

Codemasters® 

GENIUS AT PLAY™

PRECAUTIONS

• Do not touch the surface of the disc when handling, hold it by the edge. • To keep the disc clean, wipe gently with a soft cloth. Keep the disc scratch free • Keep the disc away from extremes of temperature, direct sunlight or exposure to excessive moisture. • Never use a cracked or warped disc or one that has been repaired using adhesives. This could lead to operating problems.

EPILEPSY WARNING

WARNING READ BEFORE USING YOUR VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain patterns or flashing lights. Exposure to certain light patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no prior history of prior seizures or epilepsy. If you, or anyone in your family, has a epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.

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CONTENTS

Ignition	2
Warm Up Your Engine	3
Lose the L-Plates – Learn to Drive	4
Single Player Mode	6
Championship Mode	6
Practice Mode	7
Player Settings	7
Game Modes	8
Vehicles	10
Configuring your Vehicle	11
Damage and Repair	13
Location	14
In the Race	17
In-Game Menu	18
Post Race	19
Network Multiplayer Games	20
Options Menu	22
Advanced Controls	23
Technical Support	24
Codemasters Multiplayer Network™	27



IGNITION

Installation

Place the disc in your CD drive and close the door. Wait a few seconds for the drive to initialise. If you have Autorun enabled on your PC, 1NSANE™ will automatically begin to install.

If you don't have Autorun enabled, go to the Start Menu and select <RUN>. Type D:\setup (replace 'D' with the drive letter of your CD) and hit [ENTER].

The InstallShield® Wizard will appear; follow the on-screen instructions to progress through the Installation.

Full Install: Writes all game files to the hard drive location you have specified in the InstallShield® Wizard. This is the recommended option for fastest gameplay and best graphics.

Typical Install: If you are hard-up for available space on your hard drive, select this option to install only those files which are imperative to running the game.

During installation you will be required to enter a password. This can be found inside the back cover of this manual.

1NSANE™ Installation will also install the following files:

- CMN Codemasters Multiplayer Network, your gateway connection to play 1NSANE™ online.
- DirectX 7.0a™ - the latest version from Microsoft
- DirectX Media Player
- IndeoV™

Uninstall

To remove 1NSANE™ from your PC, go to the Start Menu and select <Codemasters> <1NSANE> <UnInstall 1NSANE>. This will delete all game files from your hard drive, but will not delete any Saved Championship Games or Saved Replays, which will be left in the directory you originally installed to. If you wish to remove these, go to the directory you installed to, select the files and either hit [DELETE] or drag and drop them in the Recycle Bin.



WARM UP YOUR ENGINE

To run 1NSANE™, go to the Start Menu and select <Codemasters> <1NSANE> <1NSANE>, or double-click the 1NSANE icon on your Desktop.

You have two main options:

- Play 1NSANE™
Play on your own or with others via LAN.
- Play 1NSANE™ Online
Connect to Codemasters Multiplayer Network to play with others over the Internet.





LOSE THE L-PLATES – LEARN TO DRIVE

You can change the control key configuration by accessing Vehicle Control in the Options Menu. By default the game controls are:

In Game / Driving



Steer Left / Right



Accelerate



Brake



Handbrake



Gear Up



Gear Down



Toggle differential lock
(automatic if Automatic Gears active)



Switch lights On/Off



Horn



Rollover. Face it. It's a fact. You're going to end up on your roof sooner or later. Hold down Numpad 0 to right yourself as quickly as possible.



Repair. (See Damage & Repair.)



Rescue. When you've got yourself into a sticky situation, hit Rescue to transport out of there. You'll incur a five second penalty, but it may be faster than trying to work your way out of that pit. You have to be stationary for Rescue to activate, but if you've spent too long in water and your engine is flooded out, Rescue will kick in automatically.



Pause and go to In-Game Menu.



Cycle gates / target vehicle.



Chat (Multiplayer Only).

Views



Select Camera view.



Cycle through Camera views.



TV Camera Views.



Look behind you.
(Also works in Replays and TV Cameras)



Free look.



Look around (all Views)

Custom Cameras



Rotate Camera around vehicle – Views F7 – F8.



