As your rank improves, the group of races open to you moves further along the list, allowing you access to more and more challenging events. The game will automatically rotate you around the races available to you until your rank improves and you can move on - or you can choose which race to enter manually if you like.

How Do I Make Improvements, Upgrades and Repairs?

You can visit the parts shop to make improvements to your car, and you can also pick up temporary power-ups during a race by driving into 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.



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 if 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 the game, you'll find out that some cars are a bit special, because when you destroy them, they are removed from the race (OK, stolen), repaired automatically (and for free) and are then available for you to drive during the next race and all subsequent races. Some cars you might find a bit of a handful, but they're all fun. If you're really good, you might just lay your hands on something rather special during the latter stages of the game; something with the dimensions and weight of a small house but which has the performance of a fighter plane.

During your assaults on your opponents, and your inevitable close encounters with walls, light poles 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 (usually 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 Insert will recover your car (at a cost) and let you continue. If you can't remember this, just hit Esc - there's a 'Recover vehicle and continue' item in the menu.

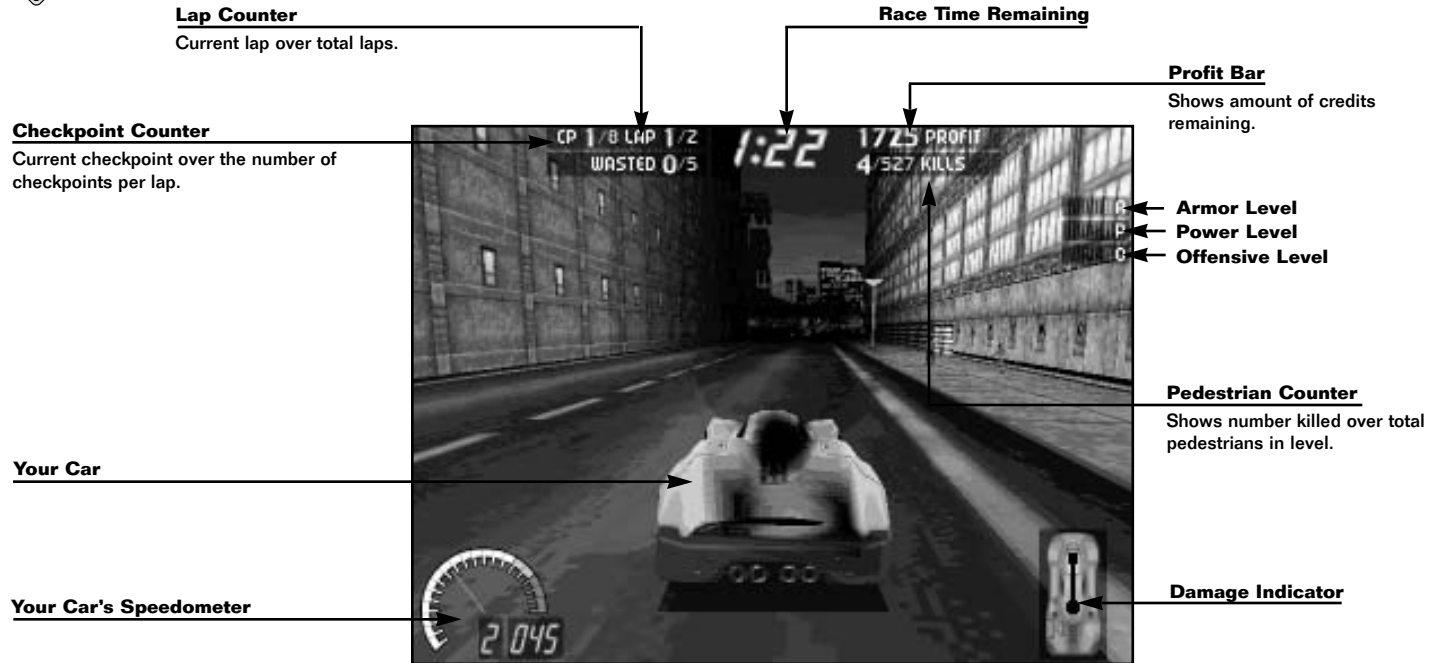
What About Rules?

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 150 mph in the opposite direction). 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 and 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.



Game Screen





Main Menu

When running the game, after seeing the credits and the introduction movie (which like any cut-scenes in the game can be interrupted by hitting any key or clicking the mouse), you come to the Main Menu screen.

NOTE: All the interface screens in Carmageddon work in the same way. You can either use the mouse to make selections, or use the cursor keys to move the red hi-light around and hit enter or return to operate the hi-lighted item (for instance a 'Done' button). When two arrows hi-light, use the cursor keys themselves to operate the arrows (for instance in the 'Change Race' screen).

New Game

Starts a new single player game.

New Network Game

Takes you to the network game (if available) menu where you can start or join a network game.

Options - Brings up the options menu which has the following sub-options:

Sound Options

Lets you select volumes for music and effects, and also allows you to turn music on or off during the race itself, independently of the rest of the game. Although you might consider the interface too dull a place to inhabit without music, the game itself is best played without it, as it tends to drown out the crashes and screams of twisted metal, which is an awful shame really.

