

SPEED RACER

THE VIDEOGAME



⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

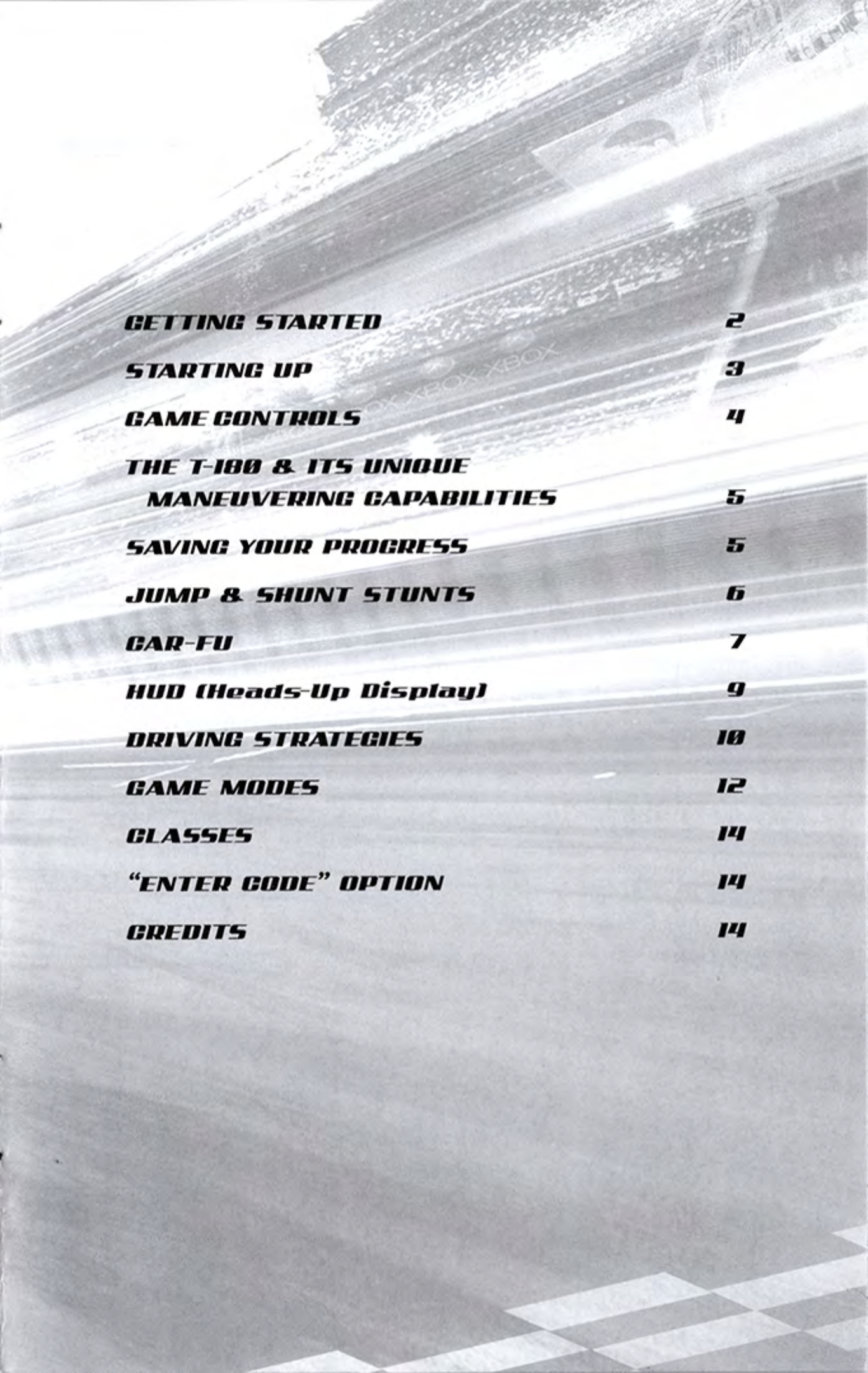
Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system 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.

