



PlayStation

NTSC U/C

PlayStation

EVERYONE

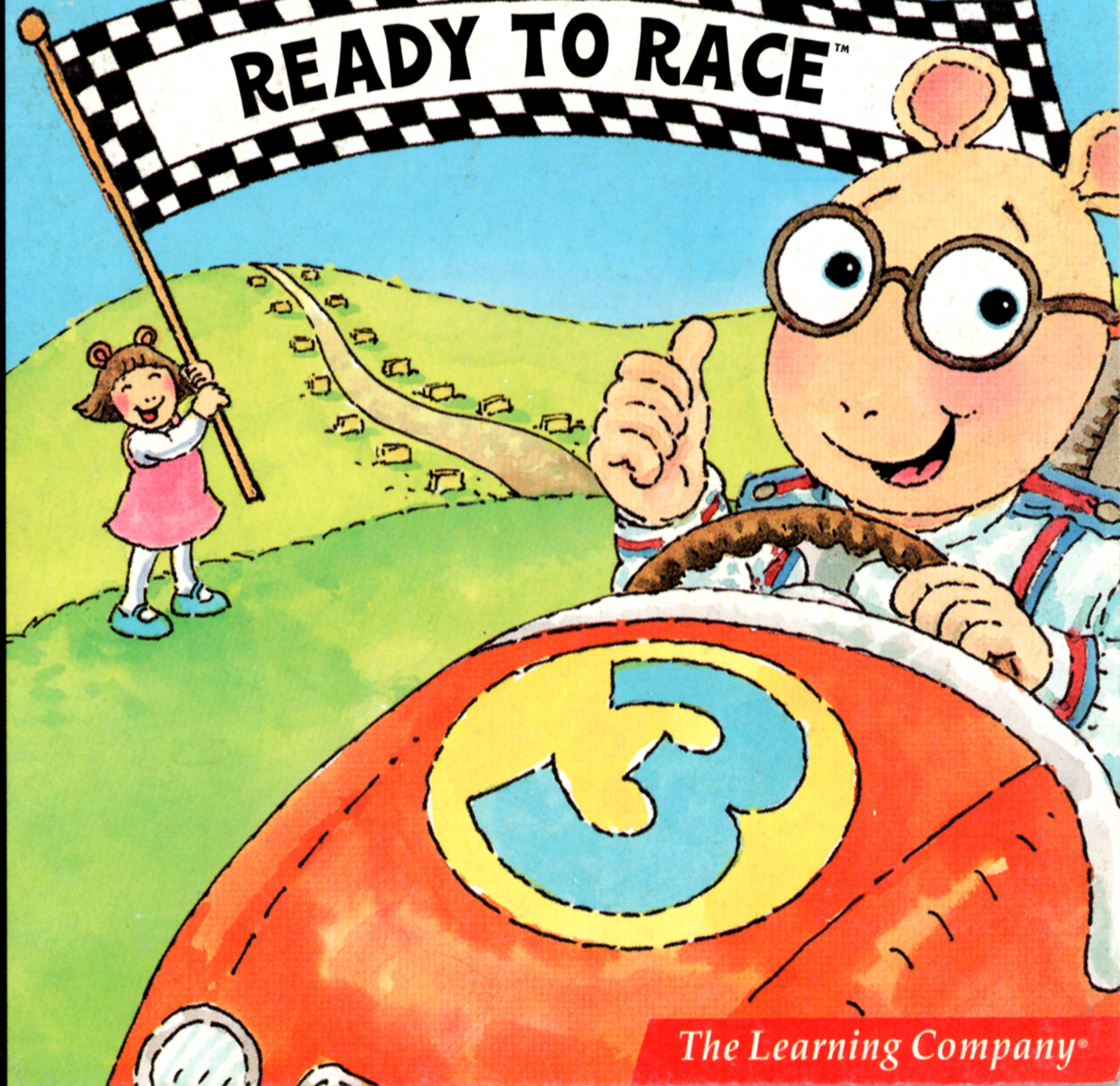


CONTENT RATED BY
ESRB

SLUS-01090
021030

Arthur!

READY TO RACE™



The Learning Company®



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 product or 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.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

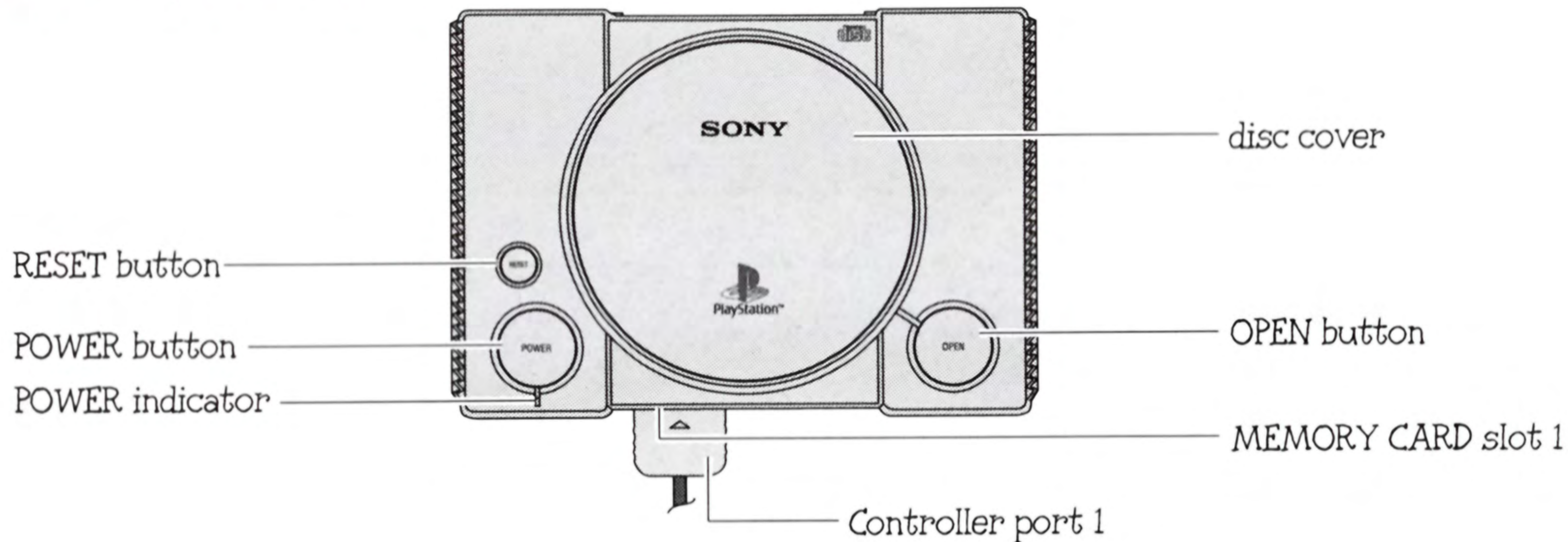
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Starting the Game

