

SMASH CARS™



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.

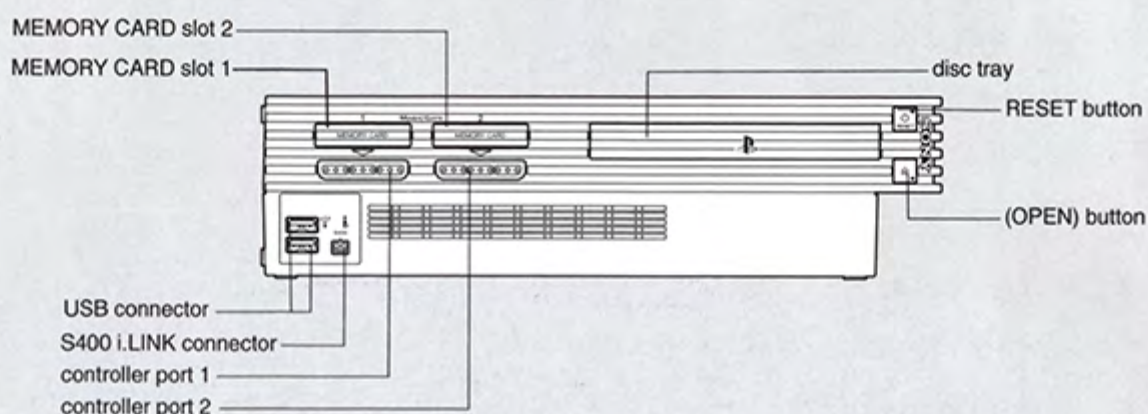
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- 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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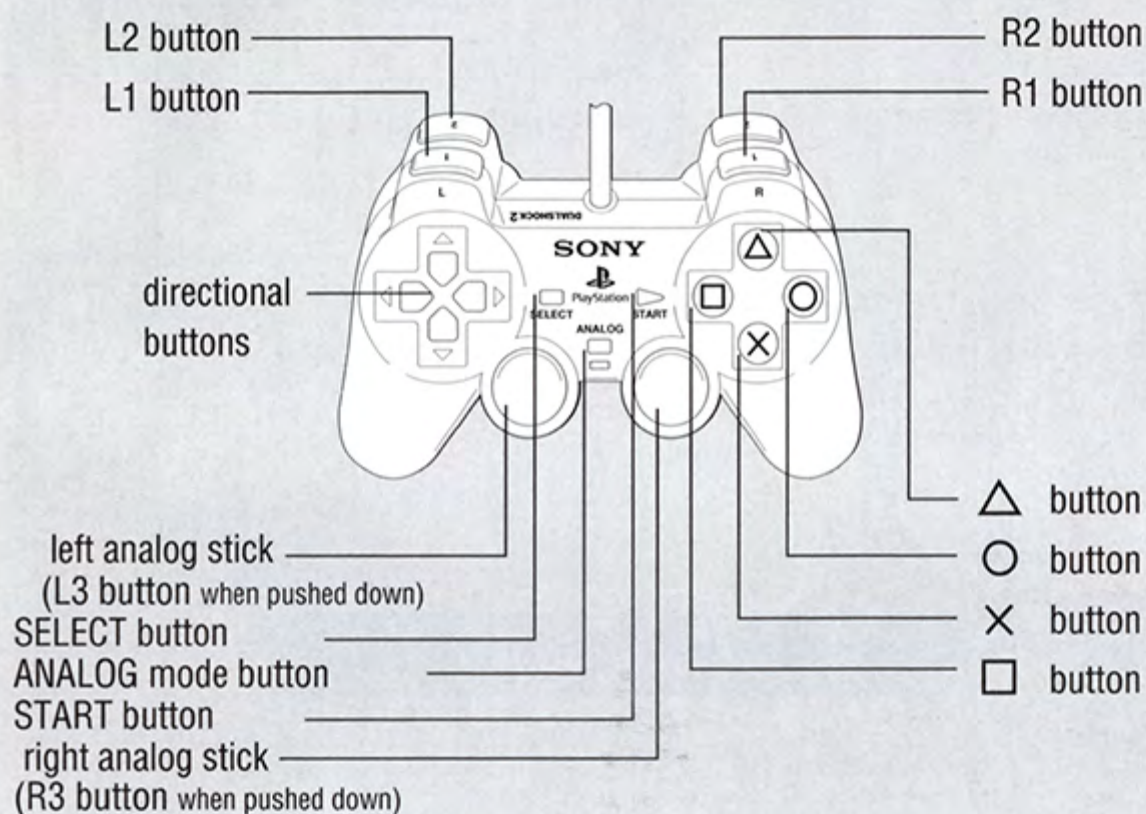
Getting Started



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 Smash Cars™ 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.

