

# CRASH TIME 3D



**NINTENDO 3DS SOFTWARE INSTRUCTION BOOKLET**

(CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION)

MAA-CTR-AFBP-UKV

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This Game Card will work only with the European/Australian version of the Nintendo 3DS™ system.

**IMPORTANT:** Please carefully read the important health and safety information included in this booklet before using your Nintendo 3DS system, Game Card or accessory. Please read this Instruction Booklet thoroughly to ensure maximum enjoyment of your new game. Always save these documents for future reference.

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# CRASH TIME 3D

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## Getting Started

Touch the CRASH TIME 3D icon on the HOME Menu, then touch OPEN to start the game.

Close your Nintendo 3DS system during play to activate Sleep Mode, greatly reducing battery consumption. Reopen the system to resume play.

The in-game language depends on the one that is set on the system. This game supports four different languages: English, German, French and Italian. If your Nintendo 3DS system language is set to one of these, the same language will be displayed in the game. If your Nintendo 3DS system is set to another language, the in-game default language will be English. For instructions about how to change the system language, please refer to the Operations Manual, "System Settings".

## Backup Function

This software title contains a backup function which saves game progress.

Do not turn the power off and on repeatedly or remove the Game Card while saving. Be careful not to use incorrect controls (eg. resetting the system) or get dirt in the terminals. These actions can cause data to be irrevocably lost.

Do not use external accessories or software to modify your save data, as this can lead to an inability to progress or loss of save data. Any modification is permanent, so be careful.

## IMPORTANT HEALTH AND SAFETY INFORMATION

**READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES. IF THIS PRODUCT IS TO BE USED BY YOUNG CHILDREN, THIS MANUAL SHOULD BE READ AND EXPLAINED TO THEM BY AN ADULT. FAILING TO DO SO MAY CAUSE INJURY.**

### WARNING – USING 3D FEATURE

- The use of the 3D feature by children aged six and under may cause vision damage. Therefore it is recommended that only children over six should use the system in 3D mode and if children aged six and under have access to the system, parents or legal guardians should restrict the display of 3D images using the Parental Controls feature.
- If there is any difference in vision between your left and right eyes, or if you tend to see using only one eye, you may have difficulty in seeing 3D images clearly, or your eyes may become tired. Observe careful usage and take a break of 10 to 15 minutes every half hour. If you experience symptoms listed below, adjust the 3D effects to a comfortable level or set the display to only use 2D images.
- Do not view unclear 3D images for extended periods of time. Prolonged viewing of unclear 3D images, such as double images, can lead to eye strain, dryness of the eyes, headaches, stiff shoulders, nausea, dizziness, motion sickness, fatigue and/or discomfort.
- Everyone has a different way of viewing 3D images. For information on how to view 3D images properly please refer to the relevant pages of the Operations Manual. If you experience any of the symptoms above, adjust the 3D effects to a comfortable level or set the display to use only 2D images. Depending on your physical condition and your surrounding environment, you may be unable to see 3D images properly. If this is the case, disable the 3D feature.
- Please refrain from using the 3D feature while travelling as a passenger in cars or on public transport. Constant shaking can lead to 3D images becoming unclear, causing nausea and eye strain.

Be sure to observe the following to ensure your well-being during the use of this product:

- Do not attempt to use this system if you are feeling tired or unwell. Depending on your physical condition, doing so can lead to fatigue and discomfort.
- If you experience fatigue or discomfort in your eyes, head, shoulders or anywhere else, stop playing immediately and take a break. If the symptoms persist, set the display to only use 2D images.
- Avoid excessively long play sessions. Take a break of 10 to 15 minutes every half hour when using the 3D feature, or every hour when not using the 3D feature, even if you don't think you need it.

### WARNING – SEIZURES

- Some people (about 1 in 4,000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has ever experienced seizures, loss of awareness or any other symptom linked to an epileptic condition should consult a doctor before playing video games.
- Parents or legal guardians should supervise children when they play video games. Stop play and consult a doctor if you or your child have any unusual symptoms such as: **Convulsions, Eye or muscle twitching, Loss of awareness, Altered vision, Involuntary movements, Disorientation.**

To reduce the likelihood of a seizure when playing video games, follow these precautions:

- Do not play if you are tired or need sleep.
- Play in a well-lit room.
- Take a break of 10 to 15 minutes every hour (every half hour when using the 3D function).

