Kinetica
F4
INSTRUCTION
MANUAL

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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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.

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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.
- 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.

KINETICA™ TIPS AND HINTS

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Hints for all games produced by SCEA are available:

Within the US	1-900-933-SONY (1-900-933-7669) $0.95/min. auto hints, $6.95-$16.95 for tips by mail (subject to availability), $5.00-$20.00 for card recharge
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For US callers, Monday-Friday. Automated is available 24 hours a day, 7 days a week. This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

Consumer Service/Technical Support
1-800-345-SONY (1-800-345-7669)
Call this number for help with technical support, installation or general questions regarding the PlayStation 2 console and its peripherals. Representatives are available Monday-Saturday, 6AM-8PM PST, Sunday 7AM-6:30PM PST.

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MACROPOLIS

This track is set in the heart of a futuristic city. Watch out for flying cars and billboards as you take massive jumps that carry you high over the traffic below.

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AVA

Ava's Suit was custom built for extreme flexibility; this makes turning a breeze for her. The Suit is also very light, so if Ava is not careful, she can easily go into wild, out of control skids.

LOST CITY

Blast through the ancient ruins of a lost Mayan temple in this lush jungle track. Wide turns funnel into tight tunnels that require finesse to master.

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 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 KINETICA™ 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 controls.

ELECTRICA

Wild twists and turns abound in this Beginner track. Alien architecture hanging in the sky. Lots of opportunities to boost!

CERA

This Kinetic racer opted for a mid-range Suit, relying on her own natural ability to pull off stunts to keep herself among the higher speed Suits. Cera's Suit has reliable handling that keeps her from losing control in even the most extreme turns.

SAVING AND LOADING

Before you power up the PlayStation 2 computer entertainment system, insert your Memory Card (8MB) (for PlayStation 2) into memory card slot 1.

Auto Loading & Saving

When powering up the PlayStation 2, any Kinetica game save from the memory card in memory card slot 1 will be automatically loaded.

During gameplay, after you set a new track record (in any mode) or complete a season with top ranking (in season mode) the option to save your game will automatically appear. Follow the on-screen instructions to save to your memory card. If there is already saved game data for KINETICA on the memory card, you will be asked if you want to overwrite this data, replacing it with current data. Continue to follow the on-screen instructions to save.

Manual Loading & Saving

Within the menu screens, there is a feature to manually load and save game data to your memory card.

On any of the pre-race menu screens you can press the ▣ button to access the Options menu (p.10). Once selected, highlight "Save/Load" and follow the on-screen instructions to continue to save or load your game data.

VIGOR

Vigor is equipped with massive suspension enabling him to easily handle the bumps and jumps of the Kinetica races. This Suit is loud, rowdy and likes to get dirty. Vigor's huge armor enhances his ability to quickly brush off collisions from other bikes.

INTRODUCTION

IN THE PAST, ILLEGAL UNDERGROUND RACING WAS NOTHING MORE THAN A BUNCH OF SPOILED RICH KIDS RACING ONE ANOTHER THROUGHOUT THE UNDERBELLY OF THE CITY. RACING THROUGH THE slums provided both freedom from the authorities as well as a getaway from their pristine social class. As the races became more frequent, a cult following developed among the society of underground dwellers. The races provided a free source of entertainment. For others, the steady following of spectators provided a new source of gambling.

When the "E-FIRE" swept through the city, it sparked an economic depression, where the most affluent people in the city found themselves struggling to survive with little or no energy resources. As more people sought shelter in the slums, the popularity of the underground racing grew into a new class of citizens.

ORBITAL JUNCTION

This multiple path track favors each bike type differently. Find the best path for your bike or you'll be blown out an airlock.

SUICIDE SLIDE (BONUS)

Craters scattered throughout the track will easily cause unwary racers to lose major speed as they whip through the war-torn battleground. Jump up to the upper path to avoid conflicts and collect power-ups!

Years later, advancements in technology developed a new source of kinetic power that supplied the city with an abundance of energy. The economy boomed and a new affluent class emerged: one with an addiction to the underground races.

With new money in this reborn city, named "KINETICA", several secret investors provided technology and sponsorship deals to capitalize on the financial gains of the illegal activities related to the events. This changed the races dramatically. Faster Suits, dynamic tracks, television broadcasts and superstar treatment for the participants.

RACING HAS EVOLVED.

XIA

Of all the Kinetic racers, Xia is the fearless dare devil of the group. Her Suit has the quickest reflexes, allowing her to flip and fly over all the other bikes. Xia uses a wide variety of gymnastic/martial arts style moves to strike cool poses.