PlayStation game console

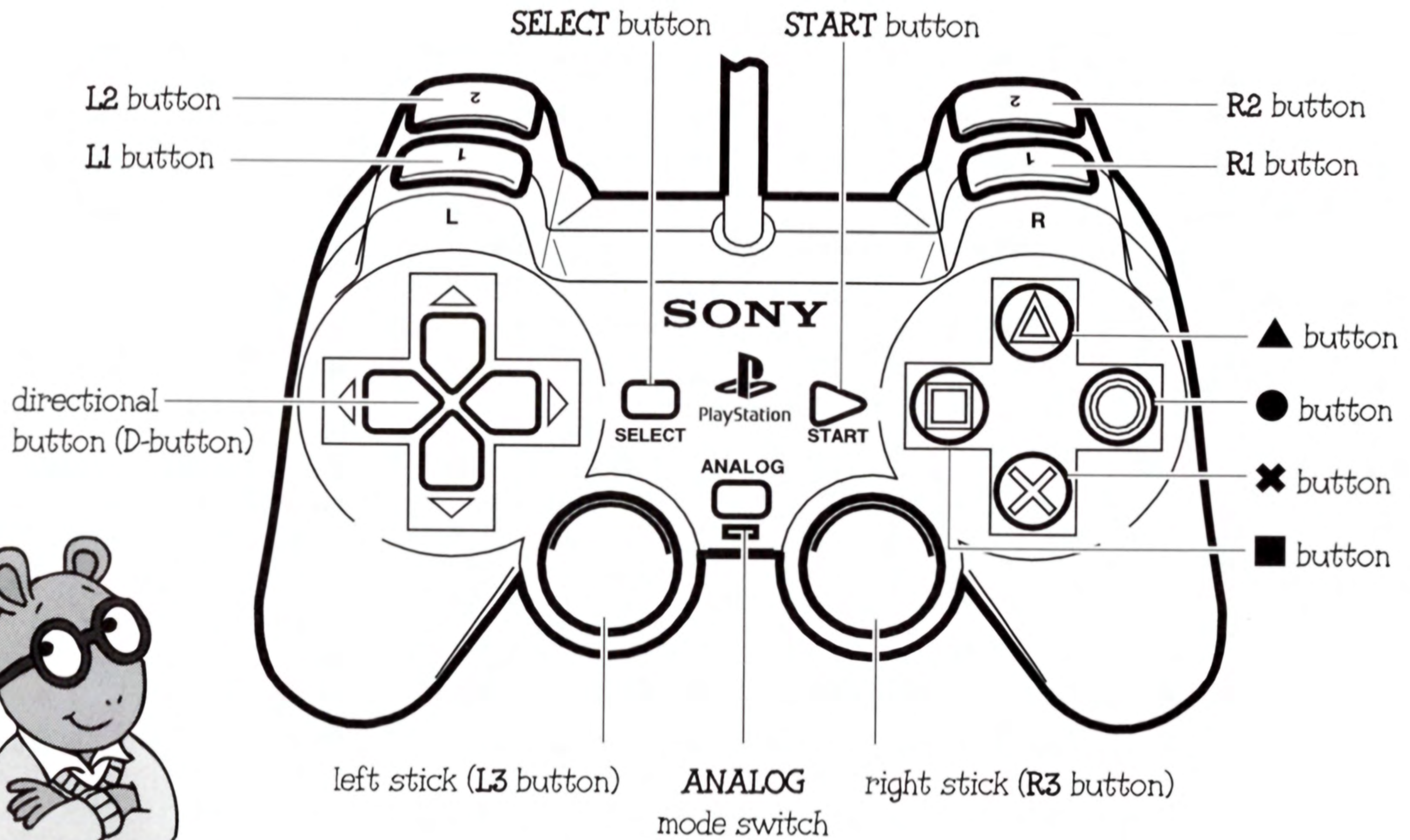


1. Set up your PlayStation® game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**
2. Insert the *Arthur®! Ready to Race™* disc and close the disc cover.
3. Insert the game Controller and a MEMORY CARD into MEMORY CARD slot 1 and turn on the PlayStation® game console. Only Controller port 1 is used to play *Arthur! Ready to Race.™*
4. It is recommended that you do not insert or remove peripherals or MEMORY CARDS once the power is turned on.
5. Make sure you have at least one free MEMORY CARD block on your MEMORY CARD before commencing play. This game can only save to a MEMORY CARD inserted in MEMORY CARD slot 1.
6. At the *Arthur! Ready to Race™* title screen, press the **START** button to advance to the Main Menu. See the *Main Menu* on p. 6.



Game Controls

DUALSHOCK™ analog controller





Complete Game Controls

MAIN GAME CONTROLS

ACTION

CONTROL

Move Arthur

directional buttons or left stick

Jump / Perform action

X button

Pause / Display Blueprint Screen

START button

View In-Game Menu

SELECT button

SOAP BOX RACING CONTROLS

ACTION

CONTROL

Steer Soap Box

↔ directional buttons or left stick

Slow down / Brake

X button

Pause / Display Blueprint Screen

START button

View In-Game Menu

SELECT button

➡ The DUALSHOCK™ analog controller will jolt whenever Arthur hits an obstacle.

➡ No reading is required to play the game—all menus, choices, and character interactions have audio prompts in addition to the text on screen.

Introduction

Elwood City is having its annual Soap Box Racing Championship! What's a soap box race? Soap box racers were invented long ago, when children built their own vehicles from wooden crates that once held soap. Racers try to stay on course, while avoiding obstacles along the way. The fastest time wins the race.

Arthur and his friends want to race but their old "junkie" is too slow. You can help Arthur build his "Dream Racer" by completing puzzles and games as well as collecting trading cards and hidden items found throughout Elwood City. There are many other things to do along the way, which add to the fun of the game.