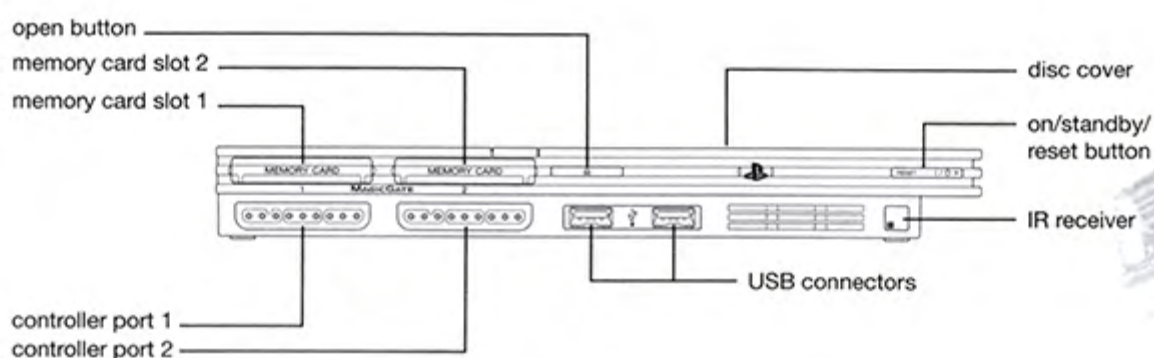
HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- 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.



GETTING STARTED	2
STARTING UP	3
GAME CONTROLS	4
THE T-100 & ITS UNIQUE MANEUVERING CAPABILITIES	5
SAVING YOUR PROGRESS	5
JUMP & SHUNT STUNTS	6
GAR-FU	7
HUD (Heads-Up Display)	9
DRIVING STRATEGIES	10
GAME MODES	12
CLASSES	14
"ENTER CODE" OPTION	14
CREDITS	14

GETTING STARTED



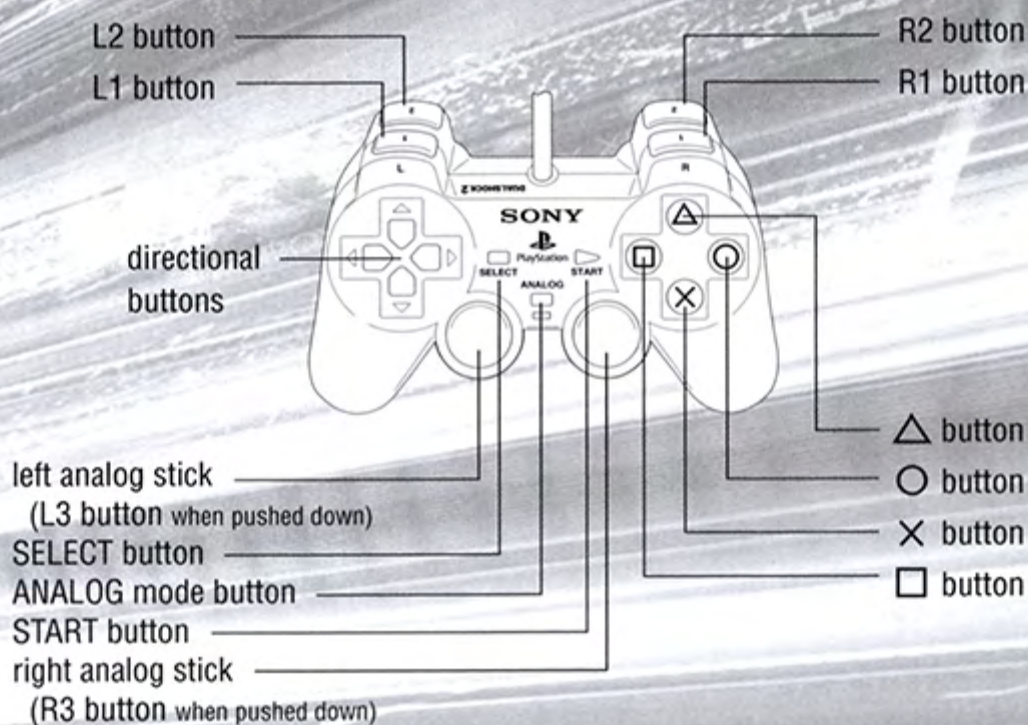
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the **SPEED RACER** disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the 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.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



CONNECTING THE CONTROLLER

Before starting play, connect the DUALSHOCK®2 analog controller to controller port 1. You can turn controller vibration on/off from the Options Menu.

