

The background of the cover is a large, close-up, red-tinted face of a character with a menacing expression, featuring a skull-like texture on the right side of the face. Below the face, the title "CARMAGEDDON" is written in a large, yellow, blocky font with a black outline and a distressed, scratched texture. Below that, "MAX DAMAGE" is written in a smaller, white, blocky font with a black outline and a similar distressed texture. At the bottom, the text "Driver's Manual" is written in a clean, white, sans-serif font. The bottom of the cover features a red-tinted image of a car crash scene with smoke and fire in the background.

CARMAGEDDON

MAX DAMAGE

Driver's Manual

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Laws and Rules of the Road

An Overview of Carmageddon

Carmageddon: Max Damage is the driving sensation where pedestrians (and cows) equal points and your opponents are a bunch of crazies in a twisted mix of automotive killing machines. It's the antidote to racing games!!

What's My Goal?

Your goal will vary depending on what game mode you're currently playing. In 'Classic Carma' you'll have three ways to finish the event – wasting all your opponents, killing all pedestrians in the level or completing the required number of laps. You will undoubtedly notice that there is no display of your position in the race. This is because you don't have one, and it doesn't matter anyway. Your opponents will cheat at least as much as you will and in this mode it doesn't matter one iota who gets to the 'finish line' first – it just matters how much damage you did and how many internal organs you liberated on the way.





During a 'Ped Chase' you'll be hurtling across the many environments in Carmageddon: Max Damage chasing down targeted pedestrians before your opponents get to them. 'Checkpoint Stampede' will see you doing the same but reaching checkpoints. Did we mention cheating? Destroy an opponent and you'll end up stealing a point so let them do all the hard work and see 'em off with a repulsificator!

'Fox 'N' Hounds' mode will see the one player trying to escape the 'Hounds' – a friendly nudge

into the Fox and you'll then be getting chased! Don't try to be clever though and hide – this is about high speed pursuits!

If it's classic racing you want then 'Death Race' provides. Though if you get bored of that you can always turn round and race head-on to wreck a few opponents and steal their laps!

Destroying all your opponents is the aim of 'Car Crusher' mode. Use the many PowerUps dotted about the level to pulverise your opponents into submission.

How Do I Buy Stuff?

Your credits earned can be used to purchase PowerUps using the PowerUp Instant Selector (PIS). Only PowerUps that you have discovered will be available to purchase. The PIS will allow you to quickly access your favourite PowerUps for wrecking your opponents or reducing the population but make sure you have enough credits left over for emergency repairs!

What about unlocking new events and modes?

Your progress through career is determined by your credits earned. Each chapter has a target amount of credits required in order to unlock the next. Unlocking chapters opens up new environments, new game modes and also the possibility to find new vehicles to steal!

You can go back and play events from previous chapters again if you like, but be warned – you won't earn as many credits and your opponents will be tougher!

How Do I Make Improvements, Upgrades and Repairs?

You can visit the parts shop to make improvements to your car using tokens found whilst exploring environments in Carmageddon: Max Damage.



It won't take you long to notice that all your opponents have the mentality of a sex-starved bull. If you ram them, there's a good chance they'll see red and go for you (which can be great fun if you're on the edge of a precipice if you time it right). Just remember to give as good as you get - they do frighten, particularly if you rise to their challenge and simply hit them back even harder. However, don't be surprised if the next time you share a race with that opponent, they seem to be making a career of trying to kill you.

During the game, you'll find out that some cars are marked as 'Stealworthy'. Wreck these cars and you'll find they're available for you to drive during the next race and all subsequent races.

Some cars you might find a bit of a handful, but they're all fun. If you're really good, you might just lay your hands on something rather special during the latter stages of the game; something with the dimensions and weight of a small house but which has the performance of a fighter plane.

During your assaults on your opponents, and your inevitable close encounters with walls, lamp posts and the hard bits at the bottom of sheer drops, your car will become damaged. There is a status screen, which shows you the state of your car's systems. As they become more bent, they start to malfunction or fail altogether.

After a race, your car is fully repaired automatically and for free. However you might not want to wait that long. You can repair your car at any time during the race by holding down repair (Backspace on a keyboard or 'Y' button on a controller). The longer you hold it down, the more your car is repaired - but the more it'll cost you. For speed you can also double tap for a full repair.

