



UNCIVIL AVIATION

Europress

Developed by:

Inner Workings

Granite House, 4th Floor
31-33 Stockwell St.

Glasgow

G1 4RZ

Tel: +44 141 552 4451

Fax: +44 141 552 4427

e-mail: Info@innerworkings.com

Visit us on the worldwide web at:

www.innerworkings.com

www.planecrazy.com

Published by:

Europress

Europa House
Adlington Park

Macclesfield

SK10 4NP

Tel: 01625 (+44 1625) 855000

Fax: 01625 (+44 1625) 855111

e-mail: hq@europress.co.uk

Visit us on the worldwide web at:

www.europress.co.uk

**For technical support on this product
call:**

01625 (+44 1625) 855070

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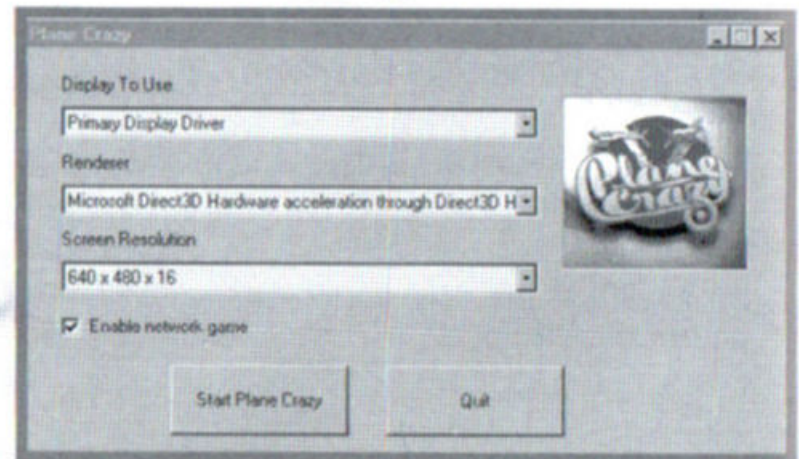
Minimum and recommended machine specifications

Pentium 166MHz (P200 MMX recommended), Windows 95 (32-bit drivers installed), 16Mb RAM (32Mb recommended), DirectX 5 (provided with product), quad speed CD-ROM, DirectSound compatible Soundcard (for example SoundBlaster compatible) 35Mb free hard disk space (85 Mb recommended), 2Mb SVGA graphics card, 4Mb or better Direct3D compatible 3D accelerator (such as 3Dfx Voodoo chipset) recommended.

For multiplayer – 28800 baud modem (up to four players), 36600 (four to eight players) Null-modem serial cable, IPX or TCP/IP network.

Installation

Put the CD in the CD-Rom drive, select INSTALL from the Autorun screen, choose language and follow the on screen instructions. After installation, select RUN from the Autorun screen.



Display settings

From the display settings dialogue box at start up you can select the following:

- video card
- renderer type
- screen resolution
- enable network game (*see network connection settings*)

Plane Crazy will default to the best settings for your machine, so simply hitting the start button should start the game. If you don't have a 3D



accelerator then 'Primary Display' is selected along with 'Fearsome Engine'.

To change these default settings:

From DISPLAY TO USE pick the video card you wish to use. Your main video card is the PRIMARY DISPLAY DRIVER. If you have any extra 3D cards, such as a 3Dfx Voodoo, they will appear in this list.

From the RENDERER list box choose how you want the game to draw graphics on the chosen card.

There will generally be two choices:

- Microsoft Direct3D Hardware Acceleration
- Fearsome Software Rasteriser

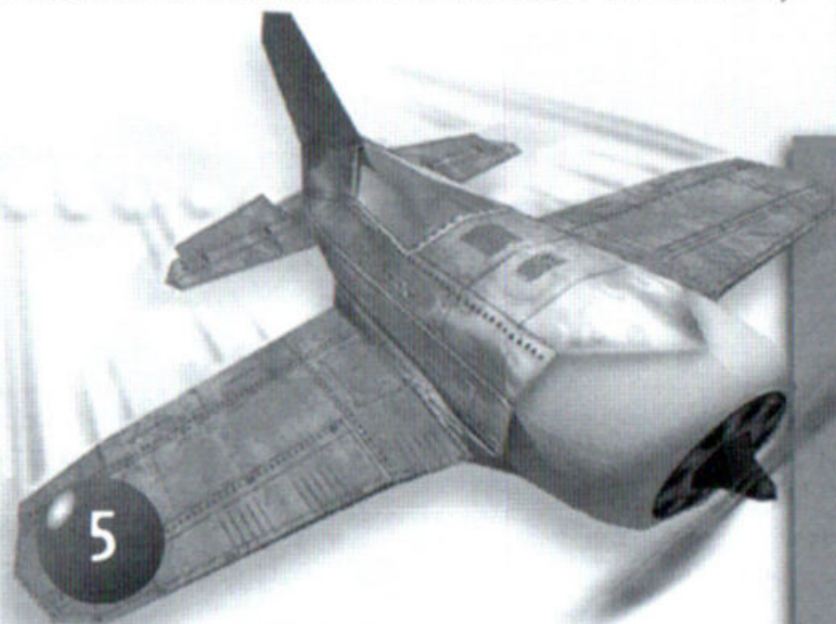
From the SCREEN RESOLUTION list box choose the resolution you want the game to run at. The game will normally choose a reasonable default resolution. Plane Crazy will normally run faster at lower resolutions, so if you wish to improve the speed of the game, try reducing the resolution.

