

Micro Machines V4



Codemasters 

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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:

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USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

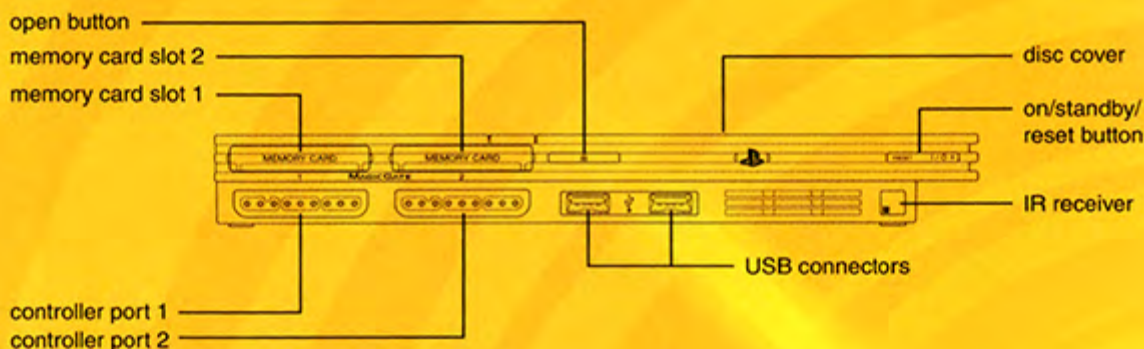
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the Micro Machines v4 disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB)(FOR PlayStation®2)

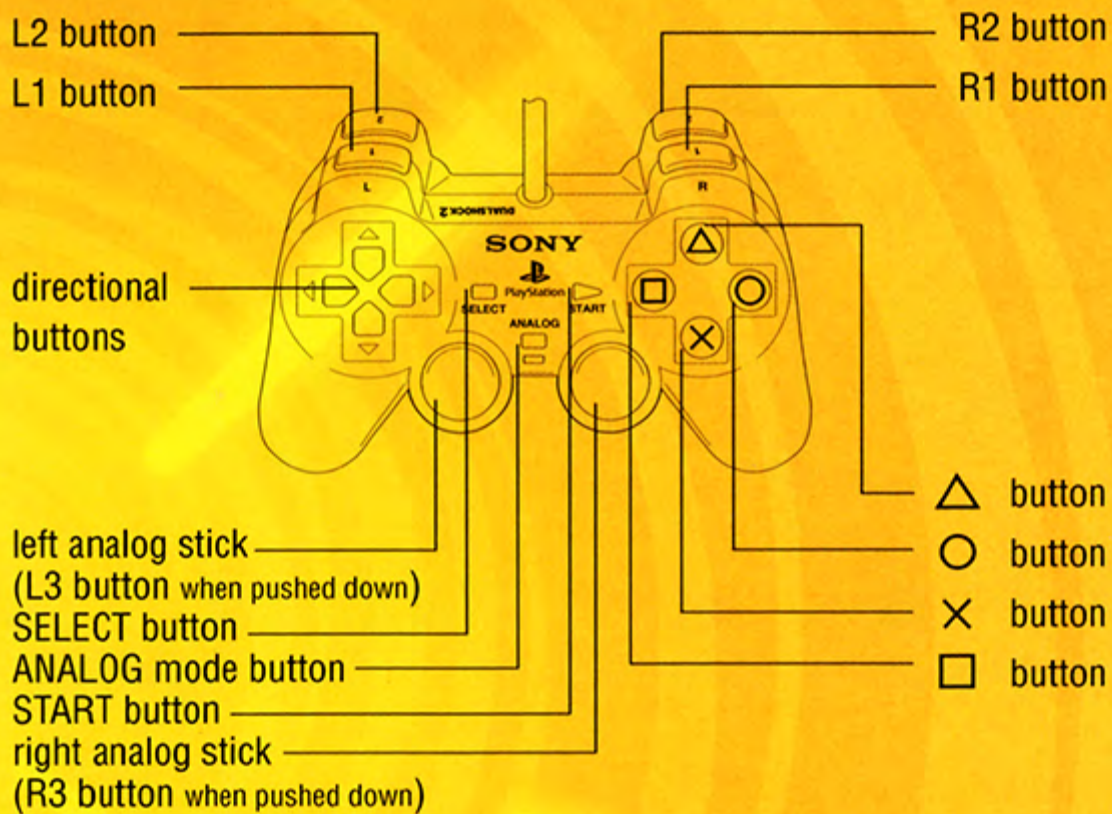
To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

