



# WHIRL TOUR™



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## **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.

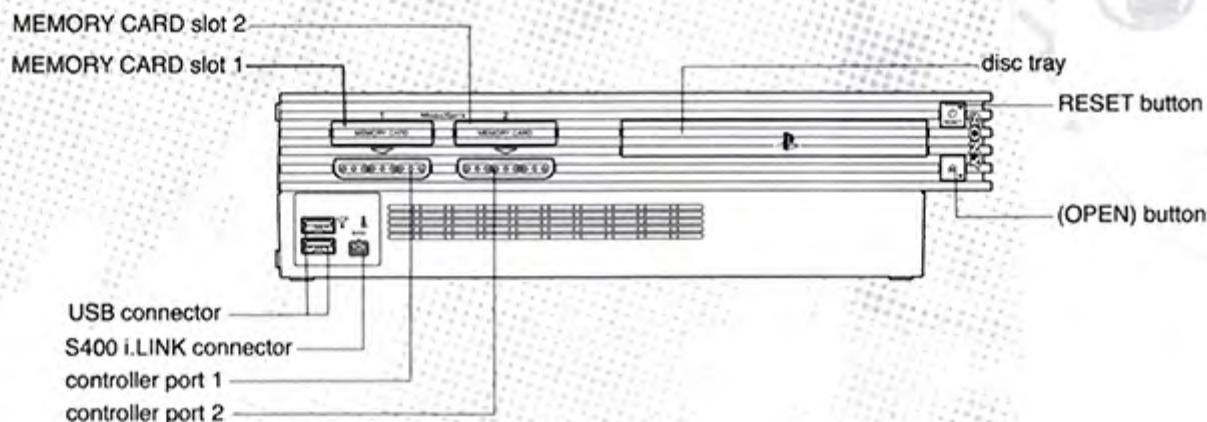
## **HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

- 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.

