

DESTRUCTION DERBY *Arenas*



GATHERING

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.



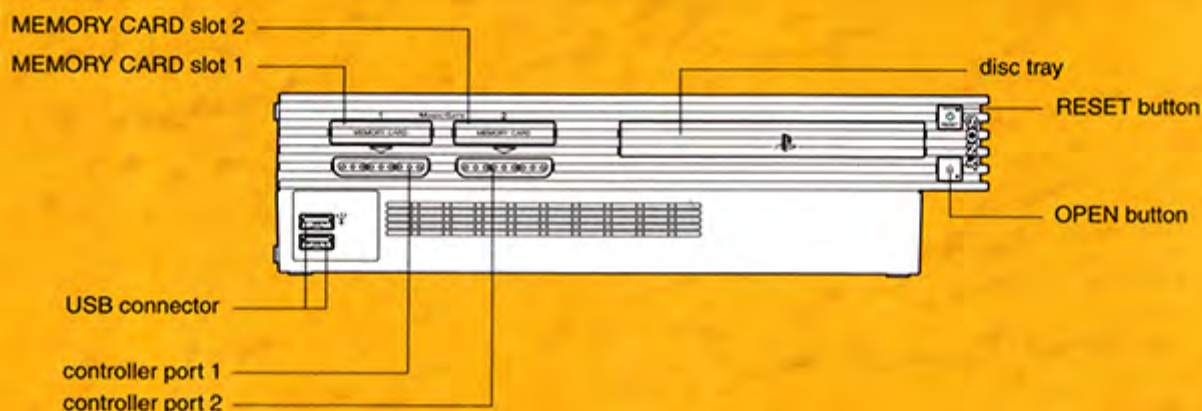


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GETTING STARTED



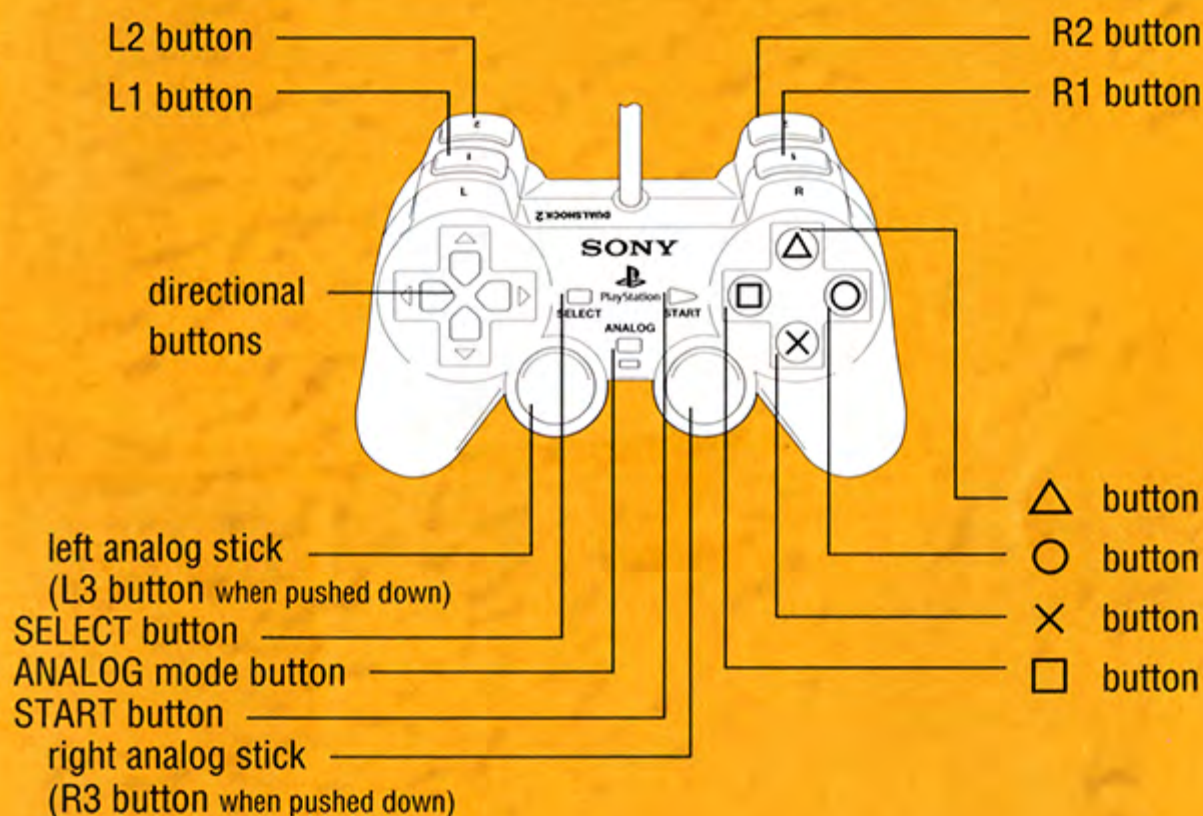
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **DESTRUCTION DERBY® ARENAS™** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

