

MONSTER MANUAL



Universal Keyboard Game Controls

These universal controls are available no matter what type of driving control you use—joystick, gamepad, whatever. Print this topic and use it as a handy reference.

For information on how to drive your truck with your preferred driving controls, see [Driving with the Keyboard](#), [Driving with a Joystick](#), [Driving with a Gamepad](#), or [Driving with Race Car Controls](#).

In cockpit view, to look...	On the numeric keypad, press and hold down...
To your left	INSERT
To your right	DELETE
Behind you	PLUS SIGN (+)

To...	On the keyboard, press...
Call the helicopter	H
Have the helicopter drop you in your current location	H again
Display or hide the rear view mirror	MINUS SIGN (-) on the numeric keypad
Display or hide the directional finder	F
Display or hide the overlay map	TAB once
Display truck and position labels on overlay map	TAB twice
Hide truck and position labels on overlay map	TAB three times
Display or hide truck and driver labels in any view	N
Display or hide the pit board	O
Display or hide the dashboard	D
Honk your horn	SPACEBAR
Mute sounds	CTRL+M
Switch between full-screen and windowed modes	F4



To switch views...	On the keyboard, press...
Between views of current truck	V
To another truck	K
To your truck's <u>cockpit</u> view	CTRL+1

To point the camera in an external view...	Press...
Left	INSERT on the numeric keypad
Right	DELETE on the numeric keypad
Up	PLUS SIGN (+) on the numeric keypad
Down	MINUS SIGN (-) on the numeric keypad

{button ,AL(` driving controls;drivingpad;drivingcar;Sidewinder')} Related Topics

MONSTER MANUAL



Calling the Rescue Helicopter

When you have one of those "I've-fallen-and-I-can't-get-up" kind of racing days or you've strayed too far from the course and need help finding your way back, you can count on the helicopter to come to your rescue. When you call it by pressing H, the helicopter hooks onto your truck, rights it, and then drops you back on the track in the approximate location where you left it.

Once the helicopter has picked you up, you also have the option of pressing H again to have the helicopter drop you in your current location.

To call the helicopter for emergency assistance

► Once you're lost or stuck, press **H** to call the helicopter.

The helicopter hooks onto your truck, rights it, and then drops you back on the track. To have the helicopter drop you in your current location after it's picked you up, press **H** again.

{button ,AL(` allkey`)} Related Topic

MONSTER MANUAL



Driving Controls Overview

You can control your monster truck using a keyboard, joystick, gamepad, or racing car controls.

Depending on whether you drive with an automatic or a manual transmission, the driving controls are slightly different.

For details on using those controls, see [Driving with the Keyboard](#), [Driving with a Joystick](#), [Driving with a Gamepad](#), or [Driving with Race Car Controls](#).

For details on how to designate a joystick, a gamepad, or race car controls as your driving control, see [Choosing a Primary Driving Control](#).

If you don't like the default driving control settings for keyboard, gamepad, or race car controls, you can customize them to suit your preferences. For more information, click [Related Topics](#) below.

{button ,AL(` shifting;allkey;calibrate;customkey;customjoy;steersensitive`)} [Related Topics](#)





Choosing a Primary Driving Control

When you install *Monster Truck Madness*, it is assumed that you want to drive by using the keyboard, but you can specify a different driving control at any time.

To specify a primary driving control

- 1 On the **Options** menu, click **Controls**.
- 2 In the **Primary Driving Control** list, click the driving control you want (and the one for which you own the hardware!).
- 3 Click **OK**.

{button ,AL(`steersensitive;shifting;allkey;calibrate;custom key;customjoy')}} Related Topics





Driving with the Keyboard

Depending on whether you drive with an automatic or manual transmission, the keyboard controls are slightly different.

To choose either automatic or manual transmission

- 1 On the **Options** menu, click **Game**.
- 2 To drive with automatic transmission, under **Driving Assistance**, click **Auto Shift**.

–Or–

To drive with manual transmission, clear **Auto Shift**.

- 3 Click **OK**.

Keyboard Driving Controls (Automatic Transmission)

Accelerate	Hold down the UP ARROW key
Brake	Hold down the DOWN ARROW key
Reverse gear*	Hold down the DOWN ARROW key: Once the truck has made a complete stop, it shifts into reverse (check the <u>PRNDL gear indicator</u> to confirm you're in reverse).
Turn right	Hold down the RIGHT ARROW key
Turn left	Hold down the LEFT ARROW key

Keyboard Driving Controls (Manual transmission)

Accelerate	Hold down the UP ARROW key (or 8 on the numeric keypad)
Brake	Hold down the DOWN ARROW key (or 2 on the numeric keypad)
<u>Upshift</u>	Press A
<u>Downshift</u>	Press Z
Reverse gear*	Press A or Z until reverse is engaged (check the PRNDL gear indicator to confirm you're in reverse), and then hold down the UP ARROW key to accelerate in reverse.
Turn right	Hold down the RIGHT ARROW key (or 6 on the numeric keypad)
Turn left	Hold down the LEFT ARROW key (or 4 on the numeric keypad)

* A note about reverse gear: If you have **Auto Brake &**

Throttle (Game option) enabled, you will not be able to put your truck in reverse. If you get into a situation that you can't get out of, press **H** to call the helicopter. It will put you back on track. For information on how to turn off **Auto Brake & Throttle**, see [Driving Cheats](#).

