

DRONE RACERS



EVERYONE
E
CONTENT RATED BY
ESRB

LEGO

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.

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- ◆ 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.
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- ◆ 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.

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

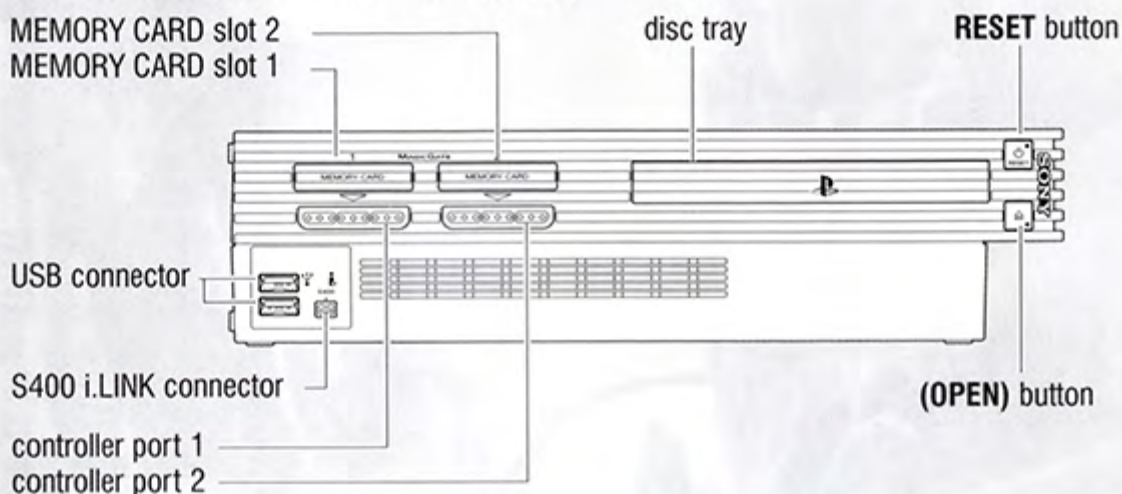


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STARTING THE GAME

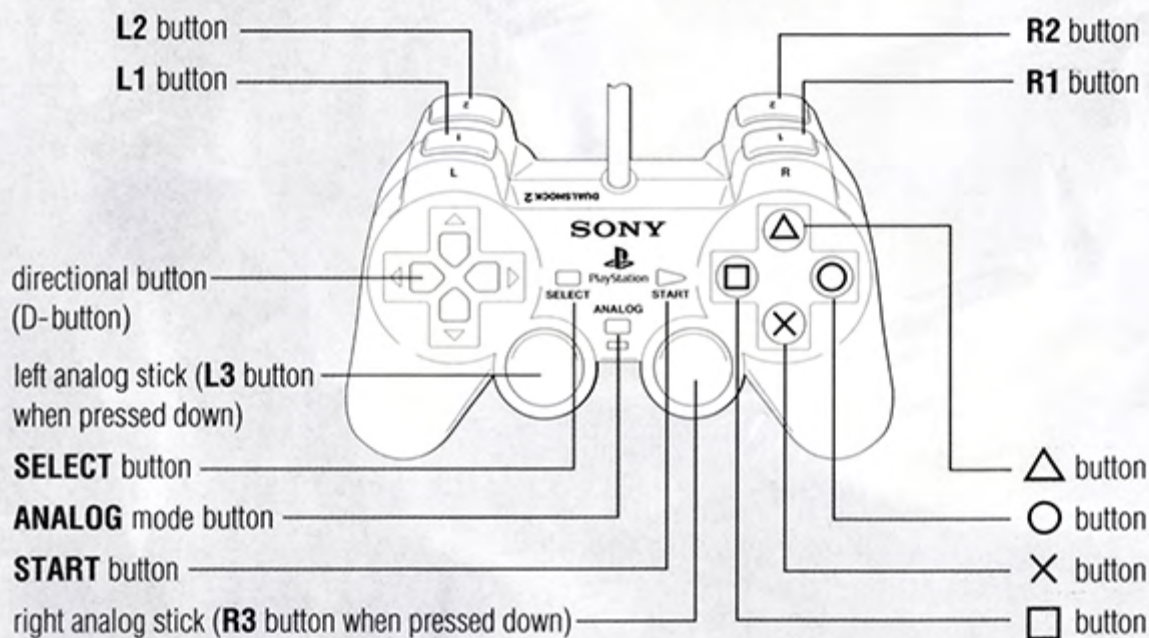
PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



