



HELP



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Late-Breaking Info About Midtown Madness 2

[Late-Breaking Information About Midtown Madness
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Creating or Loading a Driver

Creating a new vehicle driver or loading a saved driver isn't strictly necessary, but it's a good idea for the following reasons:

- A driver accumulates a history. In each type of race, the best times and scores you get with a specific driver automatically become part of that history. You can check a driver's history to determine which driver(s) best qualify for a particular race.
- You can create multiple drivers, so that you and your friends can compete on the same computer and check the *Race Records* screen to see who has the best time on each particular race.
- You can assign either an Amateur or a Pro rank to each driver. This rank is a fixed property of an individual driver. Amateur drivers face easier conditions in the races than Pro drivers do. For example, in the *Blitz Races*, Amateur drivers have more time to reach the Finish Line than Pro drivers do. After you win all the races with an Amateur driver, create a Pro driver for more challenging versions of all the races.

Pro drivers also accumulate points – challenge yourself and your friends to see how many you can earn! Pro points are awarded based on two important criteria: how well you place in the race, and which vehicle you are driving. If you finish well in a race driving a slower vehicle, you'll get more points than if you do the same thing in a faster car.

- In *Checkpoint Races*, you can unlock more advanced races only if your driver has finished well in the current, unlocked races (to finish well, place 1st, 2nd, or 3rd as an amateur or place 1st as a pro).

Before starting a game, use these procedures to create a new driver, load a saved driver, or see the history of a specific driver:

To create a new driver

- 1 On the *Main Menu*, click **Create New Driver**.
- 2 Type the name of the new driver in the **Enter New Driver Name** text field.
- 3 Choose either **Amateur** or **Professional** to assign a rank to the new driver. This rank is a fixed property of an individual driver.
- 4 Click **Done** to return to the *Main Menu*.

To load a saved driver

Of course, you can only load a driver that you've previously created.

- On the *Main Menu*, select a saved driver from the **Select Driver** drop-down list.

To see the history of a specific driver

- 1 On the *Main Menu*, select a saved driver from the **Select Driver** drop-down list.
- 2 Click **Driver's Stats** to display a list of the best results this driver has achieved in Checkpoint, Blitz, and Circuit Races. These results include the name of each race, the time to the Finish Line, and the vehicle used. Select the **San Francisco** or **London** checkbox to display race records for those cities; select **Blitz**, **Circuit**, or **Checkpoint** to see corresponding records for those race types. Note: Race statistics are recorded for races under default conditions only. If you customize the number of laps, checkpoints, or opponents the race results for that race are not recorded.
- 3 Click **Done** to return to the *Main Menu*.

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

Tips for Winning the Races

Winning races in *Midtown Madness 2* requires practice, skill, effective navigation, and sound strategy. Through practice, you'll develop skill, but try to use the city map and the [Green Compass Arrow](#) to navigate more effectively.

Of course, good strategies—some simple, some complex—make a huge difference between winning and losing. We've listed a few of these strategies below. The rest are up to you...

General tips

The following tips apply to all Single Player games, as well as Multiplayer variations of these games:

- Use the city map to get an idea of the streets ahead of and around you. You have two city maps in the CD Booklet, and you can hit the **Q** key to pause the game and bring up a full screen version of the map (press **Q** again to return to your previous view). Try familiarizing yourself with the city map while in Cruise mode.
- Find the view of the city map that works best for you when racing. You can zoom the map in and out by pressing the **E** key, you can turn the rotating map on and off by pressing the **F** key, and you can toggle different map sizes by pressing the **TAB** key or Joystick Button 4.
- Remember the location of unique buildings, parks, and other landmarks. Know where you are in relation to where you plan to go!
- Search for shortcuts—parks make great ones, some conveniently located alleys do not appear on the map, and you may find other secrets as well! In London, tunnels are marked on the map.
- Scheme on ways to get around cross-traffic and other obstacles. **Remember:** You can use sidewalks, alleys, parking lots, and the wrong side of the road, but don't let a cop catch you!
- When cornering at high speeds, try using the handbrake and accelerator at the same time. If you just brake it slows you down too much, and if you accelerate through a corner without braking you can slide right into traffic. To use the handbrake, press the **SPACEBAR**, or the appropriate key on your joystick, game pad, or steering wheel.
- Choose a vehicle that fits the weather and traffic conditions. For example, consider the Ford F-350 for a race with heavy traffic and rain. It has the traction to handle the rain and the durability to plow through heavy traffic and other obstacles.

Additional tips for Checkpoint Races

- Plan the best route through the [checkpoints](#). You can go through the checkpoints in any order, and finding the best order will sometimes take practice. Note: In a Checkpoint Race, the finish line does not appear until you clear all the checkpoints.
- As you clear checkpoints, the [Green Compass Arrow](#) simply points toward the nearest checkpoint, and it turns yellow when that checkpoint is behind you. It's up to you to find the best route through all the checkpoints.
- The [Green Compass Arrow](#) points toward a checkpoint like a compass; the best path to the checkpoint might not be a straight line.
- Your opponents may choose different routes. Watch the fastest opponent's vehicle and follow it to learn its route.
- In each [Checkpoint Race](#), cops are located in specific places. Learn their hiding places!

Additional tips for Blitz Races

- Plan the best route through the [checkpoints](#). You can go through the checkpoints in any order, and finding the best order will sometimes take practice.
- As you clear checkpoints, the [Green Compass Arrow](#) simply points toward the nearest checkpoint, and it turns yellow when that checkpoint is behind you. It's up to you to find the best route through all the checkpoints.
- The [Green Compass Arrow](#) points toward a checkpoint like a compass; the best path to the checkpoint might not be a straight line!

Additional tips for Circuit Races

- In a Circuit Race, you must go through the checkpoints in order. Be careful not to miss a checkpoint—you'll still have to go back and clear it. If you miss a checkpoint and don't clear it, your current lap will not count.
- Even though most cross-streets are closed off, you can still cut through parks and other off-road areas. If you're driving one of the bigger brutes, you might even be able to create your own shortcuts!

Tips for getting the most from Cruise mode

There's no pressure to race in Cruise mode, so experiment and practice your skills:

- Memorize the roads, landmarks, and shortcuts of each city. Grab the maps from the CD booklet!
- With each vehicle, experiment with different driving strategies in various weather conditions. Some vehicles handle rain better than others. Some vehicles are cop magnets. And some vehicles are much better off-road than others.
- Practice navigating in heavy traffic.
- Practice escaping from cops. To lose a cop, all you have to do is get out of its sight. However, if you're driving a flashy sports car, other cops down the road will get the word about you and chase you on sight.

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

Quick Race

You can get right into racing by choosing the **Quick Race** option from the *Main Menu*. Quick Race remembers the last race you ran when playing *Midtown Madness 2*.

To start a Quick Race

- 1 From the *Main Menu*, select **Quick Race**.

Note: From any other screen, you can get back to the *Main Menu* by repeatedly pressing **ESC**.

- 2 From the *Select Vehicle* screen, choose a vehicle. See [Select Vehicle Screen](#) to learn more.
- 3 Select **Go Drive** and you're off!

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

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Cruise

Explore the city, become one with your vehicle, and practice up for some serious racing, without the pressure of the clock. Remember, you can feel free to ignore those red lights!

You can cruise by selecting **Cruise** on the *Races* screen. Select the city in which you want to roam from the **Location** drop-down list.

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

Blitz Race

It's you versus the clock! Go through all the checkpoints in any order and reach the Finish Line before time runs out. The arrow above points toward the *nearest* checkpoint, but it's up to you to determine the best path.

You can compete in the Blitz Races by selecting **Blitz** on the *Races* screen and selecting a Blitz Race from the **Race Name** drop-down list.

- Rather than racing against opponents, you race against time in the Blitz Races. To win a Blitz Race, clear all the checkpoints before time runs out!
- Each of the Blitz Races has a unique location and number of fixed checkpoints. Weather and other environmental conditions are also fixed, unique properties of each race.
- The Green Compass Arrow and city map help you find the nearest checkpoints, but it's up to you to determine the best route through the city.
- If you destroy your vehicle during a race, then you must start the race over from the beginning.
- If you're racing as an Amateur, place in the top three in any one race to unlock the weather, time-of-day, and traffic, pedestrian, and cop density conditions for that specific race. If you're racing as a Professional, you have to place first in each race to unlock the same options.

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

Checkpoint Race

Take any route you want to clear all the checkpoints before your opponents do! The arrow above points toward the *nearest* checkpoint, but it's up to you to determine the best path. Spend time learning the best possible route for each race – a good shortcut can shave seconds off your time! Look in the CD booklet for a map and start your research!

Remember: you can clear the checkpoints in any order. At the end of a race, the [Results](#) screen lists your placing and total time.

You can race the Checkpoint Races by clicking **Checkpoint** on the *Races* screen and selecting a race from the **Race Name** drop-down list.

What all the Checkpoint Races have in common:

- Each of the many Checkpoint Races has a unique location and number of fixed [checkpoints](#). Weather and other environmental conditions are also fixed, unique properties of each race. If you're racing as an Amateur, placing in the top three in any Checkpoint Race unlocks the weather, time-of-day, and traffic, pedestrian and cop-density conditions for that specific race. If you're racing as a Professional, you'll have to place first in each Checkpoint Race for the same customization privileges!
- You can clear checkpoints in any order, but you must clear all of them before the Finish Line appears.
- The [Green Compass Arrow](#) and city map help you find the [checkpoints](#) and the Finish Line by showing you a suggested route. For details on all dashboard instruments, see [Using Dashboard Instruments](#). For details on the city map, see [Displaying a Map of the City](#).
- If you trash your vehicle during a race, you've got to start the race over from the beginning.
- When you first start playing *Midtown Madness 2*, only the first three Checkpoint Races are available. If you're racing as an Amateur, you must finish in the top three in each of these three races to unlock the next set; if you're racing as a Professional, you must finish first in each of these three races to unlock the next set. Keep placing well to unlock all 12 Checkpoint Races. And remember: the races get harder as you go!

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

Circuit Race

Finish laps before your opponents on charted courses through San Francisco and London.

In the various Circuit Races, a series of checkpoints defines a sort of "track" through the city. Cross-streets are closed off, so doing laps on this track is like doing laps on a conventional racetrack. Do the laps faster than your opponents and you win.

You can race the Circuit Races by clicking **Circuit** on the *Races* screen and selecting a race from the **Race Name** drop-down list.

- Each of the Circuit Races has a unique location and number of fixed checkpoints. Weather and other environmental conditions are also fixed, unique properties of each race.
- The city map helps you find the checkpoints and the Finish Line.
- You must pass checkpoints in order. If you miss a checkpoint, you must go back and clear it, or you will have to redo the entire lap.
- If you destroy your vehicle, you have to suffer a time penalty before getting a new one.
- If you're racing as an Amateur, place in the top three in any one race to unlock the weather, time-of-day, traffic density, and cop density conditions for that specific race (note that there are no pedestrians in a Circuit Race). If you're racing as a Professional, you have to place first in each race to unlock the same controls.

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

Cops & Robbers (Multiplayer Only)

Exclusive to Multiplayer, the Cops & Robbers Match gives a group of players a dream come true: Grab as much gold as you can carry! Just watch out for thieves...

For all Cops & Robbers games, the host determines if the game has a time limit, a point limit, or no limits!

Note: in Cops & Robbers, damaged vehicles that aren't carrying the gold "heal" (i.e. lose damage) as the game progresses.

Free-for-all

All bets are off! A fat gold bar sits unguarded somewhere in the city. Use the online map to find it, then deliver it to your hideout using any unlocked vehicle. Once you drop it off, another gold bar appears somewhere, and the match continues. The more gold you deliver without being intercepted by thieves, the more points you earn.

While you're delivering gold to your hideout, watch out for thieves (other human opponents) who may try to ram you and knock the gold out of your car. Once the gold is lying on the street, anyone can snatch it by driving over it.

Cops vs. Robbers

A glittering gold bar sits unguarded somewhere in the city. Use the online map to find it. If you're a cop, use your Police Car to deliver it safely to the bank. If you're a robber, use a Ford Mustang to bring it to your hideout. In either case, another gold bar appears after you deliver the first one, and the Match continues. The more gold you deliver, the more points you earn individually and as a member of a team of cops or a team of robbers.

Of course, you could just ram your opponents to get them to drop their treasure, then snatch the gold and run for it. Let the battle between chaos and order begin!

Robbers vs. Robbers

Robbers vs. Robbers is like Cops vs. Robbers, except you can choose any unlocked vehicle, not just a Police Car or the Mustang. And you're trying to bring the gold to one of several hideouts, not a bank. Let the in-fighting begin!

Host and joiner options for all Cops & Robbers Matches

You've got lots of ways to get rich:

- The host of the Cops & Robbers Match can configure the weather and time of day.
- The host can end the match by setting a time limit, a point limit, or no limit (the end is forced manually by the host).
- The host can make the gold heavy or weightless. Heavy gold might balance your vehicle out, while weightless gold would give fast vehicles an advantage.
- Joiners can enter and exit any Cops & Robbers Match at any time.
- The *Results* screen appears at the end of a match. For the Free-for-all, the *Results* screen shows the points that each player collected individually. For the Cops vs. Robbers and Robbers vs. Robbers events, the *Results* screen shows the points that each player collected individually, as well as the total points collected by each team.

{button ,AL(`race;multi`)} Related Topics

Pausing and Resuming a Game

Gotta answer the phone or get a cup of coffee? Just pause a Single Player game and start it up later right where you left off.

But Note! In Multiplayer mode, you can't pause a game.

To pause and resume a Single Player game

- 1 During gameplay, press **ESC** to pause the game and display the *In-Game Menu*.
- 2 Press **ESC** again to close the *In-Game Menu* and resume play.

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

Quitting a Race

You can quit a race, cruise, or match at any time—even while it's in progress—then return to the menu screens.

To quit a race, cruise, or match mid-game

- 1 During a game, press **ESC** to display the *In-Game Menu*.

- 2 Choose **Quit to Race Menu**.

If you were playing a Single Player game, quitting will return you to the *Races* screen, where you can choose another race or go to any other menu.

If you were in Crash Course, quitting will return you to the *Crash Course* screen.

If you were playing a Multiplayer game, you will return to the *Multiplayer* screen, where you can choose another type of connection or go to any other menu.

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

Quitting Midtown Madness 2

When it's time to pull over for the day, follow one of these simple procedures:

Quitting Midtown Madness 2 before starting gameplay

- 1 Click the "X" in the upper right corner of any screen.
- 2 When the popup screen asks if you want to quit, click **OK**.

Quitting Midtown Madness 2 during gameplay

- 1 Press **ESC** to display the *In-Game Menu*.
- 2 Click **Exit to Windows**.

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

Key Properties of All Vehicles

In *Midtown Madness 2* you can choose from 20 hot vehicles. Each one has unique properties that define its performance and durability.

These vehicles perform a lot like the real thing! For example, the Panoz Roadster has impressive acceleration, handling, braking, and top speed on smooth streets, while the Ford F-350 can survive collisions and handle rough terrain with ease.

Understanding the key properties of all vehicles

The most fundamental properties of these vehicles include horsepower, top speed, durability, and mass. You can make the best choice for your racing needs by understanding these fundamentals:

Horsepower

For light vehicles, high horsepower means fast acceleration and top speed. For massive vehicles, high horsepower gives you better ramming power.

Top Speed

The top speed of a vehicle depends on its horsepower and mass. High horsepower and low mass results in a fast vehicle, while low horsepower and high mass results in a slow vehicle.

Durability

Your race ends if your vehicle gets thrashed out of commission, unless it's a Circuit Race, in which case you suffer a time penalty, and your vehicle is reset. If you'll be taking a bunch of rough, off-road shortcuts to get through a race, it might be best to choose something slow but durable.

Durability is a measure of how well your vehicle stands up to collisions with walls, traffic, cops—anything that gets in your way. Durability can also be about your vehicle's ability to cross rough terrain without suffering damage to its suspension. So a truck with high ground clearance can go down a flight of stairs without damage, while a precision sports car with low ground clearance would get thrashed.

Mass

In some races, the best way to get through heavy traffic or other obstacles is to plow right through them. If you use this strategy, choose something massive and durable!