{button ,AL(`steersensitive;shifting;customkey;allkey')}

Related Topics

MONSTER MANUAL



Driving with a Joystick

Depending on whether you drive with an automatic or manual transmission, or if you are using your joystick's throttle control, the joystick controls are slightly different. See [Customizing Your Joystick Controls](#) for information on assigning the acceleration function to your joystick's throttle control.

To choose either automatic or manual transmission

- 1 On the **Options** menu, click **Game**.
- 2 To drive with automatic transmission, under **Driving Assistance**, click **Auto Shift**.

–Or–

To drive with manual transmission, clear **Auto Shift**.

- 3 Click **OK**.

Joystick Driving Controls (Automatic Transmission)

Accelerate	Push forward
Brake	Pull back
Reverse gear*	Pull back. Once your truck has come to a complete stop, reverse is automatically engaged.
Turn right	Push right
Turn left	Push left

Joystick Driving Controls with Joystick Throttle Enabled (Automatic Transmission)

Accelerate	Push throttle forward
Brake	Pull throttle back
Reverse gear*	Pull back on throttle. Once your truck has come to a complete stop, reverse is automatically engaged.



Turn right Push joystick to the right
Turn left Push joystick to the left

NOTE: You will not be able to assign the acceleration function to your joystick's throttle control, if you are running Microsoft Windows® NT operating system.

**Joystick Driving Controls
(Manual Transmission)**

Accelerate Push forward
Brake Pull back
Upshift Press **Button 1**
Downshift Press **Button 2**
Reverse gear* Press **Button 1** or **2** until reverse is engaged (check the PRNDL gear indicator to confirm you're in reverse), and then push the joystick forward to accelerate in reverse.

Turn right Push right
Turn left Push left

**Joystick Driving Controls with joystick throttle enabled
(Manual Transmission)**

Accelerate Push the throttle forward
Brake Pull the throttle back
Upshift Press **Button 1**
Downshift Press **Button 2**
Reverse gear* Press **Button 1** or **2** until reverse is engaged (check the PRNDL gear indicator to confirm you're in reverse), and then push the throttle forward to accelerate in reverse.

Turn right Push the joystick right
Turn left Push the joystick left

* A note about reverse gear: If you have **Auto Brake & Throttle** (Game option) enabled, you will not be able to put your truck in reverse. If you get into a situation that you can't get out of, press **H** to call the helicopter. It will put you back on track. For information on how to turn off **Auto Brake & Throttle**, see [Driving Cheats](#).

{button ,AL(`steersensitive;shifting;customjoy;allkey;calibrate;Sidewinder')}} Related Topics

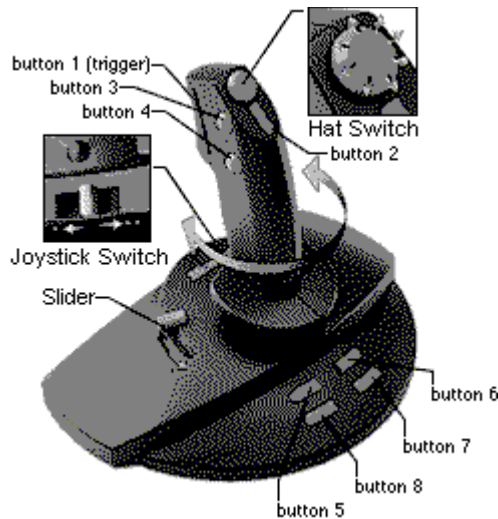
MONSTER MANUAL



Microsoft SideWinder 3D Pro Joystick Button Assignments

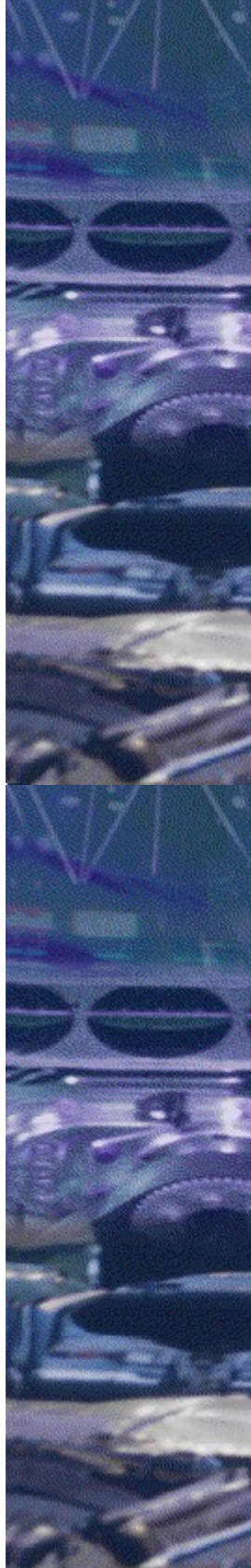
If you're using a Microsoft® SideWinder™ 3D Pro joystick for racing with Monster Truck Madness, you can use the buttons on your joystick to access many great game controls.