Network connection settings

Plane Crazy allows up to eight players to race against each other in either a one course Quick Race or over a five course Championship. Each player must run a fully installed copy of Plane Crazy on their machine and the machines must be linked by either a physical connection such as a serial cable, a Local Area Network (LAN) or over the telephone.

If you want to play Plane Crazy against other players you must select ENABLE NETWORK GAME on the initial start up screen.

IPX connection for DirectPlay. All the machines must be connected to a LAN,



and must have the IPX protocol installed and running. Machines will automatically find each other. The first machine to select a race will host the session.

Internet TCP/IP connection for DirectPlay. You must either be connected to the Internet using a modem or connected to a LAN. Each machine must have the TCP/IP protocol installed and running. When you select TCP/IP as the protocol, a further dialogue box will ask the IP address of the host machine. If you are the host, leave this blank. On a LAN, machines will find each other if no IP address is entered, as long as they are on the same subnet.

OTHER will display a list of other possible connection types depending on the DirectPlay service providers that have been installed on your machine.

The two most common are:

- Modem connection for DirectPlay
- Serial connection for DirectPlay

Selecting either of these will display a further dialogue box requesting information before connecting. Both of these methods only allow two computers to be connected.

Plane Crazy is designed to be launched over the Internet through a DirectPlay enabled lobby system such as Wireplay or Thrustworld in the UK.

Introduction

In Plane Crazy your aim is to be the fastest, craziest speed freak in the air, obsessed with shaving seconds off each course time. You'll need the best machine in the skies to do it but first that has to be earned. Enter the Championship and only by winning will your plane save those vital performance



upgrades. Once you have the fastest machine in the air only one question remains – can you handle it?

Screen navigation

On the keyboard, the arrow keys control the selection of options. When you have made your selection, press RETURN or SPACE. To exit the menu, select DONE. To go back to the previous menu press BACKSPACE or ESC.

Joystick control operates in a similar way, with the trigger being used to confirm selection. To exit the menu, select DONE. To go back to the previous menu press BUTTON 2.

Plane Crazy – quick start

Plane Crazy is a fast arcade style racing game. The sooner you get to grips with your plane the quicker you'll be getting those times down and completing the courses. Here we tell you all you need to know to get into the game and start racing.

From the main menu select START RACE then from RACE MODE, select

QUICK RACE to take you to SELECT COURSE.



Please note: If you selected 'Enable Network Game' on the initial start up screen then START RACE will be replaced with SINGLE PLAYER.



Tip: Border Dash is a desert course designed to introduce the player to the subtleties of the plane's handling and is a great course for multiplayer!

Once you have selected a course you'll see the 'Sports Cam' course views and important race information on the challenge ahead. Hit SPACE or RETURN to start the race.

You start at the back of the pack of Crazy Aces. After the countdown you will have control of your aircraft and then you're on your own. Race timer starts on 'Go'.

Tip: An acceleration 'sweet spot' exists during countdown between the count of

2 and 1. Too much throttle at the wrong time and you'll stall at the start so time your throttle to gain maximum acceleration.

In-game controls

Controls for the keyboard:

CLIMB = down arrow

DIVE = up arrow

LEFT / RIGHT = left/right arrows

INCREASE THROTTLE = shift

DECREASE THROTTLE = ctrl

STOP POWER-UP CYCLE / FIRE

POWER UP = space

FIRE SONIC CANNON = alt

AIRBRAKES = enter

Controls for the joystick:

CLIMB = pull joystick back

DIVE = push joystick forward

LEFT/RIGHT = move joystick left/right

INCREASE THROTTLE = throttle

forward (*button 7*)

DECREASE THROTTLE = throttle back

(*button 8*)

STOP POWER-UP CYCLE / FIRE

POWER UP = main trigger (*button 1*)

FIRE SONIC CANNON = side trigger

(*button 2*)

AIRBRAKES = (*button 3*)



Your joystick must be DirectInput compatible and therefore must be set up/calibrated in Windows first.

Tip: The controls in Plane Crazy have been designed to offer you a challenging but rewarding flying racing experience. With either a joystick or with the keyboard the trick is not to oversteer but to use subtle movements on the controls.

Cameras

The game defaults to the last camera used in the race. There is a choice between tail-cam, where you see your plane, cockpit-cam for those players who are true G-force freaks and lag-cam if you enjoy motion sickness!

F1 = tail-cam

F2 = cockpit-cam

F3 = lag-cam

High scores

Select the RACE MODE and then the course for which you want to see the best times.

Options

The OPTIONS menu is available from the MAIN MENU and the CHAMPIONSHIP MENU.

Level of difficulty – easy, medium or hard

Sound detail – high, medium or low

Visual detail – Fearsome software rasteriser only.

CD volume – 1 > 10

Sound FX volume – 1 > 10

Network checkpoints – on/off (*available if ENABLE NETWORK GAME selected during start up – see Network Game section*)

Define controls – keys/joystick

Credits



Sound detail:

You may find you can increase the performance of the game on certain machines if you set sound detail to low. Low plays only certain sounds in the game eg. no pit-crew, whereas high will play all sounds.