CONTROLS

ACTIVATE POWER UP
DRAG TURN
STEERING

ACTIVATE BOOST
STUNT MODE
REAR VIEW

SIPHON BOOST
GAS
BRAKE/ REVERSE

STEERING
SIPHON BOOST (PRESS DOWN)
CORRECTS YOUR KINETIC SUITS ORIENTATION.
THIS IS ESPECIALLY HANDY WHEN YOU GET LOST OR HAVE FALLEN OFF THE TRACK.

UP—GAS
DOWN—BRAKE
SIPHON BOOST (PRESS DOWN)
PAUSE

CONTROLLER CONFIGURATION

The controls above are for the default controller configuration. To view other controller configurations, press the ▣ button on any menu screen, then enter the Controller options. Highlight the word "Default" and scroll left or right to view alternate controller configurations (see page 10).

NEW VEGA

This roller coaster-style glass track that winds through a futuristic Casino city. Look for secret paths that will dip you underneath the main path and set you up for huge air!

GAMEPLAY SCREENS

A Current lap time

B Total race time

C Best lap time

D Distance Map
the green arrow indicates your location, blue arrows indicate your opponents

E Current lap

F Current race position

G Power-up Circle

H Obtained Power-up

I Boost Meter

J Current speed

SIBA

Siba's ultra-light Suit allows the most flexible movements imaginable. This Suit's other worldly movements are surgically precise, and the graceful stunts that Siba performs are unbelievable.

GAME MODES

ONE PLAYER RACES

^ SINGLE RACE

This mode allows you to enter a single race against a field of computer-controlled opponents. Initially, there are four tracks to select, but more tracks may be unlocked by progressing in the Season mode.

< SEASON

Compete in a season of Kinetica races. In each race, you must qualify to access challenging races and seasons. As the seasons progress, the qualifying requirements become more difficult. If you fail to qualify or wish to re-race an event, you can select to retry the race. Finishing seasons will unlock additional tracks for use in Single Race, Practice Race and Two-Player races. Note: You will only be given three retries for all three seasons.

> PRACTICE RACE

Single player racing on the track of your choice. Use Practice Race to get the feel of new tracks and to search for shortcuts without competitive pressure. Initially there are four tracks to choose from, but more tracks can be unlocked by progressing in Season mode. To exit a Practice race, press the Start button and select "Quit."

^ < >

CRANK

Crank plows through obstacles leaving everything in its path broken and bruised. This powerful suit is definitely more machine than man, if there's anything left in there of the man at all. Super-powerful, great handling, and deadly fast. Crank has got it all.

TWO PLAYER RACES

↙ COMPETITIVE/BEST OF SERIES

Two players can compete in a series of races. Once you select this mode, you will have a few options for setting up your series of competitive races.

- **Number of Races:** Each series can include up to 19 races.
- **Number of Computer Racers:** Up to 4 computer-controlled racers can participate in each race. Set this option to 0 if you want to remove computer-controlled racers from your competition.
- **Track Choice:** This option determines how the next track in the competition will be selected. You can have the winner or loser choose the next track, or select "Alternate" to have players take turns choosing. Choose "Random" to have the computer select different tracks.

↗ PRACTICE RACE

Two players can practice on a track of their choice. Use Practice mode to get the feel of new tracks and to search for shortcuts without competitive pressure. Initially, there are four tracks to choose from, but more tracks may be unlocked by progressing in Season mode.

↘ SPLIT SCREEN OPTIONS

There are three different split screen views for Two-Player races. To select between the three views access the Options menu and select "Audio/Video options." Once selected, set the "Split Screen" option to either a horizontal, vertical or letterbox view. The letterbox option is ideal for larger televisions, as it provides both players with a smaller display area that preserves the aspect ratio of the One Player game.

ELECTRICA II

This track is all about jumping. If your Air Stunt skills are honed your Boost Meter will never be empty. Just be careful, if you go too fast you may overshoot your landing zone.

OPTIONS MENU

The following options may only be accessed before a race. To view this menu, press the ▣ button while viewing any of the menu screens where you select number of players, type of race or character. Press the directional buttons up/down to highlight different options. Press the ⊗ button to select a menu options. Press the directional buttons right/left to change the highlighted option. The following choices are available on the Options screen.

