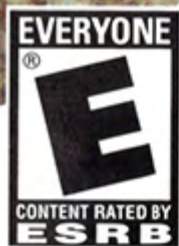


# 4x4 EVO™



**WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an 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.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

**USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.

**HANDLING YOUR PLAYSTATION®2 FORMAT DISC:**

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.












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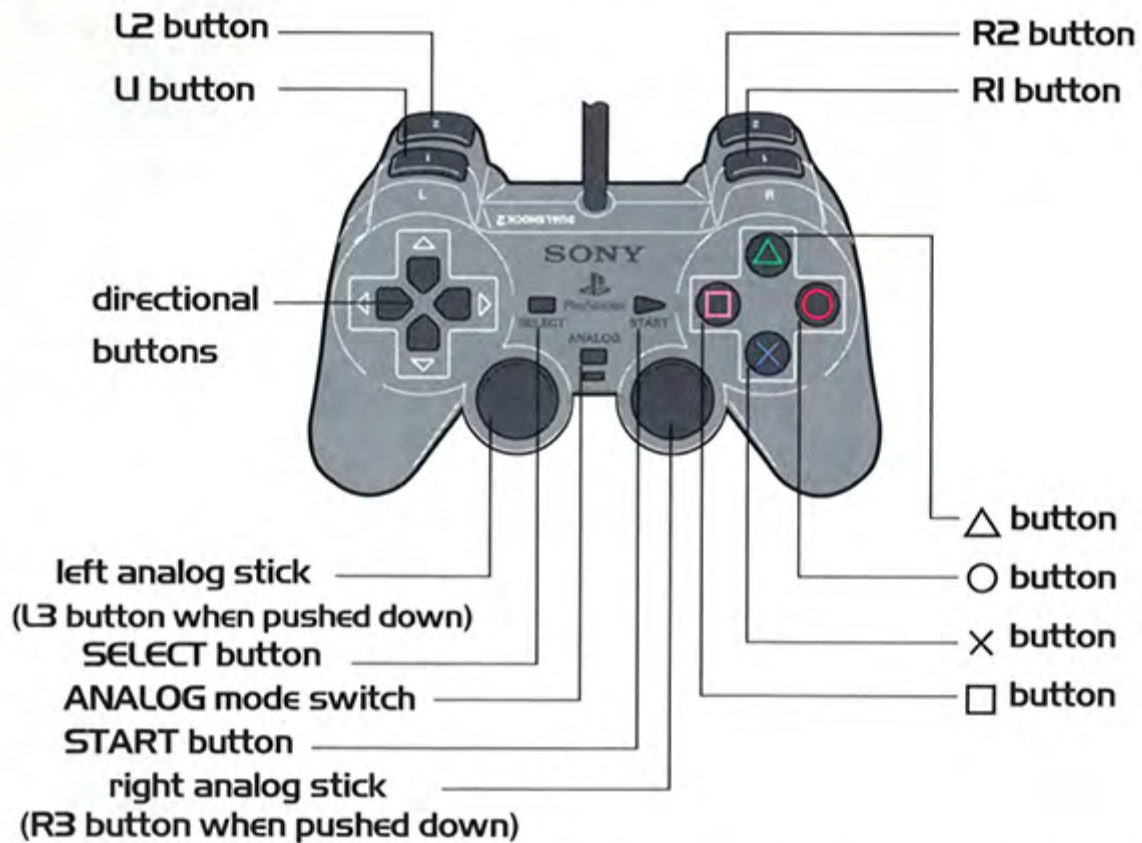
# GETTING STARTED



4 X 4 EVO is for 1 or 2 players.

1. Set up your PlayStation®2 according to the instructions in its instruction manual. Connect 1 or 2 DUALSHOCK™2 analog controllers. If you wish to save your 4 X 4 EVO game, insert a memory card (8MB) (for PlayStation®2) with at least 365 KB of free space into either MEMORY CARD slot. 365 KB will allow you to save one profile, one maximum-sized replay, and one maximum-sized hot lap. See the Saving and Loading section for further details.
2. Press the MAIN POWER switch ON. The power indicator  will be red.
3. Press the OPEN button . The disc tray will open, the power indicator  will turn green, and the OPEN indicator  will flash blue. The OPEN indicator  will stay a solid blue when the disc tray has stopped moving.
4. Insert the 4x4 EVO disc, label side up, into the PlayStation®2, and press the OPEN button . The disc tray will close.
5. If the PlayStation®2 logo, and subsequently the Terminal Reality logo, do not appear, press the OPEN button . The disc tray will open. Ensure that the 4 X 4 EVO disc is properly inserted, and press the OPEN button  again. If the game does not load, press the MAIN POWER switch OFF; ensure that your PlayStation®2 is set up correctly, press the MAIN POWER switch ON again, and then press the power/RESET button .

## DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



6. It is also recommended that you do not insert or remove peripherals once the power is turned on. Do not reset, power down, or remove the memory card (8MB) (for PlayStation®2) from the PlayStation®2 during loading/saving, as this may destroy data.



When the 4 X 4 EVO title screen appears press the START Button; you will be brought to the Main Menu screen.



# CONTROLS





## MENU CONTROLS


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Up/Down Left/Right . . . . .	Left analog stick
Up/Down Left/Right . . . . .	Directional buttons
Select/Advance . . . . .	 button
Cancel/Go Back . . . . .	 button
Pause scrolling text . . . . .	R1 button
Speed up scrolling text. . . . .	R2 button


## DEFAULT GAME CONTROLS

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Steering Left/Right. . . . .	Left analog stick/left and right directional buttons
Accelerator . . . . .	Right analog stick (push up)/  button
Brake/Reverse* . . . . .	Right analog stick (pull down)/  button
Rescue. . . . .	 button (Returns vehicle to the last checkpoint - Use when stuck)
Headlights . . . . .	Up directional button
Toggle 2WD/4WD . . . . .	L1 button
Toggle 4WD High/Low . . . . .	L2 button
Shift Up . . . . .	R1 button
Shift Down . . . . .	R2 button
Change Camera View . . . . .	Down directional button
Handbrake . . . . .	 button
Pause/Unpause . . . . .	START button

\* Note: The right analog stick and the  button move the vehicle in reverse only when using Automatic Transmission.

## Reset Method

To exit to the Main Menu during gameplay, press the START button. On the Pause Menu choose the QUIT option. On the subsequent post-race screens (there may be several depending on which game mode you are in), press the  button to back out to the Main Menu. In Career Mode, you will have to confirm, when prompted, that you are sure you want to Exit Career.



## SAVING

In order to save your 4 X 4 EVO game you must have a memory card (8MB) (for PlayStation®2) inserted into either MEMORY CARD slot. 4 X 4 EVO supports MEMORY CARD slots 1 and 2.

There are three different types of


saves in 4 X 4 EVO: You may choose to save your Profile, save a Replay, or save a Hot Lap. In the Options Menu you can decide if the game should autosave your profile after races or if you would like to manually save your profile (See AutoSave Profile in the Options Section for more information).

The current state of your game is your Profile; this includes your current vehicle (if you purchased one), cash on hand, and best race times. If you are in the midst of a Career, and wish to save it, select Save Profile. Profiles require 65 KB of free space on your memory card (8MB) (for PlayStation®2) to save. You can save your Profile after any Quick Race, Time Attack, or Career Race, or on the Main Menu in the Profile section.

Depending on their length, Replays require anywhere from 50 KB to 150 KB of free space on your memory card (8MB) (for PlayStation®2) to save. You can save a Replay after any Quick Race or Career Race. Depending on their length, Hot Laps also require anywhere from 50 KB to 150 KB of free space on your memory card (8MB) (for PlayStation®2) to save. You can only save a Hot Lap after a Time Attack race (See Time Attack in the Game Modes Section for more information on Hot Laps).

## LOADING

Insert your memory card (8MB) (for PlayStation®2) with a 4 X 4 EVO save on it into either MEMORY CARD slot.

To load a Career Save, first access Profile on the Main Menu, then select Load Profile. Highlight the desired Profile, press the  button to load, back out to the Main Menu, and then select Career.

To load and view a Replay, select Replay on the Main Menu, then select the Replay you would like to view.

To load a Hot Lap, select Time Attack on the Main Menu. You may view a saved Hot Lap (just like a Replay), or race against a saved Hot Lap (See Time Attack section).

**CAUTION: While saving or loading, do not do any of the following, as the saved data may be damaged or lost:**

- Turn the power off on the PlayStation®2.
- Open the disc tray.
- Disconnect the controller.
- Remove the memory card (8MB) (for PlayStation®2).

**You will not be able to save a game if the memory card (8MB) (for PlayStation®2) is full or does not have enough empty space left.**



## GAME MODES

### QUICK RACE/VERSUS

Quick Race and Versus modes allow the player(s) to choose any track and run a race up to 20 laps. In Quick Race you face off against 0-3 computer drivers, while in Versus you and a friend go head to head, mano a mano, or face 1-2 computer opponents. Quick Race/Versus have the following setup screens:

### Race Setup Options

**CONTINUE:** Select this option to move on to the Vehicle Setup Options screen.

**RANDOM:** Set this option to yes to

have the track, weather, and time of day set at random.