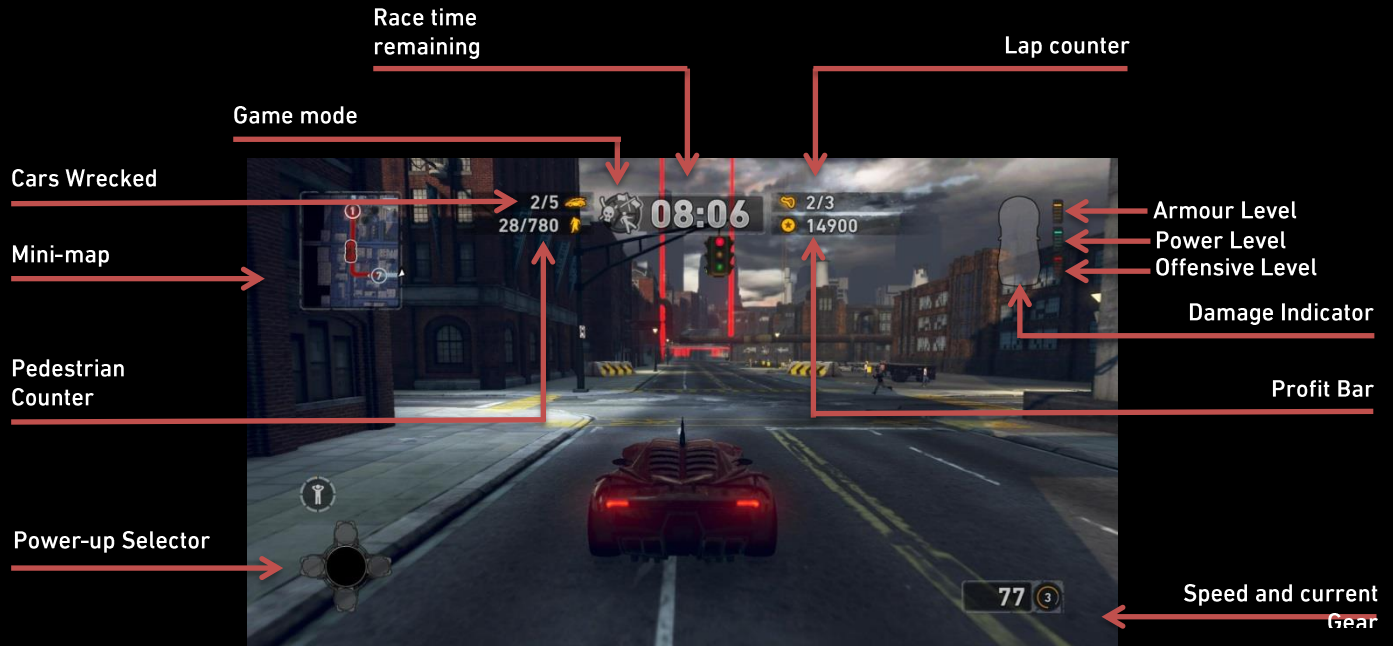
You will soon discover that sometimes your car lands on its roof or its side. In this case, hitting 'R' will recover your car (at a cost) and let you continue. If you can't remember this, just hit Esc - there's a 'Recover & Resume' item in the menu.

You can also use 'Wobble' recovery to recover your car without paying a recovery cost. Whilst your car is on its roof hold the B button and wiggle the left stick.

What About Rules?

Above all, do whatever you want to do. The game will try not to get in your way (unlike your opponents, who will often try to get in your way at 150 mph in the opposite direction). You will never be forced to go in a particular direction or to conform to any rules. If you treat the entire race with utter disrespect and just try to be disruptive; that's fine and you'll even be rewarded for it!

Game Screen



Select A Save Slot

Here you can select a save slot in which to create your new save game.

You can create up to three different saves. You can also delete a save from here if you'd like to start over.



Select Driver Screen

On your first time loading the game you'll be asked select which driver you would like to use. With your mouse, keyboard or controller, select the character required. The drivers to choose from are:

Max Damage - Maximum impact fruitcake with a hydraulic neck and no crumple zones in his brain. Drives the Eagle, a car designed for rammin' and slammin'.

Die Anna - Psychopathic stunner born in a body bag and raised in a morgue. Drives the Hawk, a car faster than Max's Eagle but not as strong. Best suited to impacts with flesh rather than steel.

You'll start with both drivers available and you'll be able to switch between the two drivers in the Player Profile screen.



Difficulty Select Screen

After selecting your character, you must select a skill level.



Easy Setting (Pulping puppies with hammers):
There is very little time pressure, your opponents are all wimps, and you don't need many credits to go up ranks. Play at this level if you are the sort of person that hides under the table during thunderstorms.

Normal Setting (Normal rampant insanity):
Gives you a balance between enjoyment and pressure.

Hard Setting (Harder than rimming a rhino):
The Hard setting is like a shot of pure adrenaline. Count yourself lucky if the timer ever gets out of single figures and if you can drive for more than 10 yards without being rammed from all directions simultaneously.

Main Menu

When running the game, after seeing splash and legal screens you get to choose your save slot. Next you arrive at the Main Menu screen.

NOTE: All the interface screens in Carmageddon: Max Damage work in the same way. You can either use the mouse to make selections, cursor keys on a keyboard or the D-pad on a controller to move the orange hi-light around and hit enter or return to operate the high-lighted item (for instance a 'Done' button).

Career

Enters career mode

Freeplay

Starts Freeplay mode where you can setup games using any unlocked vehicles, environments and game modes.

Multiplayer

Takes you to the Multiplayer game menu where you can start or join online or LAN games.

Options

Brings up the options menu which has the following sub-options

Controls

Selects and personalises your control method and allows you to rebind keyboard controls. You can also choose your preferred controller layout if using a game pad to play Carmageddon: Max Damage.

Visual

Various options that allow you to alter the graphics to get the most optimal display speed from your particular PC. Setting these lower (towards the right of the screen) reduces the amount of calculations your PC has to do.

