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1. Liability Warning- Don't try this at home!

Just to make sure we understand each other: This is a virtual game! All experiment set-ups are absolutely fictional. So leave the puzzles to the computer and don't try to reassemble your parent's garage – that might be dangerous. If you do, please don't hold us responsible!

2. System Requirements

Windows Vista/98/ME/2000 XP
800 MHz CPU 128 MB RAM
DirectX 9 compliant card NVIDIA GeForce 6600 series
or ATI Radeon X700 or higher
DirectX 9-comp sound card
DirectX 9.0c
100 MB available fixed disk storage
2X CD ROM

3. Installation Instructions

1. Insert the CRAZY MACHINES II CD into your CD-ROM drive or DVD-ROM drive.

2. If the autostart function for Windows is enabled, the installation program will start automatically. If this is not the case, click on the <Start> button on the Windows taskbar and select <Run>. Then type "D:\start.exe" in the Run dialog box and click "OK".
Substitute the correct letter of your CD-ROM/

DVD-ROM drive if it is something other than 'D:'.

3. Follow further instructions by the installation program

4. To start the game, click on <Start>. If the <Start> window is not be visible, choose <Start>, <Programs>, <CRAZY MACHINES II>, <start CRAZY MACHINES II>.

Close all open programs and background tasks, including virus scanners. While playing CRAZY MACHINES II, the games CD has to be inserted in your CD-ROM-/DVD-ROM-drive.

Note: If you are asked to enter a serial number, use the one you'll find on the back of your manual.

"While the game already looks and plays wonderfully on most systems, a gaming rig powered with the latest NVIDIA hardware and software technologies will enhance your experience to new levels of realism."

4. Introduction
Welcome to CRAZY MACHINES II!

Go on a breathtaking world tour with the professor, create complex chain reactions, and let other players participate in your amazing creations.

5. Quickstart
If you're starting CRAZY MACHINES II for the first time, you'll have to create a lab pass first, otherwise you won't be able to enter the laboratory. Create your own personal player profile to access the lab.
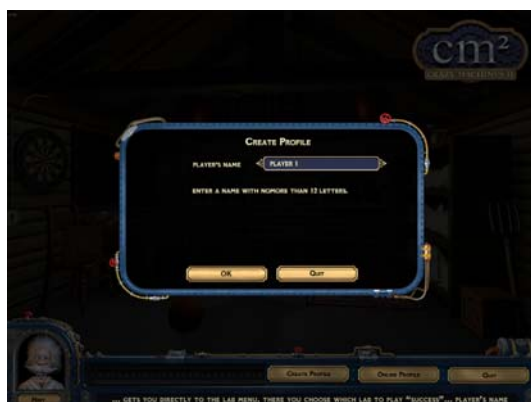
Just enter your name and click <OK>. If you are connected to the internet, you can also register online

for many gaming options.

Now click <Start game> and enter the main menu.

Click <Play> and then <Let's go!>. Playing the
tutorial first is recommended. This is where all the
important stuff is explained – everything an
inventor needs to know about CRAZY MACHINES II.
It will help prepare you so that you can solve
mind-blowing puzzles, without blowing anything else up!

6. Tool tips
A lot of the elements in CRAZY MACHINES II are self-explanatory. Just move your cursor over
them and wait for a brief moment. A short description will appear.

7. Main Menu

7.1 Play
Click this button to go directly to the laboratory menu. There you choose which lab you want
to play.
7.2. Achievements

Check out all your glorious results. Look at awards and trophies that you have earned during your career.
On the shelf you'll find the trophies that you have received so far. On the right side you can look at the awards for all the original labs you have played so far.

7. 3. Online
Clicking this button will take you to the Online Menu.

7.4. Options
This is where you can adjust CRAZY MACHINES II to fit your PC. Set resolution, display settings, and volume.

7.4.1. Video
In this menu you can change the monitor resolution, the game graphics, the display settings, and the shadow settings. Most of the settings can be adjusted to "low", "medium", or "high". You can also individually adjust them to your system as "user defined".

7.4.2. Audio
Set volume of music, speech and effects.

7.4.3. Control
If you want to change the key settings for CRAZY MACHINES II, double click on the second column, then click on the key that you want to change. You can use the third column for alternative keys.

If you activate "tool tips", the game will show you helpful texts if you move the cursor over a button or element.