Starting Up

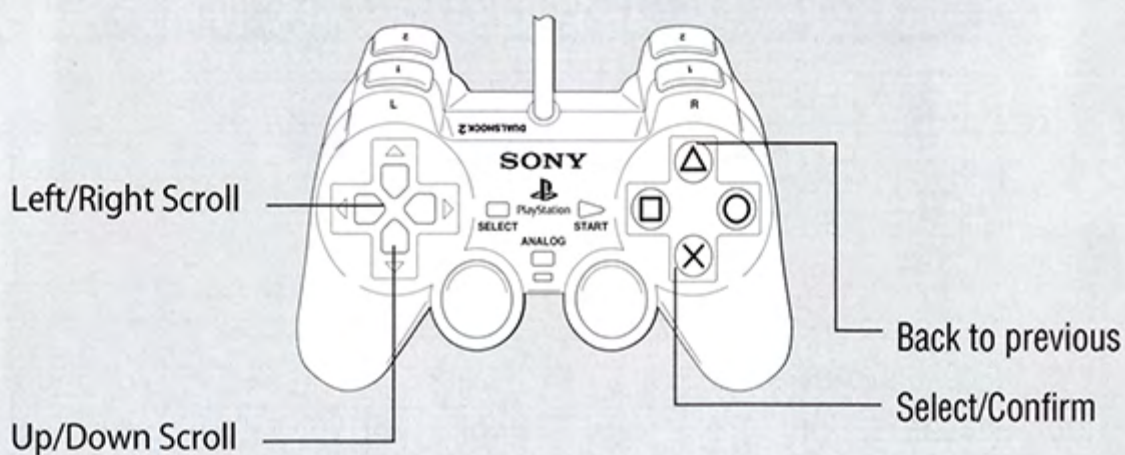
DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



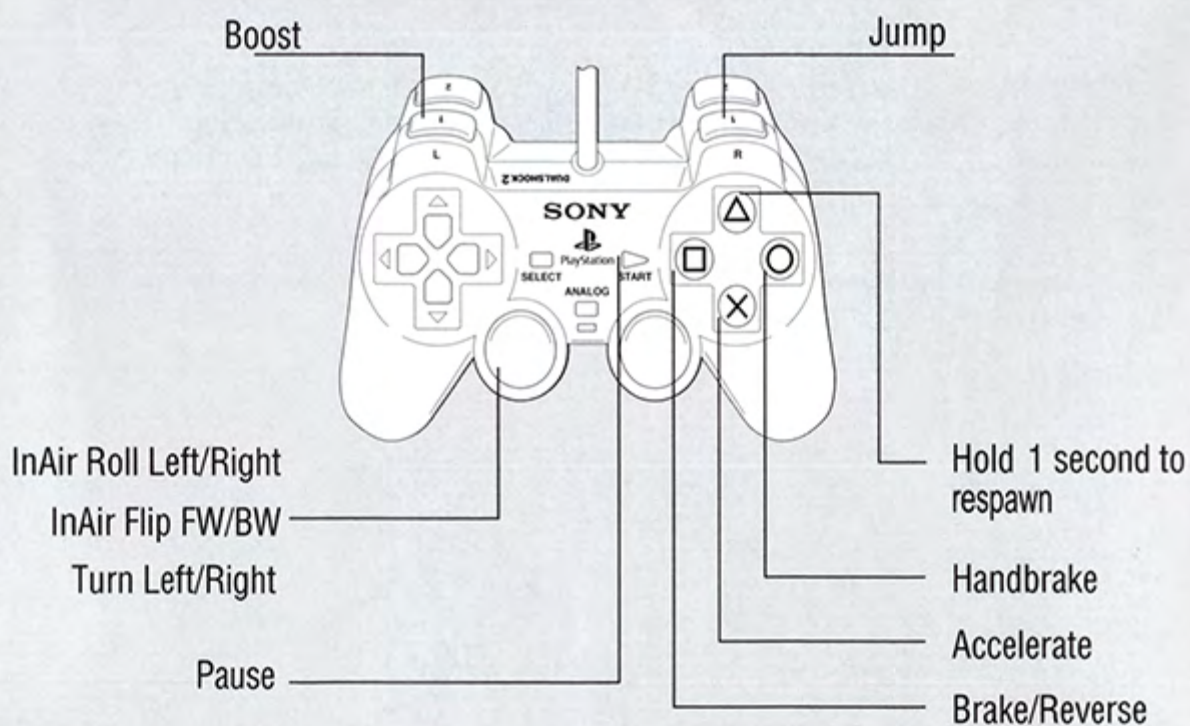
* This software is compatible with the DUALSHOCK®2 analog controller's vibration function. The LED indicator is always lit when the system is ON. The vibration function can be toggled ON/OFF via the OPTION settings in the Main menu (see page 16) or the Pause menu (see page 15).