Detail Options (Not available during a race)

Various options that allow you to alter the graphics to get the most optimal display speed from your particular PC. Setting these lower (towards the right of the screen) reduces the amount of calculations your PC has to do.

Car Complexity	Determines the complexity of the car models, the lower this is the more 'blocky' the cars will be.
Car Textures	Determines the level of detail on the cars.
Shadows	Limits the shadows on vehicles to all vehicles, your own vehicle or none.
Wall Textures	Determines the level of detail on the walls and buildings.
Road Textures	Determines how realistic the road surfaces look.
Scenery Cut-off	Determines how far in front of the vehicle, the scenery cuts-off. The nearer this is set, the higher the increase in game running speed.
Scenery Pop-up	Determines how close to the front of the car individual elements within the scene pop-up. As with the Cut-off option, the nearer this is set, the higher the increase in speed.
Sky Texture	Turns the sky texture on and off.
Darkness / Fog	Turns the darkness and fog effects on and off. When on, the background looks more realistic and you'll find it is easier to judge depth and distances, but it does cause a slight running speed decrease.
Track Accessories	Turns on and off all the objects that can be knocked over or pushed around.
Special Effects	Turns all the options of blood stains, skid marks, road dust, etc. off and on.

Control options

Selects and personalizes your control method and assigns keyboard commands. By moving the hi-light over the various key selections and pressing return you can then hit the new key (or button of a joystick) for which you wish to assign the particular function. If for any reason you try to assign a function to a key which cannot be altered, you will be aurally informed. Joystick calibration is also available from this screen. First, click the 'Joystick' button on the bottom bar of the menu screen. You will now be prompted to calibrate your joystick by following the on-screen prompts. To make this task more interesting, there are some numbers for you to look at that change as you waggle your stick. The calibration process enables two devices to be set. Therefore, if you have just one you should hit 'Esc' when the screen prompts you to begin the calibration process for joystick #2. You will be returned to the Control options screen. Click the save button to save your settings and return to the Options menu.



Load Game

Loads a previously saved game. Select the saved game you want and hit return (or just click on it with the mouse). You will return to the Start Race screen, ready for the continuation of the carnage. This will effectively abort your current game.

Save Game

Saves the game position in its current state. If you do this during a race, the game is saved as it was before the race started. In other words you can only save the game's state in between races and after completing the current race. If you select save during the race, a warning message pops up telling you this, but you can go ahead and save anyway - just in case you forgot to before the race and now realize that you have lost too much money, prompting you to chicken out and try again. There are 8 save slots which you can use. Each one displays a name which you enter and then you save into it. Also displayed is the rank attained and credits held at the time of saving so you can see at a glance the relative merits of each saved game.

Quit Carmageddon

Quits the game.



New Game Screen

To start a new single player game, choose New Game from the main menu

Select Driver

Use this screen to select who you want to play as, and to change the name of the driver if you wish. With your mouse or keyboard, select the character required as described above. Next, change the name, if you wish, by using normal typing keys and hit return. The characters to choose from are:

- **Max Damage** - Maximum impact, fruitcake with a hydraulic neck and no crumple zones in his brain. Drives the Eagle, a car designed for rammin' and slammin'.
- **Die Anna** - Psychopathic stunner born in a body bag and raised in a morgue. Drives the Hawk, a car faster than Max's Eagle but not as strong. Best suited to impacts with flesh rather than steel.

During the race you get to see and hear the reactions of your character in the 'Prat-cam' - a view of his or her face that reacts to the impacts and carnage around them. If you want to get a fuller view of all the action this can be turned off (and on again) by pressing the 'P' key.





Skill Screen

Select Skill Level

After selecting your character, you must select a skill level.

Easy Setting: There is very little time pressure, your opponents are all wimps, and you don't need many credits to go up ranks. Play at this level if you are the sort of person that hides under the table during thunderstorms.

Normal Setting: Gives you a balance between enjoyment and pressure.

Hard Setting: The Hard setting is like a shot of pure adrenaline. Count yourself lucky if the timer ever gets out of single figures and if you can drive for more than 10 yards without being rammed from all directions simultaneously.





Start Race Screen

The next screen is the 'Start race' screen. You will come back to this screen after each race. Get to know it and love it. It is your friend.

The panel on the left displays a general view of the next race that has been selected for you. Hitting the 'View Info' gives you some information on the race location, such as the estimated population as well as some of the local attractions that may well be worth checking out.

The 'View Info' button changes to 'View Racers' when looking at the race details. Clicking this lets you see a mug-shot of each of your opponents, plus an image of their vehicle and a description of their nature. Use the up and down arrows to see all your opponents.



Change Race

You may decide that the race which has been chosen is not for you - maybe you know that one of the other racers has it in for you .In such a case choose 'Change race'. Races marked in red are unavailable to you because your rank is too high or too low. A yellow blob next to a race means that you've done that race before - but there's nothing to stop you having another go. Use the up and down arrows to move between races and hit 'Done' when you're at the one you want.

SPEED
LIMIT
180

Vehicle Parts Shop

Allows you to upgrade the car dependent on the amount of credits you have accumulated in the previous races. Click on the three buttons at the top-right to change categories.

Armor

Affects how much damage is inflicted upon your car during impacts, both with opponents and the environment.

