





## Table of Contents

[The Races](#)

[Game Controls](#)

[Game Views](#)

[Game Screens Explained](#)

[Single Player](#)

[Multiplayer](#)

[Scoring](#)

[About the Vehicles](#)

[Configuring Graphics and Sound](#)

[Late-Breaking Information about Midtown Madness](#)

[Troubleshooting](#)

[Getting Help from Microsoft Technical Support](#)

[Accessibility for People with Disabilities](#)

## The Races

[Racing Overview](#)

[Starting a Quick Race](#)

[Pausing and Resuming a Game](#)

[Finishing a Race](#)

[Checking Race Records for High Scores](#)

[Quitting a Game](#)

[Quitting Midtown Madness](#)

## Racing Overview

Ready to smash a few parking meters and mailboxes while you outrun the cops and drive over a few sidewalks? *Midtown Madness* gives you a wild world of chances to test your skills. Drive like mad through the crowded city of Chicago! Do it in a **Quick Race**, in one of the many **Single Player** games with computer-generated opponents, or in one of the **Multiplayer** games with other human players.

When you first start *Midtown Madness*, you'll have your choice of these options:

- Quick Race
- Single Player
- Multiplayer
- Race Records

You've got lots of choices in both Single Player and Multiplayer games. In **Single Player** mode, you can choose between Checkpoint Races, Blitz Races, Circuit Races, and the Cruise mode. You can also set the difficulty level and create or load vehicle drivers complete with profiles. In **Multiplayer**, you can play lots of different types of games with other people.

### Quick Race

From the *Main Menu* screen, choose **Quick Race** to bypass most Setup steps and get right into the driver's seat. Just pick a vehicle and go! See [Starting a Quick Race](#) for details.

### Single Player

You have lots of options for all kinds of racing, including just cruising around the city!

- **Cruise option:** Explore the city, become one with your vehicle, and practice up for some serious racing, without the pressure of the clock.
- **Blitz Races:** Follow a trail of checkpoints and reach the Finish Line before time runs out. There are a *bunch* of different Blitz Races to challenge you!
- **Checkpoint Races:** Take any route you want to clear all the checkpoints before your computer-generated opponents do the same. Choose from lots of cool Checkpoint Races!
- **Circuit Races:** Finish laps as quickly as you can on charted courses through Chicago. Try one of each!

### Starting a Single Player Race

To run a single player race or Cruise, follow these steps:

- 1 From the *Main Menu* screen, choose **Single Player**
- 2 Click **New** to create a new driver.
- 3 In the **Enter New Driver Name** box, type the name of the driver you want, then press **ENTER** on your keyboard.
- 4 Click **Select Race** to choose Cruise mode or one of the races.
- 5 Tune the weather if you'd like by clicking **Change**.
- 6 Click **Select Vehicle**.
- 7 After you've selected your vehicle, click **Go Drive**, and you're off!

For details on the Single Player games, see [Overview of Single Player Games](#).

### Multiplayer

When you're in Multiplayer mode you can compete against your friends in Checkpoint Races, Blitz Races, and Circuit Races. And in Multiplayer Cruise mode, you can explore the city with your friends. These Multiplayer games are

nearly identical to their Single Player counterparts.

The other advantage to Multiplayer is the special **Cops & Robbers Match**, in three variations: Free-for-all, Cops vs. Robbers, and Robbers vs. Robbers.

For details on the Multiplayer games, see [Overview of Multiplayer Games](#).

{button ,AL('first;singlefirst;multifirst')} Related Topics

## Starting a Quick Race

You can get right into racing by choosing the **Quick Race** option from the *Main Menu*.

### To start a Quick Race

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

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

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

To learn more, see [Overview of Single Player Games](#) and [Overview of Multiplayer Games](#).

{button ,AL('^first;singlefirst;multifirst;keyvehicle;keycontrols;driverfirst')} 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('first;quit;keycontrols')} Related Topics

## Finishing a Race

Right after you finish a Race or Match, the **Results** screen appears automatically to show you how seriously you thrashed the competition.

What the screen looks like depends on the type of Race you just finished:

- [Checkpoint Races](#) and [Circuit Races](#): The *Results* screen shows your total time and placing, relative to your opponents. For example, if you reach the Finish Line in 2:32, with only one opponent ahead of you, you get Second Place.
- [Blitz Races](#): The *Results* screen appears only if you reach the Finish Line before time runs out—in which case, your total time appears. If you don't make it to the Finish Line in time, you lose!
- [Cops & Robbers Match](#): You see a *Results* screen that differs from all the others. What the screen says depends on which variation of the Match you've done. For details, see [Overview of Multiplayer Games](#).
- For all Races and Matches, the *Results* screen gives you the following options:
  - For the host only: Choose **Restart Race** to play the same Race you just did without returning to the *Main Menu* screen.
  - For the host only: Choose **Next Race** to play the next Race of the same type you just finished. For example, if you just did the Dearborn Dash (Blitz Race 1), the next Race is Wild on Wacker (Blitz Race 2).
  - Choose **Main Menu** to return to the *Main Menu* screen and choose another type of Race, or Match, or Cruise.
  - Choose **Quit Game** to quit *Midtown Madness*.

{button ,AL('first;multifirst')} Related Topics



## Checking the Race Records for High Scores

Want to show off your victories? Curious about which vehicle you used to nail that challenging Race last week? *Midtown Madness* automatically keeps a record of your hottest Race and Match results. Just check the *Race Records* screen to see the names of the Races, the corresponding [drivers](#), the times or scores, and the vehicles you used.

### To check your Race records

- 1 From the *Main Menu* screen, choose **Race Records**.
- 2 On the *Race Records* screen, click the type of Race you want to check scores for. You can choose one of the following types of Races at a time:
  - *Blitz Record*: Shows your best results from all Blitz Races you've completed.
  - *Circuit Record*: Shows your best results from Circuit Races you've completed.
  - *Checkpoint Record*: Shows your best results from all the Checkpoint Races you've completed.

The scores will appear when you click the type of Race records you want to view.

- 3 You can filter the records by the difficulty level that you assigned to different drivers. You can filter by only one of the following categories at a time:
  - *Amateur Times*: Shows only times and not scores for Amateur Drivers.
  - *Pro Times*: Shows only times and not scores for Pro Drivers.
  - *Pro Points*: Shows only scores and not times for Pro drivers.

The scores will appear when you click the type of Race records you want to view.

- 4 Click **Done** to return to the *Main Menu* screen.

For more information on Single Player Races, see [Overview of Single Player Games](#).

For background information on drivers, see [Creating and Loading a Driver](#).

{button ,AL('records;singlefirst;scoring')} Related Topics

## Quitting a Game

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 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(`quit`)} Related Topics

## Quitting Midtown Madness

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

### Quitting Midtown Madness before starting gameplay

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

### Quitting Midtown Madness during gameplay

- 1 Press **ESC** to display the *In-Game Menu*.
- 2 Select **Quit Game**.

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

# Game Controls

## [Universal Keyboard Game Controls](#)

### [Driving with Various Controllers:](#)

#### [Overview](#)

#### [Choosing a Primary Driving Controller](#)

#### [Driving with a Keyboard](#)

#### [Driving with a Mouse](#)

#### [Driving with a Joystick](#)

#### [Driving with a Gamepad](#)

#### [Driving with a Steering Wheel](#)

### [Customizing Your Controller](#)

#### [Tuning Your Controller](#)

#### [Troubleshooting Your Controller](#)

### [Configuring Your Steering Wheel:](#)

#### [Overview](#)

#### [Microsoft Sidewinder Force-Feedback Wheel](#)

#### [Thrustmaster NASCAR Pro](#)

#### [Thrustmaster Formula T1/T2](#)

#### [Thrustmaster Grand Prix 1](#)

#### [CH Products Pro Pedals](#)

## Universal Keyboard Game Controls

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

The default button assignments for universal 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](#).

<u>Press This Key</u>	<u>To Do This</u>
F1	Quick Key Reference
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
E	Zoom into city map
H	Toggle Heads Up Display (HUD)
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.
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 <a href="#">Checkpoint Arrow</a> to previous checkpoint in sequential list of remaining checkpoints
S	Point <a href="#">Checkpoint Arrow</a> to next checkpoint in sequential list of remaining checkpoints
I	Opponent Position. This little green arrow indicates your opponent's position while you race.

## Overview

# Driving with Various Controllers

In *Midtown Madness*, you can drive with a keyboard, mouse, joystick, gamepad, or steering wheel. For instructions on driving with each of these controllers, see the following topics:

{button ,JI('`,`DrivingKeyboard')}      Driving with a Keyboard

{button ,JI('`,`DrivingMouse')}      Driving with a Mouse

{button ,JI('`,`DrivingJoystick')}      Driving with a Joystick

{button ,JI('`,`DrivingGamepad')}      Driving with a Gamepad

{button ,JI('`,`DrivingWheel')}      Driving with a Steering Wheel

To designate one of these controllers as your primary driving controller for *Midtown Madness*, see [Choosing a Primary Driving Controller](#).

You can also change the default button assignments of any driving controller. For details, see **Customizing Button Assignments** in [Customizing Your Controller](#).

You can tune the sensitivity and other properties of your driving controller. For details, see [Tuning Your Controller](#).

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

## Choosing a Primary Driving Controller

If you have a joystick installed, *Midtown Madness* will select it as your default driving controller. If you do not have a joystick installed, the mouse will become your default driving controller. If you want, you can choose a keyboard, mouse, gamepad, 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, gamepad, or steering wheel, use the *Add New Hardware* wizard to install it before running *Midtown Madness*. 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 Choose **Control Options**.
- 3 Select the controller you want to use from the *Controllers* 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.
- 5 Select **Previous Menu** repeatedly to return to the main *In-Game Menu*, and then select **Exit Menu** to return to gameplay.

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

## Driving with a Keyboard

Use the following controls, in conjunction with the universal keyboard game controls, to drive with a keyboard.

**Note:** If you have a joystick installed, *Midtown Madness* 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](#).

### DRIVING WITH A KEYBOARD

---

<b>F1</b>	Quick Key Reference
<b>ESC</b>	Pause game (Single Player only) and display <i>In-Game Menu</i>
Hold down the <b>UP ARROW</b> key	Accelerate
Hold down the <b>DOWN ARROW</b> key	Brake. After coming to a complete stop, reverse engages automatically.
Hold down the <b>LEFT ARROW</b> key	Turn left
Hold down the <b>RIGHT ARROW</b> key	Turn right
<b>SPACEBAR</b>	Apply handbrake
<b>Z</b> key	Downshift one gear (manual transmission). Gears run sequentially: R N 1 2 3 4 ...
<b>A</b> key	Upshift one gear (manual transmission). Gears run sequentially: R N 1 2 3 4 ...
<b>R</b> key	Toggle between reverse and first gears. You must already be in first gear to shift to reverse, and vice versa.
<b>T</b> key	Toggle between automatic and manual transmission
<b>C</b> key	Toggle between <a href="#">Chase Near</a> (default), <a href="#">Cockpit View</a> , and <a href="#">Chase Far</a>
<b>H</b> key	Toggle Heads Up Display (HUD)
<b>V</b> key	External View
<b>Q</b> key	Toggle full-screen version of city map
<b>E</b> key	Zoom into city map
<b>TAB</b> key	Toggle through smaller versions of city map
<b>X</b> key	Point <a href="#">Checkpoint Arrow</a> to previous checkpoint in sequential list of remaining checkpoints
<b>S</b> key	Point <a href="#">Checkpoint Arrow</a> to next checkpoint in sequential list of remaining checkpoints



<b>2</b>	Display CD player
<b>3</b>	Pause/Play CD player
<b>4</b>	Select previous track on CD player
<b>5</b>	Select next track on CD player
<b>ENTER</b> key	Honk horn
<b>I</b>	Opponent Position. This little green arrow indicates your opponent's position while you race.

### **LOOKING AROUND IN COCKPIT VIEW**

---

<b>4</b> key (number pad)	Look left
<b>2</b> key (number pad)	Look backward
<b>6</b> key (number pad)	Look right
<b>8</b> key (number pad)	Look forward
<b>W</b> key	Toggle wide screen view
<b>BACKSPACE</b> key	Toggle rear view mirror
<b>D</b> key	Toggle dashboard

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

## Driving with a Mouse

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

**Note:** If you have a joystick installed, *Midtown Madness* 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

---

<b>Left</b> mouse button	Accelerate
<b>Right</b> mouse button	Brake. After coming to a complete stop, reverse engages automatically.
Move mouse <b>left</b> and <b>right</b>	Turn left and right
<b>SPACEBAR</b>	Apply the handbrake
<b>C</b> key	Toggle between <a href="#">Chase Near</a> (default), <a href="#">Cockpit View</a> , and <a href="#">Chase Far</a>
<b>H</b> key	Toggle the mouse feedback indicator on and off (in external views, this gives you visual feedback on how hard you're cornering)
<b>V</b> key	External View
<b>TAB</b> key	Toggle through smaller versions of city map
<b>ENTER</b> key	Honk your horn

### LOOKING AROUND IN COCKPIT VIEW

---

<b>4</b> key (number pad)	Look left
<b>2</b> key (number pad)	Look backward
<b>6</b> key (number pad)	Look right
<b>8</b> key (number pad)	Look forward
<b>W</b> key	Toggle wide screen view
<b>BACKSPACE</b> key	Toggle rear view mirror
<b>D</b> key	Toggle dashboard

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

## Driving with a Joystick

Use the following controls, in conjunction with the [Universal 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*, 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
<b>Button 1</b>	Honk the horn
<b>Button 2</b>	Apply the handbrake
<b>Button 3</b>	Toggle between <a href="#">Chase Near</a> (default), <a href="#">Cockpit View</a> , and <a href="#">Chase Far</a>
<b>Button 4</b>	Toggle display of city map

### LOOKING AROUND IN COCKPIT VIEW

---

Move the <b>POV Hat</b> left, right, and back	In Cockpit View, look left, right, and back
<b>W</b> key	Toggle wide screen view
<b>BACKSPACE</b> key	Toggle rear view mirror
<b>D</b> key	Toggle dashboard

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

## Driving with a Gamepad

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

**Note:** If you have a joystick installed, *Midtown Madness* 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 gamepad, designate it as your primary driving controller. For details, see [Choosing a Primary Driving Controller](#).

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

### Using a Microsoft gamepad

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

- 1 From any *Midtown Madness* screen, select **Options**.
- 2 In the *Controllers* list, select **Gamepad**.
- 3 Click **Done**.

#### DRIVING WITH A GAMEPAD

---

Push <b>D-pad</b> left and right	Turn left and right
<b>Button 1</b>	Accelerate
<b>Button 2</b>	Brake. After coming to a complete stop, reverse engages automatically.
Push <b>D-pad</b> down	Apply handbrake
<b>Button 7</b>	Downshift one gear (manual transmission only) Gears run sequentially: R N 1 2 3 4 ...
<b>Button 8</b>	Upshift one gear (manual transmission only) Gears run sequentially: R N 1 2 3 4 ...
<b>Button 4</b>	Toggle between <a href="#">Chase Near</a> (default), <a href="#">Cockpit View</a> , and <a href="#">Chase Far</a>
<b>TAB</b> key	Toggle through smaller versions of city map
<b>Button 3</b>	Honk horn

#### LOOKING AROUND IN COCKPIT VIEW

---

<b>4</b> key (keyboard number pad)	Look left
<b>2</b> (keyboard number pad)	Look backward
<b>6</b> key (keyboard number pad)	Look right
<b>8</b> key (keyboard number pad)	Look forward
<b>Button 5</b>	Toggle dashboard
<b>Button 6</b>	Toggle wide screen view

**BACKSPACE** key

Toggle rear view mirror

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

## Driving with a Steering Wheel

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

Use the following controls, along with the [Universal 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* 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
Step on the brake pedal	Brake
Turn the steering wheel left and right	Turn left and right
Shift lever up/ <b>Button 1</b>	Honk horn
Shift lever down/ <b>Button 2</b>	Toggle between <a href="#">Chase Near</a> (default), <a href="#">Cockpit View</a> , and <a href="#">Chase Far</a>
<b>TAB</b> key	Toggle through smaller versions of city map
Press the <b>SPACEBAR</b>	Apply the handbrake

### LOOKING AROUND IN COCKPIT VIEW

---

<b>4</b> key (number pad)	Look left
<b>2</b> key (number pad)	Look backward
<b>6</b> key (number pad)	Look right
<b>8</b> key (number pad)	Look forward
<b>W</b> key	Toggle wide screen view
<b>BACKSPACE</b> key	Toggle rear view mirror
<b>D</b> key	Toggle dashboard

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

## Customizing Your Controller

You can change the button assignments of your keyboard, mouse, joystick, gamepad, and 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 On the *Options* screen, choose **Control Options**.
- 3 On the *Control Options* screen, verify that the name of your controller appears in the *Controllers* list. The button assignments depend on which controller you select.
- 4 Click the text box next to 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 mouse in Cockpit View, by default you look behind you by pressing the **2** key on the number keypad of your keyboard. You can reassign the **End** key instead.

- 5 Click **Done**, 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, gamepad, or steering wheel, use the following procedure to install it before running *Midtown Madness*: 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 your controller.

### To tune your controller before starting a Race

- 1 From any screen, choose **Options**.
- 2 On the *Options* screen, 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 "wiggle room." When you create a dead zone, it helps prevent the slightest twitch of your hand from sending your vehicle into the nearest wall.
  - *Force-Feedback 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**.
- 3 On the *Options* screen, choose **Control Options**.
- 4 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*
  - *Controller Dead Zone*
  - *Force-Feedback Scale*
- 5 Select **Previous Menu** repeatedly, until you return to the *In-Game Menu*, and then select **Exit Menu** 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. 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*.
- 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*, 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* lists a Status of **OK**. If it's not, 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/gamepad/steering wheel)*." To fix this problem, follow the steps below. Be sure that *Midtown Madness* 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*.
- 4 Click **OK**.
- 5 Click **OK** again to exit the *Game Controllers* dialog box.
- 6 Start *Midtown Madness* 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

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

### If your Microsoft gamepad's button assignments are wrong

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

- 1 From any *Midtown Madness* screen, select **Options**.
- 2 In the *Controllers* list, select **Gamepad**.
- 3 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 On the *Options* screen, select **Audio Options**.
- 3 On the *Audio Options* screen, clear the **Audio Effects** 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

## Overview

# Configuring Your Steering Wheel

When you install *Midtown Madness*, the joystick becomes your primary driving controller by default. If you prefer to use a steering wheel, be sure to install and configure it before you start *Midtown Madness*. For details, see [Related Topics](#) below.

After you install and configure a steering wheel, you'll need to designate it as your primary driving controller for *Midtown Madness*. For details, see [Choosing a Primary Driving Controller](#).

You can change the default button assignments of your steering wheel. For details, see **Customizing Button Assignments** in [Customizing Your Controller](#).

You can tune the sensitivity and other properties of your steering wheel. For details, see [Tuning Your Controller](#).

For specific configurations, see these topics:

{button ,JI('`,`ConfigMSSidewinder')}    Configuring a Microsoft® Sidewinder® Force-Feedback Wheel

{button ,JI('`,`ConfigThrustMasterNascarPro')}    Configuring a ThrustMaster® Nascar® Pro

{button ,JI('`,`ConfigThrustMasterT1')}    Configuring a ThrustMaster® T1™

{button ,JI('`,`ConfiguringThrustMasterGrandPrix1')}    Configuring a ThrustMaster® Grand Prix 1™

{button ,JI('`,`ConfigCHProductsPro')}    Configuring a CH Products Pro Pedals

{button ,AL(`wheel;buttons;ChooseController')} Related Topics

## Configuring a Microsoft Sidewinder Force-Feedback Wheel

With the Microsoft® Sidewinder® Force-Feedback Wheel you can *feel* those collisions and sharp turns! Better yet, installing the Sidewinder is easy; simply insert the CD and the installation wizard does it all for you. There are six buttons on the wheel for you to reassign, if you wish, or you can just start driving. Make sure you've chosen the Sidewinder as your primary controller. For details, see [Choosing a Primary Driving Controller](#).

{button ,AL('wheel;buttons')} Related Topics


## Configuring a ThrustMaster NASCAR Pro Wheel

(Outside the U.S., ThrustMaster Formula One Steering Wheel)

If you plan to use a ThrustMaster NASCAR Pro Steering Wheel, follow these steps to install and configure it before you run *Midtown Madness*.

