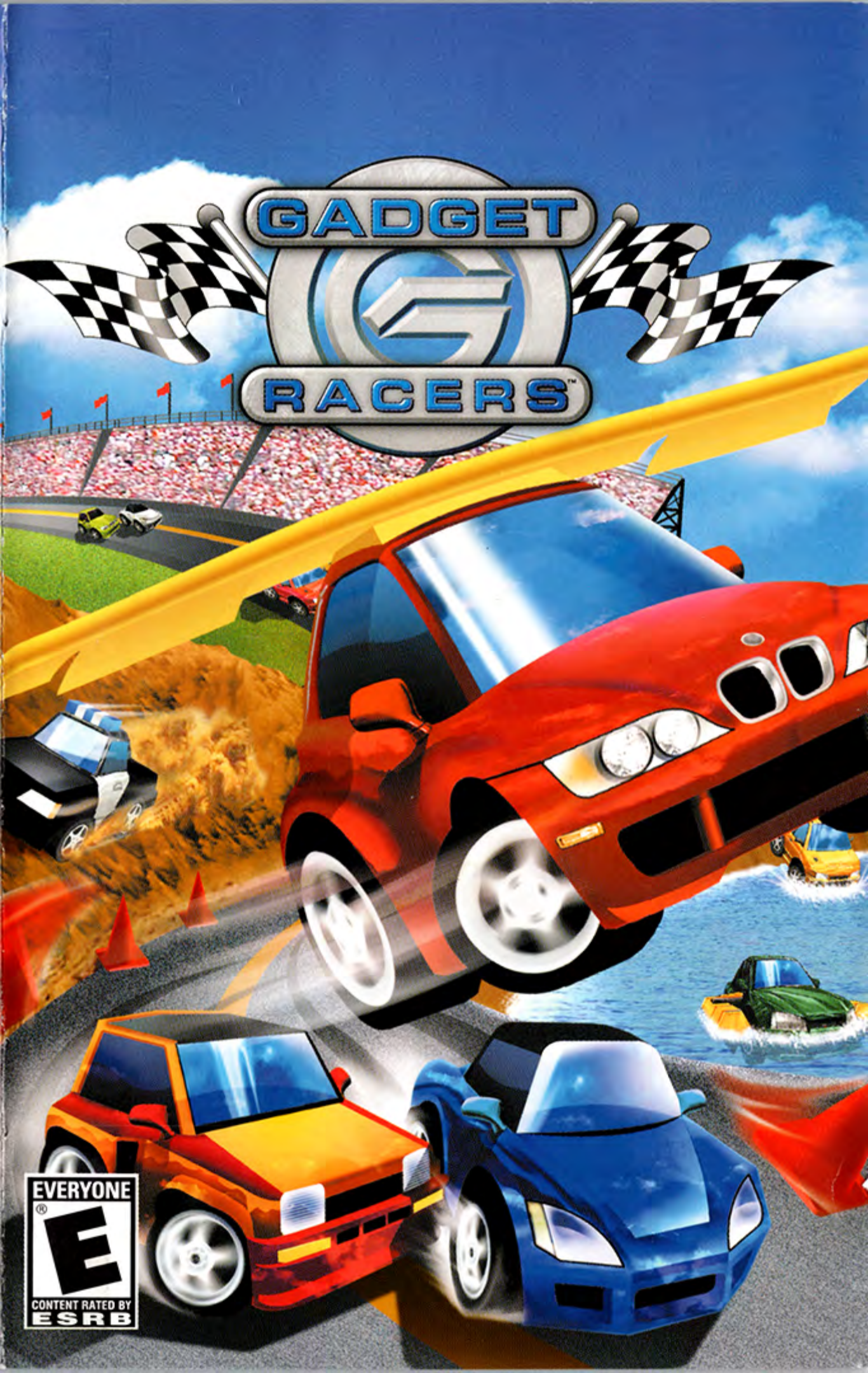


GADGET RACERS™



EVERYONE
E
CONTENT RATED BY
ESRB

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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BEFORE PLAYING

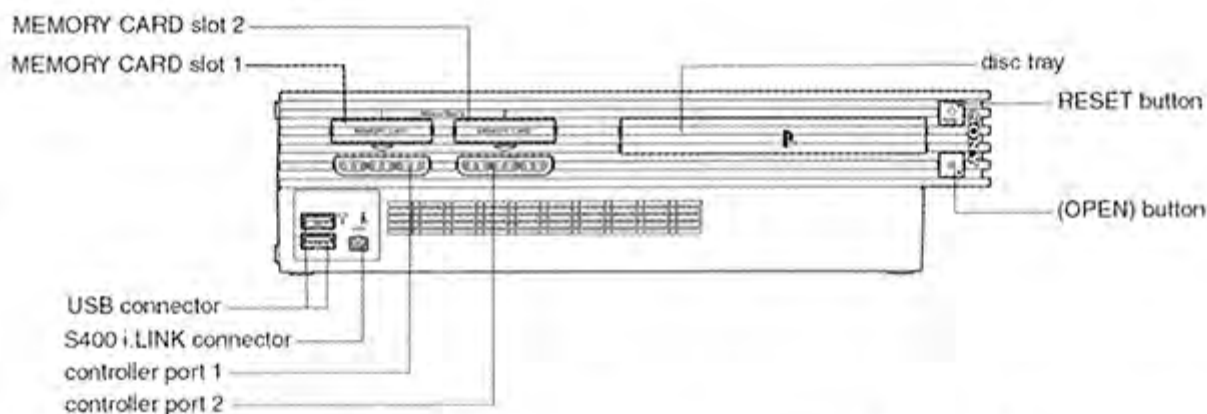
This game supports both the DUALSHOCK™ analog controller and DUALSHOCK™ 2 analog controller

Pressing the ANALOG mode button will toggle the controller between the analog mode (LED light: On) and digital mode (LED light: Off). When the LED light is red, both the directional buttons and the left analog stick can be used to control the game. When the LED light is Off, only the directional buttons may be used.