**TRACK:** Use this option to select what track you would like to race on.





**WEATHER:** Use this option to select between the four different weather modes (Clear, Foggy, Dense Fog, or Rain).

**TIME OF DAY:** Use this option to select between the four different time of day modes (Midday, Dusk, Night (Full Moon), or Night (New Moon)).

**LAPS:** Use this option to select the number of laps that the race will be run (1-20).

**COMPUTER DRIVERS:** Use this option to select the number of AI drivers to compete against.

## **Vehicle Setup Options**

---

**GO RACE:** Select this option to start the race with the settings you have chosen.

**VEHICLE SELECTION:** Use this option to select what vehicle you would like to compete with. You can choose from one of the vehicles in the list or use your career truck that you have saved. The vehicles on the list are divided into three classes: Class 1 is composed of completely stock vehicles as they come off the showroom floor; these are very easy to handle. Class 2 vehicles are a step up in class, lightly modified for off-road racing; power is increased, and rocks and other obstacles are dealt with handily. Class 3 vehicles are top of the line, fully and specifically modified for rough terrain. All roads become passable regardless of their condition.

**VEHICLE SETTINGS:** Use this option to select the Vehicle Settings screen. See the section entitled Vehicle Settings for more information.

### **TIME ATTACK**

Time Attack mode allows the player to race for the fastest time on any track. Time attack races are done with just the player's vehicle on the track and no AI vehicles. The player has the choice of running the time attack mode with or without a ghost vehicle. A ghost vehicle is a fast lap replay with a transparent vehicle that cannot be collided into. While the player is driving the track trying to set their fastest time they can watch the ghost vehicle and visually tell if they are faster or slower. If the player is ahead of the ghost vehicle they are turning a faster lap time than that ghost lap time. If the player is behind the ghost vehicle then they are turning a slower time than that ghost vehicle.

## **Race Selection Options**

---

START A NEW HOT LAP: Select this option if you want to create a brand new hot lap.

RACE AGAINST AN EXISTING HOT LAP: Select this option if you would like to race against a previously set hot lap. You will be given a list of hot laps on your system and you can choose which one that you would like to compete against.

VIEW AN EXISTING HOT LAP: Select this option if you would like to watch a previously set hot lap, like a replay. By selecting this option you will not be racing; you will only be watching the ghost vehicle's hot lap.

## **Set Up Race**

---

CONTINUE: Select this option to continue on to the Vehicle Selection screen.

TRACK: With this option you can choose which track you would like to run your hot lap session on.

GHOST: When set to on, a ghost vehicle will appear which is an exact copy of your fastest lap. In Start a New Hot Lap, the ghost vehicle will appear after your first lap (where you will have just set your fastest lap). If you turn a new fastest lap then the old fastest ghost lap will be replaced.

## **Vehicle Selection Options**

---

GO RACE: Select this option to start the race with the settings you have chosen. Time Attack is always set to 20 laps, but you can quit out at any time without losing your progress.

VEHICLE SELECTION: Select what vehicle you would like to compete with. Choose one of the vehicles on the list or use your career truck, if you have one saved. As in Quick Race and Versus modes, you will be able to choose from three classes of vehicles: 1 (Rookie), 2 (Intermediate), and 3 (Professional).

VEHICLE SETTINGS: Use this option to select the vehicle settings screen. See the section entitled Vehicle Settings for more information.



In this mode you start off with a small amount of money and no vehicle. You must first buy a stock vehicle and then compete in races to earn more cash. With your winnings you can upgrade your vehicle with a variety of performance parts. Please note that when you are racing in a Series, you must complete the race you are in to be eligible to advance to the next event. If you are lapped, and do not complete the race, you will have to retry that race, and subsequently finish it, in order to advance to the next race in the Series.

complete the race you are in to be eligible to advance to the next event. If you are lapped, and do not complete the race, you will have to retry that race, and subsequently finish it, in order to advance to the next race in the Series.

## Race Selection Options

**GO TO GARAGE:** Go here to see the vehicles that you own, what races you have completed, and install/remove parts from your vehicles.

**GO SHOPPING:** This is where you buy a new vehicle and where you can purchase parts to upgrade your vehicle's performance. Read the parts descriptions carefully, as some parts cannot be installed without first purchasing and installing a prerequisite part. There are quite a few items to choose from.