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

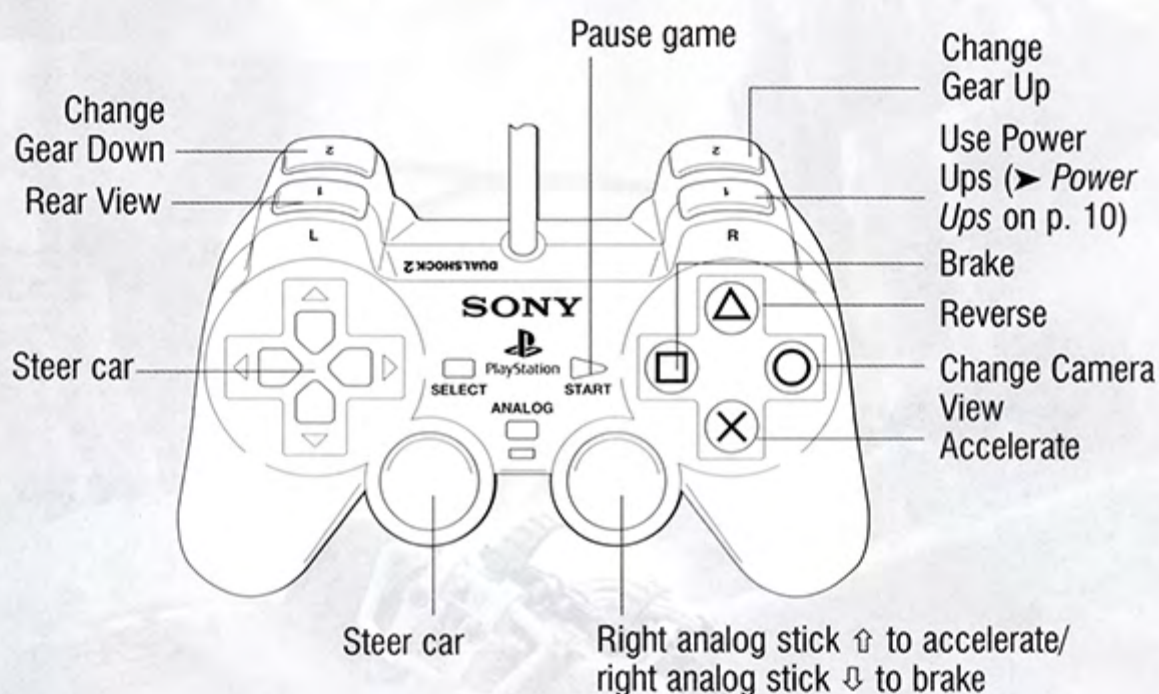
COMMAND REFERENCE

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



COMPLETE CONTROLS

GAME CONTROLS



MENU CONTROLS

Highlight menu items	D-button or left analog stick ↕
Cycle choices/Move sliders	D-button or left analog stick ↔
Select/Go to next screen	✕ button
Return to previous screen	▲ button



INTRODUCTION

The year is 2015, it's a wired world and what that world wants is entertainment in ever more thrilling forms. And that's exactly what the Drome offers, whether you tune in via TV or the Net, or travel to the Drome to experience the spectacle of the greatest racing teams in the world, competing across the most hazardous, most extreme range of race tracks ever assembled. There are flying cameras, giant screens, and terraformed landscapes. For spectator and competitor alike, it's a once-in-a-lifetime experience. Squatting at the junction of six sixteen-lane superhighways, it's impossible to miss the Drome: The Las Vegas of racing, the creation of the mysterious impresario, Dromulus. The roar of the crowds within is only drowned out by the ear-splitting cacophony of the engines.

