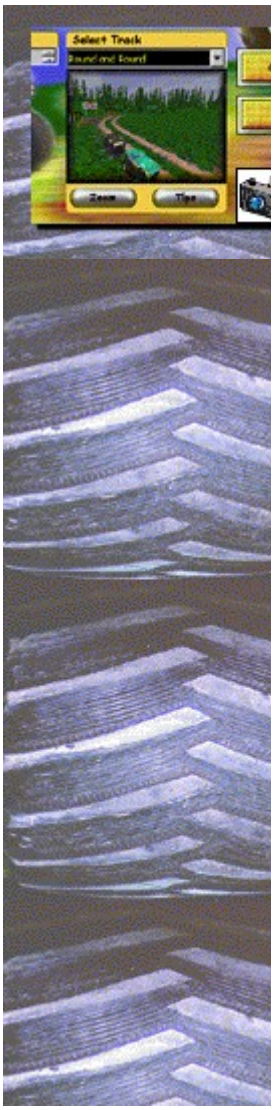
Racing Overview

When you're ready to get behind the wheel of your monster truck, you have several choices. You can:

- Race head-to-head against some of the toughest, meanest, fastest trucks on the professional monster truck tour. For details, see Starting a New Race.
- Test your mettle against other upstart racers who are eager to splash around in cyber-mud. For details, see Multiplayer Racing Overview.

Whichever way you choose to race, don't forget to keep your hands on the wheel and your pedal to the metal!

{button ,AL(`multiplayer;starting')} Related Topics



Starting a New Race

To start a new race

1 On the **Monster Truck Madness** opening screen, in the **Driver's Name** box, type or select a name.

2 In the **Skill Level** list, click the skill level you want. For details on skill levels, see Setting Driver Skill Levels.

3 Click the button that looks like this

Monster Truck Madness displays the **Races** screen.

4 In the **Pick A Truck** list, click the truck you want to drive.

5 Click the type of race you want to run.

Monster Truck Madness displays the appropriate race screen with several opponents already added to the **Competing Trucks** list.

6 To add a truck to the **Competing Trucks** list, click it in the **Available Trucks** list, and then click **Add**.

–Or–

To delete a truck from the **Competing Trucks** list, click it, and then click **Remove**.

Repeat steps 6 and 7 until all the trucks you want to race are in the **Competing Trucks** list.

7 Click the name of the track or tournament you want.

8 If you are racing a circuit, specify the number of laps.

9 When you're ready to put the pedal to the metal, click the button that looks like this

{button ,AL(`driving controls;multiplayer;starting')}
Related Topics

Pausing and Resuming a Race

At any time during a race, you can pause the action, save the race in the exact state and location at which you paused, and then resume the race whenever you're ready.

To pause and then resume a race

1 Press **P**.

Monster Truck Madness displays the **Paused** screen.

2 To resume the race, click **Resume**.

{button ,AL(`saving;instantreplay;quitting')} Related Topics

Saving a Race for Later Play

If you need to quit Monster Truck Madness before you're finished with a race, you can save the race so that you can return to it whenever you want; in a day, a month, or even a year. You can also share saved races with other Monster Truck Madness players.

To save a race for later play

1 On the **Race** menu, click **Save Race**.

2 In the **File Name** box, type a name for the race.

3 Click **Save**.

To restart a race you previously saved

1 On the **Race** menu, click **Resume Saved Race**.

2 Click the race file that you want to open.

3 Click **Open**.

4 Click **Resume**.

{button ,AL(` instantreplay;pausing;starting;default opponents')} Related Topics

Quitting a Race

When you've had enough of the action, you can quit a race before you hit the finish line. You can pretend that the race was all a bad dream, or, if you prefer, you can save the race to face the challenge at another time.

To quit a race before it's finished

1 On the **Race** menu, click **End Race**.

–Or–

Press **ESC**.

2 Click **Yes**.

{button ,AL(`quitting;saving;pausing')} Related Topics

Quitting Monster Truck Madness

When it's time to park your truck and stop the madness, it's easy to quit Monster Truck Madness. Keep in mind that before quitting, you can save the current race and return to the action whenever you're ready.

To quit Monster Truck Madness

- On the **Race** menu, click **Exit**.

{button ,AL(`saving;pausing;quitting')} Related Topics

Removing Monster Truck Madness from Your Computer

If you ever need to remove Monster Truck Madness from your computer, you can use the Microsoft Windows® 95 Add/Remove Programs wizard.

To remove Monster Truck Madness from your computer

1. Close *Monster Manual*, and quit Monster Truck Madness.
2. Click the **Start menu**, point to **Settings**, and then click **Control Panel**.
3. Double-click **Add/Remove Programs**.
4. In the software list, click **Microsoft Monster Truck Madness**.
5. Click **Add/Remove**.

   The **Monster Truck Madness Setup** dialog box is displayed.
6. Click **Remove All**.
7. Click **Yes**.
8. When the uninstall is complete, restart Windows 95.

{button ,AL(`pausing;quitting;saving')} Related Topics

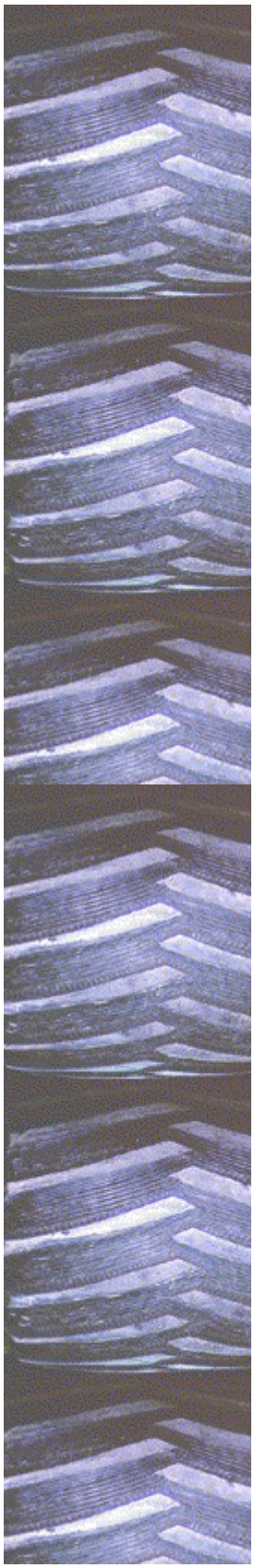
Universal Keyboard Game Controls

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**
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**
Stage automatically	**S**
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 cockpit 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

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, the helicopter hooks onto your truck, rights it, and then drops you back on the track.

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.

{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.

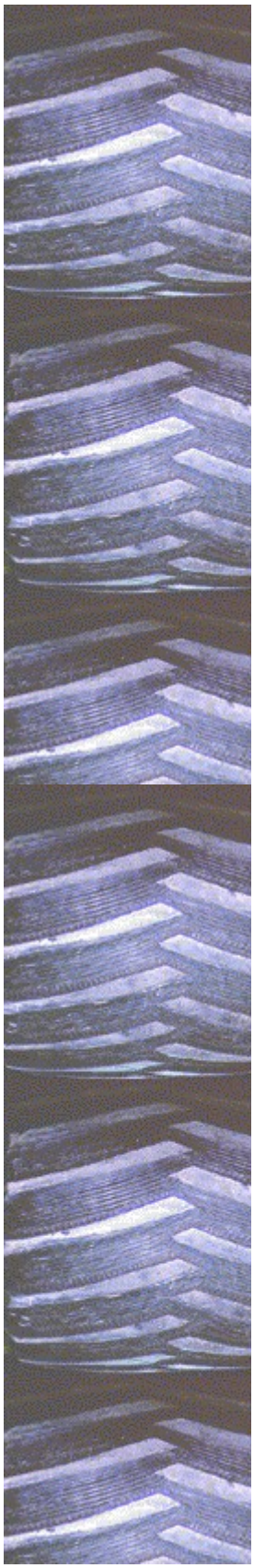
To specify a primary driving control

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;customkey;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**, select the **Auto Shift** check box.

—Or—

To drive with manual transmission, clear the **Auto Shift** check box.

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 PRNDL gear indicator to confirm you're in reverse).
Turn right	Hold down the **RIGHT ARROW** key
Turn left	Hold down the **LEFT ARROW** key

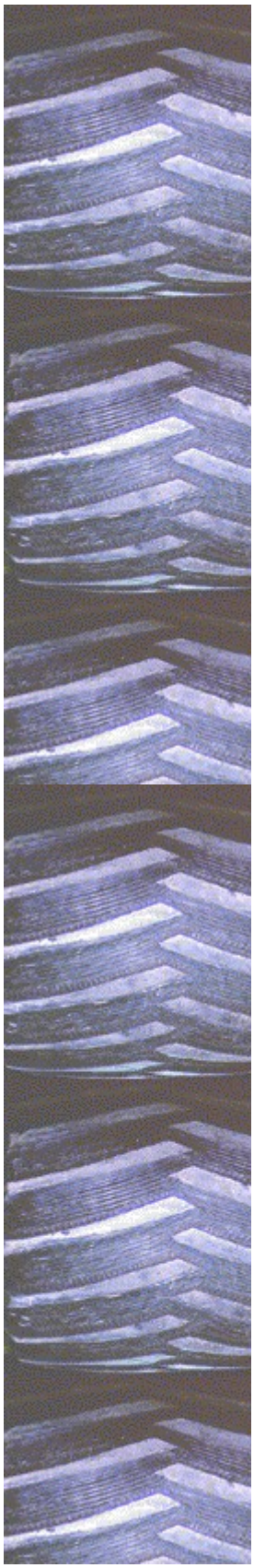
Keyboard Driving Controls (Manual transmission)

Accelerate	Hold down the **UP ARROW** key
Brake	Hold down the **DOWN ARROW** key
Up Shift	Press **A**
Down Shift	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
Turn left	Hold down the **LEFT ARROW** key

* One note about reverse gear that you want to be aware of: If you have **Auto Brake & Throttle** 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



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**, select the **Auto Shift** check box.

–Or–

To drive with manual transmission, clear the **Auto Shift** check box.

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
Up Shift	Press **Button 1**
Down Shift	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
Up Shift	Press **Button 1**
Down Shift	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

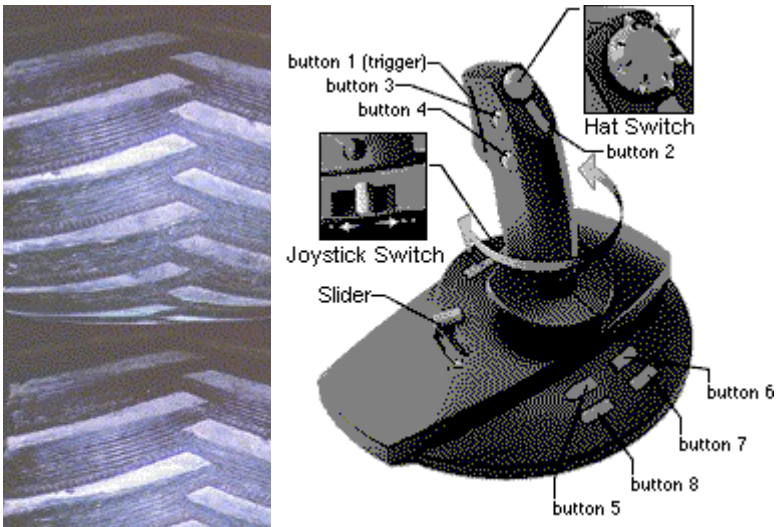
***** One note about reverse gear that you want to be aware of: If you have **Auto Brake & Throttle** enabled, you will not be able to put your truck in reverse. If you get into a situation that you can't get out of, press **H** to call the helicopter. It will put you back on track. For information on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

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

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

Up shift (manual transmission only)	**Button 1** (trigger)
Down shift (manual transmission only)	**Button 2**
Honk the horn	**Button 3**
"Yeehaw!"	**Button 4**
Display the pitboard	**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

Driving with Race Car Controls

If you're lucky enough to own a set of ThrustMaster Formula T1 or T2 or other race car controllers, 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**, select the **Auto Shift** check box.

–Or–

To drive with manual transmission, clear the **Auto Shift** check box.

3 Click **OK**.

Formula T1 and T2 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
Up Shift	Move the gear shifter up
Down Shift	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.

* One note about reverse gear that you want to be aware of: If you have **Auto Brake & Throttle** 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**, select the **Auto Shift** check box.

–Or–

To drive with manual transmission, clear the **Auto Shift** check box.

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
Up Shift	Press **Button 1**
Down Shift	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

***** One note about reverse gear that you want to be aware of: If you have **Auto Brake & Throttle** 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**

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. Under **Keyboard Settings**, click the item that you want to change.
5. Click **Change**.
6. Click the arrow to display the complete list of keys you can assign to the game function, and then click the one you want.
7. Click **OK**.
8. Click **OK**.
9. Click **OK**.

To revert to the original keyboard control settings

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

3 Click **Default**.

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

4 Click **OK**.

5 Click **OK**.

6 Click **OK**.

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

Customizing Your Joystick Controls

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

3 Click **Customize Joystick**.

4 If you have a joystick with a throttle control, and wish to assign the acceleration function to that throttle control, click **Use Joystick 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 Under **Joystick Settings**, click the item that you want to change.

6 Click **Change**.

The button you are changing appears on the left side of the list box.

7 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.

8 Click **OK**.

9 Click **OK**.

10 Click **OK**.

To revert to the original joystick settings

1 On the **Options** menu, click **Controls**.

2 In the **Primary Driving Control** list, click **Joystick**.

3 Click **Customize Joystick**.

4 Click **Default**.

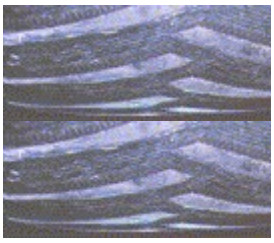
Monster Truck Madness displays a message asking you to confirm that you want to return to the default settings.

5 Click **OK**.

6 Click **OK**.

7 Click **OK**.

{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.

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**.

4 If you have more than one joystick, click the one you want to drive with in the **Current Joystick** list.

5 In the **Joystick Selection** list, click the type of joystick or gamepad you are using. If your joystick or gamepad is not listed, click **Custom**.

6 Click **Calibrate**, and the follow the instructions on your screen.

7 To accept the recalibration and close the **Joystick Properties** dialog box, click **OK**.

To calibrate your T1/T2 race car controls

IMPORTANT: When connecting ThrustMaster T1/T2 race car controls for use with a Windows 95 game product, it is highly recommended that you use the Axis Converter that came with your race car controls. If you don't use the Axis Converter, you may experience difficulty calibrating your race car controls. If you do not have an Axis Converter, it

is recommended that you contact the ThrustMaster Service and Repair Department. In the U.S., call (503) 639-3200 for a free converter.

IMPORTANT: Print this topic before starting the procedure. As you follow the steps below, a dialog box appears which may obscure this topic. Refer to the printed topic to finish the procedure.

To calibrate your T1/T2 race car controls

1 Click to display the **Joystick Properties** dialog box.

2 In the **Joystick Selection** list, click **Custom**.

3 Under **Axes**, click **2 Axes**.

4 Under **Buttons**, click **2 Buttons**.

IMPORTANT: Do Not click **Special Features** or the **Is A Race Car Controller** option.

5 Click **OK**.

6 Click **Calibrate**.

7 To accept the recalibration and close the **Joystick Properties** dialog box, click **OK**.

8 To return focus to the game, press **ALT+TAB**.

9 On the Monster Truck Madness **Options** menu, click **Controls**.

10 In the **Primary Driving Control** list, click **Race Car Controller**.

11 Click **Calibrate**.

12 Follow the instructions on the screen.

13 To accept the recalibration and close the **Control Options** dialog box, click **OK**.

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

Looking Around from Within the Cab

While you're in the cab of your monster truck, you can always turn and look out your windows to keep track of the action all around you. When you watch the action from the cab, you are using *cockpit view*.

Use the shortcuts below to look all around you as you're driving in cockpit view. Your view automatically returns to the forward-looking position once you've let go of the key or joystick switch.

To look…	**On the keyboard, press and hold down…**
To your left	**INSERT**
To your right	**DELETE**
Behind you	**PLUS SIGN (+)** on the numeric keypad

To look…	**On the joystick,**
To your left	Move the hat switch left
To your right	Move the hat switch right
Behind you	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. Press the **MINUS SIGN (-)** on the numeric keypad to display or hide the rear view mirror.

   –Or–

   On the joystick, move the hat switch up to display or hide the rear view mirror.

{button ,AL(`views;display')} Related Topics

Monster Manual

External Racing Views Described

Cockpit view isn't the only way to see a race. Keep track of the trucks and all the action by using several external

racing views. Once you switch to an external view, pan the camera to look at the action from every possible angle.

It's easy to cycle quickly through the external views to find the perspective you want. You can even switch to a competing truck and cycle through the external views from that truck's point of view.

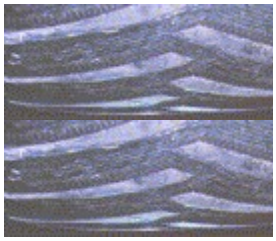
The external views are described in the paragraphs that follow. There are additional useful external views in drag racing. For more information, see Viewing Drag Races as a Spectator.

Chase near view and chase far view. Both chase views give you an elevated view of your truck as it races. Chase near view (press **CTRL+2**) offers a closer-in perspective. Chase far view (press **CTRL+3**) places you farther back. Use these views to keep tabs on opponents who are nearby.

Goodyear blimp view. This view (press **CTRL+8**) places you above your truck. Use this strategic view to check out your race position and to keep track of opponents in the general area. This is a great view to use when learning how to stage your truck in a drag race.

Automatic race camera view. You never know what you might find when you choose this view (press **CTRL+4**)! Automatic race camera view captures the hottest racing action from those great camera angles you know and love from televised motorsport racing.

{button ,AL(`looking;views;viewing')} Related Topics



Switching Between External Views

Monster Truck Madness has several cockpit and external views you can use to make sure that you never miss any of the awesome action on the road.

External views allow you to get inside (or outside and above) the competition for a really different perspective on the race action.

To switch among views while driving

While you are driving, press **V** until the view you want is displayed.

–Or–

On the **View** menu, click the view you want.

To change the camera position in any external view

NOTE: You cannot change the camera position when you are in automatic race camera view or in any of the drag race external spectator views.

To point the camera…	**On the numeric keypad, press…**
To the left	**INSERT**
To the right	**DELETE**
Up	**PLUS SIGN (+)**
Down	**MINUS SIGN (-)**

To point the camera…	**On the joystick…**
To the left	Move the hat switch left
To the right	Move the hat switch right
Up	Move the hat switch up
Down	Move the hat switch down

To switch to a competing truck's point of view

1 While you are driving, press **K** to switch among the trucks in the race.

2 Next, press **V** to switch among cockpit and external views.

Move the camera position if you like (see the preceding tables for details).

To return to cockpit view in your own truck

Press **CTRL+1**.

{button ,AL(`looking;views;viewing')} Related Topics

Viewing Truck Positions in Rallies and Circuits

Whenever you're driving in a rally or circuit race, you can display a miniature map of the course. Moving dots and position indicators represent all competitors and their

positions on the track. The flashing yellow dot represents your truck's location. Your truck's current position is indicated in red within parentheses.

If you need more details, you can also choose to display truck name labels on the map overlay. The labels include the current race position of each truck in parentheses.

To	Press
Display the overlay map	**TAB** once
Display truck name labels	**TAB** twice
Hide the overlay map	**TAB** a third time

{button ,AL(`displaying;views')} Related Topics

Displaying Dashboard Instruments and the Steering Wheel

When you're driving in cockpit view, you can display the major dashboard instruments, including the tachometer, speedometer, and the steering wheel, or you can remove them from view. The dashboard is displayed by default when you start a race, but you can hide it at any time.

In all external views, you can display a speedometer and tachometer overlay, if you wish.

Tips

- When you're driving by using the keyboard, you may find it handy to display the steering wheel, because it gives you visual feedback on the direction your truck is turning.
- In cockpit view or any external view, the tachometer and speedometer are especially useful if you're driving a truck that has manual shifting, because they provide feedback on when to shift.

To display or hide dashboard instruments and the steering wheel in cockpit view

1. If you are not sure you are in cockpit view, press **CTRL+1**.
2. To display or hide the dashboard instruments and the steering wheel, press **D**.

To display or hide the speedometer and tachometer overlay in any external view

To display or hide the overlay, press **D**.

{button ,AL(`views;looking')} Related Topics

Displaying the Rear View Mirror

While you are in cockpit view, you can display the rear view mirror to get a quick glimpse of the action behind you. The rear view mirror is available only in cockpit view.

To display or hide the rear view mirror

1 If you are not sure you are in cockpit view, press **CTRL+1**.

2 Press the **MINUS SIGN (-)** on the numeric keypad to display or hide the rear view mirror.

–Or–

On the joystick, move the hat switch up to display or hide the rear view mirror.

{button ,AL(`looking')} Related Topic

Viewing Drag Races as a Spectator

You can use a variety of views to watch drag racing heats in which your truck is not racing. You can also access these views when you are racing, but you may find it's difficult to drive your truck while you're sitting in the stands!

- **Spectator stands starting line view.** This view (press **CTRL+5)** gives you a perfect side-angle view of the starting line so that you can watch competing trucks as they come out of the blocks. You're in the perfect position to call the early lead.
- **Spectator stands finish line view.** This view (press **CTRL+6)** moves you a few seats down the track from the starting line. This spot gives you an awesome side-angle view of the finish line. With this view, you'll be

able to call the winner.

- **Finish line on-track view.** This view (press **CTRL+7)** takes you out of the stands and puts you where the action is: On the track and at the finish line! Get up-close-and-personal with a monster truck that's gunning it straight at you going 70 miles per hour!

To switch between spectator views of a drag race

Press **V** until the view you want is displayed.

–Or–

On the **View** menu, click the view you want.

To skip viewing a drag race heat in which you're not racing

On the **Draw** screen, click **Skip**.

{button ,AL(`looking;views')} Related Topics

Displaying Truck and Driver Name Labels

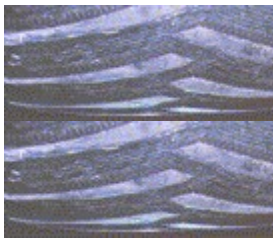
You can keep track of who is driving the trucks in the pack ahead or behind you by displaying truck and driver name labels. As long as the trucks are in view, you'll see the labels.

To display or hide truck and driver name labels

To display or hide the labels, press **N**.

Tip: If the trucks are out of view in a rally or circuit race, you may prefer to display them on an overlay map. For more information, see Viewing Truck Positions in Rallies and Circuits.

{button ,AL(`views')} Related Topics



Setting Driver Skill Levels

If you're a greenhorn whose staging foot gets a little too itchy, 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. In a drag, you have the benefit of staging help as you approach the drag race starting line. In all races, you also get the benefit of **Auto Brake**, which allows you to floor it before the light goes green. **Auto Brake** also slows your truck automatically to help you through nasty curves in circuit and rally races.
- **Intermediate.** When you choose intermediate level, don't count on anybody saying "Excuse me" as they come in close to grab the inside edge. You won't get help with staging, either. 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 **Monster Truck Madness** opening 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 the race, click **Races**.

For help setting up the race, see steps 4 through 10 in

Starting a New Race.

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

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

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 in a different way.

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: If you are racing, press **ESC** and quit the race. Then proceed to step 4 in this procedure.

1 On the **Monster Truck Madness** opening screen, click **Races**.

  Monster Truck Madness displays the **Races** screen.

2 In the **Pick A Truck** list, click the truck that you want to drive.

3 Click the type of race you want to run.

  Monster Truck Madness displays the appropriate race screen.

4 Click **Garage**.

5 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.

6 When you are ready to leave the garage, click **OK**.

{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, Auto Brake & Throttle and Automatic Staging.