The default button assignments for the SideWinder 3D Pro are listed in the following table. You can also customize the joystick button controls to your preference at any time. For details, see [Customizing Your Joystick Controls](#). For details on driving with a SideWinder 3D Pro joystick, see [Driving with a Joystick](#).



SideWinder 3D Pro Joystick Default Button Assignments

<u>Up shift</u> (manual transmission only)	Button 1 (trigger)
<u>Down shift</u> (manual transmission only)	Button 2
Honk the horn	Button 3
"Yeehaw!"	Button 4
Display the pit board	Button 5
Switch camera view between competing trucks	Button 6
Call the helicopter	Button 7
Switch between views for the current truck	Button 8



Looking Around in Cockpit View

When you are driving in cockpit view, you can use the SideWinder hat switch to look in different directions, or to display the rear view mirror.

To look...	On the joystick,
Left	Move the hat switch left
Right	Move the hat switch right
Behind	Move the hat switch down

To display or hide the rear view mirror

- 1 If you are not sure you are in cockpit view, press **CTRL+1**.
- 2 To display or hide the rear view mirror, move the hat switch up.

Changing Camera Positions in External Views

When you are driving in any external view, you can use the SideWinder hat switch to move the camera in any external view.

To point the camera...	On the joystick...
Left	Move the hat switch left
Right	Move the hat switch right
Up	Move the hat switch up
Down	Move the hat switch down

{button ,AL(` shifting;customjoy;allkey;calibrate;steersensitive;drivingjoy')} Related Topics

MONSTER MANUAL



Driving with Steering Wheel & Pedals or Race Car Controls

If you are using a steering wheel and pedals race car control unit, you can really put yourself behind the steering wheel and literally put the pedal to the metal. (Check your controller; you may need to get drastic with the plastic!)

Depending on whether you drive with an automatic or a manual transmission, the race car controls are slightly different.

To choose either automatic or manual transmission

- 1 On the **Options** menu, click **Game**.
- 2 To drive with automatic transmission, under **Driving Assistance**, click **Auto Shift**.

–Or–

To drive with manual transmission, clear **Auto Shift**.

- 3 Click **OK**.

Steering Wheel and Pedals Driving Controls (Automatic Transmission)

Accelerate	Depress and hold down gas pedal
Brake	Push and hold down brake pedal
Reverse gear*	Push and hold down the brake pedal: Once the truck has made a complete stop, it shifts into reverse.
Dash button 3	Press to honk the horn
Dash button 4	Press to yell "Yeehaw!"

Formula T1 and T2 Driving Controls (Manual Transmission)

Accelerate	Depress and hold down gas pedal
Brake	Push and hold down brake pedal
<u>Upshift</u>	Move the gear shifter up
<u>Downshift</u>	Move the gear shifter down
Reverse gear*	Move the gear shifter up until reverse is engaged, and then accelerate in reverse using the gas pedal.

* A note about reverse gear: If you have **Auto Brake & Throttle** (Game option) enabled, you will not be able to put your truck in reverse. If you get into a situation that you can't get out of, press **H** to call the helicopter. It will put you back on track. For information on how to turn off **Auto**



Brake & Throttle, see [Driving Cheats](#).

{button ,AL(` steersensitive;shifting;customjoy;allkey;calibrate')}} Related Topics





Driving with a Gamepad

Depending on whether you drive with an automatic or manual transmission, the gamepad controls are slightly different.

To choose either automatic or manual transmission

- 1 On the **Options** menu, click **Game**.
- 2 To drive with automatic transmission, under **Driving Assistance**, click **Auto Shift**.

–Or–

To drive with manual transmission, clear **Auto Shift**.

- 3 Click **OK**.

Gamepad Driving Controls (Automatic Transmission)

Accelerate	Push forward
Brake	Push back
Reverse gear*	Push back: Once the truck has made a complete stop, it shifts into reverse.
Turn right	Push right
Turn left	Push left

Gamepad Driving Controls (Manual Transmission)

Accelerate	Push forward
Brake	Push back
<u>Upshift</u>	Press Button 1
<u>Downshift</u>	Press Button 2
Reverse gear*	Press Button 1 or 2 until reverse is engaged, and then push forward to accelerate in reverse.
Turn right	Push right
Turn left	Push left

* A note about reverse gear: If you have **Auto Brake & Throttle** (Game option) enabled, you will not be able to put your truck in reverse. If you get into a situation that you can't get out of, press **H** to call the helicopter. It will put you back on track. For information on how to turn off **Auto Brake & Throttle**, see [Driving Cheats](#).

{button ,AL(`steersensitive;shifting;customjoy;allkey;calibrate')}} Related Topics

Game Controls

For information on driving controls, click a topic.



[Driving with the Keyboard](#)



[Driving with a Joystick](#)



[Driving with a Gamepad](#)



[Driving with Race Car Controls](#)



[Universal Keyboard Game Controls](#)

MONSTER MANUAL



Notes on the Trial Version of Monster Truck Madness 2

This Trial Version gives you a mud-thumpin', heart-poundin' preview of the wildest racing game to ever power its way onto a personal computer: Monster Truck Madness 2!