GAME CONTROLS

Left analog stick

Steer

R1

Brake/Reverse

R2 button

Accelerate

L1 button

Use Boost for Health

L2 button

Use Boost for Speed

Right analog stick

JUMP STUNTS as follows:



Frontflip



Backflip



Side Jump or Barrel Roll
left/right

+ **L2** button

Torpedo

R3 button

JUMP

X button

SPINS as follows:

tap

180 Spin

hold

360 Spin (Round House)

□/○ button

SHUNT left/right

△ button

Look behind

Directional button

Navigate menus

■ button
SELECT

Change Camera

▶ button
START

Pause

THE T-180 & ITS UNIQUE MANEUVERING CAPABILITIES

The T-180 is the standard racecar used in the World Racing League (WRL). In addition to its Jump Jacks, which allow it to jump into the air, it can reach speeds in excess of 400 MPH. It can also Slide, a maneuver accomplished by its four independently rotating wheels, which allow the racecar to continue forward on a track in spite of whatever direction it may be facing.

Mastering the controls of the T-180 racecar can be a challenging task, so be sure to familiarize yourself with its many unique abilities. In this manual, you'll find a basic overview of the controls you'll need to know to be successful on the track.

SAVING YOUR PROGRESS

SPEED RACER uses an Autosave. After you complete a race or unlock any track, character, etc., the game automatically saves your progress to the memory card

- Be sure to have your memory card inserted before you start **SPEED RACER** to ensure that you don't overwrite any previous saves.

STUNTS

Use the **right analog stick** or **control buttons** to initiate different *STUNT* maneuvers. These can help you navigate the track and get into better positions to take out, bypass, and avoid opponents.

JUMP STUNTS

- *FRONT FLIP* — Right analog stick ▲
- *BACK FLIP* — Right analog stick ▼
- *SIDE JUMP/BARREL ROLL* — Right analog stick ◀ or ▶

SHUNT & SPIN STUNTS

- *SHUNT LEFT* — ◻ button
- *SHUNT RIGHT* — ◉ button
- *180 SPIN* — Tap ⊗ button
- *ROUND HOUSE (360 SPIN)* — Press and hold ⊗ button

CAR-FU

Now that you have an understanding of the T-180 and its unique maneuvering abilities, it's time to learn some of the ways you can use these on the track to gain an advantage.

Common in the World Racing League, *CAR-FU* is the artful maneuvering and fighting of opponents, using the many unique features of the T-180 racecar. Performing these maneuvers helps you gain the advantage on the track by taking out opponents, slowing them down, evading attack, and recovering from attack.

The most basic *CAR-FU* attack is a simple crash into an opponent. But *CAR-FU* goes way beyond that. Following are some very unique *CAR-FU* maneuvers. Learn to master these if you want to gain the advantage on the track!

TAIL TOSS!

To perform a *TAIL TOSS*, drive close behind an opponent and perform a back-flip (right analog stick ↓). If you are correctly positioned, the opponent will be tossed forward.

BOOST BASH!

If you use *BOOST* just prior to hitting an opponent (see page 10), the resulting *BOOST BASH* will be much more devastating than a normal hit.

SMACK DOWN!

Doing a *JUMP* while in a *GRIND* is the best way to perform a *SMACK DOWN*. This attack is initiated when you land on top of an opponent after a Jump.



Performing a *180 SPIN* (tapping \otimes button) when close to an opponent transforms the maneuver into a *SPIN ATTACK*, causing significant damage to the opponent.



To perform a *ROUND HOUSE* or (*380 SPIN*), hold down the \otimes button. It brings your racecar fully around to face forward again, and stirs up some decent damage in the process.



Using *BOOST* while performing a *ROUND HOUSE* (holding down \otimes button) launches this insane *HYPER SPIN* attack.