**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.

### To configure a ThrustMaster NASCAR Pro steering wheel

- 1 Click  to display the Windows® **Game Controllers** dialog box.
- 2 Click **Add**.
- 3 In the *Controllers* list, click **[Custom...]**.
- 4 In the *Game Controllers* box, click **2 axis**.
- 5 In the *Buttons* list, click **4**.
- 6 Click **Special Characteristics**, and then click **Is A Race Car Controller**.
- 7 Under *Name*, type a name for the steering wheel.
- 8 Click **OK**.
- 9 To calibrate your NASCAR Pro Wheel, click **Properties**.  
**IMPORTANT:** Do NOT select the Rudder/Pedals checkbox.
- 10 Click **Calibrate**, and then follow the directions on your screen.
- 11 When you're finished calibrating, click **OK**.
- 12 Start *Midtown Madness* and choose the **Steering Wheel** as your driving controller. For details, see [Choosing a Primary Driving Controller](#).


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

## Configuring a ThrustMaster Formula T1/T2

If you plan to use a ThrustMaster® Formula T1/T2 steering wheel with pedals, follow the steps below to install and configure it before running *Midtown Madness*.

**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.

### To configure a ThrustMaster Formula T1/T2 controller

- 1 Click  to display the Windows® **Game Controllers** dialog box.
- 2 Click **Add**.
- 3 In the *Controllers* list, click **ThrustMaster Formula T1/T2**.
- 4 Click **OK**.
- 5 To calibrate your T1/T2, click **Properties**.  
**IMPORTANT:** Do NOT select the Rudder/Pedals checkbox.
- 6 Click **Calibrate**, and then follow the directions on your screen.
- 7 When you're finished calibrating, click **OK**.
- 8 Start *Midtown Madness* and choose the **Steering Wheel** as your driving control. For details, see [Choosing a Primary Driving Controller](#).

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

## Configuring a ThrustMaster Grand Prix 1

The ThrustMaster® Grand Prix 1 steering wheel with pedals requires a custom setup that is explained in the documentation provided by the manufacturer.

Also, older versions of this controller require an adapter: Make sure you are using an adapter if your controller requires it.

{button ,AL(`wheel;buttons`)} Related Topics


## Configuring CH Products Pro Pedals

If you plan to use a CH Products Pro Pedals, acceleration and braking will not function properly unless you set up your controllers by following the steps below. Make sure that *Midtown Madness* isn't running when you start this 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.


### To configure a CH Products Pro Pedals controller

#### For joysticks without a throttle:

- 1 Set the switch on the controller to **Car**. The switch is on the top of the controller between the two pedals.
- 2 Click  to display the Windows® **Game Controllers** dialog box.
- 3 Select the controller that best describes your joystick, plus one axis. For example, if you have a 2-axis, 2-button joystick, select a 3-axis, 2-button joystick.
- 4 Click **Properties**.
- 5 Select the **Rudder/Pedals** check box.
- 6 Calibrate your controls. The left pedal will be axis 4, the right pedal will be axis 3.
- 7 Start *Midtown Madness* and enter the **Custom Controls** dialog on the **Options** screen.
- 7 Select **Throttle** and press the pedal you want to use for acceleration.
- 7 Select **Brake** and press the pedal you want to use for brakes.

For details, see [Choosing a Primary Driving Controller](#).

#### For joysticks with a throttle:

- 1 Set the switch on the controller to **Car**. The switch is on the top of the controller between the two pedals.
- 2 Click  to display the Windows® **Game Controllers** dialog box.
- 3 Select the controller that best describes your joystick.
- 4 Click **Properties**.
- 5 Select the rudder/pedals check box.
- 6 Start *Midtown Madness* and enter the **Steering Wheel** as your driving control.

For details, see [Choosing a Primary Driving Controller](#).

{button ,AL('wheel;buttons')} Related Topics



## **Game Views**

**[Overview of Game Views](#)**

**[Switching Between Views](#)**

**[Displaying a Map of the City](#)**

**[Using Dashboard Instruments](#)**

## Overview

# Game Views

Don't limit yourself to one point of view! You've got three **camera views**, a city **map**, and various **dashboard instruments** in *Midtown Madness* to help you see the action, navigate the vast street system, and monitor your vehicle. Master these and you'll have a major advantage.

### Camera views

While you're racing, you can use the **C** key, or button **4** on your joystick, to toggle between the following camera views:

- **Chase Near (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, so you can see your vehicle's dashboard and look out the front window. By default, you look forward, but you can also use hot keys to look left, right, and backward. You can even select a wide screen view (press the **W** key) to get a better look to the sides.
- **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 details, see [Switching Between Views](#).

### City map

You can display several different sizes of the city map, each of which shows all major streets and the current locations of your vehicle, your opponents, and all [checkpoints](#).

For details, see [Displaying a Map of the City](#).

### Dashboard instruments

Dashboard instruments give you critical information on the status of your vehicle and your progress during a Race.

For details, see [Using Dashboard Instruments](#).

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

## Switching Between Views

In most situations, the default Cockpit 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:

- Press the **C** key, or button **4** on your joystick, to toggle between [Chase Near](#), [Chase Far](#), and [Cockpit](#) views.
- Press the **W** key to toggle a wide screen view.

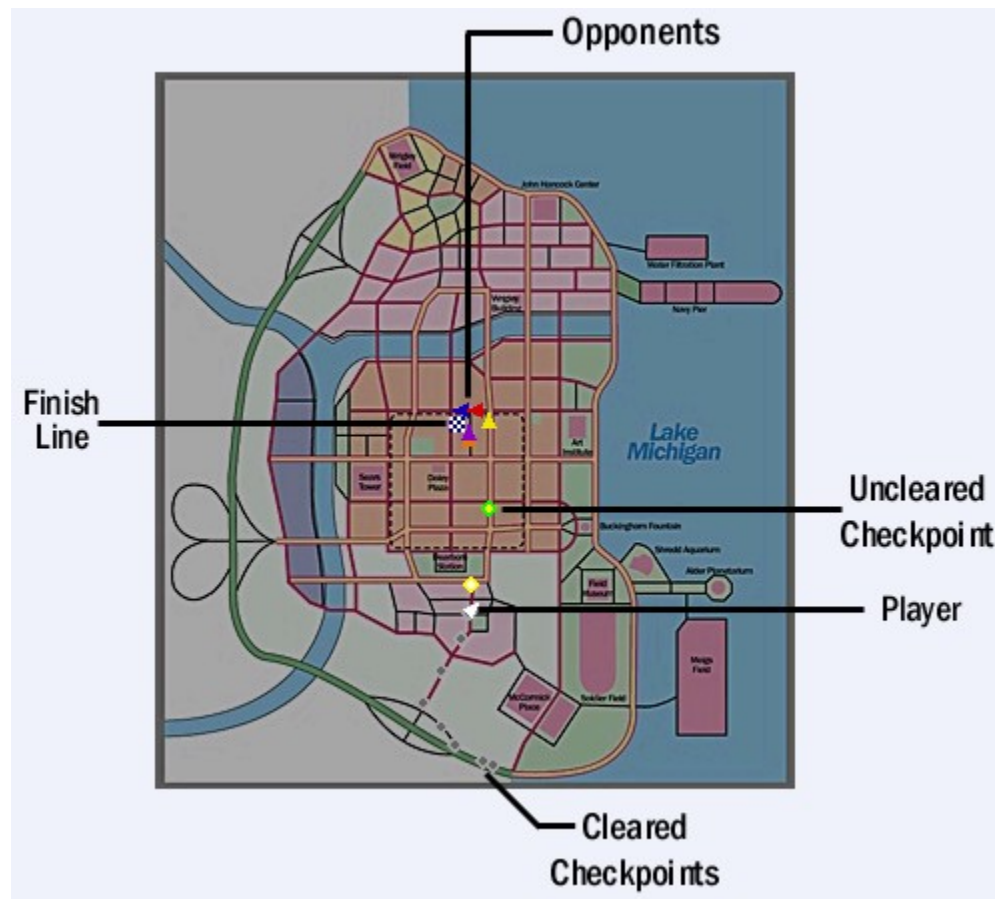
For more information on the default button assignments of various game controllers, see [Overview of Driving Controllers](#).

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

## Displaying a Map of the City

The city map shows you all of the major Chicago streets, as well as the following tactical information (some of which depends on the type of game you're playing):

- Shows you where you are in the city.
- Shows you 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 highlighted dot, and checkpoints you have reached with a grayed-out dot.
- Marks the location of the Finish Line only after you've cleared all other checkpoints.



### To display the city map

- 1 Press the **TAB** key to toggle through two smaller versions of the city map—your camera view shrinks accordingly.
- 2 Press the **Q** key to toggle a full-screen version of the city map—your camera view shrinks to the corner of your screen.

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

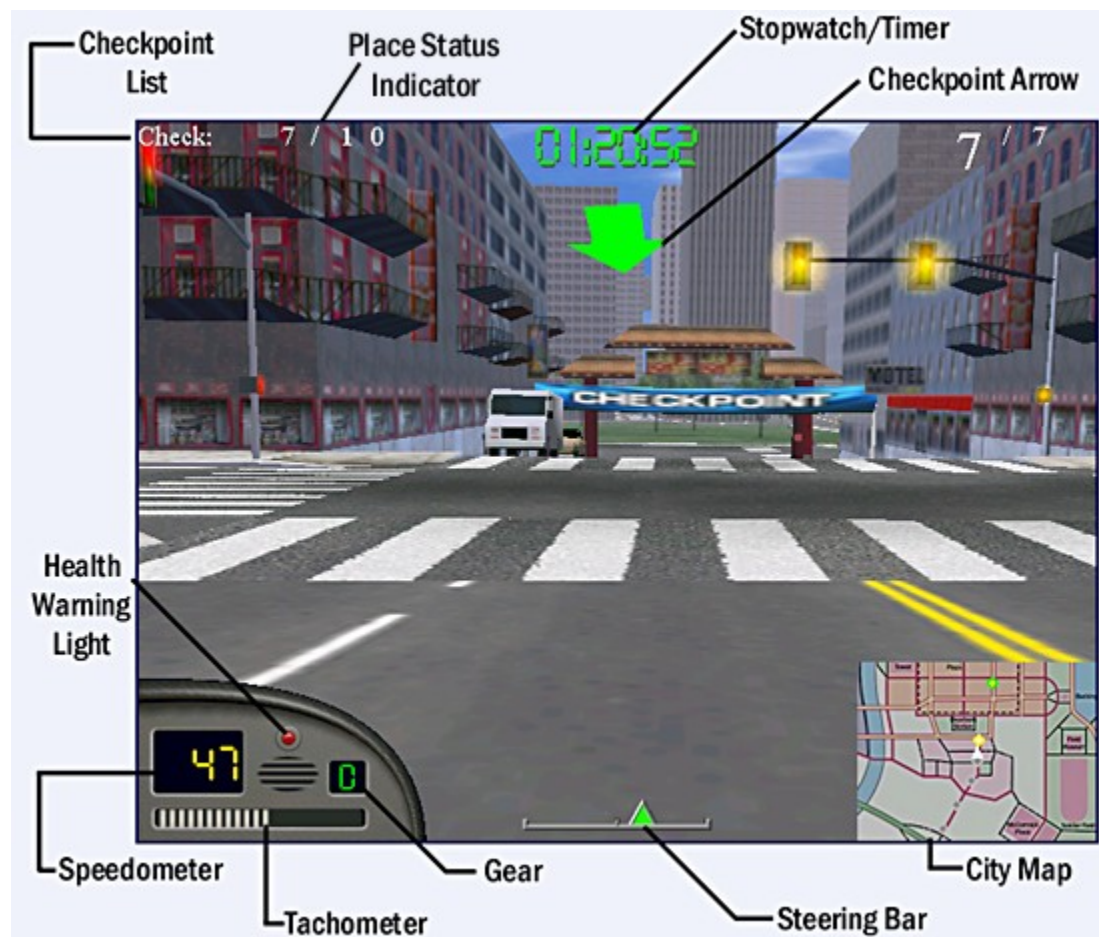
## Using Dashboard Instruments

Most of the dashboard instruments in *Midtown Madness* (such as the Speedometer) function much as they do in the real vehicles. A few instruments (such as the Health Warning Light) 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 display. If you press the **H** key, the Heads Up Display (HUD) displays, which contains the basic gauges for all vehicles.

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

**Note:** In Chase Near and Chase Far Views, dashboard instruments appear in the lower-left corner edge of your screen. In Cockpit View, some dashboard instruments appear on your vehicle's dashboard, while some appear on the edges of your screen.



### DASHBOARD INSTRUMENT

### WHAT IT DOES

Speedometer	Shows your current speed on digital display
Tachometer	Shows engine rpm on analog dial. In manual transmission, shift to higher gear when tachometer nears red-line.
Gear Display	Shows your current gear on digital display.

	Gears run sequentially: R N 1 2 3 4 ...
Health Warning Light	Beeps and flashes red when vehicle is getting too trashed
Steering Bar	Indicates left/right position of vehicle's steering wheel by using horizontal bar with marker. Center the marker to go straight. <b>Note:</b> The steering bar only appears when you are using the mouse as your driving controller.
Checkpoint Arrow ( <a href="#">Checkpoint</a> and <a href="#">Blitz</a> Races)	Points towards next <a href="#">checkpoint</a> . To find next <a href="#">checkpoint</a> , go in direction arrow is pointing.
Checkpoint List ( <a href="#">Checkpoint</a> and <a href="#">Blitz</a> Races)	Lists the total number of checkpoints for a specific race; counts the total number of <a href="#">checkpoints</a> you've reached.
Laps Record ( <a href="#">Circuit</a> 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 ( <a href="#">Checkpoint</a> and <a href="#">Circuit</a> Races)	Displays elapsed time since you started current Race
Timer ( <a href="#">Blitz</a> Races)	Counts down towards zero. If Timer reaches zero, you lose!

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

[CONTENTS](#)

[BACK](#) [NEXT](#) [INDEX](#) [FIND](#) [PRINT](#)

# **Game Screens Explained**

**[Game Screens Explained](#)**

## Single Player

[Overview of Single Player Games](#)

[Starting a Single Player Game](#)

[Creating and Loading a Driver](#)

[Selecting the Game You Want](#)

[Selecting a Vehicle](#)

[Tips for Winning Single Player Races](#)



## Overview

# Single Player Games

In Single Player mode, you can explore the city by choosing the Cruise option. Or you can choose between intense Checkpoint Races, Blitz Races, and Circuit Races. (All these games are also available in Multiplayer, too.)

## Single Player Cruise

Try the Cruise option to get to know the city and your vehicle without the pressure of racing. Cruising helps you learn your way around the city, check out the unique characteristics of each vehicle, and experiment with different types of weather. You don't have to worry about running out of time or thrashing your car too badly, because there's no time limit and your vehicle miraculously renews itself after taking hits.

Even if you're an expert, you can Cruise to test out different strategies for escaping from cops, practice cornering in snow, or just drive around for fun!

## Single Player Races

*Midtown Madness* offers three unique types of Races: **Checkpoint**, **Blitz**, and **Circuit**. Each type of Race offers lots of fun variations for a truly challenging set of adrenaline-pumpers:

### Checkpoint Races

In the 12 Checkpoint Races, take any route you want to find all the checkpoints and reach the Finish Line ahead of your opponents. If you reach the Finish Line before they do, you get first place; if one opponent beats you to the Finish Line, but you beat the others, you get second place, and so on. At the end of a Race, the [Results](#) screen lists your placing and total time.

What all 12 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.
- You can clear checkpoints in any order, but you must clear all of them before the Finish Line appears.
- The [Checkpoint Arrow](#) and city map help you find the [checkpoints](#) and the Finish Line. 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*, only the first three Checkpoint Races are available. If you win first place in these three Races, three more Races will unlock. Keep winning to unlock all 12 Checkpoint Races. Oh, by the way, the Races get harder as you go!

### Blitz Races

- Rather than racing against opponents, you race against time in the Blitz Races. To win a Blitz Race, pass a series of [checkpoints](#) and reach the Finish Line 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 [Checkpoint Arrow](#) and city map help you find the [checkpoints](#) and the Finish Line.
- If you destroy your vehicle during a Race, then you must start the Race over from the beginning.

### Circuit Races

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.

- 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. But you can adjust the number of laps and opponents of each Race, up to a fixed maximum.

- The [Checkpoint Arrow](#) and city map help 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.

[Related Topics](#)

## Starting a Single Player Game

Use the procedure below to start any of the Single Player games, including [Cruise](#) mode and the [Checkpoint](#), [Blitz](#), and [Circuit Races](#).

### To start a Single Player game

- 1 From the *Main Menu* screen, select **Single Player**.
- 2 On the *Driver* screen, create a new driver, or load a saved driver. For details, see [Creating or Loading a Driver](#).
- 3 Click **Select Race**.
- 4 On the *Races* screen, select the type of race you want to run. For details, see [Selecting the Type of Game](#).
- 5 Click **Select Vehicle**.
- 6 On the *Vehicles* screen, select a vehicle from the list. For details, see [Selecting a Vehicle](#).
- 7 Click **Go Drive** and let the madness begin!

{button ,AL(`single;keycontrols;records')} Related Topics

## Creating and 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 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 a more challenging version of all the Races.
- In [Checkpoint Races](#), you can do the more advanced Races only if your driver has won all the previous Races.

Before starting a Race, Cruise, or Match, 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 *Driver* screen, click **New**.
- 2 Type the name of the new driver in the **Enter New Driver Name** text field.
- 3 Choose either **Amateur** or **Pro** 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 *Driver* screen.

### To load a saved driver

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

- On the Driver screen, select a saved driver from the Driver drop-down list.

### To see the history of a specific driver

- 1 On the *Driver* screen, select a saved driver from the **Driver** drop-down list.
- 2 Click **Driver 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.
- 3 Click **Done** to return to the *Driver* screen.

{button ,AL(`single;keycontrols;records')}} Related Topics

## Selecting the Game You Want

In Single Player mode, you can choose the [Cruise](#) option as well as the [Checkpoint](#), [Blitz](#), and [Circuit Races](#). Depending on what you choose, you may get additional options for tuning the conditions of the game. Refer to [Overview of Single Player Games](#) for background information on each type of game.

Use these procedures to choose a Single Player game:

### Choosing the Cruise option

If you want to [Cruise](#), you can tune the time of day, the weather, and the density of traffic, cops, and pedestrians.

- 1 On the *Races* screen, click **Cruise**.
- 2 Select **Change** to tune the environmental conditions, if you want. For example, to tune the weather, just click the *sun* button for sunny, *snowflake* button for snowing, and so forth.
- 3 When you're finished, click **Done**.

### Choosing a Race

When you're ready to race, first choose the kind of Race you want, then select a specific Race:

- 1 On the *Races* screen, click the type of Race you want to play. For example, choose **Blitz Race** to do any of the Blitz Races.
- 2 Choose an individual Race in the *Race Name* drop-down list. For example, choose **Dearborn Dash** to do the first Blitz Race.

{button ,AL(`single;keycontrols;records`)} Related Topics

## Selecting a Vehicle

*Midtown Madness* gives you a terrific selection of vehicles. Most of the vehicles are available to new players, but you must unlock the rest. The more Races you win, the more vehicles you unlock.

Each vehicle has unique performance characteristics (acceleration, top speed, cornering, and braking) and durability (resistance to damage and off-road prowess). Selecting a vehicle is easy, but knowing which vehicle is right for a Race is not. You may want a certain car, but it might not go down stairs! To make an informed choice, refer to [Key Properties of All Vehicles](#).

### To select a vehicle

- 1 On the *Vehicles* screen, select a vehicle from the **Vehicles** drop-down list.
- 2 Choose the color of your vehicle from the **Color** drop-down list.
- 3 Click **Automatic Transmission** to select automatic (default) transmission. You can still change the type of transmission you want during gameplay.
- 4 Set the **Physics Realism** by dragging the slider to the right for more realistic (and challenging) vehicle dynamics, and to the left for more forgiving vehicle dynamics.

{button ,AL('single;keycontrols;records;keyvehicle')} Related Topics

## Tips for Winning Single Player Races

Winning Races in *Midtown Madness* requires practice, skill, effective navigation, and sound strategy. Through practice, you'll develop skill, but try the city map and the [Checkpoint 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.
- Remember the location of unique buildings, parks, and other landmarks. Know where you are in relation to where you plan to go!
- 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**.
- Search for shortcuts—parks make great ones; some conveniently located alleys do not appear on the map; and secret shortcuts lead you down into underground tunnels, through glass doors, or through shopping centers!
- 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!
- Choose a vehicle that fits the weather and traffic conditions. For example, consider the Ford F-350 truck for a Race in snow with heavy traffic. It has the off-road traction to handle snow and the durability to plow through heavy traffic and other obstacles.

