



NTSC U/C

PlayStation®



SLUS-01572

ATV RACERS



Take home the Championship!



WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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 game 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 game 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 UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

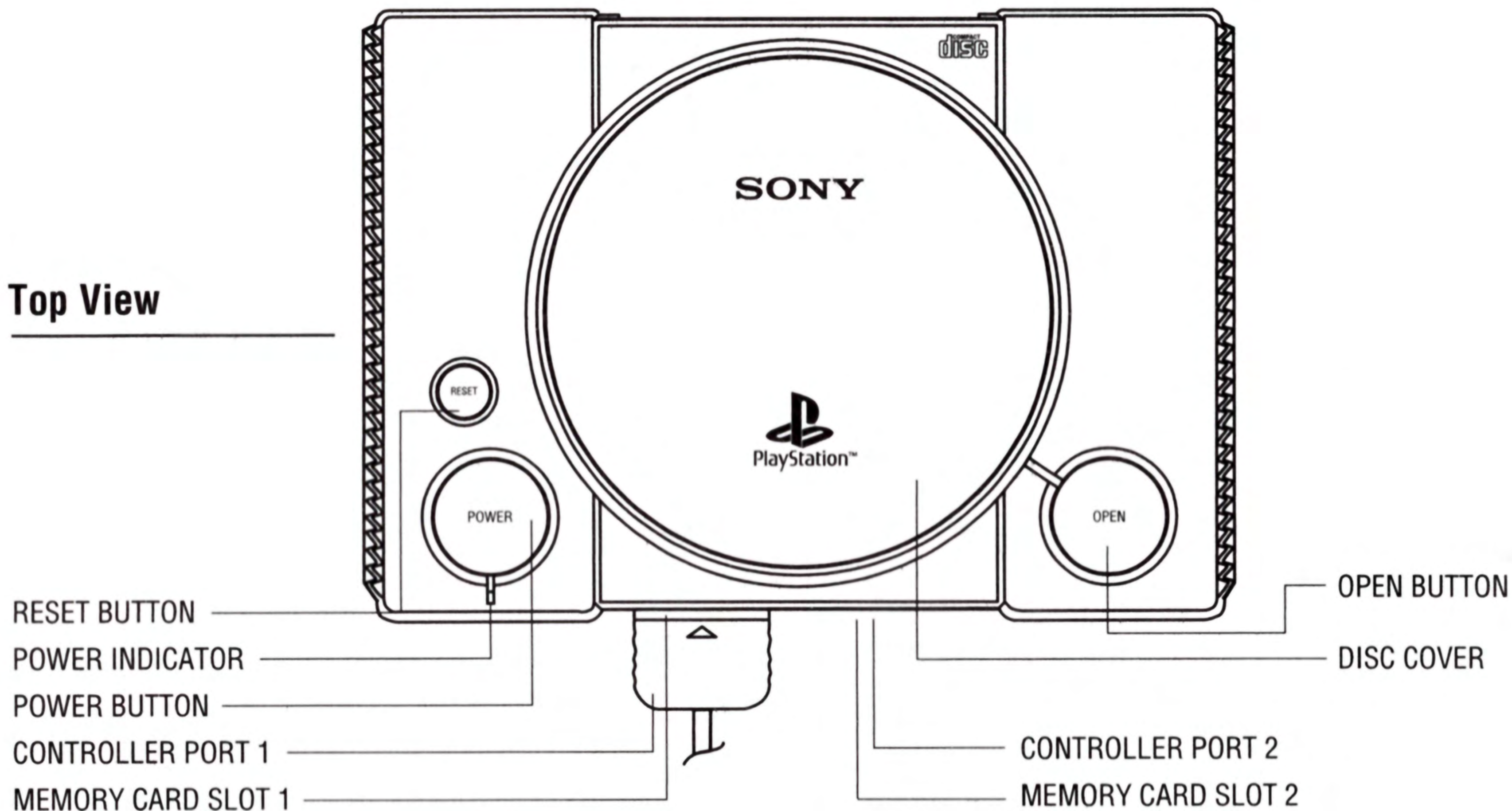
HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- 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.

