

Manual v.1.1n

Thank you for choosing a Telstar Electronic Studios product. We are confident that it will provide you with many hours of challenge and enjoyment. Telstar Electronic Studios is a UK based independent company that is committed to bringing you cutting edge technology that redefines standards of game play. Our goal is to use revolution not evolution within our product design. We are confident that this product will live up to your expectations and would like to thank you once more for your buying decision. Let the game begin!

Health Warning

For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly-lit room, and stay as far from the monitor screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.

CONTENTS:

Page	Content
3	Installation
4	Running the Game
5	Controls
7	Gamepad Control
8	Display
9	Icons
11	Pausing the Game
12	Arcade Race
12	Competition
12	Time Trials
12	Stunt Arenas
13	Death Match
13	Head to Head racing
14	Options
	Video
	Control
	Audio
	Game
	Cheat Codes
	Film Room
15	Uninstall
16	Troubleshooting
18	Credits
19	Technical Support

Installation

Insert the *Wreckin Crew* CD and wait for the start-up menu to appear. Click on **INSTALL**, then choose which installation size you require. **MINIMUM** installation requires 40Mb of hard disk space and **MAXIMUM** installation requires 170Mb. Select which installation size you require according to how much free hard disk space your machine has. Generally, the larger the installation, the faster the game will load and run. The game will install to a *C:\PROGRAM FILES\TELSTAR\WRECKIN CREW* directory unless you type in an alternative when prompted. Follow the on-screen instructions for the **Sound Setup** (see below) and the game will start.

Sound Setup

After the game has installed, you will be presented with the soundcard set-up menu. Use the keyboard's cursor keys to move the highlight to **SELECT AND CONFIGURE DIGITAL AUDIO DRIVER**, then press <return>. Follow the on-screen instructions (scrolling up and down where appropriate) until you have saved the Digital Audio Driver settings and press <return>. Go to **DONE** when finished.

Running the Game

Windows 95

After *Wreckin Crew* has installed, you will return to a prompt screen, where there will be the option to **RUN GAME**. Click on this. To run the game at a later date, either double click on the *Wreckin Crew* icon that has been placed on your desktop, or click on the RUN GAME option on the menu that appears when the *Wreckin Crew* CD is inserted in the CD-ROM drive.

DOS

Having completed the installation and soundcard set-up, you will be returned to DOS where you will be prompted to type **CREW** <return> at the *C:\PROGRAM FILES\TELSTAR\WRECKIN CREW*> to run the game. Do so. To run the game at a later date, quit Windows (if in it), go to the *C:\>* and type **CD** "**PROGRAM** *FILES\TELSTAR\WRECKIN CREW*" <return>. At *C:\PROGRAM FILES\TELSTAR\WRECKIN CREW*" <return>. If using a version of DOS earlier than 7.0 (this can be determined by typing **VER** at the *C:*) you will first have to type **CD C:\PROGRA~1\TELSTAR\WRECKI~1** <return> and then type **CREW** <return> at *C:\PROGRA~1\TELSTAR\WRECKI~1*>.

NB The *Wreckin Crew* CD must be present in the CD-ROM drive for the game to run.

If you have any difficulty with installing or running *Wreckin Crew*, please first check that your hardware is properly installed and then call the Customer Services number listed at the back of this manual.



CONTROLS

(you may want to personalize this table, delete this line and print this page...)

КЕУ	DEFAULT CONTROL
@	ACCELERATE
?	BRAKE
Z	LEFT
X	RIGHT
LEFT SHIFT 1	SHOOT LEFT
RIGHT SHIFT ↑	SHOOT RIGHT
LEFT + RIGHT î	BLOCK BADDY CARS' MOVES
RETURN + ACCELERATE	SPECIAL MOVE 1
RETURN + BRAKE	SPECIAL MOVE 2
SPACE	NITRO BOOST
F3	CHANGE CAMERA POSITION
ESC (IN-GAME)	PAUSE GAME, OPTIONS
F2 (IN-GAME)	SVGA
F1 (IN-GAME)	INTERLACED
+ AND - (IN-GAME)	CHANGE WINDOW SIZE
F5	TAKE A SCREENSHOT

CONTROLS (cont....)

These controls (and shortcut keys) can be changed in the **CONTROL** section of **OPTIONS**. To set the 2nd player keys, select **2P DEFINE KEYS** in **CONTROL**. If you want to control multiple functions with one key press (e.g. you can map the Nitro Boost key to be the same as Accelerate – therefore you will automatically use any Nitro Boosts as soon as you have them - as long as you are also moving forwards). Otherwise, to change the default setup, move the highlight to beside the function you want to change, press **<ENTER>** and then press the **KEY** you want to use. Make sure that none of your keys are used twice (unless you want them to be) before using **SAVE** and **EXIT**, then return to the Main Menu.