## WARNING – EYESTRAIN AND MOTION SICKNESS

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Playing video games can make your eyes hurt after a sustained period of time, and perhaps sooner if using the 3D feature. Playing video games can also cause motion sickness in some players. Follow these precautions to avoid eyestrain, dizziness or nausea:

- Avoid excessively long play sessions. Parents or legal guardians should monitor children for appropriate play.
- Take a break of 10 to 15 minutes every half hour when using the 3D feature, or every hour when not using the 3D feature, even if you don't think you need it.
- If your eyes become tired or sore while playing, or if you feel dizzy or nauseated, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

## WARNING – REPETITIVE MOTION INJURIES

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Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these precautions to avoid problems such as tendonitis, carpal tunnel syndrome or skin irritation:

- Avoid excessively long play sessions. Parents or legal guardians should monitor children for appropriate play.
- Take a break of 10 to 15 minutes every half hour when using the 3D feature, or every hour when not using the 3D feature, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, or arms become tired or sore while playing, or if you feel symptoms such as **tingling, numbness, burning or stiffness**, stop and rest them for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

FOR FURTHER HEALTH AND SAFETY INFORMATION, PLEASE REFER TO THE OPERATIONS MANUAL INCLUDED WITH YOUR NINTENDO 3DS SYSTEM.

# INTRODUCTION



In Crash Time 3D the cops teach the criminal fraternity a lesson by means of some very handy police equipment, Nitro-powered stunts and plenty of horse power fuelled justice. Your mission is: Full Speed! Sit yourself down behind the wheel of a pimped-up patrol car and go up against some rock hard challenges. Will you be able to make the streets

safe once more? Criminality without limits - every assignment is full of risks – all in a day's work for the men of Crash Time 3D!



# CONTROLS

## MENU CONTROL

**Circle Pad  
+ Control Pad**  
Select Options



**A Button**  
Continue /  
Confirm selection

**B Button**  
Back / Quit

**X Button**  
Delete

**Y Button**  
Selection /  
Change display

## VEHICLE CONTROLS

<b>ACTION</b>	<b>VARIANT 1</b>	<b>VARIANT 2</b>
Steer	Circle Pad / +Control Pad	Circle Pad / +Control Pad
Accelerate	A Button	R Button
Brake / Reverse	B Button	L Button
Handbrake	X Button	A Button
Change equipment	Y Button	B Button
Use equipment	L Button	Y Button
Nitro	R Button	X Button
Pause game	START	START

### **Note:**

You can change the button assignments in Options under Controls.

# MAIN MENU



## **CAMPAIGN**

Select Campaign to begin a new game, or to continue an already existing saved game.

## **ASSIGNMENT**

Select the Assignment mode in order to begin a quick game in various modes. Additional modes can be unlocked as you play through the Campaign.

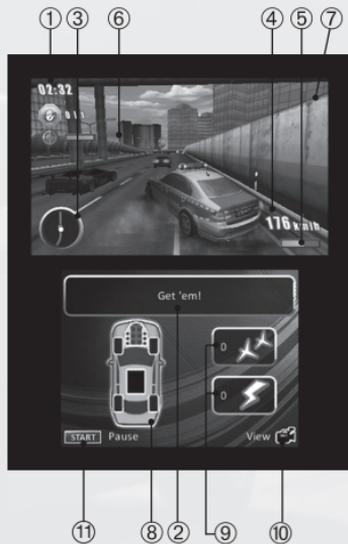
## **OPTIONS**

In Options you have the opportunity to adjust the various audio volumes, turn the HUD displays on or off as well as select the desired control variant.

## **CREDITS**

This is where you can take a look at the Crash Time 3D team.

# PLAYING VIEW



## 1. TIME DISPLAY

This shows the time remaining for your mission.

## 2. MISSIONS DISPLAY

Shows the current mission. More on this under TYPES OF MISSIONS.

## 3. MAP

Shows a small excerpt of the course for the route. The white dot is you. The red dots represent the bad guys, the green dots are allies. Yellow dots represent the checkpoints.

## 4. SPEEDO

Shows your current speed.

## 5. NITRO

Represents your afterburner. The orange bar shows how much Nitro you have ready for ignition.

## **6. MARKING**

Marks an opposing target vehicle or an allied vehicle to be protected.

## **7. SUPPLIES**

If you pick up an extra in the form of supplies, then this is shown here.

## **8. VEHICLE STATUS**

This shows your vehicle's energy values. You should read your car takes any damage, e.g. from collisions, then the indicators for Motor, Tyres or Chassis show red. If the indicators are completely red, you will find yourself suffering a huge disadvantage.

