



NTSC U/C

PlayStation™

# CART WORLD SERIES™



KIDS TO ADULTS



CONTENT RATED BY  
ESRB

SCUS-94416  
94416



SONY



COMPUTER  
ENTERTAINMENT



## **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 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.

## **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 heater 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 the outer edge. Never use solvents or abrasive cleaners.

### **HINT LINE**

Hints are available:

Within the US:

**1-900-933-SONY** (1-900-933-7669)

\$0.95 per minute pre-recorded information

\$1.40 per minute live representative assistance

\$6.95-\$16.95 for tips by mail

\$5.00-\$20.00 for card refresh

Within Canada:

**1-900-451-5757**

\$1.50 per minute for prerecorded information

For US callers, game counselors are available 7AM-7PM, 7 days a week, Pacific Standard Time. Automated support is available 24 hours a day, 7 days a week.

In Canada, automated support is available 24 hours a day, 7 days a week. Live support is not available at this time.

This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

### **CONSUMER SERVICE/TECHNICAL SUPPORT**

1-800-345-SONY

(1-800-345-7669)

Call this number for help with technical support, installation or general questions regarding the PlayStation™game console and its peripherals. Representatives are available Monday-Friday, 8AM-6PM Pacific Standard Time.

### **PLAYSTATION ONLINE**

<http://www.playstation.com>

Our news is always hot! Visit our website and find out what's happening — new titles, new products and the latest information about the PlayStation™game console.



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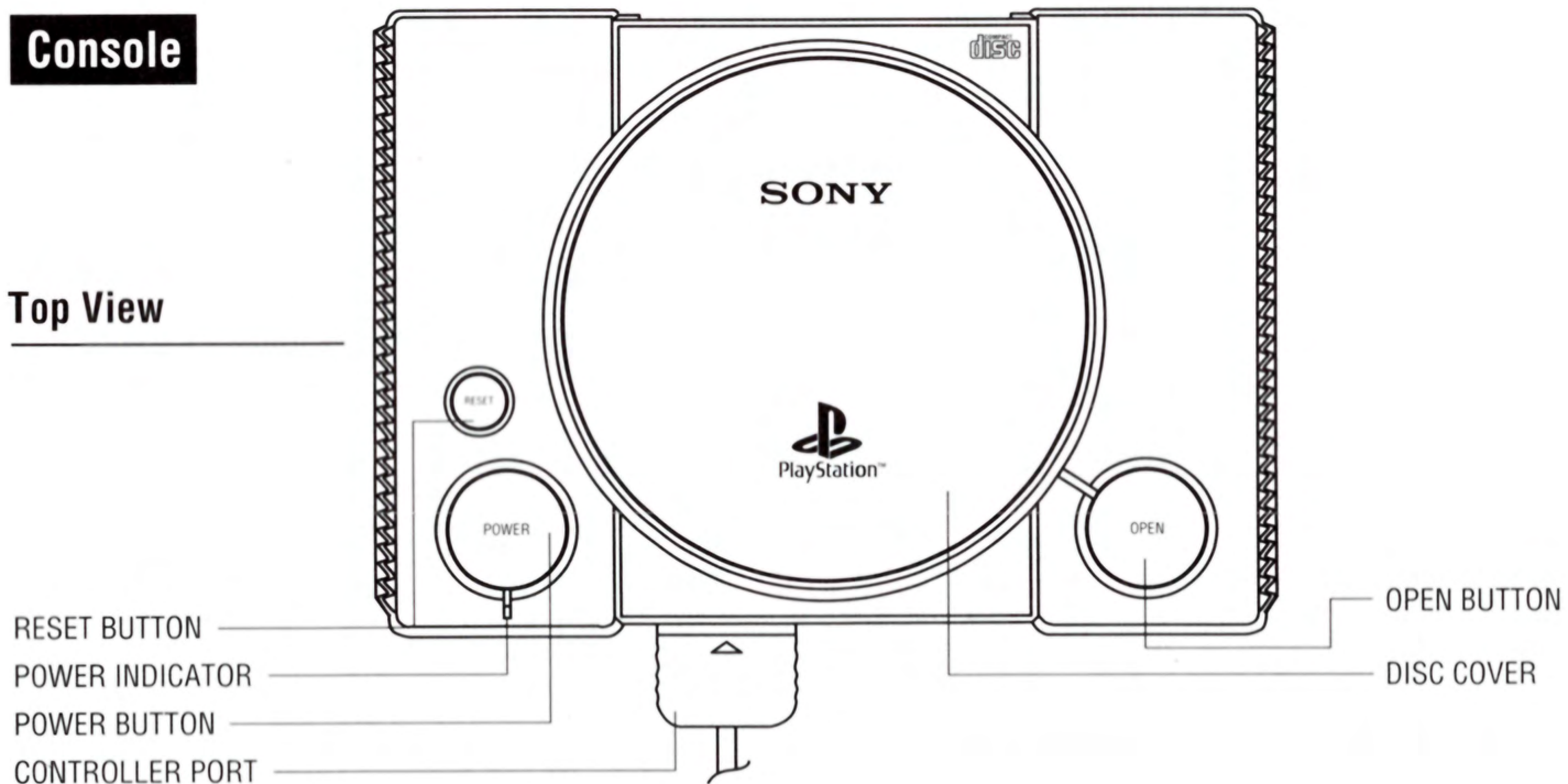
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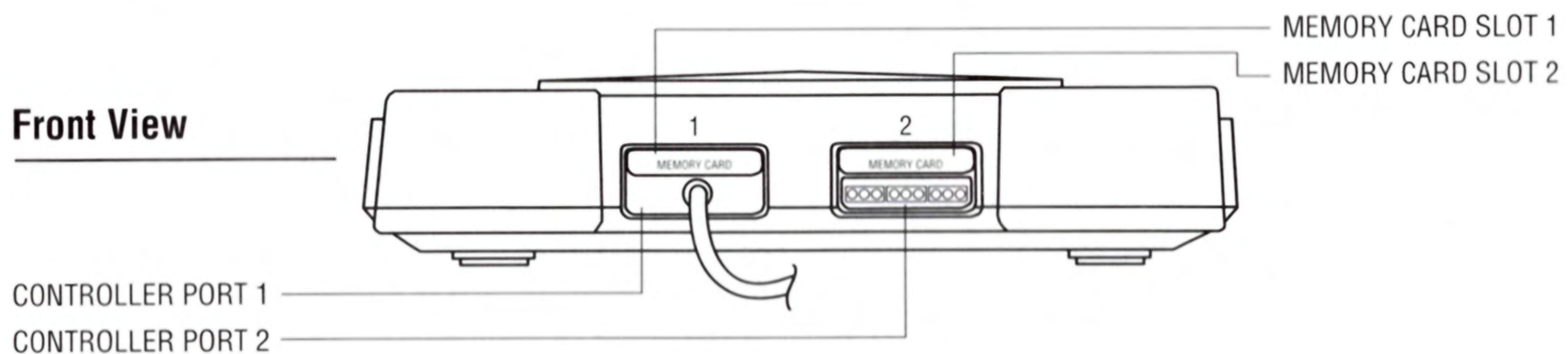
# PlayStation Set-up