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 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**.

To stage automatically for a drag race

Before your truck reaches the starting line, press **S**.

Your truck moves forward, stages legally, and comes to a halt. All you have to do now is watch for the green and go for the gusto!

{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 remove any opponent trucks from the **Competing Trucks** list before you start a race.

IMPORTANT: Changing the number of default opponents takes effect immediately if you haven't passed beyond the **Races** screen where you select the type of event you want to race. Otherwise, the change takes effect only after you have backtracked to the **Races** screen or to the opening

screen of the game.

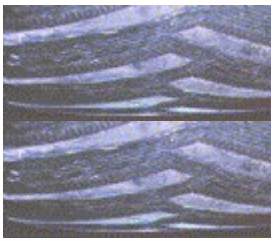
To change the number of default opponents

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

2 In the **Number of Default Opponents** box, increase or decrease the number of default opponents.

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

3 Click **OK**.



Playing Music While Racing

When you play Monster Truck Madness, you have several choices for musical accompaniment while you're racing. You can:

- Listen to music from the Monster Truck Madness CD-ROM.
- Listen to music from a music CD.
- Listen to the game's synthesized music. This is handy when you don't have the Monster Truck Madness CD-ROM or any music CDs lying around.

IMPORTANT: If you installed Monster Truck Madness using the **Typical** or **Compact** option during Setup, you need to have the Monster Truck Madness CD-ROM in your CD-ROM drive to play music during a race.

To listen to music from the Monster Truck Madness CD-ROM or a music CD

1. Place the Monster Truck Madness CD-ROM disc or a music CD in the disc holder (if required), and then insert it in your CD-ROM drive.
2. If you inserted a music CD, start Monster Truck Madness.
3. On the **Options** menu, click **Sound**.
4. Under **Sound Track**, click **Play CD Music Tracks**.
5. To confirm that your CD-ROM drive is working properly, click **Test CD Audio**, and then follow the directions on your screen.
6. Confirm that the **Play Music** option is checked.
7. To close the **Sound Options** dialog box, click **OK**.

To listen to synthesized music

1. Start Monster Truck Madness, if it is not already started.
2. On the **Options** menu, click **Sound**.
3. Under **Sound Track**, click **Play Synthesized Music Tracks**.
4. Confirm that the **Play Music** option is checked.
5. Click **OK**.

{button ,AL(`sounds')} Related Topics

Adjusting the Volume of Music and Sound Effects

Although the roar of the engines, the screeching of monster truck tires, and the hard-driving tunes of the Monster Truck Madness sound track are designed to optimize your racing experience, you may find that you need to turn down the sound every once in a while.

On the other hand, you may find you need to crank up the volume. After all, if the windows aren't shaking and the neighbors aren't pounding, is there a noise problem? We don't think so!

You can control the volume of music and sound effects separately.

Keep in mind that the audio race commentary supplied by the "Voice of Monster Trucks," Army Armstrong, can also be turned off. For details, see Turning Commentary On or Off.

To adjust the volume of music and sound effects

1 On the **Options** menu, click **Sound**.

2 To adjust the volume of music or sound effects, drag the appropriate slider.

-Or-

To turn music or sound effects off entirely, clear the **Play Music** check box or the **Play Sound Effects** check box.

3 Click **OK**.

{button ,AL(`sounds')} Related Topics

Monster Manual

Turning Music and Sound Effects On or Off

In addition to adjusting the volume of music and sound effects, you can also turn them off entirely.

To turn music and/or sound effects on or off

1 On the **Options** menu, click **Sound**.

2 To turn music or sound effects off entirely, clear the **Play Music** check box or the **Play Sound Effects** check box.

-Or-

To turn music or sound effects back on, click the appropriate check box.

{button ,AL(`sounds')} Related Topics

Muting All Sounds

Rather than turning music, sound effects, and commentary off one by one, you can mute all of the game's sounds simultaneously.

To mute the sound

On the **Options** menu, click **Mute Sound**.

-Or-

Press **CTRL+M**.

To return the sound to its previous level, repeat the process.

{button ,AL(`sounds')} Related Topics

Turning Commentary On or Off

While you're competing in any race, you can hear Army Armstrong, the "Voice of Monster Trucks," comment on the race action.

If you'd prefer the relative quiet of your truck's roaring engine over the mellifluous sound of Army's voice, you can choose to display his commentary as printed text on the screen.

And, if you find the pressure of a master commentator too much to handle, you can silence Army at any time, in both

his verbal and text-based forms.

To turn race commentary on or off

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

2 To turn the text display of commentary on or off, click **Show Commentary** to select or clear the option.

3 To turn Army's voice commentary on or off, click **Hear Commentary** to select or clear the option.

4 Click **OK**.

{button ,AL(`sounds')} Related Topics

Turning Race Movies On or Off

Whenever you start Monster Truck Madness, the opening movie gives you a heart-stopping glimpse into the fast-flying, pavement-pounding action of monster trucks. If this doesn't get your adrenaline pumping, you're probably already dead!

When you battle your way to first place in any of the racing events, you also get a high-volume, visual reward for your efforts.

If you're more interested in getting straight to the racing action, you can turn off the opening movie. And, if the thrill of victory without video enhancement is all you need, you can turn off the victory videos as well.

To turn race movies on or off

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

2 To turn the introductory movie on or off, click the **View Intro Movie** checkbox to select or clear the option.

3 To turn the victory videos on or off, click the **View Clip Scenes** check box to select or clear the option.

4 Click **OK**.

Turning Automatic Attract Mode On or Off

When Automatic Attract Mode is enabled and the game is on, something wild happens when you stop working on your computer: Monster Truck Madness displays a lively selection of race demos and video clips to tempt you back to the computer and back on the track!

You can turn off automatic attract mode at any time.

To turn automatic attract mode on or off

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

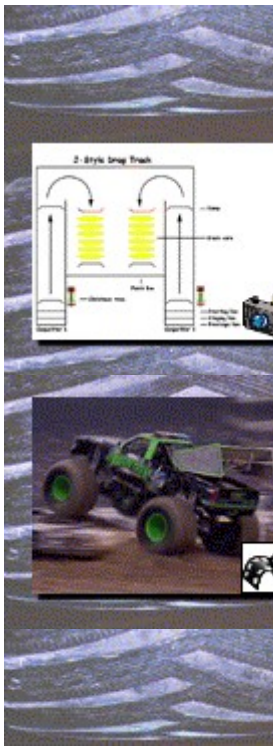
2 To turn automatic attract mode on or off, click the **Automatic Attract Mode** check box to select or clear the option.

3 Click **OK**.

Drag Racing Tips

- Driving at the rookie level is specifically designed to introduce you to the unique physics model of a 5-ton monster truck. If you signed in as a rookie and you think your truck doesn't have enough get-up-and-go, try signing-in as an intermediate. Or, click **Garage** on the race event screen, and then drag the **Transfer Gear** slider to the left, toward **More Top-End Speed**. Experiment until you find the transfer gear setting that is most compatible with your driving style.
- If you need to access the menu bar while you are racing and it is not displayed, press **F4** to display the menu bar.
- To switch to a wide-angle, panoramic view of any external game view, press **MINUS SIGN (-)** on the main keyboard. To turn off panoramic view, press **EQUAL SIGN (=)**.
- If you're not comfortable approaching the starting line at first, press **S** to have your truck automatically staged.
- Drag racing is all about pure speed and adrenaline, but you also have to watch where you're going. You will be disqualified if you cross out of your lane or into your opponent's lane, or if you leave ahead of the green light. If you're driving under the intermediate or professional level, you will also be disqualified if you don't stage within 30 seconds.
- The Tacoma Dome and the Trans World Dome tracks feature J-style drag race tracks. If you're new to drag racing, start with the simpler, straight tracks before you take on the more challenging J-style.
- For advanced tips on staging, see Shallow Versus Deep Staging.

{button ,AL(`switch between;skill level')} Related Topics



Straight and J-Style Drag Tracks

Monster truck drag racing began in 1987, after fans grew bored with watching monster trucks crush cars. The logical next step was to start racing them.

The traditional straight monster truck drag lane has 2 sets of ramps that lead to two 3-car jumps. The cars that are used to build the jumps are called "crush cars," because that's what happens to them during a race.

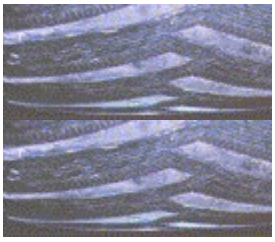
The first ramp sends you flying to the first 3-car jump, with the second jump coming up quickly. Once you've cleared both jumps, there's nothing to do except speed your way to the finish line. Most professional drivers post times in the 5-second range. Some of the best have broken the 5-second mark.

The J-style tracks at the Tacoma Dome and the Trans World Dome add a tight turn between two sections of track: The first section is a straightaway with two jump ramps followed by the second section with a 5-car jump that sends you flying to the finish line.

To watch a video that shows Monster Patrol masterfully taking the turns on a J-style track, click the third image in the left margin.

{button ,AL(`drag tips;starting;christmas tree;qualifying;staging;stagestrat;drag tracks')} Related Topics

Monster Manual



The Drag Race Tracks

No matter how you like to drag—indoor or outdoor, classic drag or J-style—Monster Truck Madness has the track for you!

Drag 1: B.C. Place

Track: Straight indoor track
Vancouver, British Columbia, Canada
Opening Date: 1983
Capacity: 60,000
Operated By: B.C. Place Stadium

The monster truck tour takes on an international flavor when the Bad Boys and Girls with the Bad Toys battle it

out in B.C. Place every February. With a straight indoor drag track like this, national affiliations are unimportant: Speed is the universal language!

Drag 2: Indiana State Fairgrounds Grandstand

Track: Straight outdoor track
Indianapolis, Indiana, USA
Opening Date: 1939
Capacity: 14,000
Operated By: Indiana State Fairgrounds Event Center

The monster truck tour tears its way through the Fairgrounds every September. One of the oldest venues on the professional tour, the Fairgrounds boasts one of the fastest straight outdoor drag tracks around.

Drag 3: RCA Dome

Track: Straight indoor track
Indianapolis, Indiana, USA
Opening Date: 1984
Capacity: 60,500
Operated By: Indiana Convention Center & RCA Dome

The monsters get their winter workouts on the RCA Dome's straight indoor drag track in February and November. Hoosiers love their monster trucks, and come in from the cold to catch 'em! Rumor has it that this is the fastest drag track on the tour.

Drag 4: Tacoma Dome

Track: J-style indoor track
Tacoma, Washington, USA
Opening Date: 1983
Capacity: 18,000
Operated By: Tacoma Dome

You can hear the "Thunder in the Dome" when the monster trucks start the new year in style every January. The Tacoma Dome's J-style indoor drag track starts with a straightaway, followed by a tight J-turn that sends your truck onto a crush car ramp with the finish line just ahead.

Drag 5: Trans World Dome

Track: J-style indoor track
St. Louis, Missouri, USA
Opening Date: 1995
Capacity: 67,000
Operated By: St. Louis Convention and Visitors Commission

The roar of the crowd is deafening when hometown hero BIGFOOT heads to the starting line for J-style indoor drag racing every January. J-style tracks start with a straightaway followed by a tight J-turn that sends your truck onto a crush car ramp and propels you to the finish

line.

{button ,AL(`straightj')} Related Topic

Drag Race Qualifying, Heats, and the Draw

Depending on the number of trucks you're racing against, you may have to battle your way through several racing heats to earn the right to race in the final round and go for the big championship points.

The first order of business in a drag race is to set the order of the draw, in which the trucks are paired up to race in heats. To set the order of the draw, each truck races against the clock and completes a solo qualifying run on the track. The qualifying heats are all run simultaneously; once you finish your qualifying run, Monster Truck Madness displays the qualifying times of all competing trucks.

Track officials rank the qualifying times and assign positions in the draw.

A fast qualifying time can mean that you'll be assigned a good position in the draw, competing against trucks with slower qualifying times. The reverse, of course, is also true; a slow qualifying time can mean that you'll be racing against opponents with faster qualifying times.

After each heat is run, the **Draw** screen shows the winners and losers of each heat, their times, and who they'll be competing with next. With the **Draw** screen, you always know who's due up at the starting line for the next race.

If you're not participating in the next heat, you're not required to watch the action on the track. If you choose not to watch, the **Draw** screen updates automatically to let you know the heat results.

To skip viewing a drag race heat

On the **Draw** screen, when "NEXT UP" is displayed for the drag race heat that you want to skip, click **Skip**.

The **Draw** screen updates to give you the results.

NOTE: You cannot skip heats that you are racing in.

{button ,AL(`staging;straightj;drag tips;christmas tree;stagestrat;drag tracks')} Related Topics

Staging for the Drag

Staging is one of the biggest challenges new monster truck drivers face. If you're not up to the challenge, use the automatic staging feature.

If you want to stage yourself, inch your monster truck precisely up to the drag race starting line within 30 seconds. Don't cross the starting line prematurely (redlighting), or you will be disqualified.

To stage automatically

Before your truck reaches the starting line, press **S**.

Your truck moves forward, stages legally, and comes to a halt. All you have to do now is watch for the green and go for the gusto!

To stage like a pro

NOTE: Use the christmas tree starting signal overlay in the upper left corner of your screen to get feedback as

you are trying to stage.

1 First, get a good view of the staging lines and the track: Press **V** until you are in Goodyear blimp view and can see the staging lines in front of your truck. (You can stage from Goodyear blimp view, or stage from another view.)

2 Crawl forward slowly to the nearest line, the prestaging line.

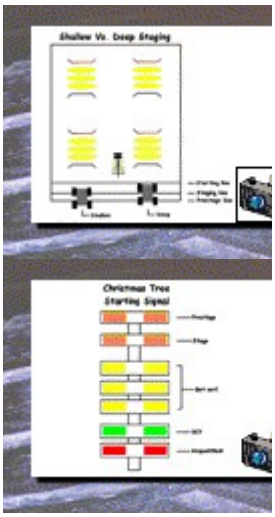
  The orange prestage light, the light at the top if the christmas tree, illuminates.

3 Roll forward to the next line, the staging line.

  The orange stage light, directly beneath the prestage light, lights up.

4 When the green light illuminates, give it the gas!

{button ,AL(`stagestrat;new race;christmas tree;qualifying')} Related Topics



Shallow Versus Deep Staging

Staging is a good example of an area where practice and persistence can lead to success.

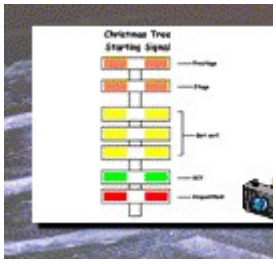
One key factor to keep in mind when staging for a drag race is the concept of "rollout," which refers to the distance your truck must move down the track before it crosses the starting line guard beam.

If you stage shallowly, that is, if you stop immediately when the stage light comes on, you have the chance for a good rollout: You can accelerate and get your truck moving before it crosses the starting line guard beam. In other words, you get a running start. The biggest challenge is to avoid crossing the starting line guard beam before the green light flashes. If you break the beam prematurely, you will be disqualified.

If you stage deeply, you start the race closer to the starting line, and therefore have less room to build momentum before the green light is lit.

Staging shallowly may look foolish to the untrained eye, but in reality, it's a smart move.

{button ,AL(`staging;drag tips;christmas tree')} Related Topics



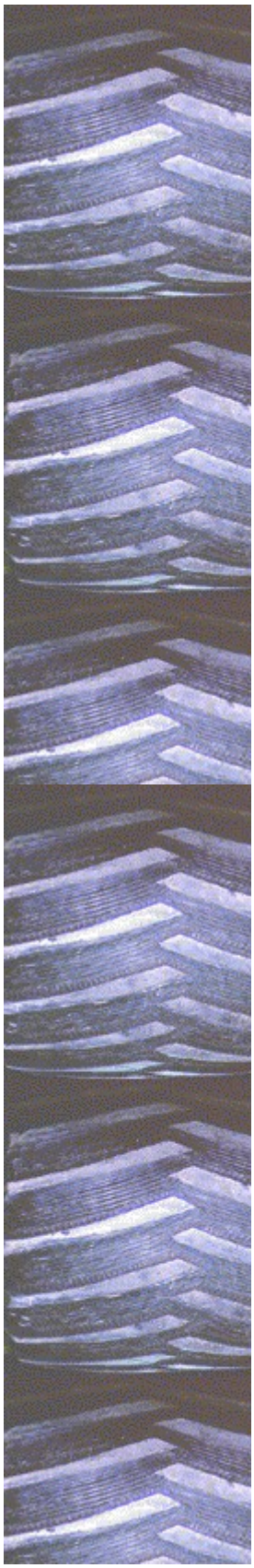
The Christmas Tree Starting Signal

If you want to make a name for yourself as a monster truck drag racer, you need to know how to react with lightning quickness to the flashing lights of the christmas tree, an electronic starting system.

The starting system uses electronic beams to detect your truck's exact location as you move toward the starting line in response to the prestage and stage lights. There are two vertical rows of lights; the driver in the left lane watches the row of lights on the left and the driver in the right lane watches the row on the right.

- **Prestage light**. This orange light at the top of the tree lights up when your front tires cross the prestage line.
- **Stage light.** This second orange light illuminates when your front tires cross the staging line. Be careful! Your truck is now just inches from the guard beam, which serves as the starting line. You will be disqualified if you cross the beam before the green light illuminates.

  Once both trucks in a drag light their prestage and stage lights, the official race starter presses a button to activate the lights on the rest of the tree.



- **Yellow lights**. These lights flash approximately one-half second before the green start light flashes.
- **Green start light**. This is the light you've been waiting for! When you see the green start light flash, it is time to put your monster where your mouth is and peel out! Winners are often the first one off the mark, so don't get left behind!
- **Red Light**. You don't ever want to see this light. If you do, it means you've "redlighted"; you've crossed the guard beam before the start light has flashed. You have been disqualified from the race.

You will be disqualified from a drag race for any of the following reasons:

- Not staging within the allotted timeframe. If you are driving under the intermediate or professional skill level, you will be disqualified if you fail to stage within 30 seconds. Don't dilly dally.
- Leaving your lane at any time during a drag race. Stay in your lane when you're racing, and resist the urge to go over and say hello to your fans.
- Crossing the guard beam before the green start light illuminates.

A couple of notes on disqualifications:

- If you're driving as a rookie in any drag racing heat, Monster Truck Madness cuts you some slack; you can fail to stage in time and Monster Truck Madness will offer a couple of options for redemption. You can accept the maximum qualifying time, or keep trying until you get it right.
- During your initial solo qualifying run, you can disqualify yourself as many times as you want and still rerun the race, regardless of the skill level you signed in under.

{button ,AL(`starting;drag tips;staging;stagestrat')}
Related Topics

Circuit Racing Tips

- Driving at the rookie level is specifically designed to introduce you to the unique physics model of a 5-ton monster truck. If you signed in as a rookie and you think your truck doesn't have enough get-up-and-go, try signing-in as an intermediate. Or, click **Garage** on the race event screen, and then drag the **Transfer Gear** slider to the left, toward **More Top-End Speed**. Experiment until you find the transfer gear setting that is most compatible with your driving style.
- If you need to access the menu bar while you are racing and it is not displayed, press **F4** to display the menu bar.
- To switch to a wide-angle, panoramic view of any external game view, press **MINUS SIGN (-)** on the main keyboard. To turn off panoramic view, press **EQUAL SIGN (=)**.
- You MUST pass through all of a circuit's checkpoints in order to finish the race legally. While you are driving, press **F** to display the handy directional finder, which points you to the next checkpoint.
- Once the first place finisher has crossed the finish line, all other trucks are on their last lap. Once you've

crossed the finish line, your view switches to automatic race camera view, where you can relive a little of the thrill of your driving performance.

- If you stray from the track, you can call the helicopter to bring you back to the track. Press **H**, and the whirly bird will come in for the big ride!
- To familiarize yourself with a track, observe how the computer trucks take the turns and straightaways. While you are driving, press **K** to switch to another truck's point of view. To switch between racing views for the current truck, press **V**. To get back to the cab of your truck, press **CTRL+1**.
- To display an overlay map of the track, press **TAB**. Your truck is displayed as a yellow dot, and you can see where you are in relation to your opponents.
- To display the pit board, press **O**. The pit board gives you details on your time, lap number, and position in the race.
- If you turn on race commentary, Army Armstrong will let you know when you've missed a checkpoint!
- Shortcuts are legal, as long as you hit all your checkpoints!
- Experiment with different race views. You may find you prefer chase near view to cockpit view. Press **V** to switch between race views for the current truck.

{button ,AL(`circuit tracks;finder;pit board;views;skill level;comments')} Related Topics

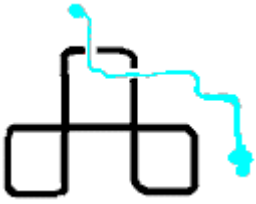
The Circuit Tracks

Each of the circuit tracks offers unique challenges and diverse terrain. Try 'em all!

A Crazy Eight

This is a great circuit for the first-time monster trucker. Enjoy its flat terrain, long, straight runs, and easy jumps. Whet your racing appetite, and see what your monster truck can really do. If you're a speed demon, this is the track for you! Watch out for construction, though!

Canyon Adventure



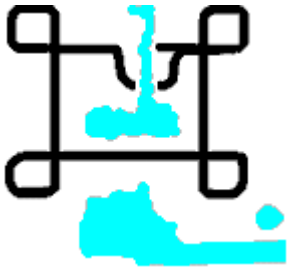
Hone your turning and passing skills on this fairly forgiving

track. With the steep walls of the canyon on both sides of you, there's less room to maneuver on the curves. When you battle for position on the inside track, there may be casualties. Will it be you or your opponents? There's only one way to find out: The Canyon awaits.

Mud Pies

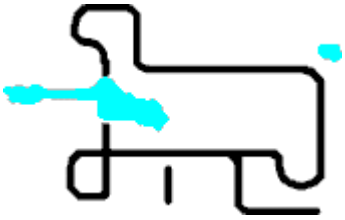
This wet and wild circuit sets you down in the weird and woody Pacific Northwest. Forge the mighty River Sloma, careen over crush cars, power bounce your way across mud moguls, rocky roads, and log pile lanes before catching air off Jelen Jump and flying by the grandstands to finish a lap.

Round and Round



Long stretches of straightaway tempt you to floor it on this circuit, but be forewarned: At the end of each long, straight stretch awaits a menacing loop that can chew you up and spit you out faster than you can yell "Yeehaw." If you can drive with discipline on this track's curves, you're ready for the big time!

Winding Way



This curvy course with treacherous turns is nestled in the gently sloping foothills of the McDowell mountain range. You'll be tempted to accelerate, but the wide dirt track is surprisingly unforgiving. Jump a stone bridge, rinse your truck in Lake Evans, and torque it through the tunnel on your way to the finish line.

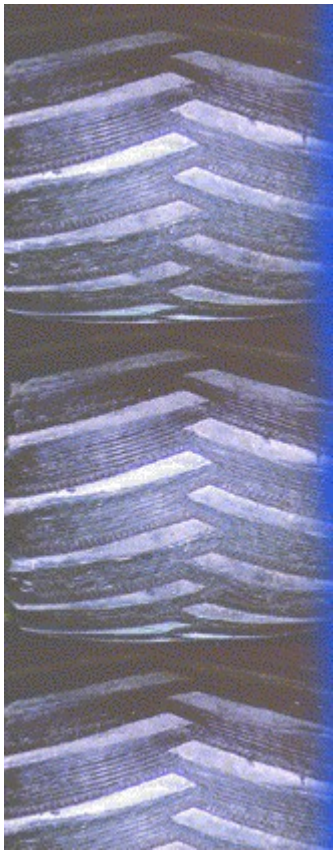
{button ,AL(`circuit tips')} Related Topic

Using the Directional Finder to Find Your Next Checkpoint

When you're not certain where your next circuit or rally checkpoint is, use the handy directional finder to point you in the right direction. The directional finder is a reliable "as-the-crow-flies" pointer to the next checkpoint. It also displays the number of your next checkpoint.