DUALSHOCK™ 2 analog controller

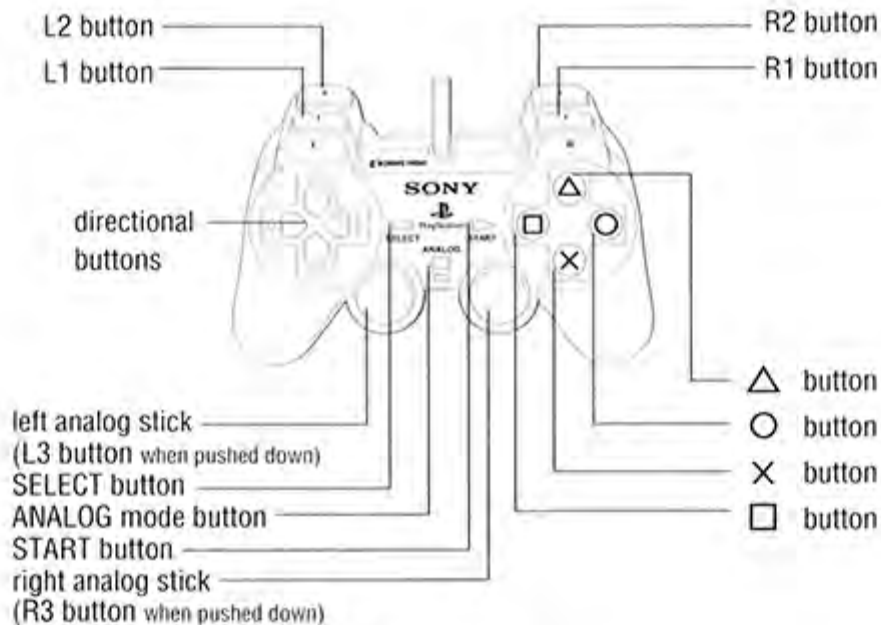
L1 button	<ul style="list-style-type: none">• Holding this button down will make the car go in reverse.• Shift down.
Directional buttons	<ul style="list-style-type: none">• Control steering.• Select menu options, etc.• Displays the Pause Menu.
START button	<ul style="list-style-type: none">• Controls steering.• Selects menu options, etc.
Left analog stick / L3 button	<ul style="list-style-type: none">• Not used
L2 button	<ul style="list-style-type: none">• Not used
R2 button	<ul style="list-style-type: none">• Shift up.• Enters jump mode.
R1 button	<ul style="list-style-type: none">• Honks horn.• Activates Hand brake.• Activates brake.• Accelerator.• Enters menu selections.
△ button	
○ button	
□ button	
× button	
Right analog stick	<ul style="list-style-type: none">• Selects menu.

STARTING UP



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 GADGET RACERS 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.

DUALSHOCK™ 2 ANALOG CONTROLLER CONFIGURATIONS



DUALSHOCK™ analog controller

Button functions are identical to those of the DUALSHOCK™ 2 analog controller

Activation Vibration

Controller vibration can be toggled with the VIBRATION feature found in the Options Menu. This function can be used in both the analog and digital modes.

OPTIONS

Save & Load

Before commencing saving and loading functions, please be sure to insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1.

SAVE

- Game data is saved using a memory card (8MB) (for PlayStation®2).
- Be sure to save your data if you want to carry it over to the next time you play.

Saving procedure:

1. Using the up and down directional buttons, select the block onscreen to be used for saving new data.
2. Confirm with the \times button.

LOAD

- Game data is loaded using a memory card (8MB) (for PlayStation®2).
- Upon loading, any improved course records will automatically replace existing records.

Loading procedure:

1. Using the up and down directional buttons, select the onscreen file to be loaded.
2. Confirm with the \times button.

Status

1. View a record of all the races in which you've participated.
2. Body Name: Name of your car.
3. Mileage: Combined number of miles that you've traveled up to that point.
4. Cash: Total amount of gold that you have now.

Controller

- Controller configuration can be chosen as desired.
- Three types (A, B, and C) are available. Pick the one most suited to you.

Vibration

- One of three degrees of vibration (HIGH, LOW, and OFF) can be chosen as desired. This function can be used in both the analog and digital controller modes.

Sound

- BGM and SE volume can be freely adjusted.
- Additionally, you can listen to any one of the 21 BGM tracks featured in the game.

Exit

- Returns to the Main Screen.
- Be sure not to select this option without first saving your game. Failing to do so will cause all race data, to be lost.