ATV RACER GAME MANUAL

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Top View



STARTING THE GAME

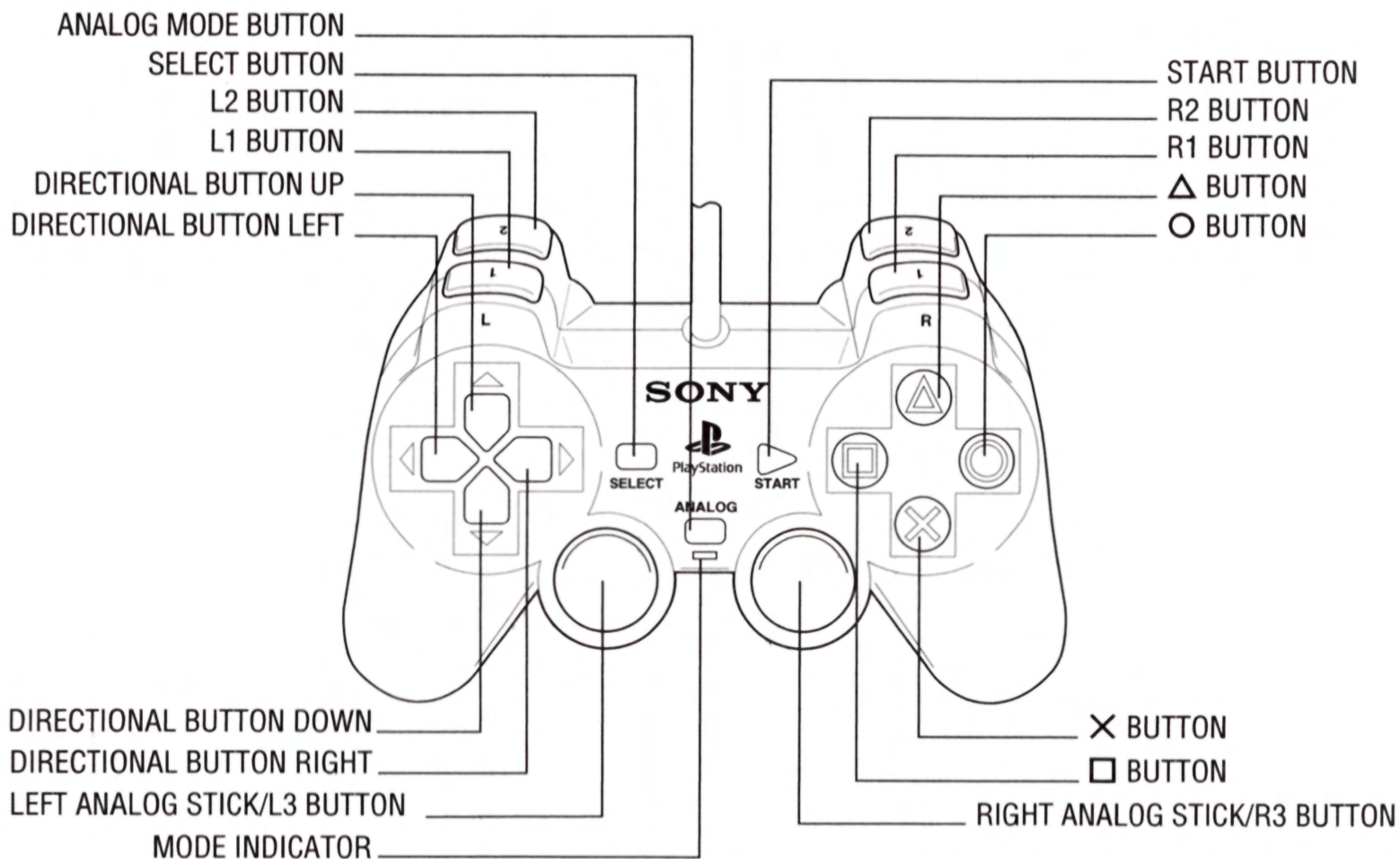
1. Set up your PlayStation® game console according to the instructions in the Instruction Manual.
2. Make sure the power is OFF before inserting or removing a disc.
3. Insert the **ATV Racer** disc and close the Disc Cover.
4. Insert game controllers and turn on the PlayStation game console.

