

Hot Wheels™
INTERACTIVE

WORLD RACE™



THQ

**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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LOADING THE DISC

LOADING THE DISC



Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located in 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 **Hot Wheels™ World Race™** disc in the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach the game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

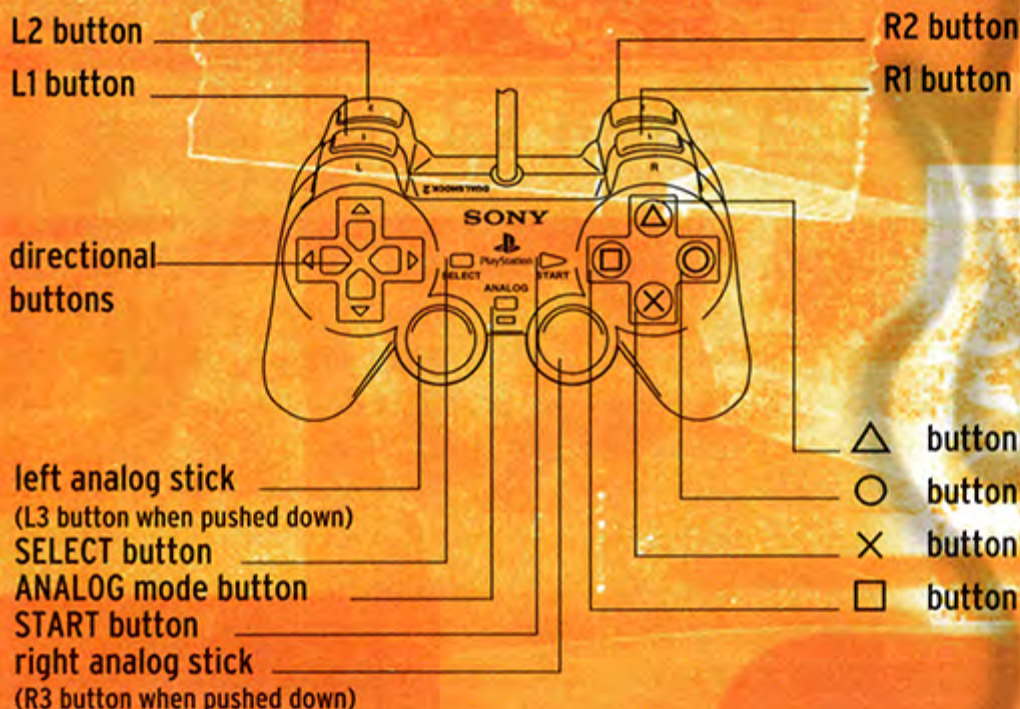
STARTING THE GAME

Getting started is easy. First, if you have a Memory Card (8MB)(for PlayStation®2) in your system, you'll have the option to turn the Autosave feature on. If you choose Autosave, your progress will be saved automatically. If you choose not to use Autosave, you will be reminded to save your progress.

Once you have selected your Autosave option, press the  button to open the main menu. But before you begin, check out the options and set up the game just the way you like it.

GAME CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATION



Directional buttons:	Steering / Stunts in air
Left analog stick:	Steering / Stunts in air
Right analog stick:	Accelerate / Brake / Reverse
× button:	Accelerate
□ button:	Brake
○ button:	Handbrake
△ button:	Change camera
R1 button:	Look behind
L1 button:	Handbrake
R2 button:	Nitrox ²
L2 button:	Nitrox ²
START button:	Pause

NOTE
Other controller
set-ups are
available in
the options
menu.

The World Of **HIGHWAY 35™**

Thousands

of years ago, an advanced race of beings called Accelerons built an amazing network of speedways that wrapped around the world. When disaster struck, they hid these twisting, looping roads in another dimension. An eccentric scientist, Peter Tezla, has discovered the road naming it Highway 35™. Unable to navigate the road himself, Tezla has assembled thirty-five of the world's greatest drivers, built them super-powered race cars and offered them millions to be the first to cross the finish line. Drivers who take this challenge will need all of their skills to blast through World Race™ terrains: fiery volcanoes, menacing jungles, sweeping deserts, and icy oceans. Now, it's up to you to take your World Race™ team to riches and glory. Welcome to the Hot Wheels™ World Race™. Drive the Impossible!™

FEATURES

Choose from 35 of the fastest cars ever created for the ultimate mission of winning the World Race™ event.