### Additional tips for Checkpoint Races

- Don't always clear [checkpoints](#) in numerical order. Instead, use the city map to locate the nearest checkpoint and go for it. Try to plan 3-4 checkpoints in advance.
- Each opponent takes a different route. Watch the fastest opponent's vehicle and follow it to learn the route.
- In each [Checkpoint Race](#), cops are located in specific places. Learn their hiding places!

### Additional tips for Circuit Races

- 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, the 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 up your skills:

- Memorize the roads, landmarks, and shortcuts of the city. However, some secret shortcuts (such as break-away glass doors) are turned off in Cruise mode to force you to find them during a Race.
- With each vehicle, experiment with different driving strategies in various weather. Some vehicles handle rain and snow 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('single;keycontrols;records')} Related Topics



# Multiplayer

[Overview of Multiplayer Games](#)

[Types of Multiplayer Connections](#)

[Tips for Making Multiplayer Games Run Faster](#)

**Hosting Multiplayer Games:**

[via an IPX Connection](#)

[via a TCP/IP Connection](#)

[via a Serial Connection](#)

[via a One-to-One Modem Connection](#)

[via the MSN Gaming Zone](#)

[Finding Out Your IP Address](#)

**Joining Multiplayer Games:**

[via an IPX Connection](#)

[via a TCP/IP Connection](#)

[via a Serial Connection](#)

[via a One-to-One Modem Connection](#)

[via the MSN Gaming Zone](#)

## 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 Races and their single player counterparts. Before continuing, check out [Overview of Single Player Games](#) for key background information.

## 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...

### 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 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 (end 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, 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 weather and time of day. 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 ends.
- None of the Races has ambient traffic, cops, or computer opponents.
- During a Race, online Help is inaccessible.
- 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 Cruise option

Like the Single Player Cruise option, Multiplayer Cruising allows you to cruise the 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.

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

## Overview

# 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 four types of computer inter-communication: an **IPX** connection, a **TCP/IP** connection, a **serial cable**, or a **one-to-one modem**. The medium you choose depends on the situation, your hardware, and the hardware in the computers that you're connecting to.

## IPX

You can play Multiplayer games with as many as seven other people who share a Local Area Network (LAN), by using an IPX connection. For details, see:

{button ,JI(`,`HostIPX')}    Hosting Multiplayer Games via an IPX Connection

{button ,JI(`,`JoinIPX')}    Joining Multiplayer Games via an IPX Connection

## TCP/IP

You can play with a maximum of seven other people over a LAN, or three other people over the Internet, using a direct TCP/IP connection. 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.

As an alternative to a direct Internet connection, you can use a matchmaker service, such as the MSN Gaming Zone at <http://www.zone.com>, to connect with the other human players. To connect to the Microsoft® MSN™ Gaming Zone, click the **MSN Gaming Zone** button on the Multiplayer connection screen.

For details on hosting and joining Multiplayer games using a TCP/IP connection, see the following topics:

{button ,JI(`,`HostInternet')}    Hosting Multiplayer games via a TCP/IP connection

{button ,JI(`,`JoinInternet')}    Joining Multiplayer games via a TCP/IP connection

## Serial

You can use a standard serial 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* games.

For details on hosting and joining Multiplayer games via a serial connection, see the following topics:

{button ,JI(`,`HostSerial')}    Hosting Multiplayer Games via a Serial Connection

{button ,JI(`,`JoinSerial')}    Joining Multiplayer Games via a Serial Connection

## One-to-One Modem

You and one other person can play Multiplayer games via a modem connection. However, you and your opponent must both have modems that transmit data at 28.8 Kbps or faster.

For details on hosting and joining Multiplayer games via a one-to-one modem connection, see the following topics:

{button ,JI(`,`HostModem')}    Hosting Multiplayer Games via a One-to-One Modem Connection

{button ,JI(`,`JoinModem')}Joining Multiplayer Games via a One-to-One Modem Connection

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

## Tips for Making Multiplayer Games Run Faster

The speed at which *Midtown Madness* runs in Multiplayer mode depends on many things. If the game doesn't run as fast as you'd like, try the following strategies to speed it up:

- 1 Before starting *Midtown Madness*, quit all other applications.
- 2 Decrease the demands for drawing graphics:
  - Decrease *Screen Resolution*
  - Decrease *Texture Quality*
  - Decrease *Object Detail*
  - Turn off *Lighting Effects*

For details, see [Overview of Configuring Graphics](#).

- 3 If you're using the rear view mirror in Cockpit View, hide the mirror by pressing the **BACKSPACE** key.
- 4 Turn off background music and decrease the quality of sound effects. For details, see [Overview of Configuring Sound](#).
- 5 Use a faster modem when playing on the Internet or via a one-to-one modem connection. Specifically, use a cable modem, an ISDN connection, or a T1 connection to the Internet to get faster performance in Multiplayer games.

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

## Hosting Multiplayer Games via an IPX Connection

A [LAN](#) allows you and up to seven other people to play *Midtown Madness* in Multiplayer mode. You can use either an [IPX](#) or a [TCP/IP](#) connection to play over a LAN. Follow the procedure below to [host](#) a game over a [LAN](#) via an [IPX](#) 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 **IPX Connection** to select the type of connection.
- 4 Click **Host**.
- 5 (Optional) Set a password that you will give to other players you want to invite.
- 6 Click **Change** to tune the *Time of Day*, *Weather*, and *Pedestrian Density*.
- 7 Choose the type of game: [Checkpoint Races](#), [Blitz Races](#), [Circuit Races](#), [Cruise mode](#), or the [Cops & Robbers Match](#).

### If you're hosting a Race

If you're [hosting](#) a Checkpoint, Blitz, or Circuit Race, follow these steps:

- 1 Complete IPX connection steps 1-7 at the beginning of this topic.
- 2 Select a specific Race in the **Race Name** drop-down box.
- 3 Click **Continue** to display the *Lobby* screen. This screen shows you the [Game Settings](#), the [Player Roster](#), [Your Vehicle](#) and the [Chat Message](#) box.
- 4 Click **Change Vehicle** to select one of the unlocked vehicles, and then click the **Back** arrow to return to the *Lobby* screen.
- 5 When you're ready to start, click **Continue** on the *Lobby* screen. Only the host can start a Race.

### If you're hosting a Multiplayer Cruise

If you're [hosting](#) a Multiplayer Cruise, follow these steps:

- 1 Complete IPX connection steps 1-7 at the beginning of this topic.
- 2 Click **Continue**, then select one of the unlocked vehicles from the next screen.
- 3 Click **Go Drive!** to start the Cruise. Only the host can start a Cruise. Joiners can join a Cruise any time after the host starts the Cruise.

### If you're hosting the Cops & Robbers Match

If you're [hosting](#) the [Cops & Robbers Match](#), follow these steps:

- 1 Complete IPX connection steps 1-7 at the beginning of this topic.
- 2 Click **Continue**.
- 3 On the *Multiplayer Cops & Robbers* screen, make the following choices:
  - Choose the type of Cops & Robbers Match you want: **Free-for-all**, **Cops vs. Robbers**, or **Robbers vs. Robbers**.
  - Choose your teams. (Be a cop or a robber in the **Cops vs. Robbers** scenario, or be on the red or blue team in the **Robbers vs. Robbers** scenario.)
  - 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**.
- 4 Click **Change Vehicle** to select one of the unlocked vehicles, and then click the **Back** arrow to return to the *Multiplayer Cops & Robbers* screen.
  - 5 Click **Continue** to begin the Match.

**Note:** Should you need to eject a player for any reason, press the **J** key on your keyboard. This will bring up the list of the players in your session. Select the name of the person you wish to eject with your mouse or arrow keys and click to eject the player.

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

## Hosting 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. Follow the procedure below to [host](#) a game using 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** to select the type of connection.
- 4 Click **Host** and then **Done** to display the Host screen.
- 5 (Optional) Set a password that you will give to other players you want to invite.
- 6 Click **Change** and tune the *Time of Day*, *Weather*, and *Pedestrian Density*.
- 7 Choose the type of game: [Checkpoint Races](#), [Blitz Races](#), [Circuit Races](#), [Cruise mode](#), or the [Cops & Robbers Match](#).

### If you're hosting a Race

If you're [hosting](#) a Checkpoint, Blitz, or Circuit Race, follow these steps:

- 1 Complete TCP/IP connection steps 1-7 at the beginning of this topic.
- 2 Select a specific Race in the **Race Name** drop-down box.
- 3 Click **Enter Lobby** to display the *Lobby* screen. This screen shows you the [Game Settings](#), the [Player Roster](#), the [Your Vehicle](#) box, and the [Chat Message](#) box.
- 4 Click **Change Vehicle** to select one of the unlocked vehicles, and then click the **Back** arrow to return to the *Lobby* screen.
- 5 When you're ready to start, click **Continue** on the *Lobby* screen. Only the host can start a Race.

### If you're hosting a Multiplayer Cruise

If you're [hosting](#) a Multiplayer Cruise, follow these steps:

- 1 Complete TCP/IP connection steps 1-7 at the beginning of this topic.
- 2 Click **Continue**, then select one of the unlocked vehicles from the next screen.
- 3 Click **Go Drive!** to start the Cruise. Only the host can start a Cruise. Joiners can join a Cruise any time after the host starts the Cruise.

### If you're hosting the Cops & Robbers Match

If you're [hosting](#) the [Cops & Robbers Match](#), following these steps:

- 1 Complete TCP/IP connection steps 1-7 at the beginning of this topic.
- 2 Click **Continue**.
- 3 On the *Multiplayer Cops & Robbers* screen, make the following choices:
  - Choose the type of Cops & Robbers Match you want: **Free-for-all**, **Cops vs. Robbers**, or **Robbers vs. Robbers**.
  - Choose your teams. (Be a cop or a robber in the **Cops vs. Robbers** scenario, or be on the red or blue team in the **Robbers vs. Robbers** scenario.)
  - 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**.



- 4 Click **Change Vehicle** to select one of the unlocked vehicles, and then click the **Back** arrow to return to the *Multiplayer Cops & Robbers* screen.
- 5 Click **Continue** to begin the Match.

**Note:** Should you need to eject a player for any reason, press the **J** key on your keyboard. This will bring up the list of the players in your session. Select the name of the person you wish to eject with your mouse or arrow keys and click to eject the player.

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

## Hosting Multiplayer Games via a Serial Connection

You and one other person can play any of the Multiplayer games in *Midtown Madness* via a one-to-one serial connection. Follow the procedure below to host a 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 (Optional) Set a password that you will give to other players you want to invite.
- 7 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 *Serial Setup* screen, click **Done** to display the *Races* screen.
- 8 Click **Change** and tune the *Time of Day*, *Weather*, and *Pedestrian Density*.
- 9 Choose the type of game: *Checkpoint Races*, *Blitz Races*, *Circuit Races*, *Cruise mode*, or the *Cops & Robbers Match*.

### If you're hosting a Race

If you're hosting a Checkpoint, Blitz, or Circuit Race, follow these steps:

- 1 Complete serial connection steps 1-9 at the beginning of this topic.
- 2 Select a specific Race in the **Race Name** drop-down box.
- 3 Click **Enter Lobby** to display the *Lobby* screen. This screen shows you the *Game Settings*, the *Player Roster*, *Your Vehicle* box, and the *Chat Message* box.
- 4 Click **Change Vehicle** to select one of the unlocked vehicles, and then click the **Back** arrow to return to the *Lobby* screen.
- 5 When you're ready to start, click **Continue** on the *Lobby* screen. Only the host can start a Race.

### If you're hosting a Multiplayer Cruise

If you're hosting a Multiplayer Cruise, follow these steps:

- 1 Complete serial connection steps 1-9 at the beginning of this topic.
- 2 Click **Continue**, then select one of the unlocked vehicles from the next screen.
- 3 Click **Go Drive!** to start the Cruise. Only the host can start a Cruise. Joiners can join a Cruise any time after the host starts the Cruise.

### If you're hosting the Cops & Robbers Match

If you're hosting the *Cops & Robbers Match*, follow these steps:

- 1 Complete serial connection steps 1-9 at the beginning of this topic.
- 2 Click **Continue**.

- 3 On the *Multiplayer Cops & Robbers* screen, make the following choices:
  - Choose the type of Cops & Robbers Match you want: **Free-for-all**, **Cops vs. Robbers**, or **Robbers vs. Robbers**.
  - Choose your teams. (Be a cop or a robber in the **Cops vs. Robbers** scenario, or be on the red or blue team in the **Robbers vs. Robbers** scenario.)
  - 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**.
- 4 Click **Change Vehicle** to select one of the unlocked vehicles, and then click the **Back** arrow to return to the *Multiplayer Cops & Robbers* screen.
- 5 Click **Continue** to begin the Match.

**Note:** Should you need to eject a player for any reason, press the **J** key on your keyboard. This will bring up the list of the players in your session. Select the name of the person you wish to eject with your mouse or arrow keys and click to eject the player.

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

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

You can play any of the Multiplayer games in *Midtown Madness* via a one-to-one modem connection. Follow the procedure below to host a 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 Connection** to select the type of connection.
- 4 Choose Host.
- 5 (Optional) Set a password that you will give to other players you want to invite.
- 6 Click **Change** and tune the *Time of Day*, *Weather*, and *Pedestrian Density*.
- 7 Choose the type of game: *Checkpoint Races*, *Blitz Races*, *Circuit Races*, *Cruise mode*, or the *Cops & Robbers Match*.

### If you're hosting a Race

If you're hosting a Checkpoint, Blitz, or Circuit Race, follow these steps:

- 1 Complete modem connection steps 1-7 at the beginning of this topic.
- 2 Select a specific Race in the **Race Name** drop-down box. The game minimizes and the **Modem Connection** dialog box appears.
- 3 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. This screen shows you the *Game Settings*, the *Player Roster*, *Your Vehicle* box, and the *Chat Message* box.
- 4 Click **Continue** on the *Lobby* screen to start the Race.

### If you're hosting a Multiplayer Cruise

If you're hosting a Multiplayer Cruise, follow these steps:

- 1 Complete modem connection steps 1-7 at the beginning of this topic.
- 2 Click **Continue**, then select one of the unlocked vehicles from the next screen.
- 3 Click **Continue** on the *Vehicles* screen. The game minimizes and the *Modem Connection* dialog box appears.
- 4 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. The game starts when the call comes through.

### If you're hosting the Cops & Robbers Match

If you're hosting the *Cops & Robbers Match*, follow these steps:

- 1 Complete modem connection steps 1-7 at the beginning of this topic.
- 2 Click **Continue**.
- 3 On the *Multiplayer Cops & Robbers* screen, make the following choices:
  - Choose the type of Cops & Robbers Match you want: **Free-for-all**, **Cops vs. Robbers**, or **Robbers vs. Robbers**.
  - Choose your teams. (Be a cop or a robber in the **Cops vs. Robbers** scenario, or be on the red or blue

team in the **Robbers vs. Robbers** scenario.)

- 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**.
- 4 Click **Change Vehicle** to select one of the unlocked vehicles, and then click the **Back** arrow to return to the *Multiplayer Cops & Robbers* screen.
  - 5 Click **Continue**. The game minimizes and the *Modem Connection* dialog box appears.
  - 6 In 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. The game starts when the call comes through.

**Note:** Should you need to eject a player for any reason, press the **J** key on your keyboard. This will bring up the list of the players in your session. Select the name of the person you wish to eject with your mouse or arrow keys and click to eject the player.

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

## Hosting a Game via the MSN Gaming Zone

To host a Multiplayer session on the Microsoft® MSN™ Gaming Zone <http://www.zone.com>, you don't have to be connected to the Internet before you start a Multiplayer session. To connect automatically to the Zone, click the MSN Gaming Zone button on the Multiplayer screen.

Internet connection will be initiated. Once on the Internet your Web browser navigates to the Zone. On the Zone is a list of *Midtown Madness* rooms showing the number of players currently in each room.

**Note:** If you connect to the Internet via a modem, the faster the modem, the better. *Midtown Madness* requires, at a minimum, a 28.8 Kbps modem for all participants.

### To host a game on the MSN Gaming Zone

1. From the main menu screen click **Multiplayer**.
2. Click the **MSN Gaming Zone** button.

– Or –

Connect to the Internet and type <http://www.zone.com> into the address field of your Web browser or click here <http://www.zone.com>.

3. Click **Play Games**, then click **Play These Games** and point to **Simulations**.
4. Click **Midtown Madness**.
5. Click one of the rooms listed.
6. Place your pointer over an empty game and click **Host**.
7. Once you have as many players as you want in the game, click **Play**.
8. When all players are in the game, specify the host options or click **Ready**.

Players must click **Ready** to play. When all players have done this, the host then clicks **Ready**, and the race begins!

**Note:** Should you need to eject a player for any reason, press the **J** key on your keyboard. This will bring up the list of the players in your session. Select the name of the person you wish to eject with your mouse or arrow keys and click to eject the player.


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

## Finding Out Your IP Address

Before you [host](#) a Race over the Internet, give your opponents your [IP Address](#); they'll need that to connect to your computer. Before you host a Race, reach your opponents by telephone, e-mail, or by posting a message in a chat forum to let them know your IP Address.

**IMPORTANT:** Connect to your Internet Service Provider (ISP) before starting the following procedure. Otherwise, your IP address might not be displayed.

### To determine your computer's IP address

- 1 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.
- 2 Make a note of the IP Address.
- 3 Click **OK**.
- 4 Communicate your IP address to the people you want to race against.

When you connect to an ISP, you are assigned an [IP Address](#) for that session. Finding a way to tell your opponent(s) what your IP address is may require some ingenuity. 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 and e-mail. You might also try a Multiplayer gaming chat group to ask for help there.

{button ,AL(`join;host;IP')} 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* by using a [LAN](#). Use the following procedure to join a Multiplayer game on a LAN via an [IPX](#) connection:

- 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.

### If you're joining a Race

If you're joining a [Checkpoint](#), [Blitz](#), or [Circuit](#) Race, follow these steps:

- 1 Complete IPX connection steps 1-5 at the beginning of this topic.
- 2 After choosing a Race session, the **Lobby** screen appears with the following information on the Race: [Game Settings](#), the [Player Roster](#), the [Your Vehicle](#) box, and the [Chat Message](#) box.
- 3 On the *Lobby* screen, click **Change Vehicle** to select one of the unlocked vehicles, and then click **Done** to return to the *Lobby* screen.
- 4 Click **Ready** to let the host know that you're ready to start. The game will begin when the [host](#) starts it.

### If you're joining a Multiplayer Cruise

If you're joining your fellow players in [Cruise mode](#), follow these steps:

- 1 Complete IPX connection steps 1-5 at the beginning of this topic.
- 2 The *Vehicles* screen appears, so choose a vehicle.
- 3 Click **Go Drive!** to join the Cruise.

### If you're joining the Cops & Robbers Match

If you're joining the [Cops & Robbers Match](#), follow these steps:

- 1 Complete IPX connection steps 1-5 at the beginning of this topic.
- 2 After choosing a Match session, the *Multiplayer Cops & Robbers* screen appears to show you the type and conditions of the Match you're about to join.
- 3 Choose which team you want to be on (red or blue).
- 4 On the *Multiplayer Cops & Robbers* screen, click **Change Vehicle** to select one of the unlocked vehicles, and then click **Done** to return to the *Multiplayer Cops & Robbers* screen.
- 5 Click **Ready** to join the Match.

{button ,AL('join;multi')} 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. Use the following procedure to join a Multiplayer game via a TCP/IP connection:

- 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 Choose **Join**.
- 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, leave this box blank, and the computer will automatically search your LAN for all available sessions.
- 6 Click the name of a session to join it.

### If you're joining a Race

If you're joining a [Checkpoint](#), [Blitz](#), or [Circuit](#) Race, follow these steps:

- 1 Complete TCP/IP steps 1-6 at the beginning of this topic.
- 2 After choosing a Race session, the **Lobby** screen appears with this information about the Race: [Game Settings](#), the [Player Roster](#), the [Your Vehicle](#) box, and the [Chat Message](#) box.
- 3 On the *Lobby* screen, click **Change Vehicle** to select one of the unlocked vehicles, and then click **Done** to return to the *Lobby* screen.
- 4 Click **Ready** to let the [host](#) know that you're ready to start. The game will begin when the host starts it.