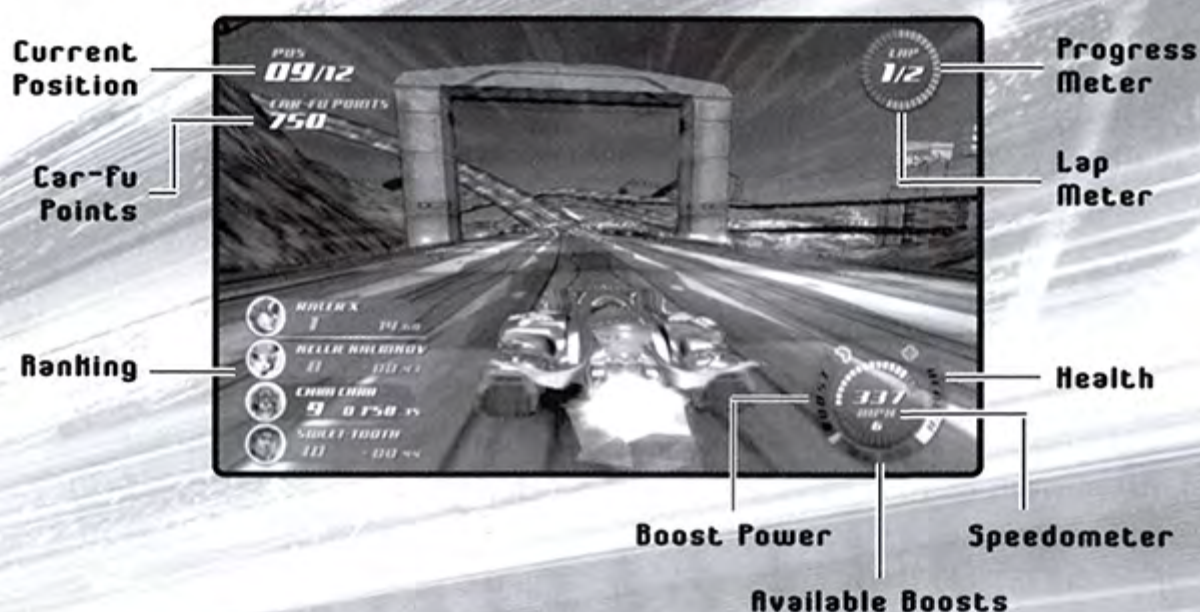
Using *BOOST* while performing a *BARREL ROLL* (right analog stick $\blacktriangleleft/\blacktriangleright$) launches your racecar forward like a *TORPEDO*, attacking other opponents.



BACKWARDS BONUS! Hit a racecar with the rear end of your T-180 and double the damage you do to the opponent!

- *BACK SPIN* — Though not technically a *CAR-FU* maneuver, the *BACK SPIN* is excellent for resetting the alignment of your racecar after performing *CAR-FU*. To pull it off, perform a *BACK FLIP* while facing backward on the track. This causes your T-180 to flip and turn 180 degrees to face forward again.

HUD (Heads-Up Display)



- **CURRENT POSITION** — Shows your character's current position in the race among all the other drivers competing.
- **CAR-FU POINTS** — Tracks your current amount of *CAR-FU* points that will be used to modify your final ranking at the end of the race.
- **RANKING** — Tracks your current position and how far away you are from 1st place and nearby opponents. If you are in 1st place, it displays how far 2nd, 3rd, and 4th place are behind you.
- **PROGRESS METER** — Displays how far along you are on your current lap.
- **LAP METER** — Displays your current lap and the number of laps overall.
- **SPEEDOMETER** — Displays your current speed in MPH (miles per hour).
- **HEALTH** — Displays your racecar's current health. When it's depleted, your racecar explodes. To heal your racecar, press the **L1** Button when you have any available *BOOSTS* (see below).
- **AVAILABLE BOOSTS** — Displays how many *BOOSTS* are available.
- **BOOST POWER** — Tracks your Boost Power as you accumulate it. Each time this Power Bar fills, you gain another *BOOST*.

DRIVING STRATEGIES

Now that you've learned all the ways to control your T-180, you can take advantage of strategies on the track that can help you be even more successful. Never underestimate the advantages that the other racers—and the track itself—can provide you.

BOOST AND ZONE

If you can avoid hitting the sides of the track while driving, you will gain *BOOST POWER*. You can see this power building as blue bars on the bottom right of your HUD. When you fill this bar once, you gain a *BOOST*. Using *BOOST* lets you suddenly accelerate your speed. If you save up three *BOOSTS* and use them all at once, you enter *THE ZONE*, allowing you to move at super-fast speeds for a short period of time.