HINTS & STRATEGY

1. A word about the layout...did you know that tuning up your car affects not only the driving style within the game but also has a large effect on the actual controls? For example, let's say you tried to increase the turning ability of your car, and nothing seems to have changed. Try experimenting with the engine alignment and see what happens!
2. If in mid-race you feel like you're going to lose, it's easy to quit the game right then and there...the question is, do you really want to do that? After all, properly finishing the race entitles you to receive a prize (gold), not to mention the fact that the more you race, the more shops will open up! Even if it seems you can't win the race, outfit your car with superior parts from the new stores to take 'em on next time!
3. A hint about steering... When skidding around corners, if you turn the wheel too much, your tires will lock up and you'll lose control of the car! When this happens, cut acceleration and tap on the brake to put you back on track!

CONNECTING THE MULTITAP (FOR PLAYSTATION®2)

When the multitap (for PlayStation®2) is used, up to four players may race simultaneously.

Before playing with three or more players, be sure to properly connect the multitap (for PlayStation®2) to controller port 1-A prior to turning the power on. Next, plug in a controller in controller ports 1-A, 1-B, 1-C, and 1-D in that order.

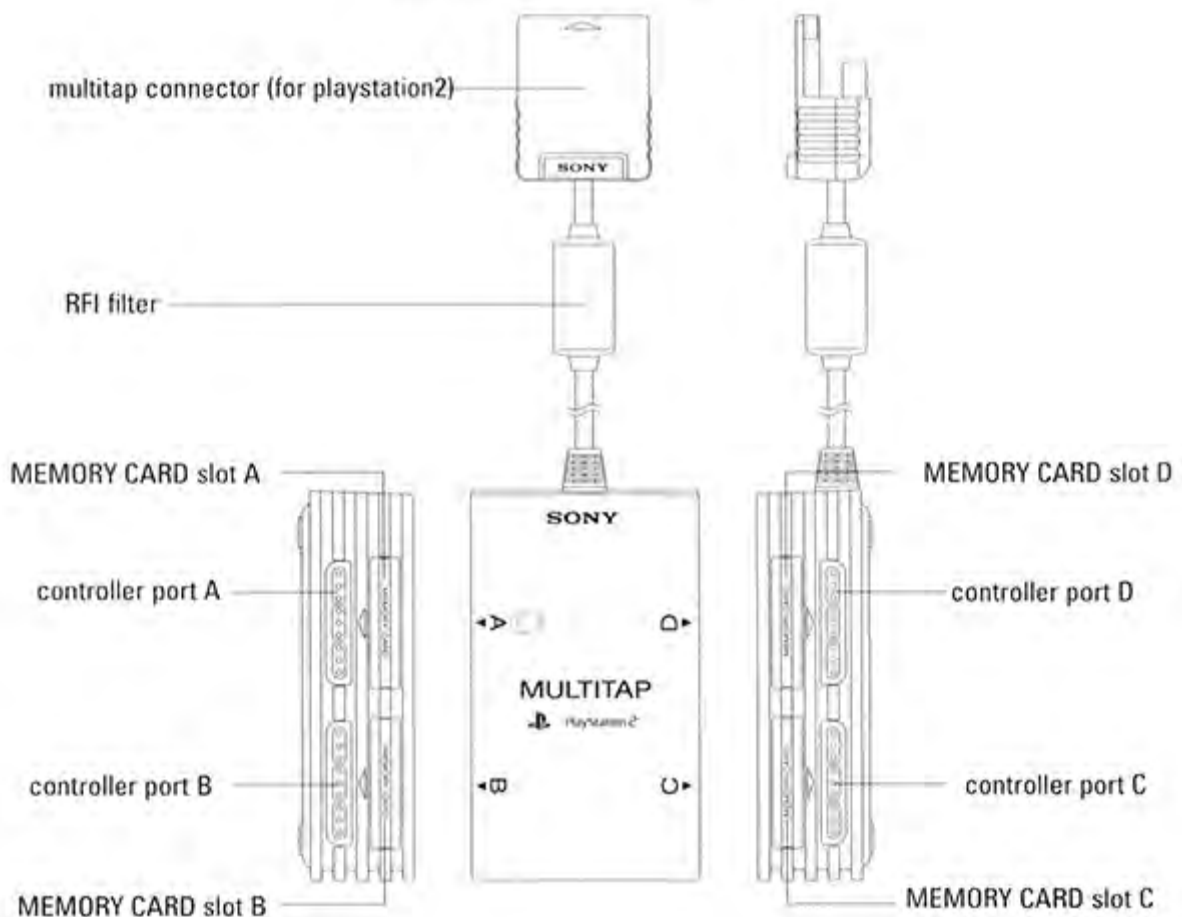
For more details regarding the use of the multitap (for PlayStation®2), please see the multitap (for PlayStation®2) manual.

USING THE MEMORY CARD (8MB) (FOR PLAYSTATION®2)

All data regarding race records, awards, gold, and customization will disappear as soon as the console is turned off. It is necessary to use a memory card (8MB) (for PlayStation®2) to save data in order to use it in the next session.

- At least 230KB of available space must exist on the memory card (8MB) (for PlayStation®2) in order to save.

Multitap (for playstation2)



STARTING THE GAME

Pressing the \times button during the opening movie will bring up the Title Screen.