Zoom In / Out – Views F5 – F8.



Raise / Lower Camera – Views F5 – F8.

Once you have customised a camera, you can toggle between the default version and your custom one by pressing the relevant F-Key repeatedly.



SINGLE PLAYER MODE

Take on CPU opponents in any of the Single Player game modes (see Game Modes) at any difficulty level in any of the unlocked Locations. Also configure your driver model and your vehicle and set difficulty and player details.



CHAMPIONSHIP MODE

When you first enter Championship mode, only the 4x4 class will be available. Unlock the other classes progressively by achieving the required number of points in the previous class.

Before you enter the Championship, it's a good idea to sort out your player and driver in the Single Player menu. Your vehicle can be chosen in Championship mode.

The Championship Grid

The first time you play, you'll have only one game available on the Championship Grid. Win this and you'll unlock all the games in the adjacent grid positions; win one of these and more games become available.



Get the required number of points in the grid and the next class becomes unlocked. Win the Championship by unlocking all of the classes and meeting the win criteria in the final class.



PRACTICE MODE

Try out each of the game modes on your own to familiarise yourself with the rules and gameplay.



PLAYER SETTINGS

Your player model will represent you through all of your 1NSANE™ challenges, so it's important that you get along!

Create a player by choosing <Select Player> from the menu. Then select an unused slot from the list on the left.



Select <New Player> and enter a name.

Wouldn't life be boring if we all looked the same? Give your driver some cool gear by choosing <Change Model>. Use the left and right cursor keys to cycle through the available models.



GAME MODES

There are several modes of game to test your courage in 1NSANE™. Choose which game you want to play in the Quick Race and Practice menus. If you want a longer or shorter game, increase or decrease the game length in the game menu.

Jamboree

Find the active gate and be the first through it. As the gate is claimed it becomes inactive and another gate lights up. Follow the arrow to the next active gate. The winner is the first driver to claim the required number of gates.

Return the Flag

Find the flag and keep it long enough to get back to the return area. Receive points each time you get it back to the return area. The first player to reach the target number of points – wins!

Gate Hunt

There're only so many gates available in your area and they're all active. They become inactive as they're claimed, so get through as many as you can, as quickly as possible. You'd better be sure to claim more of them than your opponents, or there'll be tears before bedtime.



Pathfinder

All the gates are active and you need to claim them all. Get through every checkpoint in any order first and you'll win. Look out for shortcuts that other players may not have spotted yet.

Capture the Flag

Get hold of the flag then drive, drive like the wind. You get points for holding onto the flag and bonus points for getting through the active gate with it. But only one flag, lots of players, hmm...you do the math.

Destruction Zone

Can you stay in the King Zone for long enough before you get mashed to a metallic pulp? The longer you're in the zone, the more points you'll get. You also rack up points by smashing into your opponents – can you hit them hard enough to get a Rollover Bonus? The first to the target number of points is King of the Hill.

Off-Road Race

A hectic race through the gates. The first to reach the required number of laps wins. Be sure you don't miss a gate, you can't score a lap until you've been through them all in the correct order.

Free Roam

Go where you want to go, do what you want to do, as the song goes. You've got a whole area all to yourself. So why not see just how fast you can nosedive off that cliff, or how much damage driving full tilt into that mountain does?



VEHICLES

There are several vehicles that appear at the beginning of 1NSANE™. Select yours before racing. You can unlock more advanced classes as you progress through Championship Mode. These new off-road ravers will also be available to play in Quick Race mode.

The basic set of vehicles are:

Blaze

Four wheel drive pickup.

Acceleration: Insane
Top Speed: Excellent
Stability: Insane
Mass: 2200kg
Drive: 4WD



Baja Bug

Revved and raised beach bug.

Acceleration: Insane
Top Speed: Average
Stability: Excellent
Mass: 1200kg
Drive: 4WD



Cairo

Open top jeep.

Acceleration: Good
Top Speed: Good
Stability: Insane
Mass: 1700kg
Drive: 4WD



CONFIGURING YOUR VEHICLE

If you fancy yourself an ace mechanic, select a configuration for your vehicle that best matches your driving style. Go to the 'Specification Menu' and choose your perfect specs:

Factory

The default factory settings that your vehicle is supplied with. These represent a middle range configuration that is suitable for most driving conditions and situations.