- **Controller P1 & P2:** Change the controller configuration for either player one or player two. In addition to the default controls, there are four other configurations to choose from. To change the controller configuration, highlight the word, "Default" and press the directional buttons right/left. Press ⊗ to confirm changes to the controls and return to the Options menu.
- **Best Track Times:** View the track records that you have set, and all the ones you have yet to beat.
- **Audio/Visual Options:** This menu contains the following choices:
  - **Sound:** Set to Stereo or Mono
  - **Music Volume:** Raise or lower the volume of the music.
  - **SFX:** Raise or lower the volume of the sound effects.
  - **Split Screen:** Set the Two-Player game screen view either horizontally, vertically or letterbox. The letterbox option is ideal for larger televisions, as it provides both players with a smaller display area that preserves the aspect ratio of the One Player game.
  - **Enemy Racer Arrows:** Turn the blue arrows that appear above competition racers On or Off.
  - **Speedometer:** Set this to MPH or KPH.
- **Save/Load:** Either save or load KINETICA™ game data (see p. 3)
- **Credits:** View the names of the game's creators.
- **Movies:** View the game's intro movie and any other movies you may have unlocked through gameplay.

CLIFFHANGER

This lofty locale features huge sweeping turns on a slippery dirt path. Ride through narrow tunnels and wide trenches. Try not to get snagged on the rocks as you speed past!

PAUSE MENU

Press the Start button during a race to view the Pause Menu.

- **Continue:** Resume the current race.
- **Restart:** Begin the current race from the starting line. In season mode, using this option will use up Retries (see page 8 for Season mode).
- **Options:** See Pause/Options Menu below.
- **Quit:** Quit the current race or season and return to the KINETICA™ title screen.

PAUSE/OPTIONS MENU

The following options are available during races. To access them, press the Start button, then highlight "Options" and press the ⊗ button.

- **SFX:** Raise or lower the volume of the game's sound effects.
- **Music Volume:** Raise or lower the volume of the game's music.
- **Vibration P1/P2:** Turn the vibration feature On or Off for the DUALSHOCK™2 Analog Controller. In two-player games a second vibration option will appear for Player 2.
- **Continue:** Return to the Pause menu.

ZINON

Zinon's Suit has been finely tuned to handle like a dream, easily taking turns that leave other riders sprawled out on the pavement. She doesn't view her lower top speed as a handicap, but more of a challenge to constantly perform stunts to build up boost.

KINETIC SUIT ABILITIES

Each Kinetic Suit has its own unique attributes that allow for different racing tactics.

ATTRIBUTES

Accel (Acceleration)
A Kinetic Suit's ability to increase speed. Smaller sized Kinetic Suits tend to exhibit superior acceleration due to their lightweight frame.

Top Speed
Top speed is the Suit's maximum speed. The highest top speeds come from the larger sized Kinetic Suits due to the massive Kinetic power-source housed in its large frame.

Cornering
The Suit's ability to execute tight turning maneuvers. Lightweight Suits allow the racer to adjust into turning positions quicker to provide the best cornering.

Grip
Grip is the Suit's ability to adhere to the track at high speeds and sharp turns without skidding and losing control.

Mass
The mass of the Kinetica Suit determines its stability on the track during suit to suit collisions. Heavier suits have more stability when colliding with other suits.

RAZZO

Razzo's advantages lie in his ability to muscle most of the competition out of his way. His Suit has more armor plating than most encouraging his reckless style of racing. The Suit's increased mass makes turning a little more difficult, but it's hard to argue with the pure power that his Suit has to offer.

BOOST

Boost

Boosting provides a massive speed increase when the R2 button is pressed. Use the boost to overtake the other racers, to jump higher into the air when leaving a ramp, or to help navigate tight corners. You can only boost if there is energy in the Kinetic Suit's Boost Meter. There are several ways to obtain boost energy, but the most effective way is to perform ground and air stunts (see p. 14).

Boost Strips

Boost strips are the rows of glowing, orange arrows that appear on the track. Steering over a boost strip will give the same speed increase as boosting, without depleting your boost meter.

Siphon Boost

Siphon Boost is a way to absorb the energy from a boost strip to replenish your boost meter. To perform a siphon boost, press and hold the L3, R3 or ◉ button while driving over a boost strip. If this is done correctly, you will see Kinetic energy waves rising off of the track into the Kinetic Suit.

Skid Boost

The Skid Boost is an advanced racing technique. Perfecting this move will help you gain that competitive edge. To perform a Skid Boost, start off by quickly tapping the brake to slow as you begin to make a sharp turn. The instant you see black tire tracks beneath your racer, double-tap the accelerator to get a short boost that will get you through turns at the best possible speed. You'll know you're doing a Skid Boost correctly when you see an orange boost trail behind your Suit.

GABRIEL'S HORN

Twists and turns galore on this track hanging high in the clouds. Alternate paths can be risky, one wrong turn and you're headed for the clouds.