Highlight **EXIT** and press **<ENTER>** to go back to the Main Menu without saving any changes.

You can also play Wreckin Crew with a four button joypad/stick. To calibrate your joypad/stick, go to the **CALIBRATE** option (found within the **CONTROL OPTIONS** from the **OPTIONS** choice of the main menu) and circle the device through its extreme angles, pressing **<ENTER>** when done.

2Player Keys:

When two players are playing on one machine you may want to change whether both players use the keyboard or if one player is to use a joypad/stick. To setup these preferences go to the **CONTROL SETUP** selection (found within the **CONTROL** option) and toggle between the choices shown.

CAUTION !

Due to different keyboard setups, it is possible (especially when two players are using one keyboard) to create key combinations which will 'lock-up' your control on the game. If you experience this, try re-allocating some of the control buttons. The default we have provided avoids conflicts on most machines. Also, if you have any other problems, please refer to the **TROUBLESHOOTING** guide at the back of this manual.

GAMEPAD CONTROL

Testing Your Gamepad:

If you are a user of Windows 95 you should check to see if your game-pad is working with Windows before running it with Wreckin Crew.

To do this select SETTINGS from the START menu. Now, select CONTROL-PANEL from the SETTINGS menu.

A Window will appear with many icons in it. You will see an icon labelled either JOYSTICKS or GAME CONTROLLERS. Double click the icon to start the JOYSTICK control panel.

Select your gamepad and then press the TEST button. Moving the directional pad should move the cross hair. A numbered light should light up for each different button you press.

If this does not happen consult both your Windows 95 manual and any documentation that came with your joystick for guidance.

USING YOUR GAMEPAD WITH WRECKIN CREW –

Wreckin Crew responds to the gamepad in the following way:

Up	- No effect
Down	- No effect
Left	- Steer left
Right	- Steer right
Button 1	- Accelerate
Button 2	- Brake
Button 3	- Left Attack
Button 4	- Right Attack
Buttons 3+4	- Block (pick-up mines)

SPECIAL MOVES:

- Left Attack + Down
- Left Attack + Up
- Right Attack + Up
- Right Attack + Down

1P DISPLAY:



2P DISPLAY:



ICONS



Stars:

These are your currency. You will need to collect these to pull-off your special moves. Also, the more stars you are carrying, the higher your possible top speed!



Big Stars:

These are worth 5 small stars.



Nitros:

Use these to give you a short burst at full speed.



Repair Kit:

Repairs damage to your car. The lower your health, the more repair kits you will need to compete.



Teleport:

Drive through these and get teleported to somewhere else on the course. These may be shortcuts or access to hidden areas.



Time stop:

Pick up the stop-watch to make the other cars slow to a halt while the egg-timer spins.



Shield:

Makes you indestructible whilst the shield is up.





Hit this, get thrown back and damage your car. Hint: Try blocking (left and right shots simultaneously) while going through mines



X2 Power:

Recharge:

Drive through this to double the damage caused by your moves

Drive through this to instantaneously re-energise your car to full health.



Turbo Ring: Drive through

this to get a turbo boost



Mystery pick-up:

Drive through this to get a random pick-up. Probably good, but it could be a mine.



Hidden Key:

You are going to have to find all four hidden keys in order to get into the Challenge Cup.



Refresh:

Drive through this to 'refresh' all of the pickups on the course (except the mines!).



Bad Teleport:

Drive through this and end up somewhere you'd rather not be in the middle of a race.

PAUSING THE GAME:

Press **ESC** on the keyboard to pause the game. You are presented with various options; **CONTINUE, RESTART RACE** (*not in Competition races*), **AUDIO** and **QUIT**. Use the directional buttons to highlight your choice and press **<ENTER>** to confirm.

- **CONTINUE** Takes you back to your current game
- **RESTART RACE** Takes you back to the start of your current track. (*Not in Competition races*).
- AUDIO Selecting this will take you to the in-car audio control panel. Use the cursor keys to move the highlight around the control panel and press **<ENTER>** to make changes. Press **<ESC>** to return to the main **PAUSE** menu.
- **QUIT RACE** Selecting this will end your current Championship Race and take you to the next in the series. You may want to use this option when you are a loser. (Not available in Arcade races).
- QUIT Press <ENTER> to confirm your wish to quit and return to the Main Menu. Using this during a Competition race will end any progress made.