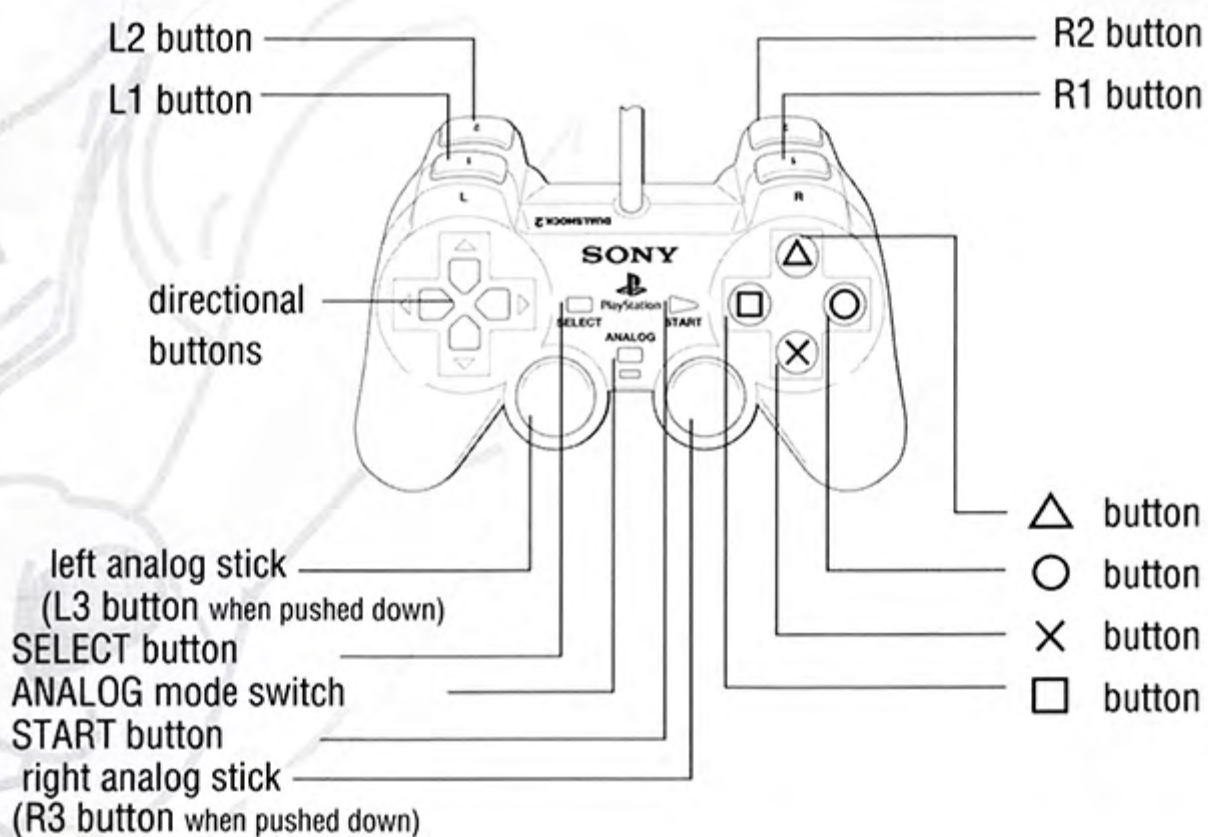
# TABLE OF CONTENTS

|                                         |                   |
|-----------------------------------------|-------------------|
| <b>Getting Started</b>                  | <b>2</b>          |
| <b>Controller</b>                       | <b>3</b>          |
| <b>Introduction</b>                     | <b>4</b>          |
| <b>Creating a Profile</b>               | <b>7</b>          |
| <b>Main Menu</b>                        | <b>8</b>          |
| a. Arcade Mode                          | e. Options        |
| b. Story Mode                           | f. Extras         |
| c. Practice Mode                        | g. Save           |
| d. Multiplayer                          | h. Quit           |
| <b>Gameplay</b>                         | <b>13</b>         |
| a. First and Foremost                   |                   |
| b. HUD                                  |                   |
| c. Level Objectives                     |                   |
| d. Pause Menu                           |                   |
| e. Session Over                         |                   |
| <b>Levels</b>                           | <b>17</b>         |
| a. Castle                               | e. Subway         |
| b. Theme Park                           | f. Deep Water Rig |
| c. Suburbia                             | g. Movie Set      |
| d. City in the Sky                      | h. Tibet          |
| <b>Pick-Ups and Power-Ups</b>           | <b>19</b>         |
| <b>Scooters</b>                         | <b>19</b>         |
| <b>Character Bios</b>                   | <b>20</b>         |
| a. Wasa B.                              | e. Ice Mocha      |
| b. Roxie                                | f. Vixen          |
| c. Stig                                 | g. Lunk           |
| d. Rica                                 |                   |
| <b>Did You Know?</b>                    | <b>22</b>         |
| <b>Credits</b>                          | <b>25</b>         |
| <b>Service Information and Warranty</b> | <b>27</b>         |

## 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 Whirl Tour 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.**

**DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS**

## Introduction

With a capacity crowd, Flipside is giving its most stunning performance ever at the Castle Coliseum. From backstage, Wasa B. looks on as his electric scooter steadily pulls a cart stacked high with cases of bottled water. Multicolored spotlights strobe rapidly around the stage, giving each of Flipside's six band members a few seconds in the limelight. Thousands of fans sing along enjoying the show—TV cameras cover every angle of the coliseum. Security guards keep fans from climbing up onto the platform at the feet of Roxie, Flipside's super-cool lead singer.

Pyrotechnics explode over the stage in rapid bursts of sparkle and smoke. The sound of cheers and laughter mix in with the music while fans sing along. As the smoke settles around the feet of the band, the crowd waves its arms high in the air. The sea of people in a trance-like state dance to the music; they surge toward the stage like a beating heart.

The sky over the coliseum explodes with multicolored starbursts of fireworks during the band's finale. Bright embers slowly fade out as the final song nears its end—then, out of nowhere, the entire stadium goes pitch black. Suddenly, a surge of energy takes out all nearby electrical equipment. Like lightning, arrows of light burst from the sky, illuminating the entire coliseum. Each member of the band is struck by a burst of electrical energy. One by one, all six band members are propelled up to the source of the electricity. The security guards are also consumed in this green ethereal glow. In just a few seconds, they are transformed into foul monstrosities!

Then, the stage is plunged into total darkness again. The excited crowd thinks that this is all part of the hi-tech show. They continue to cheer and call for an encore. Minutes pass, the crowd quiets down; the stadium is pitch black and totally silent. It's as if everyone has stopped breathing. Coming through the loudspeakers, the sound of a maniacal laugh breaks the silence; a woman in the crowd lets out a shrill scream. With that, a chaotic din overtakes the stadium. Frightened and frantic, the crowd can be heard running around. It's pandemonium as people fight their way to the exit.

The power quickly snaps back on. The lights blind everyone for a second, and they look around with empty, wondering eyes. "They've disappeared!" someone yells.