Off Road

Your vehicle is optimised for rugged off-road racing. Stability and suspension are improved, but at the cost of acceleration and top speed.

Race

See your vehicle fly! Your pumped up engine is the fastest thing on four wheels. Unfortunately, you're not so stable, nor so nimble.

Custom

If you really want to go to tune-up town, you can alter each of your vehicle's specifications. Select Custom to change:

Steer Lock

Use the left and right cursor keys to select from the range available. Increase the steering lock to reduce your vehicle's turning circle. You'll be able to turn around more quickly, but you won't have such fine control, especially at high speed.

Suspension

Use the left and right cursor keys to select from normal / hard / soft suspension. Hard suspension will give you a rougher ride, but your stability will improve, whereas soft suspension will smooth your passage, but you'll be more inclined to topple.

Normal suspension is mid-way between Hard and Soft, giving you an optimum compromise between smoothness and stability.

Tyres

Choose from normal / hard / soft tyres.

Harder tyres will give you a faster top speed, but they're not going to give you the same ground holding as softer tyres. Soft tyres will stick you to the ground like a leech, but your rolling resistance means it may be harder to get off the mark and you may be more inclined to go into a roll when sliding. Normal tyres give you the best road holding compared to speed.

Brake Power

Choose Brake Power from range available.

Higher brake settings will allow you come to a halt in a shorter distance and slow down faster. But, braking so hard when roaring down a slope may make you flip right over.

Handbrake Power

Select Handbrake Power from the available range.

A good hard handbrake can be a real benefit to force a slide on those really tight turns. Careful that you don't trip when sliding – even the slightest of bumps will set you on your roof.

Gear Ratios

Adjust the ratio of each gear independently.

Biasing your gear ratios lower will mean that you can get off the mark much more quickly. However, you won't achieve the top speed that you could reach with a higher ratio.



DAMAGE AND REPAIR

Whether you're being picked on by other drivers, or just through your own shabby steering, like it or not, you're going to get smashed up. Just like real life, damage will affect the performance of your vehicle; eventually, you won't be able to move at all. So if you've been mashed beyond recognition, you need to pick the right moment to hit Repair.

This is a strategic move. You need to choose the optimum moment to repair your vehicle, because you take a three second penalty while you're getting fixed up. Try and find a point when all the other cars are suffering and get your Repair in first, then you'll be in showroom condition while they're all getting their dents knocked out. You can zoom round and take the gates or capture the flag while they're incapacitated.

You could make life worse for them by playing dodgems while they're sitting ducks, but remember; running full tilt into other vehicles is going to hurt you, too...



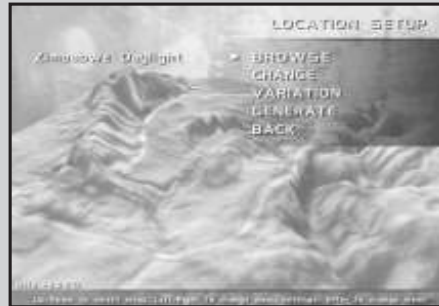


LOCATION

Access the Location menu to select the landscape and variation for your race.

Browse

Use the up and down cursor keys to look through the Location catalogue and review the selection of environments available.



Change

Select 'Change' and use the left and right cursor keys to select one of the predefined Locations. More options will become available as you unlock them in Championship Mode (see Championship).

Variation

Each environment can be played at different times of day. Conquered a Location in daylight? Try it at night, things look very different in the glare of your headlights.

Generate

Once you've completed the full 1NSANE™ Championship, you'll be able to access the Location Generator. This lets you create your very own mad, bad and dangerous to drive landscapes, for Practice, Quick Race, LAN or Internet games. Prior to Championship completion, a limited generator is available in Multiplayer mode for that extra edge of excitement.

Terrain

Use the left and right cursor keys to select the roughness of the terrain you want to play in. You can take a nice easy trot around gently rolling hills, or totter precariously on the edge of a chasm.