**GO RACING:** Choose a race or races to compete in and earn money.



## OPTIONS

### Autosave Profile

You can set this option to yes or no. When set to yes your profile will automatically be saved to the memory card (8MB) (for PlayStation®2) after important events such as the end of a race

in Career mode. If you set this option to No the game will not automatically save your profile to the memory card (8MB) (for PlayStation®2). You will need to select the save profile option to save your profile. You can manually save your profile after any Quick Race, Time Attack, or Career Race, or after any race by accessing the Profile section in the Main Menu.

## Sound Options

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SOUND EFFECTS: Use the slider to adjust the volume of the sound effects in the game.

BACKGROUND MUSIC: Use the slider to adjust the volume of the music in the game.

## Screen Displays Options

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CONVERSION UNITS: Use this option to toggle between Metric (kilometers per hour) and Imperial (miles per hour) units of speed in the display.

FINDER: Use this option to toggle the checkpoint finder arrow on/off.

RACE INFORMATION: Use this option to toggle the race information overlay on/off.

MAP: Use this option to toggle the racetrack map on/off. Your vehicle icon will always appear flashing green on the map, while your opponents' icons will appear the color of their vehicle.

MAP ORIENTATION: Use this option to toggle how the map is drawn (the map will either rotate continuously (turning as you turn), or stay steady, with North always being up).

SPEEDOMETER: Use this option to toggle the speedometer on/off.

## Controllers

Change the controller configuration and toggle the vibration function on/off.

## Gameplay

Choose the difficulty level of your computer opponents.

## GAME DISPLAY

---



The game display includes all information that is available while racing. In the upper left of the screen is the Overlay. The overlay shows such information as your current lap time, your fastest lap time, the current lap, the total number of laps, your current position, the total number of racers,

and how much you are leading or trailing by. In the upper center of the screen is the Checkpoint finder. The checkpoint finder points to the next checkpoint that you must cross. Checkpoints swing both ways so you can drive through the wrong way in a pinch. On the Checkpoint finder will be a number. The number corresponds to the next checkpoint that you must drive through. If the checkpoint finder arrow turns red you are headed in the wrong direction. If the checkpoint finder is green you are heading in the right direction. In the upper right of the screen is the track map. The track map shows the general course of the track as well as the vehicles racing. You can use this map to see your position relative to everyone else. In the bottom of the screen is the dashboard. The dashboard displays your tachometer (RPM), speedometer, odometer, current gear, and current drive mode.

**Note:** While playing any game you can pause the game (Press the START button) and choose to display or hide any of the above information.

## REPLAY SCREEN

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The replay screen allows you to watch a portion of your previous race or one that has been saved to a file. The replay screen has controls that are similar to a VCR. Beyond controlling the direction and speed that the replay is played in you can also change the camera angle and vehicle that the camera is focusing on.

Lastly you can save a replay so that you can watch it again at a later time.

## **VEHICLE SETTINGS**

Setting up your vehicle is important to getting the most speed out of it. On all vehicles a player can adjust the Tire Type, Transmission, and Handling Balance. In order to adjust the other options you must purchase a certain part for each option.

**TIRE TYPE:** The available tire types are shallow cut, medium cut, deep cut, and studded. Each tire type is designed to provide optimum traction on certain surfaces. The shallow cut tire has no tread pattern and is designed for pavement only. The medium cut tire has a tread pattern designed for dirt and gravel roads. The deep cut tire has a very aggressive tread pattern and is designed for mud, and sandy terrain. The studded tire has a tread pattern along with metal studs. The studded tire is designed for snow and ice roads.

**TRANSMISSION TYPE:** The two available transmission types are automatic and manual. The automatic transmission will perform shifting for you. The manual transmission requires you to do all up and down shifting. The manual transmission allows you to shift exactly when you want to where the automatic transmission only up or down shifts at preset RPMs.

**SUSPENSION:** In order to enable the suspension setting your vehicle must be equipped with race springs/dampers. If your vehicle did not come equipped with race springs/dampers you can purchase them in Career Mode. The suspension settings allow you to adjust the relative stiffness of the spring/damper combination. A soft setting will allow your vehicle to smoothly ride over bumps and rough terrain. A stiff setting will make your vehicle bounce over bumps and rough terrain. A soft setting will make your vehicle less responsive to steering input. A stiff setting will make your vehicle more responsive to steering input.