HOW TO PLAY

DUALSHOCK[®] 2 ANALOG CONTROLLER CONFIGURATIONS



DEFAULT CONTROLS

left analog stick	steer
right analog stick	accelerate/brake
⊗ button	accelerate
□ button	brake/reverse
○ button	chat via headset (online lobby)
△ button	target last player contacted (online lobby)
L1 button	look left
R1 button	look right
L1 + R1 button	look behind
L2 button	boost
R2 button	handbrake
▶ button	pause
■ button	change camera view


NETWORK ADAPTOR

A Broadband network adaptor (Ethernet) (for PlayStation®2) is required to play online. Install the network adaptor into your console according to the instructions provided with the unit.

CAUTION: Ensure your console is switched off and that you have disconnected the AC power cable before adding any network equipment to the console.

VOICE RECOGNITION HEADSET

The Voice Recognition Headset allows you to speak to opponents in Online Mode. This is an optional feature and is not required to enjoy the game. With the USB symbol facing UP, insert the Voice Recognition Headset connector into either the upper or lower USB connector, located on the front of the console, before turning the power on.

To speak using the Voice Recognition Headset when in the Game Status Screen and the Results Screen press and hold the  button to talk.

NOTE: Only one Voice Recognition Headset can be used. Do not connect a second Voice Recognition Headset to your console.

USING MENU SCREENS

Press the \uparrow , \downarrow , \leftarrow or \rightarrow directional buttons to highlight an option, then press the \times button to confirm. To return to the previous menu screen, press the \triangle button.

THE GAME SCREEN



GETTING STARTED

Follow on-screen instructions to create or load a profile.

CHAMPIONSHIP

The Car Select Menu will be displayed. Press \leftarrow or \rightarrow to highlight a car and driver. The car's strength, handling and speed statistics will be displayed in the top right of the screen. Press the \odot button to review the driver's history. Finally press the \times button to select a car and access the Championship Screen. Please see the "Championship Mode" section of this manual for further details.

WRECKING RACING

The Players Menu will be displayed. Choose either 1P for a single player game or 2P for a two player battle and press the **X** button to confirm. The Car Select Menu will then be displayed. Press **←** or **→** to highlight a car and driver and press the **X** button to select a car and access the Track Select Screen. Press **←** or **→** to select a track upon which to bend some fenders, then press the **X** button to confirm. Please see the "Wrecking Racing Mode" section of this manual for further details.

DESTRUCTION BOWL

The Players Menu will be displayed. Choose either 1P for a one player game or 2P for a two player head-to-head contest, then press the **X** button to access the Car Select Menu. Press **←** or **→** to highlight a driver and their vehicle, then press the **X** button to confirm and access the Arena Select Menu. Press **←** or **→** to select an arena then press the **X** button to confirm. Please see the "Destruction Bowl Mode" section of this manual for further details.