Visual detail:

Visual detail allows the player to set the rendering quality in software to maximise performance. These settings are recommended for the following spec machines:

Low – P166

Medium – P166 to MMX P200

High – MMX P200 to PII 266

Max – PII 266 upwards

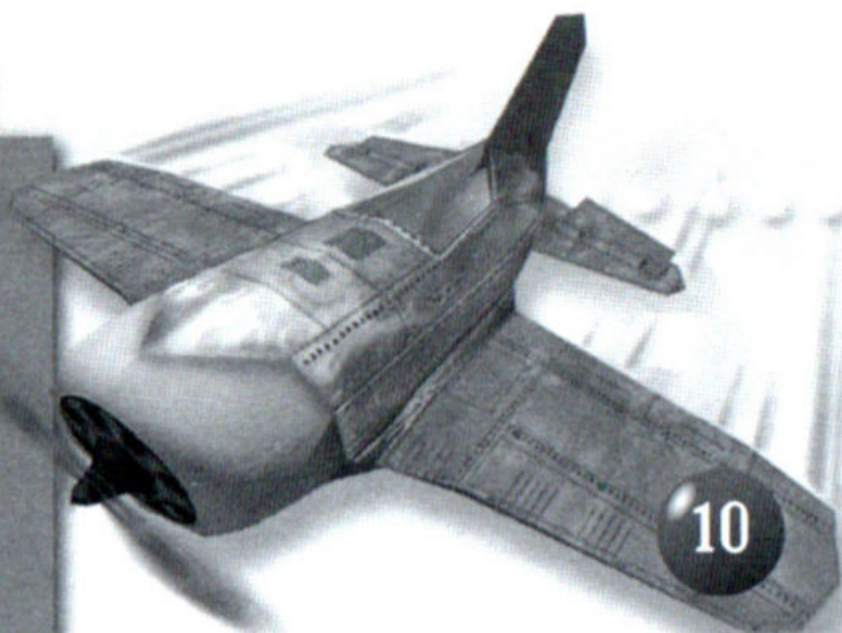
Define controls:

These options define how the player controls the plane. The options are KEYS or JOYSTICK. The default is keyboard but KEYS will allow you to assign different keystrokes to the commands listed. To do this, place the highlight bar over the key you wish to change and press RETURN. Now enter your preferred keystroke by pressing the corresponding key. RESET DEFAULTS will reset the controls to their original state.

Plane set-up

Plane Crazy allows you to establish and save a plane throughout the game. In PLANE SET-UP you select from one of three classes of aircraft, customise the paint job and establish the plane name (your player alias). Each body shape has unique handling qualities that can be modified and tuned during successive championships. The plane is available to fly over all race modes and success in the Championship will allow any upgrades attached to your plane to be saved.

PLANE SET-UP is selected from the



MAIN MENU. If you go straight into the game a default plane is given for the start of the race (see Quick Start).

The first time you go to PLANE SET-UP you can select a plane from the NEW PLANE slot and then personalise it.

In the CHANGE CURRENT menu screen you can:

Pick plane type: Use the left/right arrow to pick one of three body types.

Paint plane: Change the design on the wings, engine, fuselage and tail.

Pilot name: The name defaults to the machine id, or you can enter your own alias.

Plane name: Your plane name is your race identity used in the Championship Leader Board and high scores.

Once you have created your plane, select DONE and it will be saved. You can create up to 10 planes, each one available from LOAD PLANE.

Next time you go to PLANE SET-UP you have the options to:

Change current: see above.

New plane: establish a new user plane.

Load plane: to load a previously saved plane.

After plane set-up your plane is automatically saved. If you want to race your plane on a friends machine you can retrieve the file from PLANE CRAZY/DATA/DATAMIN/PLANE S on the drive to which you have installed Plane Crazy. For convenience you will see a shortcut to the folder SAVED PLANES under the program group in the task bar.



Race modes

Plane Crazy has three race modes:

- Quick race
- Ghost race
- Championship

Quick race

In Quick race the Crazy Aces provide you with full-on competition, making this level the ideal practise ground for Championship racing. Select one of the courses and race against the clock. Each course has checkpoints which must be reached within a given time period or it's 'Game Over'.

Ghost race

Beat the Ghost! Enter Ghost race and record a race time over any of the five

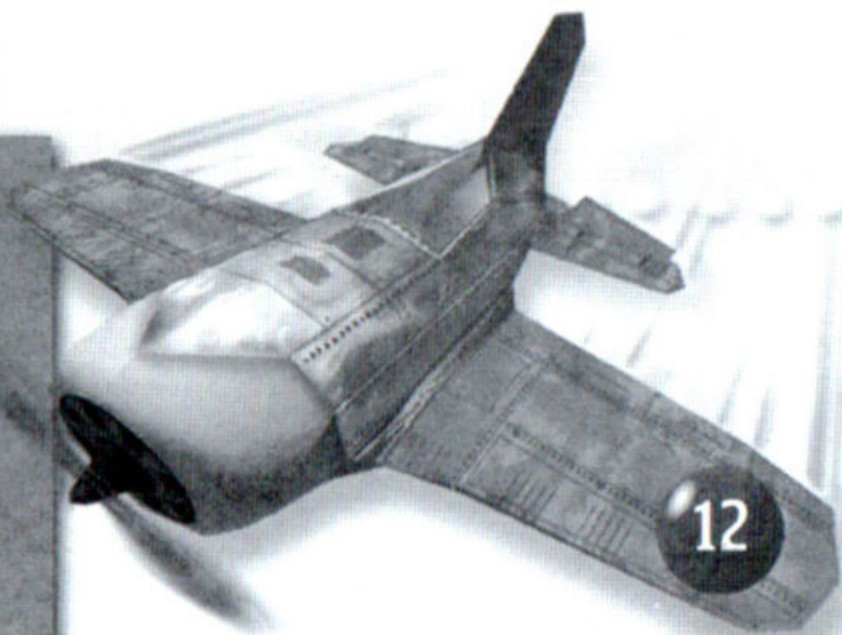
courses. The performance is 'ghosted' and can then be raced to achieve a better time. This is the best way to practise the courses and become proficient at handling your plane. You have to establish an initial time on each course then beat that time. When you beat the current fastest ghost, the file will be saved and available to race again.