Heavy vehicles are, well, massive. They can go through many obstacles, while lighter vehicles tend to bounce right off them. Again, it is up to you to make a strategic decision before each race: do you take a slow, durable vehicle or a faster but weaker one?

Learning more about each vehicle

To choose the best vehicle for you, learn its properties by reading about [the vehicles](#).

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

Audi TT

The award-winning Audi TT may look small, but looks can be deceiving. The TT is the definition of a sports car, in any language. Underneath its hood, you'll find a front-mounted 180 hp turbocharged engine, with five-valve per cylinder performance. To put it in layman's terms: the Audi TT is one fast car.

To Unlock the Audi TT:

Amateurs must place 1st, 2nd, or 3rd in half of the San Francisco Checkpoint Races. Professionals must finish in first place in half of the San Francisco Checkpoint Races.

To Unlock the Audi TT's Custom Paint Job:

Amateurs must place 1st, 2nd, or 3rd in all of the San Francisco Checkpoint Races. Professionals must finish in first place in all of the San Francisco Checkpoint Races.



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

VW New Beetle

Face it, the VW New Beetle is quintessentially cute.

Light and compact, the New Beetle can wind through heavy traffic and squeeze down narrow alleys with nimble efficiency. Even cops chuckle more often than not when they see you zip by in this baby. Careful: its lack of horsepower and low mass make it relatively slow and fragile. But you can get through those tight spots with ease!



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

'68 Ford Mustang Fastback

The '68 Ford Mustang Fastback is a muscular member of the classic Mustang breed. Like the real thing, the *Midtown Madness 2* Fastback has lots of straight-line power and good top speed, but scores lower in cornering, braking, and durability.

Use the '68 Ford Mustang Fastback when you need straight-line acceleration and top speed. A few Blitz Races come to mind...

To Unlock the '68 Ford Mustang Fastback's Custom Paint Job:

Successfully pass the San Francisco Crash Course's Midterm Exam Three.



{button ,AL(`car;crashreward`)} Related Topics

City Bus

Remember those rides to elementary school with a driver whose idea of "fast" was 30 mph? Here's your chance to do it your way, and show 'em what a bus can really do!

The incredible mass and durability of the City Bus make it a virtual tank on the road. You can simply smash your way through London or San Francisco. Just remember that the bus accelerates and corners like a hippo on tranquilizers.



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

London Cab

Almost as well known as the double-decker bus, the black London Cab is a British classic. Designed for the tight turns of the city, what this cab lacks in mass and durability it makes up for with speed and cornering ability.

To Unlock the London Cab's Custom Paint Job:

Successfully pass the London Crash Course's Midterm Exam Two.



{button ,AL(`car;crashreward`)} Related Topics

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Cadillac Eldorado

The Cadillac Eldorado combines decent power and performance with true luxury and classy lines. The moderate mass and power of this Cadillac results in a good balance between performance and durability.

Choose this vehicle if you plan to combine some aggressive street racing with a few rough shortcuts.



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

Freightliner Century

The Freightliner embodies the classic shape of a diesel 18-wheel truck. No lie: the Freightliner's considerable mass and powerful engine make for awesome durability. Not surprisingly, however, it has a limited top speed, humble cornering, and slow braking abilities.

The Freightliner can cut a mean path through heavy traffic, foolish cops, and unwary opponents. Choose the Freightliner to muscle your way to the Finish Line!



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

Mini Cooper Classic

Sir Alec Issigonis' Mini was launched on August 26th, 1959. Winning the prestigious Monte Carlo rally three times, Mini set the pace throughout the sixties both as a race car and as a radical fashion statement. Ever since the Mini Cooper was unleashed on the world in 1961, it has been the most sought after Mini of them all.

The tiny Mini Cooper Classic is great for weaving in and out of traffic, tight turns, and sidewalk driving!

To Unlock the Mini Cooper Classic's Custom Paint Job:

Successfully pass the London Crash Course's Midterm Exam Three.



{button ,AL(`car;crashreward`)} Related Topics

Ford Mustang Cruiser (Police Car)

Cops need a balance of good top speed and reliable durability. The Police Car—a modified Ford Mustang—fits the bill.

Choose the Police Car if you like to combine different strategies—quick acceleration and tight handling, solid construction and a tough suspension.

The Police Car is your ticket to the Finish Line!



Special property of the Police Car

Even if you haven't yet unlocked the Police Car, if you play the Cops vs. Robbers Match (Multiplayer only), you can pick either the Police Car or the Ford Mustang GT, depending on which side you're on.

For more information on the Cops & Robbers Match, see [Overview of Multiplayer Games](#).

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

Double-Decker Bus

The red double-decker bus is synonymous with London. And it's usually synonymous with slow travel! Think you've got what it takes to make one go fast?

Like it's U.S. counterpart, the City Bus, the Double Decker Bus' mass makes it almost indestructible out on the race course. However, if you expect this bus to corner like a Mini Cooper, you're sadly mistaken.

To Unlock the Double-Decker Bus' Custom Paint Job:

Successfully pass the San Francisco Crash Course's Midterm Exam Two.



{button ,AL(`car;crashreward`)} Related Topics

Ford F-350

This modified Ford F-350 is a solid and durable truck. High ground clearance and special tires give it good traction in rain and rough terrain. Size, power, and aggressive styling make this macho machine the beast to beat.

Choose the Ford F-350 to take full advantage of off-road shortcuts while you smash through smaller obstacles and sneer at bad weather. With the truck's horsepower and durability, you can create your own shortcuts right through roadblocks, parks, and traffic. You can even survive repeated attacks from the police.



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

Ford Mustang GT

Like the Police Car, the new Ford Mustang GT offers a reliable balance between performance and durability. The similarity is no coincidence—both vehicles use the same frame.

Choose the Mustang if you like to combine different strategies—quick acceleration and tight handling, solid construction and a tough suspension.

The classic muscle car!



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

Panoz Roadster

The Panoz Roadster personifies beauty and style. Cops in particular are quick to notice its sleek lines and impressive performance.

On smooth streets, the Panoz Roadster boasts high top speed, with superior cornering, braking, and acceleration abilities. But avoid the larger obstacles or you'll quickly destroy yourself. This sporty car achieves its high performance by combining decent horsepower with a very lightweight frame, which makes it relatively fragile.

Choose the Panoz Roadster if your tactic is to stay on the paved streets, avoid heavy traffic and other obstacles, and maintain such high speeds that cops can't catch you.



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

LTV (Light Tactical Vehicle)

The LTV's powerful V8 diesel engine will help you go around – or over – anything in your way, and its bulletproof body can take hits with ease. The US Department of Transportation doesn't allow real military LTVs on the roads of San Francisco, so if you see a cop you might want to put the pedal to the metal!

To Unlock the LTV:

Successfully complete all lessons, midterms, and the Final Exam in the San Francisco Crash Course.



{button ,AL(`car;crashreward`)} Related Topics

Aston Martin DB7 Vantage

Aston Martin cars have always been amongst the finest and most exclusive, and the DB7 Vantage is no exception. The DB7 Vantage is powered by an all-new engine that, for the first time in Aston Martin's history, has twelve cylinders. This translates to an incredible top speed that will have you whipping past traffic at breakneck speeds.

To Unlock the Aston Martin DB7 Vantage:

Successfully complete all lessons, midterms, and the Final Exam in the London Crash Course.



{button ,AL(`car;crashreward`)} Related Topics

Panoz GTR-1

Ever wondered what it would be like to drive a full-on race car right through a city? Now you can!

The insane power, light weight, and tight suspension of the Panoz GTR-1 gives it one of the absolute best performances of any vehicle in *Midtown Madness 2*. Not surprisingly, those properties also make it vulnerable to collision and nearly useless off-road.

But it's fun! Just stay on the streets, concentrate on raw speed, and avoid obstacles at all costs! Oh, and by the way, cops go into a feeding frenzy the moment they spot this totally street-illegal rocket.

To Unlock the Panoz GTR-1:

Amateurs must finish in the top three in half of the London Checkpoint Races. Professionals must finish in first place in half of the London Checkpoint Races.



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

American LaFrance Fire Truck

American LaFrance is known for its heavy-duty fire trucks, and the American LaFrance Eagle is no exception. Its big diesel engine generates enough power for you to mow down almost anything in your way. As with most big vehicles, however, its high mass results in a limited top speed and slow acceleration.

To Unlock the American LaFrance Fire Truck:

Amateurs must finish in the top three in half of the San Francisco Blitz Races. Professionals must finish in first place in half of the San Francisco Blitz Races.

To Unlock the American LaFrance Fire Truck's Custom Paint Job:

Amateurs must finish in the top three in all of the San Francisco Blitz Races. Professionals must finish in first place in all of the San Francisco Blitz Races.



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

VW New Beetle Dune

The New Beetle Dune, powered by a high-torque V5 engine over all four wheels, is meant to lead where strictly "on road" vehicles can't follow. Whether you're tearing through parks or beaches, this off-road Beetle can handle it all. A must-have car for finding shortcuts through the cities.

To Unlock the VW New Beetle Dune:

Amateurs must finish in the top three in half of the San Francisco Circuit Races. Professionals must finish in first place in half of the San Francisco Circuit Races.

To Unlock the VW New Beetle Dune's Custom Paint Job:

Amateurs must finish in the top three in all of the San Francisco Circuit Races. Professionals must finish in first place in all of the San Francisco Circuit Races.



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

VW New Beetle RSi

The New Beetle RSi features a potent bi-turbo V6 engine. Employing a 225-horsepower turbocharged 4-cylinder engine, this is not your Mom's Beetle. Great for Circuit Racing, the New Beetle RSi a powerhouse on the streets but a poor choice for anything off-road.

To Unlock the VW New Beetle RSi:

Amateurs must finish in the top three in half of the London Circuit Races. Professionals must finish in first place in half of the London Circuit Races.

To Unlock the VW New Beetle RSi's Custom Paint Jobs:

There are three custom paint jobs for the RSi: to unlock the first custom paint job, amateurs must finish in the top three in all of the London Circuit Races. Professionals must finish in first place in all of the London Circuit Races. To unlock the Angel Cup paint job, you must pass the San Francisco Crash Course Midterm Exam #1. To unlock the Microsoft Cup custom paint job, you must pass the London Crash Course Midterm Exam #1.



{button ,AL(`car;crashreward`)} Related Topics

NEW MINI COOPER

Unmistakably mini yet thoroughly modern, the NEW MINI COOPER is a classic in the making. The NEW MINI is refreshingly different: extroverted, spontaneous, and from every angle out of the ordinary. Like its predecessor, this race car is great for weaving in and out of traffic, around pedestrians, and down sidewalks!

To Unlock the NEW MINI COOPER:

Amateurs must finish in the top three in half of the London Blitz Races. Professionals must finish in first place in half of the London Blitz Races.

To Unlock the NEW MINI COOPER's Custom Paint Job:

Amateurs must finish in the top three in all of the London Blitz Races. Professionals must finish in first place in all of the London Blitz Races.



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

Unlocking Races

In *Midtown Madness 2*, your hard work is always rewarded! Depending on the type of race you're running, winning a race can mean either unlocking fun race options or unleashing another set of checkpoint challenges!

If you're racing as an Amateur, placing in the top three in any one Circuit, Blitz, or Checkpoint Race unlocks the weather, time-of-day, and traffic, pedestrian and cop-density conditions for that specific race (note that there are no pedestrians in a Circuit Race). This allows you to customize your race experience for new challenges (and new landspeed records!). If you're racing as a Professional, you'll have to place first in each Circuit, Blitz, or Checkpoint Race for the same customization privileges!

Unlocking Checkpoint Races isn't quite so easy, and *Midtown Madness 2* gives you an extra challenge by setting up different conditions for unlocking Checkpoint Races depending on whether you're racing as an Amateur or a Professional. (See [Creating or Loading a New Driver](#) for more details.)

- **Amateur** mode: Finish in the top three in one set of three Checkpoint Races to unlock the next set of three Checkpoint Races.
- **Professional** mode: Finish first in one set of three Checkpoint Races to unlock the next set of three Checkpoint Races!

To learn more, see [Unlocking Vehicles](#).

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

Unlocking Vehicles

You can get to the locked vehicles, but you've got to jump through some hoops first!

- **LTV (Light Tacticle Vehicle):** To unlock, successfully complete all lessons, midterms, and the Final Exam in the San Francisco Crash Course.
- **Audi TT:** To unlock, amateurs must finish in the top three in half of the San Francisco Checkpoint Races. Professionals must finish in first place in half of the San Francisco Checkpoint Races.
- **Aston Martin DB7 Vantage:** To unlock, successfully complete all lessons, midterms, and the Final Exam in the London Crash Course.
- **Panoz GTR-1:** To unlock, amateurs must finish in the top three in half of the London Checkpoint Races. Professionals must finish in first place in half of the London Checkpoint Races.
- **American LaFrance Fire Truck:** To unlock, amateurs must finish in the top three in half of the San Francisco Blitz Races. Professionals must finish in first place in half of the San Francisco Blitz Races.
- **VW New Beetle Dune:** To unlock, amateurs must finish in the top three in half of the San Francisco Circuit Races. Professionals must finish in first place in half of the San Francisco Circuit Races.
- **VW New Beetle RSi:** To unlock, amateurs must finish in the top three in half of the London Circuit Races. Professionals must finish in first place in half of the London Circuit Races.
- **NEW MINI COOPER:** To unlock, amateurs must finish in the top three in half of the London Blitz Races. Professionals must finish in first place in half of the London Blitz Races.

{button ,AL(`unlock;crash`)} Related Topics

Unlocking Custom Paint Jobs

You can unlock cool new custom paint jobs for your vehicles, but you've got to work hard to earn them!

- **Audi TT:** To unlock the custom paint job, amateurs must finish in the top three in all of the San Francisco Checkpoint Races; professionals must finish in first place in all of the San Francisco Checkpoint Races.
- **London Cab:** To unlock the custom paint job, successfully pass the London Crash Course Midterm Exam 2.
- **Mini Cooper Classic:** To unlock the custom paint job, successfully pass the London Crash Course Midterm Exam 3.
- **Double-Decker Bus:** To unlock the custom paint job, successfully pass the San Francisco Crash Course Midterm Exam 2.
- **American LaFrance Fire Truck:** To unlock the custom paint job, amateurs must finish in the top three in all of the San Francisco Blitz Races. Professionals must finish in first place in all of the San Francisco Blitz Races.
- **VW New Beetle Dune:** To unlock the custom paint job, amateurs must finish in the top three in all of the San Francisco Circuit Races. Professionals must finish in first place in all of the San Francisco Circuit Races.
- **VW New Beetle RSi:** There are three custom paint jobs for the RSi: to unlock the first custom paint job, amateurs must finish in the top three in all of the London Circuit Races; professionals must finish in first place in all of the London Circuit Races. To unlock the Angel Cup paint job, you must pass the San Francisco Crash Course Midterm Exam 1. To unlock the Microsoft Cup custom paint job, you must pass the London Crash Course Midterm Exam 1.
- **NEW MINI COOPER:** To unlock the custom paint job, amateurs must finish in the top three in all of the London Blitz Races. Professionals must finish in first place in all of the London Blitz Races.
- **'68 Ford Mustang Fastback:** To unlock the custom paint job, successfully pass the San Francisco Crash Course Midterm Exam 3.

{button ,AL('unlock;crash')} Related Topics

Overview

Crash Course

Looking for an exciting new career? Looking to unlock new vehicles and custom paint jobs? Then try your hand at Crash Course! Learn to be a London Cabbie or a San Francisco Stunt Driver. Either way, you'll be developing the skills that will help you win big.

You can get to Crash Course by clicking the **Crash Course** button on the *Main Menu*. Next, pick the school you want to attend by clicking either **London Cabbie** or **SF Stunt Driver**.

Training: Lessons, Midterms, and Finals

Each city has its own unique skills and rewards, so you'll want to graduate from both Crash Course schools in order to maximize your loot. To do that, you'll need to know the following:

- To choose a lesson, click **Training** on your school's *Crash Course* screen and use the **Lesson** drop-down list. You can select lessons in any order, but the easiest ones are at the top.
- You're required to drive the Ford Mustang Fastback in San Francisco and the London Cab in London. However, once you pass a lesson you can repeat that lesson with any vehicle.
- Each school has nine lessons. You'll need to pass three lessons in a group in order to unlock that group's Midterm Exam. Each Midterm Exam you pass unlocks a new custom paint job for one of your vehicles!
- If you pass all three midterm exams, you'll unlock the Final Exam. Pass San Francisco's Final Exam to unlock the LTV (Light Tacticle Vehicle); Pass London's Final Exam to unlock the Aston Martin DB7 Vantage!