Master the extreme stunt and combo system.

Collect pickups to trigger shortcuts and earn new features.

Race a field of five other aggressive rivals.

Choose between 5 teams including the Wave Rippers™, Scorchers™, Road Beasts™, Dune Ratz™, and Street Breed™.

Intense 2 player split screen racing.

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OPTIONS

OPTIONS
OPTIONS
OPTIONS



Customize the game settings from the **Options** menu.

Sound Level: Set the sound effects level with this option.

Music Level: Set the background music level with this option.

Controls: Choose from three preset controller layouts for each player.

Screen Position: Alter the display area with this option.

Data: Save, Load or toggle Auto Saving with this option.

Vibration: Turn the DUALSHOCK®2 analog controller vibration feature ON or OFF.

Credits: See the names of the people behind **Hot Wheels™ World Race™** here.

MAIN MENU OPTIONS



Challenge

Before you compete in the World Race™ events, it's wise to complete the **Challenge Mode**. Only once you have completed all five of the challenges will you be fully prepared for the extreme high-energy World Race™ circuits.

Single Player or Multiplayer

When you select the **Single Player Mode**, you can choose among three types of races—**Quick Race**, **Time Trial** or **League**. In **Multiplayer Mode**, both the **Quick Race** and **League** options are available, but not the **Time Trial**.

Quick Race

Select the **Quick Race Mode** to launch yourself straight into the action. Choose your team and car, pick your track then go, go, go! Race against your friends by selecting **Quick Race Mode** from the **Multiplayer Mode** menu.

Time Trial

Time Trial is the mode for pure racers: no other cars are on the track. It's just you against the clock. **Time Trial** is only available from the **Single Player Mode** menu. See if you can get the number one slot on the best times table or beat your friends' best times!

League

Prove you are the best of the best in **League Mode**. Start in Rookie League and take part in a series of gruelling races. Be prepared to master a series of twisting, gravity defying roller coaster tracks on the league circuit.

To continue in League racing, you must earn a minimum amount of points in each race. The amount varies from race to race, but if you don't earn enough, you're out! League racing is for the bold and the daring. You'll know soon enough if you have what it takes.

You earn points based on your finishing position in the race:

Position	Points
1st	15
2nd	12
3rd	9
4th	6
5th	3
6th	0

At the end of a race, you will have the option to Retry the race. If you were disqualified, or if you think you can do better next time, go ahead and try again.

By the way, if you are eating the other drivers' dust and get too far behind, you can hit the  button to pause the game and then choose Retry before you even finish. But remember: Practice makes perfect. You can only Retry so many times, however. In the Rookie League you have 3 Retries, in Veteran League you have 2 and in Elite League only 1.



If you complete the Rookie League, you'll unlock the tough Veteran League, and if you complete Veteran League you'll unlock the ultra-tough Elite League.

To play in a co-operative league with your friends, select **League Mode** from the **Multiplayer Mode** menu.

SAVING AND LOADING

If you have disabled Autosave, you will need to save your progress and records by selecting the Save function from the **Data** option. You may also be prompted to save at various points in the game, such as after quitting a **League** or after setting a new record and quitting **Quick Race** for example.

If you wish to load saved data then you can select the Load function from the Data option.

NOTE
Hot Wheels™
World Race™
will auto load
any data it
finds when it
starts up.

DRIVING BASICS

Once you're behind the wheel of the car of your choice, you will see the track ahead of you. Other than that, you have two gauges:

Speedometer: This shows your current speed.

Nitrox²: This gauge shows how full your Nitrox² is. When it is full, you can use the Nitrox² boost to speed your car down the track or over ramps.