* This software is compatible with the DUALSHOCK® analog controller. Operation function is the same as with the DUALSHOCK®2 analog controller.

Menu Control



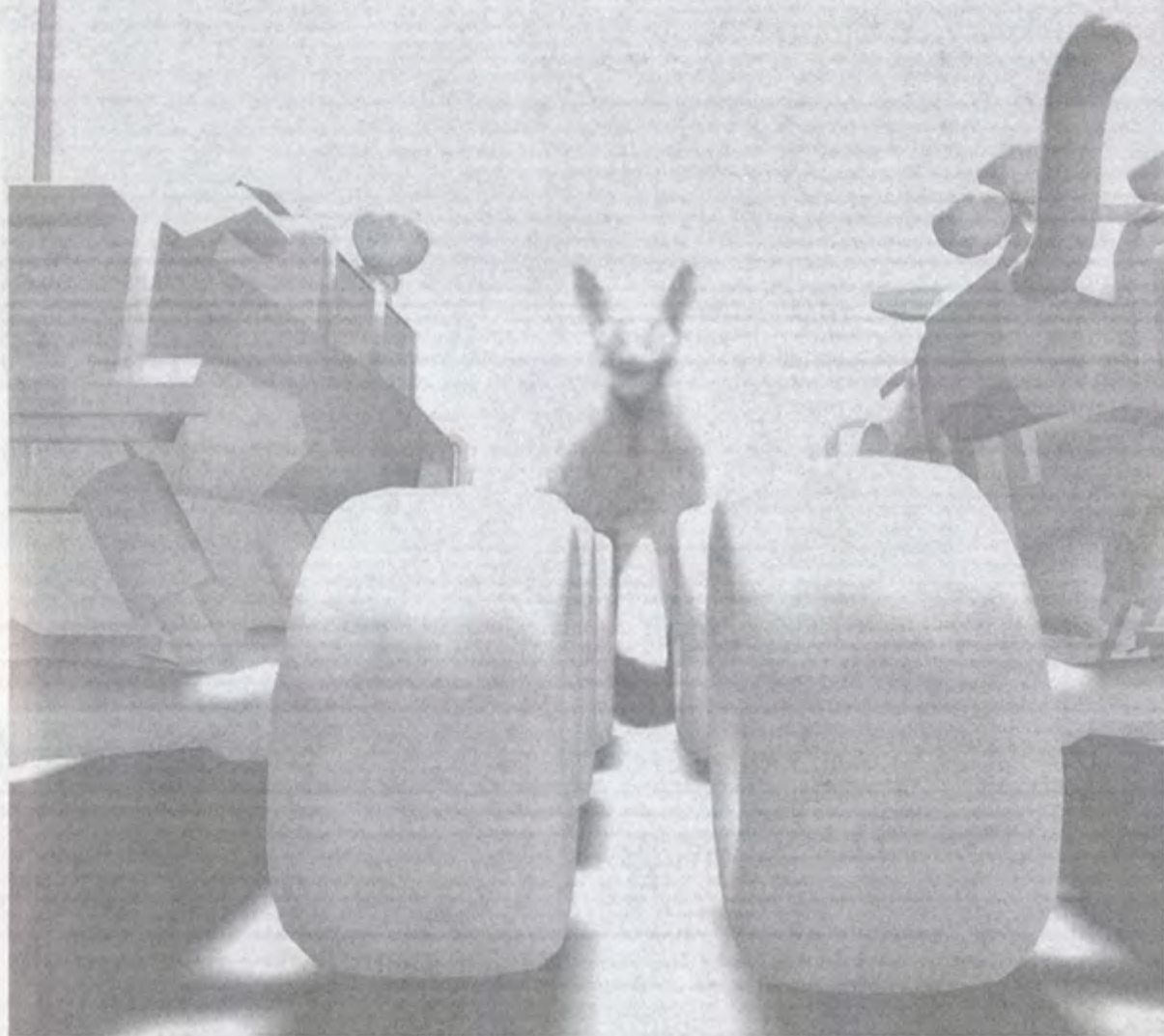
Game Control



REV IT UP!

Smash Cars™ puts you behind the controls of the fastest, most intense RC cars on the planet!