Power

Increases the power of your car's engine, and automatically improves its road-holding abilities to match.

Offensive

Allows you to increase the damage you do to other people's cars when you hit them.



Use the up and down arrows on the left-hand side to scroll between different levels in each category. Click the 'Exchange' button to exchange your current power-up in this category for the one shown. You always get a trade-in price on your old unit, but of course it's not as much as you paid for it.

Note that there's nothing to stop you down-grading yourself in the parts shop, which you might sometimes need to do to raise some cash. However, it is unwise to start a race with insufficient credits in the bank since a net loss during the race equals Game Over!



Change Vehicle

If you have stolen other cars during races, the 'Change Car' button takes you to a screen where you can select which one to drive for the next race. Note that any power-ups you have bought in the parts shop apply to all the cars you have at your disposal. When you are happy with everything, choose 'Start Race'.

You will sometimes get a screen at this point which reminds you that you are flushed with cash which could be put to good use in the Parts Shop. It even gives you an option for it to automatically do all this for you, upgrading your car evenly in all categories while still keeping back enough cash to afford in-race repairs and not risk a game over situation after the race.



Grid Position Screen

This screen shows you where in the grid line-up your car has been placed. You have a certain amount of choice regarding where you start. You can move your car anywhere from last place up to the highest placed opponent who is of equal or lower rank to you. You can do this with the arrow keys, clicking on the forward and back buttons with the mouse, clicking directly on a grid position, clicking on one of the positions shown by the car numbers at the bottom of the screen, or by clicking your heels and whistling (no actually that's a lie.)

Although generally you cannot start ahead of anybody who is of a higher rank than you, you will sometimes receive dares from racers on the front row of the grid to swap places with them. This is one way to move up the grid. However, it will also place you in front of a horde of gasoline-headed fruitcakes.

You'd better not fluff the start or spin out on the first bend, as the charming soul who offered you their place was probably not doing it out of the kindness of their heart.

After the grid screen there is no turning back - you're in the race. The only way to combat the relentless violence inflicted on yourself and on the innocent pedestrians out there by these despicable monsters is to rise above them and out-violent everyone of them. The more opponents you waste, the more pedestrian meat will be left over for you.



Race Summary Screen

When you finish the current race, the summary screen is displayed.



Objectives Reviewed

Shown here is what you achieved in objective terms from the race. It lists your credits earned, your credits lost, your total credits, your rank increase (if any) and your current rank.

Damage Gallery

The next screen shows you what you achieved in subjective terms by displaying the other cars so that you can gloat at the damage you caused them. Use the mouse or keyboard to select a wreck and hit return (or click) to zoom in to it.

You can then use the mouse to rotate the 3D model of the vehicle and take a really good look at what you did. Hit done when you've finished, and it's back to the Start Race screen, ready for another bout of rivets and whiplash.



During the Game

Getting to the Main Menu

At almost any time in the game you can hit Esc to get to the main menu. It is slightly different from the original main menu in that it has additional options.

Continue

Dismisses the menu as if you had never selected it. This can also be achieved by hitting Esc while in the main menu.

Recover Car and Continue

If your car has become stuck (i.e. lying on its roof at the bottom of a ravine) then this will recover it so you can continue with the race. But it will cost you. Of course you could always just abort the current race instead which wouldn't cost you anything but just think of the money-making opportunities you might miss.

Abort Race

Aborts the current race, and returns to the Start Race screen ready for the next race. Note that you can do this at any time during the race by hitting Control-A. This option cannot be canceled, so you'd better be sure you really want to take it before hitting those keys.

Options

Brings up the options menu which has the following three sub-options:

Sound options

See page 11

Detail options

Not available during race

Controls options

See page 12

Load Game

See page 12

Save Game

See page 12



Abort Game

Aborts the game (not the race) and returns to the original main menu, ready for starting a new game or loading a saved one.

Quit Carmageddon

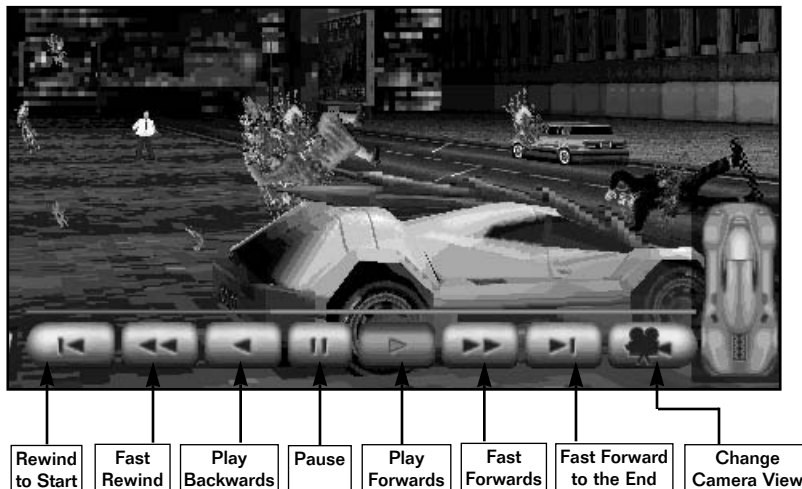
Quits the game. Note that you can do this at any time (even during pre-rendered cut scenes) using Control-Q.