Wasa B. looks around stunned, wondering what has happened. Then he suddenly remembers the concert is always taped on a deck that runs on back-up power! He runs over to a bank of playback monitors, hits the rewind button, and watches in horror as a montage of scenes from the concert is displayed—off-kilter shots that give a sense of chaos. He sees each band member being sucked into a transformer type apparatus, and on the monitor labeled "Control Room" he sees a dark figure laughing hysterically while running out the door. Wasa B. follows his progress on the screens, as each camera picks up the dark figure moving from area to area around the castle. Finally, he sees the shadowed figure tip over a small statue and disappear behind a secret door.

Wasa B. shakes his head in disbelief. "I have to find them!!!" He grabs his scooter and drives off to search the Castle area for his idols.

## Controls

**Left Analog / Directional Button** – Turns the player left and right on the ground and in the air.

**Right Analog** – Use the right analog stick to activate the Free Roam camera. The Camera will move in relation to the position of the player.

**R1 and L1** – Spin the player right and left, respectively, when used in the air.

**Select Button** – Initiates boss camera when used within range of a boss.

**L2** – While the L2 Button is held, it will provide the player with a speed boost at the cost of slowly depleting his or her adrenaline meter.

**X** – Holding down the X Button makes the player crouch down. When in this crouched position, the player will ride slightly faster. Release the button to jump.

**○** – Pressing the ○ Button in conjunction with any direction will cause the player to perform an air trick.

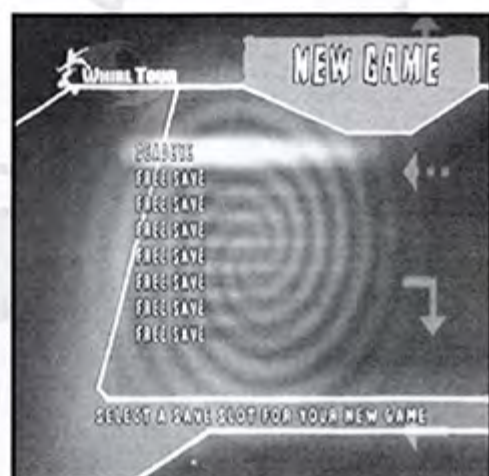
**△** – If the player is holding the △ Button and any direction in the air when the scooter comes to an edge, the player will begin to grind. The △ Button can also be pressed at the top of a quarter-pipe to do a lip trick.

**□** – Pressing the □ Button in conjunction with any direction will cause the player to perform a freestyle trick.

After pressing the START Button on the title screen, you will then be taken to the profile screen.

**New** – You may create up to eight personal profiles in *Whirl Tour*. When an empty profile is selected, you'll be given the opportunity to name your profile with up to 11 letters. Customize your profile name and select END. Your profile will automatically be saved to your memory card.

**Load** – Select any previously created profile.



## Main Menu

Select from these options on the Main Menu screen:

**Arcade Mode** – Freely roam any unlocked environment for three minutes.

**Story Mode** – Begin or continue your journey (see 'Story Mode' section).

**Practice Mode** – Freely roam any unlocked environment for up to 30 minutes.

**Multiplayer** – Challenge a friend to a multiplayer match of *Whirl Tour*, (see 'Multiplayer' section).

**Options** – Customize and adjust audio and gameplay settings (see 'Options' section).

**Extras** – View unlocked movies.

**Save** – Save your progress.

**Quit** – Return to Title screen.



This is the single-player experience of *Whirl Tour*. Select Story Mode from the Main Menu and you will be taken to the Play Level, Select Character, Select Scooter, and Trick Setup screens.



As you progress through Story Mode, you'll eventually unlock all seven characters (see 'Character Bios' section) and additional scooters (see 'Scooter' section). Press Up or Down on the Directional Buttons or the left analog stick to scroll through the available characters and scooters. Push left or right on the Directional Buttons or the left analog stick to scroll through the different costumes and scooter colors (see 'Hints and Tips' section).

The Select Level screen allows you to pick and enter any unlocked level.



Press Up or Down on the Directional Buttons or the left analog stick to scroll through the available levels. Press Left or Right on either the Directional Buttons or the left analog stick to select the different game modes.

## Multiplayer

**There are three modes to choose from:**

**Normal** – This mode offers all of the objectives (see 'Objectives' section) necessary to progress through the game.

**Race** – You will be challenged by an enemy AI to see who can finish the track in the shortest time. If you defeat this opponent, prepare yourself for a great surprise.

**Bonus** – These levels give you a chance to show off your trick skills. What could they be?



**Multiplayer** – So you think your six-digit combos are untouchable? Feel like you have created the perfect combination of moves and grinds? Maybe your best friend feels the same way. Or perhaps you and your comrade work well together. Maybe the two of you are an unstoppable pair of gaming ninjas. If so, this is where you want to meet.

