

# CRAZY MACHINES

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## Health warning

Please read these notes before using the game or let your children playing it.

Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition. Parents should look after their children while playing computer and video games. You should IMMEDIATELY stop the game and consult a doctor if you or your children should experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.

Precautions during play:

- Don't stay too close to the screen. Stay as far from the screen as possible.
- Use a fairly small screen for displaying the game.
- Avoid playing when tired or suffering from lack of sleep.
- Always play in a brightly lighted room.
- Rest about 10 to 15 minutes for each hour of playing computer or video games.





## System requirements

### ***Minimum:***

**Computer:** 1.25 GHz G4 CPU

**Operating system:** Mac OS X 10.3 or higher

**Memory:** 256 MB RAM

**Drives:** 60 MB free hard disc, 4x CD-ROM drive

**Graphics:** 32 MB ATI or nVidia graphic card with OpenGL 1.3 support or higher

### ***Recommended:***

**Computer:** 1.5 GHz G5 CPU

**Operating system:** Mac OS X 10.3 or higher

**Memory:** 512 MB RAM

**Drives:** 60 MB free hard disc, 4x CD-ROM drive

**Graphics:** 64 MB ATI or nVidia graphic card with OpenGL 1.3 support or higher

## Installation

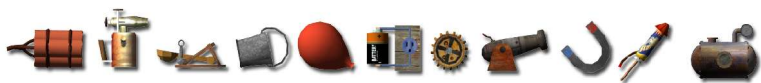
1. Put the "Crazy Machines" CD-ROM into your CD-ROM drive, or into your DVD drive.
2. Change to the "Crazy Machines" CD-ROM in the Mac OS X Finder or double click the "Crazy Machines" CD-ROM icon on your desktop. Start the Installation with a double click on the icon "Crazy Machines.mpkg".
3. Follow the instructions of the installation program.

The installation of "Crazy Machines" requires administrator access.

## Starting the game

Choose <Programs>, <Crazy Machines>, <Crazy Machines> in the Finder application to start the program.





## Main menu

When you play "Crazy Machines", you will see the main menu after loading the game. You will get to into further areas with a left click on each relevant sign on the wall. This should not prevent you from clicking on the other elements on the screen...

You can choose from the following menu items:

### ***New Game***

Start a new game in the current laboratory. The name of the current laboratory is above the "Change Lab" sign. You can learn more about the current laboratory at "Change Lab".

### ***Continue Game***

Here you can continue a game at the experiment you were last fiddling around with.

### ***Start Experiment***

Continues a game in the current laboratory. You can choose the experiment to start with in the following dialog box.

### ***Change Lab***

Here you can adjust the laboratory you want to play. After the installation of "Crazy Machines" two laboratories are available:

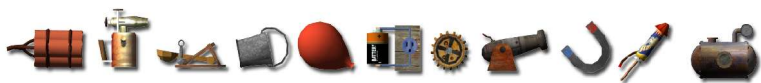


The laboratory "Inventors Workshop" contains all experiments which you received together with the game. You will graduate from this laboratory while experimenting. Naturally, provided that you are successful in your efforts.

The laboratory "New Challenges" contains over 100 more experiments with additional elements.

"My Lab" contains all experiments you created or imported yourself. It is blank





after the installation of the game. As soon as you have added your own experiments, you can easily play them by making "My Lab" the current laboratory and starts a new game.

## ***My Lab***

Starts the experiment editor. In the editor you can create new experiments and include them in the laboratory "My Lab". More details about the experiment editor can be found further on in this manual.

## ***Options***

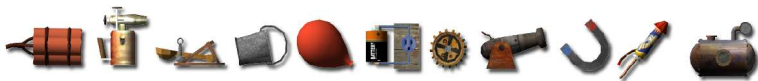
In the options dialog box, the game can be adapted according to new demands. When "Crazy Machines" is running slowly you can change the resolution of the game or quality adjustments here in order to improve the performance.

## ***Quit Game***

Quits "Crazy Machines" and returns to Mac OS X.

In the main menu you can also see the high score of the current laboratory in the middle of the bottom screen border.





## In the game

Tool tips will give you assistance during the entire game. Move the cursor over an element or a switch and rest it there until a tool tip appears.

### *Element bar*

All elements which you can build in the experiment are found at the right screen border. Click on an element with the (left) mouse button and place it with another (left) click into the experiment. A click with the right mouse button leaves the element.

The little two-figured number at the elements on the element bar displays how many elements of this kind you can still build in the experiment. As



soon as all elements of one type are built-in this tip will disappear from the element bar.

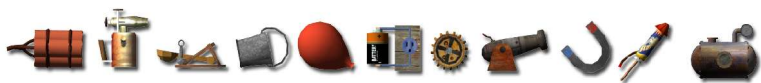
You can remove elements from the experiment at any time. Use the element menu for this purpose, select + function key **Del** or move the relevant elements by dragging & dropping them back to the element bar.

Sometimes, there are more elements in the element bar than can be displayed at once. In such cases, scroll the list with the two switches at the upper right frame up and down, respectively.