Fullscreen	This option allows you to choose whether to have the game take up the whole screen to itself or to be in a window where you can also see other applications.
Resolution	Lower resolutions will give you higher performance but lower visual detail.
Aspect Ratio	This determines the choice of resolution. Normally you should stick to the native aspect ratio of your monitor or else the game will look squashed.

Refresh Rate	The rate at which your monitor redraws the screen. Normally you should stick to the native refresh rate of your monitor.
Graphics Quality	Use this option to set appropriate values for all the visual options based on the level you choose – Best performance, Better performance, Balanced, Better Quality and Best Quality. If other visual options have been changed this will default to say Custom.
V-Sync	If this is turned off, the game will run as fast as possible but there is chance you will see screen tearing. If this is turned on, the frame rate of the game will be limited to your refresh rate.
Ped Distance Culling	The distance at which pedestrians become visible in the game. Setting it higher costs in performance but lets you see peds further into the distance.
Shadow Quality	Turning this up will improve the detail and accuracy of the shadows in the game at the expense of performance.
Headlights	Options for which cars produce shadows from their headlights. Turning this on will give a better visual experience, but a cost in performance.
Translucent Shadows	Pretty coloured shadows are cast by translucent objects when this is turned on.
Anti-Aliasing	Turning this on makes everything look smoother and less jaggy.
Depth of Field (DOF)	De-emphasises objects in your peripheral vision.
Bloom	Emphasises bright light sources.

Ambient Occlusion	Emulates shadowing of ambient light. It can be turned off to improve performance.
Particle Effect Quality	This affects the density and complexity of the special effects such as smoke, fire and gushing blood.
Car Reflection Quality	This affects the level of detail and update rate of the dynamic cube maps that are used to draw a reflection on shiny cars.
World Detail	Use this control to adjust the level on detail on world objects such as buildings.
Game Detail	Use this control to adjust the level of detail on game objects such as PowerUps, pedestrians and anything breakable.
World Culling	This controls how far into the distance world objects will be drawn.
Shadow Culling	Only valid when shadows are on. Removes objects from the shadows based on their size. Higher numbers reduces shadow quality, but improves performance. (i.e. Opposite behaviour to the culling distances).
Skid Marks	This setting will determine which cars produce skid marks, turning this on for more cars will cost performance.
Gamma	Alters illumination conditions. Affects both the brightness and contrast. Light and dark tones are less affected than mid tones.

Gameplay

Allows you to make changes to the HUD and toggle gore options such as blood colour.

Audio

Let's you select volumes for music and effects, and also allows you to turn music on or off during the race itself, independently of the rest of the game. Although you might consider the interface too dull a place to inhabit without music, the game itself is best played without it, as it tends to drown out the crashes and screams of twisted metal, which is an awful shame really.

Camera

Options are available here to change the default camera type and also change which camera type is used when reversing.

Difficulty

Allows you to change the difficulty mode between Easy, Normal and Hard.

Stuff

Enables you to watch the games credits and replay any tutorial videos. Also allows you to replay the interactive tutorial.

Exit

Quits the game

Career Mode

In career mode you'll find yourself competing in a variety of game modes across 16 chapters. In each chapter you'll need to win the target amount of credits required to move into the next chapter. The target amount of credits to unlock the next chapter is shown next to the chapter you're playing and a ring around your current chapter will show your progress to unlocking it.

Each chapter will contain a variety of events which will aid you in reaching the target credits required. You can cycle through the chapters and events by clicking the arrows (or using LB, RB, LT and RT buttons on a gamepad).

TIP: Done all the events but still not got enough credits to proceed to the next chapter? Replaying an event will add the credits received to your total and allow you to progress.



Change Vehicle

If you have stolen other cars during races, the 'Change Car' button takes you to a screen where you can select which one to drive for the next race. Note that any upgrades you have bought in the parts shop are bound to each car. When you are happy with everything, choose 'Start'.

You will sometimes get a screen at this point which reminds you to upgrade your vehicle to remain competitive against your opposition. You'll be able to visit the Parts Shop to make these upgrades yourself, have the game automatically make upgrades for you or allow you to ignore the message and start the event anyway.

Vehicle Customisation

From within your garage any cars you have unlocked you'll be able to customise with new parts, rims and skins.

Parts Shop

The parts shop allows you to upgrade the Armour, Power and Offensiveness of your vehicle with upgrade tokens. Upgrade tokens are obtainable by finding them whilst exploring the many environments in Carmageddon: Max Damage.



Armour

Affects how much damage is inflicted upon your car during impacts, both with opponents and the environment.

Power

Increases the power of your car's engine, and automatically improves its road-holding abilities to match.

Offensive

Allows you to increase the damage you do to other people's cars when you hit them. Use the left and right arrows (or LT and RT on a gamepad) in the bottom left hand corner to scroll between the different parts categories. For each category there are 5 levels of upgrade parts. Upgrade levels are unlocked upon reaching certain chapters in Career mode.

Skins

Here you'll be able to change the skin on your chosen vehicle with any that have been unlocked. Skins can be unlocked by completing Challenges (See 'Challenges' section).

Rims

You'll be able to change your vehicles Rim design from here. You can unlock more rims by completing Challenges (See 'Challenges' section).