Action Replay

At any time during the race you can hit the Enter key to enter action replay mode. (The Enter key is on the numeric keypad.) You can then play back a 'tape' of events during the race and watch your antics again. How much of the race gets taped mainly depends on available memory. When the space for the action replay information fills up, the oldest stuff starts getting recorded over (just like all those shows you record and then never watch.)

Use the mouse to operate the 'tape deck' controls (they are just like a VCR's with rewind, fast forward etc.), or use the keyboard as described in the 'Default controls' section.



Changing the camera view gives you three alternative views:

Panning camera (default)

A glorious collection of panning overhead views of the action. It lets you see loads of stuff that you missed originally as your camera tracked your car. Use the left and right arrows to zoom the camera in and out.

Action tracking camera

Similar to the panning camera except that it additionally switches to the best view for watching a good car wreck or a spot of pedestrian bashing just before the event is going to happen. Sit back and enjoy.

Standard camera

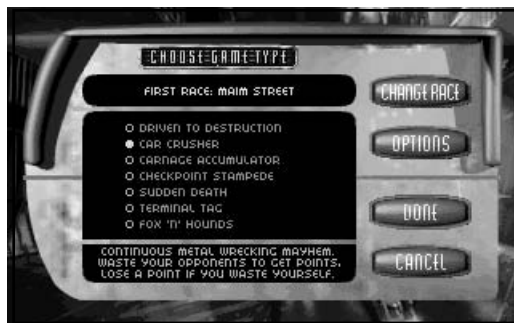
The view through your windshield. Remember that you can still use the arrow keys when in action replay mode to move the camera around, and hence see things from a different angle to the original one.

And that's all you need to know to play the game. But read on and find out what else there is to enjoy.

Network Play

If you're lucky enough to have some friends, why not challenge up to 5 of them on one of the 7 different 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. Please note that only if you have the Carmageddon CD in your drive can you host a game (but your soon-not-to-be friends can play a network game by installing from your CD first of all). 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 left of the screen are the seven 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.

Network Options

This screen allows the host to customize each race to their individual taste. They are given the ability to alter each of the following options:

Allow "Abuse-O-Matic" text messages

Turning this option on allows you to send text messages to other racers during the race by pressing the key.

Show All Racers on Map

This allows you to sneak a peek at where the other racers are currently cowering.

Show Peds on Map

This shows where the party's at! Go on, why not gate-crash?

Show Pick-ups on Map

Work it out for yourself!

Pick-up Respawn

This makes pick-ups reappear a few minutes after collecting them.

Open or Closed Game

In an open game anyone can join in at any time (up to six players). In a closed game, once the race has started they must wait until the race is over.

Grid or Random Start

A grid start is much the same as in a single player game. In a random start all the players start off at random locations scattered throughout the map.

Random or Sequential Races

You either progress through the race list in its set order or move on to any one of the 36 or so races.

Choose Cars, Random or Manual

Either the computer chooses your car or you do it yourself. Simple eh?

Cars - Eagle, Hawk, Both, All

This allows contestants to be given the option of choosing between one or both of Max's or Die's cars or even any of the cars which you can steal during the single player game.

Starting Credits

Guess?

Playing a Network Game

Pick-ups and Parts

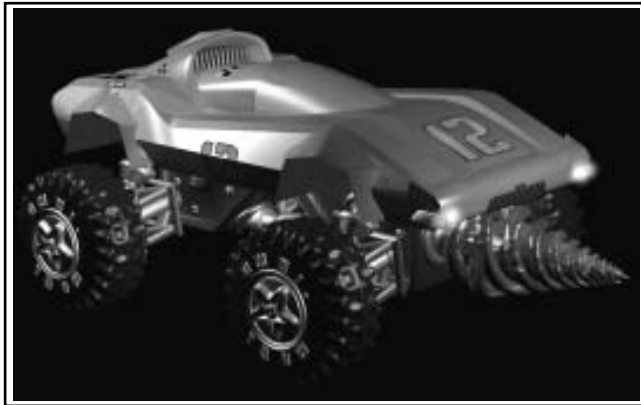
In a network game, the time bonus pick-ups are redundant. So you'll find that those barrels, and others for which there's no use in a multiplayer game, have been magically altered and will now boost your offensive or defensive capabilities, or increase your engine power. Plus, with the credits you have at the start of the race and those you pick up along the way, you can also buy these enhancements 'on the move'. For **Armor**, hit Delete. To increase your engine **Power** hit End, and to buy **Offensive** hit Page Down.

Credits

Credits are the key to survival. As mentioned above, you'll be able to instantly boost your Armor, Engine Power and Offensive capabilities in-game by spending credits that you earn as you go. Spending wisely is perhaps the key to Net Carmageddon success. You'll need to assess what to blow your credits on depending on the game type or current situation. A word of warning, though. Repairing and recovering your car costs money, and you'll be doing rather a lot of both during net games. Therefore, think about keeping a little stash for those times when you're stuck upside down against a wall and your best friend is ramming you repeatedly in his fully powered-up bulldozer.