### If you're joining a Multiplayer Cruise

If you're joining a Multiplayer [Cruise](#), follow these steps:

- 1 Complete TCP/IP steps 1-6 at the beginning of this topic.
- 2 The **Vehicles** screen appears; choose a vehicle.
- 3 Click **Go Drive!** to join the Cruise.

### If you're joining the Cops & Robbers Match

If you're joining the [Cops & Robbers Match](#), follow these steps:

- 1 Complete TCP/IP steps 1-6 at the beginning of this topic.
- 1 After choosing a Match session, the *Multiplayer Cops & Robbers* screen appears to show you the type and conditions of the Match you're about to join.
- 3 Choose which team you want to be on (red or blue).
- 4 On the *Multiplayer Cops & Robbers* screen, click **Change Vehicle** to select one of the unlocked vehicles, and then click **Done** to return to the *Multiplayer Cops & Robbers* screen.
- 5 Click **Ready** to join the Match.

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

## Joining Multiplayer Games via a Serial Connection

You and one other person can play any of the Multiplayer games in *Midtown Madness* by using a serial connection. Follow the procedure below to join a Multiplayer game via a serial connection.

- 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.)

When you've finished with the *Serial Setup* screen, click **Done** to display the *Races* screen.

- 6 Choose **Join**.

### If you're joining a Race

If you're joining a *Checkpoint*, *Blitz*, or *Circuit*, follow these steps:

- 1 Complete serial connection steps 1-6 at the beginning of this topic.
- 2 After you choose **Join**, the *Lobby* screen appears with the following information on the Race: *Game Settings*, the *Player Roster*, the *Your Vehicle* box, and the *Chat Message* box.
- 3 On the *Lobby* screen, click **Change Vehicle** to select one of the unlocked vehicles, and then click **Done** to return to the *Lobby* screen.
- 4 Click **Ready**. The game will begin when the host starts it.

### If you're joining a Multiplayer Cruise

If you're joining a Multiplayer *Cruise*, follow these steps:

- 1 Complete TCP/IP steps 1-6 at the beginning of this topic.
- 2 The **Vehicles** screen appears; choose a vehicle.
- 3 Click **Go Drive!** to join the Cruise.

### If you're joining the Cops & Robbers Match

If you're joining the *Cops & Robbers Match*: follow these steps:

- 1 Complete TCP/IP steps 1-6 at the beginning of this topic.
- 1 After you choose *Join*, the *Multiplayer Cops & Robbers* screen appears to show you the type and conditions of the Match you're about to join.
- 3 Choose which team you want to be on (red or blue).
- 4 On the *Multiplayer Cops & Robbers*, click **Change Vehicle** to select one of the unlocked vehicles, and then click **Done** to return to the *Multiplayer Cops & Robbers* screen.
- 5 Click **Ready** to join the Match.

{button ,AL('join;multi')} 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* by using a one-to-one modem connection. Follow the procedure below to join a Multiplayer game via a one-to-one modem connection.

- 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 **Modem Connection**.
- 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**.
- 6 If you're joining a Race, the **Lobby** screen appears when the host receives your call. Switch vehicles if you want. The Race starts when the host starts it.

– or –

If you're joining a Multiplayer Cruise, the *Vehicles* screen appears when the host receives your call. On the Vehicles screen, choose any unlocked vehicle, and click Ready. The Cruise begins immediately.

– or –

If you're joining a Cops & Robbers Match, the *Multiplayer Cops & Robbers* screen appears when the host receives your call. Switch vehicles if you want. The Match starts when the host starts it.

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

## Joining a Game via the MSN Gaming Zone

To join a Multiplayer session on the Microsoft® MSN™ Gaming Zone <http://www.zone.com>, you don't have to be connected to the Internet before you start a Multiplayer session. To connect automatically to the Zone, click the **MSN Gaming Zone** button on the Multiplayer screen.

Internet connection will be initiated. Once on the Internet your Web browser navigates to the Zone. On the Zone is a list of *Midtown Madness* rooms showing the number of players currently in each room.

**Note:** If you connect to the Internet via a modem, the faster the modem, the better. *Midtown Madness* requires, at a minimum, a 28.8 Kbps modem for all participants.

### To join a game on the MSN Gaming Zone

1. From the main menu screen click **Multiplayer**.

1. Click **MSN Gaming Zone**.

Or –

Connect to the Internet and type <http://www.zone.com> into the address field of your Web browser or click here <http://www.zone.com>.

3. Click **Play Games**, then click **Play These Games** and point to **Simulations**.

4. Click **Midtown Madness**.

5. Click one of the rooms listed.

6. Place your pointer over the game you want to join and click **Join**.

7. Click **Ready** when you're ready to play. The host will start the game.

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

[CONTENTS](#)

[BACK](#)

[NEXT](#) [INDEX](#)

[FIND](#)

[PRINT](#)

## Scoring

[Unlocking Races](#)

[Unlocking Vehicles](#)

## Unlocking Races

In *Midtown Madness*, 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. 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* 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 and 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: Just 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(`Scoring;single;')} Related Topics

## About the Vehicles

### [Key Properties of All Vehicles](#)

#### [Overview of Unlocked Vehicles](#)

[Panoz AIV Roadster](#)

[Cadillac Eldorado Touring Coupe](#)

[Ford F-350 Super Duty](#)

[VW New Beetle](#)

[Ford Mustang GT](#)

#### [Overview of Locked Vehicles](#)

[Unlocking Vehicles](#)

[City Bus](#)

[Freightliner Century](#)

[Police Car \(Ford Mustang Cruiser\)](#)

[Panoz GTR-1](#)

['68 Ford Mustang Fastback](#)



## Key Properties of All Vehicles

In *Midtown Madness* you've got ten hot vehicles to choose from. 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 Super Duty truck 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 Race and the challenges you want 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 car, while low horsepower and high mass make for a slow car.

#### 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 how your vehicle stands up to collisions with walls, traffic, cops—anything else 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.

### Learning more about each vehicle

To choose the best vehicle for you, learn its properties.

For details on the unlocked vehicles in *Midtown Madness*, see [Overview of Unlocked Vehicles](#).

For details on the locked vehicles in *Midtown Madness*, see [Overview of Locked Vehicles](#).

{button ,AL(`regularvehicle;specialvehicle`)} Related Topics

## Overview

# Unlocked Vehicles

When you first start playing *Midtown Madness*, you can choose to drive any of these unlocked vehicles. To find out the more, see:

{button ,JI('`PanozRoadster')} Panoz AIV Roadster

{button ,JI('`Caddie')} Cadillac Eldorado Touring Coupe

{button ,JI('`Ford')} Ford F-350 Super Duty

{button ,JI('`VW')} Volkswagen New Beetle

{button ,JI('`FordMustang')} Ford Mustang GT

As you get better at *Midtown Madness*, more vehicles will unlock, one at a time. Keep playing for more high-speed shenanigans. For details, see [Overview of Locked Vehicles](#).

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

## Panoz AIV 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 possesses a high top speed, cornering, braking, and acceleration. 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 light weight, 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.



### Detailed properties

On a scale of 1-10, with 1 low and slow and 10 high and fast, the Panoz Roadster has the following key properties:

- *Horsepower* = 3.5
- *Top Speed* = 7
- *Durability* = 2
- *Mass* = 1

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

## Cadillac Eldorado Touring Coupe

The Cadillac Eldorado Touring Coupe 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.



### Detailed properties

On a scale of 1-10, with 1 low and slow and 10 high and fast, the Cadillac Eldorado Touring Coupe has the following key properties:

- *Horsepower* = 2.5
- *Top Speed* = 4
- *Durability* = 3
- *Mass* = 2

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

## Ford F-350 Super Duty

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

Choose the Ford F-350 Super Duty 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 road blocks, parks, and traffic. You can even survive repeated attacks from the police.



### Detailed properties

On a scale of 1-10, with 1 low and slow and 10 high and fast, the Ford F-350 Super Duty has the following key properties:

- *Horsepower* = 7.5
- *Top Speed* = 3
- *Durability* = 4
- *Mass* = 3

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

## Volkswagen New Beetle

Face it, the Volkswagen 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!



### Detailed properties

On a scale of 1-10, with 1 low and slow and 10 high and fast, the Volkswagen New Beetle has the following key properties:

- *Horsepower* = 2
- *Top Speed* = 3.5
- *Durability* = 2
- *Mass* = 1

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

## Ford Mustang GT

Like the Police Car, the new Ford Mustang GT is 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!



### Detailed properties

On a scale of 1-10, with 1 low and slow and 10 high and fast, the Ford Mustang has the following key properties:

- *Horsepower* = 3
- *Top Speed* = 4
- *Durability* = 2
- *Mass* = 2

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

## Overview

# Locked Vehicles

When you start off in *Midtown Madness* with a new driver, lots of unlocked vehicles are ready for you to drive. But even *more* vehicles are locked. If you win a few Races, one of those vehicle unlocks. If you keep on winning Races with the same driver, the rest of the vehicles unlock, one at a time.

For details on unlocked vehicles, see [Overview of Unlocked Vehicles](#).

For details on creating and loading a driver, see [Creating and Loading a Driver](#).

If you choose the Cops vs. Robbers variation of the [Cops & Robbers Match](#), the Police Car will unlock automatically, so you can be a cop or a robber.

To find out the more about the locked vehicles, see:

{button ,JI('`Bus')} City Bus

{button ,JI('`Freightliner')} Freightliner Century Class 18-wheel truck

{button ,JI('`Police')} Police Car

{button ,JI('`PanozGTR')} Panoz GTR-1

{button ,JI('`FordFastback')} '68 Ford Mustang Fastback

{button ,AL(`specialvehicle;keyvehicle')} Related Topics



## Unlocking Vehicles

You can get to the locked vehicles, but you've got to jump some hoops first! (See [Unlocking Races](#) to learn about the conditions for winning in Amateur and Pro modes.)

- **City Bus:** To unlock the City Bus, Amateurs must finish in the top three in any two races. Professionals need to take first place in any two races.
- **Freightliner Century Class 18-wheel truck:** To unlock the Freightliner, both Amateurs and Professionals must successfully "beat the clock" in any five Blitz races.
- **'68 Ford Mustang Fastback:** To unlock the Fastback, Amateurs must finish in the top three in any five Circuit races. Professionals must finish in first place in any five Circuit races.
- **Mustang Police Car:** To unlock the Police Car, Amateurs must finish in the top three in any six Checkpoint races. Professionals must finish in first place.
- **Panoz GTR:** The only way to unlock the awesome power of the Panoz GTR is to accumulate 8,000 points while racing as a Professional (you don't earn points when you're racing as an Amateur!). Points are awarded based on two important criteria: how well you place in races, and which vehicles you're 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.

{button ,AL('regularvehicle;scoring;single;')} 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 Chicago. Just remember that the bus accelerates and corners like a hippo on tranquilizers.



### Detailed properties

On a scale of 1-10, with 1 low and slow and 10 high and fast, the City Bus has the following horsepower, top speed, durability, and mass:

- *Horsepower* = 3
- *Top Speed* = 2
- *Durability* = 10
- *Mass* = 10

{button ,AL('specialvehicle;keyvehicle')} Related Topics

## Freightliner Century Class C120 18-Wheeler

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. But of course it has a limited top speed, humble cornering, and slow braking.

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!



### Detailed properties

On a scale of 1-10, with 1 low and slow and 10 high and fast, the Freightliner has the following key properties:

- *Horsepower* = 10
- *Top Speed* = 3
- *Durability* = 10
- *Mass* = 5

{button ,AL(`specialvehicle;keyvehicle`)} Related Topics

## Police Car (Ford Mustang Cruiser)

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!



### Detailed properties

On a scale of 1-10, with 1 low and slow and 10 high and fast, the Police Car has the following key properties:

- *Horsepower* = 3.5
- *Top Speed* = 4.5
- *Durability* = 3
- *Mass* = 2

### 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 '99 Ford Mustang, depending on which side you're on.

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

{button ,AL(`specialvehicle;keyvehicle`)} 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 the absolute best performance of any vehicle in *Midtown Madness*. Not surprisingly, those properties also make it vulnerable to collision and pretty 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.



### Detailed properties

On a scale of 1-10, with 1 low and slow and 10 high and fast, the Panoz GTR-1 has the following key properties:

- *Horsepower* = 6
- *Top Speed* = 10
- *Durability* = 3
- *Mass* = 1

{button ,AL(`specialvehicle;keyvehicle`)} 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* 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...



### Detailed properties

On a scale of 1-10, with 1 low and slow and 10 high and fast, the Ford Fastback has the following key properties:

- *Horsepower* = 3
- *Top Speed* = 4
- *Durability* = 2
- *Mass* = 2

{button ,AL('specialvehicle;keyvehicle')} Related Topics

# **Configuring Graphics and Sound**

## **Overview of Configuring Graphics**

**Setting the Screen Resolution**

**Setting the Texture Quality**

**Setting the Object Detail**

**Setting the Graphics Effects**

**Selecting the Renderer**

## **Overview of Configuring Sound**

**Playing Music While You Race**

**Adjusting Volume of Music/Sound Effects**

**Turning Sound Effects On and Off**

## Overview

# Configuring Graphics

*Midtown Madness* provides the same great gameplay on a huge variety of PC hardware. However, the quality of graphics and sound depends heavily on the power of your hardware.

When you install and run *Midtown Madness* for the first time, Setup automatically determines the default settings for graphics and sound that best match your hardware.

You can crank up the quality of graphics whenever you want. Sure, high quality graphics look killer, but they will slow down the game unless you have killer hardware to match.

Even if you don't have the hardware, experiment with different graphics configurations to see what works best on your specific combination of hardware. You can always return to the default settings.

For details on configuring graphics, see Related Topics, below:

{button ,AL(`graphics;GraphicsTrouble`)} Related Topics



## Setting the Screen Resolution

*Screen Resolution* is a measurement of the number of horizontal and vertical pixels that form the images on your monitor. The higher the number of pixels, the better the quality of the images on your screen. Higher resolutions look better, but require powerful hardware. With modest hardware, really high screen resolutions will slow down the game.

### Recommended screen resolutions

On most systems, the recommended (and default) screen resolution is 640 x 480 pixels. Go ahead and increase the screen resolution, if you know you have the right hardware, or you just want to experiment. If the game slows down or becomes jittery, lower the screen resolution to bring the game back to normal.

### To set the screen resolution

You'll need to set the screen resolution before you start gameplay:

- 1 From any screen, choose **Options**.
- 2 On the *Options* screen, choose **Graphics Options**.
- 3 On the *Graphics Options* screen, select a resolution from the **Resolution** drop-down list.
- 4 Click **Done**, and then the **Back** arrow, to get to the screen where you were before you selected *Options*.

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

## Setting the Texture Quality

Textures give the building, cars, and other objects a realistic look, so that asphalt looks like asphalt and grass look like grass. Higher texture quality helps these objects look more realistic, but requires more powerful hardware.

*Midtown Madness* determines the best graphics settings for your system, but you can experiment with these settings to fit your own personal preferences. A higher setting will increase the visual quality, but decrease frame rate, while a lower setting will decrease visual quality and increase frame rate.

### To change the quality of textures

- 1 Before starting gameplay, choose **Options** from any screen.
- 2 On the *Options* screen, choose **Graphics Options**.
- 3 In the **Texture Quality** drop-down list on the *Graphics Options* screen, choose **High** for maximum texture quality, **Medium** for medium quality, or **Low** for lower quality.
- 4 Click **Done**, and then the **Back** arrow, to get back to the screen where you were before you selected *Options*.

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

## Setting the Object Detail

You can increase the level of detail of 3-D objects in *Midtown Madness* to make them look more realistic—if your hardware's powerful enough.

*Midtown Madness* determines the best graphics settings for your system, but you can experiment with these settings to fit your own personal preferences. A higher setting will increase the visual quality, but decrease frame rate, while a lower setting will decrease visual quality and increase frame rate.

### To change the level of detail of 3-D objects

- 1 Before starting gameplay, choose **Options** from any screen.
- 2 On the *Options* screen, choose **Graphics Options**.
- 3 In the **Object Detail** drop-down list on the *Graphics Options* screen, select either **High** for maximum detail 3-D objects, **Medium** for medium detail, or **Low** for lower detail.
- 4 Click **Done**, and then the **Back** arrow, to get back to the screen where you were before you selected *Options*.

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

## Setting the Graphics Effects

Lighting, shadows, and reflections off the metallic surfaces of vehicles help scenes look more life-like. You'll need fairly powerful hardware to get these cool lighting effects without slowing down the game.

*Midtown Madness* determines the best graphics for your system. Experiment with the graphic settings to find the best look for you.

### To toggle lighting effects on and off

Before starting gameplay, follow this procedure to toggle each of the lighting effects:

- 1 From any screen, choose **Options**.
- 2 On the *Options* screen, choose **Graphics Options**.
- 3 Toggle the following lighting effects on and off:
  - *Cloud Shadows*: Passing clouds cause shadows on the ground.
  - *Textured Sky*: The sky will be textured to match the Weather and Time of day you choose.
  - *Speed Loading*: Decreases the time it takes to load *Midtown Madness* on most systems, but also may decrease the stability of the game.
  - *Vehicle Reflections*: Reflections appear on the metallic surfaces of your vehicle.
  - *Hide Pedestrians*: Stops pedestrians from being "drawn," so your frame rate increases.
  - *Interlaced Rendering*: Only available when the renderer is set to **Software**. Increases frame rate, but decreases visual quality.
  - *Best Texture Filter*: Can improve the smoothness of the textures, but isn't supported by some hardware.
- 4 Click the following sliders to fine-tune other visual effects:
  - *Far Clip Distance*: Determines how far away from your vehicle the computer starts drawing the scenery.
  - *Lighting Quality*: Influences the overall quality of the lighting.
- 5 Click **Done**, and then the **Back** arrow, to get back to the screen where you were before you selected *Options*.

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

## Selecting the Renderer

The renderer draws the graphics on your screen. For higher quality graphics, use a graphics card that supports [DirectX](#) as your renderer. If you don't have such a card, you're limited to the software simulation of the card's functions. This simulation puts a heavy burden on the [CPU](#) of your computer, which in turn results in lower quality graphics.

If you have a DirectX-compatible graphics card when you install *Midtown Madness*, this card will automatically become your renderer. If you get the card *after* you install *Midtown Madness*, you'll have to change the renderer manually:

### To change the renderer

Set the type of rendering you want before you start gameplay:

- 1 From any screen, choose **Options**.
- 2 On the *Options* menu, choose **Graphics Options**.
- 3 If you have a 3-D graphics card that's compatible with DirectX, select the name of your card in the **Renderer** drop-down list.

– or –

If you don't have a 3-D graphics card, select **Software Renderer** from the *Renderer* drop-down list.

- 4 Click **Done**, and then the **Back** arrow, to get back to the screen where you were before you selected *Options*.

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

## Overview

# Configuring Sound

*Midtown Madness* includes many sound effects—the roar of your engine, the screech of tires on asphalt, pedestrians screaming, “Maniac!” and more. If you have a sound card, you can hear these sound effects.

While you play, you can listen to music from the *Midtown Madness* CD or play your own music CD.

Of course, you have control over the volume, balance, and quality of sound effects and music. For details, see [Related Topics](#), below.

[AL\('audio;AudioTrouble'\)](#) Related Topics

## Playing Music While You Race

You can listen to music from the *Midtown Madness* CD or from any music CD while you play *Midtown Madness*:

### To play the *Midtown Madness* CD

- Insert the *Midtown Madness* CD into the same CD-ROM drive from which you installed the game.

### To play your own music CD

- Hold down the **SHIFT** key while inserting the music CD. The **SHIFT** key prevents the Windows® CD player window from displaying, and needs to be held down at least 10 seconds to prevent that window from displaying. Make sure that the drive is the same drive from which you installed *Midtown Madness*.

During gameplay, use the following universal keyboard game controls to play music:

<u>PRESS THIS KEY</u>	<u>TO DO THIS</u>
2	Display the CD player
3	Play or stop the current track
4	Select the previous track
5	Select the next track

If the CD will not play, press **ALT+TAB** to close the Windows® CD player window, and restart with the step above.

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

## Adjusting the Volume of Sound Effects and Music

Here's how to adjust the volume, balance, and quality of sound effects and music before or during gameplay.