You can display the directional finder at any time, and if you stray from the track for more than 5 seconds, it automatically appears to point you back to the track.

To display or hide the directional finder



Press **F**.

-Or-

On the **View** menu, click **Directional Finder**.

Reading the Pit Board

You can display the pit board at any time while you are competing in a rally or circuit race. The pit board provides feedback for the current truck.

To display or hide the pit board

Press **O**.

The pit board indicators are different for circuits and rallies. The following tables describe the indicators for both race types.

The Circuit Pit Board

Indicator	Feedback for Current Truck
Lap	Indicates the time elapsed during the last completed lap.
Best	Indicates the best lap time for this race.
Clock	Indicates the elapsed time for the race.
Place	Indicates the race position as of the last checkpoint.
Back or Lead	Indicates the amount of time behind the lead or ahead of the competition.
Lap #/#	Indicates the current lap and the total number of laps in the race.

The Rally Pit Board

Indicator	Feedback for Current Truck
Place	Indicates the race position as of the last checkpoint.

Clock	Indicates the elapsed time for the race.

Viewing Truck Positions in Rallies and Circuits

Whenever you're driving in a rally or circuit race, you can display a miniature map of the course. Moving dots represent all competitors and their positions on the track. The dot representing your truck is displayed in flashing yellow at your truck's current track position.

If you need more details, you can also choose to display truck name labels on the map overlay. The labels include the current race position of each truck in parentheses.

To…	Press
Display the overlay map	**TAB** once
Display truck name labels	**TAB** twice
Hide the overlay map	**TAB** a third time

{button ,AL(`displaying;views')} Related Topics

Rally Racing Tips

- Driving at the rookie level is specifically designed to introduce you to the unique physics model of a 5-ton monster truck. If you signed in as a rookie and you think your truck doesn't have enough get-up-and-go, try signing-in as an intermediate. Or, click **Garage** on the race event screen, and then drag the **Transfer Gear** slider to the left, toward **More Top-End Speed**. Experiment until you find the transfer gear setting that is most compatible with your driving style.
- If you need to access the menu bar while you are racing and it is not displayed, press **F4** to display the menu bar.
- To switch to a wide-angle, panoramic view of any external game view, press **MINUS SIGN (-)** on the main keyboard. To turn off panoramic view, press **EQUAL SIGN (=)**.
- You MUST pass through all of a rally's checkpoints in order to finish the race legally. While you are driving, press **F** to display the handy directional finder, which points you to the next checkpoint.
- Once you've crossed the finish line, your view switches to automatic race camera view, where you can relive a

little of the thrill of your driving performance. The race ends automatically three seconds after the last human-controlled truck crosses the finish line.

- If you stray from the track, you can call the rescue helicopter to bring you back to the track. Press **H**, and the whirly bird will come in for the big ride!
- To familiarize yourself with a track, observe how the computer trucks take the turns and straightaways. While you are driving, press **K** to switch to another truck's point of view. To switch between racing views for the current truck, press **V**. To get back to the cab of your truck, press **CTRL+1**.
- To display an overlay map of the track, press **TAB**. Your truck is displayed as a yellow dot, and you can see where you are in relation to your opponents.
- To display the pit board, press **O**. The pit board gives you details on your time and position in the race.
- If you turn on race commentary, Army Armstrong will let you know when you've missed a checkpoint!
- Shortcuts are legal, as long as you hit all your checkpoints!
- Experiment with different race views. You may find you prefer chase near view to cockpit view. Press **V** to switch between race views for the current truck.

{button ,AL(`finder;pit board;skill level;comments;views;rally tracks')} Related Topics

The Rally Tracks

See the world (or at least the muddy parts), from the comfort of your monster truck cockpit. The rally races offer a wide range of geographical challenges.

Arizona

The hot sands of the Arizona desert await the brave and hearty monster trucker. If you can't stand the heat, get out of this rally now! Hurtle past cacti and canyons, and visit a ghost town or two. When you hit the four-lane blacktop, prepare to make some adjustments. This is where the rubber really meets the road!

Highlands Rally

Maneuver your monster through verdant farmland dotted with quaint thatch-roofed cottages and cobblestone streets. Admire the scenery as you wind your way through this land of lochs. Those who explore will be rewarded!

Yucatan Adventure

This rally is designed for the confident monster trucker. The Yucatan offers a variety of terrain, from paved roads and sandy beaches to the crushed lava rock of a live volcano. Turns are sharp and numerous and the terrain is hilly, especially just before turns. The variety of driving conditions, combined with the high number of treacherous turns and spectacular jumps, calls for someone who really knows how to handle a monster truck. Are you up to the challenge?

{button ,AL(`rally tips')} Related Topic

Using the Directional Finder to Find Your Next Checkpoint

When you're not certain where your next circuit or rally checkpoint is, use the handy directional finder to point you in the right direction. The directional finder is a reliable "as-the-crow-flies" pointer to the next checkpoint. It also displays the number of your next checkpoint.

You can display the directional finder at any time, and if you stray from the track for more than 5 seconds, it automatically appears to point you back to the track.

To display or hide the directional finder

Press **F**.

-Or-

On the **View** menu, click **Directional Finder**.

Reading the Pit Board

You can display the pit board at any time while you are competing in a rally or circuit race. The pit board provides feedback for the current truck.

To display or hide the pit board

Press **O**.

The pit board indicators are different for circuits and rallies. The following tables describe the indicators for both race types.

The Circuit Pit Board

Indicator	Feedback for Current Truck
Lap	Indicates the number of completed laps
Best	Indicates the best lap time for this race
Clock	Indicates the elapsed time for the race
Place	Indicates the race position as of the last checkpoint
Back or Lead	Indicates the amount of time behind the lead or ahead of the competition
Lap (located in the bottom section of the pit board)	Indicates the current lap number

The Rally Pit Board

Indicator	Feedback for Current Truck
Place	Indicates the race position as of the last checkpoint

Clock	Indicates the elapsed time for the race

Viewing Truck Positions in Rallies and Circuits

Whenever you're driving in a rally or circuit race, you can display a miniature map of the course. Moving dots represent all competitors and their positions on the track. The dot representing your truck is displayed in flashing yellow at your truck's current track position.

If you need more details, you can also choose to display truck name labels on the map overlay. The labels include the current race position of each truck in parentheses.

To…	Press
Display the overlay map	**TAB** once
Display truck name labels	**TAB** twice
Hide the overlay map	**TAB** a third time

{button ,AL(`displaying;views')} Related Topics

Tournament Racing Tips

- Driving at the rookie level is specifically designed to introduce you to the unique physics model of a 5-ton monster truck. If you signed in as a rookie and you think your truck doesn't have enough get-up-and-go, try signing-in as an intermediate. Or, click **Garage** on the race event screen, and then drag the **Transfer Gear** slider to the left, toward **More Top-End Speed**. Experiment until you find the transfer gear setting that is most compatible with your driving style.
- If you need to access the menu bar while you are racing and it is not displayed, press **F4** to display the menu bar.
- To switch to a wide-angle, panoramic view of any external game view, press **MINUS SIGN (-)** on the main keyboard. To turn off panoramic view, press **EQUAL SIGN (=)**.
- Look for tournaments that include your favorite racing events on your favorite tracks. You're more likely to excel (and accelerate!) on tracks you've driven often.
- The tournaments that come with Monster Truck Madness were especially designed by experts to challenge your monster truck driving skills. The

tournament descriptions can help you find the type of challenge you're looking for.

- If you love every race in a tournament except one, create your own custom tournament and delete the one track you always have trouble with.

{button ,AL(`CustomTourny;changetourny')} Related Topics

Creating a Custom Tournament

If battling through the challenges of the action-packed tournaments that come with Monster Truck Madness isn't enough for you, create custom tournaments.

You choose the events and the order in which they are run.

Once you've created, named, and saved a custom tournament, its name is added to the list of tournaments in the **Select Tournament** list on the **Tournament** screen.

To create, name, and save a custom tournament

1 On the **Monster Truck Madness** opening screen, click **Races**.

2 On the **Races** screen, click **Tournament**.

3 On the **Tournament** screen, click **Custom**.

4 Click **New**.

The text, "Untitled Tournament," appears in the **Name of Tournament** list.

5 Highlight **Untitled Tournament** and type a unique name for the tournament you're creating. You can include spaces and punctuation.

6 In the **Description** box, type a brief description of the tournament you're creating.

7 In the **Events** list, click the first racing event you want to run in the tournament, and then click **Add**. Repeat for each event you want to add.

NOTE: Tournament events will occur in the order in which they are listed in the **Selected Events** box.

8 If you add a circuit race, you can change the number of laps. Highlight the circuit in the **Selected Events** list, and adjust the number of laps in the **Laps** box.

9 To save the custom tournament, click **Save**.

10 On the **Custom Tournament** screen, click **Back**.

{button ,AL(`changetourny')} Related Topic

Making Changes to an Existing Tournament

You can make changes to any tournament you've created.

To modify a tournament

1 On the **Monster Truck Madness** opening screen, click **Races**.

2 On the **Races** screen, click **Tournament**.

3 On the **Tournament** screen, click **Custom**.

4 In the **Name of Tournament** list, click the tournament you want to change.

NOTE: You cannot make changes to the tournaments that come with Monster Truck Madness.

5 Next, type a new name in the **Name of Tournament** list.

6 In the **Description** box, type a brief description of the tournament you're creating.

7 To remove any event listed in the **Selected Events** list, click the event, and then click **Remove**.

8 To add an event to the **Selected Events** list, you have two choices: You can keep the existing order of events and add new events only to the end of the list, or you

can click **Remove** until the events list is empty and then click **Add** to add events in the order you want to race them.

9 If you add a circuit race, you can change the number of laps. Highlight the circuit in the **Selected Events** list, and adjust the number of laps in the **Laps** box.

10 To save the custom tournament, click **Save**.

11 On the Custom Tournament screen, click **Back**.

{button ,AL(`CustomTourny')} Related Topic

Custom Tournament Racing Tips

- If you love every race in a tournament except one, create your own custom tournament and delete the one track you always have trouble with.
- Create a custom tournament that tests and challenges all your driving skills, and then use it as a training device for new players.
- Check the Microsoft Monster Truck Web Stop for postings of custom tournaments created by Monster Truck Madness players from all over the world.

  http://www.microsoft.com/games/monster/

{button ,AL(`CustomTourny;changetourny')} Related Topics

Scoring: Drag Races

All drag races use the Penda Point System for scoring.

In drag racing, you have several opportunities to earn maximum points as you race head-to-head against a series of competitors.

Scoring Points for Your Qualifying Run

Each monster truck participating in a drag race must first complete a solo run on the track to record a qualifying time, which is then used to set the order of the drag race draw.

You earn points in a qualifying run as follows:

- 100 points for fastest qualifying time
- 90 points for second fastest qualifying time
- 80 points for third fastest qualifying time
- 70 points for fourth fastest qualifying time
- 60 points each for the fifth, sixth, seventh, and eighth fastest qualifying times

Scoring Points for the Preliminary Heats

Winners of a drag race in the preliminary heats of competition earn 250 points for each victory, while losers earn 200 points, even if all they do is show up and stage. If

you red-light for any reason, you don't earn any points.

Scoring Points for the Final Round

If you're skilled enough to battle your way to the final round and win a drag race competition, you earn the following points for your trouble:

Number of trucks competing	Points earned for win
8 trucks	350
4 trucks	300
2 trucks	250

If you make it this far only to eat the dust of another truck, you may find comfort in the fact that, even in losing, you earn 200 points.

Scoring Points for the Fastest Preliminary Heat

The truck that posts the fastest time in a nonqualifying, or preliminary, heat is awarded an additional 50 points.

A Perfect Drag Race Score

A perfect day at the drag race track earns you 950 points (plus bragging rights, which are invaluable!). A perfect score breaks down like this:

- 100 points for the fastest qualifying time.
- 250 points for winning each of the preliminary heats for a total of 500 points. Keep in mind, though, that there are 2 preliminary heats only if 8 trucks are competing. If you choose to compete in 2-truck or 4-truck drag competitions, your perfect score will be less.
- 350 points for winning the final race in an 8-truck competition.
- 50 points for posting the fastest nonqualifying run time. **NOTE:** you can't score in this category if you also recorded the fastest qualifying time.

{button ,AL(`scoring')} Related Topics

Scoring: Circuit Races

In circuit races, drivers score points based on who is first to pass through all the checkpoints, complete all the laps, and fly across the finish line.

One crucial thing to keep in mind when circuit racing: You must pass through each of the checkpoints for each lap before you make it to the finish line. When you cross a checkpoint successfully, you hear a noise to confirm the crossing. If you miss a checkpoint, you won't be awarded points for finishing the race.

Once the first-place finisher crosses the finish line, the rest of the drivers are on their last lap. The race ends three seconds after the last human player crosses the finish line.

Once you've crossed the finish line, your view switches to automatic race camera view, where you can relive a little of the thrill of your driving performance.

You earn circuit race points as follows:

- 900 points for first place
- 700 points for second place
- 500 points for third place
- 400 points for fourth place

- 300 points for fifth place
- 200 points for sixth place
- 150 points for seventh place
- 100 points for eighth place

Earning Points for Leading a Lap

For each circuit race, Monster Truck Madness awards a total of 100 points for maintaining the lead for an entire lap. The number of points you earn for leading a lap depends on the number of laps in the race. For example, in a 5-lap circuit race, trucks that maintain the lead for an entire lap are awarded 20 points (100 points divided by the number of laps).

Earning Points for the Fastest Lap

Regardless of your ultimate position in a circuit race, you can also earn 100 points for posting the fastest lap time in the race.

A Perfect Circuit Race Score

A perfect score for a circuit race is 1100 points; 900 for the first place win, 100 points for leading all laps, and 100 points for recording the fastest lap time.

{button ,AL(`scoring')} Related Topics

Scoring: Rally Races

In rally races, drivers score points based on who successfully passes through all the checkpoints and flies to the finish line first.

One crucial thing to keep in mind when rally racing: You must pass through each rally checkpoint before you cross the finish line. When you cross a checkpoint successfully, you hear a noise to confirm the crossing. If you miss a checkpoint, you won't be awarded points for finishing the race.

Once you've crossed the finish line, your view switches to automatic race camera view, where you can relive a little of the thrill of your driving performance. The race ends automatically three seconds after the last human-controlled truck crosses the finish line.

You earn rally race points as follows:

- 400 points for first place
- 300 points for second place
- 250 points for third place
- 200 points for fourth place
- 175 points for fifth place
- 150 points for sixth place

- 125 points for seventh place
- 100 points for eighth place

Earning Points for Fastest Time Between Checkpoints

For each rally race, Monster Truck Madness awards a total of 500 points for recording the fastest time between checkpoints. The number of points you get depends on the number of checkpoints in the race. For example, in a rally race with 5 checkpoints, trucks that record the fastest times between each checkpoint are awarded 100 points (500 points divided by the number of checkpoints).

A Perfect Rally Race Score

A perfect rally race score is 900 points, 400 for the first place win and 500 points for recording the fastest time between each checkpoint.

{button ,AL(`scoring')} Related Topics

Scoring: Tournaments

The total number of points you can earn competing in a tournament depends on the number and type of races included in the tournament.

In all tournaments, points for individual racing events are calculated according to the scoring system associated with the race type.

{button ,AL(`scoring')} Related Topics

Hall of Fame: Viewing High Scores

Go to the Hall of Fame to gloat (or weep) over the chronicle of your past performances.

The Hall of Fame displays the top 12 performances for drags, circuits, rallies, and tournaments. The Hall of Fame identifies the truck you drove when you won, as well as the skill level you raced under.

For circuits, you can see who has clocked the best lap time as well as who has the best average lap time.

For rallies, you can check out who recorded the fastest total elapsed time for a race.

To view high scores in the Hall of Fame

1 On the **Race** menu, click **Hall of Fame**.

2 Click the tab for the type of race for which you want to view high scores.

3 In the **Track** list, click the name of the track for which you want to see **Hall of Fame** information.

4 When you are finished, click **Close**.

{button ,AL(`scoring')} Related Topics

Instant Replay: Reliving the Races!

You can save video clips of your best—and worst—monster truck moments.

As you're racing, Monster Truck Madness automatically records the race action for all the participating trucks. Depending on the available memory on your computer, as much as the last 30 seconds of racing action is stored at a time. You can play your own racing performance or those of any of your competitors.

So, when something unforgettable happens on the track, save the recording right away! If you wait too long, you may lose the chance to see and save the video proof of your performance.

To review instant replay action during a race

1 While you are racing, press **P** to pause the race.

2 Click **Replay**.

3 To rewind or fast-forward the tape, or to play it in slow motion, use the VCR-like controls.

Right-Click Tip: To find out more about a camera angle or VCR control, place the mouse pointer over the control and click the right mouse button.

4 For a different perspective on the action, in the

Camera list, select a new position for the camera.

5 To see the race action from another truck's perspective, select a truck in the **Truck** list.

6 Experiment with different camera angle views by clicking the controls under **Camera Angles**.

The zoom in, zoom out, rotate left and right, rotate up and down camera angle controls are not available if you select the **Cockpit View** camera angle. The same is true in drag races for the **Race Cam**, **Drag Starting Line**, **Drag Finish Line**, and **Drag Spectator Stands** camera angles.

7 When you are finished, click **Close**.

{button ,AL(`instantreplay')} Related Topics

Saving an Instant Replay File

Monster Truck Madness automatically records all the race action. But, only as much as the last 30 seconds of racing action is stored at a time. So, it's a good idea to pause the race and save that memorable monster truck moment quickly, before it's gone forever!

To save an instant replay file for later viewing

1. As soon as you've done something you want to save, press **P** to pause the race.
2. Click **Replay**.

   Monster Truck Madness displays the **Instant Replay** screen.
3. Click **Save**.
4. In the **File Name** box, type a name for the instant replay file. You can include spaces and punctuation.

   Instant replay files use the three-character extension .RPL. You don't need to type the filename extension.
5. Click **Save**.

   The file is saved and you return to the **Instant Replay** screen.

{button ,AL(`instantreplay')} Related Topics

Playing a Previously Saved Instant Replay File

If you've saved a particularly juicy video clip or traded Monster Truck Madness instant replay files with friends, you can replay them at any time.

To play a previously saved instant replay file

1 On the **View** menu, click **Instant Replay**.

2 Click **Open**.

3 Double-click the instant replay file. Instant replay files use the three-character extension .RPL.

Use the **Instant Replay** screen's **VCR** and **Camera Angle** controls to view your video clip.

Right-Click Tip: To find out more about a camera angle or VCR control, place the mouse pointer over the control and click the right mouse button.

4 When you are finished, click **Close**.

{button ,AL(`instantreplay')} Related Topics

Multiplayer Racing Overview

You can race rallies and circuits against other players over a Local Area Network (LAN) connection, via a modem connection, or an Internet connection.

When you play over a LAN, you can compete with up to seven other players.

When you connect via a one-to-one modem connection, two people on two different computers can race head-to-head.

When you race players over the Internet (for most people, their Internet connection is via modem), you can compete with up to seven other players, depending on the type and speed of your connections. Internet play can be accomplished by using a matchmaker service, or by players sharing their IP addresses to make direct connections via the Internet to each other's computers.

You can either host or join a race. When you host a racing event, you control who participates and what type of race you compete in.

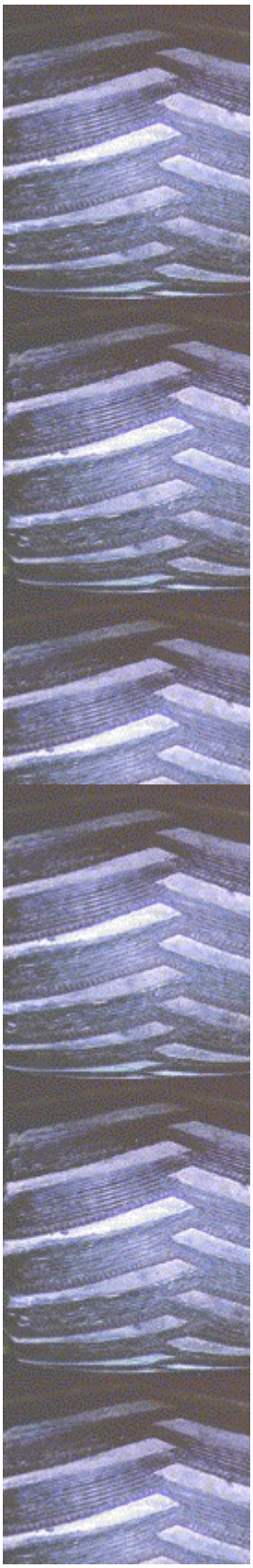
Several things to keep in mind about multiplayer racing:

- Once the race is started, there's no going back! You cannot pause the game or fire up the *Monster Manual*.
- You cannot race drags or tournaments in multiplayer

racing.

- To really spice up the action, in addition to human opponents, you can add computer trucks to multiplayer races.
- If a player quits while a race is in-progress or otherwise disconnects his or her computer, or the modem connection drops out, the computer takes over control of that exiting player's truck. If the host quits while a race is in-progress or otherwise disconnects his or her computer, the race ends for all participants.

{button ,AL(`multiplayer;speed')} Related Topics



Hosting a Race Via a One-to-One Modem Connection

If you have a direct, one-to-one modem connection to another player, you can host a head-to-head circuit or rally race.

Monster Truck Madness requires, at a minimum, a 14.4 kbps modem. However, even with a 14.4 kbps modem, you may experience degraded performance. A 28.8 kbps modem ***for all participants*** is ***strongly recommended.***

IMPORTANT: When you host a race, the player joining you must dial up your computer and establish a modem connection before the race can begin. It is a good idea to plan ahead. Make sure your opponent knows you will be the host. Agree that you will get a few moments head start to begin setting up the game.

To host one other player via a modem

1 On the **Monster Truck Madness** opening screen, select a driver name for yourself and the skill level for both you and your opponent.

2 Click **Multiplayer**.

3 Click **Host**.

4 In the **Game Session Name** box, type a descriptive name for the racing session.

5 In the **Select A Connection Type** list, click **Modem Connection**.

6 Click **OK**.

7 In the **Available Players** box, click the player you want to race against, and then click **Add**.

NOTE: You may have to wait while your opponent establishes a modem connection.

8 Click **OK**.

9 On the **Races** screen, pick the truck you want to drive, and then click either **Circuit** or **Rally**.

The appropriate race screen is displayed with you and your opponent(s) listed in the **Competing Trucks** list.

10 If you are racing a rally, in the **Select Rally** list, click the name of the rally you want to race.

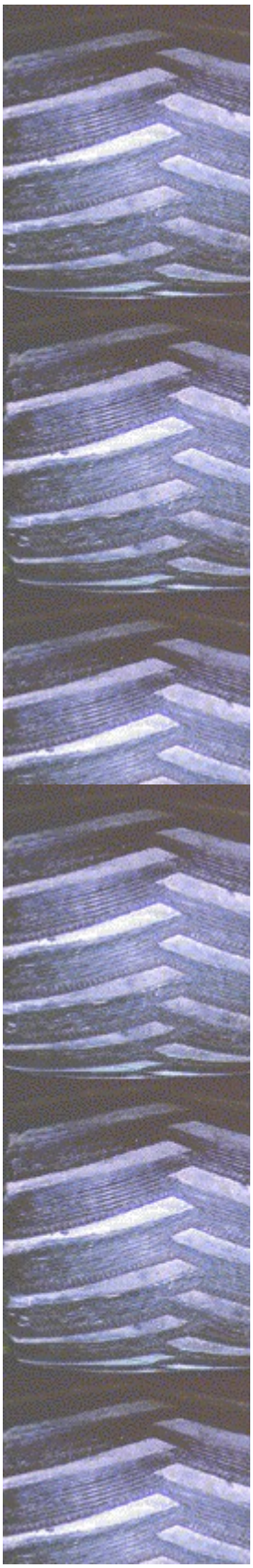
-Or-

If you are racing a circuit, in the **Select Track** list, click the name of the track you want to race on. Then, specify the number of laps you want.