It is advised that you do not insert or remove peripherals or memory card(s) once the power is turned on.

CONTROLS

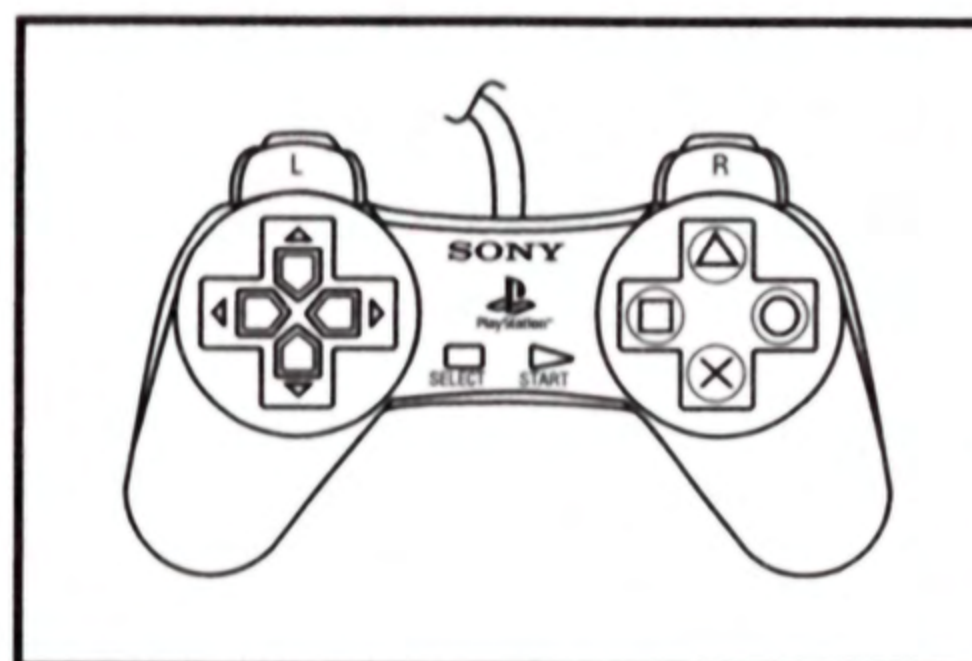
ATV Racer uses the following controls:

DUALSHOCK® analog controller



NOTE: Compatible only in Digital and Analog mode

NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined above.



GAME CONTROLS

MENU SCREEN CONTROLS:

- Directional buttons:** Move through menus / Icons
- X button:** Confirm selections / Advance through menu screens
- △ button:** Cancel selections / Move back through menu screens

IN-GAME CONTROLS:

- ←/→ Directional buttons:** Steer vehicle left/right
- X button:** Accelerate
- button:** Brake
- △ button:** Change camera view
- L2 button:** Rear view
- R2 button:** Fire weapon
- START button:** Pause menu

Note: When playing **ATV RACERS** with an DUALSHOCK analog controller the left analog stick can be used to steer your vehicle left and right. So by moving the left analog stick left or right the vehicle will steer to the left or the right. The right analog stick is not used in this game. In order to use the left analog stick to steer your vehicle, please ensure that it is in analog mode (indicator: RED).

PLAYING ATV RACERS

Once the game has finished booting, you will be taken to the Title screen. From here you must select one of the following two options.

START GAME

Select **START GAME** and you will be taken to the **SELECT GAME MENU**. Here you are asked to choose one of the following three options:

TOURNAMENT

Once you have selected Tournament mode, you will be taken to the **SELECT CHARACTER** screen. Here you must choose one of the eight characters that are offered. Two other characters are unlocked once you have won some cups in Tournament mode. Each character handles differently. Choose a character to suit your racing style!

After you have chosen your character, you are taken to the **SELECT CUP** menu. Here you can choose to race the Cross Cup, the Dune CUP or the Rock CUP. Initially, only the Cross CUP is available, but the others can be accessed as you win tournaments. Each cup takes place across three planets. The Cups get a little more different as you progress. Once you have chosen a Cup you will race across the three tracks it contains in order to come first overall.