### To adjust sound effects and music before gameplay

- 1 From any screen, select **Options**.
- 2 On the *Options* screen, select **Audio Options**.
- 3 Make sure that the **Audio Effects**, **Play Music**, and **Play Commentary** check boxes are selected.
- 4 Adjust your settings:
  - Click the **Wave Volume** slider to adjust the volume of your sound effects.
  - Click the **CD Volume** slider to adjust the volume of your music.
  - Click the **Balance** slider to change the balance of sound effects and music.
- 5 Set *Stereo FX* to **Stereo** to play sound effects and music in stereo (if your sound card supports stereo), or to **Mono** to play sound effects and music in mono.
- 6 Change the quality of sound effects and music by selecting one of the following options in the **Sound Quality** list:
  - *High*: High quality sound (16 bits, 22 kHz, 32 channels)
  - *Medium*: Medium quality sound (8 bits, 22 kHz, 16 channels)
  - *Low*: Lower quality sound (8 bits, 11 kHz, 8 channels)
- 7 Click **Done**, and then the **Back** arrow, to return to the screen where you were before you selected *Options*.

### To adjust sound effects and music during gameplay

- 1 During gameplay, press **ESC** to display the **In-Game Menu**.
- 2 On the *In-Game Menu*, select **Options**.
- 3 On the *Options* screen, select **Audio Options**.
- 4 Adjust your settings:
  - Click the **Wave Volume** slider to adjust the volume of your sound effects.
  - Click the **CD Volume** slider to adjust the volume of your music.
  - Click the **Balance** slider to change the balance of sound effects and music.
- 5 Select **Previous Menu** repeatedly, until you return to the *In-Game Menu*, and then select **Exit Menu** to return to the game you were playing.

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



## Turning Sound Effects On and Off

Are the honking horns and screeching tires getting on your nerves? You can turn them off completely—or turn them back on later.

### To turn sound effects on and off

You'll have to turn sound effects on or off before starting gameplay:

- 1 Before starting gameplay, select **Options** from any screen.
- 2 On the *Options* screen, select **Audio Options**.
- 3 On the *Audio Options* screen, toggle the **Audio Effects** check box to turn sound effects on or off.
- 4 Click **Done**, and then the **Back** arrow, to get back to the screen where you were before you selected *Options*.

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

[CONTENTS](#)

[BACK](#)

[NEXT](#) [INDEX](#)

[FIND](#)

[PRINT](#)

# **Late-Breaking Info About Midtown Madness**

**Late-Breaking Information About Midtown Madness**

**The End User License Agreement (EULA)**

## Late-Breaking Information About Midtown Madness

FAQ.rtf, a file located in the folder where you installed *Midtown Madness*, includes the answers to questions frequently asked about playing and optimizing the performance of *Midtown Madness*. To ensure that FAQ.rtf contains the latest and most up-to-date information, it is included as an RTF (Rich Text File).

For best results, open FAQ.rtf in a word processor program, and then print it out or use the **Find** or **Search** features to locate the information you need.

README.rtf, another file located in the folder where you installed *Midtown Madness*, also includes late-breaking information about optimizing and troubleshooting the performance of *Midtown Madness*. 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.

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

# End User License Agreement (EULA) FOR MICROSOFT® MIDTOWN MADNESS™

**IMPORTANT—READ CAREFULLY:** This Microsoft End-User License Agreement ("EULA") is a legal agreement between you (either an individual or a single entity) and Microsoft Corporation for the Microsoft software product identified above, which includes computer software and may include associated media, printed materials, and "online" or electronic documentation ("SOFTWARE PRODUCT"). The SOFTWARE PRODUCT also includes any updates and supplements to the original SOFTWARE PRODUCT provided to you by Microsoft. Any software provided along with the SOFTWARE PRODUCT that is associated with a separate end-user license agreement is licensed to you under the terms of that license agreement. By installing, copying, downloading, accessing or otherwise using the SOFTWARE PRODUCT, you agree to be bound by the terms of this EULA. If you do not agree to the terms of this EULA, do not install or use the SOFTWARE PRODUCT; you may, however, return it to your place of purchase for a full refund.

## SOFTWARE PRODUCT LICENSE

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

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

**Applications Software.** You may install, use, access, display, run, or otherwise interact with ("RUN") one copy of the SOFTWARE PRODUCT, or any prior version for the same operating system, on a single computer, workstation, terminal, handheld PC, pager, "smart phone," or other digital electronic device ("COMPUTER"). The primary user of the COMPUTER on which the SOFTWARE PRODUCT is installed may make a second copy for his or her exclusive use on a portable computer.

**Storage/Network Use.** You may also store or install a copy of the SOFTWARE PRODUCT on a storage device, such as a network server, used only to RUN the SOFTWARE PRODUCT on your other COMPUTERS over an internal network; however, you must acquire and dedicate a license for each separate COMPUTER on which the SOFTWARE PRODUCT is RUN from the storage device. A license for the SOFTWARE PRODUCT may not be shared or used concurrently on different COMPUTERS.

**License Pack.** If this package is a Microsoft License Pack, you may RUN additional copies of the computer software portion of the SOFTWARE PRODUCT up to the number of copies specified above as "Licensed Copies." You are also entitled to make a corresponding number of secondary copies for portable computer use as specified above.

**Reservation of Rights.** All rights not expressly granted are reserved by Microsoft.

**2. DESCRIPTION OF OTHER RIGHTS AND LIMITATIONS.**

**Academic Edition Software.** If the SOFTWARE PRODUCT is identified as "Academic Edition" or "AE," you must be a "Qualified Educational User" to use the SOFTWARE PRODUCT. If you are not a Qualified Educational User, you have no rights under this EULA. To determine whether you are a Qualified Educational User, please contact the Microsoft Sales Information Center/One Microsoft Way/Redmond, WA 98052-6399 or the Microsoft subsidiary serving your country.

**Not for Resale Software.** If the SOFTWARE PRODUCT is labeled "Not For Resale" or "NFR," then, notwithstanding other sections of this EULA, your use of the SOFTWARE PRODUCT is limited to use for demonstration, test, or evaluation purposes and you may not resell, or otherwise transfer for value, the SOFTWARE PRODUCT.

**Limitations on Reverse Engineering, Decompilation, and Disassembly.** You may not reverse engineer, decompile, or disassemble the SOFTWARE PRODUCT, except and only to the extent that such activity is expressly permitted by applicable law notwithstanding this limitation.

**Separation of Components.** The SOFTWARE PRODUCT is licensed as a single product. Its component parts may not be separated for use on more than one COMPUTER.

**Trademarks.** This EULA does not grant you any rights in connection with any trademarks or service marks of

Microsoft.

**Rental.** You may not rent, lease, or lend the SOFTWARE PRODUCT.

**Application Sharing.** The SOFTWARE PRODUCT may contain Microsoft NetMeeting, a product that enables applications to be shared between two or more COMPUTERS, even if an application is installed on only one of the COMPUTERS. You may use this technology with all Microsoft application products for multi-party conferences. For non-Microsoft applications, you should consult the accompanying license agreement or contact the licensor to determine whether application sharing is permitted by the licensor.

**Support Services.** Microsoft may provide you with support services related to the SOFTWARE PRODUCT ("Support Services"). Use of Support Services is governed by the Microsoft policies and programs described in the user manual, in "online" documentation, and/or in other Microsoft-provided materials. Any supplemental software code provided to you as part of the Support Services shall be considered part of the SOFTWARE PRODUCT and subject to the terms and conditions of this EULA. With respect to technical information you provide to Microsoft as part of the Support Services, Microsoft may use such information for its business purposes, including for product support and development. Microsoft will not utilize such technical information in a form that personally identifies you.

**Software Transfer.** The initial licensee of the SOFTWARE PRODUCT may make a one-time permanent transfer of this EULA and SOFTWARE PRODUCT only directly to an end user. This transfer must include all of the SOFTWARE PRODUCT (including all component parts, the media and printed materials, any upgrades, this EULA, and, if applicable, the Certificate of Authenticity). Such transfer may not be by way of consignment or any other indirect transfer. The transferee of such one-time transfer must agree to comply with the terms of this EULA, including the obligation not to further transfer this EULA and SOFTWARE PRODUCT.

**Termination.** Without prejudice to any other rights, Microsoft may terminate this EULA if you fail to comply with the terms and conditions of this EULA. In such event, you must destroy all copies of the SOFTWARE PRODUCT and all of its component parts.

**3. UPGRADES.** If the SOFTWARE PRODUCT is labeled as an upgrade, you must be properly licensed to use a product identified by Microsoft as being eligible for the upgrade in order to use the SOFTWARE PRODUCT. A SOFTWARE PRODUCT labeled as an upgrade replaces and/or supplements (and may disable) the product that formed the basis for your eligibility for the upgrade. You may use the resulting upgraded product only in accordance with the terms of this EULA. If the SOFTWARE PRODUCT is an upgrade of a component of a package of software programs that you licensed as a single product, the SOFTWARE PRODUCT may be used and transferred only as part of that single product package and may not be separated for use on more than one COMPUTER.

**4. COPYRIGHT.** All title and copyrights in and to the SOFTWARE PRODUCT (including but not limited to any images, photographs, animations, video, audio, music, text, and "applets" incorporated into the SOFTWARE PRODUCT), the accompanying printed materials, and any copies of the SOFTWARE PRODUCT are owned by Microsoft or its suppliers. All title and intellectual property rights in and to the content which may be accessed through use of the SOFTWARE PRODUCT is the property of the respective content owner and may be protected by applicable copyright or other intellectual property laws and treaties. This EULA grants you no rights to use such content. If this SOFTWARE PRODUCT contains documentation which is provided only in electronic form, you may print one copy of such electronic documentation. You may not copy the printed materials accompanying the SOFTWARE PRODUCT.

**5. DUAL-MEDIA SOFTWARE.** You may receive the SOFTWARE PRODUCT in more than one medium. Regardless of the type or size of medium you receive, you may use only one medium that is appropriate for your single COMPUTER. You may not RUN the other medium on another COMPUTER. You may not loan, rent, lease, or otherwise transfer the other medium to another user, except as part of the permanent transfer (as provided above) of the SOFTWARE PRODUCT.

**6. BACKUP COPY.** After installation of one copy of the SOFTWARE PRODUCT pursuant to this EULA, you may keep the original media on which the SOFTWARE PRODUCT was provided by Microsoft solely for backup or archival purposes. If the original media is required to use the SOFTWARE PRODUCT on the COMPUTER, you may make one copy of the SOFTWARE PRODUCT solely for backup or archival purposes. Except as expressly provided in this EULA, you may not otherwise make copies of the SOFTWARE PRODUCT or the printed materials accompanying the SOFTWARE PRODUCT.

**7. U.S. GOVERNMENT RESTRICTED RIGHTS.** All SOFTWARE PRODUCT provided to the U.S. Government pursuant to solicitations issued on or after December 1, 1995 is provided with the commercial rights and restrictions described elsewhere herein. All SOFTWARE PRODUCT provided to the U.S. Government pursuant to solicitations issued prior to December 1, 1995 is provided with RESTRICTED RIGHTS as provided for in FAR, 48 CFR 52.227-14 (JUNE 1987) or FAR, 48 CFR 252.227-7013 (OCT 1988), as applicable.

**8. EXPORT RESTRICTIONS.** This SOFTWARE PRODUCT has been classified by the US Government as exportable under License Exception TSU. Therefore the following terms apply : You agree that you will not export or re-export the SOFTWARE PRODUCT, any part thereof, or any process or service that is the direct product of the SOFTWARE PRODUCT (the foregoing collectively referred to as the "Restricted Components"), to any country, person or entity subject to U.S. export restrictions. You specifically agree not to export or re-export any of the Restricted Components (i) to any country to which the U.S. has embargoed or restricted the export of goods or services, which currently include, but are not necessarily limited to Cuba, Iran, Iraq, Libya, North Korea, Sudan and Syria, or to any national of any such country, wherever located, who intends to transmit or transport the Restricted Components back to such country; (ii) to any person or entity who you know or have reason to know will utilize the Restricted Components in the design, development or production of nuclear, chemical or biological weapons; or (iii) to any person or entity who has been prohibited from participating in U.S. export transactions by any federal agency of the U.S. government. You warrant and represent that neither the BXA nor any other U.S. federal agency has suspended, revoked or denied your export privileges.

**9. NOTE ON JAVA SUPPORT.** THE SOFTWARE PRODUCT MAY CONTAIN SUPPORT FOR PROGRAMS WRITTEN IN JAVA. JAVA TECHNOLOGY IS NOT FAULT TOLERANT AND IS NOT DESIGNED, MANUFACTURED, OR INTENDED FOR USE OR RESALE AS ON-LINE CONTROL EQUIPMENT IN HAZARDOUS ENVIRONMENTS REQUIRING FAIL-SAFE PERFORMANCE, SUCH AS IN THE OPERATION OF NUCLEAR FACILITIES, AIRCRAFT NAVIGATION OR COMMUNICATION SYSTEMS, AIR TRAFFIC CONTROL, DIRECT LIFE SUPPORT MACHINES, OR WEAPONS SYSTEMS, IN WHICH THE FAILURE OF JAVA TECHNOLOGY COULD LEAD DIRECTLY TO DEATH, PERSONAL INJURY, OR SEVERE PHYSICAL OR ENVIRONMENTAL DAMAGE.

## MISCELLANEOUS

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

If you acquired this SOFTWARE PRODUCT in Canada, unless expressly prohibited by local law, this EULA is governed by the laws in force in the Province of Ontario, Canada; and, in respect of any dispute which may arise hereunder, you consent to the jurisdiction of the federal and provincial courts sitting in Toronto, Ontario. If this SOFTWARE PRODUCT was acquired outside the United States, then local law may apply.

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

## LIMITED WARRANTY

**LIMITED WARRANTY FOR SOFTWARE PRODUCTS ACQUIRED OUTSIDE THE US AND CANADA.** FOR THE LIMITED WARRANTIES AND SPECIAL PROVISIONS PERTAINING TO YOUR PARTICULAR JURISDICTION, PLEASE REFER TO YOUR WARRANTY BOOKLET INCLUDED WITH THIS PACKAGE OR PROVIDED WITH THE SOFTWARE PRODUCT PRINTED MATERIALS.

**LIMITED WARRANTY FOR SOFTWARE PRODUCTS ACQUIRED IN THE US AND CANADA.** Microsoft warrants that (a) the SOFTWARE PRODUCT will perform substantially in accordance with the accompanying written materials for a period of ninety (90) days from the date of receipt, and (b) any Support Services provided by Microsoft shall be substantially as described in applicable written materials provided to you by Microsoft, and Microsoft support engineers will make commercially reasonable efforts to solve any problem issues. Some states and jurisdictions do not allow limitations on duration of an implied warranty, so the above limitation may not apply to you. To the extent allowed by applicable law, implied warranties on the SOFTWARE PRODUCT, if any, are limited to ninety (90) days.

**CUSTOMER REMEDIES.** Microsoft's and its suppliers' entire liability and your exclusive remedy shall be, at Microsoft's option, either (a) return of the price paid, if any, or (b) repair or replacement of the SOFTWARE PRODUCT that does not meet Microsoft's Limited Warranty and which is returned to Microsoft with a copy of your receipt. This Limited Warranty is void if failure of the SOFTWARE PRODUCT has resulted from accident, abuse, or misapplication. Any replacement SOFTWARE PRODUCT will be warranted for the remainder of the original warranty period or thirty (30) days, whichever is longer. Outside the United States, neither these remedies nor any product support services offered by Microsoft are available without proof of purchase from an authorized international source.

**NO OTHER WARRANTIES.** To the maximum extent permitted by applicable law, Microsoft and its suppliers disclaim all other warranties and conditions, either express or implied, including, but not limited to, implied warranties of merchantability, fitness for a particular purpose, title, and non-infringement, with regard to the SOFTWARE PRODUCT, and the provision of or failure to provide Support Services. This limited warranty gives you specific legal rights. You may have others, which vary from state/jurisdiction to state/jurisdiction.

**LIMITATION OF LIABILITY.** To the maximum extent permitted by applicable law, in no event shall Microsoft or its suppliers be liable for any special, incidental, indirect, or consequential damages whatsoever (including, without limitation, damages for loss of business profits, business interruption, loss of business information, or any other pecuniary loss) arising out of the use of or inability to use the SOFTWARE PRODUCT or the provision of or failure to provide Support Services, even if Microsoft has been advised of the possibility of such damages. In any case, Microsoft's entire liability under any provision of this EULA shall be limited to the greater of the amount actually paid by you for the SOFTWARE PRODUCT or U.S.\$5.00; provided, however, if you have entered into a Microsoft Support Services Agreement, Microsoft's entire liability regarding Support Services shall be governed by the terms of that agreement. Because some states and jurisdictions do not allow the exclusion or limitation of liability, the above limitation may not apply to you.

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

## Troubleshooting

[More Graphics Detail](#)

[Steering Control Sensitivity Levels](#)

[There's No Sound](#)

[Monitor is Set to Display More Than High Color \(16-bit\)](#)

[Setting Your Monitor to Display High Color \(16-bit\)](#)

[Game Doesn't Run Fast Enough](#)

[Microsoft Gamepad Button Assignments Are Wrong](#)

[Two Joysticks Installed](#)

[Joystick Doesn't Function Correctly](#)

[Keyboard Doesn't Work As Expected](#)

[Microsoft DirectX Notes](#)

[Frequently Asked Questions About DirectX](#)



## More Graphics Detail

Would you like more detail in the graphics of *Midtown Madness*? You can increase the detail and quality of the graphics manually, overriding the defaults. See [Overview of Configuring Graphics](#) to learn more.

### Hardware support

To get the most out of *Midtown Madness* you'll need a graphics card that's compatible with [DirectX](#). This graphics card takes over some of the graphics work that your computer's [CPU](#) has to do, freeing it up to handle other game functions.

If you already have a graphics card, you may still need to manually designate it for use with *Midtown Madness*. For details, see [Selecting the Renderer](#).

If you're planning to get a new graphics card and use it with *Midtown Madness*, be sure that it has 12-16 MB of video RAM and one of the following chipsets: Riva TNT, Matrox G200, S3 Savage 3-D, or Banshee Voodoo 2.

{button ,AL(`graphics;DirectX')} Related Topics

## Steering Control Sensitivity Levels

Is driving in *Midtown Madness* either too twitchy or too mushy? You can easily tune your keyboard, mouse, joystick, gamepad, or steering wheel to have the exact responsiveness you prefer.

For details, see [Tuning your Controller](#).

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

## There's No Sound

Surrounded by dead silence while you play *Midtown Madness*? You need to have a sound card to hear the roar of the engines and the screech of the tires while you play.

If you have a sound card at the time you install *Midtown Madness*, then sound effects and music should be turned on by default.

If you get a new sound card after you install *Midtown Madness*, or if you don't hear sounds despite the presence of a sound card, check the following things to insure that you can hear sound effects properly:

- Make sure that your speakers or headphones are connected properly, and their volume is turned up.
- Verify that the **Audio Effects** check box is checked. For details, see [Turning Sound Effects On and Off](#).
- Verify that the volume is up. For details, see [Adjusting the Volume of Sound Effects and Music](#).
- You may not have the latest driver for your sound card. Contact the manufacturer of your sound card to get the latest sound driver. (If you have Internet access, you can usually find free driver updates on the manufacturer's Web site.)
- If you want to play music, turn on your CD player while you race. For details, see [Playing Music While You Race](#).


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

## Monitor is Set to Display More Than High Color (16-bit)

*Midtown Madness* runs best when your monitor is set to display High Color (16-bit). If you choose to leave your monitor set to higher color modes, it is very likely that *Midtown Madness* will not run satisfactorily. However, if you use a 3-D hardware graphics accelerator, you may be able to get satisfactory performance in higher color modes.

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

### To set your monitor to display High Color (16-bit)

- 1 Click  to display the **Display Properties** dialog box.
- 2 In the *Colors* list, click **High Color (16 bit)**.
  - 1 Click **OK**.

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

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


## Setting Your Monitor to Display High Color (16-bit)

*Midtown Madness* runs best when your monitor is set to display High Color (16-bit). If you choose to leave your monitor set to higher color modes, it is very likely that *Midtown Madness* will not run satisfactorily. However, if you use a 3-D hardware graphics accelerator, you may be able to get satisfactory performance in higher color modes.

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

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

### To set your monitor to display High Color (16-bit)

- 1 Click  to display the **Display Properties** dialog box.
- 2 In the Colors list, click **High Color (16 bit)**.
- 3 Click **OK**.

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

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

## Game Doesn't Run Fast Enough

Does the virtual world of *Midtown Madness* seem to be running in slow motion? The speed at which the game runs depends on many factors. Try the following procedures to speed things up:

- 1 Before starting *Midtown Madness*, quit all other applications.
- 2 Reduce the quality of graphics.

If you have primo hardware, then you should be able to see high graphics without slowing down the game. But if you don't, you'll have to choose between good graphics and fast gameplay.