DUALSHOCK®2 ANALOG CONTROLLER

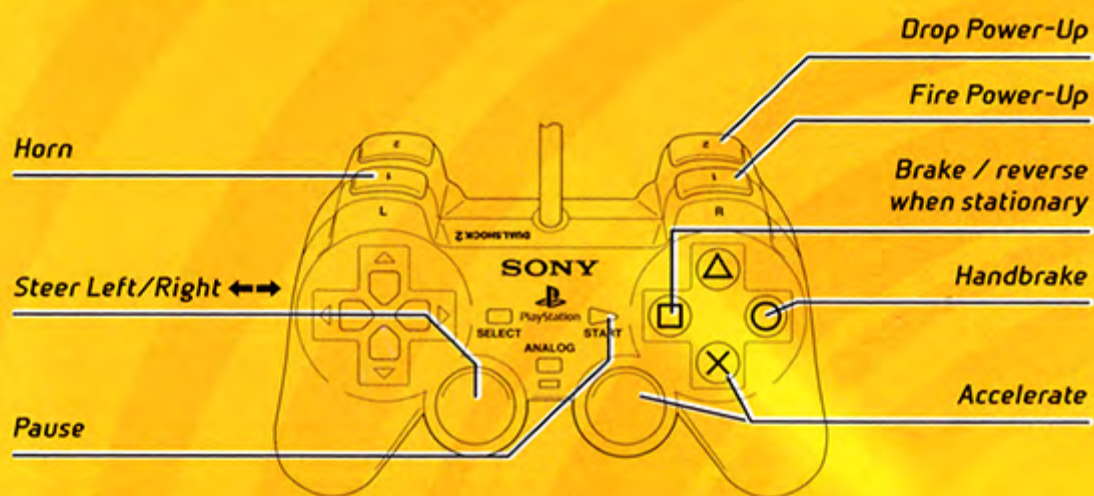
The (DUALSHOCK®) analog controller and the digital controller are not supported by this title.

STARTING UP

DUALSHOCK[®]2 ANALOG CONTROLLER CONFIGURATIONS



GAME CONTROLS - STANDARD



GAME CONTROLS - SHARED CONTROLLER

Left Player

Drop Power-Up

Fire Power-Up

Handbrake

Brake

Accelerate

Steer
Left/Right

Right Player

Drop Power-Up

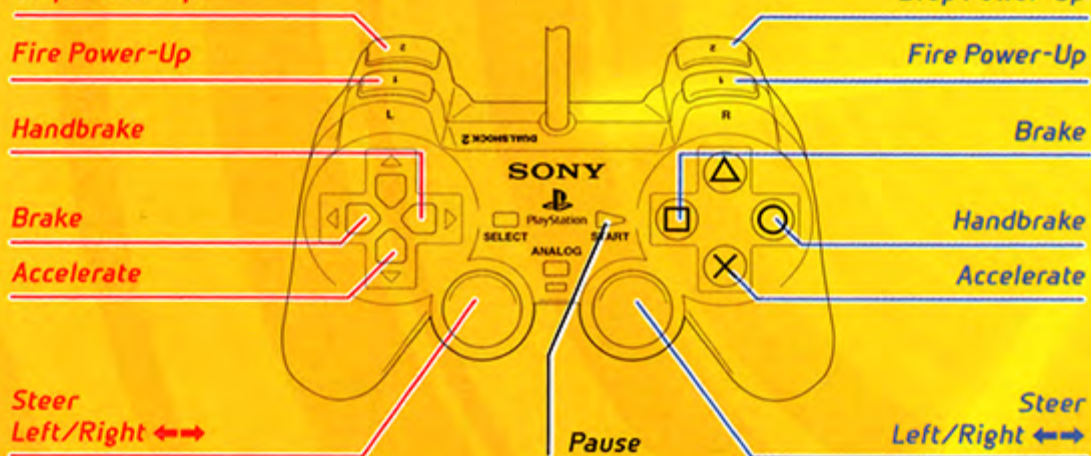
Fire Power-Up

Brake

Handbrake

Accelerate

Steer
Left/Right



MENU NAVIGATION

Highlight Menu Item:

Change Menu Option where available:

Select Highlighted Menu Item :

Cancel/Exit Menu

Directional buttons or left analog stick

Directional buttons or left analog stick

X Button

△ Button

INTRODUCTION

The biggest small car racing is back with Micro Machines v4. Choose from a single player or multiplayer challenge. Race on your own in micro tournaments – or against your friends in a one on one or team game. Featuring super-charged Power-Ups for an even greater experience – with lots of chances to gain ground and win the race. Customize the track, the camera, and the AI options for an enhanced experience. Unlock the secrets that made v3 the success that it was.