GAME MODES

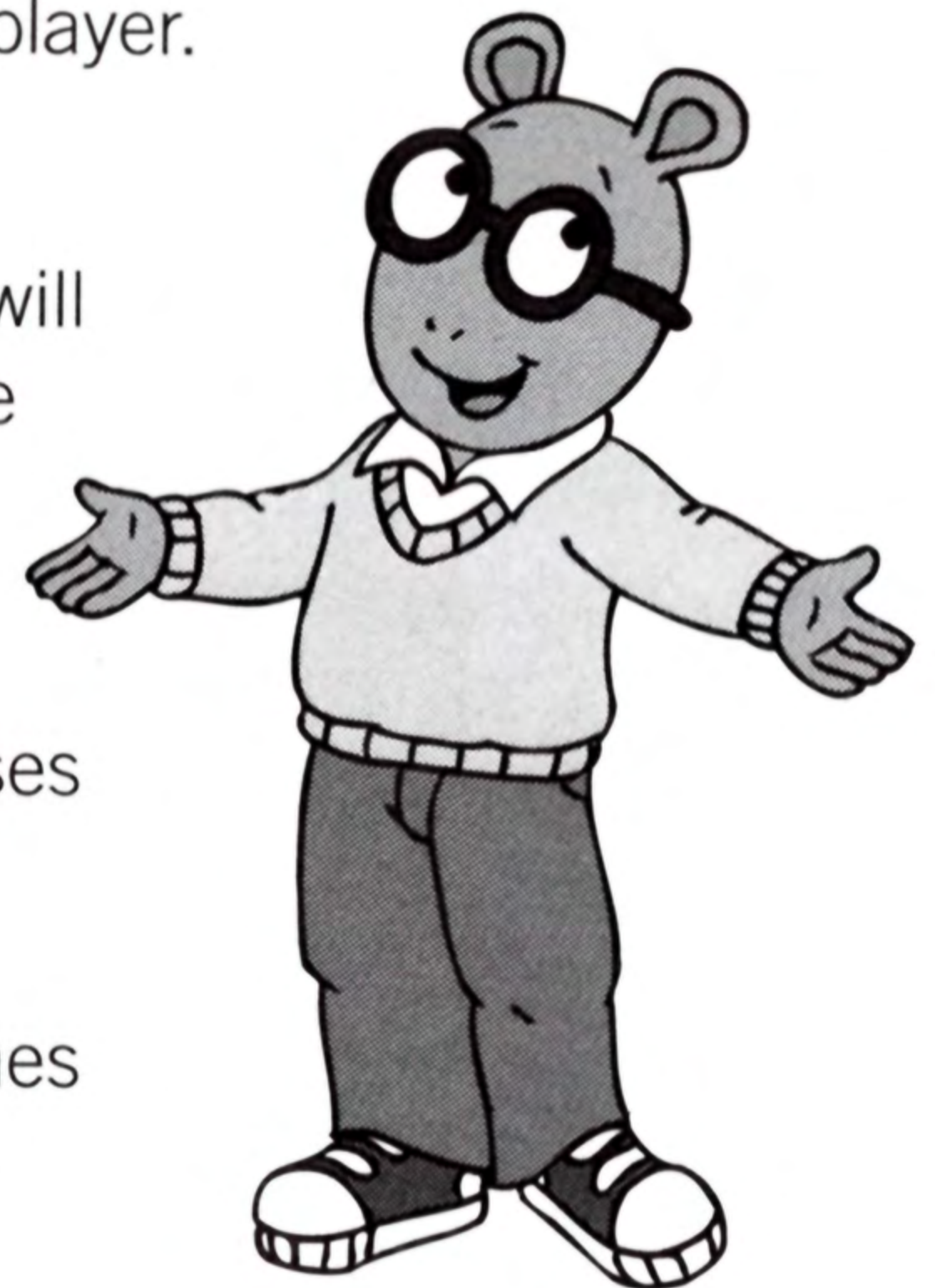
There are two game modes available: Adventure and Multiplayer.

Adventure Mode

The adventure mode is a single player game in which you will help guide Arthur through the game in his quest to become the fastest soap box racer.

Multiplayer Mode

Race against your friends and the clock. Each player chooses a character then a track to race. Take turns racing as fast as you can, and collect as many trading cards as you can. Once everyone has raced, a scoreboard will rank all the times and bonus items collected.