**AXLE RATIO:** In order to enable the axle ratio setting your vehicle must be equipped with a racing gearbox or a ring and pinion gear set. If your vehicle did not come equipped with a racing gearbox or a ring and pinion gear set you can purchase one in Career Mode. The axle ratio setting allows you to adjust the final drive of your vehicle. By adjusting the slider to the left your vehicle will have greater acceleration but a lower top speed. Greater acceleration is useful on tracks that have lots of tight and twisty corners and no straights. If you adjust the slider to the right your vehicle will have greater top speed potential but slower acceleration. Greater top speed potential is useful on tracks that have very fast corners and long straights.

**BRAKE BALANCE:** In order to enable the brake balance setting your vehicle must be equipped with a brake proportioning valve. If your vehicle did not come equipped with a brake proportioning valve you can purchase one in Career Mode. The Brake Balance setting allows you to adjust how the vehicle behaves under braking. If the slider is adjusted towards the front (left side) the front brakes will get more power than the rear. More front braking will cause your vehicle to be very stable under braking but very difficult to turn while braking. If the slider is adjusted towards the rear (right side) the rear brakes will get more power than the front. More rear braking will cause your vehicle to be very unstable under braking but very easy to turn while braking.

**TORQUE SPLIT:** In order to enable the torque split setting your vehicle must be equipped with a racing transfer case. If your vehicle did not come equipped with a racing transfer case you can purchase one in Career Mode. The torque split setting allows you to adjust how power is distributed between the front and rear tires of your vehicle while in 4WD mode. If the slider is adjusted towards the front (left side) then the front tires will get more torque than the rear. More torque on the front tires helps steer the vehicle through the corners but can also cause your vehicle to understeer. The front tires will spin easier than the rear if they have more torque. If the slider is adjusted to the rear (right side) then the rear tires will get more torque than the front. More torque on the rear tires helps the vehicle accelerate quicker. Too much torque on the rear can cause the rear tires to spin easily.

**HANDLING BALANCE:** The handling balance slide allows you to adjust how the vehicle is balanced while cornering. If the slider is adjusted towards understeer (left side) the vehicle will be easy to control but difficult to turn. If the slider is adjusted towards oversteer (right side) the vehicle will be more difficult to control but will turn very quickly.

## TIPS

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- Set the handling balance as far towards oversteer as you can while still being able to turn laps without spinning out or sliding too much. If you slide too much you will lose speed and have slower lap times.
- Look for shortcuts between checkpoints. You will want to take the shortest path possible.
- Try to keep your tires on the ground. When your tires are in the air they are unable to accelerate your vehicle.
- Use the handbrake to drive around tight corners or obstacles. The handbrake is very important to turn a fast lap time.
- If you are driving slowly up a hill first try manual transmission and down shift to a lower gear. If you are still slow try using four-wheel drive low mode.
- If you are spinning your tires too much do not use full throttle.
- Starting off in four-wheel drive low will give you extra punch off of the starting line. Don't forget to change to four-wheel drive high before you top out in your highest gear.

## IMPORTANT INFORMATION

---

### Take A Breather!

It pays to take a 10-minute break in every hour of play, so put the action on hold...

- Press the START button to freeze the action.
- Press the START button while the action is frozen to resume play.



# **TROUBLESHOOTING**

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In the unlikely event that 4 X 4 EVO refuses to work, contact our Customer Services Department at 9900 Franklin Square Drive Suite A Baltimore MD 21236 ATTN: Tech Support, or call 410-933-9191 Monday – Friday between 9:00 AM – 5:00 PM EST excluding major holidays. Fax: 410-933-1740. E-mail: support@talonsoft.com. And if you write, don't forget to include your name, address and telephone number.

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---

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PlayStation 2

RELEASE DATE: PLAYSTATION 2 LAUNCH  
[WWW.ROCKSTARGAMES.COM/SMUGGLERSRUN](http://WWW.ROCKSTARGAMES.COM/SMUGGLERSRUN)  
SOUNDTRACK AVAILABLE ON GUIDANCE RECORDINGS



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# ONi™

A dark future.. an uncertain past..  
**NO ONE LEFT TO TRUST**

"Game Of The Month"  
- *Playboy*, February 2001

"Oni seems poised to dominate  
next-gen systems."  
- *EGM* - Dec 2000

"Oni is already far more fun  
than the finished Japanese  
version of *The Bouncer*."  
- *DailyRadar.com*, January 2001

"Oni is the kind of game that's  
helping to shape the next  
generation of games."  
- *IGN.com*, January 2001

"Game Of The Month"  
- *Stuff*, February 2001



Available now: the Oni comic book from Dark Horse Comics



Animated Violence



BUNGIE



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