To find out how to change the quality of graphics, see [Overview of Configuring Graphics](#).

- 3 If you are in Cockpit View with the rear view mirror displayed, hide the rear view mirror by pressing the **BACKSPACE** key.
- 4 Turn off background music and decrease the quality of sound effects. For details, see [Overview of Configuring Sound](#).
- 5 Upgrade your CPU, graphics card, and RAM. Having high-performance hardware is the only way to get the absolute best performance in *Midtown Madness* and many similar games without compromising the quality of graphics and sound.

If you get the following hardware, you can play *Midtown Madness* and games like it at the highest level of performance:

- A Pentium II [CPU](#) rated at 233 MHz or faster.
- More than 32 Mb RAM.
- A new graphics card that has 12-16 MB of video RAM and one of the following chipsets: Riva TNT, Matrox G200, S3 Savage 3-D, or Banshee Voodoo 2.

{button ,AL(`GraphicsOverview;audio;keycontrols')} Related Topics

## Microsoft Gamepad's Button Assignments Are Wrong

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

- 1 From any *Midtown Madness* screen, select **Options**.
- 2 In the *Controllers* list, select **Gamepad**.
- 3 Click **Done**.

## Two Joysticks Installed


If you're a true power gamer with more than one joystick installed on your computer, you need to do two things before you can use one of those joysticks with *Midtown Madness*:

- Before running *Midtown Madness*, specify one joystick as your “current joystick” for all Windows® programs.
- Within *Midtown Madness*, designate the same joystick as the primary driving controller.

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

### To specify the “current joystick” for all Windows programs

Only one joystick at a time can be the current joystick for all Windows programs. Use the following procedure to select the current joystick for all programs:

- 1 Click  to display the Windows® **Game Controllers** dialog box.
- 2 Click the **Advanced** tab.
- 3 Click the game controller currently assigned to Controller ID 1, then click **Change**.
- 4 Select the name of the controller you're using and click **OK**.
- 5 Click **OK** again to exit the dialog.

### To select the primary driving controller within *Midtown Madness*

To find out how to select your primary driving controller within *Midtown Madness*, see [Choosing a Primary Driving Controller](#).

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



## Joystick Doesn't Function Correctly

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. 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*.
- 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*, follow the procedure below to configure your joystick for all Windows® programs:



- 1 Click **Game Controllers** to display the Windows® **Game Controllers** dialog box.
- 2 In the **Controller** list, verify that the joystick you want to use for *Midtown Madness* lists a Status of **OK**. If it's not, 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/gamepad/steering wheel*).” To fix this problem, follow the steps below. Be sure that *Midtown Madness* 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 **Game Controllers** dialog box. to display the Windows®
- 2 Remove all installed game controllers.
- 3 Add the controller you want to use with *Midtown Madness*.
- 4 Click **OK**.
- 5 Click **OK** again to exit the *Game Controllers* dialog box.
- 6 Start *Midtown Madness* 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

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

### 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 On the *Options* screen, select **Audio Options**.
- 3 On the *Audio Options* screen, clear the **Audio Effects**, **Play Music**, and **Play Commentary** 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

## Keyboard Does Not Work as Expected

By default, *Midtown Madness* assigns steering control to your joystick. To steer with the keyboard, you need to choose it as your primary driving controller. For details, see [Choosing a Primary Driving Controller](#).

If you're sure that your keyboard is the primary driving controller, and you still have problems, try the following solutions:

- 1 Use the arrow keys on your keyboard to control your vehicle like you would using a joystick:
  - Pressing the UP ARROW key is like pushing a joystick forward: It accelerates your vehicle forward.
  - Pressing the DOWN ARROW key is like pulling the joystick back: It applies the brakes, and once the vehicle has stopped, it engages reverse (automatic transmission only).
  - Pressing the LEFT ARROW key and the RIGHT ARROW key turn your vehicle left and right, respectively.
- 2 If the universal keyboard game controls do not all work as you expect, the most likely cause is that someone has changed the default button assignments. You can return the keys to their default assignments and customize the button assignments to match your preferences. For details, see **Customizing Button Assignments** in [Customizing Your Controller](#).

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

## Microsoft DirectX Notes

DirectX is a Windows system component that improves access to hardware. *Midtown Madness* requires DirectX, version 6.1 or later. Setup installs DirectX on your computer when you install *Midtown Madness*.

### Getting updated DirectX 6.x drivers from manufacturers

Contact your graphics card manufacturer and follow the manufacturer's instructions to get the latest driver. These drivers are often available on the manufacturer's World Wide Web site or from a bulletin board (BBS). The driver is usually available as a PKZip (ZIP) file or a self-extracting executable (EXE) file.

If the manufacturer of your video card includes specific instructions for installing the driver, follow them. Otherwise, unzip the files into a temporary subdirectory on your hard disk or onto a floppy disk. Then follow these instructions:

- 1 Open the *Display Properties* dialog box by right-clicking on the Windows® desktop and then clicking **Properties** on the popup menu.
- 2 In the *Display Properties* dialog box, click the **Settings** tab.
- 3 Click **Advanced**.
- 4 Click the **Adapter** tab.
- 5 Click **Change**.

#### For Windows 98 users:

- 6 Follow the wizard to update your driver.

#### For Windows 95 users:

- 6 In the *Select Device* dialog box, click **Have Disk**.
- 7 If you have the latest driver from your graphics card manufacturer on a disk or CD-ROM, select the appropriate drive and click **OK**. Otherwise, click **Browse**. Go to the temporary subdirectory you created for the graphics card files and open the **DISPLAY.INF** file.
- 8 In the *Select Device* dialog box, choose the driver that matches your graphics card and then click **OK**.
- 9 Click **OK** as many times as necessary to accept the changes.
- 10 To restart your computer, click **Yes** in the *System Settings Change* dialog box.

{button ,AL(`graphics;DirectX')} Related Topics

## Frequently Asked Questions About DirectX

Below are the answers to questions frequently asked about DirectX.

### Q. What is Microsoft DirectX?

A. DirectX is a Windows system component that improves access to hardware.

### Q. What components make up Microsoft DirectX?

A. DirectX components include Direct 3-D, DirectDraw, DirectInput, DirectPlay, and DirectSound. DirectDraw and DirectSound components replace current Windows 98 and DirectX display and sound drivers with DirectX 6.x drivers.

### Q. How do I get Microsoft DirectX?

A. Setup installs DirectX on your computer when you install *Midtown Madness*, and all the DirectX 6.x setup files are included on the game's CD-ROM disk.

### Q. What is DirectDraw?

A. DirectDraw allows direct access of video display memory, hardware blitters, hardware overlays, and page flipping. DirectDraw provides this functionality while maintaining compatibility with existing Windows 98-based programs and device drivers. Essentially, DirectDraw is a memory manager for video memory. Using DirectDraw, a program can easily manipulate video memory, taking full advantage of the blitting and color decompression capabilities of different types of video hardware without becoming dependent on a particular piece of hardware.

### Q. What is DirectInput?

A. The Microsoft DirectInput application programming interface (API) provides fast and consistent access to analog and digital joysticks. The DirectInput API maintains consistency with the joystick APIs of the Microsoft Win32 Software Development Kit (SDK), but has improved responsiveness and reliability by changing the device driver model. DirectInput device drivers also use the registry to store settings for standard joysticks, calibration information for previously configured joysticks, and settings for OEM-supplied joysticks.

### Q. What is DirectPlay?

A. The Microsoft DirectPlay application programming interface (API) for Windows 98 is a software interface that simplifies game access to communication services. DirectPlay provides a way for games to communicate with each other that is independent of the underlying transport, protocol, or online service.

### Q. What is DirectSound?

A. The Microsoft DirectSound application programming interface (API) is the audio component of the Microsoft Windows 98 Game SDK that provides low-latency mixing, hardware acceleration, and direct access to the sound device. DirectSound provides this functionality while maintaining compatibility with existing Windows 98-based programs and device drivers.

### Q. What if I have problems with the DirectX Drivers that replace my Windows 98 video and sound drivers?

A. If you experience problems with the DirectX video or sound drivers, you can remove them by running DXSETUP.EXE. You can find DXSETUP.EXE on the *Midtown Madness* CD-ROM in the DirectX folder.

#### To run DXSETUP.EXE

- 1 Insert your *Midtown Madness* CD-ROM in your CD-ROM drive.
- 2 Open Windows Explorer, and then select your CD-ROM drive.
- 3 Double-click the DirectX folder.
- 4 Double-click the file DXSETUP.EXE to run DirectX Setup.

{button ,AL(`graphics;DirectX')} Related Topics

## Getting Help from Microsoft Technical Support

If you have a question about Microsoft® *Midtown Madness*, first look in the online Help system or consult the jewel case booklet. You can also find late-breaking updates and technical information in the README.txt file in the directory where you installed *Midtown Madness*.

If you still have a question, Microsoft offers technical support and services ranging from self-help tools to direct assistance with a Microsoft technical engineer:

[\*\*If You Have a Simple Question...\*\*](#)

[\*\*If Your Question is More Urgent and Complex...\*\*](#)

[\*\*If Your Question isn't Urgent...\*\*](#)

[\*\*For Additional Support Needs...\*\*](#)

[\*\*If You Need Support Outside the United States and Canada...\*\*](#)

## If You Have a Simple Question and Need an Answer Fast...

### **Quickly find answers yourself online**

Use Support Online to easily search the Microsoft Knowledge Base and other technical resources for fast, accurate answers. You can also customize the site to control your search. To begin your search, go to <http://support.microsoft.com/support/>. Or you can browse support information about your product conveniently consolidated at <http://support.microsoft.com/support/games>.



## If Your Question is Urgent and More Complex...

### Telephone Microsoft Technical Support

Work with a support engineer to solve your issue through the following options.

#### Standard no-charge support—for help during business hours

If you acquired *Midtown Madness* as a stand-alone retail product, you are eligible for unlimited support at no charge. You can receive no-charge support via e-mail (explained later) or via telephone by calling one of the following numbers, available Monday - Friday, excluding holidays.

##### IN THE U.S.:

(425) 637-9308

6:00 A.M. - 6:00 P.M. Pacific time

##### IN CANADA:

(905) 568-3503

8:00 A.M. - 8:00 P.M. eastern time

If *Midtown Madness* was preinstalled or shipped with your personal computer, you are not eligible for Standard No-Charge Support from Microsoft and must contact your computer manufacturer for support. For phone numbers, please refer to the documentation that came with your computer.

#### Pay-per-incident support—for help after hours or to supplement standard support

If you need help after hours or are not eligible for Standard No-Charge Support, you can purchase Pay-Per-Incident Support. Support fees for the (800)# calls will be billed to your VISA, MasterCard, or American Express card. Support fees for the (900)# calls will appear on your telephone bill.

##### IN THE U.S.:

(800) 936-5600 or  
(900) 555-2400

Cost: \$15 US per incident

24 hours a day, seven days a week,  
including holidays

##### IN CANADA:

(800) 668-7975

Cost: \$45 CDN plus tax per incident

8:00 A.M. - 8:00 P.M. eastern time, Monday -  
Friday, excluding holidays

## If Your Question Isn't Urgent...

### **Send e-mail to a Microsoft Technical Support engineer**

Ideal for questions requiring attached files, submit a question anytime and receive a response within one business day. Submit a question at <http://support.microsoft.com/support/> using one of the following options:

### **Standard no-charge web response**

The amount of no-charge support for which you are eligible is described in the Standard No-Charge Support section.

### **Pay-per-incident web response**

If you have used up your Standard No-Charge Support, submit your question for a fee of \$15 US.

## For Additional Support Needs...

### **If you don't have access to the Internet**

FastTips is a fax-back service providing Knowledge Base articles and answers to common questions. (800) 936-4100.

### **If you need support services for a business**

Priority Annual, Priority Plus, and Premier provide a selection of support packages geared for businesses. To learn which account meets your needs, go to <http://www.microsoft.com/support>. Or call (800) 936-3500 for information on accounts for small- to medium-sized businesses and (800) 936-3200 for large, enterprise businesses.

### **If you need on-site, multi-vendor, or proprietary product support**

Microsoft Certified Solution Providers (MCSPs) and Authorized Support Centers (ASCs) specialize in providing support packages for hardware, network, and software products from both Microsoft and other vendors. For more information about MCSPs, call (800) 765-7768 or visit <http://www.microsoft.com/mcsp/>. For more information about ASCs, contact your Microsoft account representative, or visit <http://www.microsoft.com/enterprise/support/support/partner/acsupport.htm>.

### **If you need text telephone (TTY/TDD) support**

Available Monday - Friday, excluding holidays. In the United States, call (425) 635-4948, 6:00 A.M. - 6:00 P.M. Pacific time. In Canada, call (905) 568-9641, 8:00 A.M. - 8:00 P.M. eastern time.

## If You Need Support Outside the United States and Canada...

The services and prices listed here are available in the United States and Canada only. Support outside the United States and Canada may vary. Microsoft's support services are subject to Microsoft's then-current prices, terms, and conditions, which are subject to change without notice.

### Microsoft technical support worldwide

If you are outside the United States and have a question about a Microsoft product, first:

- Check the information in this Help file or product manual.
- Check the README and FAQ files that come with your product disks. These files provide general information that became available shortly before the product was released.
- Go to Support Online from Microsoft Technical Support at <http://support.microsoft.com/support/>.

If you cannot find a solution, you can receive information on how to obtain technical support by contacting the Microsoft subsidiary office in your area.

### Important

Phone numbers for Microsoft Subsidiaries are subject to change. For the most recent listing, please see the options and phone number section on the Support Online web site at <http://support.microsoft.com/support/>. If there is no Microsoft subsidiary office in your country, please contact the establishment from which you obtained your Microsoft product.

#### Argentina

Microsoft de Argentina S.A.  
Customer Service: (54) (1) 316-4600  
Fax: (54) (1) 316-1922  
**Technical Support Phone:** (54) (1) 316-4664

#### Armenia

See Russia

#### Australia

Microsoft Pty. Ltd.  
Phone: Products and Services (61) 13 20 58  
Fax: (61) (2)9870-2285  
Sales Information Centre: (61) (02) 9870-2100  
Internet: <http://www.microsoft.com.au/Australia/>  
**Technical Support:**  
Phone: (61) (2) 9870-2131  
Fax: (61) (2) 9805 0519

#### Austria

Microsoft Ges.m.b.H.  
Phone: (43) 1 610 64-0  
Fax: (43) 1 610 64-200  
**Standard Support:**  
Installation and Handling: (+43) 1 50222-2255

#### Azerbaijan

See Russia

#### Belgium

Microsoft NV  
Phone: (32) 02-730 39 11

Fax: (32) 02-726 96 09  
Microsoft Support Network Info. Center: +32-2 5139979  
TechNet Subscription: +353 1 703 8738  
MSDN Subscription: +353 1 708 8690  
Microsoft Information Center: (32) 02-481 52 52  
Bulletin Board: (32) 02-726 85 45 (14400/1200/2400/9600 bd, 8N1, ANSI)

**Technical Support:**

(32) 02-513 32 74 (Dutch speaking)  
(32) 02-502 34 32 (English speaking)  
(32) 02-513 22 68 (French speaking)  
Internet: <http://www.microsoft.com/benelux/support/>

**Belorussia**

See Russia

**Bolivia**

See Uruguay

**Brazil**

Microsoft Informatica Ltda.  
Phone: (55) (11) 5514-7100  
Fax: (55) (11) 5514-7106/5514-7107  
**Technical Support:**  
Phone: (55) (11) 5506-8087  
Fax: (55) (11) 5506-7621  
Automatic Fax: (55) (11) 5506-8506  
Technical Support Bulletin Board Service: (55) (11) 5506-1234  
Customer Support: (55) (11) 822-5764  
Customer Services Fax: (55) (11) 822-6227

**Canada**

Microsoft Canada Co.  
Head Office Phone: 1 (905) 568-0434  
Customer Information Centre: (800) 563-9048  
**Technical Support:**  
Desktop Systems including Microsoft Windows 95: (905) 568-4494  
Microsoft Office and Office Components: (905) 568-2294  
Other Standard Technical Support: (905) 568-3503  
Priority Support Information: (800) 668-7975  
Text Telephone (TTY/TDD) (905) 568-9641  
Technical Support Bulletin Board Service: (905) 507-3022

**Caribbean**

Microsoft Caribbean, Inc.  
Phone: (954) 489-4800, (954) 489-4848  
Fax: (954) 491-8849  
Support E-mail: [m scarsup@microsoft.com](mailto:m scarsup@microsoft.com)  
Customer Service: (800) 297 5982 for area codes 787 & 809 only  
Customer Service E-mail: [m scctatus@microsoft.com](mailto:m scctatus@microsoft.com)

**Central America**

**Technical Support:** (506) 298 2020  
Support E-mail: [m scasup@microsoft.com](mailto:m scasup@microsoft.com)  
Customer Service: (506) 298 2000  
Customer Service E-mail: [m scctatus@microsoft.com](mailto:m scctatus@microsoft.com)

**Chile**

Microsoft Chile S.A.  
Phone: 56-2-330-6000

Fax: 56-2-330-6190  
Customer Service: 56-2-800-330600  
Personal Operating System and Applications:  
Phone: 56-2-330-6222  
Fax: 56-2-204-9424

#### **Colombia**

Microsoft Colombia  
Phone: (571) 618 2245  
Fax: (571) 618 2269  
**Technical Support:**  
Línea de Respuesta Microsoft  
Phone: (571) 523-0022  
Fax: (571) 523-1220  
Voice Mail: (571) 503-4216

#### **Croatia**

Microsoft Hrvatska d.o.o.  
Phone: (385) (1) 304 555, 4844 044  
Fax: (385) (1) 335 051, 4843 688  
**Technical Support:** (+385) 01 39-35-39

#### **Czech Republic**

Microsoft s.r.o.  
Phone (420) (2) 611 97 111  
Fax: (420) (2) 611 97 100  
**Technical Support:** (+420) (2) 2150 3222

#### **Denmark**

Microsoft Denmark  
Phone: (45) 44 89 01 00  
Fax: (45) 44 68 55 10  
**Technical Support:**  
Phone: (45) 44 89 01 11  
Microsoft Sales Support: (45) 44 89 01 90  
Microsoft FastTips: (45) 44 89 01 44  
(Document 303030 in FastTips contains detailed instructions)

#### **Dominican Republic**

See Central America

#### **Dubai**

Microsoft Middle East  
Phone: (971) 4 513 888  
Fax: (971) 4 527 444  
**Technical Support:**  
Personal Operating Systems and Desktop Applications ONLY:  
Phone: (971) (4) 524 488  
E-mail: mts@emirates.net.ae  
Priority Support Information: (971) (4) 555 752

#### **Ecuador**

Corporation Microsoft del Ecuador S.A.  
Phone: (593) 2 463-090, (593) (2) 463-089  
Customer Service: (593) (2) 460-453, (593) (2) 460-458  
**Technical Support:** (593) (2) 263-820

#### **Egypt**

Microsoft Egypt  
Phone: (20) 2 594 2445

Fax: (20) 2 594 2194

## England

See United Kingdom

## Estonia

Microsoft GmbH  
East European Headquarters  
Phone: 089/3176-0  
Fax: 089/3176-1000  
Telex: (17) 89/83 28 MS GMBH D  
**Technical Support:** (372) 650 49 99

## Finland

Microsoft OY  
Phone: (358)-(0)9-525 501  
Fax: (358)-(0)9-878 8770  
**Technical Support:**  
Phone: (358)-(0)9-525 502 5026  
Standard: (358)-(0)9-525-502-500  
Priority: (358)-(0)9-525-502-20  
Premier: (358)-(0)9-525-502-03  
Microsoft MSDL: (358)-(0)9-878 77 99  
Microsoft FastTips: (358)-(0)9-525 502 550  
(Information in Swedish and English)

## France

Microsoft France  
Phone: (33) 01 69-86-46-46  
Fax: (33) 01 64-46-06-60  
Telex: MSPARIS 604322  
**Technical Support:**  
Phone: (33) 01-69-86-10-20  
Fax: (33) (01) 69-28-00-28

## French Polynesia

See France

## Georgia

See Russia

## Germany

Microsoft GmbH  
Phone: (49) 089/3176-0  
Fax: (49) 089/3176-1000  
Telex: (17) 89/83 28 MS GMBH D  
Information: (49) 089/3176 1199  
Prices, updates, etc.: 1805-25-1199  
Internet: <http://www.microsoft.com/germany/>  
**Standard Support:**  
Installation and Handling: (49) 01805/67 22 55  
General information about Microsoft support in Central Europe:  
Fax: (49) 1805-25-1191

## Greece

Microsoft Hellas, S.A.  
Phone: (30)(1) 6806-775 through (30)(1) 6806-779  
Fax: (30)(1) 6806-780  
**Technical Support:**  
Phone: (30) (1) 9247-030

Fax: (30) (1) 9215-363

### **Hong Kong SAR, PRC**

Microsoft Hong Kong SAR, PRC Limited

Fax: (852) 2560-2217

Product support Faxback Service: (852)2535-9293

Microsoft Club Hotline: (852) 280-4423

**Technical Support:** (852) 2804-4222

### **Hungary**

Microsoft Hungary

Microsoft Magyarország Kft.