You know you've always wanted to take your RC car to different places around the world to race and pull off crazy stunts. Well, that takes a lot of time and money to travel! Now you can rev up a bevy of RC cars right here on your PlayStation®2 computer entertainment system in Smash Cars™. There are 13 awesome RC cars to choose from, each with its own unique characteristics and abilities. Move up the ranks, win upgrades, and find hidden secrets, shortcuts, and even unlock new levels! Launch your car into the air and nail some insane tricks. Smash into objects or other RC cars in your way. Watch out, or you might get too close to an unruly crocodile or an angry soldier. The RC challenge awaits – do you have what it takes to be the champion?

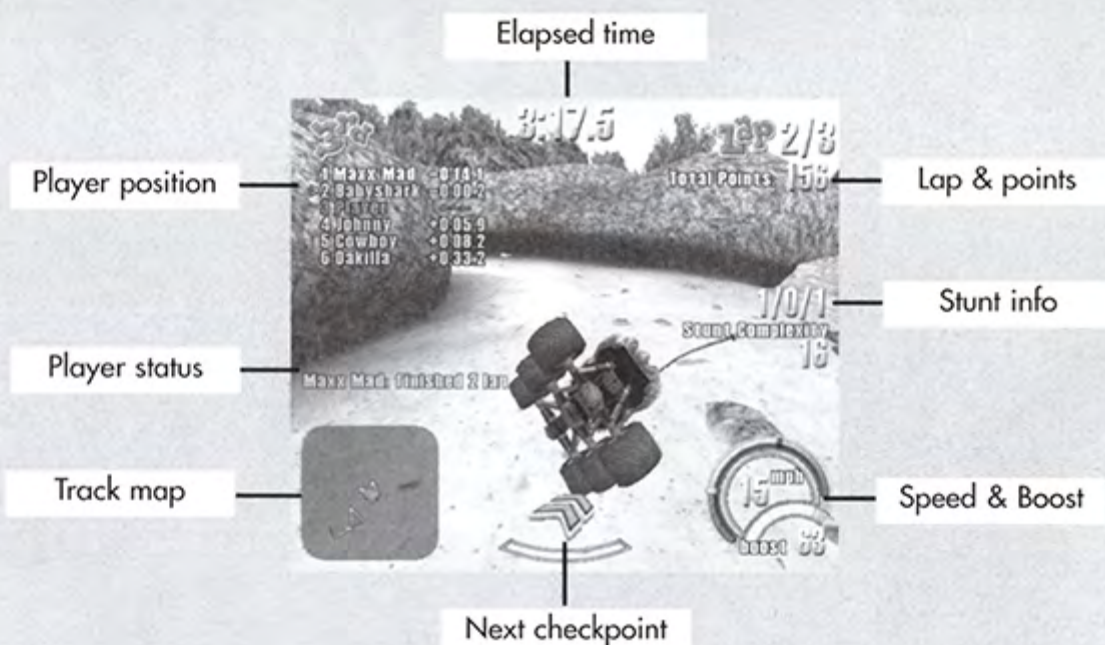


Game Setup

NEW GAME:

After the opening movie, press the START button to access the Save menu which has 4 save slots. You will be presented with 3 options: NEW, LOAD, and DON'T SAVE. Select NEW to create a new game in an empty save slot or overwrite an existing game. Select LOAD to load your previously saved game. Select DON'T SAVE to play the game without the autosave feature. Your stunt points, championship earnings, and stars will not be saved. You may access the Save menu again later in the game if you decide to save your details. See "Saving and Loading" on page 17.

To create a new game for the first time, select a save slot with the directional button $\leftarrow \rightarrow$ then select NEW with the direction button $\uparrow \downarrow$. The save slot will be used to store your settings, your game progress, and your records. Now you can enter the name for your game. Use the directional button $\uparrow \downarrow$ to select uppercase and lowercase letters or numerals. Press \otimes to select a character. Press \triangle to erase the last character. When you are finished, select ACCEPT with the directional button $\uparrow \downarrow$.



Note: Some heads-up display elements are optional; you can hide them. To do so, pause the game and choose the appropriate options from the menu. See "Pause" on page 15.

Main Menu

TUTORIAL:

To access Single Player for the first time, you have to first pass the Tutorial. Smash Cars™ is a serious game with toy RC cars. If you want to be a real champion you must learn as any real champion does. In the Tutorial you will learn the game basics – how to handle your car and race in your first competition.

You have the option of quitting out of the Tutorial and going straight to Single Player game play by pressing START to bring up the PAUSE screen. Select QUIT with the directional button $\uparrow\downarrow$ to quit out of the tutorial. However, you'll miss out on important hints on handling your car and extra cash that will come in handy to enter into events later on.

SINGLE PLAYER: After completing the Tutorial, you will be able to enter Single Player mode. See "Single Player" on page 8.