### *Element menu*

As soon as you touch a built-in element with the mouse cursor, a circular menu appears with which the element can be modified. Orange buttons means allowed modifications, grey buttons are deactivated. The element which shall be modified is hatched blue. When the hatching turns red during the modification, it is not possible at this place. The following modifications can be done:





- ↔ Flip element
- ↶ Turn element counter clockwise
- ↷ Turn element clockwise
- 🗑 Remove element out of the experiment
- 🔌 Turn element on/off
- 🔒 Unlock/lock element (only in the editor)
- 🎯 Fix element as goal of the experiment (only in the editor)
- 🚩 Fix collision goal for this experiment (only in the editor)

## ***Selection***

Elements can be selected by clicking or dragging a selection frame, respectively. Selected elements are hatched green and can be modified by function keys.

## ***Start/Stop experiment***

Start and respectively stop the experiment by clicking left on the blue-yellow turn-switch at the bottom right. The all around lamp in the bottom left indicates a running experiment. While the experiment is running, the element bar right is folded and you can see the gravity screen. It displays which gravity has an effect in the current experiment. Possible are: earth gravity, moon gravity and weightlessness.

## ***Control panel***

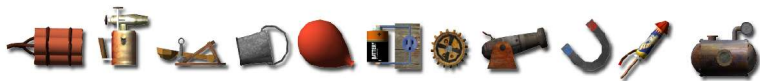
In the right bottom corner of the game screen there is a green control panel with four buttons and the following functions:

- ↶ Restart experiment
- 🔧 Options
- 📘 Display task text
- ➡ Exit game to main menu

## ***Score***

At the bottom frame you can see your score (left: score for the current experiment, middle: bonus score, right: total score).





## My Lab

In your laboratory (editor) you can create own experiments and administer them. All actions which you perform in the editor only appear in the laboratory with the name "My Lab".

### *Experiments*

Each time you change the editor at first the experiment dialog box appears. With the help of this dialog box you can create a new experiment, modify an existing one, rename, cancel or change the order of the experiments in the laboratory "My Lab".

The buttons "Import" and "Export" enable you to put single experiments of the laboratory onto your hard disc or to include them in your laboratory. Therefore, you may share your experiments with friends by passing on those files.



### *Element categories*

At the lower frame there is a shelf with all elements which you can build in your experiment. You can choose the element category with the register cards above and the function keys 1 to 0, respectively, as well as - and +.

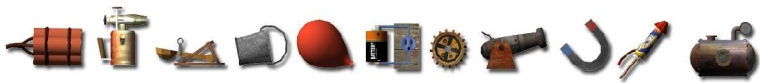
The building in of the elements works the same way as in the normal game. The number at the right screen border on the element bar displays how many elements you can still build in the experiment. Additionally you get to know in the tool tip of the element how many elements of this type are still available.

Elements which shall be movable and modifiable during the game (which means: they shall be available for the player to solve the task) have to be unlocked by the element menu or a selection and the function key **U** (marked by a little lock).

Elements can be additionally fixed as goal by the element menu or the function key **G**. They get marked by a little flag. These goals have to be reached later in the game. For example, a light bulb fixed as goal element has







to glow to fulfil the task.

It is also possible to determine by the element menu that a certain object has to collide with another (collision goal). Therefore choose the relevant symbol in the element menu and then a second element which has to collide with the first one.

## ***Test mode***





With the red toggle switch at the bottom right or the function key T you switch your experiment to the test mode. Now you can test it as it would be running in the normal game. With another click on this switch you quit the test mode again and return back to the editor mode.

## ***Start/Stop experiment***

Start or stop your experiment the same as in the normal game with a left click on the blue-yellow turn-switch at the bottom right or the function key S.

## ***Control panel***

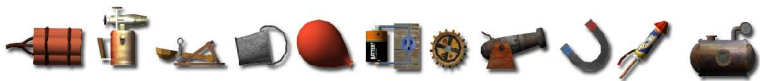
In the editor mode the green control panel at the bottom right has some extra buttons with the following functions in contrast to the game mode:

-  Removes all elements from your experiment and enables a restart.
-  Displays the experiment dialog box.
-  Saves the current experiment.
-  Displays the properties of the current experiment.

## ***Experiment properties***

In this dialog box you can name the maximum score, the background, the kind of gravity as well as the task text for your experiment.





## Support

Are you stuck? Need help? be sure to visit [www.viva-media.com](http://www.viva-media.com) for frequently asked questions or to email technical support.

You can also call us toll free at 1-877-848-6520 from M-F from 9-5pm EST.

You get help in the internet as well:

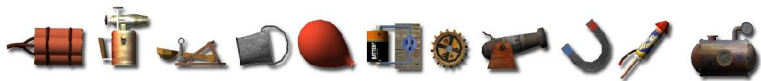
[www.crazy-machines.com](http://www.crazy-machines.com)

[www.cm-fanpage.de](http://www.cm-fanpage.de)

[www.viva-media.com](http://www.viva-media.com)







## Function keys

Apple+Q.....	Exit "Crazy Machines"
PgUp / PgDn.....	Scroll list of elements
left mouse button.....	Place / Select element
esc / right mouse button.....	Put back element
Cursor up/down.....	Flip selected elements
Cursor left/right / mouse wheel.....	Turn selected elements
Del.....	Remove selected elements
O.....	Switch selected elements on/off
S.....	Starts/Stops the simulation
V.....	Shadows on/off
X.....	Permanent zoom
Z / middle mouse button.....	Zoom, scroll element bar (when mouse cursor above element bar)

### In the editor:

1-0/-/+.....	Choose element category
B.....	Choose background
G.....	Fix selected elements as goal
T.....	Test experiment
U.....	Unlock/lock selected elements



[www.crazy-machines.com](http://www.crazy-machines.com)