Add to all of this collectability and trading that allows you to build your own personal fleet of Micro Machines.

MAIN MENU

You can access all available game modes from the main menu.

Single Player

Choose to play against up to three computer controlled players. See *Single Player* described later in the manual.

Multiplayer

Play against up to three of your friends. You can fill up empty slots with computer-controlled players for a greater racing challenge. See *Multiplayer* described later in the manual.

Shared Controllers

Set-up Shared Controllers for Multiplayer.

Options

Alter various options within the game – see *Options* described later in the manual.



SINGLE PLAYER

Player Profile

When loading the game for the first time, enter single player mode and create a new profile. Your profile will contain information on your game progression as well as your Vehicle Collection.

Creating a New Profile

First select "Create New Profile". Next enter a three character name for yourself, and then select 'OK'. You will then be asked if you wish to save your profile.

Loading your profile

You can load any of the profiles stored from this screen each time you play the game.

In a Single Player race choose from the following options:

Micro Tournaments

Choose easy, medium or hard difficulty and race through tournaments against AI opponents. Unlock new cars and tracks as you progress.

Practice

Choose to play a quick battle against AI players or challenge yourself to a time trial on any of the unlocked courses.

Extra Options

Power-Ups

Toggle On/Off/Crazy.

AI Difficulty

Choose the level of difficulty for the AI players.

Number of Opponents

Select the number of opponents to race against.

Track Editor

Create your own route through three Micro Machines environments which you can use to race on in multiplayer games.

Garage

Enter your own personal garage and view the cars you have unlocked throughout single and multiplayer game modes.

Profile

Make changes to your profile and change specific options.

Connect with your PSP™ system to unlock data. See *PlayStation®2 to PSP™ system connectivity*, described later in the manual.

Use bonus codes and unlock the secrets for an enhanced gameplay experience.

MULTIPLAYER

To start, a player must first select Multiplayer from the Main Menu and all players then sign in using a unique profile.

In a Multiplayer race, choose from the following options:

All-Against-All

The first player to fill up their points bar is the winner.

Team Game

Join forces and conspire to defeat the opposing team. The first team to fill their points bar is the winner.

At the beginning of the race you decide if you want to *Play for Fun* or *Play for Keeps*. See *Collectability* and *Trading* described later in the manual. Select a track to race on, and customize your race options as follows:

Extra Options in Multiplayer

Power-Ups

Toggle explosive Power-Ups On/Off/Crazy.

Out of point Power-Ups

Allows players to influence the game, even if they've been eliminated from the point!

Number of Opponents

Select the number of opponents to race against.

AI Difficulty

Choose the level of difficulty for the AI players.

You can access your Garage and the Track Editor from the Multiplayer menu, in the same way as you can in the Single Player game. Accessing the Track Editor in Multiplayer will allow you to play on tracks that you created in the single player mode.

SHARED CONTROLLERS

To start, select Shared Controllers from the Main Menu and all players then sign in using a unique profile.

In a Shared Controllers race, choose from the same options as Multiplayer race.

OPTIONS

The following options can be changed by selecting Options from the Main Menu.

Load Option File

From here you can load your previously saved options.

Save Option File

Choose to save your recently selected options.

Sound

Adjust various sound levels within the game.

Camera

Micro Machines v4 has three camera settings to choose from, one as a bonus, each providing different racing experiences!

Dynamic

Micro Machines v4's new dynamic camera anticipates the turns!

Classic

A return to Micro Machines v3, the fixed camera means you have to drive up the screen as well as down! A completely different challenge!

Retro

The original Micro Machines camera, a top down view and only selectable in the Bonus menu with the correct bonus code. You can also unlock this camera by successfully completing the Legend Division in the Micro Tournaments.

Vibration

Toggle On/Off.

Screen Positions

Adjust the settings to your preference.

Credits

View the names of the people who worked on Micro Machines v4.



THE GAME SCREEN

The following icons provide feedback whilst playing the game.



1 **Lap Indicator**
Shows the number of laps completed so far.

2 **Position Indicator**
Shows your current position in the race.



3 **Current Time Indicator**
Indicates the total race time that has elapsed.



4 **Point Gauge**
Shows the total race points you have during the course of the race.