This Trial Version of Monster Truck Madness 2 differs from the retail version in the following ways:

- In this Trial Version, you and up to three opponents can battle it out on the Farm Road 29 circuit track for a maximum of two laps. In the retail version, you and up to seven opponents can choose from seven circuit tracks and four rally tracks, and you can race for a total of up to 20 laps.
- The Retail Version features three fast and furious Summit Rumbles. Summit Rumbles are multiplayer events in which you battle it out with your buddies to score points; you gain points based on the amount of time you spend in the ring and you lose points when you're off the Summit or knocked out of the ring. You can rumble to your heart's content for up to 20 minutes with as many as 8 participants.
- You can choose from four awesome trucks in the Trial Version: the Firestone Wilderness Truck, Stinger, Snake Bite, and Executioner. The retail version of Monster Truck Madness 2 features 20 beautiful beasts, including "Hollywood" Hogan, the Outsiders, and Samson.
- In the Trial Version, you can tweak your truck in the Garage, and all weather and time-of-day options are available.
- In the retail version, you'll hear race commentary from master announcer Army Armstrong.
- In the retail version, an opening video plays when you start Monster Truck Madness, and you'll encounter video commentary from both real-world monster truck drivers and WCW wrestlers when you finish a race or rumble.
- Some of the features documented in this Monster Manual are included only in the retail version.

Microsoft® Monster Truck Madness 2 (Trial Version)

END-USER LICENSE AGREEMENT FOR MICROSOFT SOFTWARE

IMPORTANT—READ CAREFULLY: This Microsoft End-User License Agreement (“EULA”) is a legal agreement between you (either an individual or a single entity) and Microsoft Corporation for the Microsoft software accompanying this EULA, which includes computer software and may include associated media, printed materials, and “online” or electronic documentation (“SOFTWARE PRODUCT” or “SOFTWARE”). By exercising your rights to make and use copies of the SOFTWARE PRODUCT, you agree to be bound by the terms of this EULA. If you do not agree to the terms of this EULA, you may not use the SOFTWARE PRODUCT.

SOFTWARE PRODUCT LICENSE

The SOFTWARE PRODUCT is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. The SOFTWARE PRODUCT is licensed, not sold.

1. GRANT OF LICENSE. This EULA grants you the following rights:

- **Installation and Use.** You may install and use a copy of the SOFTWARE PRODUCT.
- **Reproduction and Distribution.** You may reproduce and distribute copies of the SOFTWARE PRODUCT; provided that a) each copy shall be a true and complete copy, including all copyright and trademark notices; b) each copy shall be accompanied by a copy of this EULA; and c) such distribution shall not be for commercial purposes.

2. DESCRIPTION OF OTHER RIGHTS AND LIMITATIONS.

- **Limitations on Reverse Engineering, Decompilation, and Disassembly.** You may not reverse engineer, decompile, or disassemble the SOFTWARE PRODUCT, except and only to the extent that such activity is expressly permitted by applicable law notwithstanding this limitation.
- **Separation of Components.** The SOFTWARE PRODUCT is licensed as a single product. Its component parts may not be separated for use on more than one computer.
- **Software Transfer.** You may permanently transfer all of your rights under this EULA, provided the recipient agrees to the terms of this EULA.
- **Termination.** Without prejudice to any other rights, Microsoft may terminate this EULA if you fail to comply with the terms and conditions of this EULA. In such event, you must destroy all copies of the SOFTWARE PRODUCT and all of its component parts.

3. COPYRIGHT. All title and copyrights in and to the SOFTWARE PRODUCT (including but not limited to any images, photographs, animations, video, audio, music, text, and “applets” incorporated into the SOFTWARE PRODUCT), the accompanying printed materials, and any copies of the SOFTWARE PRODUCT are owned by Microsoft or its suppliers. The SOFTWARE PRODUCT is protected by copyright laws and international treaty provisions. Therefore, you must treat the SOFTWARE PRODUCT like any other copyrighted material.

4. U.S. GOVERNMENT RESTRICTED RIGHTS. The SOFTWARE PRODUCT and documentation are provided with RESTRICTED RIGHTS. Use, duplication, or disclosure by the Government is subject to restrictions as set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clause at DFARS 252.227-7013 or subparagraphs (c)(1) and (2) of the Commercial Computer Software—Restricted Rights at 48 CFR 52.227-19, as applicable. Manufacturer is Microsoft Corporation/One Microsoft Way/Redmond, WA 98052-6399.

LIMITED WARRANTY

NO WARRANTIES. Microsoft expressly disclaims any warranty for the SOFTWARE PRODUCT. The SOFTWARE PRODUCT and any related documentation is provided “as is” without warranty of any kind, either express or implied, including, without limitation, the implied warranties or merchantability, fitness for a particular purpose, or noninfringement. The entire risk arising out of use or performance of the SOFTWARE PRODUCT remains with you.