Grid Position Screen

This screen shows you where in the grid line-up your car has been placed. You have a certain amount of choice regarding where you start. You can move your car anywhere from last place up to the highest placed opponent who is of equal or lower rank to you. You can do this with the A and D keys, on a controller using the LB or RB buttons, or by clicking your heels and whistling (no actually that's a lie). After the grid screen there is no turning back - you're in the race.

The only way to combat the relentless violence inflicted on yourself and on the innocent pedestrians out there by these despicable monsters is to rise above them and out-violence every one of them. The more opponents you waste, the more pedestrian meat will be left over for you.



Race Summary Screen

When you finish the current race, the summary screen is displayed.



Objectives Reviewed

Shown here is what you achieved in objective terms from the race. It will show your wrecks, laps and pedestrian kills over time depending on the game mode you were in as well as your event total credits and token total.

Damage Gallery

The next screen shows what you achieved in subjective terms by displaying the other cars so that you can gloat at the damage you caused them.

Use the mouse or keyboard to select a wreck and hit return (or click) to zoom in to it. Hit continue when you've finished, and its back to the Career screen, ready for another bout of rivets and whiplash.

TIP: As you progress through Career mode you'll also be able to unlock additional content in Multiplayer.

During the Game

At almost any time in the game you can go back to the main menu (Esc or B on a gamepad).

Resume

Closes the menu and gets you back into the action.

Recover & Resume

If your car has become stuck (i.e. lying on its roof at the bottom of a ravine) then this will recover it so you can continue with the race. But it will cost you. Of course you could always just abort the current race instead which wouldn't cost you anything but just think of the money-making opportunities you might miss. Some game modes will delay your recovery for a few seconds.

Action Replay

Allows you to access Action Replay mode.

Options

Quick access to the options menu. Not all options will be available to change during an event.

Restart Event

Restarts the event you're currently participating in.

Abort Event

Aborts the current race, and returns to the Start Race screen ready for the next event.

Freeplay

Freeplay mode allows you to set up custom offline games using any levels and vehicles unlocked from playing Career.

Playlists

Playlists allow you to create a series of events to be played in sequential order. To add new events just press the 'Add Event' button. You can cycle between events in your playlist by using the arrows in the bottom right hand corner of the screen underneath the event image (or by using the LT and RT buttons on your controller). You can add up to 10 events in your playlist.

Event Options

You'll be able to select which level and Game mode. Only levels and game modes you've unlocked whilst progressing through Career mode will be available to select.

You will also be able to set some advanced options such as:



Event Order

Whether to have sequential event or a random event chosen from the playlist.

Starting Credits

Choose how much each player will have at the start of the event. The more credits available the more likely carnage will ensue!

PowerUps

Options to set for PowerUps to respawn or be turned off.

PIS Purchase

Turns on or off the ability to purchase PowerUps from the PowerUp Instant Selector.

Additional options will be available in this menu depending on your current selected Game mode.

Game Modes

Carmageddon: Max Damage features 6 different game modes:



Classic Carma

This is the classic Carmageddon mode where you can complete the event in three different ways; by wrecking all the opponent vehicles, killing all pedestrians in the environment or by completing the required number of laps.



Checkpoint Stampede

In this mode you need to be the quickest to reach a designated checkpoint. Get there ahead of your opponents and you win a point and the checkpoint re-spawns elsewhere in the level. Reach the target points or have the highest tally when then timer reaches 0 to win.



Death Race

A straightforward race spiced up with Carmageddon's PowerUps and violent behaviour! Win by finishing the required number of laps first. Wrecking opponents who have already completed 1 or more laps will steal 1 lap from them.



Ped Chase

Chase down pedestrians! Get a point for each target pedestrian killed. Wreck opponents to steal a point from them. The first player to reach the target score or have the highest number of ped target kills when the timer reaches 0 wins.



Car Crusher

It's Deathmatch time! Wreck your opponents and get a point for each kill. You'll lose a point for getting wrecked. The first player to reach the target score or have the highest number of wrecks when the timer reaches 0 wins.



Fox 'N' Hounds

The Fox has to evade the hounds! On event start a random player will be selected as the Fox. The Fox must evade the other players to bring their target time down to 0. The Hounds must hunt down the fox. Hitting the fox will make them the fox and the hunt continues. Whilst being the Fox slowing down or hiding isn't an option – for your timer to continue to tick down you must be on the move!

NOTE: Classic Carma and Ped Chase modes are not available in multiplayer.