7.4.4. Profile
1. This is where you manage your own profile.

2. You can change your offline profile into an online profile by creating a password. You automatically gain access to new gaming possibilities and you also are registered for the CRAZY MACHINES II forum. Go to www.crazymachines2.com for more information.

3. At "Edit Profile" you can edit and refresh profile data. If you want a different symbol for your lab pass this is the place to choose one!

4. If you want to delete your active profile you can do that here, but watch out! Your entire game progress and your achievements will be lost!

5. If you have activated "Get news from the server", you will receive updates regularly.

7.5. Quit
Leave the main menu to go to the quit menu, where you can sign off to let someone else play or quit CRAZY MACHINES II entirely.

8. Player Profiles
Every CRAZY MACHINES II player must create his or her own personal profile in order to play. This is where you can set the following individual options:
- Player name and password
- Player symbol
- Optional data, such as e-mail
You can create a new profile by clicking "Quit" and "Sign Off".
You can update or delete your profile data in the main menu by clicking on "Options".

9. Play Menu

9.1. Let's go! / Resume
Click on this button if you want to continue exactly where you left off when you were last playing. If you're starting CRAZY MACHINES II for the first time, the button says "Let's go!" and clicking on it will immediately begin the game.

9.2. Career
Here you can find all the labs that can contribute to your career, like the lab "World Tour" and the introduction, "Tutorial".

You will also find the CRAZY MACHINES II Download Bonus Laboratory here, after you have downloaded it for free. Download it from the menu by clicking
on "Online" and then "Updates". Internet access is required. The AGEIA© Bonus Lab can only be played after installing the AGEIA© PhysX Card on your PC.

9.3. Player Laboratories

Here you can find other inventors labs that you have already downloaded.
To rate a downloaded player laboratory, mark the lab and click on as many stars as you want to give it on the right hand side in the list window. Then click on "Rate".

9.4. My Laboratories

Boost your creativity, live out all of your contraption fantasies, and create your own crazy machines and wacky chain reactions. Build new tricky puzzles and post them online for other players to solve.
Publishing them only takes a few clicks of the mouse. How? Find out about it in chapter 12, "The Editor".

10. Lab Menu

Choose the lab you want to play or edit. You can only edit your own labs!

11. Experiment Menu

11.1. Play

Here you can choose an experiment that you want to play.
We suggest that you play all the experiments in order! Click on an experiment from an unlocked chapter, and then click on "Play".

When you solve an experiment a gear-shaped medal symbol will appear to the right of the experiment name. If there is no gear visible, you have not successfully completed the experiment yet.
If you want to improve your score for a chapter, you can mark the chapter, and then click on "Reset".
Now you can play all the levels of this chapter again. Caution! You will have to repeat all the experiments in this chapter!

11.2. Edit

This is where you can build your own new experiments, edit existing ones, or delete old ones.
Further information on editing and creating new experiments is in the manual under chapter 12, "The Editor".

a. Menu: Exit the current experiment and go back to the level selection screen.
b. Options: Adjusts CRAZY MACHINES II to fit your PC.
c. Undo: Reverses the last change.
d. Redo: Restores the last change that was undone.
e. Gravitation Gauge: Shows the symbol for the current status (Earth/moon/space).
f. Experiment Name: Shows the name of the current experiment.
g. Available Clues: Shows the amount of clues (Text Clue/Spying/Revealing).
h. Help: Opens the selection with the available clues.
i. Element supply: These elements can be installed in the experiment.
j. View More: Moves the element supply to the right or left.
k. Task Text: Shows the task description.
l. Reset: Deletes the installed elements from the experiment.
m. Start: Starts and stops the experiment.

To master a chapter successfully you have to solve at least eight of the ten experiments. If you are stuck on an experiment, you can get help. Read about it in section 11.6, "Help".

11.3. The Element Supply

The element supply is always found at the bottom of the experiment. This is where all the available elements are stored.
Just click on the desired element with the left mouse button and the element will move with the cursor. With another simple click of the left mouse button you can install the element in the experiment. You can put it back in the supply by clicking the right mouse button.

