Photosensitivity Warning

A very small percentage of people may experience an epileptic seizure when exposed to certain light patterns or flashing lights that may appear in video games. Even people who have no history of epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching or playing video games.

If you, or anyone in your family, have an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video or computer game – altered vision, eye or muscle twitches, loss of awareness, disorientation, dizziness, any involuntary movement, or convulsion – IMMEDIATELY discontinue use and consult your physician before resuming play. Parents should watch for or ask their children about the above symptoms as children and teenagers are more likely than adults to experience these seizures.

Technical Support

For an optimal gaming experience, be sure to update your computer with the latest drivers and system updates. Some of the most popular hardware and system software companies are listed below. Be sure to check your PC manufacturer's Web site for additional updates and drivers.

- ATI Technologies® - www.ati.com
- Creative - www.creative.com
- nVIDIA® - www.nvidia.com
- Microsoft® DirectX® - www.microsoft.com/windows/directx
- Windows® Update - http://windowsupdate.microsoft.com

Should you have any questions concerning the operation of this product, first check our Support page on our web site listed below to see if your issue has already been resolved. If you still need to contact us, please send an email to our technical support staff at: support@meridian4.com.

Please attach your dxdiag file to the email. You can get to your dxdiag by following these steps:

1. Click on Start
2. Select Run
3. Type "dxdiag" (without quotes)
4. Select Enter
5. Save and email the file to support@meridian4.com

Meridian4 web site: www.meridian4.com

Configuration

Before starting the game for the first time, you should start the configuration for Crash Time II by clicking on the file BW_Setup.exe in the game directory or from the Start menu, in order to adjust the settings to your system's performance. Some of the settings in this menu refer to very specific technical details. If you are not sure which options to choose, or if Crash Time II no longer starts up, click on the 'Defaults' button. This restores the presets, which should always enable you to run Crash Time II.

Resolution: Set the screen resolution for Crash Time II. The options listed in the pull-down menu depend on the video card and monitor used.

Window size: Adjusts the size of the window for playing Crash Time II in windowed mode (if selected).

Texture resolution: Higher resolution textures look better, but they also require more memory on your video card.

Update reflections: This sets the interval between calculations of reflections. Short intervals make your game look better at the cost of performance.

View distance: Sets the distance to which graphics are calculated. Increasing the visual range lowers the performance, but shows more scenery.

Grass detail level: This sets the density of grass displayed. At the highest setting, the distance to which grass is drawn is also increased.

3D car shadow: Enables 3D car shadows for the player's vehicle and enemy vehicles, depending on the setting (default: player only).

Fullscreen: When activated (default), Crash Time II will run in fullscreen mode.

Center window: If Crash Time II is running in windowed mode, the window appears in the center of the screen.

Widescreen (16:9): Crash Time II runs in widescreen mode (default: off).

WideWindow (16:9): The same as widescreen, but in windowed mode.

Antialias: Enables smooth borders. This looks good, but lowers the game performance. Disabled by default.

Advanced: Opens the setup menu for advanced players (see description below).

Square pixels: A special mode that makes use of the features of certain video cards. If the picture seems distorted at a certain resolution setting (e.g. wheels look oval), this option forces the proportions to be corrected.

Enable sound: Enables sounds in Crash Time II.

Enable music: Enables music in the game.

4 channel surround sound: Enables surround sound (only if the required hardware is available).

Defaults: Restores the presets.

Play: Saves the current settings and launches Crash Time II.

Advanced Setup

The Advanced Setup menu is intended for advanced PC users and mainly contains fine tuning options for the video settings. The presets can be restored by clicking on the 'Defaults' button.

Game Controls

These are the preset commands used to control Crash Time II. Naturally, you can configure the basic game controls on your keyboard and other input devices you have connected and installed to your liking. Besides steering and accelerating, another important feature is the handbrake, especially when it comes to spectacular drifts.

When you turn on your siren and police light, other vehicles will pull over and make room for you, the police. This sometimes works quite well and sometimes not at all - just like in real life. If you only switch on the light, they will not get out of your way. Other functions such as turn indicators or flashing headlights serve no particular purpose - except to look good!

Up arrow	Accelerate
Down arrow	Brake
Left arrow	Steer left
Right arrow	Steer right
SPACE	Handbrake
Left SHIFT	Nitro booster
A	Shift up
Z	Shift down
C	Change camera
B	Look back
R	Reset (realign vehicle)
H	Horn
L	Flash headlights
W	Warning lights
Q	Left indicator
E	Right indicator
M	Police light + siren / police light only / off
K	Instant replay
P	Pause
F	Action key (e.g. jump off, remote control drone)

Unchangeable key commands (only in 3D engine):

F1	Change camera
F5	Toggle connected input devices
ESC	Pause

You can access the Game Controls menu from the main menu once you have created or loaded a profile. Here you can reassign the key commands as you like. Your individual controls settings are saved for the entire game. This means they will be applied automatically for any new profile you create or any profile you load.

The Heads Up Display

The information displayed in the game varies depending on your mission and racing mode.

If you prefer to simply cruise around in the single race mode, you can disable the mirror and the directional arrows in the Options menu, which will give you a clear view.

Instant Replay allows you to revisit the most spectacular moments.