Style

Select the style of landscape your creation should have. Race through the hot and dusty African Veldt or go cool and airy in European Grasslands. Choose carefully, the landscape style you go for will affect how your vehicle handles.



Objects

Define the amount of trees, telegraph poles, rocks, etc., that will appear in your environment by using the Left and Right cursor keys to move the slider. The more objects, the more you have to crash into.

Water

Move the slider to decide how much water should appear in your landscape. The more water, the more chance you'll have of getting flooded if you cross that river too slowly.

Vegetation

How much ground scrub is there going to be in your world? Vegetation doesn't hamper your driving as you can plough straight through it, but it can limit your visibility; you might not see the edge for bushes.

Roads

Even an off-road landscape needs some roads. A nice bit of tarmac gives a straight hard run if you follow it, but if you cross it at an angle, you might struggle to keep your footing.

Unique ID

This shows the unique ID assigned to your new Location. Make a note of this number and you can always come back to it.

Randomise

Hitting Randomise creates a brand new Location based on unspecified settings.

Generate

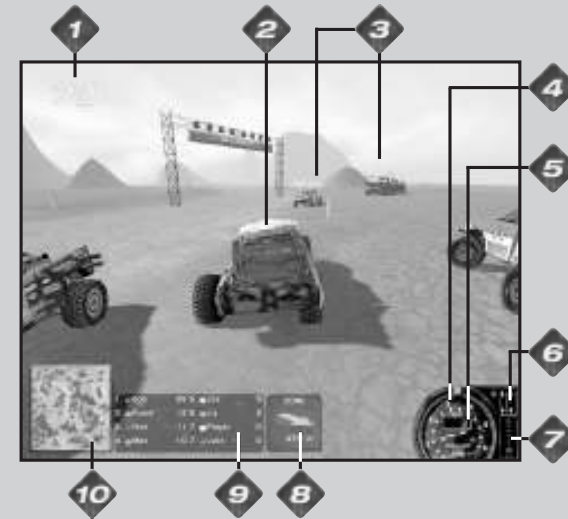
Select Generate to create your Location based on the settings you've chosen; you'll see it appear on screen behind the menu. The new landscape will be available when you return to the Quick Race Menu. NB. Once you've returned to the Quick Race Menu, you'll see the new Location displayed. Don't select 'Change' or your Quick Race will reset to one of the default Locations and you'll need to re-Generate your own.

Back

Selecting Back or hitting the [ESC] key will return you to the Quick Race Menu.



IN THE RACE



1 Leaderboard position for this game. The first number is your current rank, the second is the number of players in this game. If you see an '=' by the first number, then you are sharing that place with another driver.

2 You

3 Other Drivers

4 Current Revs

5 Current Speed

6 Vehicle Condition

Shows the state of your wheels and whether the Differential Lock is on or off. If the chassis diagram is solid, it's on. If the diagram's hollow, the Differential Lock is off.

7 Gears
Your current gear is lit in red.

8 Target Indicator
The Target Indicator points directly at your next target (Gate, Flag, Player, etc). Be warned, it points out the shortest straight-line route. Follow it too closely and you could well find yourself plummeting over a cliff. The type of target is shown above the arrow and the distance to it is shown below. The closer you are to your target, the greener the arrow will become.

9 Leaderboard (Player Names)
Shows how well you and your opponents are doing in order of score. The coloured circles next to each name match the triangles on the map so you can tell which player is where. Your name is highlighted in yellow.

10 Map
A green dot indicates your current target, be it Flag, Gate or Area. Floor the gas pedal and head for it before your opponents, shown by coloured triangles, get there first. Your vehicle is represented by the triangle at the center of the map.



IN-GAME MENU

Press ESC at any time during your race to access the In-Game Menu. This allows you to:



Continue Game

Return to play.

Abandon Game

Quit race.

Restart Game

Go back to the beginning of your race, and play again with the same settings.

Rescue

See [R] in Lose the L-Plates.

View Replay

See 'Post Race'.

Video Options, Audio Options, Display Options, Vehicle Controls

See 'Options Menu' on Page 22.

Advanced Controls

See 'Advanced Controls'.