MULTIPLAYER: Challenge your friend to races and other special events. See "Multiplayer" on page 12.

OPTIONS: Modify the game settings and options to your preference. See "Options" on page 16.

SAVE MENU: Save, load or create a new game. See "Saving and loading" on page 17.

RECORDS: View detailed stats of your victories.



Single Player

From the Single Player menu, use the directional button $\uparrow\downarrow$ to highlight a mode or option and press \times to select it. Press \triangle to return to the Main menu.

SINGLE PLAYER MODES

QUICK RACE: Run a single race on any of the unlocked tracks with any unlocked car. The key: Drive fast to be first.

CHAMPIONSHIP: Compete in a series of stages and see if you have what it takes to win money, ranks, cars and to unlock new tracks. See "Championship" on page 10.

STUNT RACE: Run a special stunt mode where you can earn scores for tricky jump & flip action.

SPECIAL: Choose from several game modes like Smash Drive, Dark Horse, Hot Pot, and Time Attack. **Time Attack** is a race against the clock. After you complete one lap, try to beat your best time by racing against a ghost image of yourself from the previous lap. See page 10 for details on the other game modes that are also part of the Championship.

UPGRADE SHOP: Buy or sell new upgrades for your car. See "Upgrade Shop" on page 13.

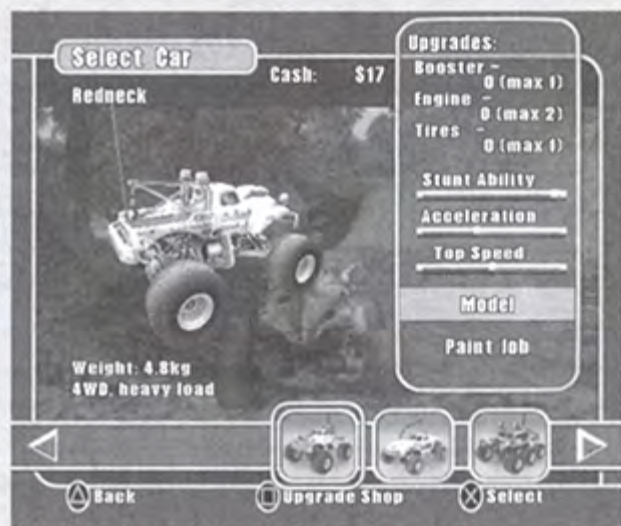


Track Selection:

From the Track selection screen, press the directional button $\leftarrow \rightarrow$ to highlight the track icon.

Note: Only 3 beginner tracks are initially available when you begin playing for the first time. The locked tracks become available after winning races in Championship mode. See "Championship" on page 10.

Use the directional button $\uparrow \downarrow$ to change the difficulty and weather conditions on the track. You can select a difficulty from Easy, Normal, Hard, or Ultra and a weather condition of Rain or Sunny with $\leftarrow \rightarrow$.



Press \times to move on to the car selection menu and \triangle to return to the previous menu.

Car Selection:

Model:

Press the directional button $\uparrow \downarrow$ to highlight "Model", and then use the directional button $\leftarrow \rightarrow$ to highlight your RC car of choice.

Note: Initially only three vehicles are available. You can unlock other cars in the course of Championship. See "Championship" on page 10.

Smash Cars have a number of essential characteristics:

Top Speed – How fast your car is

Acceleration – How fast your car can achieve the maximum speed

Stunt Ability – How well your car performs tricks & flips in the air

Weight – How your car stands up to damage from opponents

Note: You can upgrade your car to perform better on the track. Press \square to check your upgrade status and to buy or sell upgrades. See "Upgrade Shop" on page 13.

Paint job:

Press the directional button $\uparrow \downarrow$ to highlight "Paint Job", and then use the directional button $\leftarrow \rightarrow$ to change your car's appearance. Press \times to make your selection and continue to the event.



Championship

Championship is the main game mode in Smash Cars™. This is a commercial competition with entry fees required for every stage and a prize fund (fund almost always awards money, but sometimes other prizes like a new cars, skins or ranks). Championship consists of a qualification round and 16 stages. Each stage represents a specific game sub-mode. When you unlock a sub-mode in Championship or get a new car they also become available in the Quick Race menu.

Your progress through the Championship will depend on your skill and luck. As a rule of thumb second place is enough to unlock the next stage. Structure of the Championship is not linear, so sometimes you can choose what you want to play first.

There are seven sub-modes in championship that correspond to the following stages:

RC Cup Stages

RC Cup rules are simple: Most of the time, the first three places in every round earn you prize money. So race fast!