11 When you're ready to race, click **Race**.

The race begins when your opponent clicks **Race**.

{button ,AL(`multiplayer;garage options;speed')} Related Topics



Joining a Race Via a One-to-One Modem Connection

When you join a race via a one-to-one modem connection, the host selects the type of race, while you select a driver name and which truck you want to drive.

Monster Truck Madness requires, at a minimum, a 14.4 kbps modem. However, even with a 14.4 kbps modem, you may experience degraded performance. A 28.8 kbps modem ***for all participants*** is ***strongly recommended.***

IMPORTANT: To join, you dial up the host computer, and wait for the host to include you as a participant and to set up the racing event. It is a good idea to plan ahead. Call one another and agree on who is hosting and give the host a little advance start to set up the game.

To join a race via a one-to-one modem connection

1 On the **Monster Truck Madness** opening screen, select or type a driver name.

2 Click **Multiplayer**.

3 Click **Join**.

4 In the **Select A Connection Type** list, click **Modem Connection**.

5 Click **OK**.

6 Click **OK**.

7 In the **Phone Number** box, type the telephone number of the computer that is hosting the race.

8 Click **Dial**.

Your modem tries to establish a connection with the host's computer. Once the connection has been established, wait while the host officially adds you as a participant. When everything is set, the **Races** screen is displayed.

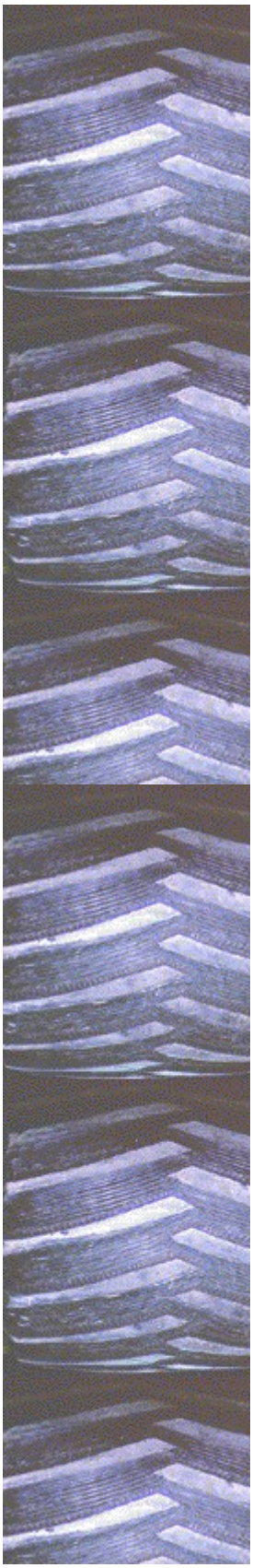
9 On the **Races** screen, pick the truck you want to drive.

10 When the **Next** button lights up, click it.

Depending on the race type your host chose, Monster Truck Madness displays either the **Circuit** or **Rally** screen, where you can preview the track your host has chosen; or, you can go to the garage to tweak your truck.

11 When you are ready to race, click **Race**.

{button ,AL(`multiplayer;garage options;speed')} Related Topics



Hosting a Race Via a LAN Connection

If you have a LAN, you can either use the WinSock IPX or the WinSock TCP protocol connection to host a race. The protocol connection you should use depends on which protocols are installed on your machine.

The race you host can be against one or up to a maximum of seven other players.

IMPORTANT: When you host a race, the players joining you must establish connections before the race can begin. It is a good idea to plan ahead. Call one another, agree on the protocol connection type you'll use, and make sure your opponent(s) know you will be the host and what you will call the game session. Agree that you will get a few moments head start to begin setting up the game.

To host a race via a LAN Connection

1 On the **Monster Truck Madness** opening screen, select a driver name for yourself and the skill level for all participants.

2 Click **Multiplayer**.

3 Click **Host**.

4 In the **Game Session Name** box, type a descriptive name for the racing session.

5 In the **Select A Connection Type** list, click **WinSock TCP Connection** or **WinSock IPX Connection**. Select the option that matches your protocol.

6 Click **OK**.

7 In the **Available Players** list, click the player(s) you want to race against, and then click **Add**. Repeat for each player you want to add.

NOTE: You will have to wait while your opponent(s) establish connection(s). You can add up to seven players.

8 Click **OK**.

9 On the **Races** screen, select the truck you want to drive, and then click either **Circuit** or **Rally**.

The appropriate race screen is displayed with you and your opponent(s) listed in the **Competing Trucks** list.

10 If you are racing a rally, in the **Select Rally** list, click the name of the rally you want to race.

-Or-

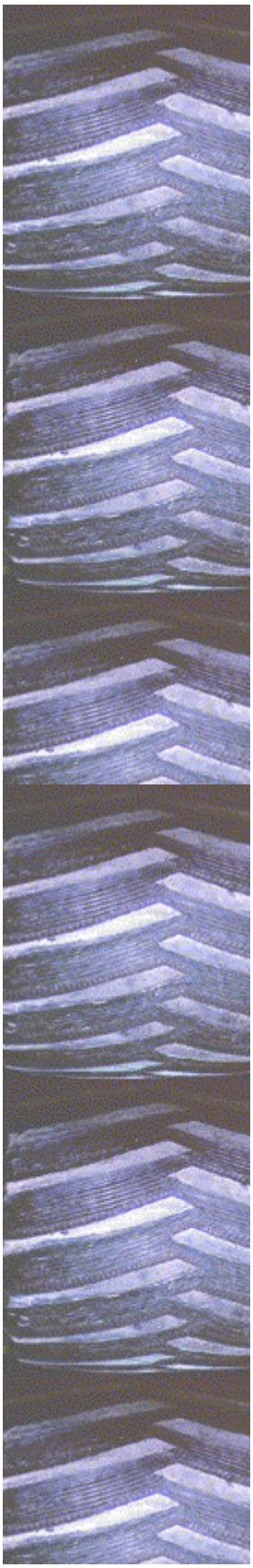
If you are racing a circuit, in the **Select Track** list, click the name of the track you want to race on. Then, specify the number of laps you want.

11 When you're ready to race, click **Race**.

Monster Truck Madness lists the players who are ready to race. The race will not commence until all participants are ready.

When the **Please Wait**… dialog box is displayed, the race is about to begin. Get ready!

{button ,AL(`multiplayer;garage options;speed')} Related Topics



Joining a Race Via a LAN Connection

If you have a LAN, you can either use the WinSock IPX or the WinSock TCP protocol connection to join a race. The protocol connection you should use depends on which protocols are installed on your machine.

You can join one or up to seven other players in a race that takes place via a LAN connection.

IMPORTANT: When joining a race via a LAN connection, it is a good idea to plan ahead. Call one another. Agree on who is hosting, what protocol connection to use, and what the name of the game session will be. It's also a good idea to give the host a little advance start to set up the game.

To join a multiplayer race via a LAN connection

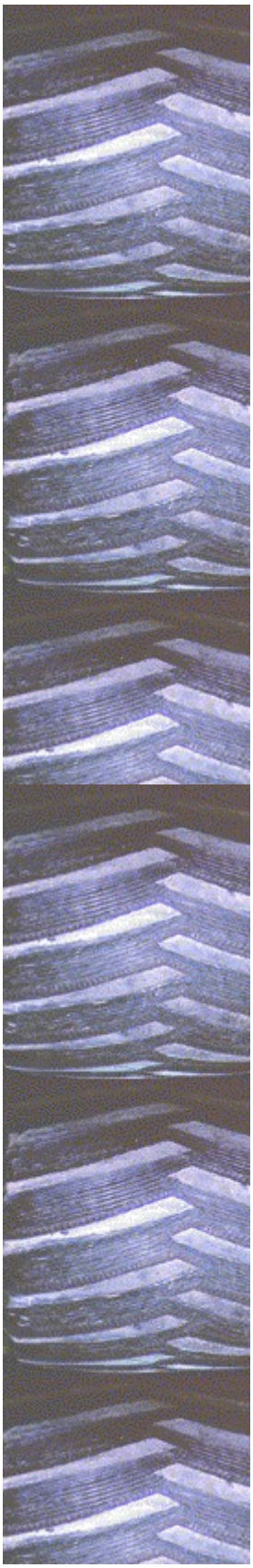
1. On the **Monster Truck Madness** opening screen, select or type a driver name.
2. Click **Multiplayer**.
3. Click **Join**.
4. In the **Select A Connection Type** box, click the connection type you want.
5. Click **OK**.
6. In the **Select A Game Session To Join** list, click the name of the game session you want to join.
7. Click **OK**.
8. On the **Races** screen, pick the truck you want to drive.
9. When the **Next** button lights up, click it.

   Depending on the race type your host chose, Monster Truck Madness displays either the **Circuit** or **Rally** screen, where you can preview the track your host has chosen; or, you can go to the garage to tweak your truck.
10. When you are ready to race, click **Race**.

    If there are more than two participants, Monster Truck Madness displays a list of players who are ready to start the race. You may need to wait while all the players get set to race.

    When the **Please Wait…** dialog box is displayed, the race is about to begin. Get ready!

{button ,AL(`multiplayer;garage options;speed')} Related Topics



Hosting a Race Via an Internet Connection

To host a race in Internet play, you need an Internet account with an Internet Service Provider (ISP), such as MSN™, The Microsoft Network online service. You can host up to a maximum of seven other participants in Internet play.

When setting up a race via an Internet connection, the game will run best if you limit the total number of participants to four or less. If you want to race with more players, all participants should connect via the same ISP, such as MSN, or have an ISDN or T1 connection to the Internet.

IMPORTANT: If you connect to the Internet via a modem, the faster the modem, the better. Monster Truck Madness requires, at a minimum, a 14.4 kbps modem. However, even with a 14.4 kbps modem, you may experience degraded performance in the game in Internet play. A 28.8 kbps modem ***for all participants*** is ***strongly recommended.***

When you host a race, the player(s) joining you must establish a connection to your computer via the Internet and an IP address. (If you don't know your IP address, see Finding Out Your IP Address.) Make sure your opponent(s) know you will be the host, and agree that you will get a few moments head start to begin setting up the game.

When you connect to an ISP, you are assigned an IP address for that session. Finding a way to tell your opponent(s) what your IP address is may require some ingenuity and resolve on your part. When you connect to an ISP via modem, your phone line is tied up. If you and your opponents are each fortunate enough to have second phone lines, no problem! Call them up, tell them your IP address. Otherwise, you need to find another way. Some possible solutions are to go to chat areas provided by your ISP, or to send e-mail. For more tips, you might try going to a multiplayer gaming chat group and asking for help there.

To host a race via an Internet Connection

1. On the **Monster Truck Madness** opening screen, select a driver name for yourself and the skill level for all participants.
2. Click **Multiplayer**.
3. Click **Host**.
4. In the **Game Session Name** box, type a descriptive name for this racing session.
5. In the **Select A Connection Type** list, click **Internet (TCP/IP) Connection**.

6 Click **OK**.

7 In the **Available Players** list, click the player you want to race against, and then click **Add**. Repeat for each player you want to add.

NOTE: You may have to wait for your opponents(s) to establish connection(s). You can add up to seven players.

8 Click **OK**.

9 On the **Races** screen, click the truck you want to drive, and then click **Rally** or **Circuit**.

The appropriate race screen is displayed with you and your opponent(s) listed in the **Competing Trucks** list.

10 If you are racing a rally, in the **Select Rally** list, click the name of the rally you want to race.

-Or-

If you are racing a circuit, in the **Select Track** list, click the name of the track you want to race on. Then, specify the number of laps you want.

11 When you're ready to race, click **Race**.

Monster Truck Madness lists the players who are ready to race. The race will not commence until all participants are ready.

When the **Please Wait…** dialog box is displayed, the race is about to begin. Get ready!

{button ,AL(`multiplayer;garage options;speed')} Related Topics

Finding Out Your IP Address

The most important thing to remember when hosting a race via an Internet connection is that, before you start, you need to supply the people you want to race against with your Internet Protocol (IP) address, which they must use to connect to your computer. Before you host a race, communicate your IP address to your opponents. Call them on the telephone, send them some email, or post a message in a chat forum.

It is also important to connect to your Internet Service Provider (ISP), such as MSN™, The Microsoft Network online service, before starting the following procedure. Otherwise, your IP address may not be displayed.

IMPORTANT: Print this topic before starting the procedure. As you follow the steps below, a dialog box appears which may obscure this topic. Refer to the printed topic to finish the procedure.

To determine your computer's IP address

1 Click to display the **IP Configuration** dialog box.

   The IP address for your computer is listed in the **IP Address** box.

2 Make a note of the IP address.

3 Click **OK**.

4 Communicate your IP address to the people you want to race against.

When you connect to an ISP, you are assigned an IP address for that session. Finding a way to tell your opponent(s) what your IP address is may require some ingenuity and resolve on your part. When you connect to an ISP via modem, your phone line is tied up. If you and your opponents are each fortunate enough to have second phone lines, no problem! Call them up, tell them your IP address. Otherwise, you need to find another way. Some possible solutions are chat areas provided by your ISP and e-mail. For more tips, you might try going to a multiplayer gaming chat group and asking for help there.

{button ,AL(`multiplayer')} Related Topics

Joining a Race Via an Internet Connection

To join a race in Internet play, you need an Internet account with an Internet Service Provider (ISP), such as MSN™, The Microsoft Network online service. You can join one or up to seven other players in Internet play.

IMPORTANT: If you connect to the Internet via a modem, the faster the modem, the better. Monster Truck Madness requires, at a minimum, a 14.4 kbps modem. However, even with a 14.4 kbps modem, you may experience degraded performance in the game in Internet play. A 28.8 kbps modem ***for all participants*** is ***strongly recommended.***

When you join a race, you must establish a connection to your host's computer via the Internet and an IP address. Before beginning the following procedure, you and your host should work out in advance, how you will find out the host's IP address.

When your host connects to an ISP, the ISP assigns an IP address for that session. Finding your host's assigned IP address may require some ingenuity and resolve on your part. When you connect to an ISP via modem, your phone line is tied up. If you and your host are each fortunate enough to have second phone lines, no problem! Otherwise,

you need to find another way. Some possible solutions are chat areas provided by your ISP and e-mail. For more tips, you might try going to a multiplayer gaming chat group and asking for help there.

To join a race via an Internet Connection

1 On the **Monster Truck Madness** opening screen, type or select a name for yourself.

2 Click **Multiplayer**.

3 Click **Join**.

4 In the **Select A Connection Type** box, click **Internet (TCP/IP) Connection**.

5 Click **OK**.

6 Click **OK**.

7 In the **Specify A Host Name Or IP Address** box, type your host's IP address.

8 Click **OK**.

9 On the **Races** screen, pick the truck you want to drive.

10 When the **Next** button lights up, click it.

Depending on the race type your host chose, Monster Truck Madness displays either the **Circuit** or **Rally** screen, where you can preview the track your host has chosen; or, you can go to the garage to tweak your truck.

11 When you are ready to race, click **Race**.

If there are more than two participants, Monster Truck Madness displays a list of players who are ready to start the race. You may need to wait while all the players get set to race.

When the **Please Wait…** dialog box is displayed, the race is about to begin. Get ready!

{button ,AL(`multiplayer;garage options;speed')} Related Topics

Chatting with Opponents While You're Racing

When you're racing head-to-head against other drivers during a multiplayer game, you can exchange snide remarks, words of encouragement, or even discuss the current track conditions.

You can send chat messages that can be read by all the drivers, or you can send private messages to one other driver.

Keep in mind, that even as you're typing in messages, you're still driving, and you still have to control your monster truck. You have joystick control while sending a message, but you don't have access to some keyboard commands. No crashes caused by negligent chatting!

To send a message to all drivers

NOTE: You can start chatting with your opponents once the race has begun.

1 To display the **Chat Message** box, Press **T**.

2 Type your message in the **Chat Message** box.

To delete text or make corrections, press **BACKSPACE** key.

3 When you are ready to send your message, press **ENTER**.

To send a private message to a specific driver

1 If the **Chat Message** box is not already displayed, press **T**.

2 Press the **DOWN ARROW** key to scroll through the list of drivers until the name of the driver you want to send to is displayed in the **Chat Message** box.

3 Type your message. To delete text or make corrections, use the BACKSPACE key.

4 When you are ready to send your private message, press **ENTER**.

{button ,AL(`chatting;multiplayer')} Related Topics

Viewing Your Messages

When an opponent sends you a chat message, it is automatically displayed in the **Incoming Chat** window, which appears in the lower middle of the game window. The **Incoming Chat** window automatically disappears after 10 seconds, unless you specify that it is displayed for a shorter or longer period of time. Monster Truck Madness keeps up to 20 received messages in a queue so that you can scroll through the messages you've received.

To display and scroll through incoming messages

To display your incoming messages, press **COMMA (,)**, and then use **COMMA (,)** and **PERIOD (.)** to scroll to the next and previous messages.

To display or hide chat messages

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

2 Under **Network Chat**, select or clear the **Show Chat Messages** check box.

3 Click **OK**.

To change how long the Chat window stays open

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

2 Under **Network Chat**, select the **Show Chat Messages** check box.

3 Under **Network Chat**, in the **Seconds Per Message** box, type the number of seconds you want the **Chat** window to stay up.

4 Click **OK**.

{button ,AL(`chatting;multiplayer')} Related Topics

Miscellaneous Tips for Making the Game Run Faster

- Limit the number of computer trucks you race against.
- Quit all other open applications before starting Monster Truck Madness.
- If you are in cockpit view with the rear view mirror displayed, hide the rear view mirror by pressing **MINUS SIGN (-)** on the numeric keypad or moving the hat switch up on a joystick.
- For faster modem-to-modem or Internet gameplay via modem, upgrade your modem to a 28.8 kbps (or faster) modem.
- When setting up a race via an Internet connection, limit the total number of participants to three. If you want to race with a total of four players, all participants should connect via the same Internet Service Provider (ISP), such as MSN™, The Microsoft Network online service, or have an ISDN or T1 connection to the Internet.
- Turn off synthesized music. On the **Options** menu, click **Sound**, and then clear the **Play Synthesized Music** checkbox.

- Play music in mono rather than stereo. On the **Options** menu, click **Sound**. In the **Playback Format** list, click **Mono**.
- Turn off all sound effects and music. Press **CTRL+M**.
- Let Monster Truck Madness determine the graphics settings that will make the game run faster. On the **Options** menu, click **Graphics**, select the **Automatic Graphics Quality** check box, and then drag the **Graphics Quality Adjuster** slider to **Runs Faster**.
- Set the image quality to low. On the **Options** menu, click **Graphics**. In the **Image Quality** list, click **Low (Faster)**.
- Set the graphics resolution to 320 x 400 or 320 x 200. On the **Options** menu, click **Graphics**. In the **Simulation Resolution** list, click one of the resolution options above.

{button ,AL(`speed')} Related Topics

Visiting the Monster Truck Web Stop

If you race to win, you'll get the edge you need at the Monster Truck Web Stop!

Check in at the Monster Truck Web Stop to learn tips for playing the game and download free videos and photographs. Follow the professional monster truck tour and get up-to-date race results and standings.

You can visit the Monster Truck Web Stop from the game's opening screen.

To visit the Monster Truck Web Stop

On the game's opening screen, click **Monster Truck Web Stop**.

-Or-

If you've gone past the opening screen, click the button that looks like this

until you've backtracked to the opening screen, and then click **Monster Truck Web Stop**.

{button ,AL(`web')} Related Topic

Changing the Monster Truck Web Stop's Internet Address

With the constantly changing and evolving nature of the Internet, it's possible that the Internet address, or URL, for the Monster Truck Web Stop may change.

If the URL changes for the Monster Truck Web Stop's World Wide Web page, you need to update the URL that the game uses. That way, when you click the **Monster Truck Web Stop** button on the game's opening screen, you'll see the correct Web page.

To change the Monster Truck Web Stop's URL

1. On the **Options** menu, click **Game**.
2. Under **Monster Truck Madness Web Page**, type a new URL for Monster Truck Web Stop.

   NOTE: The current URL is http://www.microsoft.com/games/monster/
3. Click **OK**.

{button ,AL(`web')} Related Topic

Setting Your Monitor to Display 256 Colors

Monster Truck Madness runs best when your monitor is set to display 256 colors. If you choose to leave your monitor set to higher color modes, it is very likely that Monster Truck Madness will not run satisfactorily. However, if you use a 3D hardware graphics accelerator, you may be able to get satisfactory performance in higher color modes.

NOTE: Your monitor and display adapter determine whether you can change your screen resolution.

IMPORTANT: Print this topic before starting the procedure. As you follow the steps below, a dialog box appears which may obscure this topic. Refer to the printed topic to finish the procedure.

To set your monitor to display 256 colors

1 Click to display the **Display Properties** dialog box.

2 In the **Color Palette** list, click **256 Color**.

3 Click **OK**.

IMPORTANT: Depending on how your system is configured, you may be prompted to close Monster Truck Madness and restart Windows 95 in order for the display setting change to take effect.

NOTE: If you don't have the necessary 256-color driver, or if you aren't sure that your video card supports 256 colors, contact your video card manufacturer.

{button ,AL(`speed')} Related Topics

Switching Between Full-Screen and Windowed Modes

When you're playing Monster Truck Madness, you can play in either full-screen or windowed mode.

Choose full-screen mode for a smoother graphic display. While you are racing, the menu and taskbar are hidden.

Choose windowed mode when you need speedy access to the menu bar and commands, the taskbar, or Microsoft Windows 95 desktop.

To switch between full-screen and windowed modes

Press **F4**.

{button ,AL(`speed')} Related Topics

Reducing the Level of Detail in Graphics

Enhancing graphics detail comes at a cost: Slower performance. The less detail you display, the faster your monster truck will move.

To reduce the level of detail in graphics

1. On the **Options** menu, click **Graphics**.
2. Select the **Automatic Graphics Quality** check box.
3. Drag the **Graphics Quality Adjuster** slider to **Runs Faster**.
4. Click **OK**.

   Monster Truck Madness automatically adjusts the graphics settings to make the game run faster.

{button ,AL(`speed')} Related Topics

Miscellaneous Tips for Making the Game Run Faster

- Limit the number of computer trucks you race against.
- Quit all other open applications before starting Monster Truck Madness.
- If you are in cockpit view with the rear view mirror displayed, hide the rear view mirror by pressing **MINUS SIGN (-)** on the numeric keypad or moving the hat switch up on a joystick.
- For faster modem-to-modem or Internet gameplay via modem, upgrade your modem to a 28.8 kbps (or faster) modem.
- When setting up a race via an Internet connection, limit the total number of participants to three. If you want to race with a total of four players, all participants should connect via the same Internet Service Provider (ISP), such as MSN™, The Microsoft Network online service, or have an ISDN or T1 connection to the Internet.
- Turn off music. On the **Options** menu, click **Sound**, and then clear the **Play Music** check box.
- Play music in mono rather than stereo. On the **Options** menu, click **Sound**. In the **Playback Format** list, click **Mono**.
- Turn off all sound effects and music. Press **CTRL+M**.
- Let Monster Truck Madness determine the graphics settings that will make the game run faster. On the **Options** menu, click **Graphics**, select the **Automatic Graphics Quality** check box, and then drag the **Graphics Quality Adjuster** slider to **Runs Faster**.
- Set the image quality to low. On the **Options** menu, click **Graphics**. In the **Image Quality** list, click **Low (Faster)**.
- Set the graphics resolution to 320 x 400 or 320 x 200. On the **Options** menu, click **Graphics**. In the **Simulation Resolution** list, click one of the resolution options above.