The Drome isn't just a racetrack, or several race tracks. It's a city in its own right. Above it all stands the tower, Dromulus's lair and the nerve center of the Drome. As the sun moves overhead, the tall, asymmetrical needle casts a moving shadow across the pit areas at its base, like the second hand of a clock or the marching shadow of a sundial, reminding the teams (and the drivers) that every minute they spend adapting their cars is vital to their success or failure in the coming race.

Here you can test your driving skills against the very best, where racing is not just about winning but about surviving.

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SETTING UP THE GAME

Customize your Drome experience, set up a wild Arcade mode race, or jump right into the action with a Quick Race. Or alternatively launch a full Career in the Drome, (► *Career* on p. 13).

MAIN MENU

From the Main menu, select a game you want to play.

The Drome Racers Main menu:

QUICK RACE

Start racing straight away with either a single player or two players (► *Quick Race* below).

ARCADE

Create the race of your choice from the available cars, tracks, and race conditions.

CAREER

You take on the racing career of 'Max Axel', a new driver who has just joined Team Nitro (► *Career* on p. 13)

OPTIONS

Change the game settings (► *Options* on p. 8).

CREDITS

View the Credits for Drome Racers.

QUICK RACE

Quick Race lets you start racing straight away. You can choose between racing with one person or two against the best of the rest. There is no introduction. You are on the racetrack immediately in a car and track chosen at random from those unlocked in Arcade mode (► *Arcade* on p. 7).

To begin a Quick Race game:

1. Select **QUICK RACE** from the Main menu.
2. Choose either **ONE PLAYER** or **TWO PLAYERS**.
3. Press the **✖** button. Your race begins.

ARCADE

To begin an Arcade game:

1. Highlight ARCADE from the Main menu and press the **✖** button.
2. Choose either **ONE PLAYER** or TWO PLAYERS.
3. Choose **SINGLE RACE** (take on the five other lead drivers in a race to the flag) or TIME ATTACK (race unlimited laps on your own, striving to beat the lap record on the track of your choice).
 - ↳ To exit a Time Attack race, select QUIT RACE from the Pause menu (➤ p. 11).
4. Select the track you want to race on by pressing the D-button or left analog stick ⇄ and then press the **✖** button to select.

NOTE: More tracks and routes are unlocked as you progress through Career mode (➤ Career on p. 13).

5. Select the route you want to take, how many laps, what time of day, and the type of weather.
6. At the Car Select screen, press the D-button or left analog stick ⇄ to cycle through the available cars, then press the D-button or left analog stick ⇅ to change its color.
7. Select either a MANUAL or **AUTOMATIC** transmission.

NOTE: Drag cars use MANUAL transmission only.

8. Check all your choices on the confirmation screen and press the **✖** button to begin the race, or press the **▲** button to go back any number of steps and change your selection.

OPTIONS

From the Options menu, you can adjust many of the games settings as follows:



RESTORE DEFAULTS

Restore all the options to the game's original settings.

GAME SETUP

CATCH UP

Leave this **ON** to allow the game to help keep the racing close. Turn it OFF to disable any artificial assistance.

SPEEDOMETER

Select either KPH (kilometers per hour) or MPH (miles per hour).

SOUND SETUP

Adjust the volume sliders for Music and Sound Effects. Press the ▲ button to accept changes and return to the Options menu.

CONTROL SETUP

Turn vibration **ON** or OFF for player one or two.

SCREEN ADJUST

Press the D-button or left analog stick to center the screen.

PLAYING THE GAME

Get out there and conquer the Drome!

GAME SCREEN

Here's what you can expect to see when you race the Drome.



DAMAGE

When a player's car is damaged during a race, the damage is displayed on the Health Gauge.



After a few collisions or hits from opponents' power-ups, smoke appears from the car. Use this warning to start aiming for the green health orbs floating on the track. If you continue to take damage, bits are knocked off your car and its performance suffers. You'll really struggle to keep up with the leaders with a severely damaged car.

POWER-UPS

Within each race (except drag racing), there are various power-ups to collect, which are as follows:

REPULSOR



The car's wheels fold in underneath and jets emerge and blast the car along the track. Repulsor is most effective when used on a straight part of the track.