NO LIABILITY FOR CONSEQUENTIAL DAMAGES. In no event shall Microsoft or its suppliers be liable for any damages whatsoever (including, without limitation, damages for loss of business profits, business interruption, loss of business information, or any other pecuniary loss) arising out of the use of or inability to use this Microsoft product, even if Microsoft has been advised of the possibility of such damages. Because some states/jurisdictions do not allow the exclusion or limitation of liability for consequential or incidental damages, the above limitation may not apply to you.

MISCELLANEOUS

If you acquired this product in the United States, this EULA is governed by the laws of the State of Washington.

If this product was acquired outside the United States, then local laws may apply.

Should you have any questions concerning this EULA, or if you desire to contact Microsoft for any reason, please contact the Microsoft subsidiary serving your country, or write: Microsoft Sales Information Center/One Microsoft Way/Redmond, WA 98052-6399.

Auto Brake

A game cheat that applies the brakes for you so that you can gun it more aggressively and not worry about applying the brakes correctly. This cheat works best when you're driving with automatic transmission. When you sign in as a rookie in *Monster Truck Madness*, Auto Brake is automatically enabled, but you can turn it on or off regardless of the skill level you assign yourself.

Auto Brake & Throttle

A game cheat that accelerates your truck to its optimal speed for any situation you may encounter during a race and also applies the brakes wisely. This cheat works best when you're driving with automatic transmission.

Auto Shift

Auto Shift lets you floor it without having to worry about shifting gears. Keep in mind, though, that driving with an automatic transmission will diminish your truck's get-up-and-go; if the competition uses manual transmission, they may have an acceleration advantage.

Automatic Race Camera View

This view automatically switches among a variety of exciting race views from the perspective of the current truck.

kbps (Kilobits Per Second)

A measurement of modem speed. A 14.4 modem can send data at a rate of 14,400 kbps, while a 28.8 modem can send data at a rate of 28,800 kbps.

Certified Penda Point Series

The official racing series for monster trucks. A point series is a group of several racing events in which competitors earn points according to how they place in each event. The Penda Point Series for monster trucks operates on a yearly basis: The total points awarded to each monster truck in a minimum of 15 racing events each year are tallied at year-end to determine the final winner.

Cockpit

The cab of your monster truck. When you're in cockpit view, your view is from the driver's seat of the truck.

Down Shift

To shift a monster truck into a lower gear, for example, shifting from third gear to second gear or from first gear to neutral.

Hole-shot

To come off the starting line quickly in a drag race, resulting in a good reaction starting time.

Host

In multiplayer racing, the host controls who participates, assigns the skill level of all participants, and what kind of race everyone competes in.

Internet Protocol (IP) Address

A series of numbers assigned to each individual computer connected to the Internet to distinguish it from other computers on the Internet.

J-Style Drag Track

A type of drag track that features a straightaway followed by a tight turn before you hit the crush car ramps and the finish line.

LAN (Local Area Network)

A data communications network, which is geographically limited (typically to less than a 1-mile radius), allowing easy interconnection of computers within adjacent buildings. (From the *Free On-Line Dictionary of Computing*)

Minimize

An action that shrinks the game window and adds it to the Windows taskbar. To minimize the game, click the small button in the upper-right corner of the screen. The button is labeled with a small dash or hyphen character.

Monster Truck Racing Association (MTRA)

The governing body of the professional monster truck tour. MTRA emphasizes training, licensing, safety, and emergency preparedness to ensure the safety of both participants and spectators at all MTRA-sponsored events.

Monster Truck Sumo Wrestling

An event in which two monster trucks are hooked together, nose-to-nose, and push one another around inside a circle until one truck is pushed out. The truck remaining inside the circle wins.

Mud bogging

Mud racing, which usually involves four-wheel-drive custom-built vehicles. In this motorsports event, trucks compete against one another by skimming across the top of a mud pit.

navigation bar

The navigation bar appears at the bottom of the screen. Click a button to quickly display one of these screens: **Driver Check-in**, **Races**, **Garage**, and **Multiplayer**, or click **GO** to begin a race.

Penda Point System

The official monster truck racing scoring system used by the Monster Truck Racing Association (MTRA).

Planetary Gear Reduction Axles

An axle system used by many professional monster trucks. By increasing the gear reduction at the hub (the wheel end of the axle), planetary gear reduction axles allow the use of a smaller diameter axle. A straight nonplanetary axle on an early Stage 1 monster truck, like BIGFOOT 1, measures 3 inches in diameter. A planetary axle, on the other hand, measures 1.25 inches. The smaller axle saves weight, often an important factor in monster truck racing, and is also easier to build, maintain, and repair than a nonplanetary axle.

PRNDL Gear Indicator

The small rectangle in the lower center of your screen in all racing views that displays the truck's current gear position. The indicator actually displays "PRN123" (which isn't as easy to pronounce as "PRNDL"). "P" stands for Park, "R" stands for Reverse, "N" stands for Neutral, and "1," "2," and "3" stand for each of the three forward gears. "PRNDL" is a term used by gearheads and driving instructors to describe the indicator.

Shift Indicator Light

The small light perched on the tachometer in cockpit view. The shift indicator lights up when the engine revs to 6500 rpms, signaling you to change gears when you're driving with manual transmission.