League Tables

Once a race is over the winner will receive 10 points and each place below will each receive a lesser score in relation to their current progress when the race ended. These points accumulate and are displayed at the end of each race.





UNsafe Driving Practices

Hints for Vehicle Control

The car in Carmageddon 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.

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 'donuts' if you want, although it's a bit pointless trying to impress the girlies (or geezers) that you are about to run over.





Fellow Road Warriors

DOA CARMAGEDDON DOA

DRIVER LICENSE CLASS: X

ABBBB

● CONSTANT DONOR

This license is issued as a license to kill while operating a motor vehicle: it does not establish eligibility for parole.



NAME: AGENT ORANGE
TOP SPEED: 150 MPH
KERB WEIGHT: 1.7 TONS
0-60 MPH: 7.6 SECONDS

DESCRIPTION:
The mad ex-FBI agent will hunt you down with extreme prejudice if you dare to hit his heavyweight sedan.



DOA CARMAGEDDON DOA

DRIVER LICENSE CLASS: X

ABBBB

● CONSTANT DONOR

This license is issued as a license to kill while operating a motor vehicle: it does not establish eligibility for parole.



NAME: MECH MANIAC
TOP SPEED: 220 MPH
KERB WEIGHT: 0.4 TONS
0-60 MPH: 3.3 SECONDS

DESCRIPTION:
He's a hi-tech hi-spec speed freak who knows no fear. The Grungebuster is super-quick but super-witchy, so Mech needs nerves of steel.



DOA CARMAGEDDON DOA

DRIVER LICENSE CLASS: X

ABBBB

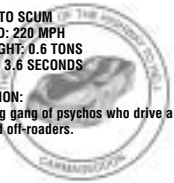
● CONSTANT DONOR

This license is issued as a license to kill while operating a motor vehicle: it does not establish eligibility for parole.



NAME: AUTO SCUM
TOP SPEED: 220 MPH
KERB WEIGHT: 0.6 TONS
0-60 MPH: 3.6 SECONDS

DESCRIPTION:
Road-going gang of psychos who drive a variety of armored off-roaders.



DOA CARMAGEDDON DOA

DRIVER LICENSE CLASS: X

ABBBB

● CONSTANT DONOR

This license is issued as a license to kill while operating a motor vehicle: it does not establish eligibility for parole.




NAME: DON DUMPSTER
TOP SPEED: 100 MPH
KERB WEIGHT: 2.6 TONS
0-60 MPH: 14.8 SECONDS

DESCRIPTION:
Big truck, big guy...no heart. Don's a disgruntled municipal worker and he drives a customized earthmover- hard, fast & heavy.




DOA CARMAGEDDON DOA
DRIVER LICENSE CLASS: X
 A B B B 1 3

● **CONSTANT DONOR** This license is issued as a license to kill while operating a motor vehicle; it does not establish eligibility for parole.



NAME: ED HUNTER
TOP SPEED: 165 MPH
KERB WEIGHT: 2.3 TONS
0-60 MPH: 9.3 SECONDS

DESCRIPTION:
 Survivalist Ed wants to rid the world of Commies. But to him, everyone's a pinko. His armored station wagon's a moving roadblock.



DOA CARMAGEDDON DOA
DRIVER LICENSE CLASS: X
 A B B B 1 3

● **CONSTANT DONOR** This license is issued as a license to kill while operating a motor vehicle; it does not establish eligibility for parole.




NAME: FIRESTORM
TOP SPEED: 100 MPH
KERB WEIGHT: 2.1 TONS
0-60 MPH: 8.9 SECONDS

DESCRIPTION:
 Crazy chem. worker Firestorm stole a company tanker and took to racing. The rig is big and the driver is brutal.



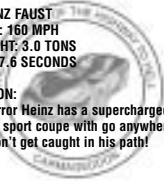
DOA CARMAGEDDON DOA
DRIVER LICENSE CLASS: X
 A B B B 1 3

● **CONSTANT DONOR** This license is issued as a license to kill while operating a motor vehicle; it does not establish eligibility for parole.



NAME: HEINZ FAUST
TOP SPEED: 160 MPH
KERB WEIGHT: 3.0 TONS
0-60 MPH: 7.6 SECONDS

DESCRIPTION:
 Teutonic terror Heinz has a supercharged superheavy sport coupe with go anywhere tank tracks... Don't get caught in his path!



DOA CARMAGEDDON DOA
DRIVER LICENSE CLASS: X
 A B B B 1 3

● **CONSTANT DONOR** This license is issued as a license to kill while operating a motor vehicle; it does not establish eligibility for parole.



NAME: THE BROTHERS GRIMM
TOP SPEED: 230 MPH
KERB WEIGHT: 1.2 TONS
0-60 MPH: 4.2 SECONDS

DESCRIPTION:
 The funeral funsters will deliver you straight to hell in style with their nitrous snorting hot-rod hearse.



DOA CARMAGEDDON DOA

DRIVER LICENSE CLASS: X
A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

● CONSTANT DONOR

This license is issued as a license to kill while operating a motor vehicle: it does not establish eligibility for parole.

NAME: HAMMERHEAD
TOP SPEED: 210 MPH
KERB WEIGHT: 2.0 TONS
0-60 MPH: 6.6 SECONDS

DESCRIPTION:
Hammy thinks he's a superhero, but actually he's just another nut. He drives his own twisted creation with demented zeal.