{button ,AL(`speed')} Related Topics

If Your Monitor Is Set to Display More Than 256 Colors

Monster Truck Madness runs best when your monitor is set to display 256 colors. If you choose to leave your monitor set to higher color modes, it is very likely that Monster Truck Madness will not run satisfactorily. However, if you use a 3D hardware graphics accelerator, you may be able to get satisfactory performance in higher color modes.

IMPORTANT: Print this topic before starting the procedure. As you follow the steps below, a dialog box appears which may obscure this topic. Refer to the printed topic to finish the procedure.

To set your monitor to display 256 colors

1 Click to display the **Display Properties** dialog box.

2 In the **Color Palette** list, click **256 Color**.

3 Click **OK**.

IMPORTANT: You may be prompted to restart Windows 95 in order for the display setting change to take effect. Before you restart Windows 95, press **ALT+TAB** to return to Monster Truck Madness and quit the game.

NOTE: If you don't have the necessary 256-color driver, or if you aren't sure that your video card supports 256 colors, contact your video card manufacturer.

{button ,AL(`MiscTips;reduce detail;switch between')}
Related Topics

If Your Screen Resolution Is 640 x 400 and the Game Runs Slowly

Monster Truck Madness runs best when your monitor is set to 640 x 480 screen resolution. If you choose to have your monitor set to 640 x 400, it is very likely that Monster Truck Madness will not run satisfactorily.

NOTE: Your monitor and display adapter determine whether you can change your screen resolution.

IMPORTANT: Print this topic before starting the procedure. As you follow the steps below, a dialog box appears which may obscure this topic. Refer to the printed topic to finish the procedure.

To set your monitor to 640 x 480 screen resolution

1 Click to display the **Display Properties** dialog box.

2 Under **Desktop Area**, drag the slider to select the 640 x 480 resolution option.

3 Click **OK** and follow the instructions on the screen to adjust your display settings and keep the new setting.

{button ,AL(`MiscTips;reduce detail;switch between')}
Related Topics

If the Graphics Have Less Detail Than You Would Like

Enhancing graphics detail comes at a cost: Slow performance. The less detail you display, the faster your monster truck will move.

1 On the **Options** menu, click **Graphics**.

2 Under **Graphics Details**, choose a higher level of quality or detail for each option.

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

3 Click **OK**.

Experiment with different settings to find the balance you want between speed and graphic detail.

If Your Steering Control is Too Sensitive

If you are having difficulty controlling your truck because your driving control's steering response seems too sensitive, you can adjust its sensitivity.

1 On the **Options** menu, click **Controls**.

2 Under **Steering Response**, drag the slider to the right to make the steering response less sensitive.

3 Click **OK**.

Test the new setting in a race. You may need to experiment to find the perfect steering response setting for your steering control and your driving style.

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

If Your Steering Control is Not Sensitive Enough

If you are having difficulty controlling your truck because your driving control's steering response is not sensitive enough, you can adjust its sensitivity.

1 On the **Options** menu, click **Controls**.

2 Under **Steering Response**, drag the slider to the left to make your control's steering response more sensitive.

3 Click **OK**.

Test the new settings in a race. You may need to experiment to find the perfect steering response setting for your steering control and your driving style.

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

If You Don't Hear Any Sound

- You may have all game sounds turned off. Click the **Options** menu. If the **Mute Sound** command is checked, click it to enable sounds.
- You may need to increase the volume. On the **Options** menu, click **Sound**. Drag the sound effects and music sliders to the right.
- Make sure your speakers or headphones are connected properly.
- The volume may be turned down on your speakers or headphones.
- You may not have the latest sound driver available. Contact the manufacturer of your sound card to obtain the latest sound driver.

{button ,AL(`sound clip;sounds')} Related Topics

If the Sound Seems Clipped, or the Sound Effects Are Delayed

1 On the **Options** menu, click **Sound**.

2 Click **Advanced**.

3 If the sound is choppy or clipped, increase the number of buffers slightly.

4 To listen to the effects of the new settings, click **Test**.

5 If the sound is still clipped, increase the buffer size slightly, and then click **Test**.

6 Continue to experiment until the sound is smooth and timed appropriately.

NOTE: You can restore the original sound settings by clicking **Default**.

7 To apply the new settings, click **OK**.

8 To close the **Sound Options** dialog box, click **OK**.

{button ,AL(`no sound;sounds')} Related Topics

If You Have Two Joysticks Installed on Your Computer

If you're a true power gamer with more than one joystick installed on your computer, you need to specify which one you will use when playing Monster Truck Madness.

NOTE: You must also designate your preferred joystick as the primary driving control. For more information, see Choosing a Primary Driving Control.

IMPORTANT: Print this topic before starting the procedure. As you follow the steps below, a dialog box appears which may obscure this topic. Refer to the printed topic to finish the procedure.

To specify which joystick you want to drive with

1 Click to display the **Joystick Properties** dialog box.

2 In the **Current Joystick** list, click the joystick you want to use for Monster Truck Madness.

3 Click **OK**.

The joystick you selected remains the current joystick for all programs until you change it again.

{button ,AL(`no joy;customjoy;calibrate;Sidewinder')}
Related Topics

If the Joystick Does Not Function Correctly

- You may need to calibrate the joystick. Click to display the **Joystick Properties** dialog box. Click **Calibrate**, and then follow the instructions on the screen.
- The joystick buttons may have been assigned customized functions. You can return the buttons to their default settings, or assign different functions to the buttons. For more information, see Customizing Your Joystick Controls.

{button ,AL(`twojoy;customjoy;calibrate;Sidewinder')}
Related Topics

If the Keyboard Does Not Work as Expected

- You may be using the **PLUS SIGN (+)** and **MINUS SIGN (-)** keys on the main keyboard area. Use the keys on the numeric keypad instead.
- Use the arrow keys to control your truck like you would use a joystick. Pressing the **UP ARROW** key is like pushing a joystick forward: It accelerates your truck forward. Pressing the **DOWN ARROW** key is like pulling the joystick back: It applies the brakes, and once the truck has stopped, it reverses the truck (in automatic transmission only). You can easily customize these keyboard settings.
- The functions of the keys may have been assigned customized settings. You can return the keys to their default settings, or assign different functions to the keys. For more information, see Customizing Your Keyboard Controls.

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

If You Use an Orchid Fahrenheit 64Pro PCI4 Video Card

If you run Monster Truck Madness on a computer that has an Orchid Fahrenheit 64Pro PCI4 video card and your screen resolution is set to 800 x 600 or higher, you may experience screen flickering when you minimize Monster Truck Madness. To correct the problem, follow the steps below.

IMPORTANT: Print this topic before starting the procedure. As you follow the steps below, a dialog box appears which may obscure this topic. Refer to the printed topic to finish the procedure.

1 Click to display the **Display Properties** dialog box.

2 Under **Desktop Area**, drag the pointer to the left to select **640 x 480** screen resolution.

3 Click **OK**.

IMPORTANT: Depending on how your system is configured, you may be prompted to close Monster Truck Madness and restart Windows 95 in order for the display setting change to take effect.

Earning a Class B Monster Truck Driver's License

Since 1995, the MTRA requires all new monster truck drivers to pass several tests. Passing these tests confirms their competency to drive monster trucks.

Earning a Class B Monster Truck Driver's license is the first step new drivers take on their way to earning a Class A Monster Truck Driver's license, which is required when driving in a Certified Penda Point or Purse Race Series event.

To earn a Class B Monster Truck Driver's license, you must complete a prescribed driving test in an MTRA-certified vehicle and in the presence of three different MTRA Class A drivers. The driving test includes the following:

- **Cab familiarity test.** You are asked to identify key switches, buttons, and dials in the cab, with an emphasis on safety and emergency features.
- **Vehicle stopping, starting, and turning demonstration.** You must complete these basic maneuvers.
- **Driving over cars several times at different speeds.** You must drive over cars and show that you can control the vehicle as it completes classic monster truck moves.

Once you've completed your driving test, Class A drivers who observed you must endorse your performance by signing your application, which you must then send to the MTRA Board of Directors for approval.

{button ,AL(`licenseA')} Related Topic

Earning a Class A Monster Truck Driver's License

While earning a Class B Monster Truck Driver's License is an accomplishment to be proud of, it's also kind of like a learner's permit. You can't compete in any Certified Penda Point or Purse Race Series event until you earn a Class A license.

The road to a Class A driver's license is paved with the following requirements:

- A Class B driver's license.
- You must execute 10 performances in an MTRA-certified vehicle; At least one Class A driver must witness and sign-off on each performance. The MTRA rules require that you get sign-off from at least three different Class A drivers.
- Once you've completed the 10 performances, the MTRA Board of Directors evaluates your application and decides whether to issue the license or require more testing.

Once you've earned your Class A license, it is your duty to watch Class B drivers and evaluate their driving. And, "It would be a good idea to give constructive criticism." *(MTRA Official Safety Rules)*

{button ,AL(`licenseB')} Related Topic

Cool Stuff

Spectacular Crashes

Try controlling a 5-ton monster truck as it races at high speed. Talk about a challenging and unforgiving task! One false move, one tiny miscalculation, and the 10,000-plus pounds of rubber, steel, and fiberglass you're strapped into hurtles out of control. You careen and flip unpredictably, damaging the vehicle and everything that gets in its way.

The drivers on the professional monster truck tour are the most skilled in the world and the MTRA enforces stringent safety rules to protect both the drivers and the fans who cheer them on. But even the experts can have a bad day.

To watch the video, click the image in the left margin.

For details on monster truck safety rules, see Monster Truck Safety Rules.

Cool Stuff

Great Moments in Monster Truck History

Since the first marriage of truck and giant tires in 1974, the sport of monster truck racing has grown by leaps and bounds, surpassing even the wildest hopes and dreams of monster truck pioneers such as BIGFOOT creator Bob Chandler.

Let's take a moment to reflect and look back on some memorable moments in monster truck history. Click the images in the left margin to watch videos that showcase the history of monster trucks.

The First Car Crush

BIGFOOT 1, the Original Monster Truck®, built in 1974, was originally created as a promotional vehicle for Bob and Marilyn Chandler's 4-wheel drive business. Its popularity grew quickly, and promoters began to take notice.

In 1981, in a suburban St. Louis cornfield, Bob and his crew conducted an experiment with BIGFOOT 1 that would change the world of giant trucks forever. To watch the first car crush and many of the earliest public car crushes, click the first video in the left margin.

The First Public Car Crush

Once the giggles and exclamations of amazement died down, Bob and the others who witnessed the first car crush in that suburban backyard knew they were onto something.

BIGFOOT crushed cars in public for the first time in April, 1982. Thousands of spectators in Jefferson City, Missouri (April, 1982) watched electrified as BIGFOOT crumpled cars, smashed windshields, and made its memorable mark on the world of motorsports.

Racing a Paddlewheel Steamboat

As BIGFOOT's popularity and notoriety increased, the BIGFOOT team found other innovative ways to showcase their truck's unique driving capabilities.

In 1985, BIGFOOT raced head-to-head against a paddlewheel steamboat on the Chattahoochie River in Columbus, Georgia. To watch this strange amphibious battle, click the second video in the left margin.

Record-breaking Jump

In July, 1995 (Springfield, Missouri), BIGFOOT 11 (also known as Wildfoot) set an all-time distance record for a jump. Driver Eric Tack jumped 117 feet over crush cars and

dirt: A record that stands to this day. Although no video footage of this auspicious monster truck moment exists, Eric's attempt to repeat the feat the following day was captured on videotape. To watch Eric's 112-foot follow-up jump, click the third video in the left margin.

If the first 20 years are any indication, monster trucks will continue to make memorable moves as they thunder their way into the 21st century. Crushing cars, racing riverboats, flying through the air: What's going to happen next?

Monster Truck Safety Rules

The Monster Truck Racing Association (MTRA), the governing body of the professional monster truck tour, enforces stringent safety rules to ensure the safety of all participants in a monster truck event, from the drivers and their crews to the thousands of fans who flock to fairgrounds and stadiums all over North America to catch monster truck action.

The most important safety requirements include:

- **Remote Ignition Interrupt System (RII)**. All MTRA-certified monster trucks must be equipped with an RII, which, when activated, shuts off power to the electric fuel pumps and ignition system.

  For official MTRA-sanctioned racing events, each truck has an observer who controls the RII from a safe vantage point with an unobstructed view of the truck. The MTRA recommends that "a vehicle must be killed if it veers off the track, even if just slightly." If you go to monster truck events or see them on TV, you know that the RII system on each truck is tested immediately before the start of each racing heat. When a monster truck's engine suddenly goes silent just minutes before a racing heat, you know the RII is being tested.

- **In-cab kill switch**. All MTRA-certified monster trucks must have an in-cab kill switch located within easy reach of the driver. The switch shuts off all power to the electric fuel pumps and the ignition system. The in-cab kill switch provides built-in redundancy with the RII. If one system fails, there is a backup. A driver must demonstrate the ability to activate the kill switch with eyes closed and while belted into the seat.

Other safety requirements include an onboard fire retardant system, firewalls, and stringent requirements for driver clothing, including eye protection, neck collars, helmets with helmet restraints, and fire-retardant safety suits.

The MTRA enforces these rules in order to protect the lives and safety of the drivers, their crews, and their fans.

Cool Stuff

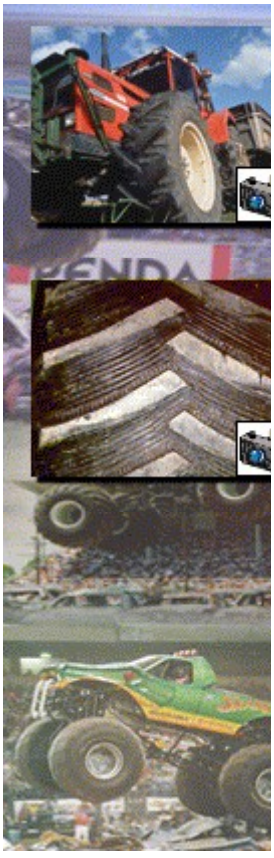
Transporting Monster Trucks

You don't see them in traffic during the morning commute too often, so how do monster trucks make their way from one racing event to another?

Their large size and lack of working headlights (Snake Bite's snake eyes don't count!) make it illegal to drive a monster truck on public roads and highways. So, monster trucks on the professional monster truck tour are transported in 18-wheel tractor-trailer rigs. Before the trucks are driven into the trailers, the crew strips them of some of their most prominent and important parts.

To view a monster truck being loaded for transport, click the video in the left margin.

The next time you cruise down one of America's interstates, keep in mind that what looks like a moving van ahead of you on the highway may actually be a monster truck's rolling home away from home.



Monster Tires: The Gripping Story

Let's face it: Its tires are a monster truck's most significant feature. It's hard not to notice them!

If you've ever thought about slapping a couple of monster tires onto your pickup and heading out on the highway, keep in mind that it can be costly: Your average monster truck tire costs $1800 (U.S. dollars)!

Most trucks on the professional monster truck tour use Goodyear Terra tires, which are more commonly used as flotation tires on farming equipment. At 66 inches high and 34 inches wide, Terra tires weigh almost one-half ton apiece.

BIGFOOT, the original monster truck, uses Firestone Monster Truck Racing Tires (similar to Firestone-patented experimental flotation tires formed from a 23-degree mold), which are custom-manufactured exclusively for BIGFOOT 4 x 4, Inc.

Depending on the race surface, some monster truck teams sculpt up to 150 pounds of rubber from the tire tread, essentially creating a custom tire tread cut while reducing the overall weight of both tire and truck.

All of this "tire-ing" discussion of treads and tires leads one to ask the question: If a truck with Terra tires is

called a "monster truck," why isn't a tractor with Terra tires called a "monster tractor"? Something to think about the next time you cruise through farmland in a rally race!

Monster Truck Size Requirements

In order to be certified by the MTRA, a monster truck must weigh a minimum of 10,000 pounds.

Although monster trucks look like conventional stock vehicle bodies with humongous tires attached, their appearance is deceiving. Most monster truck bodies are hatched from molded fiberglass, which is supported by a steel frame.

This lighter truck body allows more emphasis on building strength and weight into the truck's engine and frame without sacrificing speed and maneuverability.

For your added reading pleasure, see the size, weight, and equipment summary sheets for the following trucks: Bear Foot, BIGFOOT 15, Boogey Van, Carolina Crusher, Grave Digger, Monster Patrol, Overkill, Power Wheels BIGFOOT, Rampage, Samson, Snake Bite, and Wildfoot.

Evolution of Monster Truck Design

Since 1974, when Bob Chandler started creating what would become the first monster truck, monster truck design has evolved dramatically. From his early days of customizing a Ford F250 pickup, which he used for family fun and promotional appearances, to using an AUTOCAD computer program to design today's state-of-the-art monster truck, Bob has been a visionary. His forceful imagination has anticipated and continues to drive the development of a motorsport that captures the heart and imagination of between 9 and 10 million monster truck fans every year.

You can trace the evolution of monster truck design through its three developmental stages by following the development of the BIGFOOT family of monster trucks.

{button ,AL(`evolution')} Related Topics

Stage One Monster Trucks

Bob Chandler, the inventor of monster trucks, calls the first three BIGFOOTs stage one monster trucks, which means that they were built heavy and slow, with a focus on maximizing their car-crushing capabilities.

BIGFOOT 1, "The Original Monster Truck®", began evolving into a monster truck in 1974. In 1982 in Jefferson City, Missouri, it became the first monster truck to ever crush cars in public.

BIGFOOT 2, built in the summer of 1982, was the first monster truck to use Firestone 23-degree, 66 x 43 x 25-inch flotation tires.

BIGFOOT 3, built in 1983, was the first monster truck to perform in Japan.

{button ,AL(`evolution')} Related Topics

Stage Two Monster Trucks

BIGFOOTs 4, 6, and 7 are excellent examples of stage two monster trucks. Stage two monster trucks were built to crush cars, of course, but they were lighter and had more horsepower for racing.

BIGFOOT 4, built in 1984, was the first monster truck to perform a wheel-standing sled pull. The truck appeared in a series of Ford Trucks television commercials in 1985. After being converted to a race truck in 1988, BIGFOOT 4 captured the 1990 championship of the Special Events Monster Truck Triple Crown Series.

BIGFOOT 6, built in 1986, set a record in 1987 by jumping over 13 cars at a Jamboree in Indianapolis, Indiana. A true Monster Truck Ambassador of Good Will, BIGFOOT 6 toured extensively through England, Scotland, Ireland, Wales, Iceland, Thailand, and other countries before being sold to an English promoter.

BIGFOOT 7 was built in 1988 specifically for the filming of the movie, *Roadhouse*. In the film, the truck displays all the characteristics of a true stage two monster truck. It crushes cars, of course, but it also flies through the air and displays impressive pickup power.

{button ,AL(`evolution')} Related Topics

Stage Three Monster Trucks

Stage three monster trucks set the standard as monster trucks move into the 21st century. These performance racing trucks have tubular chassis, high tech suspensions, and lots of power. They ride smoother, and are faster and easier to control than any big-tired truck that came before them. Bob Chandler's concept and ideas for the suspension in his stage three monster trucks are so innovative they've been awarded a U.S. patent, a first for monster truck racing.

BIGFOOT 8, built in 1989, was the first monster truck completely designed and blueprinted with the use of an AUTOCAD computer program. The truck has a unique nitrogen shock/cantilever suspension, which gives it about 2 feet of travel. BIGFOOT 8 dominated the older, Stage 2 "spring" trucks, winning the 1990 Monster Truck Championship.

BIGFOOT 10, built in 1991, is a refinement of BIGFOOTs 8 and 9 and is the product of more than 700 hours of computer design work. One of the lightest trucks in the fleet, BIGFOOT 10 weighs in at just over 10,000 pounds.

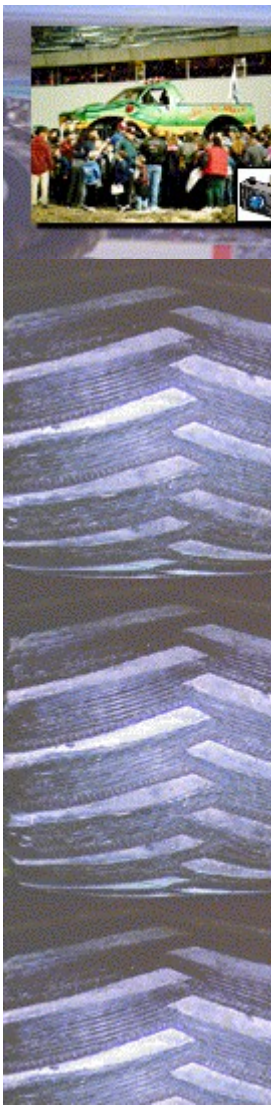
BIGFOOT 10's engine is placed behind the driver and the redesigned suspension can be adjusted for up to 30 inches

of travel. With Andy Brass behind the wheel, BIGFOOT 10 captured the 1992 World Championship of Monster Truck Racing in the Penda Point Series.

BIGFOOT 11, built in 1992, is a refinement of BIGFOOT 10, with even more suspension travel than its predecessor, plus the most powerful engine ever run in a BIGFOOT vehicle, a 572-cubic-inch Ford Hemi. With a new color scheme and a new name, BIGFOOT 11, formerly known as Wildfoot, captured the 1993 World Championship of Monster Truck Racing in the Penda Points Series. The same truck, sporting an updated BIGFOOT blue graphic scheme, won the 1994 Championship as well.

BIGFOOT 15, the truck you drive in Monster Truck Madness, is the newest truck in the BIGFOOT fleet. A classic stage three monster truck, BIGFOOT 15 sports a tubular chassis, high tech suspension, and plenty of horsepower.

{button ,AL(`evolution')} Related Topics



Monster Truck Fan Demographics

If the monster truck show ever comes to your hometown, be sure to call ahead for tickets; monster truck shows attract huge audiences, and you may have to fight your way through the crowds to get to the ticket office. Between 9 and 10 million spectators attend live monster truck shows in North America each year.

According to independent research, the live monster truck show spectator can be categorized as follows.

Monster Truck Fans and the Vehicles They Drive

Not surprisingly, 68 percent of surveyed monster truck show spectators drive some form of a truck, either a pickup, a sport utility vehicle, or a van.

A whopping 82 percent of monster truck fans perform at least some do-it-yourself repairs on their vehicles. Seventy-nine percent of them aren't fooling around; they even own power tools (and, no, duct tape doesn't count!).

Age and Gender Breakdown

Adults 18 and up: 61 percent of all fans; 59 percent in this category are male, 60 percent married

Adult age range:
29 percent are between 18 and 24

39 percent are between 25 and 34

31 percent are between 35 and 54

Teens 13-17: 13 percent, of which 73 percent are male, 27 percent female

Children 2-12: 26 percent, of which 63 percent are male, 37 percent female

Television Viewing and Spectating Habits

Many monster truck fans who attend live shows know what they're in for because they've seen it on TV. Seventy nine percent of those surveyed indicated that they watch similar events on television.

Seventy three percent also attend one or more similar events each year, including monster truck racing, pulling, and mud racing. Eighty one percent attend another motorsport event at least once a year.

Consumption Habits

In one poll, 81 percent of monster truck fans responded that they drink beer, an average of 5.9 cans per week, in fact.

Their liquid intake is not limited to beer, however. They

also consume an average of 11.34 soft drinks per week.

Some of those sodas may be consumed with fast-food meals. Monster truck fans visit fast food restaurants an average of 3.9 times per week.

They may also be buying sodas at the nearest convenience store. Monster truck fans shop at convenience stores an average of 5.6 times per week.

Household Income

The average household income for monster truck spectators is $39,000, with 54 percent reporting dual income households, 29 percent reporting single income households, and 17 percent reporting triple income households.