Smash Drive Stages

Smash Drive is an ultra short and ultra fast race. Unlike the simple race, there are only two checkpoints on the track – so you can drive clockwise or counterclockwise and meet your opponents head to head.

Tip: When you hit your opponents they lose time, but you may also lose in a collision – choose your car according to your preferred tactic.

Stunt Race Stages

Stunt Race is a special competition. Your main goal here is to do as many tricky stunts as you can on your way between the checkpoints in less than 1 minute. Speed is not the main factor here – you can finish first but scores, not finish time determine who becomes the winner. Note that if you are late to a checkpoint you'll lose points

Tip: Try Stunt Race with Stunt Ability set to manual. The Stunt Ability setting is available under options from the Pause menu. See page 15.

Dark Horse Stages

Welcome to the secret underworld of shadowy stakes. Your goal here is to make way for the "Dark Horse" car to win – for a price, of course. In order to do that, you will have to do some nasty things – such as push your other opponents off the track. The higher the Dark Horse

scores in the race results – the more money you will earn from this adventure.

Hot Pot Stages

The courses in Smash Cars™ are not specially designed tracks. They are like the real world itself. And of course every track has hidden places. Some bad guys want you to explore the level and find ...let's say, stuff. You only have a very limited time. Every found object earns you money and a time bonus to find the next one.

Tip: Attention and precision – not speed are the way to win here.

Flashback Stage

Back again. Now you can see what upgrades are for. In this mode your opponents have all the upgrades available and you don't have any upgrades at all. Now you compete against them with just your skills at your disposal. In all other ways this stage is just usual racing.

Radio-Trophy Stage

This is the final official Smash Cars™ Championship stage. It's placed on an ultimately hard track called "Castle Bustle". To win the championship you must win this race and find the special Golden Cup placed somewhere on the track.

Bonus Points

In the Championship mode you will earn money for placing in the first three slots in the race. You may also get some bonus money. Bonus money is awarded for activities such as performed stunts and hits. The total sum of bonus money equals total points divided by 10, so if you earn 100 bonus points – you get 10 bonus dollars. Bonus money is limited by the amount of money available in the round prize fund.



Multiplayer

Note: You need a second controller plugged into the controller port 2 to participate in a multiplayer game.

In Multiplayer (or Split-screen) mode you can compete with a friend. You can play Quick Race, Stunt Race, Smash Drive and Hot Pot competitions.

Extras

After completing Championship you can participate in Extra stages. If you dare...

Ultra Race

Ultra-race is only for expert RC racers. There is no fee at these stages and all AI players are VERY tough. In every other way it's a usual race.

Final Countdown

There is a special prize in the game called Stars. They are collectibles that tell others that you rock. Final Countdown is an opportunity to get Stars. This is a fight against time – for every lap you race you get a star but time for the next lap is decreased. Try to collect as many stars as possible!



Upgrade Shop

In Smash Cars™ you don't buy a particular part and then race to see what advantages you get from this upgrade. Rather you pay for a particular technology once and that technology applies to all cars that you have unlocked, as well as to any future cars you will unlock in the course of Championship.

Enter the Upgrade Shop from the Single Player or Multiplayer menu, or during the car selection. There are three upgrade technologies:

Engine Upgrade: Increases speed and acceleration

Booster Upgrade: Increases maximum booster capacity and boost accumulation rate.

Tire Upgrade: Increases car control & stability on the various track surfaces

Icons at the bottom of the screen show what types of upgrade technologies are available currently. Information in the upper right corner shows your current upgrade characteristics – so you can see what each upgrade will add to your car abilities.

Press the directional button $\leftarrow\rightarrow$ to scroll between upgrade categories. Each upgrade has three levels. Each subsequent level can be installed only after the previous upgrade level. You buy upgrades technologies with money that you earn in the course of the Championship. To buy an upgrade, highlight the upgrade then press the directional button $\uparrow\downarrow$ to highlight "Buy" and press \otimes to complete the transaction.

You can also sell upgrades if you need money to pay racing fees. To sell upgrades, highlight the "Sell" option then press the directional button $\leftarrow\rightarrow$ to highlight which upgrade, then press the directional button $\uparrow\downarrow$ to highlight "Sell" and press \otimes to complete the transaction.



Race Essentials

How to Race

Every race contains 3 to 7 laps. Every lap contains a few checkpoints and you just need to drive over them in order to successfully finish a race. Checkpoints are shown on the track as holographic graffiti patterns. When you pass a checkpoint it becomes inactive. At this point, the next checkpoint becomes active and lights up. Usually, when you are on track, you can see the next active checkpoint. If you get lost, follow the directional arrow on your in-game heads-up display. The closer you are to the next checkpoint, the redder the directional arrow glows.