Tip: As the ghost time is saved as a file, it can be mailed or sent on disc to another machine to race against.

The files are named after the plane name <up to eight characters>.ghs and are saved to PLANE CRAZY/DATA/DATAMIN/GHOSTS/name of course ('Dash', 'Doc', 'Rush', 'Vol' or 'City') on the drive where Plane Crazy is installed. For convenience you will see a shortcut to the folder GHOSTS under the program group in the task bar.

Championship

You start at the back of the pack and your aim is to reach the front. The Championship is raced over five



courses and your position in each race is rewarded with a score. If you finish in the top three you'll win a Race Credit (\$) prize and passage on to the next race. The highest score over the five races wins the Championship.

In Championship you can customise the performance of your plane from 'Upgrade Plane' in the Championship menu. At the end of the Championship, if you are in first, second or third place, your plane is saved with the following additions:

- Upgrades bought
- Race credits

The principle aim is of course to win and have those hard earned upgrades saved with your plane. With the upgraded plane you can go on to achieve more impressive 'Ghosts', shave vital seconds of each course time in Quick Race or continue in another Championship and 'tweak' your plane further.

During the Championship, a sponsor's prize is offered selectively at the start of each race. This provides the opportunity for you to accumulate more credits in addition to the race wins.

Not all the upgrades will be affordable after only one Championship - you will have to keep racing and winning to afford some of the more impressive upgrades. However, remember if you fail to qualify in the top three in any race you're out of the competition and you'll lose any upgrades and race credits earned during that Championship.

In Network Championship, the Championship menu does not allow you to upgrade your plane or change the level of difficulty mid-Championship. There is a timer on all menus and when that counts to zero, the race starts.



The courses

The courses feature some of the most dramatic visuals seen in any racing game and allow players the freedom to discover the best line to achieve winning times.

- Course 1. Border Dash**
- Course 2. Dockland Dive**
- Course 3. Monument Rush**
- Course 4. Volcano Rapids**
- Course 5. Sin City Run**

Tip: when coming into those tight bends, don't forget to decelerate – work that throttle!

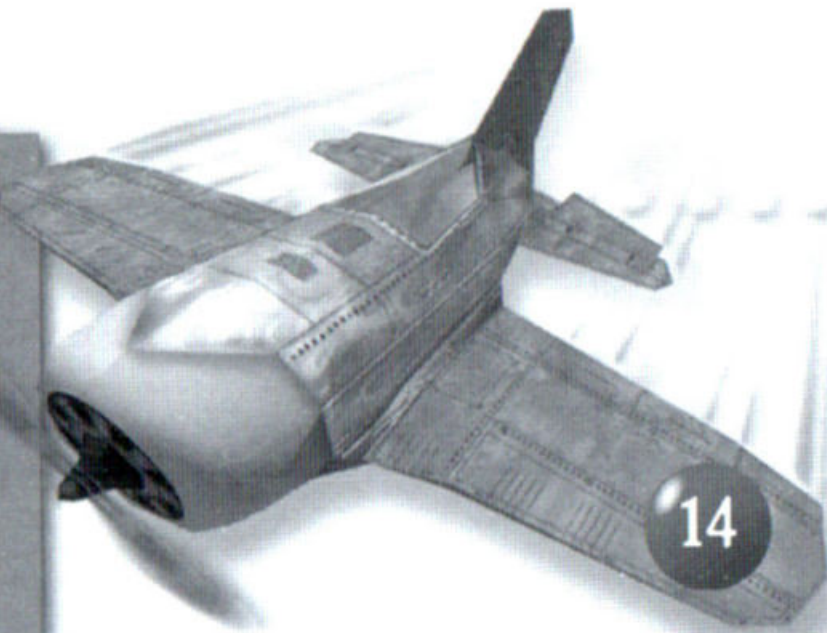
Course 1. Border Dash: The desert at sunset provides an ideal opportunity for the novice player to get a feel for the

plane and its flight controls. It's an open course yet, with its shortcuts provides the experienced player with the challenges more common in later courses. You have to navigate through dunes, under rock bridges and race against trains. Avoid the stacks and keep close to the ground for maximum speed.

Course 2. Dockland Dive: The networks of refinery pipework and massive cooling towers lead to corridors of shipyard cranes and the docklands. The turbine halls in docklands are an area that require precision flying if you are to make it through the exit points. The updraughts here will test your skills to the max.

Course 3. Monument Rush: The canyon is designed to give you one long intense rush of speed. Weather effects such as crosswinds and down draughts increase the hazards. Quick reactions and a good eye will get you through the seemingly impenetrable 'forest' of rock stacks standing along the route.

Course 4. Volcanic Rapids: Dropping through the clouds you descend into a



twisting, tortuous route through volcanic vents, upriver trails, through dense lush forest and down amongst the ancient temples of lost civilisations. Volcanic activity is one of the many hazards - watch out for those lava flows.