If buttons are not pressed while the title screen is on-screen, a demonstration will commence.

Pressing the \times button or **Start** during the demo will bring up the Title Screen again.

Press **START** to move onto the main game options.



Use the Directional buttons to select the mode that you want to play, then press the \times button to enter!

Make Your Way To The Grand Prix!

This is Gadget Racer's main mode.

Participate in race after race and collect gold! Use the gold to buy parts in the shops and customize your car any way you like! In addition, going to the Driving School and getting your license will increase the number of Grand Prix circuits you can enter!

1 Player

For those who want to race right away, this mode's for you.

Pick one out of six unique cars and hit the road!

(Customization is not possible in this mode.)

Multi-Play

Enjoy competitive racing and special mini-games with two, three, or even four players at the same time! Go wild with your friends in this free-for-all mode!

Options

Adjust various game settings, including controller configuration and volume. Saving and loading functions can also be performed.

Options can be accessed from either the Main Menu or the Grand Prix mode.

MAKE YOUR WAY TO THE GRAND PRIX!

New Game: Choose this to start your game from the beginning.

Continue: Choose this if you want to continue a previous game using saved data. In order to continue you must have saved a previous game.

SELECT BODY

Pick the car that will take you to the championship. Six types are available. Choose the one you like best!

NAMING YOUR BODY

Use the directional buttons to choose the appropriate letters, and the **X** button to enter the letters one by one.

Combine letters and numbers for creative names.
(Up to 12 characters may be used.)

Delete: Erases the characters one by one.

Space: Inserts a space between characters.

Name End: After deciding that this is the name you want, press the **X** button to confirm. Highlight "Yes" if you are satisfied with the name or Highlight "no" and press **X** to select your car's name once again. Selecting "Yes" will move you to the race mode screen.



MAKE YOUR WAY TO THE GRAND PRIX!

► Top Menu

Scroll left or right to select an option, and confirm using the **X** button.

Race

The following eight types of races are available.

Sprint

- Participate in a SPRINT race.
Three levels of difficulty (Beginner / Intermediate / Upper) are available. Maintain focus and go for the gold!

Grand Prix

- Participate in the GRAND PRIX.
If you really want to be number one, you'd better get your license first!
The races that you can enter will differ depending on which license you have. Once you get your license, the choices will be: Country GP, Global GP, and High Grade GP.

Engine Regulation

- Regulate the capacity of your car's engine.
This race features 3 different levels based on the horsepower of your car's engine. The capability of your engine is based on this "cc" measurement.
The classes are: Light Class, Middle Class, and Heavy Class.

Endurance

- Participate in an Endurance Race.
This race features more laps than a standard race, and will test your ability to drive. Be careful though, every time you run into something, the capability of your car will decrease.
There are 5 tracks total in endurance mode.



Fast Access Menus:

The icons in the upper-right side of the screen pertain to the **Jump Mode**. By pressing the R1 button, you can enter this **Jump Mode**. Use the left and right directional buttons to select the desired option, and press the X button to switch directly to that option.

- Pressing the L1 button will display an explanation about each particular option.



OFF-ROAD REGULATION

Participate in an OFF-ROAD REGULATION RACE. Outfit your car with off-road tires and take on the road. Three grades are available: the Dirt Mini, Dirt Big, and Dirt HG.



BODY TYPE REGULATION

Participate in the BODY REGULATION RACE. A regulated race with various categories in which your ability to participate depends on what body your car is. On top of typical styles, such as wagons and sports cars, a few unexpected styles have found their way here. Features a total of eight styles.



PARTS REGULATION

Participate in the PARTS REGULATION RACE. This regulated race is designed specifically for cars that are outfitted with special parts such as the Glider, Float, and Ski. There are other races which give you a chance to show off the more funky parts that you have.



DUEL

Participate in a COMPETITIVE RACE. Race one-on-one against the computer.

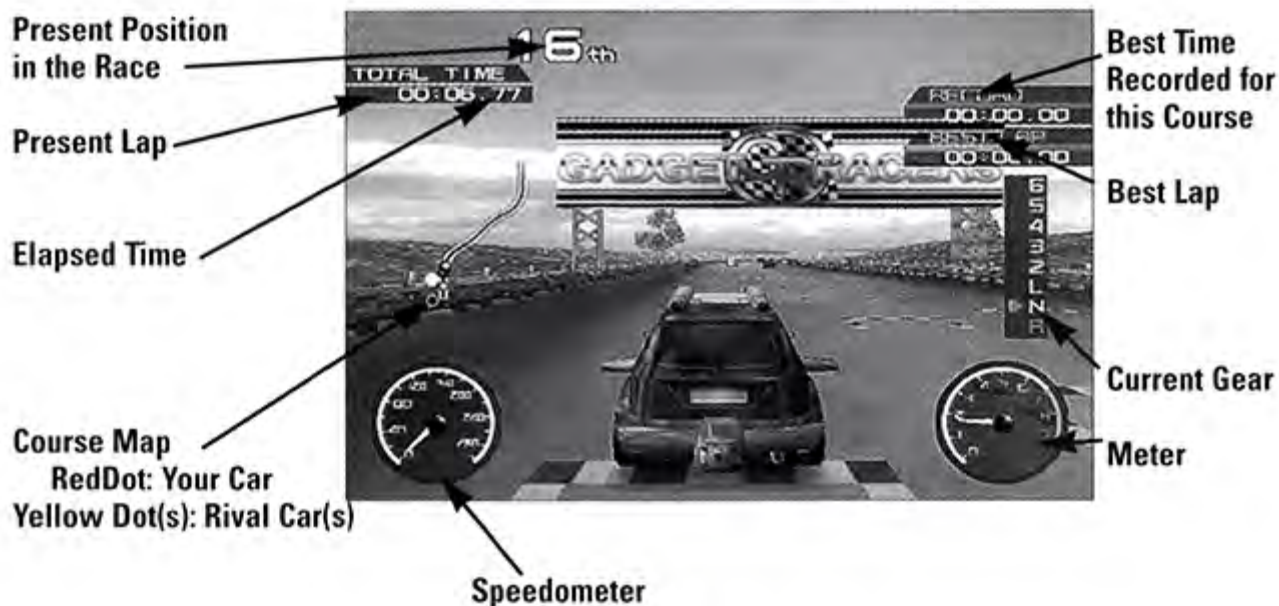
MAKE YOUR WAY TO THE GRAND PRIX!