Sixty percent of those polled identify themselves as blue collar workers, while 37 percent check the white collar box.

BIGFOOT at the Movies

BIGFOOT is more than just a monster truck; it's also a monster movie star!

Since 1979, when BIGFOOT 1 made its movie debut in the classic film, *Take This Job and Shove It*, BIGFOOT trucks have filled the silver screen with dramatic entrances, car-crushing close-ups, and spectacular stunts. They may not always get the girl, but monster trucks in the movies usually manage to steal the scene and leave the bad guys in the dust!

Here are some gems from BIGFOOT's celluloid history:

- BIGFOOT 2 drives over a Porsche 928 in the 1984 film, *Cannonball Run II*.
- BIGFOOT 3 guns its engines in the 1985 movie, *Police Academy 2*.
- BIGFOOT 6 struts across the screen in *Police Academy 6*.
- BIGFOOT 7 was custom-built specifically for use in the Patrick Swayze/Sam Elliott film, *Roadhouse*. In one crucial scene, which cost a half a million dollars to stage and was filmed with seven cameras, BIGFOOT 7 roars through a new car showroom, annihilating four

new cars on its way. BIGFOOT driver, Jim Kramer, a true professional, nailed the scene on his first attempt, a move the producers and directors appreciated highly.

- Kurt Russell and BIGFOOT 7 paired up a year later, in 1989, for the film, *Tango and Cash*.

The next time you head down to your video store looking for a "monster" movie, skip *Frankenstein* and the *Creature from the Black Lagoon*, and check out one of the films mentioned above. Movies and monster trucks; what a great combination!

BIGFOOT 5: Giant Among Giants

One member of the BIGFOOT fleet stands taller than the rest: BIGFOOT 5, also known as the "Giant Among Giants."

Built in the summer of 1986, BIGFOOT 5 is the world's tallest, widest, and heaviest pickup truck. With its 10-foot-tall Firestone Alaska Tundra tires, BIGFOOT 5 reaches a height of over 15 feet.

It's hard to believe, but, in its dual-wheel configuration, BIGFOOT 5 is even wider than it is tall: It's 20 feet wide,

in fact!

With all 8 tires and wheels on, BIGFOOT 5 tips the scales at a whopping 38,000-plus pounds, almost four times the weight of the trucks currently competing on the professional monster truck tour.

Although it makes occasional exhibition appearances, BIGFOOT 5 spends most of its time on display in St. Louis, Missouri, USA, at the home of BIGFOOT 4 X 4, Inc., where it is a popular photo opportunity.

BIGFOOT 5: How'd you like to see that baby coming up fast in your rear view mirror?

Bear Foot

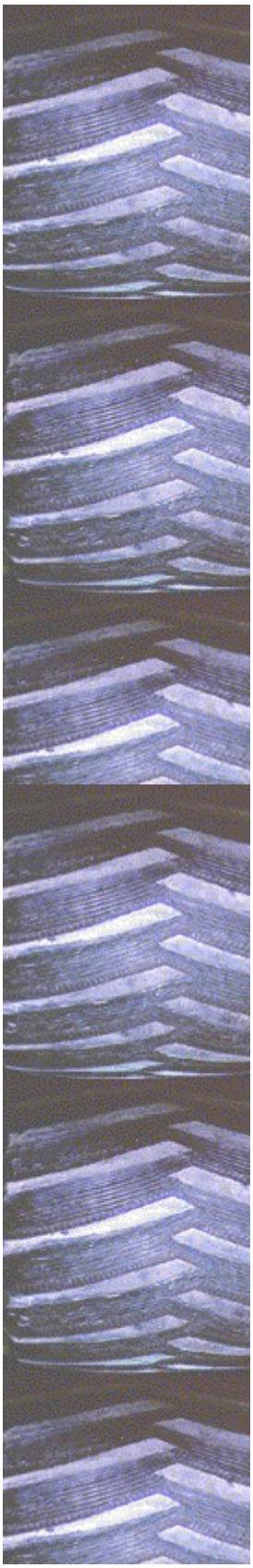
Fred Shafer's three-time-USHRA (United States Hot Rod Association)-Monster Truck Racing-Champion Bear Foot has made its mark on the monster truck world in unusual ways. The truck made an appearance on the "Knight Rider" TV series, in ZZ Top's music video "Sleeping Bag," and as the cover model for a popular children's coloring book—a claim no other monster truck can make.

Fred Shafer was 14 when he built his first race car. He assembled the racing engine and chassis himself. In 1972, he won the first of his many Pro Stock Eliminator Championships.

In 1979, he built one of the first monster trucks, and was the first to use the 66-inch Goodyear Terra Tires. He won his first USHRA monster truck championship in 1990, followed by back-to-back USHRA championships in 1992 and 1993.

In the early days of competition, Fred was often seen driving his truck with his two pet American black bears, Sugar and Spice, in the truck bed. Fans who saw the bears started calling the truck "Bear Foot," and the name stuck.

In addition to maintaining a dominating presence on the monster truck tour, Fred is also a national spokesman for



the "Race Against Drugs" campaign. "The message to kids is the same wherever I go," says Shafer. "I really believe you should give your dreams a chance to grow—Just Say No! I keep physically fit, don't smoke, don't drink, and watch what I eat. These things all help you become a winner."

Fred and the Bear Foot team have their sights set firmly on winning their fourth USHRA Monster Truck Racing Championship. "It only takes being a little faster than the competition," Fred says with a smile. "I'm an experienced driver, and when you combine that with our Dodge advantage, you've got a monster truck team that's tough to beat."

Bear Foot Fast Facts

Owner/Driver	Fred Shafer
Hometown	Pontoon Beach, Illinois, USA
Vehicle Body	Dodge Ram pickup
Frame	Custom-made, tubular
Engine	572 c.i. Dodge
Horsepower	1500 @6000 rpm
Fuel System	Blown, fuel-injected with alcohol
Supercharger	871, 10% Overdrive
Gauges	Mopar Performance
Safety Equipment	Deist
Spark Plugs	Champion
Suspension	Nitrogen shocks, 30 inches wheel travel
Wheels	Custom-made steel
Frame	Custom-made, tubular
Axles	ZF Axles with planetary gears in ends
Height	10 feet
Weight	10,000 pounds
Tires	Goodyear Terra Tires, size 66 x 43 x 25

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BIGFOOT 15

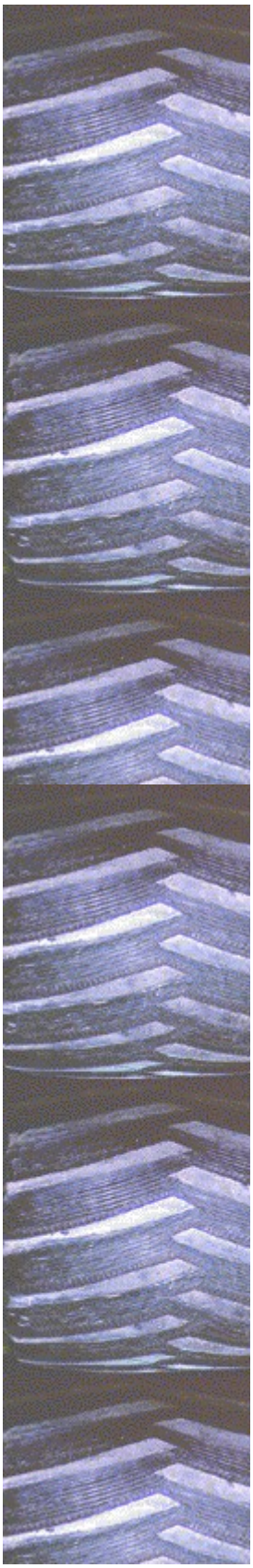
BIGFOOT 15 is the latest incarnation of the "Original Monster Truck®." Designed and owned by monster truck forefather Bob Chandler, BIGFOOT dominates the Penda Point Series, winning drag races and the hearts of fans all over North America.

With its combination of trucks that includes BIGFOOT, Wildfoot, and Power Wheels BIGFOOT, Team BIGFOOT has won five Monster Truck Racing Championships (one TNT championship, and four Penda Championships).

Like many successful professional monster truck drivers, Eric Meagher got his start as a BIGFOOT crew member, eventually working his way up to driver.

What's Eric's favorite thing about racing monster trucks? "Size. Power. Speed. Jumps. What could be better? It's an all-American sport!" Eric's fastest recorded drag time is 4.83 seconds.

Eric's 2 most memorable monster truck moments: "My first victory, which came on my birthday, May 11, 1991, in Washington State"; and, in New York, 1995, "My first big crash, and my first rollover in BIGFOOT 15."



Eric's words of advice to Monster Truck Madness drivers: "Do not be afraid or intimidated at any time. Go for the win! Know that you have what it takes to win!"

BIGFOOT Fast Facts

Owners	Bob and Marilyn Chandler
Driver	Eric Meagher
Hometown	Fallston, Maryland, USA
Vehicle	1997 F150 Fiberglass Ford pickup body and a Deflecta-Shield cab extender and sunvisor
Frame	Computer-aided design complete tubular frame and cage
Engine	572 c.i. Ford with a 871 BDS blower, fuel injection, Isky cam, Wiseco pistons, Total Seal piston rings, MSD ignition, K&N air filter, Mr. Gasket gaskets, AeroQuip hoses and fittings, RJS fire system, Clevite 77 engine bearings, ARP fasteners, Milodon oil pan, and Racor oil filter Powered by Jaz fuel cell
Height	10 feet
Width	11 feet, 9 inches
Weight	10,700 pounds
Transmission	Ford C6 Automatic with Alabama bands, Hurst shifter, TCI race converter, and an aluminum transfer case with quick change gears
Tires	Firestone Monster Truck Racing Tires (Firestone-patented experimental 23-degree flotation tires), size 66 x 43 x 25
Shocks	8 Trailmaster Long Travel nitrogen charged shocks
Axles	ZF axles with internal wet disc brakes and planetaries

Boogey Van

In a motorsport filled with colorful paintjobs and impressive fiberglass appendages, the Boogey Van stands out. What makes it so special?

"It's the only van on the circuit, and it's driven by a woman," says owner/driver Pamela Vaters. "The Boogey Van doesn't run right when men drive it!"

A pioneer in the world of monster truck racing, Pamela got her start in 1984 working as crew chief for Black Stallion, her husband Michael Vaters's monster truck. In 1992, after eight years of traveling with her husband, she decided the time was right to start driving.

It should come as no surprise that Pam's favorite opponent is Black Stallion 2000, driven by her husband.

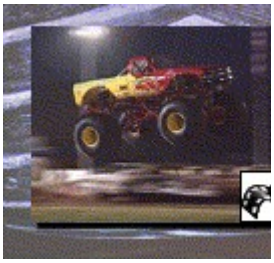
Her most memorable monster truck moment: "My first points race. I qualified in sixth position. In my first round, I took BIGFOOT out of the competition!"

Pam's words of advice to women who are interested in pursuing monster truck racing as a career: "First, you have to have an open mind because all your competitors are men. Second, if it's your dream, I say chase it! If you don't, you'll never forgive yourself."

Pam also has some words of advice for Monster Truck Madness drivers of any gender: "Always remember: When you're behind the wheel for a drag race, aim straight. If you lift, you LOSE!"

Boogey Van Fast Facts

Owners	Pamela and Michael Vaters
Driver	Pamela Vaters
Hometown	Hagerstown, Maryland, USA
Vehicle Body	1995 Ford Aerostar van
Engine	572 c.i. Ford SVO engine
Frame	Custom-built chassis by Michael Vaters
Transmission	C-6 transmission with a 24-inch drop ProFab
Axles	P-106 with Rockwell planetaries
Shocks	Custom-built (with 36 inches of travel) by Michael Vaters
Height	12 feet
Width	12 feet, 4 inches
Weight	10,232 pounds (including the driver!)
Tires	Goodyear Terra tires, size 66 x 43 x 25
Sponsors	M30 Hand Cleaner, KC Hilites, Valvco Cincinnati, House of Kolor Paints



Carolina Crusher

The first time he saw a monster truck in action in 1983, Gary Porter knew he had to have one. "The way the trucks crushed cars, and the way people responded, made a big impression on me," Gary says. "Two years later, we built the first Carolina Crusher."

Always a potent force on the professional monster truck tour, Gary and Carolina Crusher won the 1991 Penda Monster Truck Racing Championship. Gary's fastest recorded drag time is 4.92 seconds, and his favorite opponent is a fellow Tarheel, Grave Digger driver Dennis Anderson. When he's not behind the wheel of the Crusher, Gary drives a Chevy 1500 extended cab pickup, or a Z28.

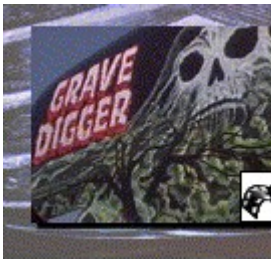
Gary's worst crash came in Oklahoma City, Oklahoma, in 1992: "It was a wild ride. I had to walk away from racing for awhile to get myself back together. The truck was totally destroyed."

Fortunately for monster truck fans everywhere, Gary recovered from that crash, rebuilt Carolina Crusher, and returned to racing. His words of advice for Monster Truck Madness racers: "Fasten your seatbelt and hold on! This should be the best monster truck ride you'll ever get, unless you join me in the cab of the real Carolina Crusher.

Good luck!"

Carolina Crusher Fast Facts

Owner/Driver	Gary Porter
Hometown	Wadesboro, North Carolina, USA
Vehicle Body	1995 Chevy
Engine	557 c.i. Rodeck engine
Transmission	Turbo 400 Neal Chance Racing Converters
Axles	Rockwells 106
Shocks	26-inch nitrogen
Height	11 feet, 4 inches
Width	12 feet, 4 inches
Weight	10,000 pounds
Tires	Goodyear Terra tires, size 66 x 43 x 25
Sponsors	Big A Auto Parts, Porter's 4 x 4 Center, Chance Racing Converters, Valco Cincinnati Racing



Grave Digger

"Anything but first is dead last"

With a birthplace called Kill Devil Hills (North Carolina) and a paint job that can chill the heart of even the toughest competitor, it's no surprise that Grave Digger's slogan is: "Burying the competition since 1981…"

How did Grave Digger get its name?

In 1981, when Dennis Anderson was creating a "monster" from dead and discarded vehicle parts to compete in a Kill Devil Hills mud-bog contest, the other competitors laughed in his face, boasting that their new big-buck trucks would kick his butt.

The legend of Grave Digger was born in Dennis's response to his opponents: "I'll take this old junk, and dig your grave," a promise he and Grave Digger have been keeping since 1981.

Grave Digger Gets a Facelift

In 1985, Dennis made a fateful appointment with Fred Bumann, an artist and auto painter who took 18 hours to create Grave Digger's now-famous paint job, complete with green flamework.

In 1988, after several successful seasons racing on the

MTRA tour, Dennis recognized that Grave Digger's all-steel body and heavy suspension were a handicap. With the emphasis for monster trucks moving from crushing capability to speed, Grave Digger needed a redesign to stay competitive.

After Dennis worked closely with a specialty fiberglass manufacturer, Grave Digger was reborn with a light-weight all-fiberglass body patterned after a 1950 Chevrolet panel van. Its unmistakable sinister paint job and new lighter body make Grave Digger the ultimate modern day monster.

Of Course Grave Digger Has a Fan Club…

Dennis Anderson's distinctive monster truck is one of the best known and best loved on the monster truck tour.

Grave Digger has a fan club.

To join the Grave Digger Fan Club, write:

Grave Digger 4 x 4, Inc.
P.O. Box 250
Poplar Branch, NC 27965

USA

1-800-4 DGR FANS

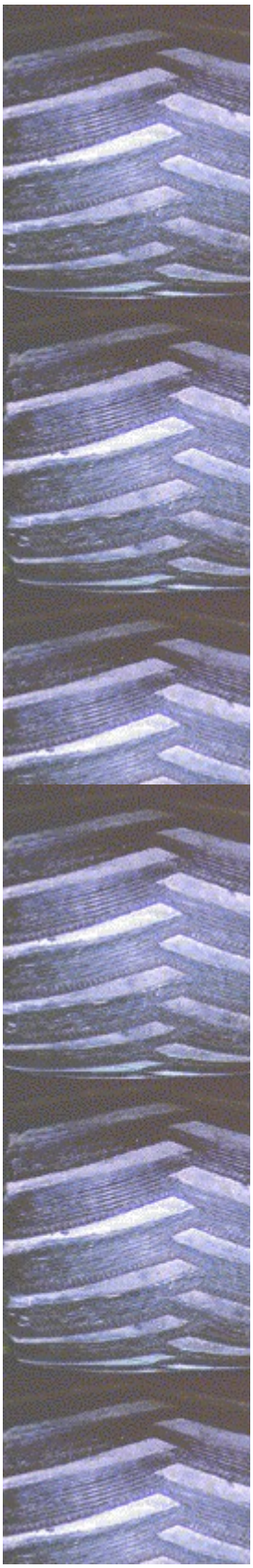
…And a Web Site

http://www.webcom.com/shownet/gravedig/welcome.html

Grave Digger Fast Facts

Owners	Dennis and Julie Anderson
Driver	Dennis Anderson
Hometown	Poplar Branch, North Carolina, USA
Vehicle Body	1950 Chevrolet Panel Wagon with a fiberglass body and a custom Cro-moly tube steel frame
Engine	Keith Black 540 c.i. Chevrolet Big Block motor with blower and alcohol injection
Horsepower	Approximately 1500 h.p.
Transmission	Modified Turbo 400
Axles	Custom-built planetaries
Shocks	Kuster Coil-Over Monster Shocks with 18 inches of travel
Height	10 feet, 9 inches
Width	12 feet
Weight	10,000 pounds
Tires	Goodyear Terra tires, size 66 x 43 x 25
Sponsors	Autometer, Creative Glass, Crower, Citgo, DuPont, Goodyear, Hooker

Headers, Racer Components, Inc., TCI Automotive, Trailmaster Suspension, Russell



Monster Patrol

When Monster Patrol is on the beat, you know that fast times and tough competition can't be far away.

With its distinctive wing spoilers and eye-catching police lights, Monster Patrol is one monster truck that looks as if it could really run you down.

Paul Shafer, the owner/driver who started racing Monster Patrol on the professional tour in 1993, is no stranger to motorsports.

From a boyhood spent racing slot cars, to stock car racing in his 20's, and mud racing in his 30's, Paul brings a wealth of experience to the sport of monster truck racing.

How did Monster Patrol get its name? Paul's first mud buggy was named "Mud Patrol," so when it came time to pick a name for his monster truck, "Monster Patrol" seemed like the natural choice.

Paul's most memorable monster truck moment: "Monster Patrol's first victory, in Pontiac, Michigan in 1994. It was televised live, and I defeated the reigning world champion, Bear Foot. Even today, Bear Foot is my favorite opponent."

Monster Patrol Fast Facts

Owner	Paul Shafer
Hometown	Portage, Indiana, USA
Personal Vehicle	1995 Chevy ¾-ton truck
Fastest Drag Time	5.02 seconds
Favorite Opponent	Bear Foot
Vehicle Body	1995 Chevrolet
Height	12 feet, 8 inches
Width	12 feet
Weight	10,000 pounds
Engine	575 c.i. Chevy engine
Transmission	400 Chevy Turbo Trans
Tires	Goodyear, size 66 x 43 x 25
Shocks	Steve Combs
Suspension	Nitrogen gas shocks (no springs)
Axles	ZF Axles
Sponsors	Red Baron Truck Washes, Inc., Fel-Pro Performance Gaskets, Van Senus Auto Parts, K-C Lights, Mile Marker Wrench, Lund Truck Accessories, Paul's Auto Yard, Inc.

Overkill

Overkill, the monster pride and joy of Fort Wayne, Indiana, is the perfect name for Kirk Dabney's monster truck. Reflecting on how the truck earned its name, Kirk comments: "We spent so many hours and so much time building this truck that we could have settled for less, but we had to go for overkill." It's clear that settling for less is not on Kirk's (or Overkill's) agenda.

Like many monster truck racers, Kirk got his monster truck start working on 4 x 4 trucks. He built his own shop, worked on 4 x 4's for a living, and built his first monster truck as a promotion for his business. He started monster truck racing in 1984. When he's not behind the wheel of Overkill, Kirk doesn't stray too far vehicle-wise; he drives a Ford 4 x 4 pickup with lift kits and tires. One of the things he loves best about monster truck racing is traveling around the country meeting and talking with fans who are also into 4 x 4's.

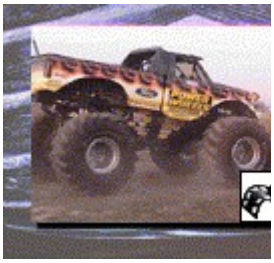
Overkill is one of the few trucks on the professional monster truck tour that weighs in at 9,800 pounds, 200 pounds shy of the MTRA-required minimum 10,000 pounds. In preparation for competition racing, Kirk and crew add 200 pounds of load weights to the truck to meet MTRA

rules.

Kirk has some pragmatic advice for Monster Truck Madness racers: "Practice. Practice. Practice. Learn to shift at the correct time. Stay after the throttle, even when your truck is in a power slide. Learn when to ease up on the gas. Good luck!"

Overkill Fast Facts

Owner/Driver	Kirk Dabney
Hometown	Fort Wayne, Indiana, USA
Favorite Opponent	Boogey Van
Vehicle Body	Ford F350 Super Cab pickup truck
Frame	Custom tubular design
Engine	575 c.i. Stephens & Hull racing engine
Transmission	C-6 by Russ Moore Transmissions
Axles	Rockwell 106's with 115 ends
Shocks	Kuster nitrogen racing shocks
Suspension	36-inch 4-link swing-arm suspension
Height	11 feet
Width	11 feet, 5 inches
Weight	9,800 pounds (before adding load weights)
Tires	Goodyear Terra tires, size 66 x 43 x 25
Sponsors	Ford Motor Company, Ramsey Winch, Trailmaster, Flex-Lite Fans, Fort Wayne Clutch, Russ Moore Transmission, Cooks Body Shop, Knnack Manufacturing



Power Wheels BIGFOOT

With two-time MTRA Driver of the Year, Dan Runte, behind the wheel, Power Wheels BIGFOOT is one of the most successful and one of the most intimidating trucks on the professional tour.

This truck won the 1995 Special Events Penda Point Series. Dan and Power Wheels BIGFOOT set a record that year by winning 8 of 15 races in 1995.

With its combination of trucks that includes Power Wheels BIGFOOT, BIGFOOT, and Wildfoot, Team BIGFOOT has won five Monster Truck Racing Championships (one TNT championship, and four Penda Championships).

Dan got his start in motorsports working on a pulling truck crew. He enjoyed watching the monster truck competitions, and joined the BIGFOOT crew in 1989.

He graduated to BIGFOOT driver in 1991, and was named the MTRA Driver of the Year in 1993 and 1995.

Dan's fastest recorded drag time is 4.77 seconds, and his favorite opponent is Gary Porter's Carolina Crusher. His fondest monster truck memory: "Touring Australia for 3 months in 1991. The crowd response was awesome!"

What does Dan drive when he's not behind the wheel of

Power Wheels BIGFOOT? A Ford Mustang GT.