DOA CARMAGEDDON DOA

DRIVER LICENSE CLASS: X
A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

● CONSTANT DONOR

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NAME: IVAN THE BASTARD
TOP SPEED: 150 MPH
KERB WEIGHT: 1.4 TONS
0-60 MPH: 9.4 SECONDS

DESCRIPTION:
With a Ukraine-manufactured monster truck and a vodka-manufactured hangover, Ivan's black mood makes him a dangerous competitor.




DOA CARMAGEDDON DOA


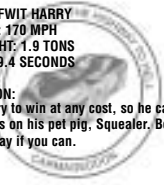
DRIVER LICENSE CLASS: X
A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

● CONSTANT DONOR

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NAME: HALFWIT HARRY
TOP SPEED: 170 MPH
KERB WEIGHT: 1.9 TONS
0-60 MPH: 9.4 SECONDS

DESCRIPTION:
Harry will try to win at any cost, so he can lavish the winnings on his pet pig, Squealer. Best stay out of his way if you can.

DOA CARMAGEDDON DOA


DRIVER LICENSE CLASS: X
A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

● CONSTANT DONOR

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NAME: KUTTER
TOP SPEED: 280 MPH
KERB WEIGHT: 1.1 TONS
0-60 MPH: 4.1 SECONDS

DESCRIPTION:
He takes great pleasure in causing pain, and seems curiously keen to receive punishment in return. Who are you to argue?


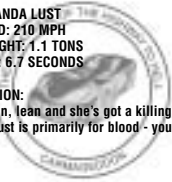
DOA CARMAGEDDON DOA

DRIVER LICENSE CLASS: X
A B B B I J

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NAME: WANDA LUST
TOP SPEED: 210 MPH
KERB WEIGHT: 1.1 TONS
0-60 MPH: 6.7 SECONDS

DESCRIPTION:
 She's mean, lean and she's got a killing machine. Wanda's lust is primarily for blood - yours.



DOA CARMAGEDDON DOA

DRIVER LICENSE CLASS: X
A B B B I J

● **CONSTANT DONOR** This license is issued as a license to kill while operating a motor vehicle; it does not establish eligibility for parole.

NAME: OTIS P. JIVEFUNK
TOP SPEED: 180 MPH
KERB WEIGHT: 1.8 TONS
0-60 MPH: 7.7 SECONDS

DESCRIPTION:
 King of cool, the laidback lord of lowriders is, however, inclined to turn into a slavering lunatic if the cat gets its paintwork scratched.



DOA CARMAGEDDON DOA

DRIVER LICENSE CLASS: X
A B B B I J

● **CONSTANT DONOR** This license is issued as a license to kill while operating a motor vehicle; it does not establish eligibility for parole.

NAME: VAL HELLA
TOP SPEED: 220 MPH
KERB WEIGHT: 1.3 TONS
0-60 MPH: 5.5 SECONDS

DESCRIPTION:
 She's the self-crowned queen of the race scene, and her chariot is aptly equipped with wheel mounted blades.

DOA CARMAGEDDON DOA

DRIVER LICENSE CLASS: X
A B B B I J

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NAME: BURLY SHIRLEY
TOP SPEED: 170 MPH
KERB WEIGHT: 2.0 TONS
0-60 MPH: 9.9 SECONDS

DESCRIPTION:
 Halfwit Harry's sister is as devoted to Squealer the pet pig as he is (and has the same single figure IQ.)




DOA CARMAGEDDON DOA
DRIVER LICENSE CLASS: X
 A B B B 1 3

● **CONSTANT DONOR** This license is issued as a license to kill while operating a motor vehicle: it does not establish eligibility for parole.




NAME: SCREWIE LEWIE
TOP SPEED: 220 MPH
KERB WEIGHT: 1.7 TONS
0-60 MPH: 6.4 SECONDS



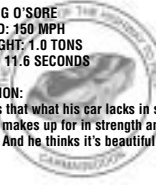
DESCRIPTION:
 This wacky guy favors the 'supercar/monster truck/light aircraft/mole machine' mode of transport. He's about as insane as they come.

DOA CARMAGEDDON DOA
DRIVER LICENSE CLASS: X
 A B B B 1 3

● **CONSTANT DONOR** This license is issued as a license to kill while operating a motor vehicle: it does not establish eligibility for parole.




NAME: STIG O'SORE
TOP SPEED: 150 MPH
KERB WEIGHT: 1.0 TONS
0-60 MPH: 11.6 SECONDS



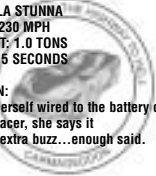
DESCRIPTION:
 Stig knows that what his car lacks in speed, it more than makes up for in strength and durability. And he thinks it's beautiful.

DOA CARMAGEDDON DOA
DRIVER LICENSE CLASS: X
 A B B B 1 3

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NAME: STELLA STUNNA
TOP SPEED: 230 MPH
KERB WEIGHT: 1.0 TONS
0-60 MPH: 4.5 SECONDS




DESCRIPTION:
 Stella's got herself wired to the battery of her super sleek racer, she says it gives her an extra buzz...enough said.