Arcade Race:

Choose this to get straight into the action. Choose your car and course, and then all you have to do is win the race. You only get access to the levels you have earned through the Competition races.

Competition:

Choose this option to work your way through the Wreckin Crew Championship. Select your car and then try to qualify for each of the progressively difficult races, making the most of the bonus *Stunt Arena* courses. This can be played with two players, with both players going through to the next race if one qualifies. You can only move onto the later Competition Cups when you have ended your current Championship series in first place. If you have completed the Training Cup (for example) but you cant get access to the later Cups, go to **Game Options** and make sure that you are playing on a difficulty level which justifies your ambitions – don't go wanting to show your face around the Bronze Cup if you are only prepared to play on *EASY*.

Time Trials:

Select your car and course and play until you can't squeeze another second out of it. You can only do Time Trials on courses for which you have already qualified in the Competition section of the game. If you want to really shave seconds off your best lap times remember to collect Nitros and also to get your head down in the Competition Cups to get access to either The Gimp or even The Biker hidden characters. Beat these guys, get access to their cars and make your life a whole lot easier.

Stunt Arenas:

Stunt Arenas are a bonus stage of the Competition series, in which the race is against the clock. Put pedal to the metal and head for as many *TIME* pick-ups and jumps as you can within the given time. Make the time-jumps to extend your time even further. The more pick-ups you make, the larger the bonus you could start your next race with. Stunt Arenas come after every two races of the Competition mode.

Hint: Try blocking (left and right shots simultaneously) while going through mines.

DEATH MATCH

Select this option to go head-to-head with your opponent(s) in a game of seek-and-destroy around one of the deathmatch areas, taking refuge where you can and making pick-ups if you dare. The number of *FRAGS* needed to win a game can be changed in the **GAME OPTIONS** of the main menu.

If playing on one PC, choose **DEATHMATCH** from the **2 PLAYERS** option, take it in turns to choose which car you want to use and which deathmatch arena you want to play. When the game starts player one will be at the top of the screen.

HEAD TO HEAD

This is the time trial game for two players on the same machine. It is a one-on-one scenario in which there is no '1st' and '2nd' but rather a Winner and a Loser.

Options:

- VIDEO: Select this to alter the *Screen Resolution* (you need a VESA compliant video card for this), whether you want *Interlace mode* ON or OFF, the Detail Level and the game window size (you may want to alter this if you have a lower specification PC, but want the clarity of hi-res along with the speed of low-res).
- **CONTROL:** Select this to see/alter the control setup (see **CONTROLS** on *page 5* for further details).
- AUDIO: Select this to alter the game's Music and Sound Effect volume levels.
- **GAME:** Select this to enter a menu where you can change the *Difficulty Level*, *Weapons* On or Off, the *Number of Laps* per race or the number of *FRAGS* required to win a Deathmatch game.
- **CHEAT CODES:** Enter any cheat codes you may have found out here. Select the letter you want to enter (using the directional arrows), press SPACE to select it and then press **<ENTER>** when done.
- **FILM ROOM:** When you have won a Competition Cup with one of the characters you will be rewarded with a movie sequence about that character. At later dates you can re-watch those movies or show them to your friend by entering the film room. You will also see in this room the two mystery characters; win the GOLD CUP to meet *THE GIMP* and search on to face *THE BIKER*.

To Uninstall:

Go to 'START' and then go up to PROGRAMS, across to TELSTAR and then to WRECKIN CREW. In this final box, select UNINSTALL. If you experience any difficulties here, try using ADD/REMOVE PROGRAMS found in CONTROL PANEL from the SETTINGS selection of the START menu. Failing that, try deleting the directory to which Wreckin Crew was installed (C:\PROGRAM FILES\TELSTAR\WRECKIN CREW by default).

Troubleshooting:

Q: Movies playback is slow/jerky/wrong:

A: You need to have a CD-ROM drive that is a minimum of x4 speed. If your CD-ROM drive is x4 speed but still you are unhappy, it may be that the drive is not working at a sustained rate of 1200k/s but may be slowing down at times – try getting hold of a CD-ROM drive speed-test kit to check this.

Q: Loading times seem very long:

A: This is down to the speed of your hard-drive access. Try restarting your machine in MS-DOS mode and adding **SMARTDRV** (*C:\SMARTDRV* <*return>*) before playing. You may also benefit from running **DEFRAG** on your hard disk. This can improve disk access speed. Consult your hardware manual about *DEFRAG* or look for it in the onscreen HELP of your operating system.