Staging

The process by which you inch your truck forward slowly to light up the prestage and stage lights and position your truck legally in front of the starting line. To have *Monster Truck Madness* stage for you, press **S**.

Tachometer

A dashboard gauge that displays the number of rpms (revolutions per minute) your truck's engine is producing. When you're driving a monster truck with manual transmission, the optimal time to shift is when the tachometer indicates that the engine is revving to **6500** rpms. Beyond 6500 rpms, you aren't using your engine efficiently.

Taskbar

The bar on your desktop that has the Windows Start button on it. Buttons representing running programs appear on this bar. If the taskbar is not visible, press **CTRL+ESC**.

Travel

The distance that a shock will compress before it achieves its maximum capacity.

Understeer

A term used to describe the behavior of a truck while cornering. A truck with understeer has the unfortunate tendency to want to go straight in a corner. Understeer can also be caused by giving the truck too much gas as you approach a turn. The challenge of understeer is finding the perfect balance between high speed and controlled cornering.

Up Shift

To shift a monster truck into a higher gear, for example, shifting from first gear to second gear.

URL (Universal Resource Locator)

The address to an object, document, or page on the Internet.

IPX

IPX (Internetwork Packet Exchange) is Novell's routing protocol. It is one of the most common routing methods used to transmit traffic on a LAN (Local Area Network) and the Internet. (From *The Free On-line Dictionary of Computing*)

TCP

The TCP (Transmission Control Protocol) is a common and reliable protocol on LANs (Local Area Network) and the Internet. TCP is built on top of Internet Protocol (IP) and is nearly always seen as TCP/IP. (From *The Free On-line Dictionary of Computing*)

CPU

The CPU (Central Processing Unit) is the "brains" of a computer, where most calculations take place. It is considered the single-most important element of a computer system.

MONSTER MANUAL

M

If you have a 3D graphics accelerator card installed on your computer...

If you have a 3D graphics accelerator card installed on your computer, it's important that you set your graphics options in Monster Truck Madness 2 to take full advantage of your hardware.

With a 3D graphics accelerator card installed, you can experience excellent speed, performance and graphic quality when playing Monster Truck Madness 2.

A 3D graphics accelerator card works with your computer's video card to take some of the burden away from your computer's CPU, which allows your CPU to spend more of its brain power on the game's physics models, controls, and navigational data.

When you enable hardware acceleration in Monster Truck Madness 2, several 3D hardware options become available, including Smoothing, Headlights, Lens Flare, Flicker Reduction, Dithering, Reflections, and Water Effects.

For troubleshooting information and information on optimizing the performance of specific 3D graphics accelerator cards when used with Monster Truck Madness 2, see the "Video Adapter Notes and Troubleshooting" section of README.TXT (located in the folder where you installed Monster Truck Madness 2).

To enable hardware acceleration in Monster Truck Madness 2

- 1 Confirm that your 3D graphics accelerator card is installed.
- 2 Start Monster Truck Madness 2, if you haven't already.
- 3 On the **Options** menu, click **Graphics**.
- 4 In the **Graphics Renderer** list, click the arrow to display the list of graphics renderer options, and then click the one you want.

IMPORTANT: Monster Truck Madness 2 automatically detects any 3D graphics accelerator cards installed on your computer, and includes options relating to that card in this list.

- 5 Click **Hardware Options** to display the list of available 3D hardware options.
- 6 Turn on the 3D hardware options you want.
- 7 When you are finished, click **OK** to close the 3D

Hardware dialog box.

- 8 Click **OK** again to close the *Graphic Options* dialog box.

MONSTER MANUAL



Setting Driver Skill Levels

If you're a greenhorn who chokes at the starting line, or if you're intimidated by the aggressive competition when the pack heads into a curve, you can choose a skill level that will make your driving experience less monstrously stressful.

Skill levels aren't for beginners only, of course. If you're cocky and confident and want to see how you would measure up against the most aggressive drivers on the professional monster truck circuit, you may want to skip **rookie** and **intermediate** and go straight to **professional**.

Monster Truck Madness provides three skill levels to choose from:

- **Rookie.** When you drive as a rookie, the other trucks, if they're not downright hospitable, are less aggressive and a lot more likely to make mistakes.
- **Intermediate.** When you choose intermediate level, don't count on anybody saying "Excuse me" as they come in close to grab the inside edge. When you're driving intermediate, your truck has a higher top speed and more realistic monster truck handling characteristics, with challenging understeer and spin-inducing torque.
- **Professional.** Choosing this skill level is either a sign of high confidence and high skill or a horrible mistake. One trip around the track should tell you which it is. Your truck has an even higher top speed and more realistic monster truck handling characteristics than the rookie or intermediate skill levels. The other drivers are extremely aggressive; they take no prisoners and they rarely make mistakes. Good luck!

To assign a driver skill level

- 1 On the **Driver Check-in** screen, in the **Driver's Name** box, type or select a name.
- 2 In the **Skill Level** list, click the skill level you want.
- 3 To set up a race, click **Races**.