To learn more details about the paint jobs and vehicles you unlock in Crash Course, see [Crash Course Rewards](#).

Work Experience

Ready to take a break from Crash Course and use your new knowledge in the real world? It's easy! On the *Crash Course* screen, look at the *Work Experience* area and choose either a *Blitz Race* or a *Checkpoint Race*.

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

Crash Course Rewards

So you've got the skills to pay the bills, huh? Well let's see what you get for your troubles:

San Francisco Crash Course

- Pass Midterm Exam 1 and you'll unlock the Angel Cup custom paint job for the New Beetle RSi.
- Pass Midterm Exam 2 and you'll unlock the Double-Decker Bus custom paint job.
- Pass Midterm Exam 3 and you'll unlock the '68 Ford Mustang Fastback custom paint job.
- Pass the Final Exam and you'll unlock the LTV (Light Tacticle Vehicle).

London Crash Course

- Pass Midterm Exam 1 and you'll unlock the Microsoft Cup custom paint job for the New Beetle RSi.
- Pass Midterm Exam 2 and you'll unlock the London Cab custom paint job.
- Pass Midterm Exam 3 and you'll unlock the Mini Cooper Classic custom paint job.
- Pass the Final Exam and you'll unlock the Aston Martin DB7 Vantage.

To learn about unlocking other vehicles and custom paint jobs, see [Unlocking Races, Vehicles, and Custom Paint Jobs](#).

{button ,AL(`crash;unlock`)} Related Topics

Types of Multiplayer Connections

To play a Multiplayer game with other people, you'll need to establish a communication line to their computers. You can use any of these five methods to establish that connection: the **MSN Gaming Zone**, an **IPX** connection, a **TCP/IP** connection, a **serial cable**, or a **one-to-one modem connection**. The method you choose depends on the situation, your hardware, and the hardware in the computers that you're connecting to.

MSN Gaming Zone

You can play multiplayer games with as many as seven other people via the MSN Gaming Zone (<http://www.zone.com>) if you have a modem or cable modem connection to the Internet. The #1 multiplayer destination on the Internet, the Zone will match you up with other Midtown Madness 2 players. Zone membership is free! Note: it is recommended that players with a 28.8 KBps modem limit their games to four players.

IPX

You can play Multiplayer games with as many as seven other people who share a Local Area Network (LAN), by using the IPX protocol.

TCP/IP

You can play with as many as seven other people over a LAN, or seven other people over the Internet, using the TCP/IP protocol. To join a pre-existing game over the Internet, you must know the IP Address of the host's computer. Or you can be the host, in which case the other people will need to know your IP Address. For instructions on getting your IP Address, see Finding Out Your IP Address. Note: it is recommended that players with a 28.8 KBps modem limit their games to four players.

Serial Cable

You can use a standard serial or null-modem cable to connect two computers that are physically next to each other. Using this serial connection, you and one other person can play multiplayer Midtown Madness 2 games.

One-to-One Modem

You and one other person can play multiplayer games via a modem connection. One computer will call the other to initiate a session. You and your opponent must both have modems that transmit data at 28.8 Kbps or faster.

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

Hosting vs. Joining

You have different options for multiplayer play, depending on whether you're hosting or joining.

If you're the host, you control the following:

- The type of multiplayer connection you're using to hook up with your competitors.
- The game's password, which allows you to keep unwanted players out of your game. Entering a password is optional.
- The maximum number of players.
- The unlocked Checkpoint Races and Vehicles. (All players have access to vehicles that the host has unlocked. Only the host's record determines which vehicles and Checkpoint Races are unlocked.)
- The event type (Cruise, Blitz Race, Checkpoint Race, Circuit Race, or Cops & Robbers) and specific race name, when appropriate.
- The game's difficulty (professional or amateur, depending on the host's Driver). Professional races have shorter Blitz Race times and more difficult race environments.
- The race options (time of day, total laps, etc.) or Cops & Robbers options.
- The race location (San Francisco or London).
- The players to eject from the game. To eject a player during the game, the host can press the **F6** key on the keyboard to bring up a list of current players and then click the player name to eject.

If you're a joiner you control the following:

- Very little! You can choose your specific car and team (when appropriate), but not much else.

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

Overview

Multiplayer Games

Multiplayer [Checkpoint Races](#), [Blitz Races](#), [Circuit Races](#), and [Cruises](#) are very similar to those of Single Player. When you play Multiplayer games you can also try the unique [Cops & Robbers Match](#), which brings madness to a new level of high-speed greed!

This overview describes the details of the Cops & Robbers Match, as well as the differences between Multiplayer and Single Player Races. Before continuing, check out [The Races](#) for key background information on Single Player Games.

Multiplayer Cops & Robbers Match

Exclusive to Multiplayer, the Cops & Robbers Match gives a group of players a dream come true: Grab as much gold as you can carry! Just watch out for thieves...

Note: in Cops & Robbers, damaged vehicles that aren't carrying the gold "heal" (i.e. lose damage) as the game progresses.

Free-for-all

All bets are off! A fat gold bar sits unguarded somewhere in the city. Use the online map to find it, then deliver it to your hideout using any unlocked vehicle (the host's record determines which vehicles are unlocked). Once you drop it off, another gold bar appears somewhere, and the match continues. The more gold you deliver without being intercepted by thieves, the more points you earn.

While you're delivering gold to your hideout, watch out for thieves (other human opponents) who may try to ram you and knock the gold out of your car. Once the gold is lying on the street, anyone can snatch it by driving over it.

Cops vs. Robbers

That fat gold bar sits unguarded somewhere in the city. Use the online map to find it. If you're a cop, use your Ford Mustang Police Cruiser to deliver it safely to the bank. If you're a robber, use a Ford Mustang GT to bring it to your hideout. In either case, another gold bar appears after you deliver the first one, and the match continues. The more gold you deliver, the more points you earn individually and as a member of a team of cops or team of robbers.

Of course, you could just ram your opponents to get them to drop their treasure, then snatch the gold and run for it.

Robbers vs. Robbers

Robbers vs. Robbers is like Cops vs. Robbers, except you can choose any unlocked vehicle, not just a Police Car or the Mustang GT (the host's record determines which vehicles are unlocked). And you're trying to bring the gold to one of several hideouts, not a bank.

Host and joiner options for all Cops & Robbers Matches

- The host of the Cops & Robbers Match can choose the race location and configure the weather, time of day, and pedestrian density.
- The host can end the match by setting a time limit, a point limit, or no limit (end forced manually by the host).
- The host can make the gold heavy or weightless. Heavy gold might balance your vehicle out by slowing it down, while weightless gold would give fast vehicles an advantage.
- Joiners can enter and exit any Cops & Robbers Match at any time.
- The *Results* screen appears at the end of a Match. In the Free-for-all, the *Results* screen shows the points that each player collected individually. In the Cops vs. Robbers and Robbers vs. Robbers, the *Results* screen shows the points that each player collected individually, as well as the total points collected by each team.

Multiplayer Races

Multiplayer Checkpoint, Blitz, and Circuit Races are a bit different from the single player versions.

General Differences

- Joiners must join a race before the host starts it. Once the race starts, no one else can join.
- In all three types of races, the host tunes the difficulty (Professional and Amateur drivers have different *Blitz Race* times and default conditions), race location, weather, time of day, and pedestrian density. Those who join a race abide by the choices of the host.
- If a joiner leaves during a race, the joiner's vehicle disappears from every participant's screen.
- If the host disconnects during a game, the game designates a new host.
- None of the races has ambient traffic, cops, or computer opponents.
- The *Results* screen appears at the end of the race and contains the same information as it does in Single Player Races.

Differences in Checkpoint and Circuit Races

- Human opponents replace computer-controlled opponents.
- For Checkpoint Races, the race record of the host's driver determines which advanced races are locked and which are unlocked.

Multiplayer Cruises

Like the Single Player Cruise option, Multiplayer Cruising allows you to cruise either city with no time limit and no fear of being permanently destroyed. In the Multiplayer version, joiners can join and leave a cruise any time.

Ejecting a Player

If the host needs to eject a player during the game for any reason, the host can press the **F6** key on the keyboard. This will bring up a list of the players in the session. To eject a player, click the player's name with the mouse.

{button ,AL('multi;host;join')} Related Topics

Hosting a Multiplayer Game via the MSN Gaming Zone

To play *Midtown Madness 2* on the Zone (zone.com), you'll need a connection to the Internet, for example a modem. You don't have to be connected to the Internet before you start a multiplayer session. You'll also need to be a member of the MSN Gaming Zone – membership is free!

Note: *Midtown Madness 2* requires, at a minimum, a 28.8 KBps modem for all participants. It is recommended that users with a 28.8 KBps modem limit their games to four players. If you're playing at a business, you may not be able to connect through a proxy server.

To host a game on the MSN Gaming Zone

- 1 From the *Main Menu* screen click **Multiplayer**.
- 2 Click the **MSN Gaming Zone** button. (An Internet connection will be initiated. Once on the Internet, your web browser will navigate to the *Midtown Madness 2* page of the MSN Gaming Zone.)
- 3 If you are not currently logged on the Zone, a Sign In window will appear. In the **Sign In** window, type your Zone Name and password, and then click **OK**. Note: If you do not have a Zone Name and password, click **New Zone Name** on the **Sign In** window and create a new Zone Name for yourself.
- 4 Once you're on the *Midtown Madness 2 Game Rooms* page, click one of the game rooms listed to enter it.
- 5 Place your pointer over an empty game and click **Host** (if you don't see any available games, use the inner scroll bar to see more games). You can also click **Quick Host** on the game room toolbar, and the Zone will find the first free table and make you the host of a new game.
- 6 Click **Setting** to enter a game name and description, set a maximum number of players, block quick joiners, or make your game a private game.
- 7 When all players are in the game and ready to go, click **Launch**. This will take you and the other players to the *Midtown Madness 2 Multiplayer Lobby*.
- 8 Determine if you will host a Race (Checkpoint, Blitz, or Circuit), a Cruise, or Cops & Robbers Match, and then follow the appropriate steps below.

If you're hosting a Checkpoint Race, Blitz Race, Circuit Race or a Cruise

- 1 Prepare to host a multiplayer game via the MSN Gaming Zone (steps 1-8 at the beginning of this page).
- 2 Click **Change Host Settings** to:
 - change the *Location*, *Time of Day*, *Weather*, and *Pedestrian Density*.
 - choose the type of race: *Checkpoint Race*, *Blitz Race*, *Circuit Race*, or a *Cruise*.
 - adjust the laps (in a Circuit Race).
- 3 Click **Select Vehicle** if you wish to change your vehicle.
- 4 Click **Go Drive** on the *Multiplayer Lobby* screen to start the game.

If you're hosting a Cops & Robbers Match

- 1 Prepare to host a multiplayer game via a one-to-one modem connection (steps 1-8 at the beginning of this page).
- 2 Click **Change Host Settings** to change the *Location*, *Time of Day*, *Weather*, and *Pedestrian Density*.
- 3 On the *Host Settings* screen, select **Cops & Robbers**, then:
 - Choose the type of Cops & Robbers game you want: **Free-for-all**, **Cops vs. Robbers**, or **Robbers vs. Robbers**.
 - Choose the limits of the match: **No Limit**, **Time Limit**, or **Point Limit**.
 - Choose the mass of the gold: **Weightless**, **¼ Ton**, or **½ Ton**.

Click **Done** to save your changes and return to the *Multiplayer Lobby* screen.

- 4 Click **Select Vehicle** to select an unlocked vehicle, and then click the **Back** arrow to return to the *Multiplayer Lobby* screen. Note: In a Cops vs. Robbers game, the Cops must drive Ford Mustang Cruisers and the Robbers must drive Ford Mustang GTs.
- 5 Click **Go Drive** on the *Multiplayer Lobby* screen to start the game.

Note: If you, the host, need to eject a player during the game for any reason, press the **F6** key on your keyboard. This will bring up the list of the players in your session. To eject the player, click the name of the person you want to eject with your mouse.

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

Hosting Multiplayer Games via a One-to-One Modem Connection

You can play any of the Multiplayer games in *Midtown Madness 2* via a one-to-one modem connection. If you are the host of the game, you will be receiving the call on your modem and your opponent will be placing the call to your modem. For all one-to-one modem games, the host must first prepare to host the game.

Prepare to Host a Multiplayer Game via a One-to-One Modem Connection

- 1 From the *Main Menu* screen, choose **Multiplayer**.
- 2 On the *Multiplayer* screen, type a name into the **Net Name** text field. Your opponent will know you by this name.
- 3 Choose **Modem**.
- 4 Click **Host**.
- 5 From the *Modem Connection* dialog box, select your modem from the drop-down list. **Note:** Your modem line must be free! If you are talking on the phone or are connected to the web on your modem line, you must hang up before proceeding.
- 6 Click **Answer** when your modem line is free and you are ready to answer the call from your opponent's computer.
- 7 Once you have connected to your friend's modem, you will enter the *Multiplayer Lobby*.
- 8 Determine if you will host a Race (Checkpoint, Blitz, or Circuit), a Cruise, or Cops & Robbers Match, and then follow the appropriate steps below.

If you're hosting a Checkpoint Race, Blitz Race, Circuit Race or a Cruise

- 1 Prepare to host a multiplayer game via a one-to-one modem connection (steps 1-8 at the beginning of this page).
- 2 Click **Change Host Settings** to:
 - change the *Location*, *Time of Day*, *Weather*, and *Pedestrian Density*.
 - choose the type of race: *Checkpoint Race*, *Blitz Race*, *Circuit Race*, or a *Cruise*.
 - adjust the laps (in a Circuit Race).
- 3 Click **Select Vehicle** if you wish to change your vehicle.
- 4 Click **Go Drive** on the *Multiplayer Lobby* screen to start the game.

If you're hosting a Cops & Robbers Match

- 1 Prepare to host a multiplayer game via a one-to-one modem connection (steps 1-8 at the beginning of this page).
- 2 Click **Change Host Settings** to change the *Location*, *Time of Day*, *Weather*, and *Pedestrian Density*.
- 3 On the *Host Settings* screen, select **Cops & Robbers**, then:
 - Choose the type of Cops & Robbers game you want: **Free-for-all**, **Cops vs. Robbers**, or **Robbers vs. Robbers**.
 - Choose the limits of the match: **No Limit**, **Time Limit**, or **Point Limit**.
 - Choose the mass of the gold: **Weightless**, **¼ Ton**, or **½ Ton**.

Click **Done** to save your changes and return to the *Multiplayer Lobby* screen.

- 4 Click **Select Vehicle** to select an unlocked vehicle, and then click the **Back** arrow to return to the

Multiplayer Lobby screen. Note: In a Cops vs. Robbers game, the Cops must drive Ford Mustang Cruisers and the Robbers must drive Ford Mustang GTs.

- 5 Click **Go Drive** on the *Multiplayer Lobby* screen to start the game.

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

Hosting Multiplayer Games via an IPX Connection

A [LAN](#) allows you and up to seven other people to play *Midtown Madness 2* in Multiplayer mode. You can use either an [IPX](#) or a [TCP/IP](#) connection to play over a LAN. For all IPX games, the host must first prepare to host the game.

Prepare to Host a Multiplayer Game via an IPX Connection

- 1 From the *Main Menu*, choose **Multiplayer**.
- 2 On the *Multiplayer* screen, type a name into the **Net Name** text field. Other players will know you by this name.
- 3 Choose **IPX Connection**.
- 4 Click **Host**.
- 5 When the **Host Options** box appears, you may adjust the maximum number of players allowed, and set a password that you will give to other players you want to invite (optional). Click **Done** to proceed to the *Multiplayer Lobby*.
- 6 Determine if you will host a Race (Checkpoint, Blitz, or Circuit), a Cruise, or Cops & Robbers Match, and then follow the appropriate steps below.