► Race Progression



The left-hand picture is an image of the beginner race found in the SPRINT Mode.

Use the directional buttons to select the race that you want to enter and press the X button to confirm. When you do so, an Entry Condition Screen will appear, which allows you to view various information such as the course's ratio of on-road to off-road terrain. will remain the same.



Entry Condition Screen

Information pertaining to the race can be obtained, including total track length, number of laps, number of participants, and the starting position. Study this screen well and use it as a tool to ensure your victory. The amount of gold that you will receive for placing in the race is listed here as well.

- Within CUSTOM, the design of the speedometer can be freely changed. The play screen, however, will remain the same.
- Three preset controller configurations are available.

- In the Grand Prix, the race will continue until the first six players have crossed the finish line. So, even if your car comes in first, you will have to wait for the 6th player to arrive in order to continue on.

POINTS SCREEN

The finishing position and number of points for the respective cars, including yours, are displayed at the end of each race.

Next, the cumulative rank and number of points so far obtained within the Grand Prix are displayed. Once you have confirmed these figures, you may proceed on to the next race.

Note:

- The final rank in the Grand Prix is determined not by the position achieved in one particular race but rather the total number of points obtained after finishing all six races.

When all 6 races are completely finished, the Grand Prix comes to a close, and the final rank and prize gold obtained is displayed.

- A 3rd place or higher is needed to advance to the next Grand Prix will commence.



MAKE YOUR WAY TO THE GRAND PRIX!

► Customization

CUSTOM

Carefully choose the parts you want to use in accordance to the race and course to be entered. This is a big part of strategy in racing!

HOW TO READ THE LINE GRAPHS

Green: The capability of the part currently outfitted.

Blue: Increased capability of the new part compared to the current one.

Red: Decreased capability of the new part compared to the current one.

- Within the CUSTOM mode, highlighting your car's body with the cursor and pressing the L1 button allows you to change the name of the body.

HOW TO CUSTOMIZE

1. Choose the parts that you want to change.
2. Use the cursor to select from the available parts, and check the capabilities of each one.
3. Once you've properly seen the graph and are satisfied with the change, press the X button to confirm.

Customization is an important element, since there are a huge number of parts available. For example, if getting hit causes a sudden drop in your maximum speed, you should consider outfitting yourself with a stronger engine. On the off-road, if you'd like to improve your forward vision, try switching to a set of off-road tires. In any case, always customize wisely!

Explanation Of Part Functions

The Main Parts



BODY This represents an expression of you and your style. Although changing the body may increase your maximum speed, it does not guarantee that you will automatically go faster. Acceleration and technique are also important.



ENGINE Your car won't be going anywhere without this. The most important part of your vehicle.

Affects: Acceleration, Weight



CHASSIS This is the build of your car. The additional weight may be a literal drag, but it adds a sense of stability.

Affects: Chassis Endurance, Weight



TIRES An important element that determines your car's grip on the road.

Affects: On-road/Off-road Grip, Tire Wear-&-Tear



BRAKES The ability to brake and cornering are one. If you can't slow down, you can't make sharp turns. Of course, technique is also a factor.

Affects: Braking



STEERING When selecting this part, think about your driving style and the course itself. Superior parts naturally add up to superior turning.

Affects: Turning



CPU This remarkable part further refines the capability of the other parts. The "brain" of your auto.

Affects: Maximum Speed



TRANSMISSION This part will determine the type and number of gears. Both AT (Automatic Transmission) and MT (Manual Transmission) are available.

Affects: Maximum Speed, Weight

Side Options



METER For those who want to emphasize the design element. Try and choose one you like. Who knows, maybe your speed will actually go up?



HORN Another design feature that just might be more useful than you think. Outfit your car with the horn of your choice and let those snails know when to get out your way!



WHEELS Yet another way to express your style through your vehicle. Although changing the undercarriage of your car is generally expected to improve the way it runs, we can't promise that your car will actually change.



HOOD Try hooking your car up with some fog lights. The more lights you have, the further ahead you can see. Fearlessly rush into the darkness!