Boost

Boost gives you a short burst of incredible speed. It can be handy when your car is on a straightaway. Every car has a limited boost capacity and acceleration speed. You can increase your boost meter by hitting objects and performing stunts.

Hits

Every time you hit small objects, an opponent, or any living being on the track (humans, animals) you get awarded some amount of boost. So look for cans, balls and more, and smash your opponent – don't forget to have fun with people and animals too!

Stunts

Show off your flying skills by performing incredible stunts and tricks on the track. Correctly performed stunts will give you extra boost and provide for great visual effects. For performing stunts you can use natural obstacles and special ramps. Use the jump button at the take-off point to fly higher. When your car is in the air try to control your car with the left analog stick. Note that the middle-right section of the heads-up display shows three digits separated by slashes. These digits count the number of spins performed by your car in the air. Spins on several axes produce better scores than spins on one axis. The final stunt score also depends on how you land. The cleaner you land the better the score. When you see that you can make some spectacular flips on the track, do it and you will be rewarded with boost and scores.

Shortcuts

Every track in *Smash Cars™* features some hidden and tricky way to outrace your opponents. Find shortcuts and your opponents will eat your dust!

Pause Menu

You may pause your game at any time. To enter the Pause Menu, press the START button during an event. Press the directional button \uparrow/\downarrow to highlight your selection, then press \times to select it. Press \triangle to return to the previous menu.

Select Resume or press the START button to return to the game.

RESUME: Continue your race.

OPTIONS: Adjust sound effects volume & music volume and change audio mode (Mono, Stereo).

COCKPIT: Show or hide some heads-up display elements.

RESTART/TRY AGAIN: This option resets the race to the Start position.

QUIT/LEAVE STAGE: You can retire from the race and return to the Main Menu.

Note: In Championship mode you lose your entry fee if you quit from an unfinished race.



After the Race



You will have several options when you finish a race. You can restart the race, watch a replay of the action, view the accumulated scores and other details, or return to the Main Menu.

The details displayed in the post-race menu depend on the race that was just completed. In general, the race standings, points total, and prizes will be displayed. To cycle through the details or hide the results table press \odot .

Options

Using the directional button $\uparrow\downarrow$, highlight **OPTIONS** from the Main menu and press \otimes to select it.

AUDIO: Adjust the audio of the game, such as sound effects, music volume and the sound mode (mono/stereo).

DISPLAY: Adjust screen centering on your TV.

SAVE MENU: Save or load game to and from your memory card (8 MB)(for PlayStation®2). For more information, see **Saving and Loading** in the next section.

CONTROLLER: View the controller setup configuration.

PLAY INTRO: See the game intro one more time.

CREDITS: Check out who brought Smash Cars™ to you.



Saving and Loading

In Smash Cars™ it is possible to save and load game data using the memory card (8MB)(for PlayStation®2).

To access the Save menu where you can save and load a game, use the directional button $\uparrow\downarrow$ in the Options menu to select SAVE MENU and press \otimes . You will be presented with 3 options: NEW, LOAD, and SAVE.

To create a **new** game:

Highlight NEW and press \otimes to select. Using the directional button $\leftarrow\rightarrow$, choose a save slot and press \otimes to select. A new game will be created in the save slot, overwriting existing data.

To **save** current game settings, unlocked features, and records:

Highlight SAVE and press \otimes to select. Using the directional button $\leftarrow\rightarrow$, choose a save slot and press \otimes to select. Current game data will be saved to your memory card.

To **load** a previously saved game:

Highlight LOAD and press \otimes to select. Using the directional button $\leftarrow\rightarrow$, choose the game you wish to load from the save slot and press \otimes to select. The game data will be loaded from your memory card (8MB)(for PlayStation®2). All current game data is erased.

Note: Never insert or remove a memory card (8MB)(for PlayStation®2) when loading or saving files.

Credits

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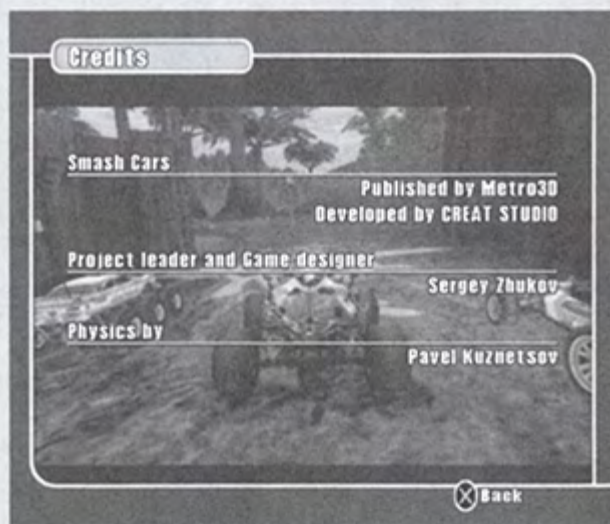
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Credits