11.4. Install, Change, and Delete Elements

You can select an element by clicking on it with the left mouse button. It is activated when the rendering is green. You can also choose several elements by framing them. Selected elements can be moved by clicking on them with the left mouse button, moving them, and by clicking on them again to re-install. You have to pay attention to where you want to install them: make sure there is enough room. If element cannot be placed, you will see a red rendering. This is crucial for everything you want to install: if it is rendered in red, you cannot place it there!
In the game you cannot select or change elements that are rendered in light blue because

they are fixed.
A group of elements is rendered in dark blue. It consists of more than one element. A group functions as one single element when being installed, changed, or deleted.

There are three ways to put an installed element back into the supply. You can select the element with a click of the left mouse button drag it down to the supply box, then click on it again to release it.
Or you use the element menu. The simplest and fastest method to delete elements is to select them and shake them back and forth with the mouse. The next chapter will tell you all about it.

11.4.1 The Element Menu

This menu opens up after clicking onto an installed element with the right mouse button.
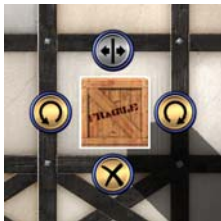
a. Mirror elements
b. Rotate elements
c. Delete elements from the experiment and put them in the supply box

11.5 Experiment Goals and Medals
If the main goal was met the experiment has been solved and you'll score 2,000 points. For each secondary goal completed you'll get an additional 1,000 points.

If you conserve your elements, meaning that some remain put in the supply box, you'll get an extra 50 points for each element saved.

11.5.1. The Analysis Screen
The analysis screen tells you how well you did solving the challenge:

a. Game time for the experiment
b. Number of main targets (scored/max) and scored points
c. Number of secondary targets (scored/max) and scored points
d. Saved elements and scored points
e. Number of used text clues and minus points
f. Spy clue used
g. Reveal clue used
h. Over- all score
i. Medal earned

You can proceed to the next experiment by clicking on "Next".

If you want to look at your solution again, click on "Repeat". This is also where you can choose to view the solution in slow motion.

If you want to know the sample solution, click on "Construction Plan". Or return to the experiment select screen by clicking on "Menu" to select a new experiment or chapter to play.

If you have an online profile, you can upload your solution to the internet or download and check out solutions from other gamers.

11.5.2. The Repeat Screen
This is where you can view the workings of an experiment again. Use the camera by clicking on an element that moves. The camera will follow that specific element on its way through the experiment. Of course you can switch to a different element to follow at any time.

a. Play at normal speed
b. Slow motion
c. Stop experiment

11.6 Help
You can get help with the solution of an experiment in three different ways.
Getting help, however, does lower your score, so make sure you really need it!

11.6.1. Text Clue
A text clue is the simplest and cheapest way of getting a hint because it only costs 200 points.
It is possible that other players will post labs on the internet that do not contain text clues.
Please be aware of that and don't be surprised if the "Text Clue" button stays gray online and
reveals nothing.

11.6.2. Spying
By spying you can reveal a selected circular area in the experiment to see which elements
were used in the solution to the experiment.
After you have chosen "Spying", choose an area in the experiment and left click on it.
Be careful! You can only spy once in each experiment and you'll use up half of the points!

11.6.3. Revealing
If you can't figure out the solution, don't panic! You can reveal the entire experiment. This
means that all of the elements are built in; you just have to click on "Start" and wait until the
experiment is solved. But this kind of help is not without consequences, you won't be getting
any points for the experiment once you reveal it.

12. The Editor

In the editor you can create your own labs or change and delete existing labs.
To create your own lab, go to the list "My Labs" and click on "New". A blank lab will open. To
edit the experiment click on the "Edit" button.

12.1 Chapters and Experiments
You can divide your lab into chapters. In the list "My Experiments" click on the "New Chapter"
button to add a new one to the list. To change the name of the chapter, select it and then click
on "Edit".
That is exactly how you create experiments too; just make sure you switch to the "Editor"
mode to fill the experiments with elements.

12.2 Buttons in the Editor
There are certain things you can only do in the editor. For example, these buttons are only in
the editor:

a. Define game targets
b. Experiment Information
c. Test
d. Category Buttons
e. Decoration Selection
f. Clear the Experiment
g. Save the Experiment

The supply box in the editor is divided into ten categories, for example "Electricity" or "Axles and Wheels".