If you're hosting a Checkpoint Race, Blitz Race, Circuit Race, or a Cruise

- 1 Prepare to host a multiplayer game via a IPX Connection (steps 1-6 at the beginning of this page).
- 2 Click **Change Host Settings** to:
 - change the *Location*, *Time of Day*, *Weather*, and *Pedestrian Density*.
 - choose the type of race: [Checkpoint Race](#), [Blitz Race](#), [Circuit Race](#), or a [Cruise](#).
 - adjust the laps (in a Circuit Race).
- 3 Click **Select Vehicle** to select an unlocked vehicle.
- 4 Click **Go Drive** on the *Multiplayer Lobby* screen to start the game.

If you're hosting a Cops & Robbers Match

- 1 Prepare to host a multiplayer game via a IPX Connection (steps 1-6 at the beginning of this page).
- 2 Click **Change Host Settings** to change the *Location*, *Time of Day*, *Weather*, and *Pedestrian Density*.
- 3 On the *Host Settings* screen, select **Cops & Robbers**, then:
 - Choose the type of Cops & Robbers game you want: **Free-for-all**, **Cops vs. Robbers**, or **Robbers vs. Robbers**.
 - Choose the limits of the match: **No Limit**, **Time Limit**, or **Point Limit**.
 - Choose the mass of the gold: **Weightless**, **¼ Ton**, or **½ Ton**.

Click **Done** to save your changes and return to the *Multiplayer Lobby* screen.

- 4 Click **Select Vehicle** to select an unlocked vehicle, and then click the **Back** arrow to return to the *Multiplayer Lobby* screen. Note: In a Cops vs. Robbers game, the Cops must drive Ford Mustang Cruisers and the Robbers must drive Ford Mustang GTs.
- 5 Click **Go Drive** on the *Multiplayer Lobby* screen to start the game.

Note: If you, the host, need to eject a player during the game for any reason, press the **F6** key on your keyboard. This will bring up the list of the players in your session. To eject a player, click the name of the person you want to eject with your mouse.

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

Hosting Multiplayer Games via a TCP/IP Connection

You can play any of the Multiplayer games with up to seven people over a [LAN](#) or the Internet via a [TCP/IP](#) connection. It is recommended that players with a 28.8 KBps modem limit their games to four people. For all TCP/IP games, the host must first prepare to host the game.

Prepare to Host a Multiplayer Game via a TCP/IP Connection

- 1 From the *Main Menu* screen, choose **Multiplayer**.
- 2 On the *Multiplayer* screen, type a name into the **Net Name** text field. Other players will know you by this name.
- 3 Choose **TCP/IP Connection**.
- 4 Click **Host**.
- 5 When the **Host Options** box appears, you may adjust the maximum number of players allowed, and set a password that you will give to other players you want to invite (optional). Click **Done** to proceed to the *Multiplayer Lobby*.
- 6 You may need to know your IP address to give to other joiners if they can't see your game in the available sessions box. For more information, see [How to Find Out Your IP Address](#).
- 7 Determine if you will host a Race (Checkpoint, Blitz, or Circuit), a Cruise, or Cops & Robbers Match, and then follow the appropriate steps below.

If you're hosting a Checkpoint, Blitz, Circuit Race or a Cruise

- 1 Prepare to host a multiplayer game via a TCP/IP Connection (steps 1-7 at the beginning of this page).
- 2 Click **Change Host Settings** to:
 - change the *Location*, *Time of Day*, *Weather*, and *Pedestrian Density*.
 - choose the type of race: [Checkpoint Race](#), [Blitz Race](#), [Circuit Race](#), or a [Cruise](#).
 - adjust the laps (in a Circuit Race).
- 3 Click **Select Vehicle** to select an unlocked vehicle.
- 4 Click **Go Drive** on the *Multiplayer Lobby* screen to start the game.

If you're hosting a Cops & Robbers Match

- 1 Prepare to host a multiplayer game via a TCP/IP Connection (steps 1-7 at the beginning of this page).
- 2 Click **Change Host Settings** to change the *Location*, *Time of Day*, *Weather*, and *Pedestrian Density*.
- 3 On the *Host Settings* screen, select **Cops & Robbers**, then:
 - Choose the type of Cops & Robbers game you want: **Free-for-all**, **Cops vs. Robbers**, or **Robbers vs. Robbers**.
 - Choose the limits of the match: **No Limit**, **Time Limit**, or **Point Limit**.
 - Choose the mass of the gold: **Weightless**, **¼ Ton**, or **½ Ton**.Click **Done** to save your changes and return to the *Multiplayer Lobby* screen.
- 4 Click **Select Vehicle** to select an unlocked vehicle, and then click the **Back** arrow to return to the *Multiplayer Lobby* screen. Note: In a Cops vs. Robbers game, the Cops must drive Ford Mustang Cruisers and the Robbers must drive Ford Mustang GTs.
- 5 Click **Go Drive** on the *Multiplayer Lobby* screen to start the game.

Note: If you, the host, need to eject a player during the game for any reason, press the **F6** key on your keyboard.

This will bring up the list of the players in your session. To eject a player, click the name of the person you want to eject with your mouse.

{button ,AL('host;IP')} Related Topics

Hosting Multiplayer Games via a Serial Connection

You and one other person can play any of the Multiplayer games in *Midtown Madness 2* via a one-to-one serial connection. For all Serial Connection games, the host must first prepare to host the game.

Prepare to host a multiplayer game via a Serial Connection

- 1 Connect a serial (null modem) cable between your computer and your opponent's computer.
- 2 From the *Main Menu* screen, choose **Multiplayer**.
- 3 On the *Multiplayer* screen, type a name into the **Net Name** text field. Your opponent will know you by this name.
- 4 Choose **Serial Connection** to select the type of connection.
- 5 Choose **Host**.
- 6 On the *Serial Setup* screen, complete the following steps:
 - Set **Port** to the com port on your machine that you connected the serial cable to.
 - Be sure that the **Baud Rate**, **Stop Bits**, **Flow Control**, and **Parity** values match on the host and joiner computers. (The actual values aren't critical, they just need to match on both computers.)
 - When you've finished with the *Setup Serial Communications* screen, click **Done** to display the *Multiplayer Lobby* screen.
- 7 Determine if you will host a Race (Checkpoint, Blitz, or Circuit), a Cruise, or Cops & Robbers Match, and then follow the appropriate steps below.

If you're hosting a Checkpoint, Blitz, Circuit Race, or a Cruise

- 1 Prepare to host a multiplayer game via a serial connection (steps 1-7 at the beginning of this page).
- 2 Click **Change Host Settings** to:
 - change the *Location*, *Time of Day*, *Weather*, and *Pedestrian Density*.
 - choose the type of race: *Checkpoint Race*, *Blitz Race*, *Circuit Race*, or a *Cruise*.
 - adjust the laps (in a Circuit Race).
- 3 Click **Select Vehicle** to select an unlocked vehicle.
- 4 Click **Go Drive** on the *Multiplayer Lobby* screen to start the game.

If you're hosting a Cops & Robbers Match

- 1 Prepare to host a multiplayer game via a Serial Connection (steps 1-7 at the beginning of this page).
- 2 Click **Change Host Settings** to change the *Location*, *Time of Day*, *Weather*, and *Pedestrian Density*.
- 3 On the *Host Settings* screen, select **Cops & Robbers**, then:
 - Choose the type of Cops & Robbers game you want: **Free-for-all**, **Cops vs. Robbers**, or **Robbers vs. Robbers**.
 - Choose the limits of the match: **No Limit**, **Time Limit**, or **Point Limit**.
 - Choose the mass of the gold: **Weightless**, **¼ Ton**, or **½ Ton**.

Click **Done** to save your changes and return to the *Multiplayer Lobby* screen.

- 4 Click **Select Vehicle** to select an unlocked vehicle, and then click the **Back** arrow to return to the *Multiplayer Lobby* screen. Note: In a Cops vs. Robbers game, the Cops must drive Ford Mustang Cruisers and the Robbers must drive Ford Mustang GTs.

5 Click **Go Drive** on the *Multiplayer Lobby* screen to start the game.

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

How to Find Out Your IP Address

Before you host a race over a TCP/IP connection, you need to give your IP Address to your opponents so they can connect to your computer.

To determine your computer's IP address

- 1 **IMPORTANT:** Connect to your Internet Service Provider (ISP) before starting the following procedure. Otherwise, your IP address might not be displayed.
- 2 Click  to display the **IP Configuration** dialog box. (If you clicked the button, minimize this Help window to see it.) The IP Address for your computer is listed in the **IP Address** text field.
- 3 Make a note of the IP Address.
- 4 Click **OK**.
- 5 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. When you connect to an ISP via modem, your phone line is tied up. If you and your opponents are lucky enough to have second phone lines, no problem! Call them up, tell them your IP address. Otherwise, you'll need to find another way. Some possible solutions are chat areas provided by your ISP, e-mail, or MSN Messenger Service.

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

Joining a Multiplayer Game via the MSN Gaming Zone

To play *Midtown Madness 2* on the Zone (zone.com), you'll need a connection to the Internet, for example a modem. You don't have to be connected to the Internet before you start a multiplayer session. You'll also need to be a member of the MSN Gaming Zone – membership is free!

Note: *Midtown Madness 2* requires, at a minimum, a 28.8 Kbps modem for all participants. It is recommended that users with a 28.8 Kbps modem limit their games to four players. If you're playing at a business, you may not be able to connect through a proxy server

To join a game on the MSN Gaming Zone

- 1 From the *Main Menu* screen click **Multiplayer**.
- 2 Click the **MSN Gaming Zone** button. (An Internet connection will be initiated. Once on the Internet, your web browser will navigate to the *Midtown Madness 2* page of the MSN Gaming Zone.)
- 3 If you are not currently logged on the Zone, a Sign In window will appear. In the **Sign In** window, type your Zone Name and password, and then click **OK**. Note: If you do not have a Zone Name and password, click **Free Signup** at the Zone Home page and create a new Zone Name for yourself.
- 4 Once you're on the *Midtown Madness 2 Game Rooms* page, place your pointer over the game you want to join and click **Join**. (Tip: use the inner scroll bar to see more games.) You can also click **Quick Join** on the game room toolbar and the Zone will find the first free table and enter you as a player. Next to each player's name is a latency indicator (a series of colored bars), which shows how fast your current connection is to that player. If you are joining a game, it is recommended that you connect to a host with a green latency indicator.
- 5 The host will launch the game.
- 6 You will enter the *Midtown Madness 2 Multiplayer Lobby*. Here, you can:
 - Observe the *Host Settings* in the **Host Settings** box. Only the host can change the game's settings.
 - See a list of players, their vehicles, and their team (if you are playing a team-based Cops & Robbers game) who are waiting to play in the **Players** box.
 - See your net name, vehicle, and vehicle color in the **You** box.
 - Select any unlocked vehicle by clicking **Select Vehicle** (Note: the Host's record determines which vehicles are unlocked).
 - Chat with others waiting to start the game.
 - Select your team if you're joining a team-based Cops & Robbers game.
- 7 Click **Ready** to let the host know that you're ready to start. The game will begin when the host starts it.

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

Joining Multiplayer Games via a One-to-One Modem Connection

You and one other person can play any of the Multiplayer games in *Midtown Madness 2* by using a one-to-one modem connection.

To Join a Multiplayer Game via One-to-One Modem Connection

- 1 From the *Main Menu*, choose **Multiplayer**.
- 2 In the **Net Name** text field, type the name you want to be known by.
- 3 Choose **Modem**.
- 4 Choose **Join**. The game minimizes and the *Modem Connection* dialog box appears.
- 5 From the *Modem Connection* dialog box, select your modem from the drop-down list, enter the phone number of the host's modem, and click **Connect**. Note: Both your modem line and the host's modem line must be free!
- 6 When the host's modem answers your call, you will enter the *Multiplayer Lobby*. Here, you can:
 - Observe the *Host Settings* in the **Host Settings** box. Only the host can change the game's settings.
 - See a list of players, their vehicles, and their team (if you are playing a team-based Cops & Robbers game) who are waiting to play in the **Players** box.
 - See your net name, vehicle, and vehicle color in the **You** box.
 - Select any unlocked vehicle by clicking **Select Vehicle** (Note: the host's record determines which vehicles are unlocked).
 - Chat with others waiting to start the game.
 - Select your team if you're joining a team-based Cops & Robbers game.
- 7 Click **Ready** to let the host know that you're ready to start. The game will begin when the host starts it.

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

Joining Multiplayer Games via an IPX Connection

You and up to seven other people can play any of the Multiplayer games in *Midtown Madness 2* by using a [LAN](#).

To establish an IPX connection before joining

- 1 From the *Main Menu* screen, choose **Multiplayer**.
- 2 In the **Net Name** text field, type the name you want to be known by.
- 3 Choose **IPX Connection**.
- 4 Choose **Join** to display a list of available Multiplayer sessions on your [LAN](#).
- 5 Click the name of a session to join it and enter a password if necessary.
- 6 You will enter the *Multiplayer Lobby*. Here, you can:
 - Observe the [Host Settings](#) in the **Host Settings** box. Only the host can change the game's settings.
 - See a list of players, their vehicles, and their team (if you are playing a team-based Cops & Robbers game) who are waiting to play in the **Players** box.
 - See your net name, vehicle, and vehicle color in the **You** box.
 - Select any unlocked vehicle by clicking **Select Vehicle** (Note: the host's record determines which vehicles are unlocked).
 - Chat with others waiting to start the game.
 - Select your team if you're joining a team-based Cops & Robbers game.
- 7 Click **Ready** to let the [host](#) know that you're ready to start. The game will begin when the host starts it.

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

Joining Multiplayer Games via a TCP/IP Connection

You can play any of the Multiplayer games over a [LAN](#) (with up to 7 other people) or the Internet (with up to 3 other people) via a [TCP/IP](#) connection.

To establish a TCP/IP connection before joining

- 1 From the *Main Menu* screen, choose **Multiplayer**.
- 2 In the **Net Name** text field, type the name you want to be known by.
- 3 Choose **TCP/IP**.
- 4 Click the name of a session to join it and enter a password if necessary.
- 5 To play over the Internet, enter the [IP Address](#) of the [host's](#) computer in the **Enter TCP/IP Address** box, and then click **Done**. To play over a LAN (Local Area Network), leave this box blank, click **Done**, and the computer will automatically search your LAN for all available sessions.
- 6 Click the name of a session to join it (enter a password if necessary).
- 7 You will enter the *Multiplayer Lobby*. Here, you can:
 - Observe the [Host Settings](#) in the **Host Settings** box. Only the host can change the game's settings.
 - See a list of players, their vehicles, and their team (if you are playing a team-based Cops & Robbers game) who are waiting to play in the **Players** box.
 - See your net name, vehicle, and vehicle color in the **You** box.
 - Select any unlocked vehicle by clicking **Select Vehicle** (Note: the host's record determines which vehicles are unlocked).
 - Chat with others waiting to start the game.
 - Select your team if you're joining a team-based Cops & Robbers game.
- 8 Click **Ready** to let the [host](#) know that you're ready to start. The game will begin when the host starts it.

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

Joining Multiplayer Games via a Serial Connection

You and one other person can play any of the Multiplayer games in *Midtown Madness 2* by using a serial connection.

To establish a serial connection before joining

- 1 Connect a serial (null modem) cable between your machine and the host's machine.
- 2 From the *Main Menu* screen, choose **Multiplayer**.
- 3 In the **Net Name** text field, type the name you want to be known by.
- 4 Choose **Serial Connection**.
- 5 On the *Serial Setup* screen, complete the following steps:
 - Set **Port** to the com port on your machine that you connected the serial cable to.
 - Be sure that the **Baud Rate**, **Stop Bits**, **Flow Control**, and **Parity** values match on the host and joiner computers. (The actual values aren't critical, they just need to match on both computers.)
- 6 When you've finished with the *Serial Setup* screen, click **Done** to display the *Multiplayer Lobby* screen. Here, you can:
 - Observe the *Host Settings* in the **Host Settings** box. Only the host can change the game's settings.
 - See a list of players, their vehicles, and their team (if you are playing a team-based Cops & Robbers game) who are waiting to play in the **Players** box.
 - See your net name, vehicle, and vehicle color in the **You** box.
 - Select any unlocked vehicle by clicking **Select Vehicle** (Note: the host's record determines which vehicles are unlocked).
 - Chat with others waiting to start the game.
 - Select your team if you're joining a team-based Cops & Robbers game.
- 7 Click **Ready** to let the host know that you're ready to start. The game will begin when the host starts it.