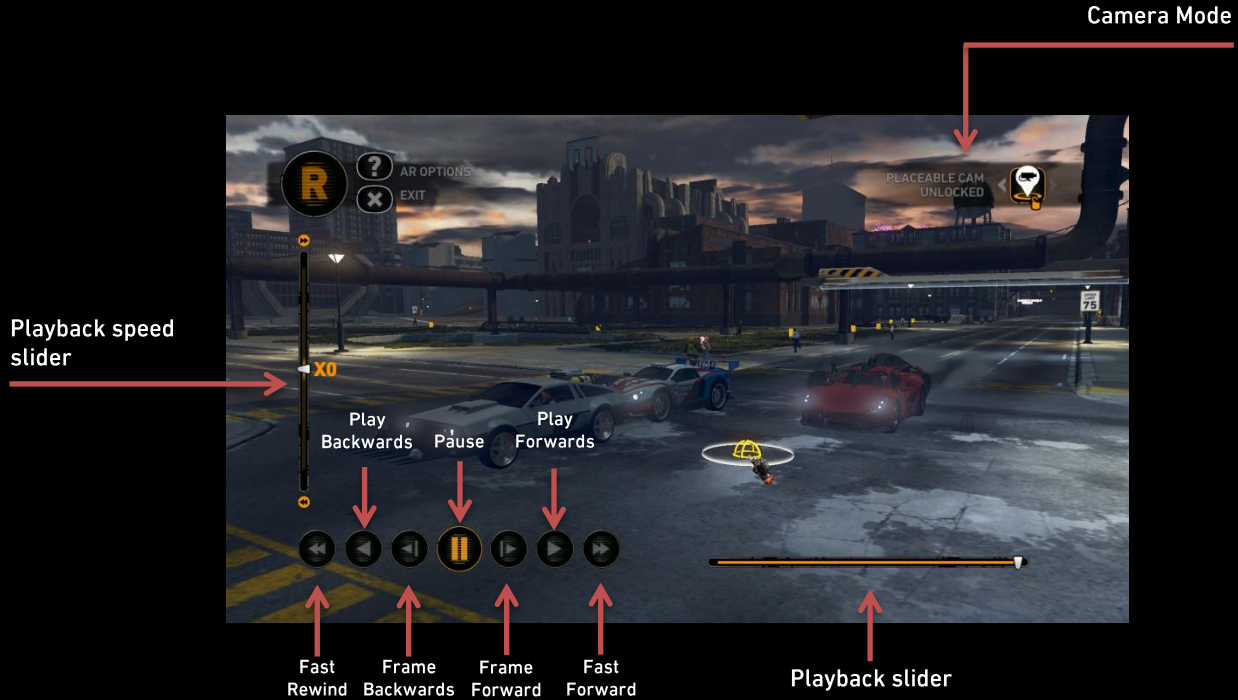
Action Replay

At any time during the race you can enter Action Replay mode ('Num-Enter' on a keyboard or 'Back' on a controller). You can then play back a 'tape' of events during the race and watch your antics again.

You can use a mouse and keyboard or controller to operate Action Replay mode as described further in the 'Default controls' section.

Note: Action Replay is not available during a multiplayer game.

Action Replay Screen



Camera Types

Changing the camera type gives you five alternative views:

Action Camera (default)

This camera automatically frames the action in the Action Replay, for instance a pedestrian being hit.

Panning Camera

This mode pans the camera from a series of set positions on the player car's path, automatically jumping from point to point, following the car.

Placeable Cam

Allows the player to select the camera's position anywhere in the scene and then select a target; the camera will then track the movement of the target from its custom position.

Chase Cam

This camera is the normal viewing camera in game – following behind the vehicle of interest.

Bumper Cam

This Camera allows the player to view the replay from the bumper of their car.

In-Car Cam

This camera shows the view from a driver's perspective.

Playback/Edit Camera Modes

You can toggle between Playback and Edit Camera modes by pressing the 'Y' button on an Xbox 360 controller. In Edit Camera mode the playback controls are removed and will give you more control over how the camera is setup in Playback mode.

Multiplayer

If you're lucky enough to have some friends, why not challenge up to five of them in one of the four different game modes? Believe us, by the time you've finished, they won't be your friends. This option can be selected from the Main Menu.

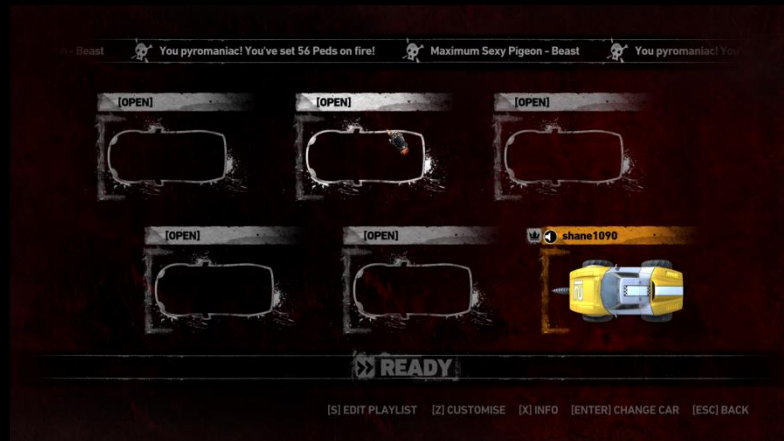
New Multiplayer Game

This screen allows you to select whether to play online via Steam or a Local Area Network (LAN) game.

Joining and creating a game

From here you'll be able to select and join an existing game or become a host and create your own game that other players will be able to connect to.

Selecting join game will show a list of all games currently available to join. If no games are available you'll be asked if you want to create a new game.