DOA CARMAGEDDON DOA
DRIVER LICENSE CLASS: X
 A B B B 1 3

● **CONSTANT DONOR** This license is issued as a license to kill while operating a motor vehicle: it does not establish eligibility for parole.




NAME: MADAM SCARLETT
TOP SPEED: 270 MPH
KERB WEIGHT: 1.1 TONS
0-60 MPH: 4.1 SECONDS



DESCRIPTION:
 She's behind the wheel of one of the fastest cars on the circuit, and she'll take your breath away...for good.

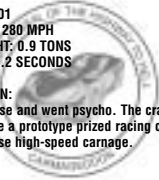
DOA CARMAGEDDON DOA
DRIVER LICENSE CLASS: X
 A B B B I J

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NAME: ED 101
TOP SPEED: 280 MPH
KERB WEIGHT: 0.9 TONS
0-60 MPH: 4.2 SECONDS

DESCRIPTION:
 Ed blew a fuse and went psycho. The crazed android stole a prototype prized racing coupe in order to cause high-speed carnage.



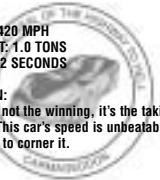
DOA CARMAGEDDON DOA
DRIVER LICENSE CLASS: X
 A B B B I J

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NAME: VLAD
TOP SPEED: 420 MPH
KERB WEIGHT: 1.0 TONS
0-60 MPH: 2.2 SECONDS

DESCRIPTION:
 For Vlad, it's not the winning, it's the taking apart that counts. This car's speed is unbeatable... Just don't try to corner it.



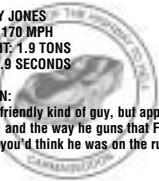
DOA CARMAGEDDON DOA
DRIVER LICENSE CLASS: X
 A B B B I J

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NAME: JUICY JONES
TOP SPEED: 170 MPH
KERB WEIGHT: 1.9 TONS
0-60 MPH: 8.8 SECONDS

DESCRIPTION:
 He seems a friendly kind of guy, but appearances can deceive, and the way he guns that Fraud Broko along you'd think he was on the run!




DOA CARMAGEDDON DOA
DRIVER LICENSE CLASS: X
 A B B B I J

● **CONSTANT DONOR** This license is issued as a license to kill while operating a motor vehicle: it does not establish eligibility for parole.



NAME: PSYCHO PITBULL
TOP SPEED: 160 MPH
KERB WEIGHT: 2.0 TONS
0-60 MPH: 9.1 SECONDS

DESCRIPTION:
 Like a rabid scrapyard dog, he'll come baying for your blood and your engine oil. If he catches you...it's hamburger time.





Power Ups

There are over 40 different power-ups available during races, some of which are fantastically useful, a few of them are really more like power-downs, and many are just downright silly.

Some power-up effects last for the entire race, although most are only active for a limited time (usually 30 seconds). Icons down the left-hand side of the game screen show which power-ups are currently in effect. Those with a time limit display a countdown timer next to the icon.

Some of the more conventional power-ups available include:

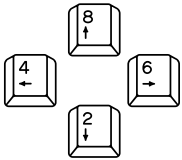
- Bonus points
- Bonus time added to your timer
- Turbo boost
- Frozen opponents (opponents coast to a halt and don't move off again until the power-up runs out - hit 'em while you can!)
- Frozen cops (as above - find a sheer drop to push them over while they can't fight back!)
- Acme damage magnifier (increases the damage you do to opponents on impact)
- Underwater ability (let's you drive underwater with relative ease)
- Freeze timer (very, very, rare!)
- Invulnerability (no damage on impact with walls or other cars)
- Instant repair (repairs all damage at the moment of picking up the power-up, without charge)

We'll leave you to find out what the others do for yourself.



Default Controls

Keypad Controls



Keypad 8	Accelerate forwards (brake when in reverse).
Keypad 2	Brake when going forwards (accelerate when in reverse).
Keypad 4	Steer left.
Keypad 6	Steer right.

Keyboard Controls

Z	Allows you to turn more tightly, and also allows you to do 'donuts'.
Spacebar	Handbrake - use for handbrake turns.
C	Toggle between internal (Cockpit) and external views.
Q	Look left from internal view.
W	Look forward from internal view.
E	Look right from internal view.

Arrow-keys	Move external camera around. Hold down left and right arrows simultaneously to snap camera back behind you.
H	Horn (use to frighten pedestrians, you can even try creeping up on them before using it).
P	Toggle Praticam.
M	Toggle mirror on and off when in internal view.
S	Toggle sound on and off.
Tab	Show/hide map (game continues when in the map mode via window. Use the arrow keys to move this window around the screen).
Esc	Go to menu.
Backspace	Repair car (double click for total repair).
Insert	Recover vehicle if it's on its roof or side.
Keypad minus	Toggle pedestrians and giblets on and off. (Can be used as a panic button.)
F2	Save.
F3	Load.
F9	Quit.
Control-A	Abort race (can also be done from menu).
Control-Q	Quit (can also be done from menu).
Keypad Enter	Toggle between live action and action replay modes.