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

Tips for Making Multiplayer Games Run Faster

If the game doesn't run as fast as you'd like, try the following strategies to speed it up:

- Before starting *Midtown Madness 2*, quit all other applications.
- Decrease the demands for drawing graphics on the *Graphics Options* screen:
 - Decrease *Resolution*
 - Decrease *Visibility*
 - Decrease *Lighting Quality*
 - Decrease *Texture Quality*
 - Decrease *Object Detail*
 - Decrease or Turn off *Cloud Shadows*
 - Turn off *Textured Sky*
 - Turn off *Vehicle Reflections*
 - Turn off *Show Pedestrians*
- Play Multiplayer games with fewer participants. If you have a 28.8 Kbps modem, it is recommended that you limit your game to four players.
- If you're using the rear view mirror in Cockpit View, hide the mirror by pressing the **BACKSPACE** key.
- Turn off background music and decrease the quality of sound effects.
- Use a faster modem when playing on the Internet, via a TCP/IP connection, or via a one-to-one modem connection. Use a cable modem, an ISDN connection, or a T1 connection to get faster performance in Multiplayer games.

{button ,AL(`multi;GraphicsOverview;AudioOverview`)} Related Topics

Camera Views

In most situations, the default Chase Near View is the best view of your vehicle and what's right ahead of you. But in certain situations, or by personal preference, you may want to use other camera views.

While you're racing, you can use the **C** keyboard key, or button **3** on your gamepad or joystick, to toggle between the following camera views:

- **Chase Near View (default):** The camera follows several car lengths above and behind your vehicle. Even when you turn, Chase Near turns with you, so you have a good view of your vehicle and the road ahead.
- **Cockpit View:** The camera sits right in the driver's seat of your vehicle. By default, you look forward, but you can also use hot keys to look left, right, and backward.
- **Chase Far View:** The camera looks down on your vehicle and the surrounding neighborhood from far above, so you can see everything around you.

For the above views, you can press the **W** key to toggle a wide screen view on and off. When you're not in wide screen view, you can press the **D** key to toggle the Dashboard View on and off.

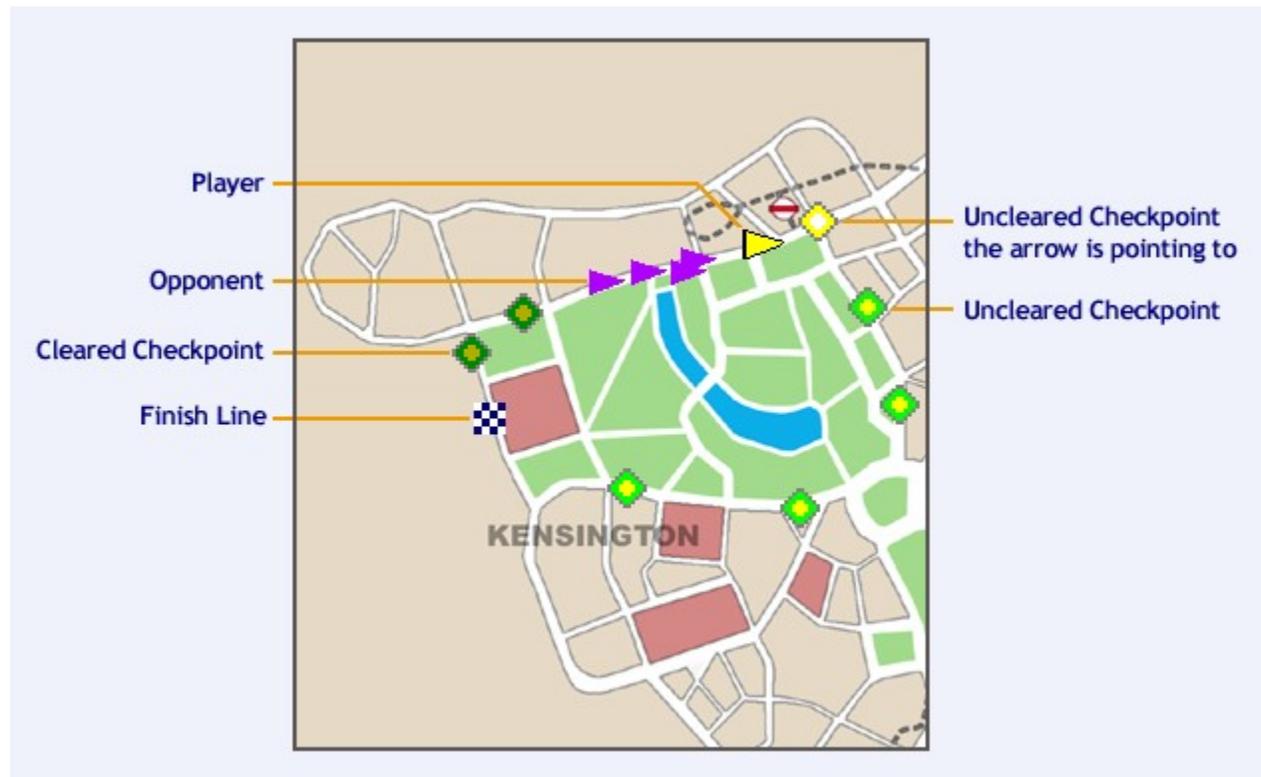
The above information refers to default button assignments. If you customized your controls, you'll need to press the **F1** key when playing to see a list of game controls. For more information about the default button assignments of various game controllers, see [Customizing Your Controller](#).

{button ,AL(`view;driveoverview;buttons')} Related Topics

Displaying a Map of the City

You can display several different sizes of the city map, each of which shows all major streets as well as the following tactical information (some of which depends on the type of game you're playing). Specifically, the map:

- Shows where you are in the city.
- Shows where your opponents are. Each opponent appears on the map as a colored triangle.
- Marks the locations of checkpoints you haven't reached yet with a bright, highlighted dot, and checkpoints you have reached with a dark dot. Note: the checkpoint that the green compass arrow is pointing to is highlighted in yellow (see map below).
- Marks the location of the Finish Line (only after you've cleared all other checkpoints in a *Checkpoint Race*).



To adjust your city map's display

- 1 Press the **TAB** key or Joystick Button **4** to toggle through two smaller versions of the city map—your camera view shrinks accordingly. Additionally, you can choose to turn off the city map.
- 2 Press the **E** key to zoom your city map in and out.
- 3 Press the **Q** key to pause the game and view a full-screen version of the city map—your camera view shrinks to the corner of your screen. Pressing **Q** will not pause the game in multiplayer.

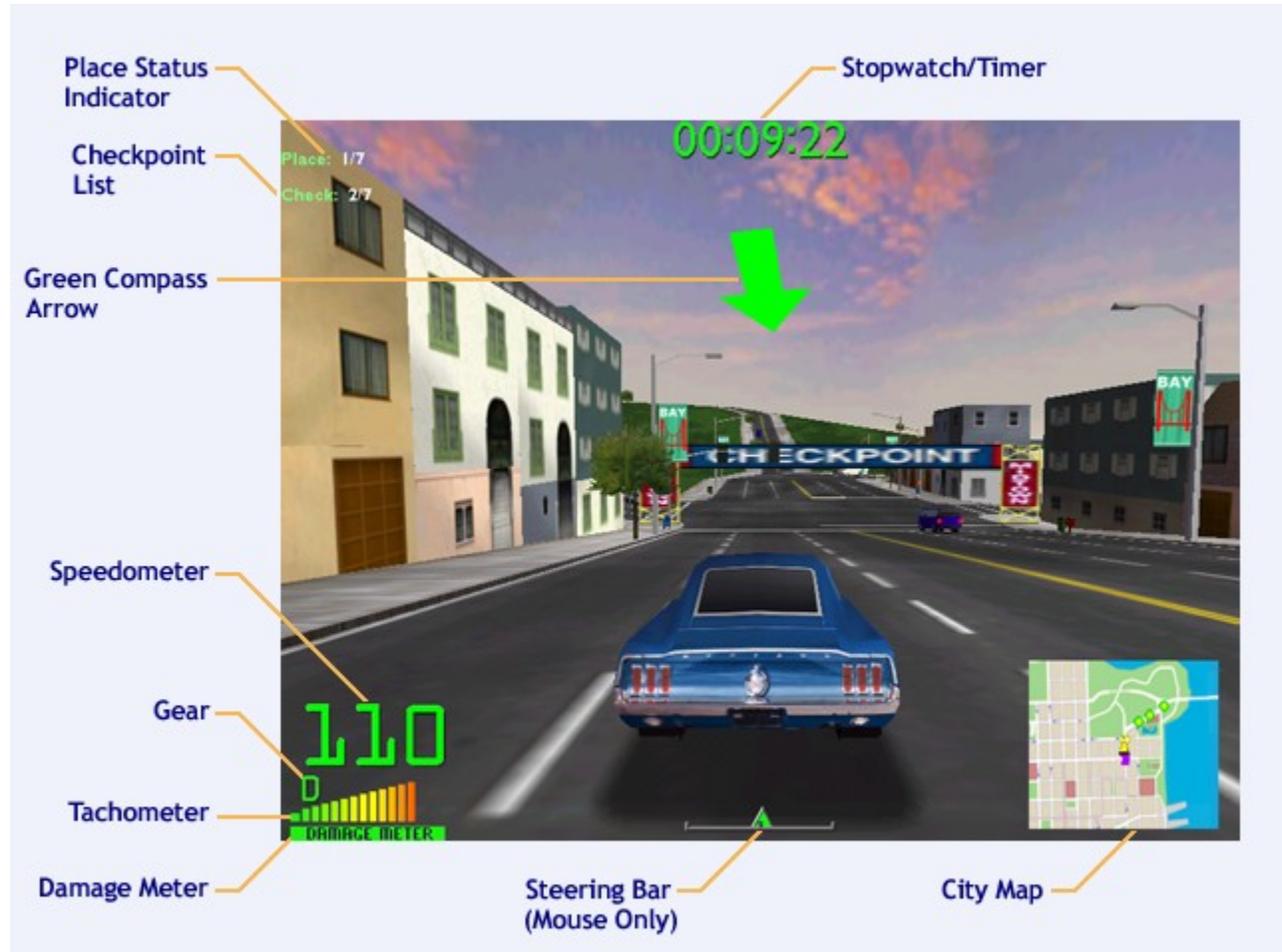
{button ,AL(`view`)} Related Topics

Using Dashboard Instruments

Most of the dashboard instruments in *Midtown Madness 2* (such as the speedometer) function much as they do in the real vehicles. A few instruments (such as the Damage Meter) are there just for your playing pleasure. In both cases, dashboard instruments help you keep track of your vehicle and where you are in a race by showing such things as your speed and direction to the next [checkpoint](#). Use those dashboard instruments to help you win!

If you press the **D** key on your keyboard, the dashboard for your particular vehicle will appear. If you press the **H** key, the Heads Up Display (HUD) appears, which displays the basic gauges for all vehicles.

To find out what all those instruments do, check out the table below.



DASHBOARD INSTRUMENT

FUNCTION

Speedometer

Shows your current speed on digital display

Tachometer

This displays the number of RPMs (revolutions per minute) your vehicle's engine is producing. When you're driving with a manual transmission, the optimal time to upshift is when the tachometer nears the red-line.

Gear

Shows your current gear on digital display.

Gears run sequentially: R N 1 2 3 4 ...

Damage Meter

Located beneath the tachometer, this horizontal bar shows the "health" of your vehicle. When collisions damage your vehicle, the vehicle's health decreases; when its health runs out, the vehicle stops working. The Damage Meter starts completely green, becomes yellow as you incur damage, and gradually becomes red as your vehicle takes more and more damage.

Steering Bar

Indicates left/right position of vehicle's steering wheel by using horizontal bar with marker. Center the marker to go straight. **Note:** The steering bar appears only when you are using the mouse as your driving controller.

Green Compass Arrow
([Checkpoint](#) and [Blitz](#) Races)

Points toward the nearest [checkpoint](#) and turns yellow when that checkpoint is behind you.

Checkpoint List

Lists the total number of checkpoints for a specific race; counts the total number of [checkpoints](#) you've reached.

Laps Record
([Circuit](#) Races)

Shows number of completed and remaining laps, as well as time spent on completed laps. Helps you monitor your progress.

Place Status Indicator

Lists the total number of participants in a race, and your relative position in that race.

Stopwatch
([Checkpoint](#) and [Circuit](#) Races)

Displays elapsed time since you started current race

Timer
([Blitz](#) Races)

Counts down toward zero. If Timer reaches zero, you lose!

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

General Keyboard Game Controls

General keyboard game controls give you a quick and easy way to do useful things while you play *Midtown Madness 2*—from changing views to displaying a cool city map. These controls work with all game controllers.

The default button assignments for general keyboard game controls are listed below. Print this list and keep it handy while you race.

IMPORTANT: You can change the default button assignments of the universal keyboard game controls. But if you customize the button assignments, the list below will no longer be accurate. Of course, you can always restore the settings to their defaults. For details, see [Customizing Your Controller](#).

GENERAL KEYBOARD GAME CONTROLS

| <u>Press</u> | <u>To</u> |
|--------------|---|
| F1 | Display a list of game controls while you are driving (in Single Player, the game will pause) |
| ESC | Display the <i>In-Game Menu</i> (in Single Player, the game will pause) |
| F4 | Restart current race |
| Q | Toggle full-screen version of city map (in Single Player, the game will pause) |
| E | Zoom city map |
| H | Toggle Heads Up Display (HUD), including speedometer |
| T | Toggle between automatic and manual transmission |
| Z | Downshift one gear (manual transmission). Gears run sequentially: R N 1 2 3 4 ... |
| A | Upshift one gear (manual transmission). Gears run sequentially: R N 1 2 3 4 ... |
| R | Toggle between reverse and first gears. You must already be in first gear to shift to reverse, and vice versa. |
| V | Switch your view to “Thrill Cam,” which allows you to view your vehicle from a cool angle while you perform a big stunt |
| 2 | Display CD player |
| 3 | Pause/Play CD player |
| 4 | Select previous track on CD player |
| 5 | Select next track on CD player |
| X | Point Green Compass Arrow to previous checkpoint in sequential list of remaining checkpoints |
| S | Point Green Compass Arrow to next checkpoint |

in sequential list of remaining checkpoints

I

Opponent Position. This little green arrow indicates your opponent's position while you race.

{button ,AL(`driveoverview;controller;view;singlefirst`)} Related Topics

Choosing a Primary Driving Controller

Midtown Madness 2 will select the keyboard as your default driving controller. If you want, you can choose a joystick, mouse, game pad, or steering wheel instead. Use one of the following procedures to change driving controllers before or during gameplay.

IMPORTANT: If you plan to use a joystick, game pad, or steering wheel, use the *Add New Hardware* wizard to install it before running *Midtown Madness 2*. To start the wizard, click the Windows® **Start** menu, point to **Settings**, and then click **Control Panel**. Double-click **Add New Hardware**, and follow the instructions on the screen to install your controller.

To choose your driving controller before gameplay

- 1 From any screen, select **Options**.
- 2 Click the **Control** button.
- 3 Select the controller you want to use from the *Controller* drop-down list.
- 4 Click **Done**, and then the **Back** arrow, to return to the screen where you were before you selected **Options**.

To change your driving controller during gameplay

- 1 During gameplay, press **ESC** to display the *In-Game Menu*.
- 2 Choose **Options**.
- 3 On the *Options* screen, choose **Control Options**.
- 4 Choose the controller you want to use from the *Control* drop-down list, and then click **OK**.
- 5 Select **Previous Menu** to return to the main *In-Game Menu*, and then select **Resume Driving** to return to gameplay.

{button ,AL('drive;controller;drivewith')} Related Topics

Driving with a Keyboard

Use the following controls, in conjunction with the [General Keyboard Game Controls](#), to drive with a keyboard.