ONLINE

Please refer to the **ONLINE PLAY** section outlined later in this manual for more details on playing **DESTRUCTION DERBY ARENAS** online.

OPTIONS MENU

- | | |
|--------------------|---|
| PROFILES | Create, load and save profiles to Memory Card; load previously saved replays from Memory Card and view various statistics. |
| HIGH SCORES | Check out each circuit's high score hall of fame. |
| CONTROLLERS | View and alter the control configuration of your controller and alter its vibration function setting. |
| AUDIO | Adjust the master volume, music volume, FX volume, commentary volume and select background music from the playlist. |
| VIDEO | Press ↑ , ↓ , ← or → to position the screen to your satisfaction. Then press the X button to confirm the new screen position and return to the Options Menu. |

PAUSE MENU

Press the  button to pause the action and access the Pause Menu.

CONTINUE	Continue the action from where you left off.
QUIT	Stop the current race and return to the Title Screen.
RESTART	Begin the current race again (not available in Championship Mode).
SETTINGS	Adjust the sound, camera, info display, arrow display and vibration function settings.

PLAYING THE GAME

CHAMPIONSHIP MODE

The Championship is split into four rounds. Each round has three tracks and a Destruction Bowl as the final event. Rack up as many points as possible to complete a round and move on to the next circuit. In race events, bonus points are awarded for finishing in a high position, but if your car is destroyed, then all points accrued will be lost.



When the round is completed, all the scores will be accumulated in the round's final standings table. Finish in one of the three top positions to progress on to the next round.

Beat the "Track Champ" driver on their own circuit in the Championship mode, to unlock their car and history details.

NOTE: Special power-up packages will be awarded to drivers who consistently finish in the top three positions.

WRECKING RACING MODE



Wrecking Racing is all about fast and furious race action and takes place on any of the currently available racetracks. Simply unlock more rounds in Championship Mode to access a greater variety of bonus tracks in Wrecking Racing Mode. To begin with, only the delights of the airfield, steelworks and Chinatown will be accessible, but accomplished drivers will succeed in unlocking

many other race arenas including the subway, the glitzy casino, the harbor and the madness that is "South Central Road Rage". **NOTE:** Rumor has it that drivers who finish each track in first place may even be able to access a special bonus circuit...

DESTRUCTION BOWL MODE



Destruction Bowls are where pure "smash'n'crash" combat takes place. Smash into as many cars as you can as quickly as possible in order to stack up the points. As time is of the essence in Destruction Bowl Mode, drivers who concentrate on pummeling their competitors should come out on top.

The unsuspecting novice driver should be on their guard for traps such as catapults, hydraulic platforms and flaming pits. Learn how to use these obstacles or suffer at the hands of those who already have!



SPEEDWAY MODE

(ONLINE ONLY)

Speedway Mode is for certified racing freaks and speed demons only. Points are awarded for finishing in the top six, but can you handle the speed?

CAPTURE THE TROPHY MODE (ONLINE ONLY)



The event will commence with the trophy positioned in the middle of the bowl or near the Start/Finish line on a regular circuit. Simply drive over the trophy to pick it up. Opponents will attempt to ram your car and grab the trophy before the time runs out. Hold on to the trophy for as long as possible to get maximum points as the fight for possession heats up. The driver with the most points at the end of the event will be declared the winner.

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PASS DA BOMB MODE (ONLINE ONLY)



Three bombs are planted in the center of the bowl at the start of the event. Drive over a bomb to pick it up and start gaining points for every second of possession. However, once picked

up, the bomb's countdown timer will activate and after thirty seconds it will detonate. Therefore, it is highly recommended to pass the bomb on to another driver before it explodes. One thousand points will be deducted from the score of a driver who gets caught in the bomb's blast. While in possession of a bomb, it is possible to collect another bomb to reset the countdown timer and gain vital seconds before passing both bombs on to opponents. The driver with the most points at the end of the event will be declared the winner.