Phone: (36) (1) 437-2800

Fax: (36) (1) 437-2899

**Technical Support:** (36) (1) 267-4636 (2MSINFO)

### **Iceland**

See Denmark

### **Ireland**

See United Kingdom

### **India**

Microsoft India

Phone: (91) (80) 559 5733, (91) (11) 646 0813, 646 0694

Fax: (91) (80) 559-7133, (91) (11) 647- 4714

### **Indonesia (SP)**

Microsoft Indonesia-Jakarta

**Technical Support:**

Phone: 62 21 570 42 54

Fax: 62 21 520 81 22

### **Israel**

Microsoft Israel Ltd.

Phone: 972-9-525353

Fax: 972-9-9525363

### **Italy**

Microsoft SpA

Phone: (390) (2) 7039-21

Fax: (390) (2) 7039-2020

Microsoft Rome Office: (390) (6) 5095-01

Fax: (390) (6) 5095-0600

Microsoft by Fax (Fax-on-demand service): (390) (2) 70-398-888

Customer Service (New product info, product literature): (390) (2) 70-398-398

Dealer Support (Customer Service for resellers only): (390) (2) 70-398-388

**Technical Support:** (390) (2) 70-398-398

Microsoft Consulting Service: (390) (2) 7039-21

### **Japan**

Microsoft Company Ltd.

**Technical Support (Standard Support):** (81) (424) 41-8700

(Technical Support options/ Support Contract)

Phone: 0120-37-0196 (toll free domestic only)

Channel Marketing Information Center:

(Presales Product Support)

Tokyo Phone: (81) (3) 5454-2300

Osaka Phone: (81) (6) 245-6995

Customer Service Phone:

(Version upgrade/Registration)



Phone: (81) (48) 226-5500

Fax: (81) (48) 226-5511

### **Kazakhstan**

See Russia

### **Kirgizia**

See Russia

### **Korea**

Microsoft CH

Phone: (82) (2) 531-4500

Fax: (82) (2) 555-1724, (82) 2 080 7337

Customer Service: 080-022-7337 (toll free domestic only)

#### ***Technical Support:***

Office Technical Support: (82) (2) 508-0040

Windows Technical Support: (82) (2) 563-0054

Developer Technical Support: (82) (2) 566-0071

Microsoft FastTips: (82) (2) 3453-7555

Support Sales: (82) (2) 531-4544

### **Latin America**

Microsoft Latin American Headquarters (U.S.A.)

Phone: (954) 489-4800

Fax: (954) 491-1616

Customer Service: (425) 936-8661

<http://www.microsoft.com/latam/soporte/>

### **Liechtenstein**

See Switzerland (German speaking)

### **Luxembourg**

Microsoft NV

Phone: (32) 2 730 39 11

Microsoft Support Network Info. Center: (32) 2 5139979

TechNet Subscription: (353) 1 703 8738

MSDN Subscription: (353) 1 708-8690

Microsoft Information Center: (32)-2 481 52 52

Bulletin Board: (32) 2 726 85 45

(1200/2400/9600/14400 bd, 8N1, ANSI)

#### ***Technical Support:***

(32) 2 513 32 74 (Dutch speaking)

(32) 2 502 34 32 (English speaking)

(32) 2 513 22 68 (French speaking)

Web: <http://www.microsoft.com/benelux/support/>

### **Malaysia (SP)**

Microsoft (Malaysia) Sdn Bhd:

Phone: (60)-3 793-9595

Fax: (60)-3 791-6080

### **México**

Microsoft México, S.A. de C.V.

(52)-5-267-2110 Atencion a Distribuidores

(52)-5-265-3380 Atencion a Clientes

(52)-5-265-3399 Soporte Sistemas Operativos y Aplicaciones de Escritorio

(52)-5-267-2190 Soporte de Servidores y Herramientas de Desarrollo

Fast Tips: (52)-5-267-2199

Microsoft BBS (52)-5-628-6200/02 MSMEXICO sin password

### **Morocco**

Microsoft Afrique Du Nord  
Phone: (212) 2 47 10 80  
Fax: (212) 2 47 10 86  
**Technical Support:** (212) 2 29 80 20

#### **Netherlands**

Microsoft BV  
Phone: (31) 023-5689189  
Customer Service: (31) 023-5677700  
Microsoft Support Network Info Centre: 0800 099 7757  
TechNet Subscription: 0800 022 6801  
MSDN Subscription: 0800 022 7261  
Bulletin Board: 023-5634221  
(1200/2400/9600/14400bd, 8N1, ANSI)  
**Technical Support:**  
(31) 023-5677877 (Dutch speaking)  
(31) 023-5677853 (English speaking)  
Web: <http://www.microsoft.com/benelux/support/>

#### **New Zealand**

Microsoft New Zealand Ltd  
Phone: 64 (9) 357-5800  
Fax: 64 (9) 358-3726  
**Technical Support:**  
Phone: 64 (9) 357-5575  
Fax: 64 (9) 307-0516 and 357-5577

#### **Northern Ireland**

See United Kingdom

#### **Norway**

Microsoft Norway AS  
Phone: (47) 22 02 25 00  
Fax: (47) 22 95 06 64  
**Technical Support:**  
Standard: (47) 22 02 25 50  
Priority: (47) 22 02 25 45  
Premier: (47) 22 02 25 46  
Microsoft Sales Support: (47) 22 02 25 80  
Microsoft MSDL: (47) 22 18 22 09  
Microsoft FastTips: (47) 22 02 25 70  
(Document 404040 in FastTips contains detailed instructions)

#### **Panama**

**Technical Support:** (506) 298 2020  
Support E-mail: [mscasup@microsoft.com](mailto:mscasup@microsoft.com)  
Customer Service: (506) 298 2000  
Customer Service E-mail: [msccatus@microsoft.com](mailto:msccatus@microsoft.com)

#### **Papua New Guinea**

See Australia

#### **Paraguay**

See Uruguay

#### **People's Republic of China**

Microsoft (China) Co. Ltd  
19th Floor, Metro Tower  
No. 30 Tian Yao Qiao Road,  
Shanghai, 200030, P.R.C.

Phone: 011-86-21-64691188  
Fax: 011-86-21 64691188 Ext. 6988

#### **Peru**

Centro de Servicio al Cliente  
**Central de Soporte:** (51) (1) 422- 4116  
Fax: (51) (1) 221 9052  
Central de Informacion: (51) (1) 242-5980  
Fax: (51) (1) 447 8591

#### **Philippines (SP)**

Microsoft Philippines  
Phone: (63) 2 811 0062  
Fax: (63) 2 813 2493

#### **Poland**

Microsoft Sp. z o.o.  
Phone: (48) (22) 661-54-00  
Fax: (48) (22) 661-54-34  
**Technical Support:** (48) (22) 865-99-66

#### **Portugal**

Microsoft Portugal MSFT, Lda.  
Phone: (351) 1 4409200  
Fax: (351) 1 4412101  
**Technical Support:**  
Standard Support: (351) 1 4409280/1/2/3  
Fax: (351) 1 4411655

#### **Puerto Rico**

**Technical Support:** (408) 953 8086  
Support E-mail: mscarsup@microsoft.com  
Customer Service: (800) 297 5982 for area codes 787 & 809 only  
Customer Service E-mail: msccatus@microsoft.com

#### **Republic of Ireland**

See United Kingdom

#### **Romania**

Microsoft s.r.l.  
**Technical Support:** (40) (1) 2104154

#### **Russia**

Microsoft Z.A.O.  
Microsoft Information Center: (7) (095) 916 7171  
**Technical Support:**  
Moscow: (7) (095) 745-54-45  
St.-Petersburg: (7) (812) 118-36-36  
Novosibirsk (7) (3832) 119-019  
Web: <http://www.microsoft.com/rus/>

#### **Scotland**

See United Kingdom

#### **Saudi Arabia**

Microsoft Saudi Arabia  
Phone: (966)-1-488-1165  
Fax: (966-1-488-1576  
**Technical Support:**  
(Personal Operating System and Desktop Applications only):  
Phone: 800 124 0500

(toll free within Saudi Arabia)  
Fax: (966)-1-4740576

### **Singapore**

Microsoft Singapore Pte Ltd  
Phone: (65) 337-6088  
Fax: (65) 337-6788  
Customer Services:  
Phone: (65) 324-5255  
Fax: (65) 324-6181  
**Product Support Services:**  
Phone: (65) 378-3600  
Fax: (65) 378-3662

### **Slovenia/Slovenija**

Microsoft d.o.o.  
Phone: (386) (61) 1881 133  
Fax: (386) (61) 1881 137  
**Technical Support:** (386) (61) 185 3449

### **Slovak Republic**

Microsoft Slovakia s.r.o.  
Phone: (421) (7) 37 63 02  
Fax: (421) (7) 37 66 71  
**Technical Support:** (421) (7) 67 29 62 96

### **South Africa**

Microsoft South Africa  
Phone: (27) 11 445 0000  
Fax: (27) 11 445 0045  
**Technical Support:**  
(Toll Free): 0 802 11 11 04  
(Toll): (27) 11 445 0000  
Fax: (+27) 11 445-0343

### **South East Africa and Indian Ocean Islands**

See South Africa

### **Spain**

Microsoft Iberica SRL  
**Technical Support:** (91) 375 4004  
Customer Service: (91) 375 4004  
From Spain Only: 902-197 198  
Fax Back Telephone: (91) 803 7584

### **Sweden**

Microsoft AB  
Phone: (46)-(0)8-752 56 00  
Fax: (46)-(0)8-750 51 58  
**Technical Support:**  
Standard: (46)-(0) 8-752 09 29  
Priority: (46) (0) 8 751 09 80  
Premier: (46) (0) 8 632 57 01  
Sales Support: (46)-(0)8- 752 56 30  
Microsoft MSDL: (46)-(0)8-750 47 42  
Microsoft FastTips: (46)-(0)8-752 29 00  
(Document 202020 in FastTips contains detailed instructions)

### **Switzerland**

Microsoft AG

Phone: (41) 01-839 61 11  
Fax: (41) 01-831 08 69  
Customer Service: (41) 0848-858-868  
Documentation:  
Phone: (41) 0800-55-59-00  
Fax: (41) 01 311-72-27, Microsoft Info-Service, Postfach, 80998001 Zürich  
**Standard Technical Support:**  
(German speaking) Installation and Handling: (41) 0848 80-2255  
(French speaking): (41) 022-738 96 88  
General information about Microsoft Support in Central Europe:  
Tel. (41) 0848-80-2330  
Internet: <http://www.microsoft.com/switzerland/>

#### **Tadzhikistan**

See Russia

#### **Taiwan Region**

Microsoft Taiwan Region Corp.  
Phone: (886) (2) 504-3122  
Fax: (886) (2) 504-3121

#### **Thailand**

Microsoft (Thailand) Limited  
Phone: (66) 2 266-3300  
Fax: (66) 2 266-3310  
**Product Support:**  
Phone: (66) 2 613-7208 through 11  
Fax: (66) 2 613-7198

#### **Turkey**

Microsoft Turkey  
Phone: 90 (212) 258 59 98  
Fax: 90 (212) 258 59 54  
**Support Hotline:**  
Phone: 90 (212) 258 96 66  
Fax: 90 (212) 258 95 99  
Bulletin Board Service: 90 (212) 227 93 90

#### **Turkmenistan**

See Russia

#### **United Kingdom**

Microsoft Limited  
Fax: (44) (0870) 60 20 100  
Phone: (44) (0870) 60 10 100  
Microsoft KeyData (Bulletin Board Service):  
(44) (0870) 50 30 200 (up to 28.8Kbaud, n, 8, 1)  
Microsoft KeyFax (Faxback Information Service):  
(44) (0870) 50 30 100  
**Technical Support:**  
Desktop Applications, Home Products, Desktop Systems and Hardware:  
(44) 0870 50 10 100  
Developer Products: (44) 0870 50 10 200  
Business Systems: (44) 0870 50 10 300  
Customers phoning from Ireland should dial 706 5353 for technical support.  
Minicom Line (44) 0870 50 30 400  
Pre-Sales Information: Microsoft Connection (44) (0345) 00 2000

#### **Uruguay**

***Technical Support:***

Phone: (598) (2) 774934

Fax: (598) (2) 774935

**Uzbekistan**

See Russia

**Venezuela**

Corporation MS 90 de Venezuela S.A.

Other Information: (582) 265-9922

Fax: (582) 265-0863

***Technical Support:*** (582) 993-6755

**Wales**

See United Kingdom

# Accessibility for People with Disabilities

[Accessibility for People with Disabilities](#)

[Microsoft Services for People Who Are Deaf  
or Hard-of-Hearing](#)

[Access Packs for Windows or Windows NT](#)

[Keyboard Layout for Single-Handed Users](#)

[Microsoft Documentation in Alternative Formats](#)

[Third-Party Utilities to Enhance Accessibility](#)

[Customizing Windows or Windows NT](#)

[Getting More Information](#)

## Accessibility for People with Disabilities

Microsoft is committed to making its products and services easier for everyone to use. This Help topic provides information about the following features, products and services, which make Microsoft Windows, Microsoft Windows NT and *Midtown Madness* more accessible for people with disabilities:

- `{button ,JI(',`deaf')}` Microsoft services for people who are deaf or hard-of-hearing.
- `{button ,JI(',`access')}` Access Packs for either Microsoft Windows or Microsoft Windows NT, a software utility that makes using Windows and Windows NT easier for people with motion or hearing disabilities.
- `{button ,JI(',`keyboard')}` Keyboard layouts for single-handed users.
- `{button ,JI(',`audiodoc')}` Microsoft software documentation on audio cassette, floppy disk and compact disc (CD).
- `{button ,JI(',`blind')}` Third-party utilities to enhance accessibility.
- `{button ,JI(',`winfwkgrp')}` Hints for customizing Microsoft Windows or Microsoft Windows NT.
- `{button ,JI(',`moreinfo')}` More information about products and services for people with disabilities.

**Note** The information in this section applies only to users who purchased Windows or Windows NT in the United States. If you purchased Windows or Windows NT outside the United States, your Windows package contains a subsidiary information card listing Microsoft support services telephone numbers and addresses. You can contact your subsidiary to find out whether the type of products and services described in this help file are available in your area.



## Microsoft Services for People Who Are Deaf or Hard-of-Hearing

Through a text telephone (TT/TDD) service, Microsoft provides people who are deaf or hard-of-hearing with complete access to Microsoft product and customer services.

You can contact Microsoft Sales Information Center on a text telephone by dialing (800) 892-5234 between 6:30 A.M. and 5:30 P.M. Pacific time. For technical assistance you can contact Microsoft Support Network on a text telephone at (425) 635-4948 between 6:00 A.M. and 6:00 P.M. Pacific time, Monday through Friday, excluding holidays. In Canada, dial (905) 568-9641 between 8:00 A.M. and 8:00 P.M. Eastern time, Monday through Friday, excluding holidays. Microsoft support services are subject to Microsoft prices, terms, and conditions in place at the time the service is used.

## Access Packs for Microsoft Windows and Microsoft Windows NT

Microsoft distributes Access Packs for Microsoft Windows and Microsoft Windows NT, which provide people with motion or hearing disabilities better access to computers running Windows or Windows NT. (If you are running Microsoft Windows 95, these same Access Pack features are already built in. See the Windows 95 online Help for more information.) Microsoft Windows and Microsoft Windows NT contain features that:

- Allow single-finger typing of SHIFT, CTRL, and ALT key combinations.
- Ignore accidental keystrokes.
- Adjust the rate at which a character is repeated when you hold down a key, or turn off character repeating entirely.
- Prevent extra characters if you unintentionally press a key more than once.
- Enable you to control the mouse cursor by using the keyboard.
- Enable you to control the computer keyboard and mouse by using an alternate input device.
- Provide a visual cue when the computer beeps or makes sounds.

Access Pack for Microsoft Windows is included on the Windows Driver Library in the file ACCP.EXE. Access Pack for Microsoft Windows NT is included in the Microsoft Application Note WNO789. If you have a modem, you can download ACCP.EXE or WNO789.EXE, which are self-extracting archive files from the following network services:

- CompuServe®
- Genie™
- Microsoft OnLine
- Microsoft Download Service (MSDL), which you can reach by calling (425) 936-6735 any time except between 1:00 A.M. and 2:30 A.M. Pacific time. Use the following communications settings:

<u>FOR THIS SETTING</u>	<u>SPECIFY</u>
Baud rate	1200, 2400, 9600, or 14400
Parity	None
Data bits	8
Stop bits	1

- Various user-group bulletin boards (such as the bulletin-board services on the Association of PC User Groups network)
- In /SOFTLIB/MSLFILES on the Internet servers FTP.MICROSOFT.COM and WWW.MICROSOFT.COM

People within the United States who do not have a modem can order the Access packs by calling Microsoft Sales Information Center at (800) 426-9400 (voice) or (800) 892-5234 (text telephone). In Canada, you can call (905) 568-3503 (voice) or (905) 568-964.

## Keyboard Layouts for Single-Handed Users

Microsoft distributes Dvorak keyboard layouts that make the most frequently typed characters on a keyboard more accessible to people who have difficulty using the standard "QWERTY" layout. There are three Dvorak layouts: one for two-handed users, one for people who type with their left hand only, and one for people who type with their right hand only. The left-handed or right-handed keyboard layouts can also be used by people who type with a single finger or a wand. You do not need to purchase any special equipment in order to use these features.

Microsoft Windows and Microsoft Windows NT already support the two-handed Dvorak layout, which can be useful for coping with or avoiding types of repetitive-motion injuries associated with typing. To get this layout use the Windows Control Panel (consult your Window 95 online Help for detailed instructions). The two layouts for people who type with one hand are distributed as Microsoft Application Note GA0650. It is also contained in file GA0650.EXE on most network services and on the Microsoft Download Service. For instructions on obtaining this application note see [Access Packs for Microsoft Windows and Microsoft Windows NT](#).

## Microsoft Documentation in Alternative Formats

People who have difficulty reading or handling printed documentation may obtain many Microsoft publications from Recording for the Blind, Inc. Recording for the Blind distributes these documents to registered eligible members of their distribution service either on audio cassettes or on floppy disks. The Recording for the Blind collection contains more than 80,000 titles, including Microsoft product documentation and books from Microsoft Press. You can contact Recording for the Blind at the following address or phone numbers for information on eligibility and availability of Microsoft product documentation and books from Microsoft Press:

Recording for the Blind, Inc.  
20 Roszel Road  
Princeton, NJ 08540

Phone: (609) 452-0606  
Fax: (609) 987-8116

## Third-Party Utilities to Enhance Accessibility

A wide variety of third-party hardware and software products are available to make personal computers easier to use for people with disabilities. Among the different types of products available for the Microsoft MS-DOS, Microsoft Windows, and Microsoft Windows NT operating systems are:

- Programs that enlarge or alter the color of information on the screen for people with visual impairments.
- Programs that describe information on the screen in Braille or synthesized speech for people who are blind or have difficulty reading.
- Hardware and software utilities that modify the behavior of the mouse and keyboard.
- Programs that enable users to “type” using a mouse or their voice.
- Word or phrase prediction software that allows one to type more quickly and with fewer keystrokes.
- Alternate input devices, such as single switch or puff-and-sip devices, for those who cannot use a mouse or a keyboard.

For more information on obtaining third-party utilities, see [Getting More Information](#). For more information about customizing Windows and Windows NT for people with low vision, see [Customizing Windows or Windows NT](#).

## Customizing Windows or Windows NT

There are many ways you can adjust the appearance and behavior of Microsoft Windows or Microsoft Windows NT to suit varying eyesight and motor skills without requiring any additional software or hardware. These include ways to adjust the appearance as well as the behavior of the mouse and keyboard. The specific methods available depend on which operating system you are using. Application notes are available describing the specific methods available for each operating system.