## Console

### Top View



### Front View



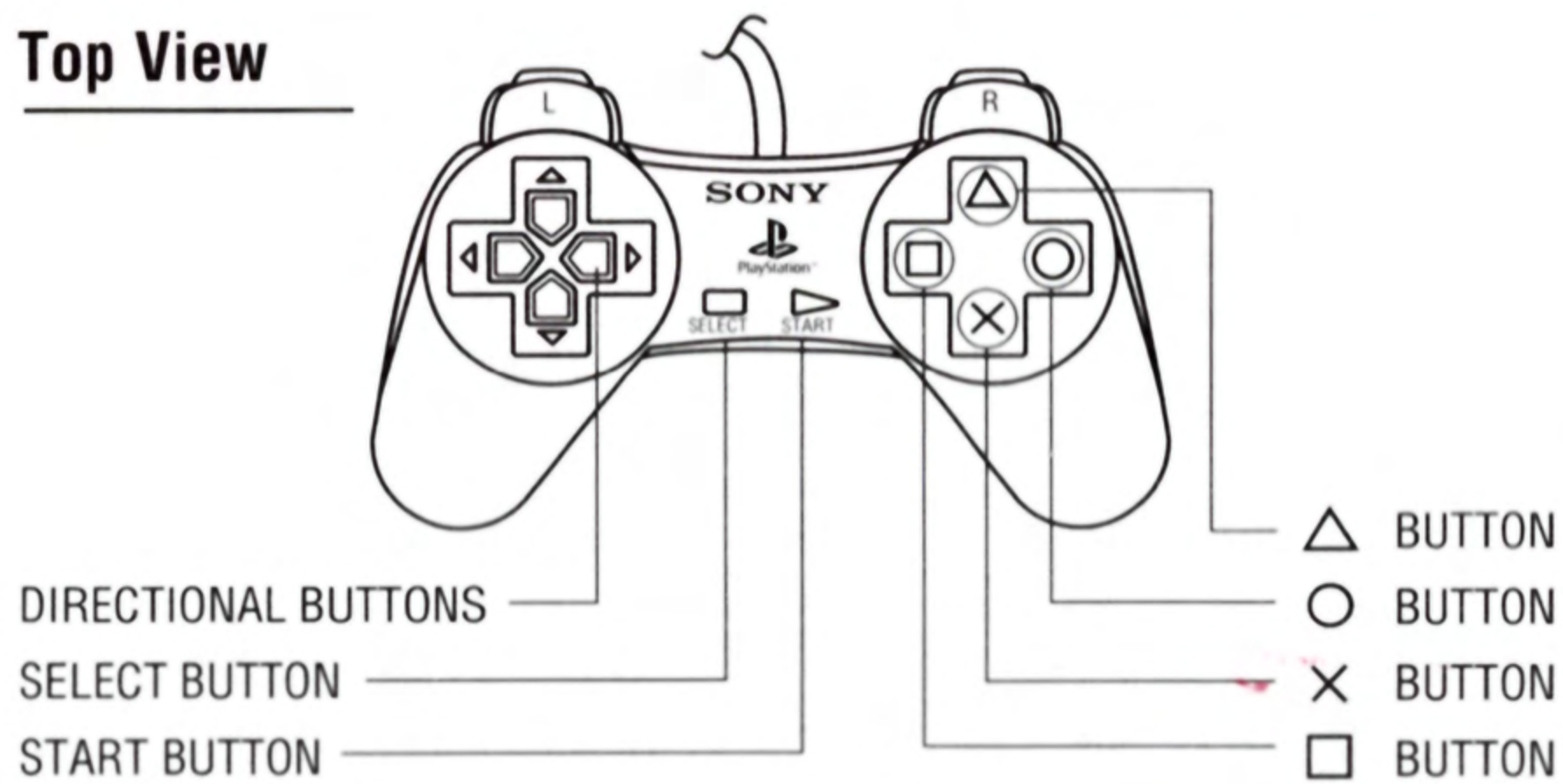
Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the CART World Series disc and close the CD door. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.