POST RACE

After the race, check out the Results screen for a rundown of Players' scores and points awarded. You can also:

Restart Race

Start the same race from the beginning.

View Replay

View Replay takes you to the following menu which allows you to view camera footage of your race:



Play / Pause

Run or pause footage of your race.

Speed

Use the left and right cursor keys to speed up or slow down playback.

Restart

Restart Replay from the beginning.

Change Camera

Use the left or right cursor keys to view your race from different camera angles.

Change Player

Curious about what the other guys were up to? Use left and right cursor keys to watch the Replay from other Players' perspective.

Save Replay

Keep your crowning moment safe to view later.

View Statistics

Check out just how far the longest jump in the race was and who did it. This and much more information on the Statistics screen.



NETWORK MULTIPLAYER GAMES

To set up a network multiplayer game with your friends, first decide who is going to host the game. All other players will then join that game. For extra information on connecting to and using Codemasters Multi-player Network, please refer to the Guide inside the back cover of this manual.

Hosting a Network Game

Multiplayer Game > Host a New Game > Network Setup
First you need to define your Network Configuration.

Network Type

Select your network protocol from IPX or TCP/IP (options shown depend on your machine configuration / setup). To find out which type of network you are running, go to your Start Menu and click Settings, then select Control Panel. Double click Network and check the list displayed, your Network protocols are shown at the bottom. Most networked machines will probably have both protocols installed, however if you have only one, ensure that your 1NSANE™ Network Setup has the matching setting selected.

Session Name

Your session name defaults to the network identity of your machine; alternatively you can enter a session name of your choice. This is the name that the other players will connect to across your network.

Topology

1NSANE™ needs to know what sort of network you are playing over. Select PEER-TO-PEER if all machines in the game are connected to each other in a 'ring' formation. Choose CLIENT-SERVER if all machines in the game connect to a central server.

Once you have set up your Network Configuration, you're ready to get your game going.

Joining a Multiplayer Game

To join a multiplayer game, select JOIN GAME from the Multiplayer Menu. Choose your network type (NB: this has to match the network type of your host) and hit START. 1NSANE™ will search for available games on your network, select the game you wish to play from the list shown (there may be more than one if you're running 1NSANE™ over a large network) and hit [ENTER].

On the next screen, set up your vehicle and select READY. When all players have shown they're ready, the game will begin!

Starting a Multiplayer Game

Before entering a game, the host needs to define the type of game to be played. Select GAME OPTIONS to set up the game, choosing your game type, location, etc. Then pick your vehicle using VEHICLE and PAINT JOB.

As players join, their chosen vehicles will appear in the grid on the left of the screen. To talk to them, select CHAT and type your message, hit [ENTER] to send it. If a player is unwelcome or starts to annoy the host, they can be kicked from the game using KICK PLAYER.

When everyone has joined, made their vehicle selections and has selected READY, you're ready to play. Select START.





OPTIONS MENU

Access the Options Menu from the Main Menu screen. Here you can configure various elements of the game for optimum performance on your system. For most systems, the default settings should be fine.



Video Options

Alter resolution, gamma levels and detail levels. If your game appears jerky, you can increase the frame rate by reducing detail levels.

Sound Options

Set volume levels for each of the sound elements in 1NSANE™.

Game Options

Activate or deactivate in-game elements such as scenery or animals in Quick Race or Practice modes only. Deactivating some elements can give some slower systems a higher performance and frame rate.

Display Options

Switch in-game display elements on or off. Deactivating display elements won't increase your frame rate, but it may make your game more challenging.

Vehicle Controls

Select a specialised vehicle configuration and use Advanced Controls to specify its handling in minutest detail.

Game Controls

Reconfigure hotkeys for use in game.



ADVANCED CONTROLS

The following variables apply to digital controllers, such as a gamepad or keyboard:

Steer Speed

Determines how fast the wheels can be moved towards full-lock.

Steer Back

Adjusts how quickly the wheels can be forced back towards neutral steering.

Steer Idle

Modifies the speed with which the wheels will tend towards neutral steering.

For analogue controllers, such as a joystick or steering wheel:

Force Feedback

Turn Force Feedback on or off.