**There are three multiplayer gameplay modes:**

**Co-Op Story Mode** – This feature works the same way Story Mode does, but now you don't have to venture alone. Simply create a profile for the two of you, and you're ready to rescue.

**Versus** – Outscore your challenger to remain the champion.

**Monster Trick** – Much like a game of HORSE, you have 10 seconds to score as many points as possible. Your opponent will receive a letter should he fail to beat your score within 10 seconds; however, if he is successful, you must beat his score. The first player to receive 5 'letters' loses the match.

## OPTIONS

Selecting Options from the Main Menu will allow you to better personalize your gameplay experience. Game and Audio options are available for you to tweak. Push Up or Down on the Directional Buttons or the left analog stick to scroll through the list of Game options. Push left or right on the Directional Buttons or the left analog stick to scroll through the various settings.

### Game

**Action Cameras** – When an event is triggered during gameplay, (e.g., a large statue falls over), the camera will focus on this event momentarily; therefore, you may not see your player on screen for a short time. Select On to leave the Action Camera as is, or Off to disable this feature.

**Vibration** – If turned On, the controller will vibrate during gameplay when your player crashes or collides with an obstruction. Select Off to disable this feature.

**Balance Meter** – Toggle the balance meter either On or Off.

**Two-Player Options** – Customize multiplayer settings.

**Versus Time** – Set the timer from 10 seconds to 5 minutes.

**Versus Degradation** – Setting this to "On" will cause a trick to be worth fewer points with each additional use in Multiplayer Mode. (Click Accept to save these settings.)

**Audio Option** – Alter sound settings.

**Playlist** – Select and preview audio tracks.

**Default Settings** – This will reset every Game option to its original setting. (Click Accept to save these settings.)

## Options

### Audio

**FX Volume** – Adjust the meter to the left to decrease the volume of sound effects, or to the right to increase the volume.

**Music Volume** – Adjust the meter to the left to decrease the volume of music, or to the right to increase the volume.

**In-Game Music** – Toggle BGM music On and Off.

**Default Settings** – This will reset every Audio option to its original setting.



### Playlist

This menu allows you to choose the songs you would like to listen to while playing *Whirl Tour*. You have the option to turn particular songs on and off, and you may even preview the songs on this page.



Now that you're familiar with the Main Menu and other features, it's time to play *Whirl Tour*.