HATCHET



Fires a 'dumb' missile, which looks like a spinning disk. It travels in a straight line, causing light damage to any opponent's car it hits.

MINE



This is dropped on the road behind the car as a nasty surprise for the chasing drivers. Make sure you don't drive over one by mistake!

RC MISSILE



Once fired, this missile inflicts serious damage to the target car!

FLARE



Fired into the sky, the flare blinds all competitors in the area for a few seconds.

DISRUPTOR FIELD



This power-up surrounds your car with a powerful force field that destroys anything in its path.

EMP DRONE



Once fired, the EMP electrifies the target car, disabling the electrical systems and preventing them from releasing a power-up.

ENERGY POD



Collect these to repair your car when it is damaged (► *Damage* on p. 9).

SPEEDERS

On the road and on off-road racetracks are green double arrows on the track surface:



When you drive over these you get a speed-kick, giving much greater acceleration.

PAUSE MENU

To pause a race and bring up the Pause menu, press the **START** button.



RESUME RACE

Return to the action

OPTIONS

Change the volume of the music and the car sound effects.

RESTART RACE

Return yourself and your opponents to the starting line.

QUIT

Quit the race and return to the Main menu.

NOTE: These options vary depending on the game mode—e.g., Career has the option **RETRY STAGE** while Arcade mode has **RESTART RACE**.

RACE RESULT SCREEN

When you cross the finish line, the Race Result screen is displayed.



Along with the race results, the following options are also available:

CINEMATICS

Watch the drivers in action from various trackside cameras.

CONTINUE

Return to the pits to prepare for the next stage.

CHANGE TRACK

Select a new race venue.

NOTE: In Career mode CHANGE TRACK is replaced by QUIT MCR, which takes you back to the pits ready to start a new Multi Challenge Race.

RESTART RACE

Restart the race you have just completed.

NOTE: In Career mode RESTART RACE is replaced with RETRY STAGE during a Multi Challenge Race.

EXIT

Leave the race and return to the Main menu. This option is available in Arcade mode only.

CAREER

Welcome to your new career as a hotshot racing driver. Your name is Max Axel, and you have recently joined the fledgling Team Nitro. Your task is to take Team Nitro from the start of the Novice Championship, through the Intermediate Championship and all the way to the end of the Expert Championship, to win the Drome Championship.

THE PITS

The Team Nitro Pit area is where you can access all the information you need to win the Drome Championships. You do this by interacting with the characters you find there, namely Shicane, Slot, and Rocket.

Each character has his/her own section of the Pit. Press the D-button or left analog stick \leftrightarrow to move between them, and press the \times button to talk to a character.

SHICANE



Shicane is the Chief Mechanic who looks after all the cars in the Team Nitro Garage and makes sure you're always ready to race. When you select SHICANE, you have the options of GARAGE or RACE (► *Multi Challenge Racing* on p. 16).

GARAGE

Enter the Garage to change vehicles, upgrade your car, or build a brand-new car.

CHANGE CAR

This option lets you select a different car from your underground garage. At the Car Select screen, press the D-button or left analog stick \leftrightarrow to view the cars available, then press the D-button or left analog stick \updownarrow to choose a new paint job. Press the \times button to confirm your choice and return to Shicane's menu.

UPGRADE CAR

Shicane can take you to the list of available car upgrades that you can purchase with credits earned during your races. The upgrades available are:

ENGINE	Increases your top speed and gives you slightly better acceleration.
TURBO	Boosts your acceleration and gets slightly more from the engine.
AERODYNAMICS	Cuts wind resistance, giving you better handling and a slightly higher top speed.
TIRES	Increases traction for better cornering.
ARMOR	Reduces the amount of damage from collisions and opponents' power-ups.

Each car has a different capacity for being upgraded in each area. You can tell how much a car can be upgraded by the number of 'slots' in its statistics. For instance, some cars can accept a lot of Turbo upgrades but are too light for a bigger engine. Others can take a lot of armor but aren't built to have their aerodynamics modified. Each upgrade that you buy is transferred to each of your cars that can accept it. Not every car can use every upgrade you buy; in which case they are not discarded, but stored until you race in a car that can use it. Every car that you race in is upgraded to its limit.