Analogue Deadzone

Depending on the quality and age of your analogue device, you may wish to increase or decrease the central dead-zone.

Force Feedback Intensity

Vary the intensity of the force feedback.

Non-Linear Steering

When this is perfectly linear (set to 1.00), by turning your steering wheel to 50% lock, your vehicle's wheels will steer to 50% lock. When using a non-linear setup (say 1.46), you will notice that a 50% wheel-lock results in only about 25% vehicle steering-lock. However, a maximum controller turn still results in full vehicle steering-lock. This provides more control over delicate steering, but still allows tight, rapid turns.



For all controller types, both digital and analogue:

Velocity-Steering Adjuster

By increasing this, your maximum steering angle is reduced at an increasing rate as your speed increases.

Velocity-Steering Maximum

As your car approaches the speed set here, your maximum steering angle diminishes to zero.



CODEMASTERS TECHNICAL SUPPORT

Tel: 01926 816044 Fax: 01926 817595

Lines are open between

0900-1730 Monday, 0800-2000 Tuesday to Friday, 1000-1600 Saturday.

Before you call the Technical Support line, please check that you have read the 1NSANE™ help file, which can be found on the 1NSANE™ CD-ROM.

To access the help file

1. Double-click on my computer on the Windows desktop.
2. Right-click on your CD-ROM drive.
3. Left-click on Explore.
4. Double-click on README.

If your answer is not on the disc, please make sure you have the following details before you call the Technical Support line:

- A detailed description of the problem
- If it is repeatable, under what conditions?
- Your brand of PC (Dell, Gateway, Compaq, IBM etc.)
- Your processor brand & type (Intel Pentium 266, Cyrix 200 etc.)
- The make and model of any video / 3D graphics cards in your computer, (Voodoo5, Nvidia GeForce, etc.) and the version number of the driver for this.
- The make and model of your CD-ROM Drive (Panasonic 562 Double-Speed etc...)
- BIOS version and date. This is displayed soon after the power-on. (AMIBIOS, 1992 etc...)
- The make and model of your sound card (SoundBlaster 32 etc..)
- Your DirectX version (e.g. 6 or 7)
- Your operating system (e.g. Win95, Win98, Windows ME)

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MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be governed by and construed in accordance with the laws of England and you consent to the exclusive jurisdiction of the courts of England.

If you have any questions concerning this license, you may contact Codemasters at:

The Codemasters Software Company Limited, PO Box 6,
Leamington Spa Warwickshire CV47 2ZT United Kingdom.
Tel +44 1926 814 132, Fax +44 1926 817 595.



Codemasters Multiplayer Network™

You will need:

- Codemasters Multiplayer Network™ installed on your machine.
- 1NSANE™ installed on your machine.
- Connection to the internet via a modem, ISDN or other.
- A service provider account.

- 1 After installation (Codemasters Multiplayer Network™ will be installed with your game software), start your game by double clicking the game icon on the Desktop.
- 2 Select the online option in your game startup screen.
- 3 Codemasters Multiplayer Network™ will try to activate your default internet dial-up and connect you to Codemasters Multiplayer Network™ server. If your computer does not have a default internet dial-up, you will have to activate your internet connection yourself, as you would normally do to browse the web, before logging onto Codemasters Multiplayer Network™.
- 4 The first time you connect to the Codemasters Multiplayer Network™ server, you will be taken through a wizard to create yourself a user name and password. You will not need to repeat this next time you connect, simply enter your name and password and click 'Log On'.
- 5 Next, you are taken to the game room. You may create a game here or join one already in progress.
- 6 When you log on, you will also have access to the ladder room. Go here to test your mettle against other individuals. Challenge a player on the same ladder position as yourself, then win the head to head match to move up a rung. Work your way to the top of the ladder.
- 7 On selecting a game to join, Codemasters Multiplayer Network™ will call up your game software and take you to the game. Follow the directions in the 'Multiplayer' section of this manual for game-specific multiplayer options.

If you have any problems installing or using Codemasters Multiplayer Network™, please email our Customer Services Department at custservice@codemasters.com.

PASSWORD