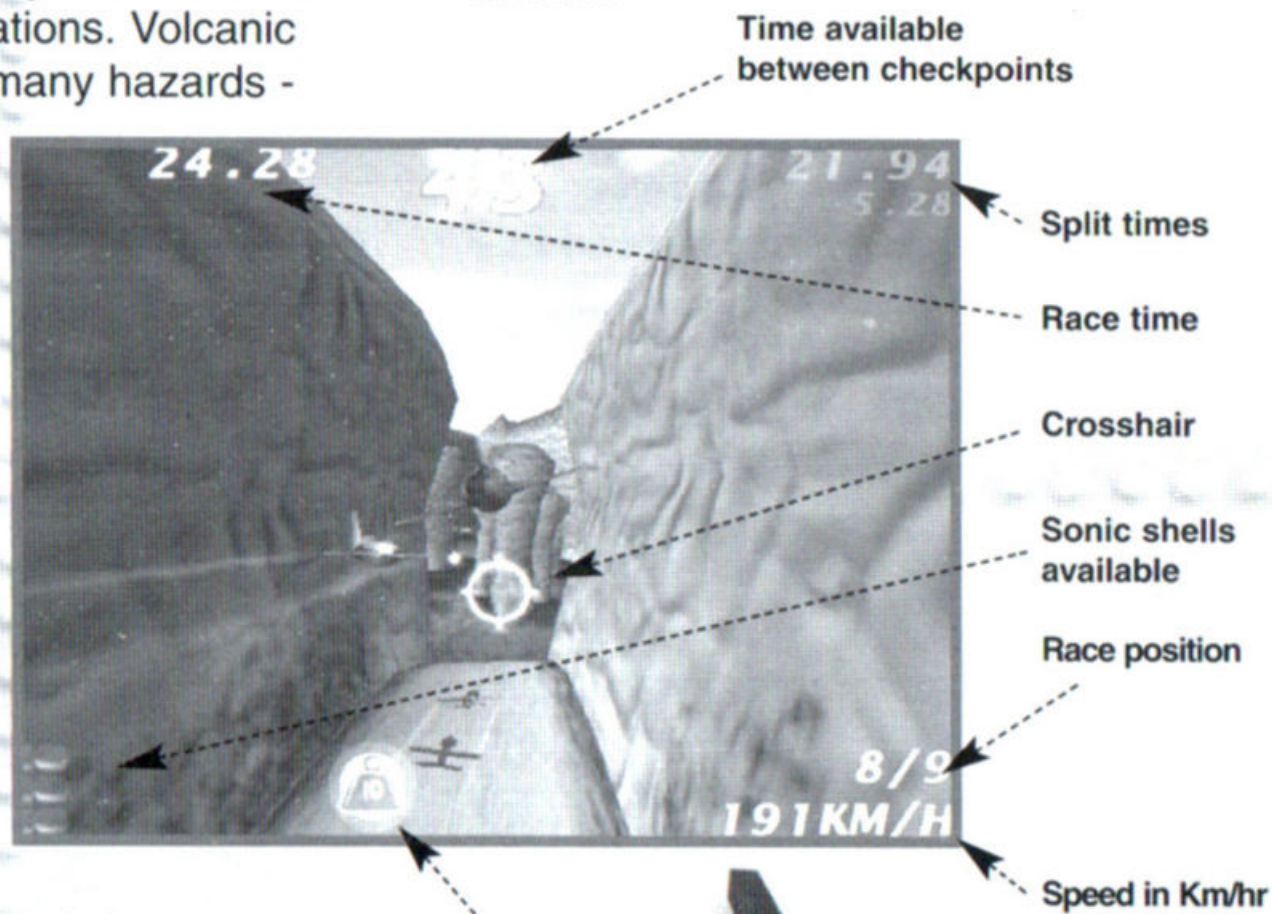
Course 5. Sin City Run:

High speed flying through the city at night makes Sin City Run the ultimate test of your ability. This course is the one to beat - flying through road tunnels, along freeways, through the mall, chasing the city monorail, around skyscrapers and in and out the subway system!

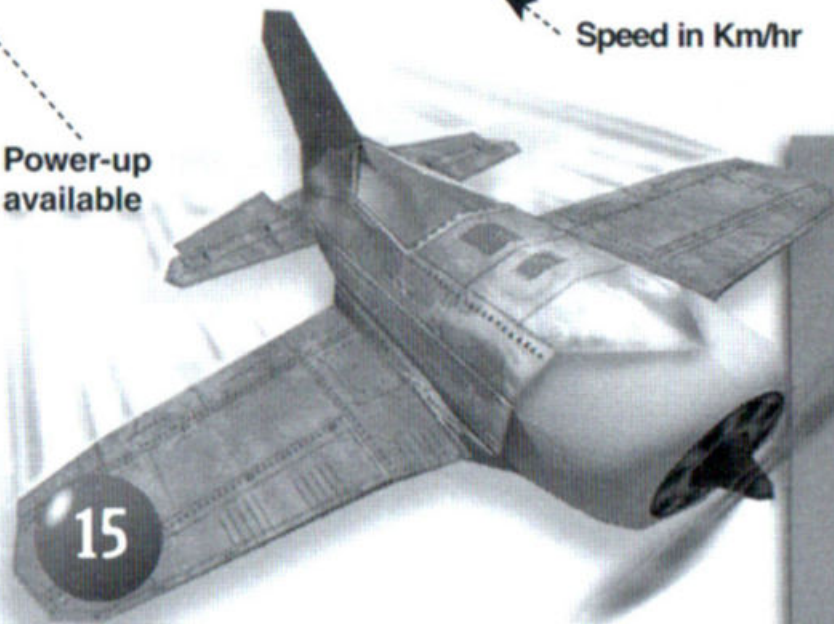
Tip: keep your eye on the power-ups and listen to your pit crew! The closer to the ground you fly, the faster you travel as that is where the 'good air' is. Turbulence exists the higher you go and slows the plane down.