- You can also earn *BOOSTS* by performing *CAR-FU* moves. You gain small *BOOST* bonuses for *STUNTS* and *JUMPS* when racing on your own, and bigger *BOOST* bonuses for attacking opponents.
- You must be facing forward and have some speed before you can activate a *BOOST*.

GRINDING

If you run into the side of the track with any amount of force, you may find yourself *GRINDING* along the edge of the track. *GRINDING* can put you in strategic position for *CAR-FU* attacks, allowing you to jump from the rail to land on top of nearby opponents. However, generally speaking, *GRINDING* only damages your racecar and slows you down.

- When *GRINDING*, it's best to attempt to recover quickly and get back on the track where you can earn *BOOST POWER*.
- To recover from a *GRIND*, steer your racecar back in the direction of the track.

SLIPSTREAMING

When you drive close behind other racecars, you get a Speed bonus from their *SLIPSTREAM*. This gives you enough of a speed increase to pass them.

- Be careful when performing this move. Rivals may attack if you stay in their slipstream too long.

ALLIANCES

In a Championship race, you may team up with other drivers to gain an advantage on the track. Allies agree not to *CAR-FU* one another or attack each other when *SLIPSTREAMING*.

However, *ALLIANCES* can be broken. If you *CAR-FU* your allies, you get a Points and Boost penalty. If you destroy an ally, the alliance is canceled.



RIVALRIES

Rivals are the opposite of allies. They are other drivers who are focused on taking you out by any means necessary.

Each driver will have his or her own set of rivals. For instance, Jack "Cannonball" Taylor is Speed Racer's rival.

- In Championship races, after the first race, the racer in 1st place is always your rival (or the racer in 2nd if you are in 1st).



SPEED-UP SQUARES

On every track, small *SPEED-UP SQUARES* provide a Speed bonus when you manage to drive over them.

Be sure to run over these squares, since the bonuses you gain will do much to give you a track advantage.



GAME MODES

SINGLE RACE

Jump in and race a single race. In this mode, it's all about who wins one race. No points, no tracking—just winning and losing. The tracks and drivers available in this mode will only be those you have already unlocked in Championship Mode.

TUTORIAL

Trixie walks you through a tutorial on how to best control your T-180, step by step. Perfect for the new player, it covers all the basics. But only experience on the track will really give you everything you need to win.

TIME TRIAL

Compete against prior time records for each track. The Ranking display on your HUD (*see page 9*) shows how your current time compares to prior laps and prior records.

CHAMPIONSHIP

Championship Mode allows you to compete in different competitions of two or more races each. Each race gives you points. These are tallied up to give you an overall ranking across the entire competition.

Race points are gained through three different means: your finishing place; through *CAR-FU*; and by having the fastest lap.

POINTS FOR FINISHING

When you finish a race, the place in which you finish gives you a certain number of points. Points for each race are calculated as follows:

1st Place	10	4th Place	3
2nd Place	8	5th Place	2
3rd Place	6	6th Place	1

You must rank in 1st, 2nd, or 3rd position at the end of a competition in order to beat it. Beating competitors unlocks new competitions, drivers and cars.

- **EXTRA POINTS FOR CAR-FU** — Each time you perform any sort of *CAR-FU* on an opponent, you earn points. At race end, these points become a bonus on top of the points you get for your place in the race. Bonus points are totaled into your overall Championship points, and can result in you ranking even higher than your place alone. (You don't get points for performing *CAR-FU* on an ally.)
- **EXTRA POINT FOR FASTEST LAP** — During a race, if you finish a single lap faster than any other driver, you receive an extra point, which is added to your total. These extra points can add up and increase your overall ranking within a competition. Go fast!

MULTIPLAYER

You can play **SPEED RACER** with a friend in split-screen mode. The game functions just like any other game mode, except that in Championship Mode, either player need only rank in 1st, 2nd, or 3rd position to beat the championship.

CLASSES

SPEED RACER has three initial classes. As you progress through the game, each class allows a higher top speed to the racecars, and an increased number of opponents on the track. Class 1 is the slowest, with Classes 2 and 3 faster and more difficult.