Car Handling

You'll be choosing the car that matches your driving style, so it's best to be familiar with their handling characteristics:

Speed: The higher this value, the faster the car's normal top (unboosted) speed.

Grip: The higher this value, the better the car is at taking corners and the less you'll have to slow down or brake to take corners safely.

Accel (Acceleration): The higher this value, the faster the car is off the line. This is useful for recovering from crashes and for powering out of corners.

Boost: This value shows how well the car uses Nitrox². The higher this value, the longer the Nitrox² boost will last after you use Nitrox² or you hit a Nitrox² pad.

Stunts

Stunts are a big part of the World Race™ events. Performing extreme flips and twists in your car not only looks cool, but also fills your Nitrox² bar—more on that later!

To perform a stunt, simply hold the directional buttons or left analog stick in a particular direction as you go over a jump ramp. Keep holding the direction while you're in the air to keep the car rotating. Release the control when you want to finish the stunt.

The car will perform a different stunt depending on the direction you chose (up, down, left or right). On smaller jumps it's best to aim for 2 rotations... If you catch big air then try for 3 or maybe even more.

Whatever stunt you attempt, leave enough time to use the directional buttons to line the car up for a smooth landing. If you get greedy and try for too many flips then you'll end up crashing and burning. If you complete your stunt and land perfectly, you'll receive a bonus amount of Nitrox² fuel. In fact, two flips or rolls and a perfect landing bonus will completely fill your Nitrox² bar.

Don't keep trying the same thing every time though. Make sure to keep your stunts fresh. If you repeat the same stunt twice in



a row it's considered a stale stunt and you will earn half the amount of Nitrox². Landing the same stunt more than twice will really adversely affect your Nitrox²!

Combos

While you are performing a fresh stunt you'll see a button combo displayed at the top of the screen, tap out this 2-button combo to light up a combo light. If you light all 3 combo lights then you will earn yourself a top speed, acceleration and grip boost for a short period of time. Be careful. It's a good idea to master basic stunts before you take things to the next level with combos!



Nitrox² Boosting

Filling your Nitrox² bar is vital if you are going to win races and access all the shortcuts hidden throughout the tracks.

The main use of Nitrox² is to help launch your car into a huge boost jump, going further and higher than normal. To trigger a Nitrox² jump you must have a totally full Nitrox² bar. Then all you have to do is press the Nitrox² button (**R2** button or **L2** button by default) as you go up a jump ramp.

The second use of Nitrox² is to give the car a short turbo boost, especially useful on the final straight on the last lap! To trigger a Nitrox² turbo boost press the Nitrox² button (**R2** button or **L2** button by default)

NOTE
Some ramps will automatically boost jump you, whether or not your bar is full.

when your Nitrox² bar is completely full. Note that you can't just use a little bit of your Nitrox². Each time you use a boost, it drains all your Nitrox² fuel.

SPECIAL SPECIAL ITEMS SPECIAL ITEMS

Glowing Ring Pick-ups

You see those glowing gold rings? You can't miss 'em. Well, drive through them if you can because:

- They help fill your Nitrox² bar, and
- If you collect enough of these pick-ups and finish the race in the top 3 you may unlock some secrets!



Flaming Wheels Pick-ups

Whenever you see one of these pick-ups try to grab it, as these **Flaming Wheel Pick-ups** lower the red force field barriers blocking shortcuts. Many **Flaming Wheel Pick-ups** are hanging high in the air over jumps and can only be reached by Nitrox² boost

jumping over the jump ramp. Learning where these pick-ups are and what shortcuts they open is one of the keys to mastering