See the appropriate application note for information related to customizing your operating system for people with disabilities. For information on obtaining application notes, see [Access Pack for Microsoft Windows and Microsoft Windows NT](#).

<u>OPERATING SYSTEM</u>	<u>APPLICATION NOTE NUMBER</u>
Microsoft Windows 3.0	WW0786.TXT
Microsoft Windows 3.1	WW0787.TXT
Microsoft Windows for Workgroups 3.1	WG0788.TXT
Microsoft Windows NT 3.1 and 3.5	WN0789.EXE
Microsoft Windows 95	WN1062

## Getting More Information

For more information on Microsoft products and services for people with disabilities, contact:

Microsoft Sales Information Center  
One Microsoft Way  
Redmond, WA 98052-6393

Voice telephone: (800) 426-9400  
Text telephone: (800) 892-5234  
Fax: (425) 635-6100

The Trace R&D Center at the University of Wisconsin-Madison produces a book and a compact disc that describe products that help people with disabilities use computers. The book, titled *Trace ResourceBook*, provides descriptions and photographs of about 2,000 products. The compact disc, titled *Co-Net CD*, provides a database of more than 18,000 products and other information for people with disabilities. It is issued twice a year. To obtain these directories, contact:

Trace R&D Center  
S-151 Waisman Center  
1500 Highland Avenue  
Madison, WI 53705-2280

Voice telephone: (608) 263-2309  
Text telephone: (608) 263-5408  
Fax: (608) 262-8848

For general information and recommendations on how computers can help specific people, you should consult a trained evaluator who can best match your needs with the available solutions. An assistive technology program in your area will provide referrals to programs and services that are available to you. To locate the assistive technology program nearest you, you can contact:

National Information System  
Center for Developmental Disabilities  
Benson Building  
University of South Carolina  
Columbia, SC 29208

Voice/text telephone: (803) 777-4435  
Fax: (803) 777-6058

## Checkpoint Race

In *Checkpoint Races*, take any route you want to clear all the checkpoints before your computer-generated opponents do the same.



## Quick Race

From the *Main Menu* screen, choose **Quick Race** to bypass most Setup steps and start a Race quickly.

## Blitz Race

In *Blitz Races*, follow a trail of checkpoints and reach the Finish Line before time runs out.

## Circuit Race

In *Circuit Races*, finish laps as quickly as you can on charted courses through Chicago.

## Cruise mode

In *Cruise* mode, explore the city, 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

Exclusive to Multiplayer, the Cops & Robbers Match gives 2-8 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.

## Chase Near View

The camera follows several car lengths above and behind your vehicle in *Chase Near View*. 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

The camera sits right in the driver's seat of your vehicle in Cockpit View; you can see your vehicle's dashboard and look out the front window. By default, you look forward, but you can also use hot keys to look left, right, and backward. You can even select a "Wide Field" version of Cockpit View to get a better look to the sides.

## Chase Far View

The camera looks down on your vehicle and the surrounding neighborhood from far above in Chase Far View, so you can see everything around you.



## Tachometer

A dashboard gauge that 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

Shows your current gear on a digital display. Gears run sequentially: R N 1 2 3 4 ...

## Health Warning Light

Shows the “health” of your vehicle. When collisions damage your vehicle, its health decreases; when its health runs out, it stops functioning.

## 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 that the steering bar only appears when you are using the mouse as your driving controller.

## Checkpoint Arrow

The green arrow that points towards the next checkpoint you must reach. To find the next checkpoint, go in the direction the arrow is pointing.

## Checkpoint List

Lists all the checkpoints in numerical order. Distinguishes checkpoints that you haven't reached from those you have.

## 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 towards zero. If the Timer reaches zero, you lose!

## Checkpoint

A checkpoint is a 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 large flags that span the road. Just drive under one of these flags to clear that checkpoint.

## 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.

## kbps (kilobits per second)

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

## Host

In Multiplayer racing, the host controls who participates, assigns the skill level of all participants, and chooses the Race.

## 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.

# LAN

A Local Area Network of computers that are wired together so that they can exchange data.



## IPX

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

## TCP/IP

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

# CPU

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

# Game Settings

*Game Settings* shows joiners the environmental conditions and the type of Race chosen by the host.

# Player Roster

*Player Roster* shows the net names of players waiting to start the Race.

## Chat Message

*Chat Message* and the line below it allow all players to exchange messages while they wait for the host to start the Race.

## Your Vehicle

*Your Vehicle* shows you what kind of car you're driving.





# Game Screens Explained

[Main Menu Screen](#)

[Main Options Screen](#)

[Audio Options Screen](#)

[Control Options Screen](#)

[Graphics Options Screen](#)

[Create a New Driver Screen](#)

[Driver Stats Dialog Box](#)

[Driver Select Screen](#)

[Vehicles Screen](#)

[Multiplayer Screen](#)

[Multiplayer Host Screen](#)

[Multiplayer Lobby Screen](#)

[Cops & Robbers Screen](#)

[Races Screen](#)

[Race Statistics Dialog Box](#)

[Change Race Options Dialog Box](#)

[Setup Serial Communications Dialog Box](#)

## Main Menu Screen

### **What It Is**

### **What To Do With It**

#### **Quick Race**

Start racing NOW! Click this to pick a vehicle and go. Once you've played Midtown Madness, you can always click the **Quick Race** button to pick a vehicle and jump straight into the last race you ran.

#### **Single Player**

It's just you and the computer. There are three different Race types available, or you can choose to cruise around the city without competition or a timer.

#### **Multiplayer**

Race with other humans over a modem, LAN, the Internet, or even a serial cable connection.

#### **Race Records**

Look at all your race times! Check out all your Pro points!

## Main Options Screen

### **What It Is**

### **What To Do With It**

#### **Audio Options**

Click this button to select your sound card, sound quality, stereo, and volume settings. You can also turn game sounds, music, or the game commentary on or off individually.

#### **Control Options**

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

#### **Graphics Options**

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.



Click this arrow to go back to the last screen.

## Audio Options Screen

### What It Is

### What To Do With It

---

<b>Device</b>	Select your sound card here.
<b>Stereo FX</b>	Do you want Mono or Stereo? If the game is running slowly, switching to Mono may make the game run faster.
<b>Sound Quality</b>	You can pick Low, Medium, or High. Try High first, and if the game is running too slowly, reduce the sound quality.
<b>Audio Effects</b>	Make sure this is checked if you want to hear game sounds. You know, engines and crashes and screams, that sort of thing.
<b>Play Music</b>	Make sure this is checked if you want to hear music from your CD drive.
<b>Play Commentary</b>	Check this box if you want colorful commentary on your driving. This will include some helpful advice as well as good-natured Chicago-style razzing.
<b>Wave Volume</b>	This is the volume setting for the game sounds if you've checked the <b>Audio Effects</b> box (described above).
<b>CD Volume</b>	This is the volume setting for the musical portion of your game CD.
<b>Balance</b>	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.
<b>Defaults</b>	Click this to go back to the game's original audio settings.
<b>Cancel</b>	Click this to go back to the main <b>Options</b> menu and throw away any changes you just made.
<b>Done</b>	Click this to go back to the main <b>Options</b> menu and save any changes you just made.

## Control Options Screen

<b>What It Is</b>	<b>What To Do With It</b>
<b>Controllers</b>	How do you want to drive today? Joystick? Wheel? Keyboard? Mouse? Gamepad?
<b>Steering Sensitivity</b>	You can make your controller more, or less, sensitive to your movements, so it's responsive without being twitchy.
<b>Controller Dead Zone</b>	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
<b>Calibrate</b>	This button launches the Windows® <b>Game Controllers</b> dialog, where you'll click the <b>Properties</b> button to calibrate your joystick or other controller.
<b>Auto Reverse</b>	Check this if you want your vehicle to go into reverse automatically when you've run into a building or something big that won't get out of the way.
<b>Use POV Hat</b>	Check this if you want to use the POV thumb switch on your joystick to look around in the game.
<b>Force Feedback</b>	Check this if you want to feel bumping and crashing effects of your force-feedback joystick or steering wheel.
<b>Collision Intensity</b>	How much do you want to feel your crashes? Click the plus sign (+) for more, the minus sign (-) for less.
<b>Road Force Intensity</b>	How much do you want to feel the bumps on the road? Click the plus sign (+) for more, the minus sign (-) for less.
<b>Key Functions</b>	This is 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.
<b>Defaults</b>	Click this to go back to the game's original control settings.
<b>Done</b>	Click this to go back to the main <b>Options</b> menu and save any changes you just made.
<b>Cancel</b>	Click this to go back to the main <b>Options</b> menu and throw away any changes you just made.

## Graphics Options Screen

<b>What It Is</b>	<b>What To Do With It</b>
<b>Texture Resolution</b>	Click the DOWN arrow to choose High, Medium, or Low graphic detail for surface textures. Higher detail means a sharper picture, but perhaps a slower game, depending on your hardware.
<b>Object Detail</b>	Click the DOWN arrow to choose 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.
<b>Resolution</b>	Click the graphics resolution you want. Higher numbers mean a sharper picture, but perhaps a slower game.
<b>Renderer</b>	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</i> for the first time, your 3-D graphics card is automatically detected and selected in this list.
<b>Shadows</b>	You can show shadows for just vehicles, or vehicles and everything else. You can also show skid marks!
<b>Cloud Shadows</b>	Check this box if you'd like to see cloud shadows in the game. If the game is moving too slowly, you might want to turn this off.
<b>Textured Sky</b>	Check this box if you'd like to see textured sky effects in the game. If the game is moving too slowly, you might want to turn this off.
<b>Speed Loading</b>	Check this box to have your graphics load in a way that may save memory and make your game load faster.
<b>Vehicle Reflections</b>	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.
<b>Hide Pedestrians</b>	Check this box to drive without any pedestrians around. This can really make the game run faster!
<b>Interlaced Rendering</b>	Check this box to make your graphics run faster in the game. You might lose some detail on fast-moving objects, though.
<b>Best Texture Filter</b>	Check this box to let the game choose the best graphics filter for your computer's graphics card.
<b>Far Clip Distance</b>	Click the plus sign (+) 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 minus sign (−) to make them appear only when you get closer to them. Clicking the plus sign too much might slow down your game, depending on your hardware.

**Lighting Quality**

Click the plus sign (+) to increase the quality of lighting effects. But careful—clicking the plus sign too much might slow down your game, depending on your hardware.

**Cancel**

Click this if you've made a mistake or don't want to change the graphic settings after all.

**Done**

Click this to save your new graphics settings.

**Reset Defaults**

Click this to go back to the game's original graphics settings.

## Create a New Driver Screen

### What It Is

### What To Do With It

**Enter New Driver Name**

Just start typing the new name, click **Amateur** or **Professional**, then click **Done**.

**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 and special vehicles. Also, when you race as an Amateur, you can't earn points toward unlocking the Panoz GTR-1 race car.

**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 and special vehicles. When you race as a Professional, you also earn points toward unlocking the Panoz GTR-1 race car.

**Done**

Click this to save the new driver you just created.

**Cancel**

Click this if you don't really want this driver.



## Driver Stats Dialog Box

### **What It Is**

### **What To Do With It**

**Blitz**

Check this box to have all of your selected driver's Blitz race records display in the table.

**Circuit**

Check this box to have all of your selected driver's Circuit race records display in the table.

**Checkpoint**

Check this box to have all of your selected driver's Checkpoint race records display in the table.

**Done**

Click this when you're done looking at this driver's race records.

## Driver Select Screen

### What It Is

### What To Do With It

**Driver Name**

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, or click the **New** button to create a new driver.

**New**

Click this to create a new driver! (You can be more than one person. Pretty good, huh?)

**Delete**

Click this to delete the currently displayed driver. (If you're down to only one driver, you can't delete it.)

**Stats**

Click this to see the race times and points this driver has earned so far.

**Select Race**

Click this to choose a race for your driver.



Click this arrow to go back to the last screen.

## Vehicles Screen

### What It Is

### What To Do With It

**Vehicles**

Click the big DOWN arrow to see a list of vehicles.

Click the little UP arrow to see the next vehicle in the showcase.

Click the little DOWN arrow to see the next vehicle in the showcase.

**Locked**

If you see the word LOCKED across the vehicle, you can't drive it yet. Win a few races; maybe you'll earn it!

**Color**

Click the big DOWN arrow to see a list of vehicle colors.

Click the little UP arrow to see the next color on the list.

Click the little DOWN arrow to see the next color on the list.

**Physics Realism**

Click the plus sign (+) if you want your vehicle to behave more realistically. Click the minus sign (-) if you want a little immunity from reality.

**Horsepower**

This shows how much power your engine has.

**Top Speed**

This shows how fast your vehicle can go totally opened up on a straightaway.

**Durability**

This shows how tough your vehicle is when it's been hit a few times.

**Mass**

This shows how big and heavy your vehicle is.

**Vehicle Showcase**

Click this to see the specs on your vehicle.

**Automatic Transmission**

Make sure this box is checked if you want automatic transmission. You really need this if you're driving with a joystick.

**Go Drive!**

Click this arrow to go back to the last screen.

Click this when you're ready to roll!

## Multiplayer Screen

### What It Is

### What To Do With It

#### 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.

#### MSN Gaming Zone

Play over the Internet on the MSN Gaming Zone, FREE! On the Zone you can play against other drivers from all over the world. Just click this button and you'll be instructed on how to host or join a game.

#### 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.

Over the Internet, you can play with up to three other players. (If you want to play with more players over the Internet, click **MSN Gaming Zone**. It's free!)

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* 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**.

## Available Sessions

Click the UP or DOWN arrows to see the rest of the list of sessions. To join a session, click the listed game, click **Join**, and then click the name of an available session. To host a new game, just click **Host**.

## 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 by winning previous single player races, 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.



Click this arrow to go back to the last screen.

# Multiplayer Host Screen

## What It Is

## What To Do With It

<b>Blitz Race</b>	A whole bunch of 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.
<b>Circuit Race</b>	Race around the city. Go through the course's checkpoints in a particular order, for a particular number of laps.
<b>Checkpoint Race</b>	Race to all the checkpoints, in any order you want.
<b>Cruise</b>	No clock, no opponents. Just cruise the Windy City.
<b>Cops &amp; Robbers</b>	You wanna chase or be chased? You can be the cop or the robber in this one.
<b>Laps</b>	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.)
<b>Checkpoints</b>	Click the UP arrow for more checkpoints in your race, or the DOWN arrow for fewer checkpoints. (This option will only appear for a Blitz Race you have previously won.)
<b>Race Name</b>	Pick a specific Blitz, Checkpoint, or Circuit race from this list.
<b>Change</b>	Click this to change the time of day, weather, or pedestrian densities for your race. 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. (See below.)
<b>Time of Day</b>	Click the <b>Change</b> button to get a different time of day for your race. 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.
<b>Weather</b>	Click the <b>Change</b> button to get different weather for your race. 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.
<b>Pedestrian Density</b>	How thick with people do you want your race to be? Click the <b>Change</b> button to get more or less density. 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.
<b>Assign Password</b>	Establish a password for this race, so only people you know can join.

## Max Players



**Continue**

Click the UP arrow to allow more players, and the DOWN arrow to allow fewer players.

Click this to go back to the **Multplayer** screen.

When you've finished setting up the race, click here to go on.

## Multiplayer Lobby Screen

### What It Is

### What To Do With It

#### Game Settings

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.

#### Player Roster

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.

#### Your Vehicle

This shows the car you're currently driving. If you don't like that one, click the **Change Vehicle** button.

#### Chat Messages

This is the box where everyone's chat messages show up. Enter yours in the Chat box just below.

#### Chat

Chat with other players while you play! Type your messages in the field at the bottom of the screen, then press **Enter** to send them. Your message will appear (along with everyone else's messages) in the big *Chat Messages* box right above.

#### Change Vehicles

Switch vehicles!



#### Continue

Click this to go back to the **Multiplayer** screen.


Click here when you're ready to race.



## Cops & Robbers Screen

### What It Is

### What To Do With It

<b>Free-for-all</b>	Check this box if you want no teams, just cops and robbers everywhere. Chaos! Utter chaos!
<b>Cops Vs. Robbers</b>	Check this box if you want one team to be the cops, and one team to be the robbers.
<b>Robber Teams</b>	Check this box if you want <i>both</i> teams to be robbers, playing against each other. Find out if there's honor among thieves.
<b>No Limits</b>	No time limit, no point limit. Just play 'til you drop.
<b>Time Limit</b>	Play for a preset time by setting the time in this box.
<b>Point Limit</b>	Play up to a preset number of points by setting the points in this box.
<b>Robbers</b>	Pick the Robbers team.
<b>Cops</b>	Pick the Cops team.
<b>Red</b>	Pick the Red Robbers team.
<b>Blue</b>	Pick the Blue Robbers team.
<b>Gold Mass</b>	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.
<b>Time limit or Point limit list box (unlabeled)</b>	Set a specific time limit, or point limit, for your game.
<b>Change Vehicle</b>	Click here to change the vehicle you're driving.
	Click this arrow to go back to the last screen.
<b>Continue</b>	Click this to enter the game.

## Races Screen

### What It Is

### What To Do With It

<b>Cruise</b>	No clock, no opponents. Just cruise the Windy City.
<b>Blitz Race</b>	It's you against the clock! Choose from the list of Blitz race names on the right.
<b>Checkpoint Race</b>	Race to all the checkpoints, in any order you want.
<b>Circuit Race</b>	Race around the city on a charted course.
<b>Checkpoints</b>	Click the UP arrow for more checkpoints in your Blitz race, or the DOWN arrow for fewer checkpoints. (This option will only appear for a Blitz Race you have previously won.)
<b>Laps</b>	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.)
<b>Opponents</b>	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.)
<b>Race Name</b>	Click the arrow to display a list of available races, and then click the one you want.
<b>Change</b>	Click this to change the time, weather, and densities. 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.
<b>Time of Day</b>	To change your race's time of day, click the <b>Change</b> button on the right. 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.
<b>Weather</b>	To change your race's weather conditions, click the <b>Change</b> button on the right. 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.
<b>Traffic Density</b>	To increase or decrease the amount of traffic you'll encounter during your race, click the <b>Change</b> button on the right. 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.
<b>Cop Density</b>	To increase or decrease the number of police cars you'll encounter during your race, click the <b>Change</b> button on the right. This option is always available for

## **Pedestrian Density**



**Select Vehicle**

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.

To increase or decrease the number of pedestrians you'll run into (or around, or over) during your race, click the **Change** button on the right. 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.

Click this arrow 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.

## Race Statistics Dialog Box

### **What It Is**

**Amateur Times**

**Pro Times**

**Pro Points**

**Blitz**

**Circuit**

**Checkpoint**

**Done**

### **What To Do With It**

See the race times for all your Amateur drivers.

See the race times for all your Professional drivers.

See how many points your Professional drivers have scored.

See the times or points for your Blitz races.

See the times or points for your Circuit races.

See the times or points for your Checkpoint races.

Click this when you're done looking at all the race records.

## Change Race Options Dialog Box

### What It Is

### What To Do With It

---



Race in the morning!

Race at noon!

Race at sunset!

Race at night!

Race in sunny weather!

Race in cloudy weather!

Race in the rain!

Race in the snow!

#### Traffic Density

Click the plus sign (+) for heavier traffic, or the minus sign (-) for lighter traffic.

#### Cop Density

Click the plus sign (+) for lots of police cars, or the minus sign (-) for not so many.

#### Pedestrian Density

Click the plus sign (+) for lots of pedestrians, or the minus sign (-) for not so many. Reducing pedestrian density can make the game run faster.

#### Hide Pedestrians

Check this box if you don't want to see any pedestrians. This can make the game run faster.

#### Done

Click this when you're done and you want to save your time, weather, and density changes.

#### Cancel

Click this when you want to throw away your time, weather, and density changes.

## Setup Serial Communications Dialog Box

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.)

<b>What It Is</b>	<b>What To Do With It</b>
<b>Port</b>	Select the port on your computer the cable is plugged into. Usually, it will be COM1. If that doesn't work, try COM2.
<b>Baud Rate</b>	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.)
<b>Stop Bits</b>	This setting won't have any impact on your game performance. Just make sure it matches the other player's setting.
<b>Flow Control</b>	This setting won't have any impact on your game performance. Just make sure it matches the other player's setting.
<b>Parity</b>	This setting won't have any impact on your game performance. Just make sure it matches the other player's setting.
<b>Done</b>	Click this button to save your settings when you're done.
<b>Cancel</b>	Click this button to exit this dialog box without saving changes.