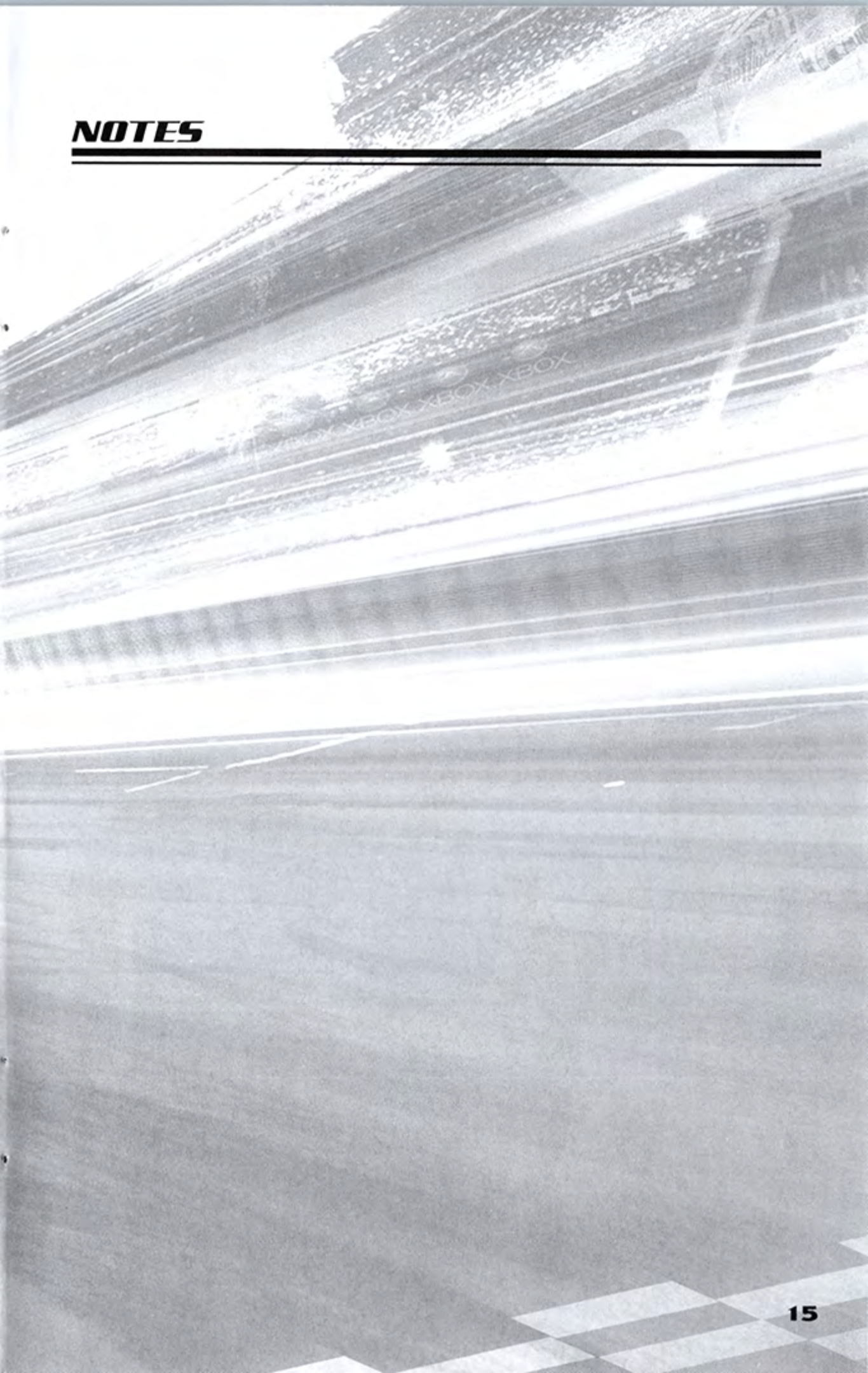
“ENTER CODE” OPTION

On the Main Menu, you can access *OPTIONS* and customize your gameplay experience. In addition to the standard options, you will see an option called *ENTER CODE*. This allows you to open the Cheat Code Enter Screen. Once you've unlocked all other game elements, **SPEED RACER** provides different cheat codes. Keep an eye out for these fun new ways to enhance your gameplay experience.

CREDITS

To see a list of credits of those who brought you this game, please go to www.speedracethevideogame.com.