In-game screens

In game, the following information is on screen:



Power-up available



A crosshair appears on screen alerting you to an opportunity to fire your Sonic Cannon.

Tip: Hitting buildings, walls and rival planes does your plane no damage but will slow you down. But be careful – if you crash badly you will explode and be penalised with a delay.

Crazy Aces: Your 'friendly' opposition in the skies!

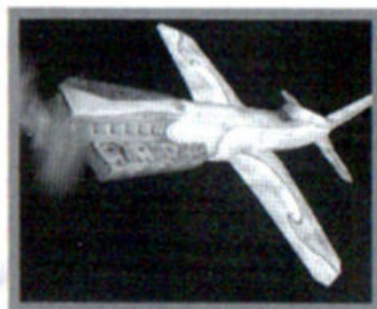
You'll be racing against the Crazy Aces – not known for their chivalry or sense of fair play! As a first time flyer they'll give you a break, but expect no mercy as your skills improve.



Nemesis



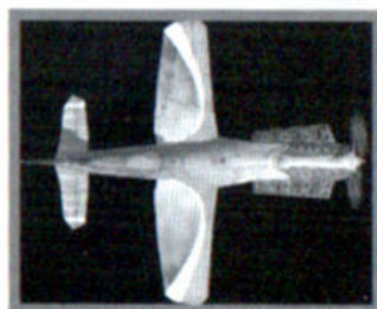
Big Red



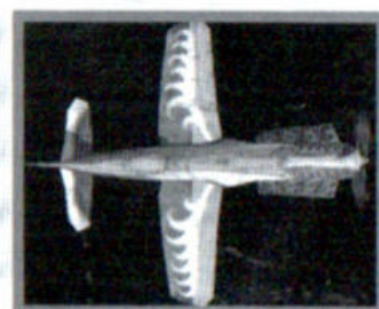
Tsunami



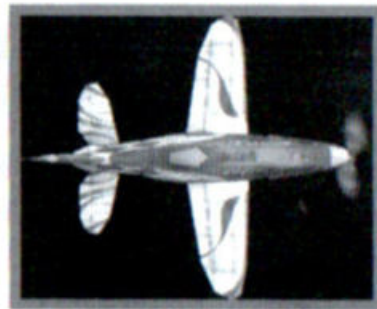
Bustin' Bear



Slippy



Swiftly



Duke

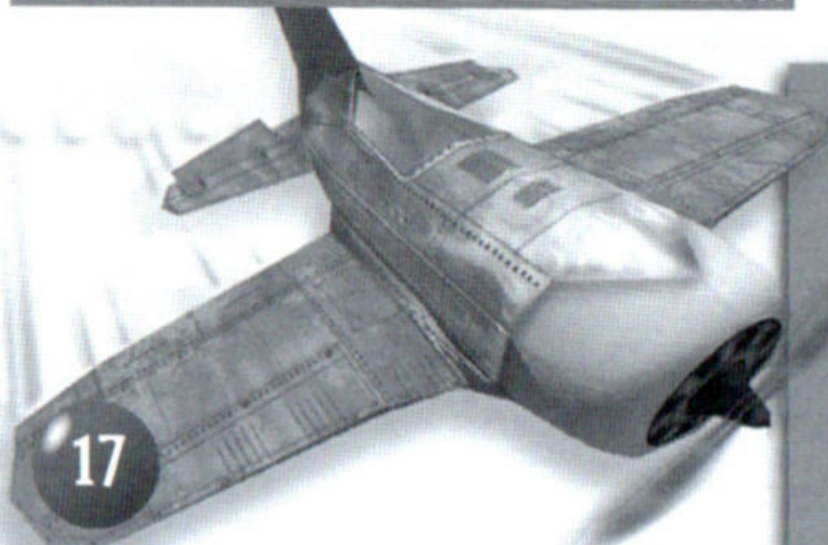


Chub

- **Nemesis** – a speed demon, Nemesis is a loner with one aim – crossing that finish line in first place.
- **Big Red** – manic and unpredictable – the most reckless flyer of the pack. Don't underestimate Big Red's desire to be in front.
- **Tsunami** – built for speed with quick reactions. You have to be fast and sure to stand against Tsunami.
- **Bustin' Bear** – hard to stop – don't get stuck behind – you'll find it a real challenge to get past.
- **Slippy** – Slippy by name and Slippy by nature with quick reactions.
- **Swiftly** – as the name suggests this plane is fast and furious with lightning reactions.
- **Duke** – a pretty reckless flyer and one you won't want to cross in the air. The distinctive yellow and blue diamonds are easy to spot but the high level of aggression makes it difficult to avoid.
- **Chub** – fast and quick witted with little desire to interfere with other planes. Known to duck 'n' dive with the best of them. You'll have to dance around to foil Chub's tricks.

Power-ups

Power-ups are scattered throughout each course. Fire a power-down to temporarily disable your opposition (*e.g. extreme slow or static attack*) or use the speed-up to increase your top speed (*e.g. nitro speed burst*). Be careful to line yourself up for that speed increase or you risk crashing spectacularly!

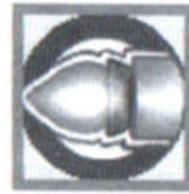


Fly through the spinning blue icon to collect a power-up. The power-up icons cycle at the bottom left of the screen. Hit fire to select or wait until cycle stops.