After each race you compete to see who can come first. After the race points are awarded to each competitor as follows:

- 1st place:**..... 9 points
- 2nd place:** 6 points
- 3rd place:**..... 4 points
- 4th place:**..... 3 points
- 5th place:**..... 2 points
- 6th place:**..... 1 point

After all three races are over, the person with the most points overall wins the 1st prize in the tournament and the Gold trophy.

Second place wins the Silver trophy and Third place wins the Bronze trophy. If you win any of the trophies you will unlock the next Cup in Tournament mode. However, to unlock the secret characters you will need to collect the Gold trophy when racing a Cup.

ARCADE

Once you have selected Arcade mode, you have to select your character in the same way as in Tournament mode. You will then be taken to the SELECT TRACK menu. Initially there are only three tracks available; Underground 1, Red Rock 1 and Atlantis 1. Once you have unlocked the other Cups in Tournament mode the other tracks for each location are unlocked. Races in ARCADE mode are one-off races only. You just compete to come first in that race. You cannot unlock any characters or other features in ARCADE mode.

TIME TRIAL

Once you have selected Time Trial mode, you have to select your character in the same way as in Tournament mode. You will then be taken to the SELECT TRACK menu. Races in TIME TRIAL mode are one-off races only and feature no other competitors. You compete to get the best time possible over the number of laps you have selected.

THE IN-GAME DISPLAY

Here is an explanation of the in-game display:

LAP: The first number shows the number of laps remaining. The second number shows the total number of laps selected.

WEAPON: This shows the weapon you are currently holding, if any. Weapons can be picked up by driving through the question marks that float above the track.

TIME: Shows the time elapsed so far during the race.

POSITION: Shows where you are placed in the race. There are a total of 6 competitors in each race in the TOURNAMENT and ARCADE modes.

THE PAUSE MENU

If you press the START button during a race you are taken to the Pause menu. Here you are presented with the following three options:

QUIT GAME: Select this option to return to the Title screen.

RESTART RACE: Select this option to restart the race at the starting grid.

CONTINUE RACE: Select this option to continue playing.

OPTIONS

Select **OPTIONS** at the Title screen and you are taken to the **OPTIONS** menu, where you can select one of the following:

GAME OPTIONS

At the game options menu you can alter the following settings:

DIFFICULTY: Choose either **EASY**, **MEDIUM** or **HARD** difficulty. **HARD** difficulty is not available initially and has to be unlocked.

NUMBER OF LAPS: Choose to race over 3, 5, 9 or 50 laps in each game mode.

VIBRATION FUNCTION ON/OFF: Choose to enable or disable the vibration function when using a **DUALSHOCK** analog controller.

SOUND OPTIONS

In the sound options menu you can alter the following settings:

SFX: Slide the bar left or right to increase or decrease the sound effects volume. The farther left you go the quieter the sound effects become. The further right the bar is moved, the louder the sound effects become.

MUSIC: Slide the bar left or right to increase or decrease the music volume. The farther left you go the quieter the music becomes. The further right the bar is moved, the louder the music becomes.

MEMORY CARD

Here you can select one of the following options:

LOAD SETTINGS: Load your game status. To load game settings ensure a **MEMORY CARD** containing **ATV RACERS** save data is inserted in **MEMORY CARD** slot 1.

SAVE SETTINGS: Save your game status, including any features unlocked and lap times recorded. To save your game a **MEMORY CARD** should be inserted in **MEMORY CARD** slot 1. **ATV RACERS** requires one free block to save your game state.

RECORDS

Choose this option to view your best lap times and total times for each of the tracks you have raced over. This screen also shows which characters you were using when your best times were recorded. Use the left and right directional buttons to cycle between tracks.

ABOUT THE WEAPONS

ATV RACERS features 6 weapons that you can use to defend yourself, boost your speed, or attack others. The following is a description of each weapon:

WEAPON PICK UP: Drive over this to pick up one of the following weapons.

SPEED UP: Drive over this to get a quick boost of speed. This is very useful after colliding with a wall.

TOMAHAWK MISSILE: Launch this weapon and three unguided missiles launch ahead of your vehicle.