**Hot Wheels™
World Race™**



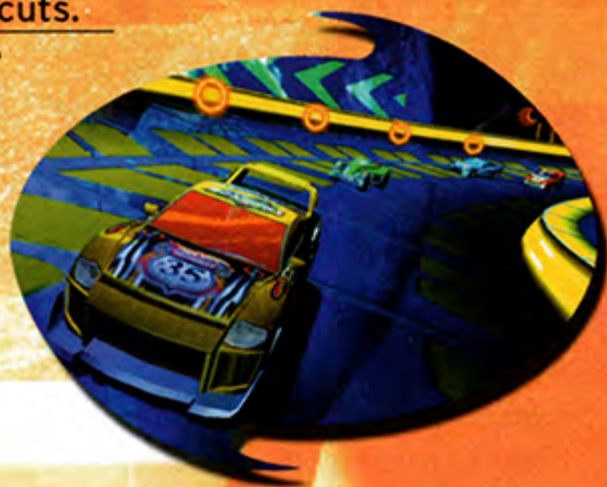
NOTE

In multiplayer modes you work together to collect pick-ups, since the pick-up total is a shared pool.

HINTS AND TIPS

HINTS AND TIPS

- Use the handbrake on most corners to power slide smoothly around them.
- Try to hit the blue Nitrox² pads placed on the track to keep your speed up.
- Green chevrons mark out corners, slow down as you near a chevron.
- Collect the glowing ring pick-ups to unlock cars and earn Nitrox².
- Learn where the **Flaming Wheel Pick-ups** are and the locations of the master shortcuts.
- Try pumping the brake before harder corners.
- Don't get greedy when pulling stunts, two Nitrox² flips and a perfect landing is enough to fill your Nitrox² bar.