Creating a new game

This screen allows you to configure the initial options for a race such as choosing how many players to allow and which cars are allowed. You'll be able to choose from pre-select groups of cars or create a custom list of available cars. To create a custom list of cars available select 'custom' and press Square. You'll then be able to select which cars are available in your session. Once you have made your selections you'll then be able to configure which game mode and level you wish to play.

Multiplayer grid screen

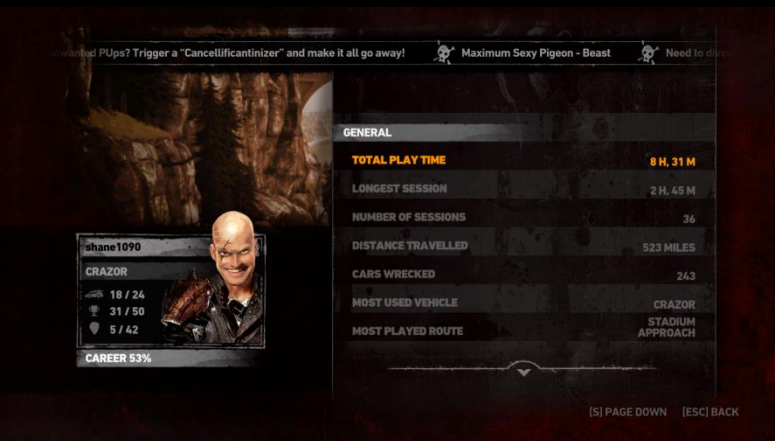
The multiplayer grid screen will show all the players currently in your game. Each player has an indicator to inform the host they are ready for the next game which can be toggled by pressing the 'Ready' button. You'll also be able to change your current vehicle if the hosts game settings allow by highlighting your car and pressing 'Z' for customise (or X on your controller) or quickly by clicking on your vehicle and using the left and right arrows to scroll through the available cars.

Note: The Parts Shop is unavailable to use whilst in multiplayer. Any upgrades you have made to vehicles during your Career progression are removed.

Tip: As you progress through Career mode you'll also be able to unlock additional content such as vehicles, locations and Game Modes in Multiplayer.

My Stats

Pressing 'X' on a keyboard or 'Y' on a controller from the main menus will bring up the My Stats menu. My Stats shows information about your progress in Carmageddon: Max Damage, from individual player stats to missions completed.



Criminal Record

Your criminal record shows all your game stats across Career, Freeplay and Multiplayer such as total play time, cars wrecked and pedestrians killed.

Missions

Carmageddon: Max Damage introduces missions which players are free to attempt or not. They encourage exploration, experimentation and reward you for it! Missions can be completed in

Career, Freeplay and Multiplayer modes. Completing missions will reward you with new skins and rims for vehicles in your garage. Each mission can have multiple levels to complete. You can see a description of each one by highlighting it and reading the information provided in the ticker at the top of the screen.

Collectibles

This screen allows you to check out what new skins and rims you've unlocked. We've also hidden 42 Smelly Bushes around the levels of Carmageddon: Max Damage and you'll be able to see how many you've found here too.

Achievements

Selecting this option will launch the Steam web overlay and display your current Achievements.

Leaderboards

Carmageddon: Max Damage has a variety of leaderboards so players can proclaim their vehicular dominance!

Driver

You'll be able to change which driver to use – Max Damage or Die Anna.

PowerUps

There are over 90 different PowerUps available during races, some of which are fantastically useful, a few of them are really more like power-downs, and many are just downright silly.

Some PowerUp effects last for the entire race, although most are only active for a limited time (usually 30 seconds). Icons down the left-hand side of the game screen show which PowerUps are currently in effect. Those with a time limit display a countdown timer next to the icon.

Some of the more conventional PowerUps available include:

- Bonus points
- Bonus time added to your timer
- Turbo boost
- Frozen opponents (activate the power up from behind an opponent and hit 'em while you can!)
- Acme damage magnifier (increases the damage you do to opponents on impact)
- Underwater ability (lets you drive underwater with relative ease)
- Invulnerability (no damage on impact with walls or other cars)
- Instant repair (repairs all damage at the moment of picking up the PowerUp, without charge)

We'll leave you to find out what the others do for yourself.

PowerUp Instant Selector (PIS)

The PIS allows you to purchase with credits PowerUps that you've previously picked up. Once you have picked up a PowerUp you can purchase it at any time using the PIS.

The PIS allows you to bind a PowerUp to one of 4 shortcuts. To bind a PowerUp to a short cut on keyboard press I, J, K or L and with an Xbox 360 controller any direction on the D-Pad. On doing so the selection flower expands out to fill the screen.



The selection flower is separated into three levels (In this order):

- PowerUp Categories (the default level)
- Sub Categories
- PowerUps

The selection cursor initially points to the top most icon on the PIS rebinding interface. On deciding on an item the player simply press enter or 'A' on a controller to either go down to the next level, or

if they have a PUp highlighted map it to the desired direction, close the selection flower and return the player back to the game. Pressing B (or ESC) at any point will move the player back up a level. If you are at the top level and press B (or ESC) one more time you'll back out of the PIS interface with no changes saved or applied.