Q: No 'movies' are played when the game starts, it goes straight into the main menu:

A: Wreckin Crew requires a minimum of 16Mb RAM so if you are playing the game via Windows 95, make sure that you have quit all other programs. If you are playing direct from DOS you may have SMARTDRV running and this will be, by default, using 2Mb RAM which may leave you with too little free RAM. Try typing **SMARTDRV** again at the *C*:\ and seeing the syntax to change the SMARTDRV memory requirements.

Q: The sound stops after a movie has played:

A: This is a problem with the video compression utility's memory management. Make sure that you have quit all other programs before playing Wreckin Crew (or any other game).

Q: I can't find the keys to unlock the Challenge Cup:

A: Try harder and look in more obscure places.

Q: Occasionally my machine 'pauses' or seems to 'hang' but then comes back okay:

A: You are connected to a network and playing the game through Windows. Windows is checking on your network status, polling the network card and pauses your current operation while it does this. Try removing your network card (not just logging off from the network) **or** right click on *My Computer*, go to *Properties*, then go to *Device Manager*, find your network card (within the *Network Adapter* menu), click on *Properties* and then click on the *Disable in this profile* button.

Q: There is no music in the game:

A: Make sure that you have the Wreckin Crew game CD in your CD-ROM drive when playing the game. If you do have the CD in, check that your speakers and soundcard are working properly (can you play a music CD through Windows?) and if this is okay (i.e. Windows plays music CDs okay), check that you put in the right soundcard settings when you started the game. If you want to check your soundcard settings run **SETSOUND** from the Wreckin Crew installation directory. If you are unsure of your soundcard settings, view the Windows 95 settings or if in doubt, try 'SoundBlaster or 100% compatible'.

- Q: I have won a Competition Cup but did not get to see the Character's movie sequence:
- A: Check that the Wreckin Crew game CD is in your CD-ROM drive and that the CD is in no way damaged, dirty, covered in egg etc. Check to see if the character's film will play from the Film Room.
- Q: When I go to use 'block' along with accelerate and Turbo, the keys seem to lock-up and I have no control over my car. This also happens when sharing the keyboard with a second player and they do certain moves at the same time as me...?:
- A: This is a problem with the multitude of different keyboard setups that are available. Try changing your key setup (see page 3 for a default which works with the majority of keyboards) or, if in two-player, try using a joypad/stick for one of the players and changing your control preferences as described in Control Setup on page 4.

CREDITS

Quickdraw Developments:

Steven Pearce, Dan Leslie and Alex Quarmby
Alan Calder
Lloyd Baker, Steve Green, Nick Savy, Sam Remfry,
Pete Burges and Tim McGrath
lan Harling
Steve Aplin, Steve Green and Dan for creating original car designs
Jaid Mindang
Johnny Synthesiser, Jason Orbaum
Juliet Hill
Jessica Nardo
Rupert Easterbrook

To find out more about Quickdraw visit their website at www.quickdraw.co.uk

Telstar Electronic Studios

Producer:	Luke Vernon
QA Supervisor:	Phil Rodkoff
QA:	Danial Belcher, Ian Gray, Alexis "Washu" Holmes and Andrew Morley
Development Director:	Gary Bracey
Packaging Design:	Pete Burges, Simon Jones and TM Limited
Illustration:	David Barnett
Special thanks to:	Graham Morley; Mick and Shirley Hoyle at Stride

Wreckin Crew uses Miles Sound System from RAD Game Tools Inc. Copyright © 1994-1996 by Miles Design, Inc. Wreckin Crew uses Smacker Video Technology. Copyright © 1994-1996 by RAD Game Tools, Inc.

© 1997 Telstar Electronic Studios Ltd. All rights reserved. p 1997 Telstar Electronic Studios Ltd. All rights reserved. Developed by Quickdraw Developments Limited.

TECHNICAL SUPPORT

If you experience any technical problems, please first check that your hardware is properly installed, that you have all the latest hardware drivers, check the Troubleshooting section of this manual and then contact:-

Telstar Electronic Studios Ltd. The Studio 62-64 Bridge Street Walton-on-Thames Surrey KT12 1AP UK

 Helpline:
 +44 (0) 1932 232 299

 E-mail:
 games.support@telstar.co.uk

 Office Tel:
 +44 (0) 1932 222 232

 Fax:
 +44 (0) 1932 252 702

 Website:
 www.telstar.co.uk/tes