BUILD CAR

You can only build a new car once you possess one or more **Build Tokens**. The Garage builds your new car to any specification.

To build a car, first choose whether it will be a road car, off-roader, or dragster, by pressing the D-button or left analog stick ⇄ to select the appropriate tire type.

Then select a Chassis type (light, medium, heavy)—different chassis types directly affect the handling of the finished car.

Now select a body style to fit your chassis. Note that the statistics for each are slightly different, but you'll soon learn what suits you as a driver!

Finally, press the D-button or left analog stick ⇅ to select from the available car colors.

- ◆ *Credits* shows the amount of credits in the bank. Credits are gained depending on your final position in each race during each MCR.
- ◆ *Build Tokens* are awarded at various points throughout the Championship.

SLOT



Slot is Team Nitro's Data Analyst who keeps you up-to-date with your progress through the Championship, and lets you save or load your games.

SAVE & LOAD CAREER You can load any of the saved games from the three save slots or save your current game.

NOTE: You need 56kb available on your memory card (8MB) (for PlayStation®2) in order to save a game.

PROGRESS

Here you can monitor your progress through the Championships, the Challenges, and the cars you've built, by pressing the D-button or left analog stick ⇄.

ROCKET



Rocket is the mysterious racing guru who hangs around the Team Nitro Pit area. He provides you with useful tips and provides access to Practice races and Challenges (▶ p. 16).

CHALLENGES

At various points in the Championship you may be offered a one-on-one challenge by the other lead drivers. If you take up the challenge you may be able to win extra credits and the all important kudos of showing them who's the best! You don't have to take up the challenge when it's offered, and can return to it at any point between Multi Challenge Races (MCRs) by visiting Rocket.

MULTI CHALLENGE RACING

Within each Championship, there are a number of Multi Challenge Races (MCRs) that must be won in order to unlock the next one.

By selecting RACE from Shicane's screen, you can choose which MCR you want to compete in. Each MCR is made up of at least two stages that are located in different areas of the Drome. To win each MCR, you need to come first at the end of the last stage.

When you first embark on your new career, you are only offered the **Novice Championship** and **MCR1**. But as you progress, you can race in a variety of different races, in a number of different conditions and locations.

DRAGSTER RACE QUALIFYING

At the start of every MCR, you have the option of trying to improve your start position by entering the Qualifying dragster tournament. If you decide not to enter the Qualifying session, you'll start the first stage of the MCR from the back of the grid in 6th position.

To enter the Qualifying session:

➤ Select QUALIFYING from Shicane's Race menu and press the ✖ button.

The Dragster Qualifying session works like a three-round knock-out tournament. In round one, each of the six drivers has a head-to-head race with one of their rivals. The slowest two drivers overall get knocked out of the Qualifying session and will start the MCR in 5th and 6th place respectively. In round 2, the same happens with the remaining four drivers to determine the 3rd and 4th places on the grid, and finally round 3 is the race for pole position, with the runner up starting the MCR in 2nd place.

To Race a Dragster:



Sweet-spot

Rev meter

During the race countdown, rev your engine by pressing the right analog stick \uparrow or by pressing the \times button. The key to getting off the start line quickly is to find the right amount of revs. Too many, and you'll sit there spinning your wheels while your opponent blasts down the track. Too few and you'll crawl off the line instead of tearing down the drag strip. Once safely away, the revs quickly rise. When the rev indicator reaches the 'sweet-spot', press the **R2** button to shift up a gear. If you let the revs rise too high, you may get a bit more power, but run the risk of blowing your engine.

When your race is over, select **VIEW RACE** to watch the other drivers in their head-to-head races, or **CONTINUE** to skip directly to the next round.

STAGE RACING

The number (minimum of 2) and mix of stages within each MCR are pre-selected for you by Dromulus. He decides the terrain (city, mountain or canyon) and the track type (road or off-road). If you've taken the Dragster Qualifying session you will start on the grid in the position you earned. Otherwise you'll have to start at the back and race through the pack!

You'll need to finish well in the first stage to ensure a good position for yourself in the rolling start of the next stage!

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