Power Wheels BIGFOOT Fast Facts

Owners	Bob and Marilyn Chandler
Driver	Dan Runte
Hometown	Freeport, Illinois, USA
Vehicle Body	1997 Ford F150 fiberglass pickup body with a Deflecta-Shield cab extender and visor
Engine	572 Ford Hemi with an 871 BDS blower, fuel injection, Isky cam, Wiseco pistons, Total Seal piston rings, MSD ignition, K&N air filter, Mr. Gasket gaskets, AeroQuip hoses and fittings, RJS fire system, Clevite 77 engine bearings, ARP fasteners, Milodon oil pan, and Racor oil filter
Frame	Custom-built tubular chassis
Height	10 feet, 6 inches
Width	11 feet, 8 inches
Weight	10,200 pounds
Transmission	Ford C6 Automatic with Alabama bands, Hurst shifter, TCI race converter, and an aluminum transfer case with quick change gears
Tires	Firestone Monster Truck Racing Tires (Firestone-patented experimental 23-degree flotation tires), size 66 x 43 x 25
Shocks	Eight Trailmaster Long Travel nitrogen charged shocks
Axles	ZF axles with internal wet disc brakes and planetaries

Rampage

When driver Todd Frolik inched his monster truck, Rampage, up to the starting line for his first professional drag race heat in 1994, he knew he was facing some of the best trucks on the tour, but he took his own advice, "Don't be afraid to stay in the throttle and enjoy the ride," and rode it all the way to the winner's circle.

Todd recalls the race: "It was my first time ever driving! I won the whole race. First round was RoboShark, second round was Snake Bite, third was Grave Digger. Then, in the finals, I beat BIGFOOT!"

Todd loves monster truck racing because "it's exciting and unpredictable, kind of like the kids who love monster trucks." What's his favorite thing about racing monster trucks? "The times in a drag race when you can pick up the front wheels off the starting line and carry them all the way to the second set of cars!"

When he's not on a "rampage" with his monster truck, Todd drives a 1995 Dodge Dakota. His fastest recorded drag time is 4.68 seconds, and his favorite opponent is fellow Dodge monster, Bear Foot.

Rampage Fast Facts

Owner	Fred Shafer
Driver	Todd Frolik
Hometown	Pontoon Beach, Illinois, USA
Vehicle Body	1996 Dodge Ram pickup
Engine	572 c.i. Dodge Hemi
Transmission	3-speed Lenco transmission
Axles	Rockwell 106's
Shocks	Custom nitrogen gas shocks by Bear Foot, Inc.
Height	11 feet
Width	12 feet, 8 inches
Weight	10,500 pounds
Tires	Goodyear Terra tires, size 66 x 43 x 25
Sponsors	Dodge Motorsports, Viper Auto Security, Mopar Performance, Mopar Express Lube, Goodyear, RCI Safety Equipment, M-30, "Race Against Drugs"

DODGE MOTORSPORTS
LICENSED PRODUCT
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Samson

With its brawny build and patriotic paint job, Samson is a monster truck that looks like it could star in its own exercise video.

Active on the professional monster truck tour since 1994, Samson and driver/owner Dan Patrick made a memorable mark on the pages of monster truck history soon after they started competing.

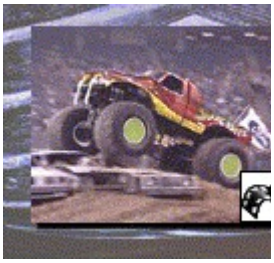
In July 1994, at the Summer Nationals in Bloomsburg, Pennsylvania, Samson won its first Penda Point Series event, beating out the likes of Snake Bite, BIGFOOT Power Wheels, and BIGFOOT itself (twice!). The victory over the BIGFOOT trucks was particularly sweet for Dan, who started his monster truck career building race trucks for BIGFOOT 4 x 4, Inc., before heading out on his own to make his Samson dream a reality.

On the way to this sweet series victory, Samson became the first monster truck to break the 5-second mark in a drag race heat, posting a time of 4.98.

Samson Fast Facts

Owner	Dan Patrick
Hometown	Kingston, Ohio, USA

Personal Vehicle	1991 Chevy S-10 Blazer
Fastest Drag Time	4.98 seconds
Favorite Opponent	BIGFOOT
Vehicle Body	1995 Chevrolet
Engine	556 Keith Black engine
Transmission	4-speed Lenco Racing transmission
Tires	Goodyear Terra tires, size 66 x 44 x 25
Shocks	20-inch nitrogen-charged shocks
Axles	F-106 Rockwell Centers, Clark Planetaries
Sponsors	Boc Gases, P + R Machines of Lakewood, Indiana, KC Hi-Lites, M-30 Hand Cleaner, Race Rock, Champion Spark Plugs, Jet-Hot Coatings
Height	10 feet
Width	11 feet, 9 inches
Weight	10,420 pounds



Snake Bite

With its smoking fangs and distinctive snake eye lights, Snake Bite is one of the most intimidating trucks on the monster truck tour.

Colt Cobra, the mysterious masked man who pilots Snake Bite, is a big part of that intimidation factor. Where did this enigmatic, ruthless competitor come from?

His origin and background are cloudy, but unconfirmed rumors suggest that Cobra may be a disgruntled former BIGFOOT driver! Perhaps, or maybe a driver who was forced to retire from the sport and is now back on the tour with vengeance on his mind.

True to Snake Bite's reptilian style and appearance, the driver, when questioned about his background, provides only slippery responses. He is more forthcoming, however, when questioned about monster truck racing.

Colt Cobra's most memorable monster truck moment: "The first time I stomped 'Big Blue' into the dirt in Canfield, Ohio, July, 1992."

Words of advice to Monster Truck Madness drivers: "Drive your own race. Concentrate and don't be afraid to push it to the limit and beyond."

How did Snake Bite get its name? Cobra's response is brief, but chilling: "The Snake inflicts a deadly bite, especially on the Foot!"

Snake Bite Fast Facts

Owner/Driver	Colt Cobra
Hometown	Cobra Creek, Colorado, USA
Vehicle Body	Custom Fiberglass pickup body, fabricated by GTS Fiberglass, with Snakeskin automotive paint
Chassis	Custom Snakesteel frame with a Cobra racing seat
Engine	572 c.i.d. Battlesnake Ford engine with 871 Viperod blower, A.S.P. fuel injection, Sidewinder ignition, Mr. Slither gaskets, Big Boa air and oil filters
Transmission	Snake-A-Zoid "Snakeamatic" automatic transmission with Hiss shifter, Torque-tongued converter, Python "Death Bite" transfer case with quick change gears
Height	10 feet
Width	11 feet, 9 inches
Weight	10,000 pounds
Tires	Hissteria "Super Slither" flotation tires, size 66 x 43 x 25
Suspension	SNAKE MASTER racing shocks, Rattleflex springs
Axles	Custom-designed by Race-Nake

Wildfoot

Since its debut in Las Vegas in 1992, Wildfoot has made its mark repeatedly in the monster truck record books. In 1993, Wildfoot won the World Championship of Monster Truck Racing in the Special Events Penda Point Series. In the same year, Wildfoot was named MTRA's Truck of the Year.

With its combination of trucks that includes Wildfoot, BIGFOOT, and Power Wheels BIGFOOT, Team BIGFOOT has won five Monster Truck Racing Championships (one TNT championship, and four Penda Championships).

In July 1995 in Springfield, Missouri, driver Eric Tack and Wildfoot, then known as BIGFOOT 11, set a world record for long distance monster truck jumping, with a leap of 117 feet, a record that stands to this day.

Eric got his start in the motorsports world at the age of 14, competing in motocross and mudracing events. He worked his way up in the BIGFOOT organization after meeting and talking with BIGFOOT drivers and crews.

Aside from his record-setting jump, Eric has another favorite monster truck moment: "August 14, 1994, Jannetville, Ontario, Canada—the first time I rolled over. And I walked away unscathed."

Eric's words of advice to Monster Truck Madness drivers: "Push yourself to the limit!"

Wildfoot Fast Facts

Owners	Bob and Marilyn Chandler
Driver	Eric Tack
Hometown	Butler, Pennsylvania, USA
Vehicle Body	1996 F250 Fiberglass Ford pickup body, with a Deflecta-Shield cab extender and sunvisor
Frame	Computer-aided design complete tubular frame and cage
Engine	572 c.i. Ford with a 871 BDS blower, fuel injection, Isky cam, Wiseco pistons, Total Seal piston rings, MSD ignition, K&N air filter, Mr. Gasket gaskets, AeroQuip hoses and fittings, RJS fire system, Clevite 77 engine bearings, ARP fasteners, Milodon oil pan, and Racor oil filter
Transmission	Ford C-6 with TCI race converter, Alabama Bands, and Hurst shifter, and an aluminum transfer case with quick change gears
Axles	ZF Axles with internal wet brakes and planetaries
Shocks	8 Nitrogen-charged Trailmaster shocks
Height	10 feet
Width	11 feet, 9 inches
Weight	10,000 pounds
Tires	Firestone Monster Truck Racing Tires (Firestone-patented experimental 23-degree flotation tires), size 66 x 43 x 25

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.

Automatic Staging

A game cheat that prestages and stages your truck so that you arrive in legal position at the drag race starting line. To have Monster Truck Madness stage for you, press **S**, and then hit the gas when the light goes to green!

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.

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 95 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.

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 95 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.

WinSock 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)*

WinSock 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)*

Click this and then click an item on the screen for information about that item.

Click this to shrink the Monster Truck Madness window. To restore Monster Truck Madness, click its button on the Windows 95 **taskbar**.

Shallow cut is highly recommended for hard-packed surfaces. This cut provides superior grip and handling and minimal rolling resistance on hard surfaces, but offers very little traction on soft surfaces.

Medium cut is recommended for rally and circuit races, where you encounter a wide range of surfaces, from mud and water to paved roads and dirt tracks. This cut provides some measure of traction and some rolling resistance on hard surfaces, and also provides some traction on soft surfaces.

This aggressive cut provides a lot of traction in mud, snow, and water, but it has a high rolling resistance on hard surfaces and minimal grip on asphalt and concrete. Deep cut is especially recommended for rally races. In rally races, you have the freedom to explore the countryside where you might encounter a wide range of surfaces and challenges, from mountainsides to mud bogs to rivers and rocks.

Soft suspension provides maximum shock absorption from large bumps or jumps. Soft suspension is highly recommended for rally races, which often involve crossing large ditches and navigating off-road obstacles. One warning note: Since soft suspension tends to absorb your truck's acceleration, you are more susceptible to rolling over during fast cornering.

Medium suspension provides a happy medium between the handling and response characteristics of the soft and hard suspension options. With medium suspension, you get a fair amount of shock absorption combined with some level of cornering capability.

Hard suspension provides almost no shock absorption whatsoever, which means that both molehills and mountains can send your truck flying in the air. Because it transfers power very efficiently to the ground, hard suspension is highly recommended for situations where you need superior cornering capability on smooth, hard surfaces. One warning note: They don't call hard suspension the "kidney kicker" for nothing.

Drag the slider to the right if you want to be able to gain speed faster but with a slower top-end speed; settings toward the right of the slider are good for twisty tracks with short straightaways.

Drag the slider to the left if you're racing on a track with long straightaways and fast turns, where you can keep your truck speed at a maximum almost all the time and not worry about acceleration.

Type your name here, or click the arrow, and then click a name from the list of previously registered drivers. If you select a name from the list, you also get the skill level associated with that driver's last race and the truck that driver last drove.

Click the arrow to display the list of skill levels, and then click the one you want. The skill level influences the aggressiveness and driving skill of your computer opponents. As a rookie, you'll get staging help for drag races, and your opponents may cut you a little slack. Intermediate and professional drivers, on the other hand, can expect no mercy!

Click this to start your Internet browser and visit the awesome Monster Truck Web Stop, where you can download movies and pictures and get the inside scoop on playing the game.

Click this for help on all aspects of playing the game and for fun videos, facts, and trivia on the exciting world of monster trucks.

Click this to go to the screen where you select a truck and the type of race: Drag, circuit, rally, or tournament.

Click this to host or join a multiplayer game over a LAN (Local Area Network), modem, or the Internet.

Click this to get a glimpse of the fun and excitement that await you at the starting line.

Click the arrow to display the list of available trucks, and then click the one you want to drive.

Click this to select a drag race in which you hurtle over crush cars on your way to the finish line.

Click this to select a circuit race. The closed-loop tracks feature challenging surprises; you'd better be prepared to react quickly!

Click this to select a rally race. These are point-to-point races, in which you must pass through race checkpoints on your way to victory. Instead of driving on a well-defined track, you are free to blaze your own trail. Watch out, though; you won't win the race if you miss even one checkpoint!

Click this to select a tournament to race. A tournament is made up of several races. The races can be drags, circuits, and rallies.

Lists the trucks you can add to the race.

Lists the trucks in the race. Your driver name appears in parentheses next to the truck you selected on the **Races** screen.

Click this to add to the race the truck that is highlighted in the **Available Trucks** list.

Click this to remove from the race the truck that is highlighted in the **Competing Trucks** list.

Click this to fine-tune your truck in the garage, where you can make adjustments to your tire tread cut, suspension, and transfer gear ratios.

Click this to read a description of the track you selected. For circuits and rallies, a map is also included.

Click this to return to the previous screen.

Click this to head to the drag race track. You're first up for a qualifying run, in which you race alone against the clock to determine your place in the draw.

Lists the straight and J-style drag race tracks you can choose from. J-style tracks, which feature a straightaway followed by a turn, are listed with a "J" in parentheses.

Click this to see valuable tips on maximizing your drag race performance.

Click this to head to the circuit race starting line. Watch for the green light, and don't forget to glare menacingly at your opponents!

Click this to see valuable tips on maximizing your circuit race performance.

Lists the circuit race tracks you can choose from. Each closed-loop course offers unique challenges. Try 'em all, and don't forget to hit all your checkpoints!

Displays the number of laps for the selected circuit race. Click the arrows to change the number of laps. You can have up to 20 laps.

Lists the rallies you can choose from. In a rally race, you drive from point to point, racing through diverse terrain. Follow the track, or find your checkpoints by using the directional finder (press **F** to display it). To win or place, you've got to pass through every checkpoint, in order.

Click this to see valuable strategy tips for maximizing your rally race performance.

Click this to head to the rally race starting line, where you can intimidate your opponents and psyche yourself up for the challenge that awaits you.

Click this to read a description and see a map of the rally race you selected.

Lists the tournaments you can choose from. Tournaments can include drags, rallies, and circuits.

Click this to see valuable strategy tips on competing in a tournament.

Click this to head to the starting line for the first race in the tournament.

Click this to create a your own (custom) tournament, in which you specify the events and the race order.

To base a tournament on an existing tournament, click the arrow, and then click the one you want to use as the basis. To create a tournament from scratch, first click **New** before typing the name here.

Type a brief description of the tournament. Include enough detail to make this custom tournament stand out in your memory! For example, you may want to list the race events.

Lists all the possible racing events you can include in a tournament. Click an event that you want to add to the tournament.

Click this to add to the tournament the racing event that is highlighted in the **Events** list.

Click this to remove from the tournament the racing event that is highlighted in the **Selected Events** list.

Click this to delete the tournament that is highlighted in the **Name of Tournament** list.

Click this to save the tournament along with any changes you have made.

Lists the selected tournament's racing events in the order they will be raced.

If a circuit race is highlighted in the **Selected Events** list, this box displays the number of laps in the race. Click the arrows to change the number of laps for the race. You can have up to 20 laps.

Click this to return to the **Tournament** screen, where you select which tournament to race, which truck to race against, and go to the starting line of the first event. You can also go to the garage to fine-tune your truck.

Click this to see a description of the race event that is highlighted in the **Events** list.

Click this for tips on custom tournaments.

Click this to create a new custom tournament from scratch.

Click this to switch to a full screen view of the race action. To return to the **Instant Replay** screen, press **ESC**.

Lists camera views you can use to watch the instant replay. These are the same camera views you can access while you're racing. Click the arrow to display the list of camera views, and then click the camera view you want.

Lists the trucks competing in the race you're reviewing. You can view instant replay footage for any truck in the race. Click the arrow to display the list of participating trucks, and then click the one you want.

Click this to zoom in using the current camera view.

Click this to zoom out using the current camera view.

Click this to rotate the camera angle to the left horizontally.

Click this to rotate the camera angle to the right horizontally.

Click this to rotate the camera angle down along a 180-degree vertical axis.

Click this to rotate the camera angle up along a 180-degree vertical axis.

Click this to close the **Instant Replay** screen. If you want to keep the instant replay video, click **Save** before clicking **Close**.

Click this to save the instant replay as a file that you can share with other Monster Truck Madness players or simply view yourself again and again and again and….

Click this to open any previously saved instant replay file. Instant replay files have the file name extension .rpl, (i.e., Snakewin.rpl).

Click this to jump to the beginning of the video.

Click this to play the video fast backwards.

Click this to play the video backwards at regular speed.

Click this to freeze the video.

Click this to play the video at regular speed.

Click this to play the video fast forward.

Click this to play the video in slow motion.

Click this to drive your truck with automatic transmission. **Auto Shift** lets you floor it without having to worry about shifting gears. However, automatic transmission diminishes your truck's get-up-and-go; if the competition uses manual transmission, they will have an acceleration advantage.

Click the arrow to display the list of driving cheats, and then click the one you want.

- **Auto Brake** applies the brakes for you.
- **Auto Brake & Throttle** accelerates your truck to its optimal speed and applies the brakes for you. However, you CANNOT go in reverse with this option selected.

  When driving using manual transmission, **Auto Brake & Throttle** speeds your engine up to the maximum rpms for the gear you are currently in. You are still responsible for shifting up to the next higher gear.

When this check box is selected, the introductory movie plays when you start Monster Truck Madness.

When this check box is selected, Monster Truck Madness rewards your first place finish in a racing event by playing a victory video. Keep in mind that these videos are a reward for a well-run race. The only way to see them is to win!

When this check box is selected and you stop racing for a while, Monster Truck Madness displays a lively selection of race demos and video clips to tempt you back to the computer and back on the track!

Displays the number of opponents who are automatically added to the **Competing Trucks** list when you set up a race. Click the arrows to change the number of default opponents. You can have up to seven default opponents.

Click this to display Army Armstrong's helpful, wry commentary as text on the screen as you're racing. Among other things, Army alerts you when you've missed a checkpoint and when the first place finisher has crossed the finish line.

Click this to hear Army Armstrong's helpful, wry commentary through your computer's speakers or headphones as you're racing. Among other things, Army alerts you when you've missed a checkpoint and when the first place finisher has crossed the finish line.

Select this to display messages from your human opponents as you're racing in a multiplayer game. If you clear this check box, your opponents can fling all the insults they want at you; you'll never see them!

Specifies the number of seconds an opponent's message stays up during a multiplayer game. To change the length of time, click the box and then type in a new number.

Displays the Internet address (URL) of the Monster Truck Madness Web site. This is the Web site you go to when you click the **Monster Truck Web Stop** button on the game's opening screen. If the address changes, or you want to connect to a different Internet site, you can type the new address here.

Lists the resolution settings you can use for running Monster Truck Madness. Click the arrow to display all the resolution settings, and then click the one you want. Choose the resolution option that matches your processor (indicated in parentheses). When the **Use Hardware Acceleration** check box is selected, the resolution setting it requires is automatically selected here.

This check box is automatically selected when Monster Truck Madness detects a hardware graphics accelerator card on your computer. If the card is detected, the simulation resolution is set to whatever setting the hardware accelerator requires. The check box is unavailable if an accelerator card is not detected. If the check box is dimmed and you have a graphics accelerator card, check with your card manufacturer to confirm that you have the latest driver installed.

This check box is automatically enabled when Monster Truck Madness detects a hardware graphics accelerator card on your computer. Select this check box for smoother graphics, but a slower running game. Clear this check box for less smooth graphics, but a faster running game. (Bilinear filtering is used to achieve the smoothing effect.)

Click this to determine the appropriate graphics settings, which are based on where you've dragged the **Graphics Quality Adjuster** slider. When you select this check box, all the dimmed options are automatically set by the computer.

Drag the slider to a position that reflects the level of graphics quality you want for the game. Drag right to run the game faster but with less graphical detail. Drag left for the opposite effect. This option is only available when the **Automatic Graphics Quality** check box is selected.

Lists the image quality options you can choose for graphics display. Click **Low** if your highest priority is a fast-running game. Click **High** for great image quality but a slower-running game.

Lists the texture options you can choose for graphics details. Texture affects the appearance of the trucks, signs, roads, surfaces, and terrain. Click **Low** if your highest priority is a fast-running game. Click **High** for smooth texture but a slower-running game.

Lists the shadow options you can choose from. Click **None** if you want the game to run faster and you don't care whether you can see the trucks' shadows. Click **Complex** to see detailed shadows of the trucks, trees, buildings, and other objects.

Lists the scenery detail options you can choose from. Click **Sparse** if you aren't worried about seeing the details of the buildings, bridges, trees, outhouses, garbage cans, road construction signs, etc. Click **Complex** if you really want to see the scenery details and encounter more obstacles as you dawdle down the road.

Lists the tire track options you can choose from. Click **None** if you want the game to run fast. Clicking **Tracks Only** or **Track & Particles** slows the game down, but you'll see tire tracks left by your competitors (which can show you the way to secret shortcuts!). If you really want to see the dirt (and water and mud) fly, click **Tracks & Particles**.

Click this if you want to see clouds in the sky as you're driving. Clear this check box if you want the game to run faster.

Click this if you want to see a horizon line and mountains, trees, or other terrain in the distance as you're driving. Clear this check box if you want the game to run faster.

Click this to have Monster Truck Madness automatically switch to full-screen (in the simulation resolution you specified in the **Simulation Resolution** list) when you start a new race.

Click this to see your tires smoke when you peel out or burn rubber on a tough turn. Clear this check box if you want the game to run faster.

Click this to display your truck's dashboard when you're driving in cockpit view. You can display the dashboard with or without the steering wheel. If you clear this check box, the **Steering Wheel** check box is unavailable.

Click this to display the steering wheel, which gives you visual feedback on your steering when you are driving in cockpit view. You can't display the steering wheel without the dashboard. If the **Dashboard** check box is cleared, the **Steering Wheel** check box is unavailable.

Lists the controls you can use when driving in Monster Truck Madness. Click the arrow to display the list of available driving controls, and then click the one you want.

Click this to calibrate your joystick, gamepad, or ThrustMaster T1 or T2 steering wheel, brake, and gas pedals.

Click this to open the **Customize Joystick** dialog box, where you can assign new game-related functions to the buttons and other controls on your joystick. You can also click this to open the dialog box where you can revert to your joystick's original settings for Monster Truck Madness.

Click this to open the **Customize Keyboard** dialog box, where you can assign new game-related functions to keys on the keyboard. You can also click this to open the dialog box where you can revert to the keyboard's original settings for Monster Truck Madness.

Drag the slider to a location that reflects the degree of sensitivity and responsiveness you want from your selected driving control. Drag left for a more sensitive steering response, drag right for less.

Lists game controls and their assigned keyboard settings. To assign a different key to a game control, highlight the control in the list, and then click **Change**.

Click this to open a dialog box, where you can assign a different key to the game control currently highlighted in the **Keyboard Settings** list.

Click this to revert to the original keyboard assignments for Monster Truck Madness game controls. Any changes you've made to keyboard control assignments are canceled.

Lists game controls and their assigned joystick settings. To assign a different joystick button or switch to a game control, highlight the control in the list, and then click **Change**.

Click this to open a dialog box, where you can assign a different game function to the joystick button or switch currently highlighted in the **Joystick Settings** list.

Click this to revert to the original joystick control assignments for Monster Truck Madness game controls. Any changes you've made to the joystick controls are canceled.

Lists the game controls you can assign to the joystick button, which is named on the left side of this list. Click the arrow to display the complete list of game functions you can assign to the button, and then click the function you want.

Click this if you are using a joystick with a throttle control, and wish to assign the acceleration function to that throttle control.

Lists the keys you can assign to the game function, which is named on the left side of this list. Click the arrow to display the complete list of keys you can assign game functions to, and then click the key you want.

Select this to hear sound effects, including crashes, splashes, brake screeches, and the roar of the crowd as you pass the grandstands. Clear this check box if you want the game to run faster. Sound effects are not the same as commentary: To turn off commentary, on the **Options** menu, click **Game**, and clear the **Hear Commentary** check box. Changes take effect after you click **OK**.