Note: If you have a joystick installed, *Midtown Madness 2* will select it as your default driving controller. If you do not have a joystick installed, the mouse will become your default driving controller. Before you can drive with a keyboard, designate it as your primary driving controller. For details, see [Choosing a Primary Driving Controller](#).

KEYBOARD CONTROLLER COMMANDS

| <u>Press</u> | <u>To</u> |
|-------------------------------------|---|
| Hold down the UP ARROW | Accelerate |
| Hold down the DOWN ARROW | Brake/Reverse. After coming to a complete stop, reverse engages automatically. |
| Hold down the LEFT ARROW | Turn left |
| Hold down the RIGHT ARROW | Turn right |
| SPACEBAR | Apply the handbrake |
| C | Toggle between Chase Near View (default), Cockpit View , and Chase Far View |
| TAB | Toggle between two different sizes of city map, or turn the map on and off |
| ENTER | Honk your horn |

GENERAL KEYBOARD GAME CONTROLS

| <u>Press</u> | <u>To</u> |
|--------------|---|
| F1 | Display a list of game controls while you are driving (in Single Player, the game will pause) |
| ESC | Pause game (Single Player only) and display <i>In-Game Menu</i> |
| F4 | Restart current race |
| Q | Toggle full-screen version of city map (in Single Player, the game will pause) |
| E | Zoom city map |
| H | Toggle Heads Up Display (HUD), including speedometer |
| T | Toggle between automatic and manual transmission |
| Z | Downshift one gear (manual transmission). Gears run sequentially: R N 1 2 3 4 ... |
| A | Upshift one gear (manual transmission). |

| | |
|----------|---|
| | Gears run sequentially: R N 1 2 3 4 ... |
| R | Toggle between reverse and first gears. You must already be in first gear to shift to reverse, and vice versa. |
| V | Switch your view to "Thrill Cam," which allows you to view your vehicle from a cool angle while you perform a big stunt |
| 2 | Display CD player |
| 3 | Pause/Play CD player |
| 4 | Select previous track on CD player |
| 5 | Select next track on CD player |
| X | Point <u>Green Compass Arrow</u> to previous checkpoint in sequential list of remaining checkpoints |
| S | Point <u>Green Compass Arrow</u> to next checkpoint in sequential list of remaining checkpoints |
| I | Opponent Position. This little green arrow indicates your opponent's position while you race. |

LOOKING AROUND IN COCKPIT VIEW

| | |
|---------------------------|-------------------------|
| 4 key (number pad) | Look left |
| 2 key (number pad) | Look backward |
| 6 key (number pad) | Look right |
| 8 key (number pad) | Look forward |
| W | Toggle wide screen view |
| BACKSPACE | Toggle rearview mirror |
| D | Toggle dashboard |

{button ,AL(`keycontrols;buttons;driveoverview;drivewith;ChooseController;generalk')} Related Topics

Driving with a Mouse

Use the following controls, in conjunction with the [General Keyboard Game Controls](#), to drive with your mouse.

Note: If you have a joystick installed, *Midtown Madness 2* will select it as your default driving controller. If you do not have a joystick installed, the mouse will become your default driving controller. Before you can drive with a mouse, make sure it's designated as your primary driving controller. For details, see [Choosing a Primary Driving Controller](#).

DRIVING WITH A MOUSE

| | |
|---|--|
| Move mouse left and right | Turn left and right |
| Press | To |
| Left mouse button | Accelerate |
| Right mouse button | Brake. After coming to a complete stop, reverse engages automatically. |
| SPACEBAR | Apply the handbrake |
| C | Toggle between Chase Near View (default), Cockpit View , and Chase Far View |
| H | Toggle the mouse steering bar (and the Heads Up Display) on and off. In external views, this gives you visual feedback on how hard you're cornering. |
| TAB | Toggle between two different sizes of the city map, or turn the map on and off |
| ENTER | Honk your horn |

GENERAL KEYBOARD GAME CONTROLS

| | |
|--------------|---|
| Press | To |
| F1 | Display a list of game controls while you are driving (in Single Player, the game will pause) |
| ESC | Pause game (Single Player only) and display <i>In-Game Menu</i> |
| F4 | Restart current race |
| Q | Toggle full-screen version of city map (in Single Player, the game will pause) |
| E | Zoom city map |
| H | Toggle Heads Up Display (HUD), including speedometer and steering bar |
| T | Toggle between automatic and manual transmission |
| Z | Downshift one gear (manual transmission). Gears run sequentially: R N 1 2 3 4 ... |
| A | Upshift one gear (manual transmission). |

| | |
|----------|---|
| | Gears run sequentially: R N 1 2 3 4 ... |
| R | Toggle between reverse and first gears. You must already be in first gear to shift to reverse, and vice versa. |
| V | Switch your view to "Thrill Cam," which allows you to view your vehicle from a cool angle while you perform a big stunt |
| 2 | Display CD player |
| 3 | Pause/Play CD player |
| 4 | Select previous track on CD player |
| 5 | Select next track on CD player |
| X | Point <u>Green Compass Arrow</u> to previous checkpoint in sequential list of remaining checkpoints |
| S | Point <u>Green Compass Arrow</u> to next checkpoint in sequential list of remaining checkpoints |
| I | Opponent Position. This little green arrow indicates your opponent's position while you race. |

LOOKING AROUND IN COCKPIT VIEW

| | |
|--------------------------------|-------------------------|
| 4 (keyboard number pad) | Look left |
| 2 (keyboard number pad) | Look backward |
| 6 (keyboard number pad) | Look right |
| 8 (keyboard number pad) | Look forward |
| W | Toggle wide screen view |
| BACKSPACE | Toggle rearview mirror |
| D | Toggle dashboard |

{button ,AL(`buttons;driveoverview;ChooseController;drivewith;keycontrols;KeyTrouble;generalk')} Related Topics

Driving with a Joystick

Use the following controls, in conjunction with the [General Keyboard Game Controls](#), to drive your vehicle with a joystick that you've previously installed on your PC.

Note: When you first install *Midtown Madness 2*, the joystick, if it's installed, will be your driving controller by default. For details, see [Choosing a Primary Driving Controller](#).

Note: Joysticks vary greatly in the number and placement of buttons. The following instructions for accelerating, braking, and steering work with most joysticks, but the special button assignments may not work with your joystick. To get the most out of your joystick, customize the button assignments to your own liking. For details, see **Customizing Button Assignments** in [Customizing Your Controller](#).

DRIVING WITH A JOYSTICK

| | |
|--------------------------|---|
| Push forward | Accelerate |
| Pull back | Brake. After coming to a complete stop, reverse engages automatically. |
| Push left and right | Turn left and right |
| Press | To |
| Joystick Button 1 | Honk your horn |
| Joystick Button 2 | Apply the handbrake |
| Joystick Button 3 | Toggle between Chase Near (default), Cockpit View , and Chase Far |
| Joystick Button 4 | Toggle between two different sizes of the city map, or turn the map on and off |

GENERAL KEYBOARD GAME CONTROLS

| Press | To |
|--------------|---|
| F1 | Display a list of game controls while you are driving (in Single Player, the game will pause) |
| ESC | Pause game (Single Player only) and display <i>In-Game Menu</i> |
| F4 | Restart current race |
| Q | Toggle full-screen version of city map (in Single Player, the game will pause) |
| E | Zoom city map |
| H | Toggle Heads Up Display (HUD), including speedometer |
| T | Toggle between automatic and manual transmission |
| Z | Downshift one gear (manual transmission). Gears run sequentially: R N 1 2 3 4 ... |

| | |
|----------|---|
| A | Upshift one gear (manual transmission). Gears run sequentially: R N 1 2 3 4 ... |
| R | Toggle between reverse and first gears. You must already be in first gear to shift to reverse, and vice versa. |
| V | Switch your view to "Thrill Cam," which allows you to view your vehicle from a cool angle while you perform a big stunt |
| 2 | Display CD player |
| 3 | Pause/Play CD player |
| 4 | Select previous track on CD player |
| 5 | Select next track on CD player |
| X | Point <u>Green Compass Arrow</u> to previous checkpoint in sequential list of remaining checkpoints |
| S | Point <u>Green Compass Arrow</u> to next checkpoint in sequential list of remaining checkpoints |
| I | Opponent Position. This little green arrow indicates your opponent's position while you race. |

LOOKING AROUND IN COCKPIT VIEW

Move the Joystick POV Hat left, right, and back In Cockpit View, look left, right, and back

Press

To

| | |
|------------------|-------------------------|
| W | Toggle wide screen view |
| BACKSPACE | Toggle rearview mirror |
| D | Toggle dashboard |

{button ,AL(` buttons;driveoverview;ChooseController;keycontrols;drivewith;TwoJoy;JoyTrouble;generalk')} Related Topics

Driving with a Game Pad

Use the following controls, in conjunction with the [General Keyboard Game Controls](#), to drive your vehicle with a game pad that you've previously installed on your PC.

Note: If you have a joystick installed, *Midtown Madness 2* will select it as your default driving controller. If you do not have a joystick installed, the mouse will become your default driving controller. Before you can drive with a game pad, designate it as your primary driving controller. For details, see [Choosing a Primary Driving Controller](#).

Note: Game pads vary greatly in the number and placement of buttons. The following instructions for accelerating, braking, and steering work with most game pads, but the special button assignments may not work with yours. To get the most out of your game pad, customize the button assignments to your own liking. For details, see **Customizing Button Assignments** in [Customizing Your Controller](#).

Using a Microsoft SideWinder game pad

If you're using a Microsoft® game pad, you'll need to select the game pad option within the **Control Options** screen. To do that, follow these steps:

- 1 From any *Midtown Madness 2* screen, select **Options**.
- 2 Click **Control** to go to the *Control Options* screen.
- 3 In the *Controller* list, select **Game pad**.
- 4 Click **Done**.

DRIVING WITH A GAME PAD

| <u>Press</u> | <u>To</u> |
|-----------------------------|---|
| D-pad left and right | Turn left and right |
| Game pad Button 1 | Accelerate |
| Game pad Button 2 | Brake/Reverse. After coming to a complete stop, reverse engages automatically. |
| Game pad Button 3 | Honk your horn |
| Game pad Button 4 | Apply the handbrake |
| Keyboard C key | Toggle between Chase Near View (default), Cockpit View , and Chase Far View |
| Game pad Button 7 | Downshift one gear (manual transmission only) Gears run sequentially: R N 1 2 3 4 ... |
| Game pad Button 8 | Upshift one gear (manual transmission only) Gears run sequentially: R N 1 2 3 4 ... |
| Keyboard TAB key | Toggle between two different sizes of the city map, or turn the map on and off |

GENERAL KEYBOARD GAME CONTROLS

| <u>Press</u> | <u>To</u> |
|--------------|--|
| F1 | Display a list of game controls while you are driving (in Single Player, the game will |

| | |
|------------|---|
| | pause) |
| ESC | Pause game (Single Player only) and display <i>In-Game Menu</i> |
| F4 | Restart current race |
| Q | Toggle full-screen version of city map (in Single Player, the game will pause) |
| E | Zoom city map |
| H | Toggle Heads Up Display (HUD), including speedometer |
| T | Toggle between automatic and manual transmission |
| Z | Downshift one gear (manual transmission). Gears run sequentially: R N 1 2 3 4 ... |
| A | Upshift one gear (manual transmission). Gears run sequentially: R N 1 2 3 4 ... |
| R | Toggle between reverse and first gears. You must already be in first gear to shift to reverse, and vice versa. |
| V | Switch your view to "Thrill Cam," which allows you to view your vehicle from a cool angle while you perform a big stunt |
| 2 | Display CD player |
| 3 | Pause/Play CD player |
| 4 | Select previous track on CD player |
| 5 | Select next track on CD player |
| X | Point <u>Green Compass Arrow</u> to previous checkpoint in sequential list of remaining checkpoints |
| S | Point <u>Green Compass Arrow</u> to next checkpoint in sequential list of remaining checkpoints |
| I | Opponent Position. This little green arrow indicates your opponent's position while you race. |

LOOKING AROUND IN COCKPIT VIEW

| | |
|------------------------------------|-------------------------|
| 4 key (keyboard number pad) | Look left |
| 2 (keyboard number pad) | Look backward |
| 6 key (keyboard number pad) | Look right |
| 8 key (keyboard number pad) | Look forward |
| Game pad Button 5 | Toggle dashboard |
| Game pad Button 6 | Toggle wide screen view |

Keyboard BACKSPACE key Toggle rearview mirror

{button ,AL(`buttons;driveoverview;ChooseController;keycontrols;drivewith;generalk')} Related Topics

Driving with a Steering Wheel

Using a steering wheel and pedals to drive in *Midtown Madness 2* just makes sense!

Use the following controls, along with the [General Keyboard Game Controls](#), to drive with a steering wheel and pedals that you've previously installed on your PC.

Note: If you have a joystick installed, *Midtown Madness 2* will select it as your default driving controller. If you do not have a joystick installed, the mouse will become your default driving controller. Before you can drive with a steering wheel, designate it as your primary driving controller. For details, see [Choosing a Primary Driving Controller](#).

Note: Steering wheels differ greatly. The following instructions for accelerating, braking, and steering work with all wheels, including force-feedback, but the special button assignments may not work with your wheel. To get the most out of your wheel, customize the button assignments to your own liking. For details, see **Customizing Button Assignments** in [Customizing Your Controller](#).

DRIVING WITH A STEERING WHEEL

Step on the gas pedal Accelerate (or Reverse when in reverse)

Step on the brake pedal Brake

Turn the steering wheel
left and right Turn left and right

Press

To

Wheel Button 1 Apply the handbrake

Wheel Button 2 Honk your horn

Wheel Button 3 Toggle between [Chase Near View](#) (default),
[Cockpit View](#), and [Chase Far View](#)

Wheel Button 4 Toggle Heads Up Display (HUD), including
speedometer

Wheel Button 5 Toggle between two different sizes of the city
map, or turn the map on and off

Wheel Button 6 Toggle rearview mirror

Wheel Button 7 Shift Up

Wheel Button 8 Shift Down

GENERAL KEYBOARD GAME CONTROLS

Press

To

F1 Display a list of game controls while you are
driving (in Single Player, the game will
pause)

ESC Pause game (Single Player only) and
display *In-Game Menu*

F4 Restart current race

Q Toggle full-screen version of city map (in

| | |
|----------|---|
| | Single Player, the game will pause) |
| E | Zoom city map |
| T | Toggle between automatic and manual transmission |
| Z | Downshift one gear (manual transmission). Gears run sequentially: R N 1 2 3 4 ... |
| A | Upshift one gear (manual transmission). Gears run sequentially: R N 1 2 3 4 ... |
| R | Toggle between reverse and first gears. You must already be in first gear to shift to reverse, and vice versa. |
| V | Switch your view to "Thrill Cam," which allows you to view your vehicle from a cool angle while you perform a big stunt |
| 2 | Display CD player |
| 3 | Pause/Play CD player |
| 4 | Select previous track on CD player |
| 5 | Select next track on CD player |
| X | Point <u>Green Compass Arrow</u> to previous checkpoint in sequential list of remaining checkpoints |
| S | Point <u>Green Compass Arrow</u> to next checkpoint in sequential list of remaining checkpoints |
| I | Opponent Position. This little green arrow indicates your opponent's position while you race. |

LOOKING AROUND IN COCKPIT VIEW

| | |
|--------------------------------|-------------------------|
| 4 (keyboard number pad) | Look left |
| 2 (keyboard number pad) | Look backward |
| 6 (keyboard number pad) | Look right |
| 8 (keyboard number pad) | Look forward |
| W | Toggle wide screen view |
| Wheel Button 6 | Toggle rearview mirror |
| D | Toggle dashboard |

{button ,AL(`buttons;driveoverview;ChooseController;wheel;keycontrols;drivewith;generalk')} Related Topics

Customizing Your Controller

You can change the button assignments of your keyboard, mouse, joystick, Game pad, or steering wheel to match your own style and preferences.

To customize button assignments

Before you start racing, follow the procedure below to customize your controller's button assignments:

- 1 Before starting a Race, select **Options** from any screen.
- 2 Click the **Control** button.
- 3 On the *Control Options* screen, verify that the name of your controller appears in the *Controller* list. The button assignments depend on which controller you select.
- 4 Click the **Customize Controls** button.
- 5 Click the name of a function, and then press a key on your keyboard (or button on your controller) to reassign that function to the key or button you just pressed.