STUNT MODE

Stunts are special moves that racers can perform to obtain energy in the Kinetic Suit's boost meter. To perform a stunt, press and hold the R1 button, then perform the button combinations listed below on the directional buttons or Left Analog Stick. You will notice that it is not possible to steer your racer while the R1 button is held down, which makes straight-aways and mid-air the easiest places to perform stunts. Ground stunts must be performed while on the track, and air stunts must be performed in mid-air. When performing aerial stunts, always release the R1 button before you land to avoid wiping out.

JUMPING

Crossing over some ramps will send the racer flying into the air. To jump even higher, press down on the directional button or pull down on the left analog stick when approaching a ramp. Use this strategically, as jumping higher gives you more time to perform aerial stunts, but can cause you to fall behind in the race.

AIR STUNTS

GROUND STUNTS

STUNT COMBOS

Doing combinations of stunts increases energy in the boost meter. As you input the combos for each stunt, an icon for that stunt will appear on the bottom of your screen. The icons represent stunts you've input the controls for but haven't had time to perform yet. Each icon will appear more clearly when that stunt has actually been performed. The moment you release the Stunt button, the combo will end. Try creating your own combos by stringing together different stunts and see how much boost energy you can earn!

POWER UPS

Throughout each track there are Power-up Crystals that can be collected to give your Kinetic Suit a distinct advantage. Collect 5 Power-up Crystals or one red Super Crystal and you will be randomly rewarded with one of the following power-ups:

- **30% Boost**—Increases the energy in the boost meter by 30%
- **Drafting**—When activated, allows you to absorb boost energy from another racer if you drive behind the opponent's "Draft Cone"
- **Faster Stunts**—When activated, temporarily allows the user to perform stunts at double the speed
- **Burst Attack**—When activated, releases an electro-magnetic pulse that temporarily shuts down nearby opposing Kinetic Suit circuitry
- **Infinite Boost**—Provides endless boost energy for a prolonged period of time
- **Super Boost**—Replenishes the boost meter with a special boost energy that pushes the limits of the Kinetic Suit

GRECK

Greck's heavily armored Suit is able to withstand any collision, but even with all of that extra armor his powerful engine makes sure that he keeps up with even the lightest of the Kinetica speed demons.

LOST CITY II (BONUS)

Drive deep into the bowels of a mysterious cavern, but don't get too caught up exploring! Mess around on this high-speed track and the competition will beat you before you can blink.

TIPS

Stunts = Boost

Boosts are a very important part of Kinetica racing. The easiest way to gain boost energy is by performing stunts during a race.

Boost Energy Management

Racing over boost strips will give your Kinetic Suit a quick burst of speed. You can also Siphon Boost the energy from the boost strips into your boost meter. This allows you to save the quick burst of speed for a time when you really need it.

Boost through turns

If you brake into a turn your Kinetic Suit will be thrown into a controlled skid. If you double tap the accelerator during the skid, you will gain a quick boost coming out of the turn.

Collect Crystals

Power-ups, obtained by collecting 5 yellow crystals or 1 red crystal, are key to success in Kinetica racing. But you'll have to get the crystals before your opponents do.

Stick the landing

Most Kinetica Racers take advantage of any airtime to perform insane aerial stunts. But only the best execute flawless landings. Make sure you release the Stunt Mode button before landing or you'll damage your Kinetic Suit

Extra Air

The longer you can hang in the air, the more aerial stunts you can perform. To gain more airtime on each jump, pull back on the left analog stick as you leave the ramp.

Stunt Combos = More Boost

Performing a series of stunts will increase the amount of energy obtained in your Kinetic Suit's Boost Meter.

Get back on the track

One of the dangers of Kinetica racing is the perilous drops from the anti-gravity tracks. Thanks to advanced technology you can press the Select button to instantaneously teleport back onto the center of the track.

NEOCROPOLIS

Revisit the futuristic Macropolis. This track takes a new route through the city, visiting the dark underground sewer systems before flying up to the tops of the highest skyscrapers.

METROSCAPE

Find the best lines on the massive turns come out ahead. Boost is a precious commodity and you'll need it coming out of some of the hairpins.

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Performed by Meeker
Produced, programmed, arranged, engineered & mixed by Tom E. Morrison at Kreeme - London
www.meeker-seeker.co.uk
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"Nitrogen (Part 2)"
Written by Ben Watkins and Stefan Holweck
Performed by Juno Reactor
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Written by Lee Milleare and John Horrocks
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"Touching The Sky"
Written by Rachel Morrison, Tom E. Morrison
Performed by Meeker
Produced, programmed, arranged & engineered by Tom E. Morrison at Kreeme–London
Mixed by Mike Nielsen and Tom E. Morrison at Strongroom and Kreeme–London
Additional Musician: Marc Layton-Bennett, Hi-Hat
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"Whiteland"
Written and produced by Nathan Cable and Terry Spencer-Hopkins
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