Unsafe Driving Practices

The car in Carmageddon behaves just like a real car does - it will slide and skid and tumble wildly out of control in direct response to your input and what is happening to it in the game. You will find that the handbrake (spacebar on a keyboard or 'B' on a controller) is great for doing U-turns, setting the car up for a fast right-angled turn, or just having fun by sliding into pedestrians.

Wheelspin allows you to turn very tightly, and also allows you to spin the car around under power when you hold accelerate, turn and wheel spin simultaneously. You can even use it to do 'donuts' if you want, although it's a bit pointless trying to impress the girlies (or geezers) that you are about to run over. On a keyboard hold down the wheelspin key and push the accelerate key - that gets your wheels spinning up. For controllers, while steering at full lock double press and hold the accelerate button. Once your wheels are spinning you can steer for the desired effect.

CarMODgeddon

When launching the game you'll be asked if you want to play Carmageddon: Max Damage or launch CarMODgeddon mode. CarMODgeddon is your modding playground and this mode will allow you to play Freeplay and Multiplayer using community made mods.

To add mods to your game you'll need to locate the CarMODgeddon folder in your Steam folder. You'll find three folders inside this, 'Level's, 'Vehicles' and 'Wheels'. Depending on the type of mod you have place it into one of the folders. Upon launching the CarMODgeddon you'll be able to select your mods.

Note: In CarMODgeddon mode your career is locked and saving is disabled. You'll be able to know if you're in CarMODgeddon mode due to the 'CarMODgeddon' text at the top of the game.

Note: For more detailed information on modding in Carmageddon: Max Damage please visit the official Wiki at <http://wiki.carmageddon.com>.

Default Controls

Keyboard Controls in-game

Accelerate	W
Break/Reverse	S
Steer Left	A
Steer Right	D
Handbrake	Space
Recover	R
Repair	Backspace
Wheelspin	Left Shift
Main Map	Tab
Pause	Esc
Flap Doors	F
Horn	H
Camera Type	C
Chase Cam Closer	PgUp
Chase Cam Further	PgDn
Look Left	,
Look Right	.

Look Behind	Z
Activate PowerUp	Enter
Scroll PowerUps Left]
Scroll PowerUps Right	[
PIS Select Up	I
PIS Select Down	K
PIS Select Left	J
PIS Select Right	L

Keyboard Controls Action Replay - General

Toggle Action Replay	Num-enter
Action Replay Options	Esc

Keyboard Controls Action Replay - Playback

Frame backward	Num 1
Play Reverse	Num 2
Frame Forward	Num 3
Rewind	Num 4

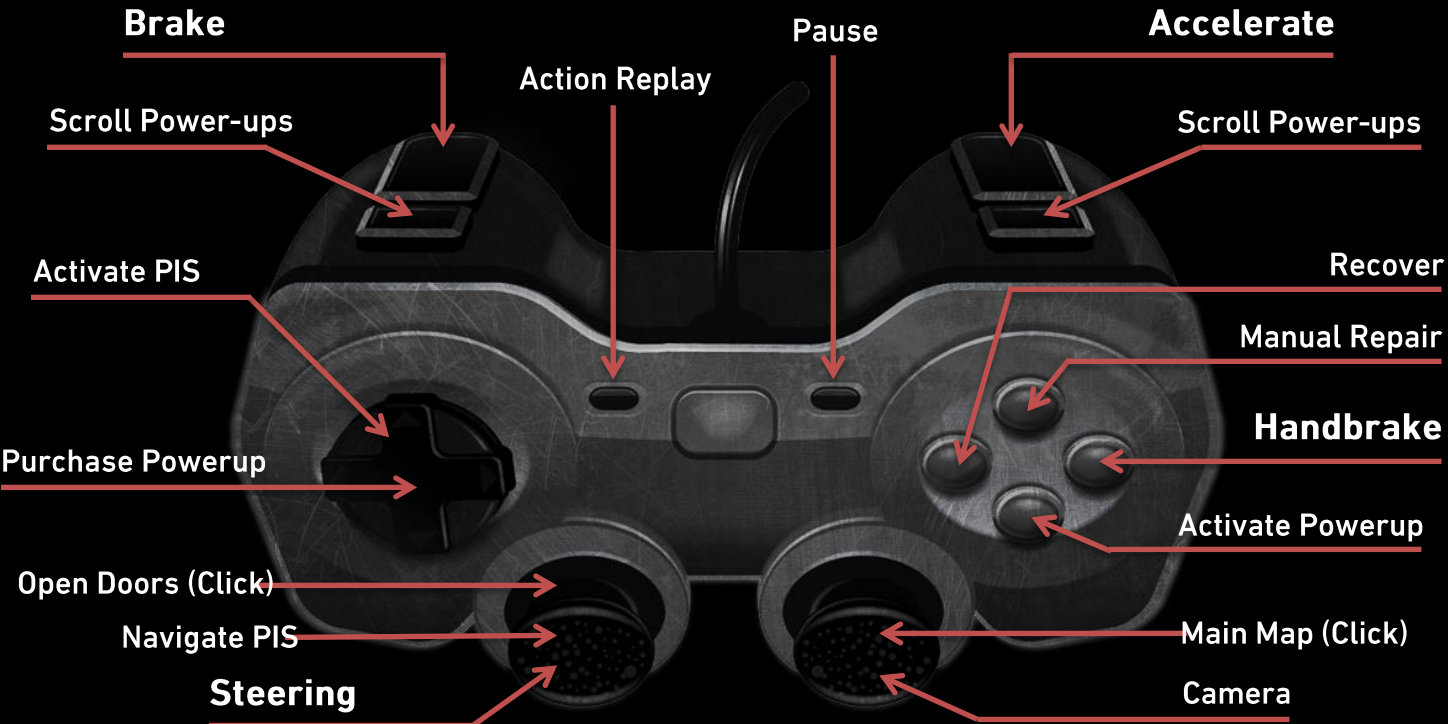
Play/Pause	Num 5
Fast-forward	Num 6
Go to Start	Num 7
Play Forward	Num 8
Go to End	Num 9
Toggle playback	Num 0
Hide UI	Num-decimal