LAST MAN STANDING MODE (ONLINE ONLY)



Pure, unadulterated Destruction Derby is what Last Man Standing is all about. No time limits, no pickups, no add-ons, no rules – just stay alive!

NOTE: Drivers who skulk around in the corners hoping to win by default will be disqualified for failing to hit anybody for 60 seconds.










CAR UPGRADES



Many parts of each car can be upgraded and customized, including the wheels, the left and right side impact bars, the front and rear protectors, the bonnet-mounted intake and the boot-mounted booster pack. Each upgrade item improves and enhances the car's strength, top speed, boost ability for grip and handling.

Car upgrades are awarded based on performance in Championship Mode. Finishing a round in third or second place will earn one level of upgrades. Finishing in first place will earn two levels of upgrades. Further upgrade stages are awarded for doing well in further rounds of Championship Mode.

PICKUPS

	BOOST	Boost pickups replenish the vehicle's Nitrous Level.
	ROCKET	Ideal for making big air off ramps, rocket pickups propel cars rapidly forward.
	SUPER GRIP	Super grip pickups make cornering maneuvers easier and faster.
	HEALTH	Collect health pickups to repair 50% of all damage.
	SHIELD	Plow through the field and send your opponents flying without sustaining any damage to your own vehicle.
	RESURRECTION	Misjudged the edge of the bowl? Resurrection pickups put cars back on four tires without a points penalty.
	BONUS POINTS	Check out those hard to reach corners of each track for bonus points pickups. Bonuses range from 1000-5000 points.
	EMP	When you need to stall an opponent's engine for a few seconds, an EMP pickup will do the job.
	TRIGGERS	TNT crates trigger awesome trackside events and immediately set in motion a destructive sequence or activate trigger pickups that will start the event if picked up on the next lap. Once an event is set in motion nothing can stop it, so make sure you get a good view of your enemies frantically swerving, braking and reversing as they try to avoid the impending destruction - it's true carnage on a massive scale.

SCORING

Many objects in a **DESTRUCTION DERBY ARENAS** track are destructible. By driving through bus-stops, fire hydrants, dumpsters and phone boxes you can get points when the collision is big enough to smash them up. The bigger the object, the higher the amount of points awarded.

SPINS

Time a car-on-car collision perfectly to score points by propelling your opponent into an unstoppable spin. Send them whirling in a 90° spin to notch up 500 points, 180° to gain 1000 points, 360° to receive 2000 points or 720° to score a healthy 5000 points.

STYLE SCORES

Performing stunts and using the scenery to do fancy driving also scores points, see how many of the following freestyle moves you can pull off:



JUMP

10 points per meter.

Awarded when the car makes a jump and lands on its wheels. There's nothing to it!



SKID

10 points per meter.

The longer the slide the higher the points.



TWO WHEELER

1000 points per second.

Balance on two wheels for as long as possible to score big.



BARREL ROLL

1000 points.

Simply get airborne, then flip or roll the car and land on your wheels. Easy!

POWER SCORES

Points are also awarded for aggressive driving. Crash into a car to earn 100 points for minimal damage, 300 points for medium damage or 500 points for massive damage. Slam another car into the barriers to earn an extra 500 points.

Rack up 5000 points for a "Flatliner" – awarded for destroying an opponents car or by pushing it out of the playing area; 2000 points for performing a "Gut Wrencher" – awarded for smashing into a car's underbelly; and 2000 points for performing a "Skullcrusher" – awarded for landing on the roof of an opponents car.

ONLINE

ONLINE SETUP

You must have a Broadband Cable or DSL connection in order to play in online mode. A Memory Card is also required. Before you can play **DESTRUCTION DERBY ARENAS** online, a valid network configuration must be saved to your memory card (for PlayStation®2). The network configuration can be created or modified and saved to the memory card using the Network Adaptor Start Up Disc.