Example: If you're driving with a game pad in [Cockpit View](#), by default you look behind you by pressing the **2** key on the number keypad of your keyboard. You can reassign that command to a game pad button instead.

- 6 Click **Done** twice to save your changes, and then the **Back** arrow, to return to the screen where you were before you selected *Options*.

{button ,AL(`driveoverview;controller;keycontrols')} Related Topics

Tuning Your Controller

Some drivers like tight, responsive steering and others like loose, forgiving steering. To match your driving preferences, you can change the steering sensitivity of your controller.

For controllers other than the keyboard, you can also tune the controller's dead zone. Also, if your controller supports force-feedback, you can tune the strength of the force-feedback response.

IMPORTANT: If you're driving with a joystick, game pad, or steering wheel, use the following procedure to install it before running *Midtown Madness 2*: Click the Windows® **Start** menu, point to **Settings**, and then click **Control Panel** to run the *Add New Hardware* wizard. Next, double-click **Add New Hardware**, and follow the instructions on the screen to complete the installation of your controller.

To tune your controller before starting a race

- 1 From any screen, choose **Options**.
- 2 Click the **Control** button.
- 3 On the *Control Options* screen, move each of the following sliders to the left to decrease sensitivity or force, and to the right to increase it:
 - *Steering Sensitivity*: Determines how sharply your vehicle turns when you use your controller to turn left or right.
 - *Controller Dead Zone*: Sets the size of the "dead zone" of your controller. This gives your steering a little "wobble room." When you create a dead zone, it helps prevent the slightest twitch of your hand from sending your vehicle into the nearest wall.
 - *Collision Intensity* and *Road Force Intensity*: Controls the amount of force you feel if you have a force-feedback controller.
- 4 Click **Done**, and then the **Back** arrow, to return to the screen where you were before you selected **Options**.

To tune your controller during a race

- 1 Press **ESC** to display the *In-Game Menu*.
- 2 On the *In-Game Menu*, choose **Options** and then choose **Control Options**.
- 3 On the *Control Options* screen, move each of the following sliders to the left to decrease sensitivity or force, and to the right to increase it:
 - *Steering Sensitivity*: Determines how sharply your vehicle turns when you use your controller to turn left or right.
 - *Controller Dead Zone*: Sets the size of the "dead zone" of your controller. This gives your steering a little "wobble room." When you create a dead zone, it helps prevent the slightest twitch of your hand from sending your vehicle into the nearest wall.
 - *Collision Intensity* scale and *Road Force Intensity* scale: Controls the amount of force you feel if you have a force-feedback controller.
- 4 Click **OK** and then select **Previous Menu** repeatedly, until you return to the *In-Game Menu*, and then select **Resume Driving** to return to where you were playing.

{button ,AL(`driveoverview;controller;keycontrols;ConfigWheel!`)} Related Topics

Troubleshooting Your Controller

If your controller isn't working right, use this information to diagnose and fix problems. If none of these solutions work, check the documentation provided by the manufacturer of your controller or the readme file located in the folder where you installed *Midtown Madness 2*. The following problems account for most joystick troubles:

- Your joystick may not be properly configured in Windows®.
- You may need to select your joystick as the “primary driving controller” for *Midtown Madness 2*.
- The button assignments of your joystick may differ from your expectations.
- You may need to adjust your game controls settings.

Verify that your joystick is configured in Windows

For your joystick to function correctly, you need to configure it as the “current joystick” for all Windows® programs. Before you run *Midtown Madness 2*, follow the procedure below to configure your joystick for all Windows® programs:

- 1 Click  to display the Windows® **Game Controllers** dialog box.
- 2 In the **Controller** list, verify that the joystick you want to use for *Midtown Madness 2* lists a Status of **OK**. If it's not OK, click the **Properties** button to configure it. See the procedure under the following error messages topic to configure your controller.
- 3 Click **OK**.

If you're getting error messages

You may see the following message when configuring your controllers: “The selected control type could not be found. The primary controller has been set to *mouse (or joystick/game pad/steering wheel)*.” To fix this problem, follow the steps below. Be sure that *Midtown Madness 2* is not running when you start the procedure.

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

- 1 Click  to display the Windows® **Game Controllers** dialog box.
- 2 Remove all installed game controllers.
- 3 Add the controller you want to use with *Midtown Madness 2*.
- 4 Click **OK**.
- 5 Click **OK** again to exit the *Game Controllers* dialog box.
- 6 Start *Midtown Madness 2* and select **Options**.
- 7 On the *Options* screen, click **Control Options**.
- 8 In the *Control* drop-down list, click the controller that you just added in Step 3.
- 9 Click **Done**, and then the **Back** arrow, to return to the screen where you were before you selected *Options*.

Select your joystick as the “primary driving controller” for Midtown Madness 2

For your joystick to function correctly, you need to choose it as the primary driving controller from within *Midtown Madness 2*. For details see [Choosing a Primary Driving Controller](#).

If your Microsoft game pad's button assignments are wrong

If you're using a Microsoft® game pad, you'll need to select the game pad option within the **Control Options** screen. To do that, follow these steps:

- 1 From any *Midtown Madness 2* screen, select **Options**.
- 2 Click the **Control** button.
- 3 In the *Controller* list, select **Game pad**.
- 4 Click **Done**.

If your car handling feels a little twitchy

Adjust the **Controller Dead Zone** slider to reduce the twitches of driving. Similarly, you can adjust the **Steering Sensitivity** slider to make all controllers more forgiving.

To find out how, see [Tuning Your Controller](#).

Try lowering sound quality

Sometimes controller problems are related to using high sound quality. If the controller isn't functioning, or is cutting in and out, turning off or reducing the sound quality before starting a race might solve the problem:

- 1 From any screen, select **Options**.
- 2 Click the **Audio** button.
- 3 On the *Audio Options* screen, clear the **Sound FX**, **City Sounds**, and the **Play Music** check boxes to turn off music and sound effects.

– or –

On the *Audio Options* screen, make the following adjustments to reduce sound quality:

- Set *Stereo FX* to **Mono** to play sound effects and music in mono.
 - In the *Sound Quality* list, select **Low** to reduce the quality of sound effects.
- 4 Click **Done** and then the **Back** arrow repeatedly to get back to the screen where you were before you selected *Options*.

Verify that the button assignments of your joystick correspond to your expectations

By default, the behavior and button assignments of your joystick are automatically assigned. However, you can change these assignments.

To make sure your joystick's buttons and behavior match your expectations, press the **F1** key during gameplay and review the list that appears. If the list differs from your expectations, you can re-customize your joystick. For details, see **Customizing Button Assignments** in [Customizing Your Controller](#).

{button ,AL(`ChooseController;driveoverview;controller`)} Related Topics

Main Menu Screen

What It Is

What To Do With It

| | |
|--------------------|---|
| Crash Course | Have fun learning and practicing the skills that will help you win, and unlock new vehicles and paint jobs while you're at it. |
| Races | It's just you and the computer. Race a Blitz, Checkpoint, or Circuit Race, or choose to Cruise around the city without the pressure of competition. |
| Multiplayer | Race with other humans over The MSN Gaming Zone, a modem, a LAN, the Internet, or a serial cable connection. |
| Quick Race | Start racing NOW! Click this to pick a vehicle and go. Once you've played <i>Midtown Madness 2</i> , you can click the Quick Race button to pick a vehicle and jump straight into the last race you ran. |
| Select Driver | This is your current driver. Your race results and option preferences are associated with and saved along with your driver name. You can select another one you've created by pressing the DOWN arrow. |
| Create New Driver | Add a new driver name to the list. |
| Delete This Driver | Delete the currently displayed driver. (If you're down to only one driver, you can't delete it.) |
| Driver's Stats | View the selected driver's race records. |
| Race Records | Look at all the best race times! Check out all your Pro points! |
| Options | Configure your audio, control, and graphics options. |

Main Options Screen

What It Is

What To Do With It

About Midtown Madness 2

View a list of game credits and your Product ID number.

AudioAudioOptionsScreen

Select your sound card, sound quality, stereo, volume, and balance settings. You can also turn game sounds, music, or the game commentary on or off individually.

ControlControlOptionsScreen

Select the settings for your joystick, mouse, keyboard, game pad, or steering wheel.

GraphicsGraphicsOptionsScreen

Select your graphics and 3-D accelerator card settings here. There are a number of options that let you balance game speed and graphic clarity. If the game is running slowly, lowering your graphic settings may make the game run faster.

Audio Options Screen

What It Is

What To Do With It

| | |
|-------------------|---|
| Sound FX | Check this if you want to hear game sounds, including engines, crashes, and screams. |
| Play Commentary | Check this box if you want colorful commentary on your driving. This will include some helpful advice as well as good-natured razzing. |
| Play Music | Make sure this is checked if you want to hear music from your CD drive. |
| City Sounds | Check this box if you want to hear the sounds of San Francisco or London instead of music. |
| Device | Select your sound card here. |
| Stereo FX | Do you want Mono or Stereo? If the game is running slowly, switching to Mono may make the game run faster. |
| Sound Quality | You can pick Low, Medium, or High. Try High first, and if the game is running too slowly, reduce the sound quality. |
| Sound FX Volume | This is the volume setting for the game sounds if you've checked the Audio Effects box (described above). |
| Music/City Volume | If you have either Play Music or City Sounds selected, use this slider to adjust the volume setting. |
| Balance | This is your basic stereo balance. You'll probably want to keep this toward the middle, but it's nice to know you can lean a little to the right or left. |
| Defaults | Click this to go back to the game's original audio settings. |
| Cancel | Click this to go back to the main <i>Options</i> screen and throw away any changes you just made. |
| Done | Click this to go back to the main <i>Options</i> screen and save any changes you just made. |

Control Options Screen

What It Is

What To Do With It

| | |
|----------------------|--|
| Auto Reverse | Check this if you want your vehicle to go into reverse automatically when you accelerate after running into a building or something big that won't get out of the way. |
| Use POV Hat | Check this if you want to use the POV thumb switch on your joystick to look around in the game. |
| Force Feedback | Check this if you want to feel bumping and crashing effects of your force-feedback joystick or steering wheel. |
| Controller | Chose the device you want to play with. |
| Steering Sensitivity | You can make your controller more, or less, sensitive to your movements, so it's responsive without being twitchy. |
| Controller Dead Zone | You can increase or decrease the Dead Zone, to give yourself a little "wobble room," so your joystick or steering wheel has a little play in it. Click the slider to the right to increase the Controller Dead Zone setting and reduce the twitchiness of your controller's response. Clicking the slider to the left means that your tiniest inputs are fed into the game |
| Calibrate | This button launches the Windows® Game Controllers dialog, where you'll click the Properties button to calibrate your joystick or other controller. |
| Collision Intensity | If you have Force Feedback, how much do you want to feel your crashes? Click the left arrow for less, the right arrow for more. |
| Road Force Intensity | If you have Force Feedback, how much do you want to feel the bumps on the road? Click the left arrow for less, the right arrow for more. |
| Customize Controls | This will display the master list of the current assignments for your controller buttons (joystick, keyboard, etc.). To change anything, click the function (Map Toggle, for example), and then click the button (M, for example) you want to assign that function to. If that button is already assigned elsewhere, you'll get a message telling you so. |
| Defaults | Click this to go back to the game's original control settings. |
| Cancel | Click this to go back to the main Options menu and throw away any changes you just made. |
| Done | Click this to go back to the main Options menu and save any changes you just made. |

Graphics Options Screen

What It Is

What To Do With It

| | |
|---------------------|--|
| Textured Sky | Check this box if you'd like to see textures in the sky. If the game is moving too slowly, you might want to turn this off. |
| Vehicle Reflections | Check this box if you'd like to see the reflections of vehicles in the game. If the game is moving too slowly, you might want to turn this off. |
| Show Pedestrians | Check this box to drive with pedestrians around. Unchecking this box can really make the game run faster! |
| Display | Choose which video card driver you want to use. |
| Renderer | Click the DOWN arrow and then choose which graphics card you want your computer to use for this game. When you start <i>Midtown Madness 2</i> for the first time, your 3-D graphics card is automatically detected and selected in this list. |
| Resolution | Click the graphics resolution you want. Higher numbers mean a sharper picture, but perhaps a slower game. |
| Visibility | Click the right arrow to increase the distance you can see in front of you as you're driving. This reduces the "popping effect," where buildings, street signs, and other objects in your forward field of view appear to suddenly "pop" into view. If the game runs too slowly after you increase the distance, click the left arrow to make them appear only when you get closer to them. Clicking the right arrow too much might slow down your game, depending on your hardware. |
| Lighting Quality | Click the right arrow to increase the quality of lighting effects. Careful—clicking the right arrow too much might slow down your game, depending on your hardware. |
| Texture Quality | Click the down arrow to choose Very High, High, Medium, or Low graphic detail for surface textures. Higher detail means a sharper picture, but perhaps a slower game, depending on your hardware. |
| Object Detail | Click the down arrow to choose Very High, High, Medium, or Low graphic detail for vehicles and buildings. Higher detail means a sharper picture, but perhaps a slower game, depending on your hardware. |
| Cloud Shadows | Click the down arrow to choose High, Low, or None. Higher detail for cloud shadows results in a better picture, but it may slow down your game depending on your hardware. |
| Defaults | Click this to go back to the game's original graphics settings. |
| Cancel | Click this to go back to the Options menu and throw away any changes you just made. |
| Done | Click this to go back to the Options menu and save |

any changes you just made.

Create a New Driver Screen

What It Is

What To Do With It

Enter New Driver Name

Type in a name for your driver.

Amateur

Click **Amateur** if you want your new driver to start off nice and easy. You'll get longer Blitz race times, less traffic, and you'll have an easier time unlocking races, special vehicles and custom paint jobs.

Professional

Click **Professional** if you want to give your new driver more of a challenge. The Blitz race times are shorter, there's more traffic in your way in all types of races, and you'll have a tougher time unlocking races, special vehicles and custom paint jobs.

Cancel

Click this if you don't want this driver.

Done

Click this to save the new driver you just created.

Driver's Stats Screen

What It Is

What To Do With It

| | |
|---------------|---|
| Blitz | Check this box to have your selected driver's Blitz Race records display in the table. |
| Circuit | Check this box to have your selected driver's Circuit Race records display in the table. |
| Checkpoint | Check this box to have your selected driver's Checkpoint Race records display in the table. |
| San Francisco | Check this box to have information regarding San Francisco races display in the table. |
| London | Check this box to have information regarding London races display in the table. |
| Done | Click this when you're done looking at this driver's race records. |

Select Vehicle Screen

What It Is

What To Do With It

| | |
|------------------|--|
| Vehicle | <p>Click the Vehicle Name Box to see a list of vehicles.</p> <p>Click the up arrow to see the previous vehicle in the showcase.</p> <p>Click the down arrow to see the next vehicle in the showcase.</p> |
| Locked | <p>If you see the word LOCKED across the vehicle, you can't drive it yet. Each vehicle is unlocked in a unique way (see Unlocking Vehicles).</p> <p>If you see the word LOCKED across the vehicle color you want, you can't use that paint job yet. Each custom paint job is unlocked in a unique way (see Unlocking Custom Paint Jobs).</p> |
| Color | <p>Click the Color Box to see a list of vehicle colors.</p> <p>Click the up arrow to see the previous color on the list.</p> <p>Click the down arrow to see the next color on the list.</p> |
| Transmission | <p>Select Automatic if you want automatic transmission. Select Manual for a manual transmission. Automatic is recommended for most players.</p> |
| Horsepower | <p>This shows how much power your engine has.</p> |
| Top Speed | <p>This shows how fast your vehicle can go.</p> |
| Durability | <p>This shows how tough your vehicle is when it's been hit a few times.</p> |
| Mass | <p>This shows how big and heavy your vehicle is. Heavy vehicles are more massive, and take more damage, but are usually slower.</p> |
| Vehicle Showcase | <p>Click here to see detailed specs on the currently selected vehicle.</p> |
| Back | <p>Click this to go back to the last screen.</p> |
| Go Drive | <p>Click this when you're ready to roll!</p> |

Multiplayer Screen

What It Is

What To Do With It

MSN Gaming Zone

Click this to close the game, launch your web browser, and connect to the MSN Gaming Zone, a free matchmaking service where you can play over the Internet against other *Midtown Madness 2* players from around the globe!