SPACE = stop power-up cycle/fire power-up

SIDE TRIGGER = stop power-up cycle/fire power-up

Be warned, the Crazy Aces are eager to hinder your progress – power-downs fired at you will be heralded by the pit crew's cry of "incoming!". Are you quick enough to dodge them?



Nitro – Short sharp burst of speed. You have five seconds to position your plane to gain maximum benefit. You can activate the speed-up at any time during the five second countdown.



MiniNitro – Sustained speed boost, not as extreme as nitro and not eroded by bumping on course scenery.



TripleNitro – Three short sharp bursts of speed. The first boost has a five second countdown, the other two are preceded by nine seconds. In the final five second phase, you can activate the speed-up.



Static Attack – Sends your plane into a spin. Momentary loss of control.



Xtreme Slow – Temporary slow down. The plane is naturally taken over by gravity.



Stealth – Invulnerability from power-up attack and from exploding on impact with scenery.



Stall – Engine cuts out. During dive you will explode if you hit anything.



Wobbly Joystick – Steering of plane is temporarily taken over by cockpit gremlins.

Firing the Sonic Cannon

Fired using the THUMB BUTTON on a joystick or ALT on the keyboard, the Sonic Cannon reveals hidden shortcuts in the courses. You start each race with three shells.

The HUD displays a cross-hair target signalling when you can make use of the Cannon. The shells will home in on their target; however accuracy is guaranteed only for the brief time the cross-hair is on screen.



The Sonic Cannon can deter your opposition in two ways:

- As the target appears, areas of the landscape can be destroyed providing an obstacle to those behind.
- The 'Aftermath' shockwave will affect planes falling within its wake – get your timing wrong and you too will become one of its victims.



Championship menu

From RACE MODE select CHAMPIONSHIP to access the Championship menu. You return here after each race to select next race or upgrade your plane using your race credits. You can also access the Leader Board to check on your current position and points score or access the Options Menu.

Upgrade Plane

After each race in the Championship, if you are successful in netting a race credit prize you can use the credit to upgrade or 'tweak' the performance of your plane. The main objective during a Championship is to come in 1st, 2nd or

3rd and have your hard-earned upgrades saved out with your plane.

In Multiplayer Championship, the Championship screen contains no 'Plane Upgrade' category. You have to play Single Player Championship to upgrade your plane.

Each plane has a set of attributes which can be altered by buying extra parts and a range of upgrades from the following categories:

- **Engines**
- **Tune-ups**
- **Wings**
- **Airbrakes**
- **Airframe**
- **Race specials**

The screen displays:

- Your current credit balance
- The upgrade icon
- The cost of the upgrade
- Status Bar: This tells you if the upgrade is available, unavailable, if you do not hold enough credit or if the upgrade is the one you currently hold.
- Buy
- Done



Your Race Credits will be displayed and updated when you purchase or trade-in. In PLANE UPGRADE you can tweak your plane in the following areas:



Engines

After a few wins this will be high on your list – a new engine and a notch further up the rung to being truly

insane. Each engine cranks up your acceleration and top speed.



Tune-ups

Tune-ups will 'tweak' top speed and acceleration of your existing engine to give you that extra edge.



Wings

As you up the speed and acceleration of your plane you will however have to experiment with an

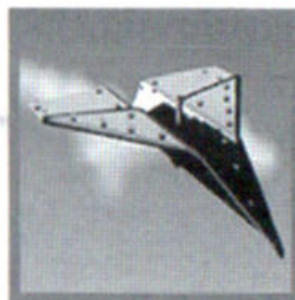
aerodynamic upgrade to rein back stability. These vary in effectiveness and the trick is to experiment and achieve the

perfect balance for your plane's capabilities.



Airbrakes

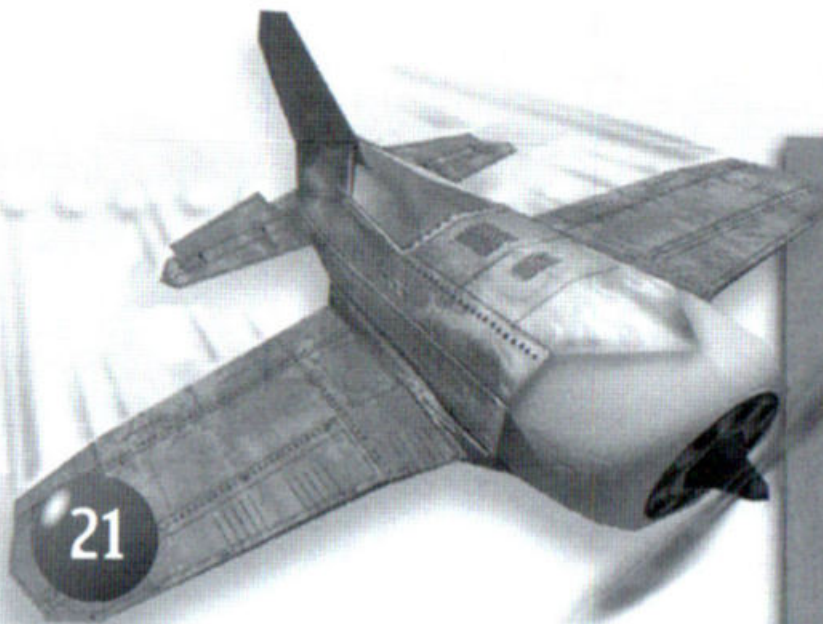
Airbrakes are on offer with varying degrees of effectiveness.