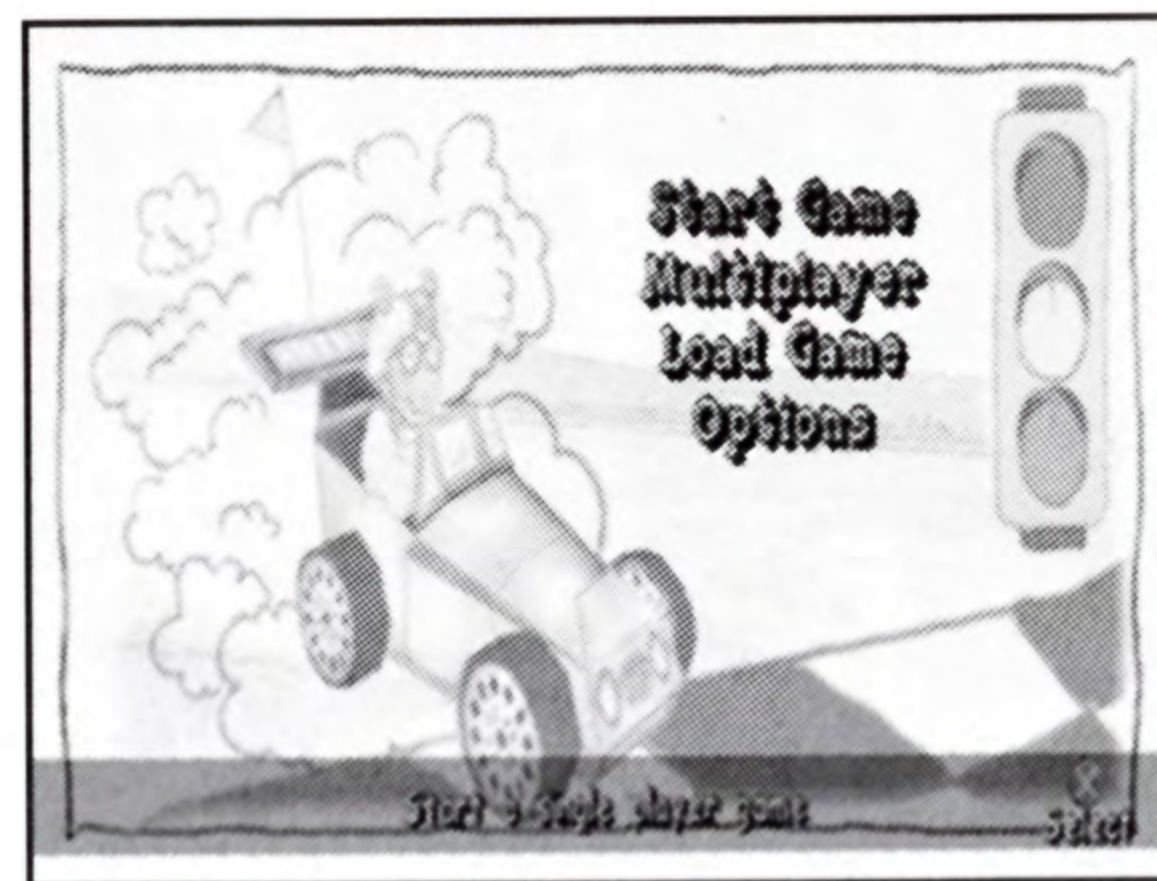


In-Game Menus

MAIN MENU

At the Main Menu, you can select from the following:

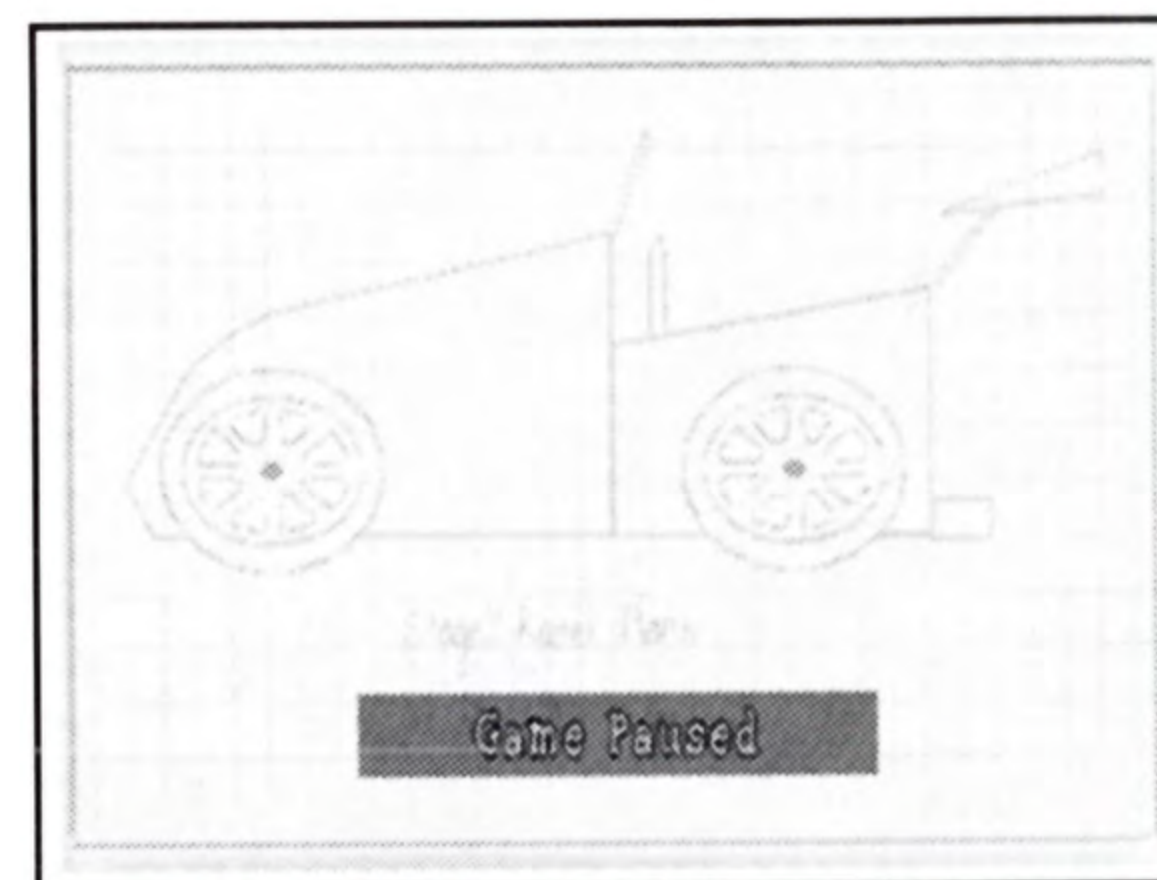
- ➔ **Start Game** – begin playing a new game.
- ➔ **Multiplayer** – play the game along with your friends.
- ➔ **Load Game** – play a game that you have previously saved.
- ➔ **Options** – Go to the Options Menu (see below).



Main Menu

PAUSE / BLUEPRINT SCREEN

Press the **START** button to pause the game and view the Blueprint Screen. This screen shows the status of your car under construction.



Pause / Blueprint Menu

IN-GAME MENU

Press the **SELECT** button to view the In-Game Menu, where you may choose from the following:

- ➔ **Resume Play** – go back to your game.
- ➔ **Quit Game** – exit the game and return to the Main Menu.
- ➔ **Options** – view the menu to adjust the volume levels and controller vibration settings.
- ➔ **Credits** – see the names of everyone who worked on this product.



In-Game Menu

The Races

There are three races during the game, each more difficult than the last. To start a race, Arthur goes to the Barn to talk to the Brain and Francine. Arthur gets into his racer and rides out of the Barn to the race course. The first time Arthur races, there is help provided to explain the controls, and teach you how to steer, brake, collect pickups and avoid obstacles. When Arthur collects all of the new parts, they will be automatically installed on the new racer.



Soap Box Race

PRACTICE RACE

Arthur will compete in the Practice Race until you complete all the activities and collect the four new parts to build a better racer. In this race, you can help Arthur steer down the track, collecting Bionic Bunny cards and coins along the way. Return to the Barn as many times as you want to improve your racing skills.