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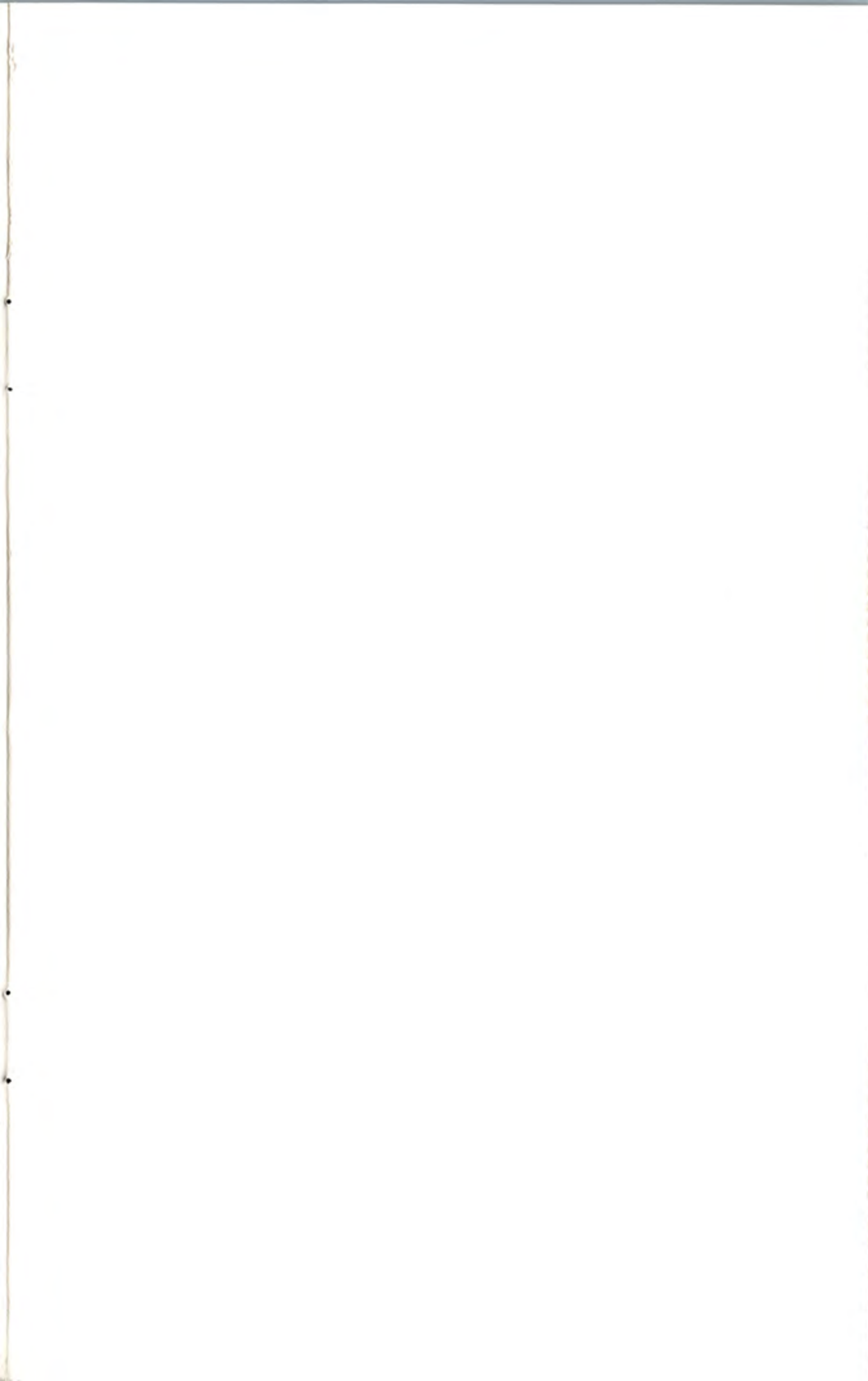
Special thanks to
Anna Boykova

Warranty

METRO3D, INC. warrants to the original purchaser that this product shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, METRO3D, INC. will repair or replace the product at its option, free of charge. This warranty shall not apply if the product has been damaged by negligence, accident, unreasonable use, modification, tampering or by causes unrelated to the defective materials or workmanship. To receive this warranty service, send the defective product, a copy of the original sales receipt, a return address and a small note describing the difficulties you are experiencing to the address below:

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Metro3D

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