12.2.1 The Element Menu
This menu opens when you right click on an installed element.
In the editor this menu consists of eight buttons.

a. Mirror elements
b. Isolate parts of grouped elements into independent elements
c. Rotate the elements
d. Mark elements as loose; these are available in the supply and have to be   installed by the player
e. Delete elements from the experiment and put them in the supply box
f. Group elements; a group can only be installed and moved as one element.
g. Set element characteristics like color, size, shape, etc.

12.2.2 Test Button
If you click on the test button in the editor, you can play your experiment like another player. All loose elements are found in the supply box.

12.2.3 Experiment Information
In the experiment information screen you can name your experiment and write a task description for it. You can also supply written clues for other players.

This is also where you set the experiment's background.

12.2.4 Decoration Selection
If you want to make your experiment look extra special, you can choose from a large number of decorative elements. To install them, click the "Decoration" button to choose different environments like Egypt or the Far East. Elements will show up in the supply box.

12.2.5 The Target Window
a. Add target
b. Delete selected target from list
c. Delete all targets in the experiment
d. Type of target
e. Main target or secondary target
f. Anti-target
g. Activate the "Got to Touch" mode
h. Number in the target order
i. Number in the "Or" group
j. Close target window

Open the target window and add new targets by clicking on the "Add" button. Then click on the element that will be the target. The orange rendering tells you that this element is now a target.

The element will now show up in the target window list. Depending on what the element can do, you can choose a target type. For example, you can set "burst" for the balloon.
If you set "Touched" as the target type, click on the "Touch" button and then click on another element. The target is hit once both elements touch. The line in between the two elements shows that the two have to touch.

Main targets have to be hit in order to solve an experiment successfully. Secondary targets earn extra points and more valuable medals.
You can define order numbers for main and secondary targets. The targets have to be hit in this order. If you do not define numbers, the order will not make a difference.

"Anti-targets" are targets that may not be hit until all the main targets are hit. Otherwise the experiment will be failed.

If you define "Or-targets", only one of the targets has to be hit if all the targets have the same number in the "Or" group.

12.3 Publish Your Own Experiments

Once you have assembled a lab that you think other players might enjoy, you can upload it to the internet very easily.
You'll need an online profile to do this. If you only have a normal profile, you can change your profile to an online profile at the "Options" or "Profile" menus.
Look it up in this manual under "Profile" or "Online".

To upload a lab to the internet, choose it in the menu under "My Labs" and click on "Upload". But be careful, the uploaded experiments can be
downloaded, played, and rated by every other CRAZY MACHINES II player – so make sure you feel good about what you are publishing!

Every good scientist needs a good network of colleagues out there in the world wide web. This is what the online mode is for. Make sure you have an online profile.

13. Online

13.1 Laboratories
Under "Laboratories" you can download new creations from other scientists and rate them. A check mark in front of the lab name tells you if you have downloaded the lab before or if there is a new version.
Downloaded labs can be selected, played, and rated under "Player Labs".

13.2 Updates
This is where you will find new elements, environments, decoration elements, and labs in the future. The Download Bonus Lab section of CRAZY MACHINES II is available here too. Just select and click on "Download".

14. Support

E-Mail: mail@viva-media.com
Internet: www.viva-media.com
Toll free Help Line: 1 (877) 848-6520

15. Keys

Space bar	Start/Stop experiment

Cursor-key left/right   Rotate selected element
Cursor-key up   Mirror selected element
Delete   Delete selected element
Middle mouse button
(hold) or W, S, A, D   Move game window

Alt-key + middle mouse
button (hold)   Tilt game window
Mouse scroll   Zoom
R   Reset experiment
I   Open task window
PRINT   Prints screenshot

Extras in the Editor:
U   Choose surrounding
E   Opens experiment
characteristics-window
T   Test experiment
Z   Open/Close Target
window

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Executive Director
Eve Seber

Graphics and Packaging
Anne Marie Burkel
Calo Rios
Dirk Schulz
Isabelle Jelonek
Karoline Grunske

Voice Over
Professor: Damon Maida

Voice Over Direction
Beatrice LaBarge
Ting Lam

</div>

Sound Studio
Harvestworks

Sound Engineer
Leslie Lavelanent

Testing
Joaquin Liguas Jr.

Text Localization
Ashley Collins
Angela Dilenno

Sales and Distribution
Penny Armstrong

Stacy Rachels
Tony Costa

Video Editing
Anthony Muzzatti

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