QUALIFYING RACE

Once you have collected the new parts for a nicer racer, Arthur can compete on this longer and tougher course. Race down the track, collecting Bionic Bunny cards and coins. Complete the activities to collect the parts for the supersonic racer needed for the final race. Improve your race times in order to qualify for the big event!

DERBY RACE

This is the hardest course! Steer down the track, collect Bionic Bunny cards, and try to get the fastest time in order to win the race! All of Arthur's friends will be there to celebrate if you are successful!



Getting Around Elwood City

Walk around Elwood City with Arthur. From this area, there are different paths that lead to different places.

You can go with Arthur to the Barn and talk to the Brain. This is where Arthur starts his soap box races.

Choose one of the Activity areas (the Library, Arthur's house, Muffy's house, or the Cemetery) by walking into the building or down the specified pathway.

There are five additional buildings to explore! You can go to the Joke Shop, the Pet Store, the Toy Store, the Sugar Bowl, or the Post Office. At each place, there are "Enrichment Activities" for even more fun! See page 13 for more information.

Meet and greet some other friends of Arthur as you complete different activities or visit different parts of Elwood City.

Scoring

As you move through Elwood City, there are a number of ways to improve your score:

- ➡ Parts to build a better racer are earned by completing the four Main Game activities.
- ➡ Bionic Bunny Cards are picked up along the way. They are added up to compute your score.
- ➡ Coins are earned during the game and can be redeemed in the Toy Store.
- ➡ Music CDs are collected and can be used to select or change music in the jukebox at the Sugar Bowl.

How to Build Arthur's Dream Racer

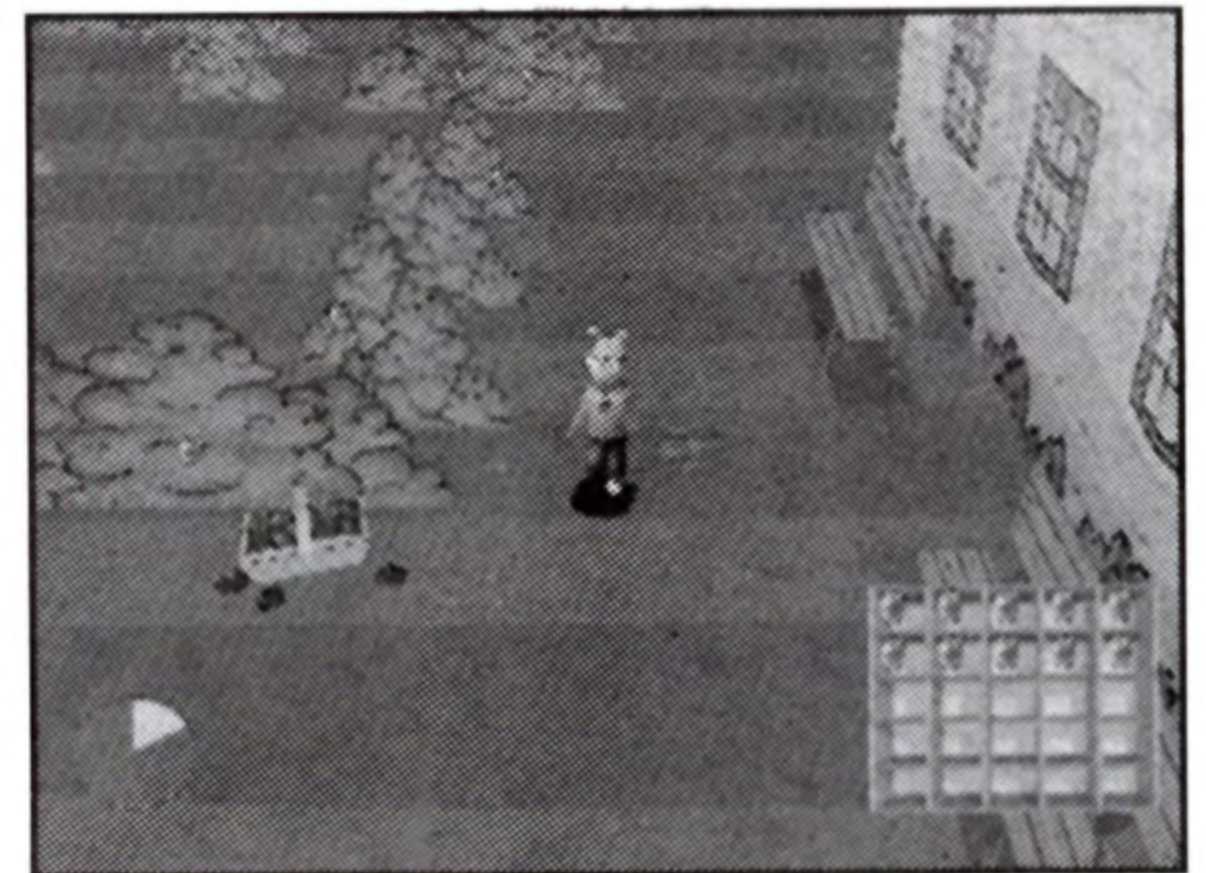
At the Practice Race level, there are four different activities to perform in order to collect the parts to build a faster racer and move on to the Qualifying Race. They are: Muffy's Garden Challenge, the Baby Kate Library Chase, the Cemetery Search, and Pal's Chase.

Complete all four activities to earn the right to compete in the Qualifying Race. Then, play again in a more challenging format. Complete the four activities at this advanced level to collect parts for the supersonic racer needed for the Championship Race.

MUFFY'S GARDEN CHALLENGE

Greet Muffy near her mansion. Muffy has a new business: bottling home-made tomato sauce! Of course, Muffy would never do the work herself. It's a job for her butler and her butler's not here, so Arthur needs to fill in.

Your goal is to help Arthur grab the necessary tomatoes before the butler returns to catch you doing his job.



Pick tomatoes in Muffy's garden

Challenges:

Avoid obstacles in Muffy's garden like bushes, prickly porcupines, and greedy bluejays.

Instrumentation:

Watch the on-screen timer to see how much time you have left before the butler returns.

Reward:

Help pick the tomatoes in time to earn a set of new front wheels for Arthur's racer.