Airframe

Here you are selecting upgrades to strengthen your airframe. This has the benefit of making the aircraft more

resistant to a full crash or explosion shockwave. Therefore you will make less restarts.



Race Specials

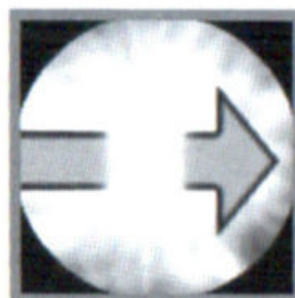
Finally the Race Specials on offer are available for one race only. These give the player the following advantage.



Power-up scoops: Increase your chances of getting those power-ups and use the scoops, available in medium and large.



Invulnerability: These allow up to four hits from power-downs with no ill effect.



Instant restart: This allows you to pick yourself up immediately from that crash and get back into the race.



Prophet of Doom: This is where you get your own back on the tactics of the Aces. Get yourself the Prophet of Doom and watch them scatter before you.

Leader board:

The menu displays your position and that of your competitors in the current Championship.

Options:

As available from the Main Menu – excluding NETWORK CHECKPOINTS ON/OFF and LEVEL OF DIFFICULTY.

Network game

Remember to check ENABLE NETWORK GAME during start-up dialogue box.





To play multiplayer over IPX, Network LAN:

The choice of courses and Championship are available from the MAIN MENU.

The first player to select a course or the Championship begins a countdown and chooses the difficulty level. Everyone has to join a session before the counter reaches zero. You can send messages to other players in the game while you are being held prior to the race starting.

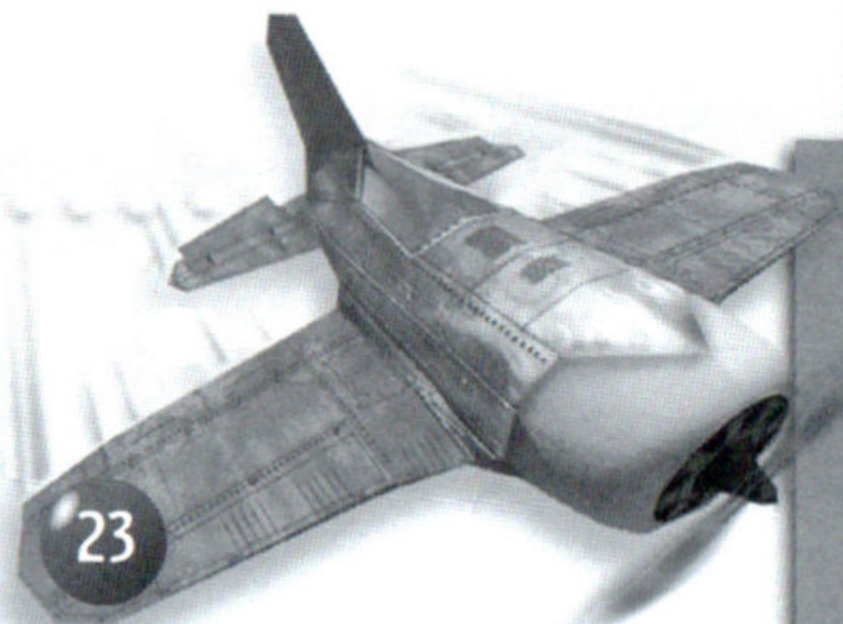
In the Plane Crazy lobby the information on the Timer, Players and Difficulty updates as you highlight a course which reflects the status of each session.

Also displayed on this screen are:

- Send message
- Session timer
- Number of players
- Level of difficulty

As you and your opponents fall through to this point you are given a number for the race and everyone's identity is listed on screen. You must press the SPACE BAR to acknowledge you are ready.

Once the timer has finished counting down, you cannot join the game but can start a new game. If you leave Quick Race or Championship you cannot re-enter. You must wait until it ends and the players return to the lobby.



To play Multiplay from an external lobby system (Wireplay etc.), serial link or modem to modem:

The network main menu is similar to an IPX network game. The main differences are that the game places you in the lobby with your default plane and the 'host' determines the race for all players so every other player must select the same course as the host.

As the host you will be notified with the message **YOU ARE THE HOST OF THE SESSION**. When the host selects a course, all the other players have 30 seconds to join. Once the 30 seconds is up you will automatically race the course the host has chosen.

Wireplay

Wireplay is the high performance gaming service provided by BT in the UK. No Internet connection is required, allowing the fastest, smoothest game play you'll find anywhere with just a modem and a phone line. For information about availability in other countries check out www.wireplay.com To install the Wireplay client software run the **INSTALL_WIREPLAY.EXE** which can be found in the folder **UK ONLY\WIREPLAY** on the Plane Crazy CD-Rom. If you have any questions or problems playing Plane Crazy over Wireplay please contact the Wireplay Helpdesk, telephone 0345 577577.

Email: support@wireplay.com

Thrust World

Thrust World is a UK based on-line games community. It includes an unlimited play games service and a full award winning Internet connection. To find out more about Thrust World run **THRUST.EXE** which can be found in folder **UK ONLY\THRUST WORLD** on the Plane Crazy CD-Rom.

If you have any questions or problems concerning Thrust World, contact the technical helpline on: 0181 970 5609 (9am-5pm)



Europress



Inner Workings

Europress web site: <http://www.euopress.co.uk>

Inner Workings web site: <http://www.innerworkings.co.uk>

Plane Crazy web site: <http://www.planecrazy.com>