Keyboard Controls Action Replay – Camera Edit

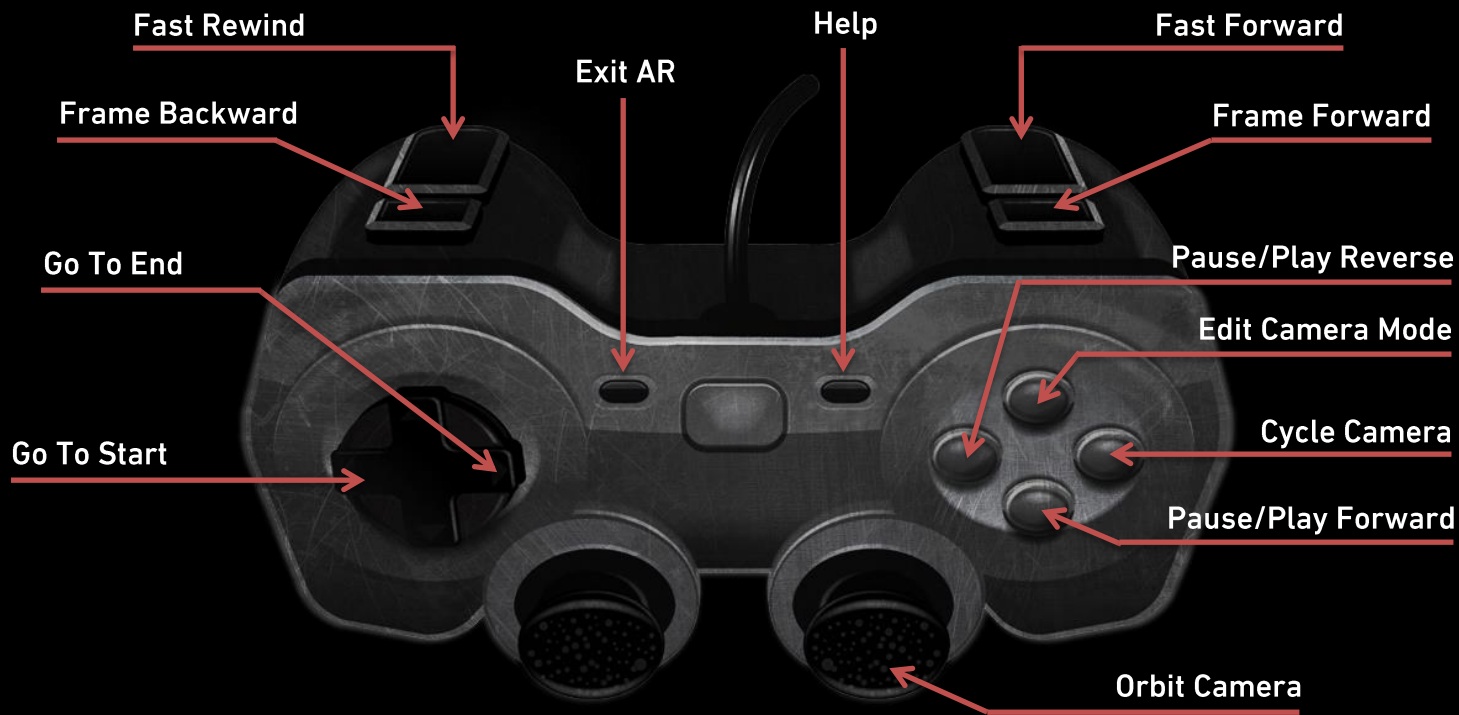
Camera Type	C
Roll Left	Home
Roll Right	PgUp
Target Next Car	.
Target Previous Car	,
Free-Look Goto Car	R
Free-Look Forward	W
Free-Look Left	A
Free-Look Right	D
Free-Look Backward	S
Free-Look Up	Q

Free-Look Down	E
Free-Look Move Quickly	Left Shift
Free-Look Move Slowly	Ctrl
Slow Movement Modifier	Left Alt
Free-Look Camera	Left Mouse Button
Free-Look Place Camera	Right Mouse Button

Gamepad Controls in-game



Gamepad Controls Action Replay



Technical Support

If you are having trouble running Carmageddon: Max Damage or have any questions you can reach our Customer Service/Technical Support website at <http://support.carmageddon.com>.