NOTES



END USER LICENSE AGREEMENT

This end user license agreement ("Agreement") is a legal agreement between you and WB Games Inc. a company duly organized under the laws of the State of Delaware, with its principal offices at 4000 Warner Boulevard, Burbank, California 91522 ("WB Games") for the interactive entertainment product, including the software included herewith, the associated media and any printed materials (collectively, the "Product"). By installing, accessing, playing or otherwise using the Product, you agree to be bound by the terms of this Agreement. If you do not agree to the terms of this Agreement, do not install, access, play or otherwise use the Product.

SOFTWARE LICENSE

WB Games grants to you the non-exclusive, non-transferable, revocable, limited right and license to use one copy of this Product solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by WB Games. This Product is licensed, not sold. Your license confers no title or ownership in this Product and should not be construed as a sale of any rights to the Product. All right, title and interest in and to this Product and any and all copies thereof (including, but not limited to any and all titles, computer code, technology, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, music, etc.) are owned by WB Games or its licensors. This Product is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Product contains certain licensed materials and WB Games' licensors may protect their rights in the event of any violation of this Agreement. Specifically, certain software is being provided to you through a sublicense agreement with Emergent Game Technologies, Inc. ("Emergent"). Emergent grants you a limited, non-exclusive license to use such software solely in the form provided to you in the Product and subject to the terms of this Agreement. Title to the software provided by Emergent will remain with Emergent and you may not remove any copyright, patent, trade secret, proprietary and/or other legal notices contained on or in the Product. In addition, this Product may contain the Open Dynamics Engine ("ODE") and neither the names of ODE's copyright owner nor the names of its contributors may be used to endorse or promote products derived from this software without specific prior written permission.

You may not: (1) copy the Product in its entirety onto a hard drive or other storage device; (2) distribute, rent, lease or sublicense all or any portion of the Product; (3) modify or prepare derivative works of the Product; (4) transmit the Product over a network, by telephone or electronically using any means, or permit the use of the Product in a network, multi-user arrangement or remote access arrangement, except in the course of your network multiplayer play of the Product over authorized networks; (5) design or distribute unauthorized levels; (6) reverse engineer the Product, derive source code, or otherwise attempt to reconstruct or discover any underlying source code, ideas, algorithms, file formats, programming or interoperability interfaces of the Product by any means whatsoever, except to the extent expressly permitted by law despite a contractual provision to the contrary, and then only after you have notified WB Games in writing of your intended activities; (7) export or re-export the Product or any copy or adaptation thereof in violation of any applicable laws without first obtaining a separate license from WB Games (which WB Games may or may not grant in its sole discretion) and WB Games may charge a fee for any such separate licenses.

Because WB Games would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that WB Games shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement in addition to such other remedies as WB Games may otherwise have under applicable laws. In the event any litigation is brought by either party in connection with this Agreement, the prevailing party in such litigation shall be entitled to recover from the other party all the costs, attorneys' fees and other expenses incurred by such prevailing party in the litigation.

CUSTOMER SUPPORT

In the unlikely event of a problem with your Product, you may only need simple instructions to correct the problem. Please contact WB Games Customer Service Department by calling us at (410) 568-3680, by emailing us at support@speedracethevideogame.com or on the web at www.speedracethevideogame.com/support before returning the Product to a retailer. Please do not send any Product to WB Games without contacting us first.

LIMITED WARRANTY

WB Games warrants to the best of WB Games' ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. If a defect in materials or workmanship occurs during this ninety (90) day warranty period, WB Games will either repair or replace, at WB Games' option, the Product free of charge. In the event that the Product is no longer available, WB Games may, in its sole discretion, replace the Product with a product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate (to WB Games' satisfaction) that the Product was purchased within the last ninety (90) days.

TO RECEIVE WARRANTY SERVICE: Notify the WB Games Customer Service Department of the problem requiring warranty service by contacting support@speedracethevideogame.com or on the web at www.speedracethevideogame.com/support. If the WB Games service technician is unable to solve the problem by phone or on the web via email, he/she may authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof of purchase within the ninety (90) day warranty period to:

WB Games Customer Support
10720 Suite #2 Gilroy Road
Hunt Valley, Maryland 21031

WB Games is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to the customer.