During the replay, use the buttons on either side of the "Play" icon to switch between forward/reverse slow motion. If the replay is paused, these buttons will allow you to go forward or back image by image. Use the outside buttons to skip to the beginning or end of the replay. Press K (default controls) to replay a scene any time while driving. You can pause the playback by pressing spacebar. Alternatively, you can also use the following keys to control the replay:

1	Fast rewind
2	Normal rewind
3	Slow rewind
4	Slow forward
5	Normal forward
6	Fast forward
F9	Toggle between stationary or accompanying camera

When a replay is paused, use the 3 and 4 keys to go forward or back image by image. Move the mouse to rotate the camera around the car. Hold down the left mouse button to zoom in or out, or use your mouse wheel (if available). You can use the 'HUD' option in the Options menu to switch the instant replay feature on or off.

Options

The Options menu lets you configure a number of settings and adjust Crash Time II according to your preferences.

For example, you can select options that assist you when driving in this menu. You can choose between manual or automatic transmission. The brake assistant will help you brake when set to 'normal' and 'full'. Turn it off for that pure driving experience. Enable the 'Arcade Plus' option for maximum stability. Turn it off and you will notice how your vehicle takes corners more sportily, but also reacts more sensitively.

The HUD (heads up display) can also be changed in the Options menu. You can select important race information that will be made available at a glance. You can also set the camera view here, i.e. the perspective from which you will view the race. Turn the display of the chaser position and the rear-view mirror on or off, and select the speed unit (kph or mph).

You can adjust the volume for sound effects, music, speech, and ambient sounds. Turn on the 'Instant Replay' option to see an immediate replay of spectacular stunts and maneuvers in the game.

Any settings you adjust in the Options menu are saved for your active profile. Thus, every player will keep his or her individual driving help, camera view and HUD settings. Your sound and music volume preferences are also saved along with your profile.

The Game

There are different ways to complete tasks, solve cases, take part in single races or uncover other secrets in Crash Time II. We suggest you play through the tutorial first, in order to familiarize yourself with the game. The cases make up a story that can be played from start to finish. They follow a continuous plot, and each case consists of multiple missions. Once you have unlocked some cars and tracks, you can try them out to your heart's content in single races. Here you can freely select a track, opponents, and traffic, and adjust each according to your preferences. The split screen mode is similar to single race, but here you compete against friends. Races can be configured freely, and each player gets to choose his or her own favorite vehicle before you and your friends compete in exciting multiplayer action!

How to Solve Cases

The cases featured in Crash Time II are modeled after criminal cases, combining several varied single missions to make up an exciting plot. Most of these cases will be offered to you while you are on patrol. HQ will remain in contact all the time. Once you have discovered locations such as the harbor, the precinct, the train station, etc... While on patrol, it is advisable to check those places from time to time! After all, you are a cop, and patrolling is part of your duty. If you ever get stuck or need to do something else, you can interrupt your current case and continue dealing with it later by selecting it from the menu. This way, you can also repeat cases that you have already completed. Once you have selected a case, you get to choose one of three difficulty levels.

Certain tasks require the use of the right vehicle. It should be obvious that you cannot use a go-kart to stop a pickup truck, right? The vehicles have been marked by small flags so that you know which vehicles are suitable for your missions. At the beginning of the game, nearly all vehicles are suitable, of course. Vehicles which are not marked by a flag can be driven, but when using one of these you will not be offered missions either by radio or when reaching locations. Vehicles that have already been used, or are not needed for any more missions, will have their flags removed. Vehicles you have yet to unlock before you can drive them are indicated by a small lock.

The same applies when selecting cases directly. Locked cases are indicated by a lock, and successfully solved cases receive a green checkmark.

The road map, which you can access from the pause menu, is a great help when you need to navigate to your next task. Icons with a steering wheel indicate a case or a mission, and icons with a wrench stand for repair points. Two arrows mean that you can switch to another area here. Green indicates your own position, and red represents the positions of other vehicles except regular traffic. Use the TAB key to reveal a legend of further functions.

Cases you have started can be canceled at any time. They will be saved, and you can continue with the task you last started next time you play. These cases will not be offered to you by radio or at a location, but can be continued from the Cases menu. Very rarely, you may have to complete such a case before Semir and Ben will be offered a new mission.

If you turn down cases offered by radio while you are driving, it will automatically take longer for the next case to be offered to you. If you refuse several cases, the loop can extend to a maximum of 10 minutes. You can restore the default loop by accessing the menu and restarting the patrol mode.

Single Race

In single race mode, you can adjust all the racing options freely and keep facing new challenges. First, configure your racing event. Select whether you want to have the nitro booster enabled (Warning: Your opponents will then have it, too!), your preferred type of track, and how much traffic you want on the roads. Set the number of laps (circuits only) and opponents, what vehicles your opponents may drive, and how strong they are. Then choose from all unlocked tracks and vehicles - and you're ready to go!

Split Screen Mode

Would you rather not keep the exciting action of Crash Time II all to yourself? In this mode, you can test your skills by competing against friends! Configure your race the same way as you would for a single race. Once you have selected a track, all players will need to confirm using their input devices (allowing players to select their input devices freely before the race, without having to use the Options menu). Then you each select a car. Of course, only the cars and tracks you have unlocked for the current profile are available, in order to give you an added incentive.

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