IPX Connection

Play with up to seven other players if you are all connected to an IPX Local Area Network (LAN). One of you should click the **Host** button to set up the game, and the rest of the players should click the **Join** button and then look for the game in the *Available Sessions* box. Click the session name once it appears.

(Don't worry if you aren't sure what kind of network you're hooked up to. If a certain connection is not available from your machine, it will be dimmed, and you won't be able to click it anyway.)

TCP/IP Connection

Play over a TCP/IP LAN (Local Area Network) or Internet connection. Over a LAN, you can play with up to seven other players. One of you should click the **Host** button to set up the game, and the rest of the players should click the **Join** button and then look for the game in the *Available Sessions* box. Click the session name once it appears.

Everyone playing the game will need to know the host's IP address. [Here's a handy way to find out what that address is](#). Or you can leave the IP address blank, and *Midtown Madness 2* will find and display any currently available sessions.

(Don't worry if you aren't sure what kind of network you're hooked up to. If a certain connection is not available from your machine, it will be dimmed, and you won't be able to click it anyway.)

Serial Cable Connection

Play with one other person over a cable that's connected to the serial port on each of your computers.

After you have both clicked **Serial Cable Connection**, one of you will host by clicking the **Host** button, and the other will join by clicking the **Join** button. It doesn't matter which is which. Just make sure the host gets started first, and that all your settings in the *Setup Serial Communications* dialog box match exactly.

Modem Connection

Play with one other person through your modems. One of you will be the host, and one will join.

The host sets up first: Click **Modem Connection**, then click the **Host** button. From the *Modem Connection* dialog box, select your modem from the drop-down list, and then click **Answer** and wait for the joiner to call you. When the call comes through, the *Lobby* screen appears.

If you're the joiner, wait for the host to get set up. Then click **Modem Connection** and the **Join** button. Type the host's phone number into the *Modem Connection* dialog box, and click **Connect**.

Net Name

How would you like to be known over the network? Make up a name, click in the **Net Name** box with your mouse, and then start typing.

Host

Click this button to host a new Multiplayer game. There is one host per session; everyone else is a joiner. The host chooses the race, and also sets the weather and time-of-day conditions. If the host has unlocked some of the locked vehicles, those vehicles are available to all joiners of the host's game.

If you're playing a two-person game (over a serial cable or a pair of modems, for example), one of you will host, then the other will join.

Join

Click this button to join a game that someone else is hosting. Click **Join**, and then click the name of the session you want to join in the available sessions box (below the **Join** button).

Available Sessions Box

Use the scroll bar to see the rest of the list of sessions. To join a session, click **Join**, and then click the name of an available session. To host a new game, just click **Host**.

Back

Click this to return to the last screen.

Host Settings Screen

What It Is

What To Do With It

| | |
|--------------------|---|
| Cruise | No clock, no opponents. Just cruise the city. |
| Blitz | Human players race against the clock! You'll share the road with your fellow racers as you all try to finish before the clock runs out. |
| Checkpoint | Go through checkpoints in any order, then beat your human opponents to the finish! |
| Circuit | Race on chartered courses through the city. Go through the course's checkpoints in a particular order, for a particular number of laps. |
| Cops & Robbers | You wanna chase or be chased? Get the gold to the bank or your hideout - without getting robbed by your opponents! |
| Race Name | Pick a specific Blitz, Checkpoint, or Circuit race from this list. |
| Laps | Click the UP arrow for more laps, or the DOWN arrow for fewer laps. (This option will only appear for a Circuit race.) |
| Game Types | Lists the three types of Cops & Robbers games. Select Free-For-All if you don't want teams, select Cops Vs. Robbers if you want to limit the Cops to the Mustang Cop Cruiser, and the Robbers to the Ford Mustang GT, and select Robber Teams if you want any unlocked vehicle available to the two teams. |
| Game Limits | This determines how the Cops & Robbers game will end. Select None if you don't want any win conditions and if you just want to play 'till you drop, select Time if you want to set a time limit, and select Point if you want to set a point limit. |
| Gold Mass | Weigh the car down with a little gold or a lot! The higher this number, the slower the car carrying the gold will be. The lower the number, the easier it is to knock the gold from an opponent's car. |
| Location | Select the city in which you want to race. |
| Time of Day | Click to get a different time of day for your race. |
| Weather | Click to get different weather for your race. |
| Pedestrian Density | How thick with people do you want your race to be? Use the right and left arrows to get more or less density. |
| Back | Click here to throw away any changes you made and go back to the <i>Multiplay Lobby</i> screen. |
| Done | Click here to save any changes you made and return to the <i>Multiplayer Lobby</i> screen. |

Multiplayer Lobby Screen

What It Is

What To Do With It

| | |
|--|--|
| Game Settings Box (upper left corner) | This will show you all the conditions of the race, like the race name, weather, time of day, difficulty level, and the number of checkpoints or laps there will be. The game settings can only be changed by the Host. |
| Players | This is the list of people who have currently signed in to play, so you know if everyone you're expecting has actually shown up. |
| You | This shows your name, and the car and car color you're currently driving. If you don't like the vehicle, click the Select Vehicle button. |
| Your Team | If you're playing a Cops & Robbers game that has teams, this is where you'll pick your team. |
| Chat | Chat with other players while you play! Type your messages in the smaller field, then press Enter to send them. Your message will appear (along with everyone else's messages) in the big <i>Chat Messages</i> box right above. |
| Eject Player | If you're the host, click this to eject a player. During the game, the host can press the F6 button on the keyboard to bring up a list of players to eject. |
| Host Settings | If you're the host, click this to adjust the game settings. |
| Select Vehicle | Switch vehicles! The host's record determines which vehicles are unlocked. |
| Back | Click this to go back to the Multiplayer screen. |
| Start Server | If you're the host, click here when you're ready to race. |
| Ready | If you're joining this game, click here when you're ready to race. |

Races Screen

What It Is

What To Do With It

| | |
|--------------------|---|
| Cruise | No clock, no opponents. Just cruise the city. |
| Blitz | It's you against the clock! Choose from the list of Blitz race names on the right. |
| Checkpoint | Race against your opponents to all the checkpoints, in any order you want. Chose from the list of Checkpoint race names on the right. |
| Circuit | Race against your opponents on a charted course through the city. Chose from the list of Circuit race names on the right. |
| Race Name | Click the arrows to display available races, and then click the one you want. |
| Laps | Click the UP arrow for more laps, or the DOWN arrow for fewer laps. (This option will only appear for a Circuit race in which you have previously placed 1st, 2nd, or 3rd as an Amateur, or 1st place as a Professional.) |
| Opponents | Click the UP arrow for more vehicles to race against, or the DOWN arrow for less competition. (This option will only appear for a Circuit race in which you have previously placed 1st, 2nd, or 3rd as an Amateur, or 1st place as a Professional.) |
| Location | Select the city in which you want to race. |
| Time of Day | This option is always available for Cruise mode. For the other race types, this option is only available for races in which you have previously placed 1st, 2nd, or 3rd as an Amateur, or 1st place as a Professional. |
| Weather | This option is always available for Cruise mode. For the other race types, this option is only available for races in which you have previously placed 1st, 2nd, or 3rd as an Amateur, or 1st place as a Professional. |
| Pedestrian Density | Increase or decrease the number of pedestrians you'll run into (or around) during your race. Click the right arrow for lots of pedestrians, or the left arrow for not so many. This option is always available for Cruise mode. For the other race types, this option is only available for races in which you have previously placed 1st, 2nd, or 3rd as an Amateur, or 1st place as a Professional. |
| Traffic Density | Increase or decrease the amount of traffic you'll encounter during your race. Click the right arrow for heavier traffic, or the left arrow for lighter traffic. This option is always available for Cruise mode. For the other race types, this option is only available for races in which you have previously placed 1st, 2nd, or 3rd as an Amateur, or 1st place as a Professional. |
| Cop Density | Increase or decrease the number of police cars you'll encounter during your race. Click the right arrow for lots of police cars, or the left arrow for not so many. This option is always available for Cruise mode. For the other race types, this option is only available for |

Back

Select Vehicle

races in which you have previously placed 1st, 2nd, or 3rd as an Amateur, or 1st place as a Professional.

Click this to go back to the last screen.

Click this when you've chosen your race and all its settings and you're ready to move on.

Crash Course Screens

What It Is

What To Do With It

| | |
|-----------------|---|
| London Cabbie | Select this to learn and practice skills while attending the East End Cab Company School of Driving. Pass the final exam, and you'll unlock the Aston Martin DB7 Vantage! |
| SF Stunt Driver | Select this to learn and practice skills while attending the Golden Gate Stunt Driving School. Pass the Final Exam, and you'll unlock the LTV – the Light Tacticle Vehicle! |
| Training | Select this to enable Crash Course mode. Select lessons from the Lesson box. |
| Blitz | Ready to use your new skills in the real world? Select this to run a Blitz Race, without having to return to the <i>Races</i> menu. Blitz Race names will appear in the Race Name box. |
| Checkpoint | Ready to use your new skills in the real world? Select this to run a Checkpoint Race, without having to return to the <i>Races</i> menu. Checkpoint Race names will appear in the Race Name box. |
| Back | Click this to go back to the previous screen. |
| Done | If you've selected Training , click this to start! |
| Select Vehicle | If you've selected a race, click this to advance to the <i>Select Vehicle</i> screen. |

Race Records Screen

What It Is

What To Do With It

| | |
|---------------|--|
| Blitz | See the times or points for Blitz races. |
| Circuit | See the times or points for Circuit races. |
| Checkpoint | See the times or points for Checkpoint races. |
| Amateur Times | See the race times for all Amateur drivers. |
| Pro Times | See the race times for all Professional drivers. |
| Pro Points | See how many points your Professional drivers have scored. |
| San Francisco | See the records for San Francisco. |
| London | See the records for London. |
| Done | Click this when you're done looking at all the race records. |

Setup Serial Communications Screen

For most of these settings, what matters most is that your settings match the other player's settings exactly. The only setting with a real performance impact is Baud Rate. (Choose a fast one.)

What It Is

What To Do With It

| | |
|--------------|---|
| Port | Select the port on your computer the cable is plugged into. Usually, it will be COM1. If that doesn't work, try COM2. |
| Baud Rate | Select the speed of data flow over your cable. Choose the fastest number that's available to both players. (This has to match the other player's settings.) |
| Stop Bits | This setting won't have any impact on your game performance. Just make sure it matches the other player's setting. |
| Flow Control | This setting won't have any impact on your game performance. Just make sure it matches the other player's setting. |
| Parity | This setting won't have any impact on your game performance. Just make sure it matches the other player's setting. |
| Cancel | Click this button to exit this dialog box without saving changes. |
| Done | Click this button to save your settings when you're done. |

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Late-Breaking Information About Midtown Madness 2

README.rtf, a file located in the folder where you installed *Midtown Madness 2*, includes late-breaking information about optimizing and troubleshooting the performance of *Midtown Madness 2*. For best results, open it in a word processor program, and then print it out or use the **Find** or **Search** features to locate the information you need.

For Microsoft Product Support Services Frequently Asked Questions (FAQ) about Midtown Madness 2, go here: <http://support.microsoft.com/support/games/midtown/faq/default.asp>

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

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FOR MICROSOFT® MIDTOWN MADNESS® 2 (Trial Version)

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Checkpoint Race

In *Checkpoint Races*, take any route you want to clear all the checkpoints and reach the Finish Line before your opponents do the same. As you clear checkpoints, the green compass arrow points to the nearest checkpoint.

Quick Race

Bypass most steps and start a race quickly – just choose a vehicle and go! Quick Race remembers the last race you ran.

Blitz Race

In *Blitz Races*, take any route you want to clear all the checkpoints before time runs out. As you clear checkpoints, the green compass arrow points to the nearest checkpoint.

Circuit Race

In *Circuit Races*, finish laps as quickly as you can on charted courses through San Francisco or London.

Cruise

In *Cruise* mode, explore the cities, learn the unique characteristics of each vehicle, and practice your skills to prepare for some serious racing, without the pressure of the clock.

Cops & Robbers Match

Gives 2-8 human players a dream-come-true: Grab as much gold as you can carry! Check out all three variations of the Cops & Robbers Match: Free-for-all, Cops vs. Robbers, and Robbers vs. Robbers. Multiplayer Only.

Chase Near View

Provides a viewpoint several car lengths above and behind your vehicle. Even when you turn, Chase Near View turns with you, so you can get a good view of your vehicle and the road ahead.

Cockpit View

Provides a viewpoint from the driver's seat of your vehicle. Unlike Dashboard View (D), Cockpit View does not show your dashboard instruments.

Chase Far View

Provides a viewpoint far above your vehicle and the surrounding neighborhood, so you can see everything around you.

Tachometer

Located on the HUD (Heads Up Display), this displays the number of RPMs (revolutions per minute) your vehicle's engine is producing. When you're driving with a manual transmission, the optimal time to upshift is when the tachometer nears the red-line.

Gear Display

Located on the HUD (Heads Up Display), this shows your current gear on a digital display. Gears run sequentially: R
N 1 2 3 4 ...

Damage Meter

Located under the Speedometer (on the HUD, or “Heads Up Display”), this green bar shows the “health” of your vehicle. When collisions damage your vehicle, the vehicle’s health decreases; when its health runs out, the vehicle stops working. The Damage Meter starts out completely green, turns yellow as you incur damage, and gradually becomes red as your vehicle takes more and more damage.

Steering Bar

Indicates the left/right position of your vehicle's steering wheel by using a horizontal bar with a marker. Center the marker to go straight. Note: the steering bar appears in the Heads Up Display (HUD) only when you are using the mouse as your driving controller.

Green Compass Arrow

As you clear checkpoints in a *Checkpoint Race* and a *Blitz Race*, the green compass arrow points toward the nearest checkpoint.

The arrow is green when pointing to a checkpoint in front of you and yellow when pointing to a checkpoint behind you. The checkpoint acts as a compass pointing toward the nearest checkpoint, it doesn't tell you where to drive!

Laps Record

Shows the number of completed and remaining laps, as well as the time spent on completed laps. Helps you monitor your progress.

Stopwatch

Displays the elapsed time since you started the current race.

Timer

Counts down toward zero. If the timer reaches zero, you lose!

Checkpoint

A specific spot somewhere in the city that you must clear in order to win any of the *Checkpoint*, *Blitz*, or *Circuit Races*. Checkpoints are well marked by scaffolding and large flags that span the road. Just drive under the checkpoint to clear it.

Dead Zone

“Wiggle room.” The small non-functioning area where if you move your controller your vehicle does not respond. Creating a dead zone helps prevent the slightest twitch of your hand from sending your vehicle into the nearest wall.

Driver

A driver accumulates a history. In each type of race, the best times and scores you get with a specific driver automatically become part of that driver's history. Each driver also has a fixed rank as an Amateur or a Pro. Amateur drivers face easier conditions in the races than Pro drivers do.

KPS (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.

Host

In Multiplayer racing, the person who controls who participates, assigns the skill level of all participants, and chooses the race and race settings.

IP Address

A series of numbers assigned to each individual computer connected to the Internet. These numbers distinguish a computer from other computers on the Internet. If the host a multiplayer game gives you the IP address of his or her computer, you can type it in to connect to them using a TCP/IP connection.

LAN

A "Local Area Network" of computers that are wired together so that they can exchange data. If you know there is a multiplayer game on your network but it is not showing up, then you will have to get the IP address to connect to the game.

IPX

One of the most common routing methods used to send traffic on a LAN (Local Area Network) and the Internet.

TCP/IP

TCP/IP is a common way to transmit data on LANs (Local Area Network) and the Internet.

CPU

The “brains” of a computer, where most calculations take place. It is considered the single-most important element of a computer system.

Host Settings

Shows joiners the environmental conditions and the type of race chosen by the host.

Players

Shows the net names of players waiting to start the race.

Chat Message

Allows all players to exchange messages while they wait for the host to start the race.

You

Displays your net name, what kind of vehicle you're driving, and the color of your vehicle.