This limited warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by the appropriate platform manufacturer or WB Games (including but not limited to, non-licensed game enhancements and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; or (e) the Product's serial number has been altered, defaced or removed.

WARRANTY LIMITATIONS/DISCLAIMER

EXCEPT AS EXPRESSLY PROVIDED HEREIN, THE PRODUCT IS MADE AVAILABLE TO YOU UNDER THIS AGREEMENT ON AN "AS IS" BASIS WITH NO WARRANTY OF ANY KIND. THE EXPRESS LIMITED WARRANTY SET FORTH ABOVE IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. EXCEPT AS PROVIDED IN THE LIMITED WARRANTY ABOVE, ALL OTHER EXPRESS OR IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING, WITHOUT LIMITATION, IMPLIED WARRANTIES OF CONDITION, UNINTERRUPTED USE, MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT ARE HEREBY DISCLAIMED BY WB GAMES. SOME STATES DO NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES, SO THE ABOVE EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS AND YOU MAY ALSO HAVE OTHER LEGAL RIGHTS THAT VARY FROM STATE TO STATE. IF ANY SUCH WARRANTIES ARE INCAPABLE OF EXCLUSION, THEN SUCH WARRANTIES APPLICABLE TO THIS PRODUCT SHALL BE LIMITED TO THE 90-DAY PERIOD DESCRIBED ABOVE.

LIMITATION OF LIABILITY

TO THE EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL WB GAMES BE LIABLE FOR ANY OF THE FOLLOWING DAMAGES: (1) DIRECT; (2) SPECIAL; (3) CONSEQUENTIAL (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES, LOSS OF USE, DATA OR PROFITS, OR BUSINESS INTERRUPTION); (4) PUNITIVE; (5) INCIDENTAL; (6) DAMAGES TO PROPERTY; (7) LOSS OF GOODWILL; (8) COMPUTER FAILURE OR MALFUNCTION; AND (9) DAMAGES FOR PERSONAL INJURIES (EXCEPT WHERE SUCH INJURIES ARE CAUSED BY THE NEGLIGENCE OF WB GAMES), RESULTING FROM THE POSSESSION, USE OR MALFUNCTION OF THIS PRODUCT, EVEN IF WB GAMES AND/OR ITS LICENSORS HAVE BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. WB GAMES' LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PRODUCT. SOME STATES DO NOT ALLOW THE LIMITATION OR EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU AND YOU MAY ALSO HAVE OTHER LEGAL RIGHTS THAT VARY FROM STATE TO STATE. IN SUCH INSTANCES WB GAMES' LIABILITY SHALL BE LIMITED TO THE FULLEST EXTENT PERMITTED BY LAW.

GENERAL

The terms set forth in this Agreement, including the Warranty Limitations/Disclaimer and Limitation of Liability, are fundamental elements of the basis of the agreement between WB Games and you. WB Games would not be able to provide the Product on an economic basis without such limitations. Such Warranty Limitations/Disclaimer and Limitation of Liability inure to the benefit of WB Games' licensors, successors and assigns. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreement and representations between them with respect to the subject matter herein. This Agreement may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provision of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law, and you consent to the exclusive jurisdiction of the state and federal courts located in Los Angeles, California.

SPEED RACER software © 2008 Warner Bros. Entertainment Inc. Developed by Sidhe Interactive. Portions of this software are included under license © 2006 Emergent Game Technologies, Inc. Open Dynamics Engine Copyright © 2001-2004 Russell L. Smith. Uses Bink Video. Copyright © 1997 - 2007 by RAD Game Tools, Inc. The ratings icon is a trademark of the Entertainment Software Association. All other trademarks and copyrights are the property of their respective owners. All rights reserved.



SPEED RACER MOVIE © Warner Bros. Entertainment Inc.
SPEED RACER:™ Speed Racer Enterprises, Inc.
WB GAMES LOGO, WB SHIELD:™ & © Warner Bros. Entertainment Inc.
(s08)

SPEED RACER

Need more
high speed
adventure?
Look for these
Speed Racer
books!



**Available now
wherever books are sold**

Price Stern Sloan

A division of Penguin Young Readers Group

www.penguin.com/youngreaders

SPEED RACER MOVIE: © Warner Bros. Entertainment Inc.

SPEED RACER: ™ Speed Racer Enterprises, Inc.

(s08)