Level 1 Reward – New Front Wheels

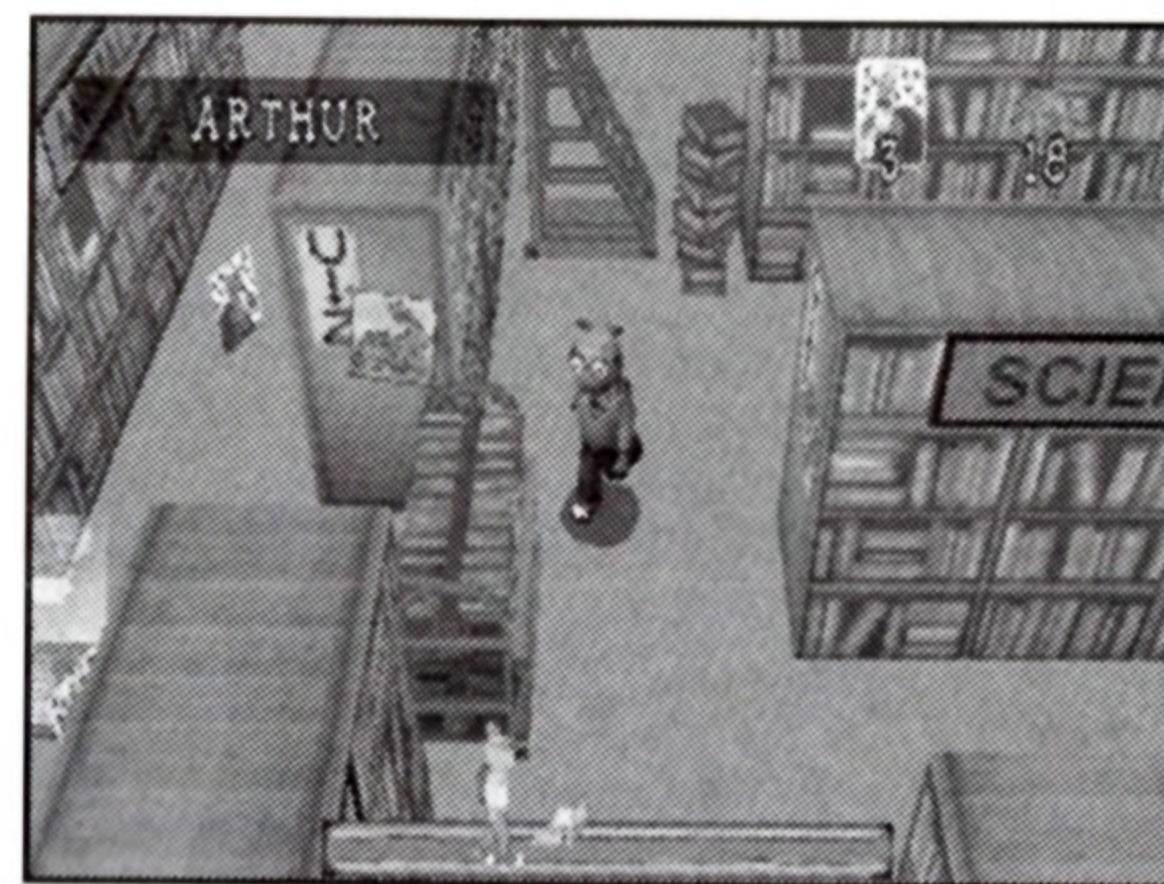
Level 2 Reward – Magnesium Front Wheels



BABY KATE LIBRARY CHASE

Meet Arthur's Mom in the lobby, where Arthur and his family are taking a trip to the library. Suddenly, Baby Kate vanishes into the stacks of books in the library. Arthur's Mom can't find Baby Kate, so both Arthur and D.W. run off to look for her.

It's a race to see who'll find Baby Kate first. Help Arthur find her before D.W. does!



Help Arthur find Baby Kate

Challenges:

You will encounter challenging situations from Arthur's imagination. As Arthur wanders through the library, things will pop up from the themes of the books, such as a unicorn in the Myths & Legends section, or a spaceship in the Science Fiction area.

Instrumentation:

Use the meter at the bottom of the screen to see how close you are to capturing Baby Kate. If D.W. finds her first, you'll have to try again until you are successful.

Reward:

When you assist Arthur in finding Baby Kate, you will earn a reward from Arthur's Mom.

Level 1 Reward – New Rear Wheels

Level 2 Reward – Magnesium Rear Wheels



CEMETERY SEARCH

Look, there's Binky at the Cemetery entrance. On his way home, he took a shortcut through the cemetery. He got scared, dropped something important, and he needs Arthur to retrieve it — he's too frightened to look for it by himself.

You can help Arthur find what Binky's lost before he gets too scared and runs away.

Challenges:

You will run into some spooky obstacles in the Cemetery. They include: bats, trees, and ghosts.

Instrumentation:

As Arthur runs into obstacles, he becomes more frightened, and the Scare-O-Meter at the bottom of the screen will move from "Calm" to "Terrified." If it gets completely full, Arthur will run out of the cemetery, and you'll need to start over.

Reward:

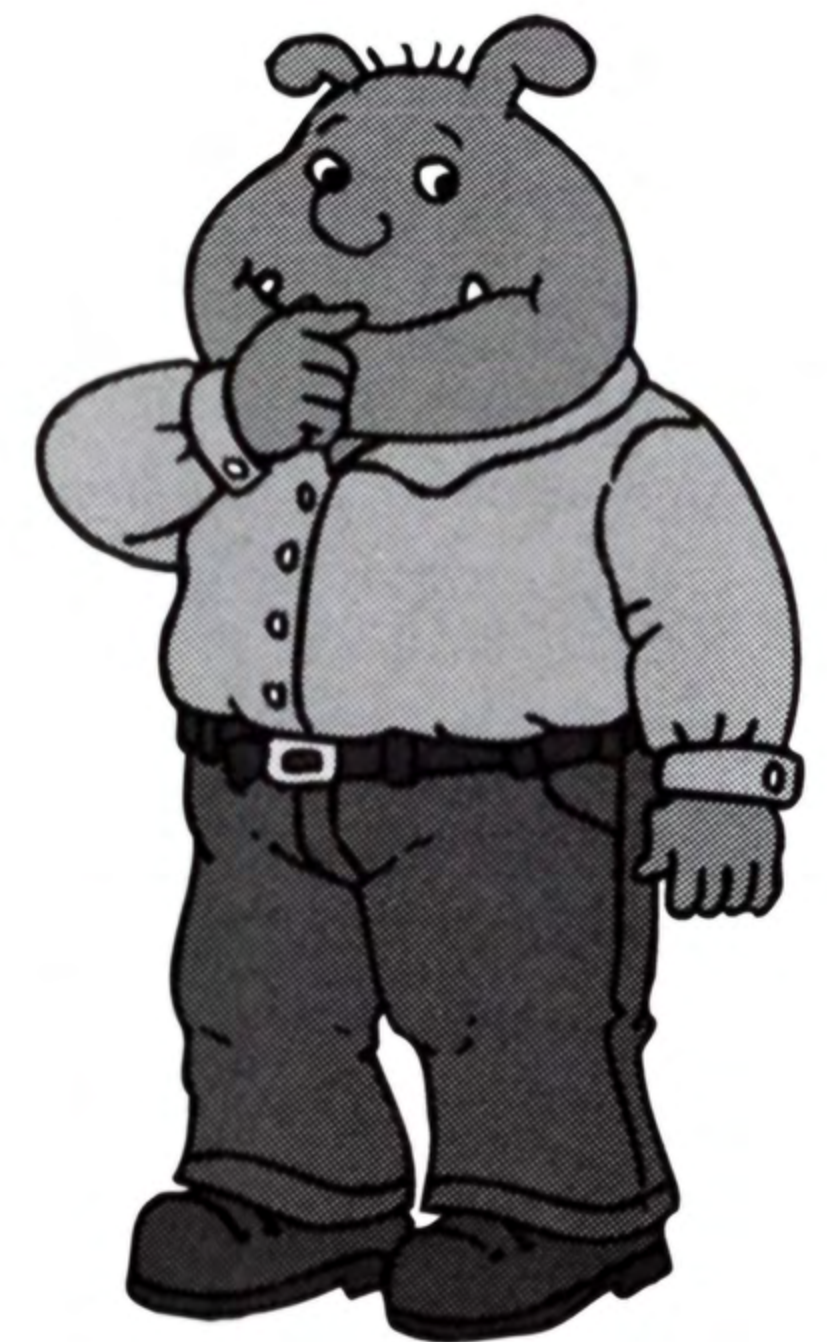
Your reward for being so brave is a brand new car body for the soap box racer.

Level 1 Reward – New Car Body

Level 2 Reward – Supersonic Car Body



The Cemetery can get pretty spooky!

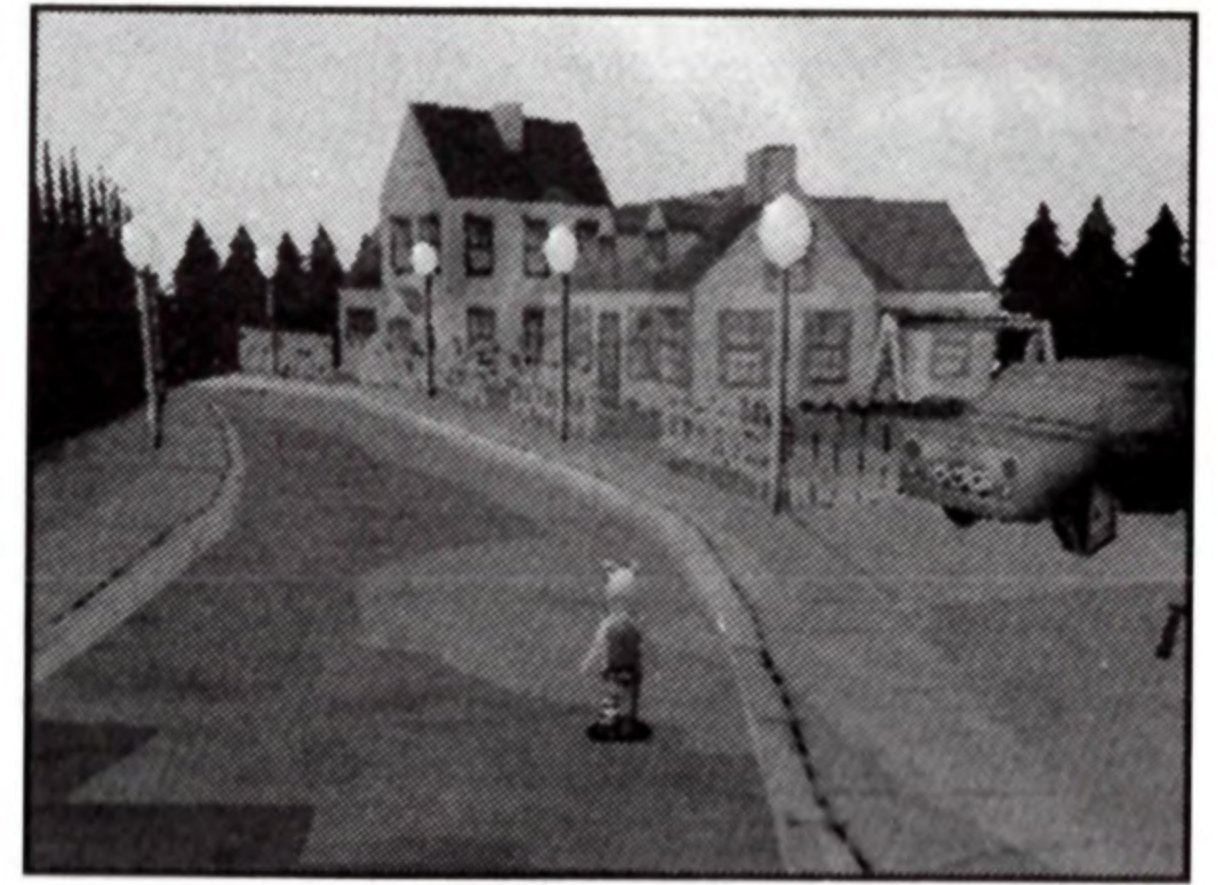




PAL'S CHASE

Outside of their house, Arthur's Dad is upset. He runs a catering business and was busy making something special for a client's dinner when Arthur's dog Pal ran in and stole the meal!

Arthur needs to hurry and catch his dog before the food is ruined! Arthur needs your assistance to stop Pal before he reaches his doghouse and eats the food.



Catch Pal before he eats dinner!