Usage of the online features of this game is subject to the Network Capabilities Access Terms located within the game and also available at www.playstation.com.

The Voice Recognition Headset online communication feature may not work with certain networks. A network firewall and some Network Address Translation (NAT) devices may prevent incoming communications from reaching your console.

NETWORK CONFIGURATION

Press **↑** or **↓** to highlight your Network Configuration file and press the **ⓧ** button to confirm.

Destruction Derby Arenas will connect to the Network to verify DNAS and Universe Data.

GAME SERVICE

Press **↑** or **↓** to highlight a Server with and press the **ⓧ** button to confirm.

POLICY

Press **↑** or **↓** to scroll through the Network Capabilities Access Terms. Press the **⊗** button to indicate **I AGREE** to the terms of the policy and continue. Press **⊕** to indicate **I DISAGREE** and return to the main menu.

ANNOUNCEMENTS

Press **↑** or **↓** to scroll through any announcements, (such as server maintenance, upgraded functionality, etc) press the **⊗** button to continue.

NAME

Press **↑**, **↓**, **←** or **→** to highlight a character on the virtual keyboard and press the **⊗** button to confirm. Repeat this procedure until your name is displayed, then highlight **END** and press the **⊗** button to continue.

PASSWORD

Press **↑**, **↓**, **←** or **→** to highlight a character on the virtual keyboard and press the **⊗** button to confirm. Repeat this procedure until your password is displayed, then highlight **END** and press the **⊗** button to continue. If you are playing for the first time, then you will be prompted to create an account before you access the Lobbies Screen.

If the account name and password does not currently exist, you will be prompted to accept creation of a new account, press **←** or **→** to select **YES** and press **⊗** to confirm.

You will be prompted to save account settings. Press **←** or **→** to select **YES** and press **⊗** to confirm.

LOBBIES

SELECT LOBBY Press **↑** or **↓** highlight an existing Lobby and the **⊗** Button to select. Press **⊕** button to Create a New Lobby.

NEW LOBBY To name a new lobby press **↑**, **↓**, **←** or **→** to highlight a character on the virtual keyboard, and press **⊗** Button to select. Select **END** when you are satisfied.

You will be given the option to "Lock Lobby", and create a password required for entry. "Unlocked" lobbies will be accessible to anyone on the server.

LOBBY OPTIONS

GAMES

CREATE To Create a New Game, use the virtual keyboard to enter a Name for the Game. Select **END** and press the **X** button to confirm. Press **↑**, **↓**, **←** or **→** to highlight a Game Mode and press the **X** button to confirm.

JOIN To join a pre-existing game, press **↑** or **↓** to select an existing game from the list, press **X** to confirm.

CHAT

Chat with people online in your current lobby.

Press **↑**, **↓**, **←** or **→** to navigate the keypad. Press the **X** button to enter the letter, press it multiple times to cycle through the letters on the keypad. (Example: highlighting 2 on the keypad and pressing the **X** button 3 times will enter C into the Chat Box.) Highlight and Select the Phone Button at the top of the keypad to send the Message displayed in the Chat Box.

BUDDIES

- Make a list of friends to see when they are playing.
- Press **↑** or **↓** to scroll through the names of Current Players.
- Press the **X** Button to Add the player to the Buddy List.
- Press the **□** Button to Display what lobby the Player is in and if the Player is in a Game.

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TAKE 2 INTERACTIVE NYC

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NOTES

END USER LICENSING AGREEMENT

YOUR ON-LINE GAMING EXPERIENCE SHOULD BE AN ENJOYABLE AND PLEASANT ONE. TO ENSURE YOU AND OTHER USERS GET THE BEST OUT OF THE GAME YOU MUST ABIDE BY THE FOLLOWING NETWORK CAPABILITIES ACCESS TERMS ("AGREEMENT").