POWER-UPS

There are various objects to pick up within the game, each with their own use:

WEAPONS

Dice Bombs

4 explosive dice shaped mines that can be dropped behind you, exploding on contact with a car.

Disciple

A homing missile that targets the current leader.

Machine Gun

An auto-aiming machine gun that causes damage whilst making the target car more difficult to control.

Daisy Cutter

Two explosive bombs that detonate on impact behind you.

Cremator

A rear-firing flamethrower.

Pea Shooter

A rear-firing cannon.

Plasma Gun

A forward firing plasma gun that can be shot in single blasts or charged up by holding the fire button; devastating on impact!

Hammer

Attaches to the cars roof and hammers targets directly in front of your car; a clean strike can be deadly!

Shocker

A weapon that fires a stream of electricity into nearby cars causing damage.

Iron Rain

A cluster-missile that shoots forwards and explodes into a shower of smaller bombs on impact.

Sonic Boom

A powerful weapon that fires a sonic pulse around your car, damaging any other car in its radius. The closer the enemy, the more damage is done.

Missile

Three non-homing front-firing missiles.

OTHER POWER-UPS

Full Health

Restores your car to full health.

Equalizer

Averages out all of the cars' health.

Health

Gives a small health boost to your car.

Double Damage

Multiplies the damage done by your currently equipped weapon by two.

Ammo Refill

Refills your currently equipped weapon.

COLLECTABILITY

Micro Machines v4 includes 750 individual vehicles for you to collect. Vehicles can be acquired by progressing through the single player game.

Vehicles are arranged into Classes and Box Sets. A Class of vehicle is a group of similar cars. They are the same in their handling attributes but different in their look.

Classes include Rally, Classic, Street Racer, Hot Rod and many more! Each of these Classes has 30 unique vehicles for you to collect. These are organized into 6 box-sets, with each Class having 3 common box-sets, 2 special box-sets and 1 *rare* box set. As you progress through the game you can try to fill up your collection!

TRADING

To help to complete your collection, you can also trade vehicles in your garage with other players. You might find that you have 2 of the same vehicle, or just a vehicle you don't particularly like. You can swap these with friends.

There are three trading types.

Quick Trade

This quickly finds the two 'traders' duplicate vehicles and suggests that they swap these to their mutual benefit.

Opti-Trade

This allows traders to select some criteria for the kinds of trade they wish to make and generates a swap suggestion.

Custom Trade

Scan through the other person's collection, looking for vehicles they have which you don't. Players can build up a 'Wish List' of vehicles they would like to acquire which the game then uses to suggest trades. Players have the option of accepting or skipping the trades.

PlayStation®2 TO PSP™ system CONNECTIVITY

Connect your PSP™ system to your PlayStation®2 and select "Data Link" from the Profile Manager to unlock additional tracks. Your PSP™ system version will gain tracks that were previously only seen on PlayStation®2 and the PlayStation®2 version will gain tracks that were previously only seen on PSP™ system.

These additional tracks can be used in Multi-Player or Single-Player / Practice.

Note: A copy of Micro Machines v4 on both PlayStation®2 and PSP™ system is required as well as a USB cable designed to connect the PSP™ system and PlayStation®2.

CREDITS

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Maximize the Micro Machines experience by purchasing bonus codes!

- Unlock all 25 car classes
- Take things old-school with the Retro Camera view
- Unlock all the game's racing divisions to access every race

log onto

www.codemasters.com/bonuscodes

or call

900 990 2633

Calls cost \$2.99 per minute.

Calls from cellphones vary. Callers must be over 16 and have permission from the bill payer.
Prices correct at time of going to press.

BEFORE YOU CALL, READ THROUGH THESE STEP-BY-STEP DIRECTIONS...*

- 1** In your game, go to your Profile, Select Bonus and write down the Access Code. You need this to access the Bonus Codes.
- 2** Log on or call the Hintline on the number above and follow the directions to the Micro Machines v4 area.
- 3** When requested, enter the Access Code you obtained in Step 1.
- 4** If you're buying the Codes online (\$5.49 paid by credit card / PayPal), the full set will be emailed to you. If you are calling the Hintline, write down the codes as they are read to you; you can access as many or as few Bonus Codes in one call as you like.
- 5** To unlock the Bonuses, go to the Bonus screen, select the bonus you wish to activate and enter the Code/s you've been given.

* Requires touch tone telephone and Micro Machines v4 save file.

IMPORTANT: Bonus Codes supplied are unique to your console, game and Memory Card (8Mb) (for PlayStation®2) save files.