Aero & Special Parts



FRONT In choosing your front spoiler and bumper, you should consider whether or not you want to emphasize maximum speed or forward ramming power. The rest we'll leave up to you.

Affects: Maximum Speed, Attack Power



TOP Parts to be outfitted to the top of your car. Necessary for any mid-air confrontations that you might encounter. Of course, show is also a factor.

Affects: Airspeed, Mid-Air Turning



TRUNK When your speed reaches high levels, your auto occasionally becomes hard to control. The rear spoiler reduces that effect.

Affects: Maximum Speed



REAR Plenty of useful parts are available to attach to the rear of your car. Choose wisely.

Affects: Marine Speed, Marine Turning, Underwater Speed, Defensive Power, Acceleration, Maximum Speed.



SIDE Not to be outdone by the REAR category, this category also features a large number of useful parts, primarily those that help your car to ski and swim. Balance your selection here with other parts to make your automobile as all-purpose as possible! Fun design parts also are here as well.

Affects: Snow Speed, Snow Turning, Marine Speed, Marine Turning



COIN HOLDER It just wouldn't be your car without this feature. The question is, how does it help you out? Well, we'll leave that for you to find out, but what we can tell you is that you can design your coin holder freely!

PREFERRED CUSTOMIZATION

Imagine spending crazy time modifying your car to be just right, only to find that you had to do it again after changing courses. Well, this option eliminates that problem. Use this convenient feature to save up to three of your favorite customizations.

Note

The customizations preserved using this option are not saved directly to the memory card (8MB) (for PlayStation®2). If the save option in the OPTIONS menu is not used at least once, the data will be lost once the console is turned off.

Coin Holder Design

Painting the Coin Holder

Here, coin holders to be used in the game can be created and saved as desired. There are also a number of preset coin holder design samples that can be used.

System Window

Data loading (including the samples), as well as data saving can be performed.

Color Palette Window

Pick your colors of choice here.



Tool Window

Use these as your drawing tools.

Drawing Window

Create your design here.

Use the L1 and R1 buttons to jump between windows.

Regarding the Tools

PEN TOOL

Press the X button to draw a single pixel, or press and hold the X button while using the directional buttons to drag the pen and create lines. The color of the pixels and/or lines will be the same color chosen within the color palette (the color indicated using the pinpoint color change tool).

PAINT FILL

Using this feature, any area enclosed by lines can be splashed with color. This color will be the same as the one chosen within the color palette (the same as the one indicated using the pinpoint color change tool).

COPY

Using this tool will allow a portion of the Painting Window to be copied. Selecting this option will cause a dotted window approximately 1/4 the size of the Painting Window to appear. Select the area to be copied by using the directional buttons to move the dotted window and press the **X** button when the window is over the appropriate area. Next, select the area to be copied to by using the directional buttons to move the dotted window. Pressing the **X** button when the window is over the appropriate area will copy the image.

INVERT

This option will allow you to take a portion of the Painting Window and invert it vertically and horizontally. Selecting this tool will cause a dotted window approximately 1/4 the size of the painting window to appear. Select the area to be inverted by pressing the directional buttons to move the dotted window and press the **X** button when the window is over the appropriate area. Then, use the directional buttons to freely invert the selected image.

PINPOINT COLOR CHANGE

Use this tool to change the color of what is being drawn.

How to Save and Load

Within the system window, use the keep function to save your design and the read function to load a previously saved design. Press the directional buttons to select the desired file and then the **X** button to confirm.

Note

- By utilizing the Keep function, up to 10 original designs can be saved (does not include the preset design samples).
- Similar to CUSTOM, the designs created here are not saved directly to the memory card (8MB) (for PlayStation®2). If the save option in the OPTIONS menu is not used at least once, the data will be lost once the console is turned off.

MAKE YOUR WAY TO THE GRAND PRIX!

► Shops

Welcome to the exciting world of Customization!



TUNING

- Tuning Shop



TUNE-UP

- Tune-up your vehicle.
Increase the all-around capability of your car!

(Note that changing parts will return your car's capability to its original state).



LAYOUT

- Change the layout of your vehicle.
The engine alignment of your auto can be altered here.

FR (Front Engine / Rear Drive)

MR (Mid-Engine / Rear Drive)

4WD (Four-Wheel Drive)

(What you select will affect your ability to turn, as well as drift control).



PARTS TUNE PARTS TUNE-UP

- Tune-up the specialized parts of your vehicle.
Increases the capability of your car's Glider, Propeller, Float, and Ski attachments.

MAKE YOUR WAY TO THE GRAND PRIX!

► Shops



SHOP

Car Wash Service

Your car is bound to get filthy after repeated races. Clean it up here.

- Although getting dirty is not going to change your car's capability, it will make it impossible to paint the body.
- You cannot wash a car that's already clean.



Paint Shop

Paint your car's body and hubcaps the color of your choice.

- For the body, choose one of the many available preset colors.
- For the hubcaps, the color setting can be adjusted to your liking.



BODY

Paint your vehicle's body a new color by choosing one from many available preset colors.

- The cost to paint the body depends on the color chosen.
- If the body is dirty, you won't be able to paint it. Get it cleaned up at the Car Wash first.



WHEELS

Paint your car's wheels a new color by manipulating the color bars and finding a color that you like.