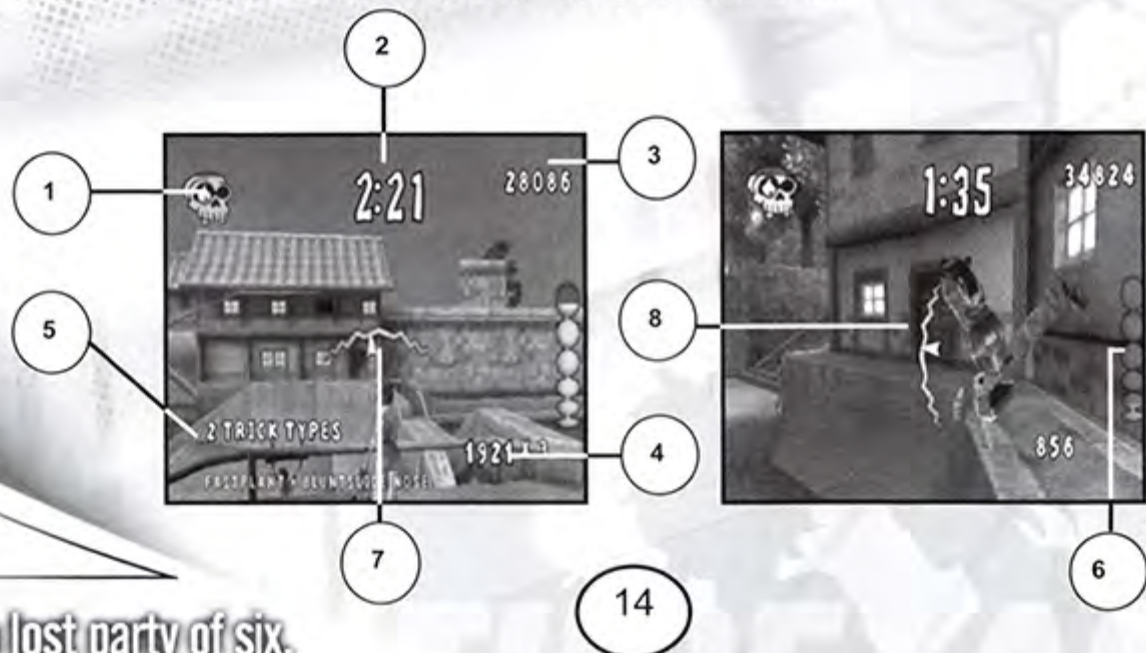
### First and Foremost

1. The player must collect two keys. These are acquired by defeating each level's enemy boss characters. These keys are needed in order to get into the secret room where the transmitter is located.
2. The player has to power off the transmitter by shutting down three switches. Once the transmitter is shut off, the player opens up a challenge race with one of the Doctor's monsters.
3. Should the player beat the Race Monster in a no-holds-barred race, he or she will free the opponent from the demented scientist's spell. The newly freed band member will then be a fully playable character (selectable from the Main Menu).
4. Once the player has successfully beaten the possessed band member in the race challenge, the new character will demonstrate a new, unique trick to the player. Character abilities increase when a band member is unlocked.
5. The player has to rescue all of the band members before the last challenge in Tibet with the Doctor.

## HUD

This is the heads-up display you'll need to become familiar with when playing *Whirl Tour*.

1. **Health Meter** – Every time you bail, the skull begins to turn red. If it becomes completely red, the round will be over.
2. **Timer** – It displays how much time is left in the current session.
3. **Total Score** – Every trick you bust has a point value to it. This is where the value of every successful trick you pull off is displayed.
4. **Current Trick Score** – This is a tally of the trick or combo that is currently being performed. If the trick or combo is pulled off successfully, it will be added to the Total Score.
5. **Trick Display** – The name of every trick performed is momentarily displayed here.
6. **Adrenaline Meter** – It displays the amount of adrenaline available. The meter is depleted over time or whenever boost is used.
7. **Grind Meter** – This horizontal meter helps gauge your balance while grinding. If it reaches the extreme right or left end of the meter, you will bail.
8. **Manual Meter** – This vertical meter helps gauge your balance while performing a manual or lip trick. If it reaches the extreme top or bottom end of the meter, you will bail.



## LEVEL OBJECTIVES

When playing either the Story Mode or Multiplayer Cooperative modes, you'll encounter a set of seven objectives in the first seven levels that must be accomplished to progress through *Whirl Tour*.

### 1. High Score

The player must attain a certain score in each level. This score is achieved by doing high-point tricks and combos within the level's three-minute time limit. This objective's difficulty increases as the levels progress.

### 2. Switches

Each level contains geometry-modifiable objects, with which the player can interact. The player doing tricks into or on these objects will activate switches in the level. The switches may cause objects to shift, collapse, activate, and/or change within the level, etc.

### 3. Tricks

Each level requires the player to do a specific trick. For instance, the player may have to do a 360-degree bunny hop over a large ramp located in the center of the level, or travel at least 25 meters in one grind.

### 4. Triggered Event

Each level contains one event that the player must trigger. This event will have an effect on the level's environment that will allow further player interaction. For example, in one level the player can grind a large statue and send it toppling over. The statue will crash through a wall, revealing a secret room for the player to explore.

### 5. Three Hidden Music Discs

In each level, there are three audio tracks in semi hard-to-reach areas. The player must collect all three songs in one session to complete the hidden tunes objective. The songs will be added to the background music tracks, which the player can edit from the Playlist Menu and change via the in-game Pause Menu.

## Objectives

### 6. Bosses

There are two bosses in each level (a total of 14) that must be defeated. These bosses will drop keys that may be used to open a secret area of the map.

### 7. Secret Room Transmitter Destruction

Each level has a transmitter, which is located in the secret area. There are three switches in the secret area that the player has to turn off. When all three switches are off, the transmitter will explode and crumble.

### The Pause Menu

During gameplay, you may surf through a list of options by pressing the START Button.



**Continue** – Resume gameplay.

**Restart Level** – Play current level from the beginning.

**Level Objectives** – Displays the objectives that have or have not been completed.

**Game Options** – Select music track, adjust gameplay volume, configure tricks, and turn the action camera on and off.

**End Level** – Ends level.



### Session Over

Once a gameplay session has ended, you will have several options to choose from:

**Retry** – Play at the current level from the beginning.

**Change Level** – Switch to any unlocked level.

**Quit** – Return to the Main Menu.

**LEVELS**

*Whirl Tour* offers eight beautifully modeled levels to explore, each with its own unique theme and feel.

**Castle**

The castle resembles a gigantic house, versus the stereotypical stone structures of medieval times. The mood of the level is established by the huge gothic statues and dramatic architecture. Aqueducts can also be found throughout the level, creating unique scooting opportunities.