GUIDED MISSILE: This missile flies straight down the track when launched, and will hit the player in front of you automatically.

MINE: The mine deploys immediately behind you when launched. When a racer collides with it they will come to a halt and spin.

SHIELD: This forms a protective field around your racer, making you invulnerable to all other weapons. You can still collect weapons when the shield is on. This is very useful when you're in the lead.

GRENADE: The grenade is tossed out the back of the vehicle and is left in the middle of the track. When a racer collides with it they will come to a halt and spin.

ABOUT THE CHARACTERS

ATV RACERS has 10 characters to race with. Each character has their own abilities. Here is a description of each character and their abilities. Choose your character carefully to give yourself the best chance of winning! Each of the statistics for each character numbers from 1 to 5, where 1 is the weakest and 5 is the strongest.

HOGAN

Details: Hogan is a dinosaur who loves racing. He is a dedicated biker and his bandanna and leather jacket are his most treasured possessions. Hogan tends to get very cross if he doesn't win. Only the best will do! Luckily he is a skilled driver and easily capable of winning if he tries hard.

Speed: ♦ ♦ ♦

Mass: ♦ ♦

Control: ♦ ♦ ♦ ♦

AHAB

Details: Ahab is a friendly bear who likes his honey and only races for the fun of being with his friends. He doesn't take racing that seriously, but his weight and clumsy manner mean that other racers must always stay alert and keep their distance!

Speed: ♦ ♦ ♦ ♦

Mass: ♦ ♦ ♦ ♦ ♦

Control: ♦

CHAZ

Details: Chaz is an excitable squirrel who craves excitement even though he appears to be a nervous wreck. He has to take risks and zip agilely between other racers, as his vehicle is a bit slow. He is always extra alert as the heavier characters often knock him flying!

Speed: ♦

Mass: ♦

Control: ♦ ♦ ♦ ♦ ♦

CADMUS

Details: Cadmus is a friendly little dragon. He has promised never to breathe fire during a race. He loves driving, but his carefree attitude makes him less competitive than the others. He's a bit of an all rounder and usually finishes a race in the middle of the pack. He is a good friend of Rocco's.

Speed: ♦ ♦

Mass: ♦ ♦

Control: ♦ ♦

PAULIE

Details: Paulie is an unlucky beaver who is afraid of water. He took up racing as his phobia meant that he couldn't build dams. He also hates getting cold and wraps up warm for each race. Paulie is quite an aggressive driver and can certainly throw his weight about!

Speed: ♦ ♦ ♦ ♦

Mass: ♦ ♦ ♦ ♦ ♦

Control: ♦

FLOSSIE

Details: Flossie is a skinny lamb who loves the thrill of racing. Her slow vehicle doesn't put her off, as her agility means she still gets round the track about as fast as everyone else does. She has to keep clipping her wool between races so that she can see where she is going.

Speed: ♦

Mass: ♦

Control: ♦ ♦ ♦ ♦ ♦

ROCCO

Details: A racoon with a serious addiction to speed, Rocco is so in love with racing that he often forgets to brake and hits other people, even though he is well able to race with the best of them. He is usually quiet and likes to read, but put him in the driving seat and he goes wild!

Speed: ♦ ♦

Mass: ♦ ♦

Control: ♦ ♦

ARGYLE

Details: Argyle is an armadillo. He loves to gulp down lots of ants or termites between races. Ants have been known to trail from his vehicle during races, often getting in the eyes and ears of other racers. He has promised to stop snacking while he drives, and so far he has been true to his word.

Speed: ♦ ♦ ♦

Mass: ♦ ♦

Control: ♦ ♦ ♦ ♦

CHLOE

Details: Chloe is an aggressive lion cub. Her vehicle is a great mix of speed and agility. One of the best all-rounders, Chloe has become quite arrogant due to her success as a racer. She is always teasing the other racers, especially Cadmus, who doesn't seem to mind much.

Speed: ♦ ♦ ♦ ♦

Mass: ♦ ♦ ♦

Control: ♦ ♦ ♦

PICASSO

Details: Picasso is probably the greatest racer of all the characters. A quiet fellow, he drives the fastest vehicle, is heavy enough to barge most characters out of his path and handles like a pro. He has to keep an eye on Ahab and Paulie, but, for the most part, Picasso is king of the track.