PLEASE READ THE AGREEMENT AND INDICATE WHETHER OR NOT YOU AGREE TO ITS TERMS BY CLICKING THE "YES" OR "NO" BUTTON AT THE BOTTOM OF THIS SCREEN. IF YOU CLICK THE "NO" BUTTON YOU WILL NOT BE ABLE TO PLAY DESTRUCTION DERBY ARENAS.

1. This Agreement can be accepted only by an adult 18 years or older. By clicking the "yes" button, you affirm that you are an adult 18 years or older and you are accepting this Agreement on your own behalf or on behalf of your minor child.
2. This game is rated Ti for TEEN/Interactive with "violence" by the Entertainment Software Rating Board and is a 12+ rated game and has content that is unsuitable for anyone below this age. If you are under 13 or if you do not wish to be exposed to violent subject matter, please do not play.
3. Before you can play, you will be asked to create an account with a user name and password. Choose a pseudonym for your user name to protect your identity. Creating a name with profanities will find that the player name will be blocked. Gathering of Developers, Inc. ("Publisher") will never ask you for your password and you should not provide this information to any third party. Publisher will automatically save your user name and password to facilitate future game play only. You agree that you have no expectation of privacy or confidentiality in the personal information you may intentionally or unintentionally disclose through login, game play and chat. This game will not ask you for any personally identifying information. You should avoid saying anything personally identifying in chat. You agree that Publisher has no liability for any violation of this Agreement by you or by any other player.
4. If you have indicated on the registration page that you wish to receive marketing information from us we may also use your data to send you marketing information from Publisher, its affiliated companies and third parties on other products and services.
5. When you play, you agree to be respectful of your fellow players and never to engage in any behavior that would be abusive or offensive to other players, disruptive of the game experience, fraudulent or otherwise illegal. This includes but is not limited to:
 - a. Harassing or intimidating other players while playing this game;
 - b. Selecting a name or creating any other content that is racially, ethnically or religiously offensive, sexually abusive, obscene or defamatory;
 - c. Using a screen name that is the real name of any other person;
 - d. Making a false report of player abuse;
 - e. Violating any local, state or national law including but not limited to laws related to copyright, trademark, defamation, and invasion of privacy and identity theft.

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10. This Agreement shall be construed and interpreted in accordance with the laws of the State of New York applying to contracts fully executed and performed within the State of New York. Both parties submit to personal jurisdiction in New York and further agree that any dispute arising from or relating to this Agreement shall be brought in a court within New York County, New York.
11. Publisher in its sole discretion may modify the terms of this Agreement at any time. Such modifications will be posted on the DESTRUCTION DERBY ARENAS announcements page following your login and will become effective 20 days after the initial posting. The full, updated Agreement is always available at <http://www.gathering.com/eula/dda/>

WARRANTY

Gathering warrants to the purchaser only that the disc provided with this manual and the software program coded on it will perform in accordance with the description in this manual when used with the specified equipment, for a period of 90 days from the date of purchase.

If this program is found to be defective within 90 days of purchase, it will be replaced. Simply return the disc to Gathering or its authorized dealer along with a dated proof of purchase. Replacement of the disc, free of charge to the original purchaser (except for the cost to return the disc) is the full extent of our liability.

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GATHERING 622 BROADWAY 4TH FLOOR, NEWYORK, NY 10012

For Technical Support, please call 1-866-219-9839 (toll free)

For email support use usa@take2support.com

Mon-Fri 9am - 9pm (EST) Sat-Sun 9am - 5pm (EST)

ESRB RATING This product has been rated by the Entertainment Software Rating Board. For Information about the ESRB rating, or the comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



RSA BSAFE® SSL-C and Crypto-C software from RSA Security Inc. have been installed.

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AVAILABLE NOW

PlayStation 2



CONFLICT:

DESERT STORM II

BACK TO BAGHDAD



GATHERING



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