{button ,AL(' starting:prerace')} Related Topics

MONSTER MANUAL

M

Automatic or Manual Transmission: Shifting Options

You can choose between automatic and manual transmission for your monster truck.

Driving with automatic transmission allows you to concentrate on the fun stuff: Steering, braking, accelerating, and bashing into your buddies. With automatic transmission, the gear shift indicator automatically pops up to show you when the truck is changing gears, and you can hear the sound of the engine as it shifts.

Driving with manual transmission requires skill and concentration. In cockpit view, you need to keep an eye on the tachometer and the shift indicator light, which let you know when your engine is on the verge of revving beyond 6500 rpms. If your engine passes 6500 rpms, you should shift into a higher gear.

In all external race views, you must use the tachometer to monitor your rpms, as the shift indicator light is only available in cockpit view.

To specify automatic or manual transmission

- 1 On the **Options** menu, click **Game**.
- 2 For automatic transmission, under **Driving Assistance**, click **Auto Shift**.

–Or–

For manual transmission, under **Driving Assistance**, clear **Auto Shift**.

- 3 Click **OK**.

{button ,AL(' driving controls:displaying dashboard;Sidewinder')} Related Topics

MONSTER MANUAL

M

Tweaking Your Truck in the Garage

You can make adjustments and refinements to your truck's tires, suspension, and transfer gear ratios to optimize your truck's performance in a variety of racing situations.

Tire cuts offer different advantages in terms of rolling resistance and traction.

Suspension affects your truck's performance on curves and when jumping or crossing ditches or when holding your ground in a Summit Rumble.

Transfer gear ratios affect whether your truck can gain speed faster with a slower top speed, or has a greater top speed with less acceleration capability.

To change your truck's tires, suspension, or transfer gear ratios

IMPORTANT: You cannot make changes in the *Garage* during a race. You must quit the race before you can head to the *Garage*.

- 1 On the **Monster Truck Madness** opening screen, click **Driver Check-in**.
- 2 In the **Select Truck** list, click the truck that you want to drive.
- 3 Click **Garage**.
- 4 Click the tire, suspension, and transfer gear ratio settings you want.

Right-click Tip: To find out more about an option, place the mouse pointer over the option and click the right mouse button.

- 5 When you are ready to leave the garage, click another button on the navigation bar, or click **Go** to start racing.

{button ,AL(' prerace')} Related Topics



Driving Cheats

Monster Truck Madness offers several "cheats" you can use to get a leg up on your competitors during a race. The cheats include Auto Shift, Auto Brake, and Auto Brake & Throttle.

To turn on driving cheats

- 1 On the **Options** menu, click **Game**.

Right-click Tip: To find out more about an option, place the mouse pointer over the option and click the right mouse button.

- 2 Under Driving Assistance, in the **Brake & Throttle** list, click the driving cheat you want.

NOTE: If you click **Auto Brake & Throttle**, you will not be able to put your truck in reverse. If you get into a situation that you can't get out of, press **H** to call the helicopter. It will put you back on track.

- 3 Click **OK**.

{button ,AL(` prerace`)} Related Topics



Changing the Number of Default Opponents

When you set up a race, Monster Truck Madness automatically adds several trucks to the list of competing trucks for you to face at the starting line.

You can change the number of default opponents that are automatically assigned. If you like to hand-pick your opponents before every race, you can also set the default number to zero.

You can also add and remove opponent trucks from the **Selected Trucks** list before you start a race. On the **Races** screen, click **Computer Opponents**, and then add or remove individual competing trucks.

To change the number of default opponents

- 1 On the **Options** menu, click **Game**.
- 2 In the **Number of Default Opponents** box, click the arrows to increase or decrease the number of default opponents.

NOTE: You can specify up to a maximum of seven default opponents.

- 3 Click **OK**.

{button ,AL(` prerace`)} Related Topics





Specifying Weather or Time-of-Day Conditions

Before you start a race, you can specify a variety of weather and time-of-day conditions for the current track, including: Cloudy, Foggy, Dense Fog, Rain, Snow, Dusk, Night, and Pitch Black.

If you're up for a few surprises, you can also set your weather conditions to random for wild, wacky, unpredictable conditions each time you hit the track.

The Clear, Cloudy, Foggy, Dense Fog, Dusk, Night, and Pitch Black options affect visibility, but won't alter car performance on the track. Rain and snow affect both visibility and traction.

When you're racing on the Graveyard circuit track, the weather is always rainy, regardless of the Weather option you specify in the Weather list.

When you're participating in an Arena Rumble multiplayer session, the weather is automatically set to Clear.

To specify weather or time-of-day conditions

- 1 On the navigation bar, click **Races**.
- 2 In the **Tracks** list, click the name of the track for which you want to specify weather or time-of-day conditions.
- 3 In the **Weather** list, click the arrow to display the list of available weather and time-of-day conditions, and then click the one you want.

{button ,AL(` prerace;headlights')} Related Topics



Turning Headlights On and Off

You can turn your truck's headlights on and off while you are racing, which can be especially useful when you have specified a specific weather or night-time time-of-day condition for a track.