- The cost of painting the wheels is the same regardless of the color.



TRADE IN

Vehicle Trade-In Shop.

Sell unused parts here for gold.

- The body, and parts currently in use, can't be sold.

MAKE YOUR WAY TO THE GRAND PRIX!

► Customization



PAINT

- Paint Shop



TRADE IN

- Vehicle Trade-In Shop



GLIDER

- Tunes up your vehicle's Glider attachment. Tuning up your auto's Glider will give you increased efficiency when you are in the air by improving speed, turning, and sustainable flight distance.



FLOAT

- Tunes up your vehicle's Float attachment. Tuning up your auto's Float will increase your control and maximum speed when you're on/in the water.



PROPELLER

- Tunes up your Propeller attachment. Tuning up your car's Propeller will increase your control and maximum speed when you're underwater.



SKI

- Tunes up your vehicle's Ski attachment. Tuning up your car's Ski's will increase your control and maximum speed when you're travelling across ice and snow.

MAKE YOUR WAY TO THE GRAND PRIX!

▶ Driving School

School

Even if you've already received a license, you can take the same program over and over again.

Practice is the name of the game here.

Get the O-License

Obtaining this license will allow you to enter into the Country Grand Prix.

Get the P-License

Obtaining this license will allow you to enter into the Global Grand Prix.

Get the Q-License

Obtaining this license will allow you to enter into the HG Grand Prix.

Programs

Aligning the cursor with the program you want to study and press the **X** Button. The details for that program will appear. Read everything carefully and pass the program!

For obtaining a license, the completion of 10 programs is necessary.

- In order to take program #5 (mid-term examination), the prior completion of programs 1–4 is necessary.
- In order to take program #10 (final examination), the prior completion of programs 6–9 is necessary.

Specially customized car's cannot be used.

- When you obtain a license, your status will appear on-screen.

The marks on the race course simply represent ideal lines and do not translate anyway into points.

More than anything else, the licenses exist to allow you to participate in the various Grand Prix races. In order to secure complete victory, it will be necessary for you to obtain all the licenses.

Option

Allows you to change the game's various settings. This Options Menu is identical to the one accessed from the Main Menu.

1-Player

Enjoy racing on its most basic level.

Car Selection

Car selection in this mode differs from the Grand Prix in that the available vehicles are limited to 6 preset cars, each with individual settings.

Pick your car of choice and confirm with the X button. The game will proceed onto the Course Select screen.

Carefully choose your car based on the course you're going to drive, as each vehicle has its own maximum speed, acceleration, and turning particularities.

Press the X button again after choosing the desired course. You will enter the opening sequence of the race, which will begin after a count of three.

The cars featured in this Mode:



SURVIVAL KING

The tough little thing is perfect for running long off-road distances.



ROAD STREAK

Superior control on straight stretches of road.



LEGEND MASTER

This high-powered and light-weight little car is quick!



BIG FIST

A large car, this one's for those who like drifting.



FUNNY GALLOP

What it lacks in power it makes up with its brisk speed and ease of handling.



SPEED MAX

Sporty and quick car.

Guide to the Circuit

A total of 6 courses appear in this mode.

(The results of the races in this mode are not preserved within the Status Screen.)



HG CIRCUIT—Long Course

As one might infer from the name, this on-road circuit is a fundamental race in this new High Grade version. The beautiful greenery encompassing the course gives it a sense of simplicity, but in time the layout of the road will firmly imprint itself inside your head. Hear the fans in the stands cheer you on when you reach the home stretch.



SEASIDE RESORT—Short Course

This intense course runs through sandy beaches, along the evening coastline, and even underwater! A glimpse at the scenery alone will be enough to leave you breathless. The area in which the track continues into the water is especially exciting, and the choice there whether to traverse under or above water may end up determining the outcome of the race.



THE CHORO DESERT & OASIS—Short Course

The blazing sun scorches you from above in this desert course. Being a desert, the road section is composed of nothing but sand. Accordingly, choosing a car with normal tires is not likely to cut it this time, as your grip on the road will drop considerably. You'll probably find yourself thanking the heavens when you reach the oasis section, which will take your car across water.



GREAT STADIUM

Rough terrain and tight corners await you in this off-road course. The unevenness of the road will make your auto fly all over the place, and is guaranteed to please even the most diehard fans of off-road racing. The highlight of this race is undoubtedly the giant jump over a series of many lined-up buses, which, needless to say, feels good.



BIG OVAL—Short Course

This high speed oval course runs counterclockwise. As the track is short and the number of laps are few, a late start will end up being very costly in the end. Your best bet to win is to combine a fast auto with effective driving techniques that feature a good balance of braking and acceleration.



NEW JUNGLE—Short Course

Just like the name says, this course will have you running wild through the jungle. But just when you think that the whole thing is going to be an off-road ride through one muddy swamp, the course suddenly thrusts you into a ruins area halfway through. These ruins are in fact a series of nonstop, tight corners. A very difficult course requiring a variety of techniques.

Multi-Play

This mode allows 2, 3, and 4-player simultaneous action. Before playing with 3 or more people, please connect a multitap (for PlayStation®2) with the appropriate number of controllers.

2P FIGHT HEAD 2 HEAD

The screen will be divided horizontally into two screens of equal size. The top will be player 1, and the bottom will be player 2.