Obstacles:

Pal leads Arthur on a chase through the woods. There are both natural and man-made obstacles, including fallen trees, mud puddles, duck crossings, and drainage tunnels.

Instrumentation:

The bottom of the screen will have a meter that shows where Arthur and Pal are located and how close you are to catching Pal.

Reward:

If you can catch Pal and keep him from eating the items he has stolen, you will earn a new part for the soap box racer.

Level 1 Reward – New Steering Wheel

Level 2 Reward – Spoiler



Enrichment Activities

Throughout the game, there are additional areas for you to explore. They are there for fun and do not need to be completed in order to finish the game. There are shops to use the coins and music CDs you have earned, people to meet, pets to rescue, and much more fun!

JACK'S JOKE SHOP

Enter the shop, where Arthur can ask Jack to tell him a joke. Jack will then tell Arthur one of the many “knock-knock” jokes that he knows.



PET STORE

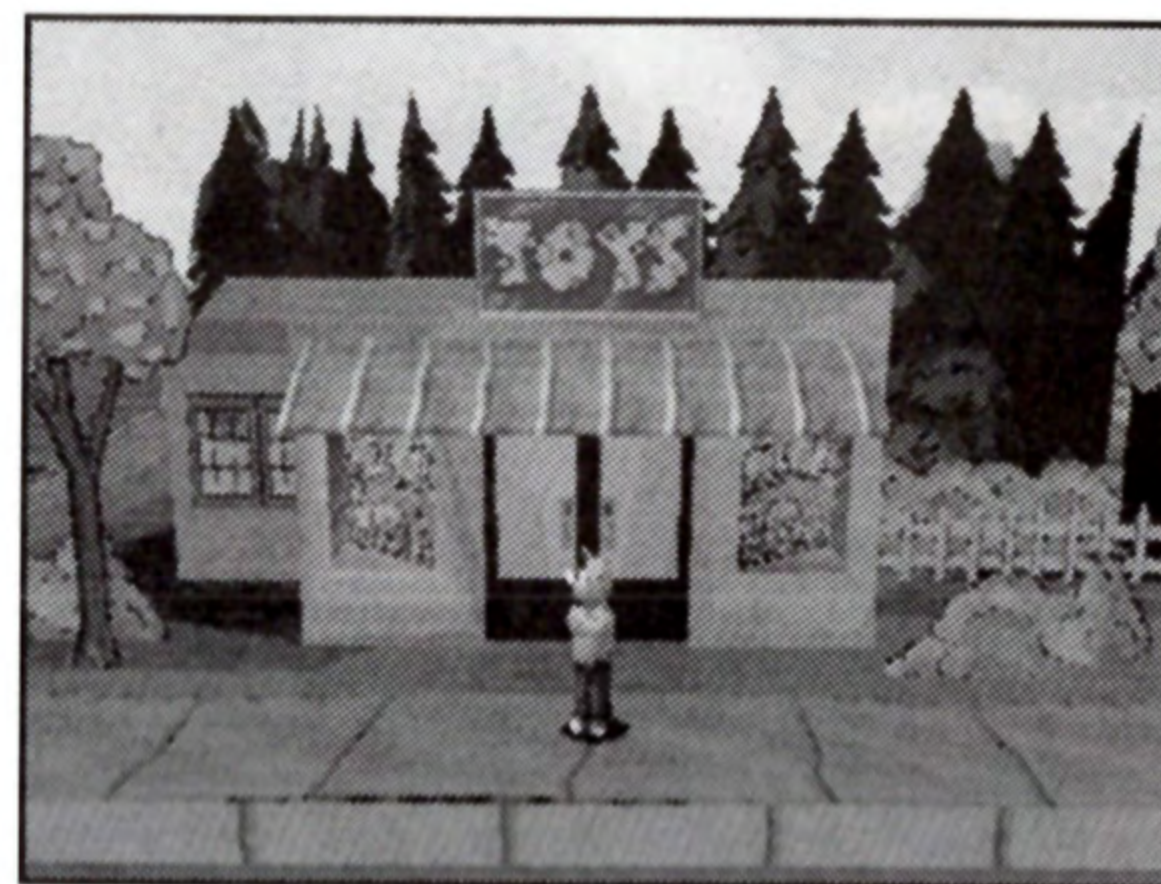
Oh no! There is a lost pet somewhere in Elwood City. Locate the pet, and return it to the Pet Store to claim your reward. Each time you return a lost pet, you will receive a reward. After you find and return the lost pet, a different pet will become lost in Elwood City.





TOY STORE

The Toy Store on Main Street has lots of stuff that racers want for their cars! This is where you can exchange the coins that you've found for new parts. These accessories include new paint, pennants, and a horn.



SUGAR BOWL

This is a favorite spot for Arthur and his friends to hang out. During the game, you can help Arthur collect music CDs. At the Sugar Bowl, you are able to change the background music of the game. Also, if you want to hear a tune again, visit the Sugar Bowl and listen to any of the tunes you have collected so far.



POST OFFICE

Oops! A package has been accidentally dropped somewhere in Elwood City. If you can find the package, take it back to the Post Office for a reward. Each time a package is returned, you will receive a reward. As soon as you return a package, another one becomes missing somewhere in Elwood City.



Saving and Loading Games

You can save or load your game to a MEMORY CARD. All load and save game operations are done using MEMORY CARD slot 1.

NOTE: Never insert or remove a MEMORY CARD when loading or saving your game.

To save your game:

1. Whenever you successfully complete one of the games, you will be asked if you want to save your current game.
2. Press the directional buttons to move the highlight onto the YES option and then press the **X** button.
3. In the next screen, use the directional buttons to move the highlight onto the place you want to save your game, then press the **X** button.
4. If you choose a place which already has a save game in it, you will be asked if you want to OVERWRITE the old save game. Use the directional buttons to choose YES or NO and then press the **X** button.

To load a saved game:

1. Start the *Arthur! Ready to Race* game.
2. Press the **START** button to get to the MAIN MENU.
3. Use the directional buttons to select LOAD GAME, and make sure that a MEMORY CARD is inserted into MEMORY CARD slot 1.
4. Use the directional buttons to select your SAVED GAME.
5. Press the **X** button to load the game.





Credits

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Keith Jackson
Kevin Gillespie

Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Arthur! Ready to Race disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

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Arthur!

READY TO RACE™



Mattel Interactive - 500 Redwood Blvd. - Novato, CA 94947

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