To increase the volume of sound effects, drag the slider to the right. To decrease the volume, drag it left. Changes take effect after you click **OK**.

Click this to hear music as you're racing. Changes take effect after you click **OK**.

Drag the slider to the right to increase the volume of game music, drag it left to decrease the volume. Changes take effect after you click **OK**.

Click the arrow to display the list of playback formats, and then click the one you want. Click **Mono** to make the game run faster. Changes take effect after you click **OK**.

Click this to open a dialog box, where you can remedy choppy, clipped, or delayed sound. Changes take effect after you click **OK** to close the **Sound Options** dialog box.

Click this to play music from the Monster Truck Madness CD-ROM or from a music CD that you've inserted in your CD-ROM drive.

Click this to play synthesized music tracks. With synthesized music, you don't need to have a disc in the CD-ROM drive. Changes take effect after you click **OK**.

Click this to confirm that your CD-ROM drive is functioning properly. Follow the directions on the screen.

Displays the current number of buffers. If the sound is choppy or clipped, or if the sound effects are delayed, click the arrow to increase the number of buffers slightly. Click **Test** to apply the new settings and hear the results. Experiment until the sound is smooth and timed appropriately.

Displays the current buffer size. Before changing the buffer size, first try increasing the number of buffers. Then, click **Test**. If the sound is still choppy, clipped, or delayed, click the arrow to increase the buffer size slightly.

Click this to test the changes you've made to the number of buffers and/or the buffer size. Experiment with the settings until the sound is smooth and timed appropriately.

Click this to revert to the original default buffer settings.

Lists all the tracks for the selected race event type. When the **Tournament** tab is selected, this lists all existing tournaments. Click the arrow to display the list of tracks or tournaments, and then click the one for which you want to see hall of fame results.

Click this to display the drag race hall of fame, where you can review the best times for each drag race track.

Click this to display the circuit race hall of fame, where you can review the best circuit race performances, including best average lap time and best lap time, for each circuit track.

Click this to display the rally race hall of fame, where you can review the best race performances for each rally track.

Click this to display the tournament hall of fame, where you can review the best race performances for each tournament, including tournaments you've created.

Click this to leave the hall of fame and return to the previous screen.

The **Draw** screen displays the match-ups and results for each heat. The two trucks due up next at the starting line have the words "NEXT UP" flashing between them. The winner of each heat is always outlined in green.

Click this to skip viewing the drag race heat that is "NEXT UP." You can skip viewing only those heats in which your truck is not racing.

Click this to go to the **Instant Replay** screen, where you can review and save a video of your (and your opponent's) recent racing performance.

Click this to return to the race!

Click this to end the current race.

Click this to host the game session. As host, you pick who participates, the type of race, and the track.

Click this to join an existing game session. When you join, you establish a connection via a LAN (Local Area Network), modem, or the Internet, and then wait for a host to select you to join.

Type a brief description here that will entice potential opponents to join your game session. Potential opponents will be able to see and select this name from a list of available game sessions.

Click the appropriate connection type, one for which you have the appropriate LAN (Local Area Network), Internet, or modem connection.

- For play over a LAN, click **WinSock TCP Connection** or **WinSock IPX Connection**.
- For one-to-one play via a modem connection, click **Modem Connection**.
- For play via an Internet connection, click **Internet (TCP/IP) Connection**.

Lists all the available potential opponents who have chosen to join your game session. When racing over a LAN (Local Area Network) or the Internet, you can add up to seven opponents; when racing one-to-one via a modem, you can pick one opponent. In general, the more trucks racing, the slower the game runs.

Lists the opponents you've selected to race against.

Click this to add to the race the name that is highlighted in the **Available Players** list.

Click this to remove from your game session the player whose name is highlighted in the **Participating Players** list.

Lists all players who have clicked **Race** to indicate that they are ready to head to the starting line. If you're the host, you may have to wait a few minutes while your competitors finish fine-tuning their trucks.

The items listed are dependent on the type of connection you use: LAN (Local Area Network), modem, or Internet.

For step-by-step help on joining a game session, see the "Multiplayer Racing" section in the online help, *Monster Manual*.

This dialog box is displayed while the host of the game session is informed that you want to join the race. Once the host has selected you as a participant, the **Races** screen is displayed, and you select which truck you want to take onto the track.

When this button lights up, the host is ready to race. Click this button to go to the screen where you can preview the track your host has chosen; or, to go to the garage to adjust your tire tread cut, suspension, or transfer gear ratio settings before heading to the starting line.

Monster Truck Madness Credits

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Any photo credits (from online help) go here as well.

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Scott Johnston of BIGFOOT 4X4, Inc.

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Trans World Dome

Tacoma Dome

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Drag Racing Tips

- Driving at the rookie level is specifically designed to introduce you to the unique physics model of a 5-ton monster truck. If you signed in as a rookie and you think your truck doesn't have enough get-up-and-go, try signing-in as an intermediate. Or, click **Garage** on the race event screen, and then drag the **Transfer Gear** slider to the left, toward **More Top-End Speed**. Experiment until you find the transfer gear setting that is most compatible with your driving style.
- If you need to access the menu bar while you are racing and it is not displayed, press **F4** to display the menu bar.
- To switch to a wide-angle, panoramic view of any external game view, press **MINUS SIGN (-)** on the main keyboard. To turn off panoramic view, press **EQUAL SIGN (=)**.
- If you're not comfortable approaching the starting line at first, press **S** to have your truck automatically staged.
- Drag racing is all about pure speed and adrenaline, but you also have to watch where you're going. You will be disqualified if you cross out of your lane or into your opponent's lane, or if you leave ahead of the green light. If you're driving under the intermediate or professional level, you will also be disqualified if you don't stage within 30 seconds.
- The Tacoma Dome and the Trans World Dome tracks feature J-style drag race tracks. If you're new to drag racing, start with the simpler, straight tracks before you take on the more challenging J-style.
- For advanced tips on staging, see Shallow Versus Deep Staging.

Circuit Racing Tips

- Driving at the rookie level is specifically designed to introduce you to the unique physics model of a 5-ton monster truck. If you signed in as a rookie and you think your truck doesn't have enough get-up-and-go, try signing-in as an intermediate. Or, click **Garage** on the race event screen, and then drag the **Transfer Gear** slider to the left, toward **More Top-End Speed**. Experiment until you find the transfer gear setting that is most compatible with your driving style.
- If you need to access the menu bar while you are racing and it is not displayed, press **F4** to display the menu bar.
- To switch to a wide-angle, panoramic view of any external game view, press **MINUS SIGN (-)** on the main keyboard. To turn off panoramic view, press **EQUAL SIGN (=)**.
- You MUST pass through all of a circuit's checkpoints in order to finish the race legally. While you are driving, press **F** to display the handy directional finder, which points you to the next checkpoint.
- Once the first place finisher has crossed the finish line, all other trucks are on their last lap. Once you've crossed the finish line, your view switches to automatic race camera view, where you can relive a little of the thrill of your driving performance.
- If you stray from the track, you can call the helicopter to bring you back to the track. Press **H**, and the whirly bird will come in for the big ride!
- To familiarize yourself with a track, observe how the computer trucks take the turns and straightaways. While you are driving, press **K** to switch to another truck's point of view. To switch between racing views for the current truck, press **V**. To get back to the cab of your truck, press **CTRL+1**.
- To display an overlay map of the track, press **TAB**. Your truck is displayed as a yellow dot, and you can see where you are in relation to your opponents.
- To display the pit board, Press **O**. The pit board gives you details on your time, lap number, and position in the race.
- If you turn on race commentary, Army Armstrong will let you know when you've missed a checkpoint!
- Shortcuts are legal, as long as you hit all your checkpoints!
- Experiment with different race views. You may find you prefer chase near view to cockpit view. Press **V** to switch between race views for the current truck.

Rally Racing Tips

- Driving at the rookie level is specifically designed to introduce you to the unique physics model of a 5-ton monster truck. If you signed in as a rookie and you think your truck doesn't have enough get-up-and-go, try signing-in as an intermediate. Or, click **Garage** on the race event screen, and then drag the **Transfer Gear** slider to the left, toward **More Top-End Speed**. Experiment until you find the transfer gear setting that is most compatible with your driving style.
- If you need to access the menu bar while you are racing and it is not displayed, press **F4** to display the menu bar.
- To switch to a wide-angle, panoramic view of any external game view, press **MINUS SIGN (-)** on the main keyboard. To turn off panoramic view, press **EQUAL SIGN (=)**.
- You MUST pass through all of a rally's checkpoints in order to finish the race legally. While you are driving, press **F** to display the handy directional finder, which points you to the next checkpoint.
- Once you've crossed the finish line, your view switches to automatic race camera view, where you can relive a little of the thrill of your driving performance. The race ends automatically three seconds after the last human-controlled truck crosses the finish line.
- If you stray from the track, you can call the rescue helicopter to bring you back to the track. Press **H**, and the whirly bird will come in for the big ride!
- To familiarize yourself with a track, observe how the computer trucks take the turns and straightaways. While you are driving, press **K** to switch to another truck's point of view. To switch between racing views for the current truck, press **V**. To get back to the cab of your truck, press **CTRL+1**.
- To display an overlay map of the track, press **TAB**. Your truck is displayed as a yellow dot, and you can see where you are in relation to your opponents.
- To display the pit board, Press **O**. The pit board gives you details on your time and position in the race.
- If you turn on race commentary, Army Armstrong will let you know when you've missed a checkpoint!
- Shortcuts are legal, as long as you hit all your checkpoints!
- Experiment with different race views. You may find you prefer chase near view to cockpit view. Press **V** to switch between race views for the current truck.

Tournament Racing Tips

- Driving at the rookie level is specifically designed to introduce you to the unique physics model of a 5-ton monster truck. If you signed in as a rookie and you think your truck doesn't have enough get-up-and-go, try signing-in as an intermediate. Or, click **Garage** on the race event screen, and then drag the **Transfer Gear** slider to the left, toward **More Top-End Speed**. Experiment until you find the transfer gear setting that is most compatible with your driving style.
- If you need to access the menu bar while you are racing and it is not displayed, press **F4** to display the menu bar.
- To switch to a wide-angle, panoramic view of any external game view, press **MINUS SIGN (-)** on the main keyboard. To turn off panoramic view, press **EQUAL SIGN (=)**.
- Look for tournaments that include your favorite racing events on your favorite tracks. You're more likely to excel (and accelerate!) on tracks you've driven often.
- The tournaments that come with Monster Truck Madness were especially designed by experts to challenge your monster truck driving skills. The tournament descriptions can help you find the type of challenge you're looking for.
- If you love every race in a tournament except one, create your own custom tournament and delete the one track you always have trouble with.

{button ,AL(`CustomTourny;changetourny')} Related Topics

Custom Tournament Racing Tips

- If you love every race in a tournament except one, create your own custom tournament and delete the one track you always have trouble with.
- Create a custom tournament that tests and challenges all your driving skills, and then use it as a training device for new players.
- Check the Microsoft Monster Truck Web Stop for postings of custom tournaments created by Monster Truck Madness players from all over the world.

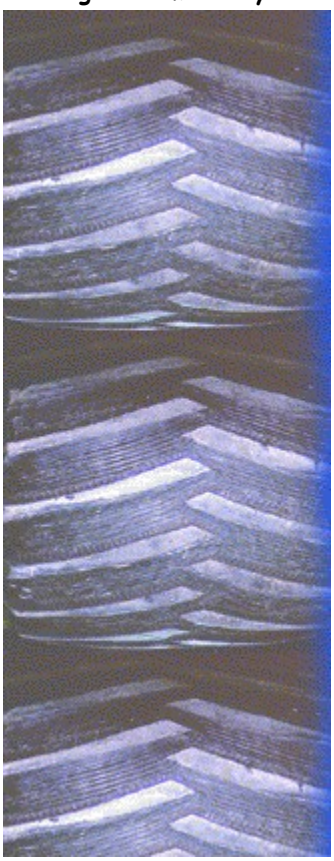
  http://www.microsoft.com/games/monster/

{button ,AL(`CustomTourny;changetourny')} Related Topics

Staging Tips

Staging is one of the biggest challenges new monster truck drivers face. If you're not up to the challenge, use the automatic staging feature.

To stage automatically



Before your truck reaches the starting line, press **S**.

Your truck moves forward, stages legally, and comes to a halt. All you have to do now is watch for the green and go for the gusto!

To stage like a pro

NOTE: Use the christmas tree starting signal overlay in the upper left corner of your screen to get feedback as you are trying to stage.

1 First, get a good view of the staging lines and the track: Press V until you are in blimp view and can see the staging lines in front of your truck. (You don't have to stage from blimp view, you can stage from any view.)

2 Crawl forward slowly to the nearest line, the prestaging line.

The orange prestage light, the light at the top if the christmas tree, illuminates.

3 Roll forward to the next line, the staging line.

The orange stage light, directly beneath the prestage light, lights up.

4 When the green light illuminates, give it the gas!

Setting Your Monitor to Display 256 Colors

Monster Truck Madness runs best when your monitor is set to display 256 colors. If you choose to leave your monitor set to higher color modes, it is very likely that Monster Truck Madness will not run satisfactorily. However, if you use a 3D hardware graphics accelerator, you may be able to get satisfactory performance in higher color modes.

NOTE: Your monitor and display adapter determine whether you can change your screen resolution.

IMPORTANT: Print this topic before starting the procedure. As you follow the steps below, a dialog box appears which may obscure this topic. Refer to the printed topic to finish the procedure.

To set your monitor to display 256 colors

1 Click to display the **Display Properties** dialog box.

2 In the **Color Palette** list, click **256 Color**.

3 Click **OK**.

IMPORTANT: You may be prompted to restart Windows 95 in order for the display setting change to take effect. Before you restart Windows 95, press **ALT+TAB** to return to Monster Truck Madness and quit the game.

NOTE: If you don't have the necessary 256-color driver, or if you aren't sure that your video card supports 256 colors, contact your video card manufacturer.

BIGFOOT Merchandise: T-SHIRTS

T-Shirt Sizes and Prices:

Kids sizes 6/8, 10/12, 14/16	$12.95
Adult sizes M, L, XL	$14.95
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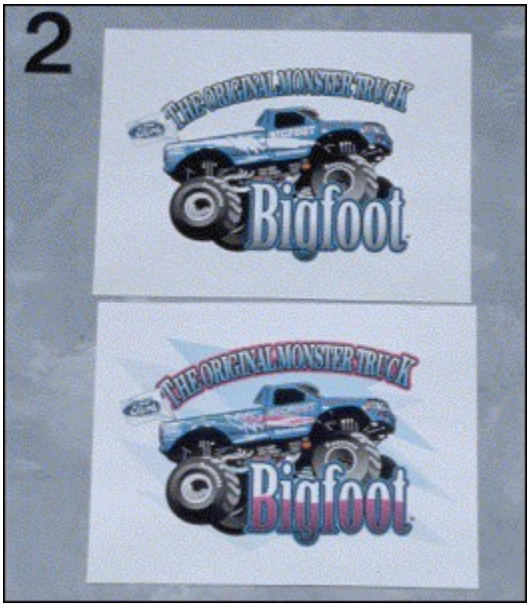
Item #1: Black T-shirt, 100 percent cotton, 1997 BIGFOOT & the St. Louis Arch



Item #2: White T-shirt, 100 percent cotton, UV-Ray design "See the colors appear in the sunlight!"

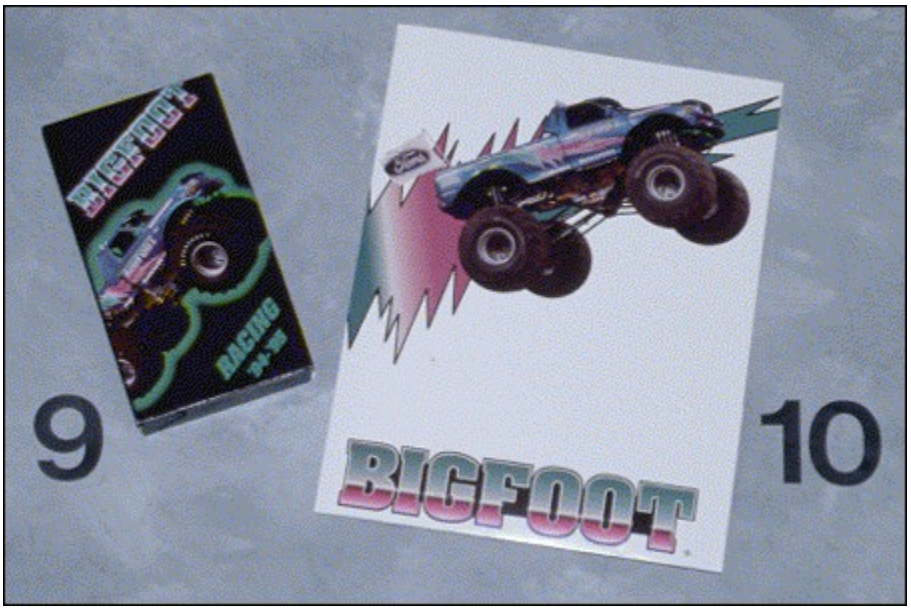
Item #3: Black T-shirt, 100 percent cotton, SNAKEBITE logo crest on front, large color design on back

For details on ordering, see BIGFOOT Merchandise Ordering Information.

BIGFOOT Merchandise: Embroidered Hats

All hats priced at $12.95
Item #4: Twill hat; Black/Royal or Gray/Royal; script design
Item #5: Twill hat; black/blue; burnout design
Item #6: Supplex hat; black or white; checkered flag logo
Item #7: Weathered denim hat; Team BIGFOOT logo
Item #8: Twill hat; black; SNAKEBITE logo
For details on ordering, see BIGFOOT Merchandise Ordering Information.

BIGFOOT Merchandise: Video, Folders, More!



Item # 9: '94/'95 Race Series, 30-minute video $10.95
Item #10: BIGFOOT Folder $1.95

Item #11: Action Album $3.95

Item #12: 1997 BIGFOOT Remote Control; body only $24.95
Includes decals (item not pictured)
For details on ordering, see BIGFOOT Merchandise Ordering Information.

BIGFOOT Merchandise: Ordering Information

ORDER BY MAIL, PHONE, OR FAX

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Attn: Dept. MS
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St. Louis, MO 63042
http://www.bigfoot4x4.com
Fax (314) 731-8114

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BIGFOOT Merchandise Order Form

Item #	Description	Color	Size	Qty	Price	Total
FC	FAN CLUB (please include birthdate)				$9.95	
	Missouri residents must add 5.975% sales tax					
	Add 25% for orders outside the continental US					
	Shipping and Handling Charges					
	ORDER TOTAL					

Name_____
Address_____
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- Sorry, No COD's.
- Allow 4 to 6 weeks for delivery.
- Returned checks subject to $15.00 service charge.

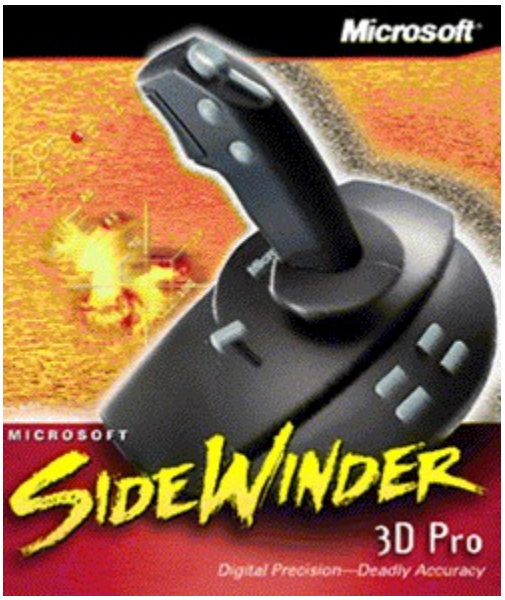
Shipping and handling charges

$25.00 or less	$3.95
$25.01-$50.00	$5.95
$50.01-$75.00	$7.95

$75.01-$100.00	$8.95
$100.00 or more	$9.95 outside the U.S.
$100.00 or more	FREE in the continental U.S. only

Microsoft SideWinder 3D Pro

Overview



Microsoft® SideWinder™ 3D Pro is an advanced game controller, incorporating Digital-Optical technology to provide more precise, more reliable, and more intense game play. Its advanced feature set includes 3D Rotation, bringing even more excitement and challenge to your games.

Recommended for Ages: 10 and up.

Features

SideWinder 3D Pro has eight buttons:

- Four conventional joystick buttons on the handle (buttons 1-4)
- Four additional programmable buttons on the base (buttons 5-8)

The Hat Switch

You have directional control with a touch of the thumb. For example, games often use the hat switch to change point of view, modify ship direction, or change altitude.

The Slider

You have command over incremental game functions. For example, to adjust thrust, throttle, or altitude.

Joystick Rotation

With a flick of the wrist the SideWinder 3D Pro gives you an additional third degree of freedom. For example, games often use joystick rotation to change point of view, move the rudder, aim weapons, or strafe to the side.

System Requirements

- 600 K
- MS-DOS, Microsoft Windows 3.1 or later, or Windows 95
- 15 pin Gameport
- To use the enclosed joystick driver for Windows 95, you also need:
  - A 3.5-inch high-density disk drive
  - Windows 95 operating system

Pricing Information

Microsoft SideWinder 3D PRO (Digital Stick) v1.00

(U.S. 326-095V100, GMP, 3.5, Price: $59.95)

Ordering Information

Windows®, MS-DOS® U.S. 326-095V100 $64.95

SideWinder 3D Pro/MechWarrior2 bundle Windows, MS-DOS U.S. 3261095v100 $94.95

Call 1-800-457-9530 to order direct or see your reseller. Customers who are deaf or hard of hearing can reach Microsoft's text telephone (TT/TDD) services at 1-800-892-5234. Retail prices may vary.

ThrustMaster Formula T2 Driving Controls

Experience the thrill of REAL racing action with the new Formula T2™ driving controls.
The Formula T2 driving controls feature a steering console with steering wheel, shifter, and two dash buttons. The console mounts easily, quickly, and secures on almost any desktop using our new dual clamping mechanism. The redesigned steering wheel remains 10" in diameter, but now fits comfortably in your hand with the one-inch-thick foam rubber grip for greater control and less fatigue. Tensioned mechanics provide increased resistance the farther the wheel is turned. Total steering range is 260 degrees.
The gear change lever operates as a sequential shifter. Each press forward moves up through the gears, and each press back, down through the gears.

The two dash buttons can function as reverse or any other needed function if supported in the software simulation.

In addition to the steering console, the gas and brake unit is mounted on a sturdy metal base floor unit. Unlike its predecessor, the T2 pedals are actual pedals instead of roller wheels. The pedals provide greater control and are easier to keep your feet on.

The Formula T2 package includes both the steering console and floor unit.

Compatible with IBM and compatible PCs, the Formula T2 is constructed of ABS plastic, Delrin, and glass-filled nylon. A speed adjustable game card, like the ThrustMaster ACM Game Card, is highly recommended.

Don't let your sense of realism stop with your choice of controllers. With the Formula T2, all you're missing is the smell of burning rubber and racing fuel.

The Thrustmaster Formula T2 steering wheel and pedals really enhance the Microsoft® Monster Truck Madness™ driving experience. All you need is a truck cab in your living room and you're set!

Suggested (U.S.) Retail Price: $179.95

Ordering Information

Call the ThrustMaster Order Department at (503) 615-3200, Monday-Friday, 8 AM-5 PM PST, to order direct or see your reseller. Or, send a fax to (503) 615-3300 Fax. Please have your name, shipping address, daytime phone number, and credit card number when you call. Retail prices may vary.

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No help topic is associated with this item.

Missing Table of Contents

Winhelp did not find the file MONSTER.CNT. This file may be missing or damaged.

Run setup again to restore this file.