Speed: ◆ ◆ ◆ ◆ ◆

Mass: ◆ ◆ ◆ ◆

Control: ◆ ◆ ◆

CREDITS

Developed by:..... Miracle Designs

Programming: Miracle Designs

Art: Miracle Designs

Sound: Miracle Designs

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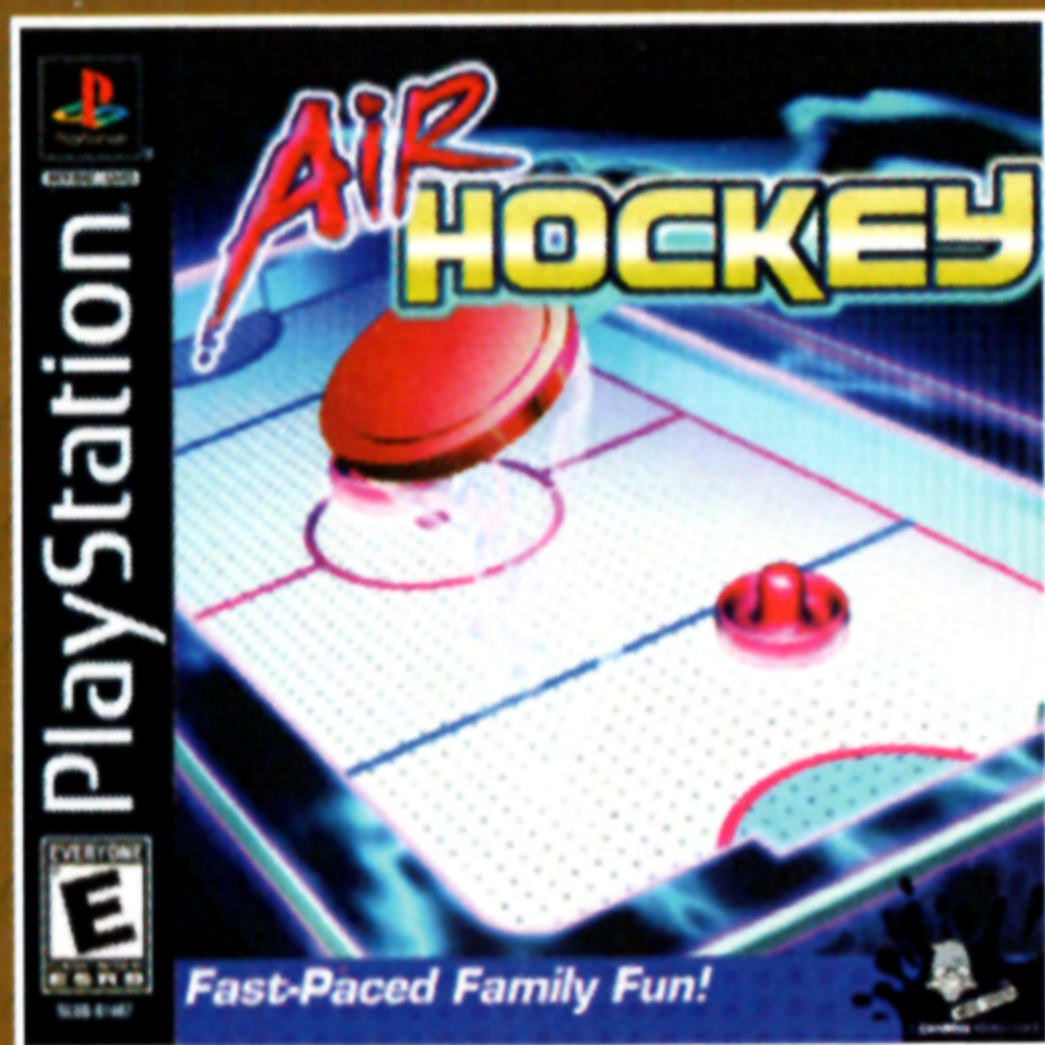
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