If you are using a 3D accelerator card or other hardware-based video display adapter, you can also turn headlights on and off for all competing trucks in a race.

To turn your truck's headlights on or off while you're racing



Press **L**.

To turn headlights on or off for all participating trucks

NOTE: You must be using a 3D hardware accelerator card or other hardware-based video display adapter in order to turn on headlights for all participating trucks.

- 1 On the **Options** menu, click **Graphics**.
- 2 In the **Graphics Renderer** list, click the appropriate setting for your 3D hardware accelerator card or other hardware-based video display adapter.
- 3 Click the **Hardware Options** button.
- 4 Click **Headlights**.
- 5 Click **OK**.

{button ,AL(' prerace;headlights')} Related Topics

MONSTER MANUAL

M

Enabling Crash Damage

If you're really ready to put your metal where your mouth is, you can enable crash damage for all trucks participating in a race, including your own.

With Crash Damage enabled, your truck will crumple and bend as it makes contact with other trucks, and with scenery objects, including porta-potties, street signs, fences, etc.

If you crash and crack up the front of your truck, you may also find that your headlights no longer point in the right direction.

If the crash damage to your truck becomes too much for you to take, you can also "magically" repair all damage to your truck with the simple press of a key.

To enable crash damage for all participating trucks

- 1 On the **Options** menu, click **Graphics**.
- 2 Click the **Allow Damage** check box to select it.
- 3 Click **OK**.

To instantly repair crash damage while you're driving

A horizontal banner with a blue background and a grid pattern. The word "MONSTER" is written in large, bold, red, 3D-style letters with a yellow glow.

Press **X**.

{button ,AL(` prerace;headlights'`)} Related Topics

MONSTER MANUAL

M

Repairing Crash Damage While You're Driving

If you have crash damage enabled and your truck becomes undrivable, you can "magically" repair all damage to your truck with a simple press of a key.

To instantly repair crash damage while you're driving

MONSTER

Press X.

{button ,AL(` prerace;headlights')} Related Topics

MONSTER MANUAL



Customizing Your Keyboard Controls

Customize your keyboard settings to your preference at any time. Or, revert to the original keyboard settings at any time.

To customize keyboard settings

- 1 On the **Options** menu, click **Controls**.
- 2 In the **Primary Driving Control** list, click **Keyboard**.
- 3 Click **Customize Keyboard**.
- 4 Click the tab that lists the function you want to assign to a new key.
- 5 Click the text box to the right of the listed function, and then press the key you want to assign to that function.
- 6 When you are finished making changes, click **OK**.

To revert to the original keyboard control settings

- 1 On the **Options** menu, click **Controls**.
- 2 Click **Customize Keyboard**.
- 3 Click **Defaults**.

Monster Truck Madness 2 displays a message asking you to confirm that you want to return to the default settings.

- 4 Click **Yes**.

{button ,AL(` allkey;drivingkey`)} Related Topics

MONSTER MANUAL



Customizing Your Joystick or Steering Wheel Controls

Customize your joystick or steering wheel control settings to your preference at any time. Or, revert to the original joystick or steering wheel control settings at any time.

To customize joystick settings

- 1 On the **Options** menu, click **Controls**.
- 2 In the **Primary Driving Control** list, click **Joystick/Steering Wheel**.
- 3 Click **Customize Controller**.

- 4 If you have a joystick with a throttle control, and wish to assign the acceleration function to that throttle control, click **Use Throttle Control**.

NOTE: You will not be able to assign the acceleration function to your joystick's throttle control if you are running Microsoft Windows® NT operating system.

- 5 Click the button that you want to change.
- 6 Click the arrow to display the complete list of game functions you can assign to the joystick control that is listed on the left, and then click the one you want.
- 7 When you are finished making changes, click **OK**.

To revert to the original joystick or steering wheel settings

- 1 On the **Options** menu, click **Controls**.
- 2 In the **Primary Driving Control** list, click **Joystick/Steering Wheel**.
- 3 Click **Customize Controller**.
- 4 Click **Default**.

Monster Truck Madness 2 displays a message asking you to confirm that you want to return to the default settings.

- 5 Click **Yes**.
- 6 Click **OK** to close the dialog box.

{button ,AL(` allkey;drivingjoy;Sidewinder')} Related Topics



Calibrating Your Joystick, Gamepad, or Race Car Controls

You can calibrate, or tune your joystick, gamepad, or race car controls precisely, without leaving Monster Truck Madness 2.

IMPORTANT: If you have not yet installed your joystick, gamepad, or race car controls, run the Add New Hardware wizard. To start the wizard, click the **Start** menu, point to **Settings**, and then click **Control Panel**. Double-click **Add New Hardware**, and follow the instructions on the screen.

To calibrate your joystick or gamepad

- 1 On the **Options** menu, click **Controls**.
- 2 In the **Primary Driving Control** list, click **Joystick**,

Gamepad, or the race car control you use.

- 3 Click **Calibrate**, and then follow the instructions on your screen.
- 4 To accept the recalibration and close the **Joystick Properties** dialog box, click **OK**.

{button ,AL(` driving controls;customjoy;Sidewinder')}

Related Topics