## **9. POLICE EQUIPMENT**

Change your equipment by touching the according interface switch.

## **10. CAMERA SYMBOL**

Touch the Camera switch icon on the Touch Screen while you are driving to toggle between the available views.

## **11. PAUSE MENU**

If you press A button during a mission then this will show the Pause menu. This is where you can quit the current game. Press START to continue the game.

# TYPES OF MISSIONS

## CHECKPOINTS

In this mission you have to reach the checkpoints before the time runs out. The number of checkpoints are shown in the Missions display. Depending on the Mission briefing the player's vehicle has to stop at all of the checkpoints until they are checked. Once you have stopped at a checkpoint, the Missions display bar which will have appeared, must be filled completely.

## GET 'EM!

In this mission one or more vehicles have to be stopped. The marking on the vehicle will identify the opponent. The target vehicle's remaining energy will be shown in the Missions display.

## SEARCH

In this mission one or more target vehicles have to be identified. If you drive really close-up to a likely target, the Scanner indicator in the Missions display will fill up. Once this fills completely, the evaluation takes place to see if this is a wanted vehicle.

## ESCORT

In this mission, the target vehicle has to be protected against attackers. Markings on the vehicles will tell you whether it is the vehicle to be protected or an opponent. The remaining energy of the vehicle you are protecting will be shown in the Missions display.

## **SURVEILLANCE**

In this mission the target vehicle has to be shadowed without the surveillance being blown. A bar will start to fill in the Missions display, once this has filled completely the mission has been a success. Keep your car at a medium distance. If you drop back too far, you'll lose the target vehicle, if you get too close you'll blow your cover and the mission will end.

## **MAKE SAFE**

In this mission you have to collect up as many pieces of evidence as possible. The counter in the Missions display will show how many objects you've already collected and also the minimum number that you have to pick up.

## **PURSUIT**

In this mission the target vehicle has to be pursued while you also avoid dangerous objects being thrown from it. The counter in the Missions display shows how many avoidance manoeuvres you have already made and the minimum number you have to make overall.



# HEADQUARTERS (CAMPAIGN)

## **ASSIGNMENT**

Go to the Assignment Briefing for the next mission. In the briefing you will receive important information about the mission objective. Then select your vehicle from the Motor Pool. If you have unlocked the feature, you can change the paint job using the Y Button.

## **TRAINING**

This is where you come to the Police Training Grounds. Select an unlocked training module and a vehicle and follow the instructions from Police HQ.

## **CASE FILES**

This is where you can see the cases you've completed, or you can play them again.

## **SERVICE RECORD**

This is where you can find information about your police career.

## **OPTIONS**

Define the indicators shown in the HUD display, set the volume levels, or select your preferred controls variant.

## **FINISH**

Takes you back to the Main Menu.

# ASSIGNMENT MODE (QUICK GAME)

## **TIME ATTACK**

In this mode you have to race to achieve the best time. It's all about getting to the next checkpoint as quickly as possible.

## **CRASH MANIA**

There are any number of criminals out on the streets. Your job is to ram, cut-up and take out as many as possible within the time limit.

## **RUSH HOUR**

Drive through the traffic at rush hour. Every collision will cost you valuable time. The further you get in the time given, the more points you will receive.

# CREDITS



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# CUSTOMER SUPPORT

For questions about the game or in case you are experiencing any technical problems, please contact dtp entertainment AG's customer services via the email address below:

[supportintl@dtp-entertainment.com](mailto:supportintl@dtp-entertainment.com)

You will typically receive a reply within 1-2 business days. However, response times may vary considerably during busy periods.



## The PEGI age rating system:

Age Rating categories:

Les catégories de tranche d'âge:



Content Descriptors:

Description of content:



The 'Online' logo indicates that a game allows the player to have access to online game play against other players.

Le logo « Online » indique qu'un titre vous permet de jouer avec d'autres personnes en ligne.

For further information about the Pan European Game Information (PEGI) rating system please visit:

Pour de plus amples informations concernant l'évaluation du système d'information de jeu Pan Européen (PEGI), vous pouvez consulter:

Para obtener más información sobre el sistema de calificación de juegos (PEGI), por favor visite:

Per ulteriori informazioni sul sistema europeo di valutazione delle informazioni del gioco (PEGI) vi preghiamo di visitare:

Für weitere Informationen über das europäische Spiel-Informationen Bewertungssystem (PEGI) besuchen Sie bitte:

<http://www.pegi.info>



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