**Theme Park**

The theme park is a cross between a surreal film landscape and a Japanese comic book. The neon lights outline strange props, and various rides, such as a giant waterslide, roller coaster, merry-go-round, and house of horrors.

**Suburbia**

Suburbia is very bright and upbeat, except for the old abandoned mansion, which is stormy and dark.

**City in the Sky**

A side project of Dr. Skeezecks, this enormous hovering city is visual proof of how much free time the evil Doctor has. Humongous whirling fans levitate the structure, and the inhabitants of this unique habitat consider living here an unparalleled honor.

**Subway**

The subway level is in a very bad part of town. Most of the level above land consists of dark alleys, which are filled with puddles and surrounded by collapsing buildings. Underground is a vast network of old-time subway tunnels.

### **Deep-Water Rig**

The deep-water rig resembles a huge underwater vessel on the inside, complete with heavily bolted walls and a glass ceiling. Gigantic underwater mountains can be seen from inside the rig, as well as the giant sea creatures that inhabit them. The secret area is an underwater cave, located via a small tunnel leading away from the main rig.

### **Movie Set**

The movie set level is a lot of sound stages (similar to airplane hangars), each on a unique Hollywood theme. The floor of each sound stage naturally curves up as it blends into the 2D scenery, providing a constant supply of quarter-pipes. The movie set is one of the most diverse and interestingly populated levels. The secret area of the movie set is an empty hangar.

### **Tibet**

The Tibetan temple is the site of the final competition. Surrounded by giant statues of Buddha and very traditional eastern buildings, the structure inspires awe even when placed before the beautiful natural surroundings. The Tibetan temple has the most extreme ramps and jumps in the game, and is the retreat of Dr. Skeezicks.

## PICK-UPS AND POWER-UPS

There are a number of helpful items you can collect while playing.

**Health** – Picking up this power-up will replenish your character's health.



**Jump** – This icon will give you the ability to greatly increase the height of your jump. Plan your jump ahead of time, though, because the effect of this power-up lasts only a few seconds.



**Balance** – The longer you grind, the more unstable your equilibrium becomes. Pick up this power-up while grinding to improve your balance.



**Spin** – This power-up will cause your character to spin rapidly for a short time.



**Scooter** – To unlock a new scooter, you will need to pick up 20 of these.



**Key** – Bosses will drop these when they are defeated. Collect them to unlock a new area of the map.



**Timer** – This pick-up will add time to the timer.



## SCOOTERS

There is a healthy selection of scooters available to unlock and ride. Each scooter has its own unique attributes. These attributes are Speed, Jump, Turn, Spin, and Balance. To unlock a scooter, you must collect 20 'scooter coins,' which are spread throughout the levels. You can also unlock various scooter designs (see the 'Did You Know?' section).

## Character Bios



**Wasa B.** – Wasa B. isn't a rock star, but he shines as the all-around gofer with Flipside. Whether it's instruments to be tuned or equipment to be set up in a hurry for a last-minute gig, he's the guy the band can count on to get it done. Secretly, Wasa B. has always wanted to be part of the band, and in his downtime he practices the guitar in the hopes that someday his dream will come true.

**Roxie** – Roxie, Flipside's lead singer, has always been the center of attention. In high school she was head cheerleader, prom queen, and voted most likely to succeed, but even with all that attention she never let it go to her head. When she's not belting out tunes on stage with her powerful voice, she can usually be found racing her sports car on the track.



**Stig** – Stig is the notorious bassist in Flipside with enough cool to chill a glacier. He started playing the bass when he was ten years old and never looked back. His sarcasm is an art form, and helps maintain his tough guy image. Stig doesn't take lip from anybody, well, anybody other than his own band mates. When it comes time to take a stand, Stig will be there and will not back down until it's over.



**Rica** – Rica started Flipside just for kicks, but her incredible guitar riffs and song-writing abilities led the band to instant stardom. She combines talent, attitude, and a sharp business sense to get what she wants for herself and the rest of the band. When she's not setting up gigs for the band, Rica can often be found chilling out by the pool with a cold drink and a good book.

**Ice Mocha** – Ice Mocha spent every waking moment of his teenage years listening to music of all kinds. With a creative ear and any turntable, he can mix a spellbinding combination of sounds that even a classical music lover would enjoy. Ice has the special ability to take almost any word and rhyme it with others, creating a unique style of expressing himself in normal conversation.