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WORLD RACE™

**Collect all
35 cars and get the
Ultimate Track Set
FREE!**

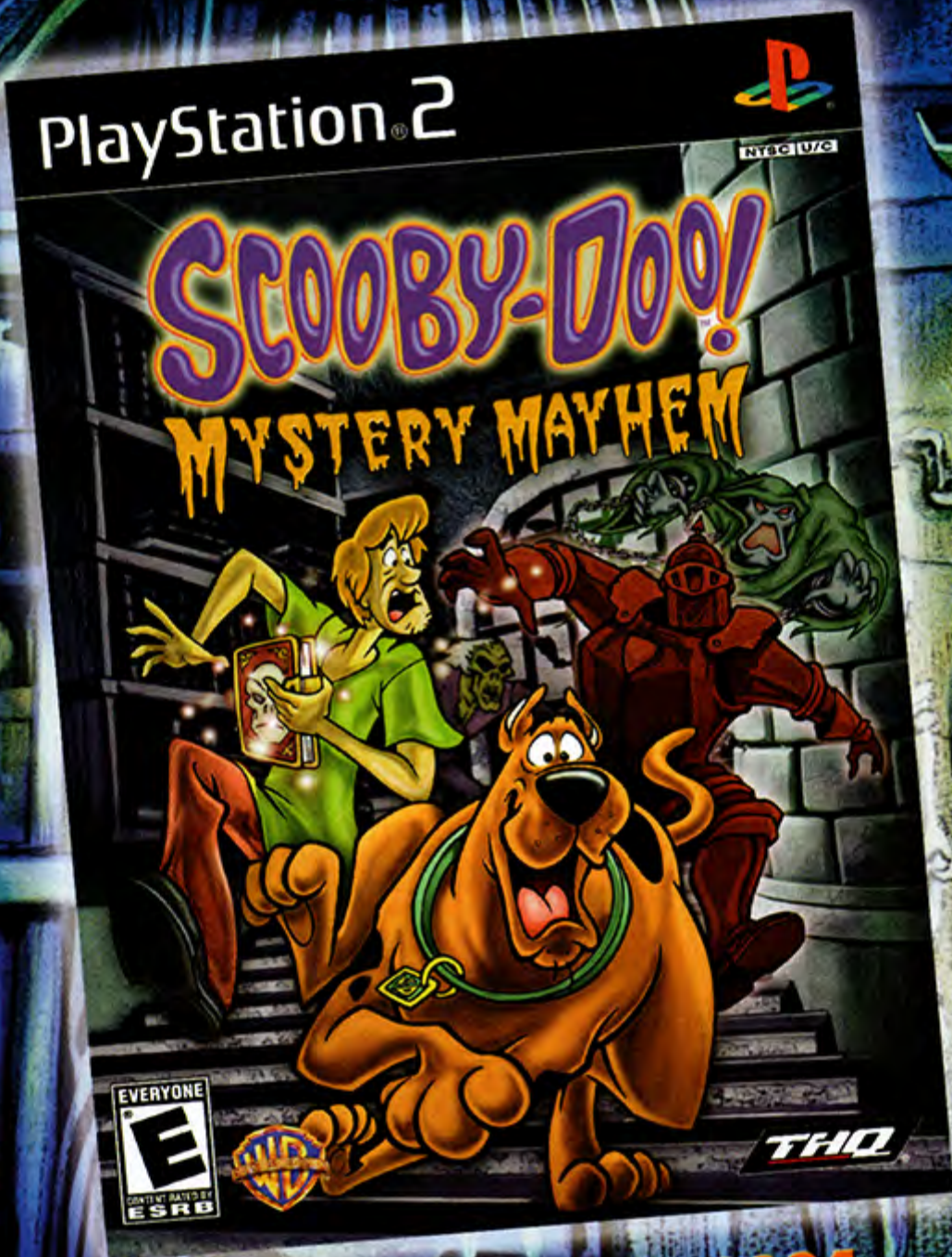


Hot Wheels® World RacesST Mail-in-Offer

To receive your Hot Wheels® Ultimate Track Set:

Between November 1, 2002 and December 31, 2003, purchase all thirty five (35) Hot Wheels Highway 35™ cars from participating retailers, while supplies last. [Seven (7) car models will be released for purchase beginning November 2002 and distribution of the 28 remaining car models will continue on four (4) additional release dates, of seven cars each, through October 2003. 260,000 complete car collections available in all]. Send in all thirty-five (35) original proof of purchase (UPC code) and \$10 (£7 for UK & ROI residents) for shipping and handling along with a 3x5 card with your name, address, date of birth, name of guardian or parent if under the age of 18, and phone number to: U.S. residents: Hot Wheels World Race Gift With Purchase, P.O. Box 1484, Midlothian, Virginia 23113-1484. UK and ROI residents: HW 35 Collect & Win Offer, P.O. Box 142, Horsham, RH135FJ England, UK. Participants who send in all correct documentation (Proofs of purchase, 3x5 card), which must be post marked by January 7, 2004, will receive a free Hot Wheels® Ultimate Track Set (SRP \$150/RRP £100). Allow 6 to 8 weeks from receipt and verification of documentation for delivery of track set. Limit one track set per person, while supplies last. Offer open only to individual residents of the 50 United States, including the District of Columbia; UK, and ROI who are three years of age or older as of November 1, 2002. Void where prohibited by law. Each 3x5 card request and set of thirty-five (35) proofs of purchase should be mailed in an enveloped affixed with proper postage. Original proofs of purchase only will be accepted; no reproductions. Mattel, Inc. and its affiliated entities, agents and designees are not responsible for late, lost, damaged, misdirected, incorrectly addressed, incomplete, illegible, undeliverable, destroyed, or postage due request, claims, mail, or offer items. May not be combined with any other coupon, rebate or offer. Requests and proofs of purchase cannot be returned. No substitutions or transfers allowed. No cash alternative. © 2002 Mattel, Inc. All Rights Reserved. Hot Wheels and associated names are trademarks of Mattel, Inc. Promoter: Mattel, Inc. El Segundo, CA 90250 and Mattel UK Ltd. Mattel House, Vanwall Business Park, Maidenhead, SL6 4UB, UK

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FOR AN ALL-NEW ADVENTURE!**



Available Spring 2004



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and the POWER of JUJU



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PlayStation®2



Cartoon Violence

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Smash Mouth Appears
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THQ Inc.
Customer Service Department
27001 Agoura Road, Suite 270
Calabasas Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

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After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$25.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

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PlayStation 2



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