When in action replay mode, use the mouse or these keys:

Keypad 5 or Spacebar	Pause/Unpause (plays in 'current' direction)
Keypad 0 or backspace	Flip direction of playing.
, (comma)	Play backwards.
. (period)	Play forwards.
Keypad *	Cycle through different camera modes.
Keypad 4 or Page up	Rewind (hold down).
Keypad 6 or Page down	Fast forward (hold down).
Keypad 7 or home	Go straight back to the start of the 'tape'.
Keypad 9 or end	Go straight to the end of the 'tape'.
Keypad 1	Frame reverse
Keypad 3	Frame advance

**So Many Pedestrians.
So Little Time.**



Troubleshooting

Problem	Solution
---------	----------

CD-ROM driver is not working in DOS on a Windows 95 machine

- If you are going in to DOS by pressing “F8” when you boot up your computer then selecting “Command prompt only” and you find that can’t access your CD-ROM drive, try typing “dosstart” and trying again. If you still can’t access your CD-ROM drive, you will have to set it up with the disks that should normally come with your computer. If you do not have these, then you should contact your computer dealer.

I can read the Carmageddon CD in DOS, but I can’t run the install program

- Ensure that you have MSCDEX version 2.25 or later.

I can’t get any sound in DOS

- Make sure your sound card has been setup to run through DOS and that your mixer settings are set at the correct level. If your sound card has not been setup to run through DOS then you’ll have to install it using the disks that should come supplied with your sound card. If you do not have these, contact your computer dealer.

The movies don’t play properly

- The movies in Carmageddon are designed to run on a quad-speed (4x) CD-ROM, so if your CD-ROM is slower than that, then we recommend you do a full installation which copies the movies to your hard drive.

I can’t get the hand-cursor when playing in DOS

- Make sure you have a mouse driver loaded.

You’re having nightmares about bursting people

- Try playing dominoes instead.



Technical Support

If you have any questions about this, or any other Interplay product, you can reach our Customer Service/Technical Support Group at: Interplay, 16815 Von Karman Avenue, Irvine, CA 92606 Attn: Customer Service. Customer Service is available 24 hours a day through our Automated Customer Service system, with a Customer Service representative available during normal business hours at (949) 553-6678.

Please have your system information available, or better yet, try to be at your computer. The more detailed information you can provide our support personnel, the better service we can provide you.

Hintline

Hints are available for this title and other Interplay games. You can reach our hintline at 1-900-370-PLAY (1-900-451-6869 in Canada). The charge for this service is \$1.25 for the first minute and \$.75 for each additional minute. For Canada, these charges will be in Canadian dollars. All hint questions must be directed to this "900" service. No hints will be given on our Customer Service lines. You must have a touchtone phone to use this service. The hintline is open 24 hours a day. All long distance charges are included in these prices. Callers under the age of 18 must get parental permission before calling the hintline. The hintline is only available in the U.S. and Canada. Charges subject to change without notice.

If you have a modem, you can reach us at the following:

The Interplay BBS

We have a 24-hour, 7-day a week multiline BBS available for customer questions, support and fixes. The number is 949-252-2822. Modem settings are 300-28.8k Baud, V.32bis, V.42bis, 8-N-1. You also may contact our BBS over the Internet. Telnet to bbs.interplay.com. This is a free service. (Excluding toll charges.)

America Online

You may E-mail Interplay Customer Support at IPTECH.

Compuserve

We are available for IBM and compatible on-line support. We are located in the Game Publishers B Forum, type GO GAMBUPUB at any "!" prompt. Then select "Section 4" for Interplay Productions. You can leave technical support questions there. You can also download fixes and demos from Library 4 in GAMBUPUB. The best place for game play hints about our games is in the GAMERS forum. If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #354 for a free introductory membership and a \$15 usage credit. For game play hints look in the Gamer's Forum (GO GAMERS). Besides technical support for Interplay products, CompuServe offers many other services, including communications, reference libraries, hardware and software support, travel, games and much more.

Prodigy Interactive Personal Service

You may send mail directly to us. Our ID is "PLAY99B"

Internet

You can reach Interplay by sending Internet E-mail to "support@interplay.com". Many Interplay demos and patches are available at Internet FTP sites. To visit our World Wide Web site, point your browser to: "<http://www.interplay.com>" or you may ftp to [ftp.interplay.com](ftp://ftp.interplay.com).



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Tony

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Engine sound acquisition

Ian Gear

Lard provider

Fat Bloke

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Test Engineers

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Fat Bloke's PA

Sarah Lloyd

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Warren Humphreys

Administration

Chantal Havard
Karen Bradford

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Nigel Puxley -
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Roadster Music B.V.,
Ben Stevenson for
additional voice over,
Everyone at SCi Ltd.

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As a company of fanatic gamers, we love the idea of gamers all over the world tapping into cyberspace to see, touch and feel our latest games. No hype, no marketing campaign; just great games. To make it work, our goal is to keep this site fresh and new, to make it a place where you can tell US what you like about our games... and what you don't like about them. So use the feedback options on these pages and sound off.

Enjoy your visit in our Web site, explore all the different areas we have to offer, and come back soon. Check us out in the weeks and months ahead; we will be introducing new and exciting areas for you to experience.

Once again, welcome.

Brian Fargo
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