**Vixen** – Vixen started out with classical piano training, always practicing in a quiet room with a teacher who never raised his voice above a whisper. Deep down inside she had a wild side that wanted to get out, and by joining the band Vixen is finally releasing all that excitement. Flipside has given her opportunities she thought she would never have.

**Lunk** – Lunk was practically born with drumsticks in his hands. Many think that with his size comes the lack of intelligence, but that's far from the big picture. Lunk's logical thought process and positive outlook on life keep everybody in beat. He's tough on the outside, but has the soul of a poet. This combination of qualities lets him adapt to any situation.



## Did You Know?

You can trigger hundreds of events throughout the game! Some may be a required level objective (e.g., knocking down a radio tower or opening a submarine door), but there are many others for you to find.

- If your Adrenaline Meter is full, you can perform Sick Tricks, a set of high-scoring moves that require a lot of skill to perform.
- There are over 80 tricks for you to master.
- Use manuals to connect grind and air combos.
- Use slides to connect manuals to grinds to air combos and back to manuals.
- Perform slides by pressing Right and then Left followed by the ○ Button, or Left and then Right followed by the ○ Button.
- There are seven characters and ten scooters in *Whirl Tour*, and each character and scooter has four extra designs.
- Completing all objectives in a level will unlock a Bonus level.
- Attack enemy bosses by hitting them with a trick or a slide move.
- Press the SELECT button to activate the Boss Lock-on camera.
- Press the Jump Button before colliding with the ground to land safely from a potential bail.
- Rotating the camera during gameplay is a great way to find items.
- The Adrenaline bar on the right side of the screen is raised by the player's consistent ability to land tricks without falling and to land combos and other high scoring tricks. However, the adrenaline bar constantly decreases, especially when the Turbo Boost Button is used or when you bail.
- When you complete the "Collect 3 music CD" objective in each level, three new tracks will be added to the existing list of background music. You may edit the list in the Playlist, or skip to a specific track using the in-game Pause Menu.
- There are three boss attack types: blast attacks, projectiles, and spread attacks. Learning how to deal with each type will make

fighting bosses (especially the later ones) much easier.

- Players can earn extra points for making gaps, grinding on cars, and performing different types of tricks in a single combo.
- Immediately before releasing the Jump Button, pressing Up on the Directional Button once will produce a Fastplant; pressing Up twice will perform a Nosehop. These tricks increase the distance covered by a jump.
- Collecting icons throughout the level can increase the longevity of a combo. Plan your steps accordingly.
- Grinds, manuals, and lip tricks can be modified on the fly. Try to change tricks while in these states to earn more points.
- Sliding into a wall will cause you to bail. Jump at the last second to avoid eatin' dirt.
- Rapidly pressing all the buttons when you have bailed will speed up your recovery.
- Grinding is the way to go in race levels; it increases overall speed. Boosting while grinding is the key to winning races.
- Try to find all of the secret gaps and transfers. They will appear as red text within combos and are good for bonus points.
- Collect everything! It's worth it.
- The less you adjust the balance meter, the longer it will take to become unstable. Wait as long as possible before making balance adjustments.
- Holding grab moves will increase the trick score until the button is released.
- If you can't collect all 20 scooter icons in one level, move on to another. A scooter is unlocked for every 20 icons you collect regardless of the level they are found in.
- To beat the Doctor's score in Tibet, you'll need to perform one or two high-scoring combos. A few tricks here and there won't cut it.

## Did You Know?

- If you can't reach a certain item or area, try to come back later when your character attributes are higher.
- Switching from clockwise to counterclockwise aerial rotations (and vice versa) will earn additional points within a combo.

You can unlock new character outfits and scooter designs by scoring over and above the High Score objective for each level. There are 68 available outfits and designs! The chart below shows you how. Each multiplier represents a new character outfit or scooter design:

| Level   | High Score Objective | 2X     | 3X      | 4X      | 5X      | 6X      | 7X      | 8X     | 9X      |
|---------|----------------------|--------|---------|---------|---------|---------|---------|--------|---------|
| Level 1 | 60k                  | 120k   | 180k    | 240k    | 300k    | 360k    | 420k    | 480k   | 540k    |
| Level 2 | 80k                  | 160k   | 240k    | 320k    | 400k    | 480k    | 560k    | 640k   | 720k    |
| Level 3 | 100k                 | 200k   | 300k    | 400k    | 500k    | 600k    | 700k    | 800k   | 900k    |
| Level 4 | 150k                 | 300k   | 450k    | 600k    | 750k    | 900k    | 1.05mil | 1.2mil | 1.35mil |
| Level 5 | 250k                 | 500k   | 750k    | 1mil    | 1.25mil | 1.5mil  | 1.75mil | 2mil   | 2.25mil |
| Level 6 | 500k                 | 1mil   | 1.50mil | 2mil    | 2.50mil | 3mil    | 3.5mil  | 4mil   | 4.5mil  |
| Level 7 | 600k                 | 1.2mil | 1.80mil | 2.40mil | 3mil    | 3.60mil | 4.20mil | 4.8mil | 5.4mil  |
| Level 8 | 1m                   | 2mil   | 3mil    | 4mil    | 5mil    | 6mil    | 7mil    | 8mil   | 9mil    |

Did you find your way to the moon?