Keep strategy and the nature of the course in mind here. Each one has its own unique attributes.

The capabilities of the available cars are illustrated below. In the case when both players choose the same car, the color will change.

Next, choose the course.

After your selection, press the X button to confirm.

Press the X button one more time. You'll enter the opening sequence of the race, which will begin after a count of three.

The cars available in this mode

BLRA3

Featuring a noticeably high Maximum Speed and superior handling.



LANDING EGG

Fairly tough and can be used anywhere. Recommended for beginners.



MARCOSHA Q

You shouldn't lose with this one. The high Maximum Speed and exceptional handling.



MOTO SPRIT F

This tough, off-road has good all-around stability.



GHANDI 112

This high-speed on-road car is recommended for pros.



ISHIGO RACER CC

This one could also be called a guaranteed winner. Exceptional points include superior acceleration and ruggedness.



- In the Multi-Play mode, player 1 carries out all the menu selections.
- Customization data cannot be used in this mode.

Multi-Player

When playing with 4 people, the computer will prompt you to select between play with 3 or 4 participants before allowing you to select your car. The 4-player screen will be split into 4 quadrants.

Choose your car before beginning game play.

Keep strategy and the nature of the course in mind here, as each car has its own unique attributes.

The capabilities of the available vehicles are illustrated below.

- When there are 3 human participants, the computer will control one of the cars.

Next, choose the course.

After your selection, press the X button to confirm.

Press the X button one more time. You'll enter the opening sequence of the race, which will begin after a three second countdown.

GERONIMO JET J

This tough, off-road has good all-around stability.



FUJISAWA AK250

You shouldn't lose with this one. The high Maximum Speed and exceptional handling are special plusses.



ROSSOBERNITA

This high-speed on-road car is recommended for pros.



GARBAGE BUSTER

This one could also be called a guaranteed winner. Exceptional points include superior acceleration and ruggedness.



So, which car is the fastest, anyway?

This is something that we want you to discover as you play. Every auto has its own particular characteristics. Those which are fast tend to be difficult to turn. Those which turn well tend to lack in acceleration. Finally, those cars that seem to blaze past everyone tend to lack endurance. Although we've given you some basic info about each car here, even this tends to change depending on the course being driven. Experiment and find the truth out yourself.

NOTE:

- When using a memory card (8MB) (for PlayStation®2), please be sure to insert it into MEMORY CARD slot 1, or MEMORY CARD slot 1-A if you are using the multitap (for PlayStation®2).
- Also, be sure not to take out the memory card (8MB) (for PlayStation®2) in the middle of saving and loading procedures. Doing so may cause the data to be lost.

MULTI-PLAY

How the race works in the Multi-Play mode

In addition to the courses featured in the other modes, the Multi-Play mode features a number of new ones, as well as a multitude of exclusive special games.

The games introduced on this page are in essence the same as the races in the other modes, in that it is matter of who can complete a certain number of laps around the track and get to the finish line first. The games featured on the opposite page are packed with variety.

All of the games in this mode can be enjoyed between two to four players and are an absolute blast with a group of friends! Guarantees a good time for all!



DIRT SPECIAL (for two to four players)

Plow through this tricky off-road course laced with steep upturns, jump ramps, and large potholes as you compete in a mad rush to reach the finish line.

Winning will count on your ability to negotiate dirt terrain and to pick the car best suited for doing so.

The first to make three laps around the course wins.



SHOOTING STAR (for two players)

Race at full speed against a rival against a backdrop featuring the earth and moon.

Don't let yourself get distracted by your surroundings.

First player to complete three laps wins.



SPLASH RACE (for two to four players)

The course is made up not of ground but of water in this one. But by now, this should come as no surprise.

Put your Float-outfitted car to the test in a jetski-style speed competition. Don't worry, you won't get seasick.

First player to complete 3 laps wins.

BATTLE-MODE

CRASH! DEATH MATCH (for two to four players)

This merciless game of survival has two or four car's battling it out in a wire-fence enclosed area that offers no means of escape. Bumping into not only the other cars but into the walls and fence as well will damage your auto. As you're particularly vulnerable from the side, be careful of being bumped by your rivals.

The lone survivor will be the winner.

PINBALL SURVIVAL (for two to four players)

Outlast your opponents in what could be best called a pinball arena, complete with bumpers and tilters that will send you and your rivals flying all over the place! Eliminate your rivals by forcing them out of the arena. Lastly, beware of the half-transparent blocks... they're a nuisance.

The lone survivor will be the winner.

SUPER CHICKEN RACE (for two to four players)

Beat your opponents to the goal as you race furiously along a straight track! The competition doesn't end at the finish line, however, as a steep cliff awaits your arrival right after you cross. Fail to brake in time and you'll fly right off.

A technical race which tests acceleration and braking ability.
The first to fully stop after crossing the goal line wins.

GLIDE `N DIVE (for two players)

An ocean course speckled with small runway-installed islands awaits the successful landing of your airborne car, this time outfitted with Glider parts. However, if your time in the air is insufficient, or if you brake excessively in the air, you'll plummet gracelessly into the water. We mentioned to be careful about braking excessively in the air, right?!

The one who lands on the farthest island wins.



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