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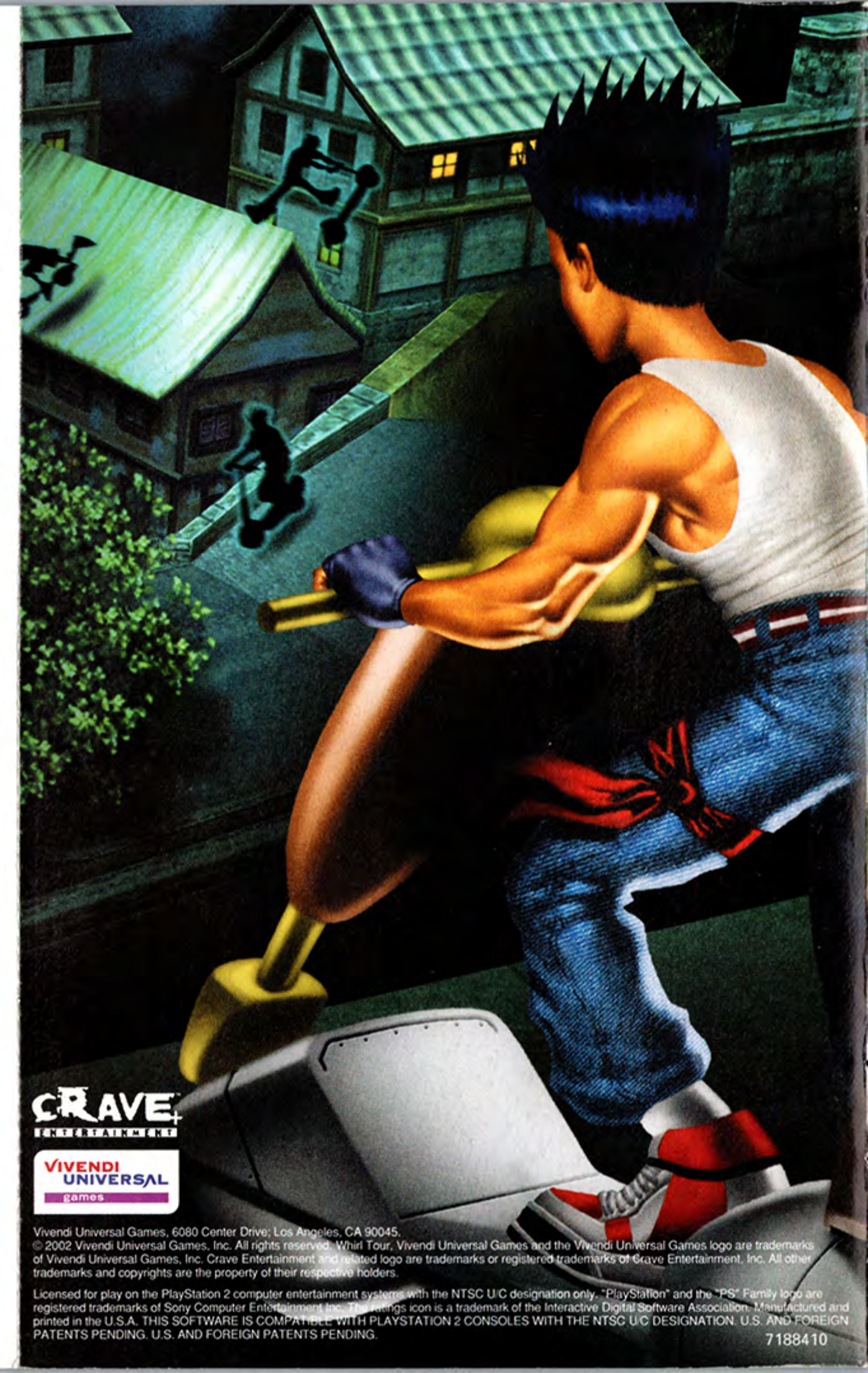
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