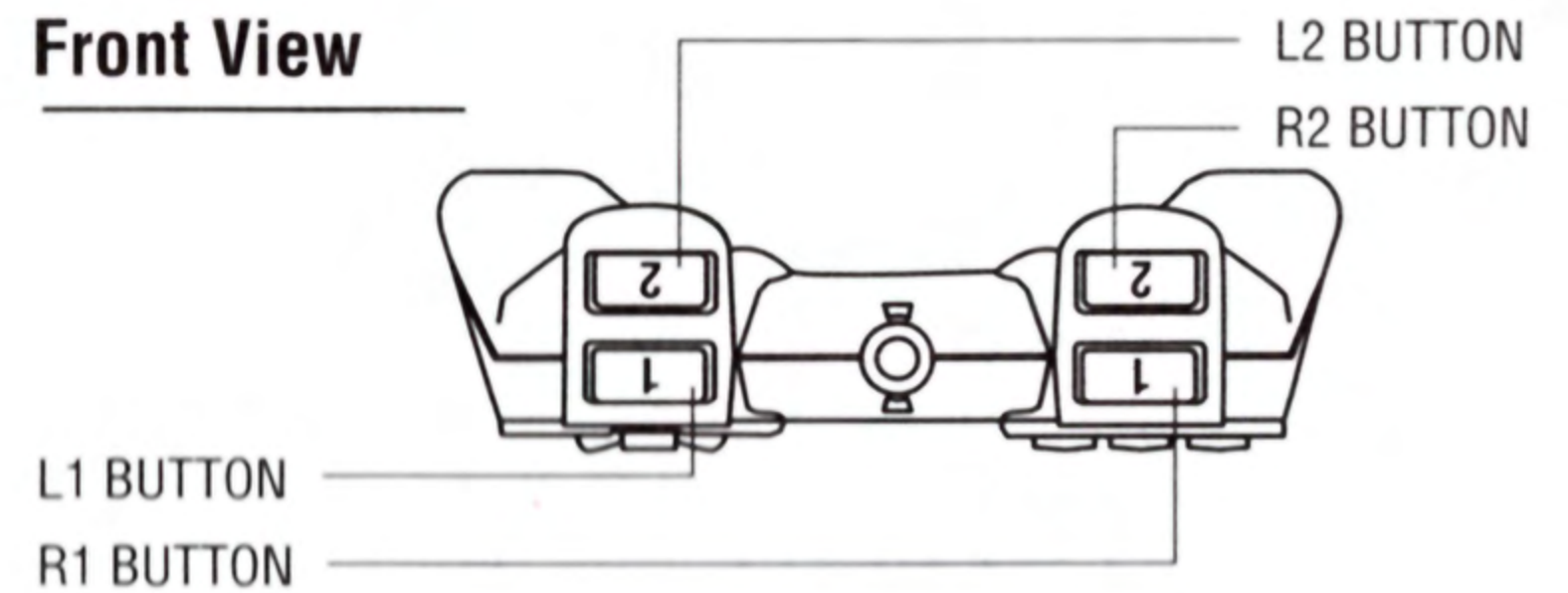
# Controller Diagrams

## REGULAR CONTROLLER

Top View



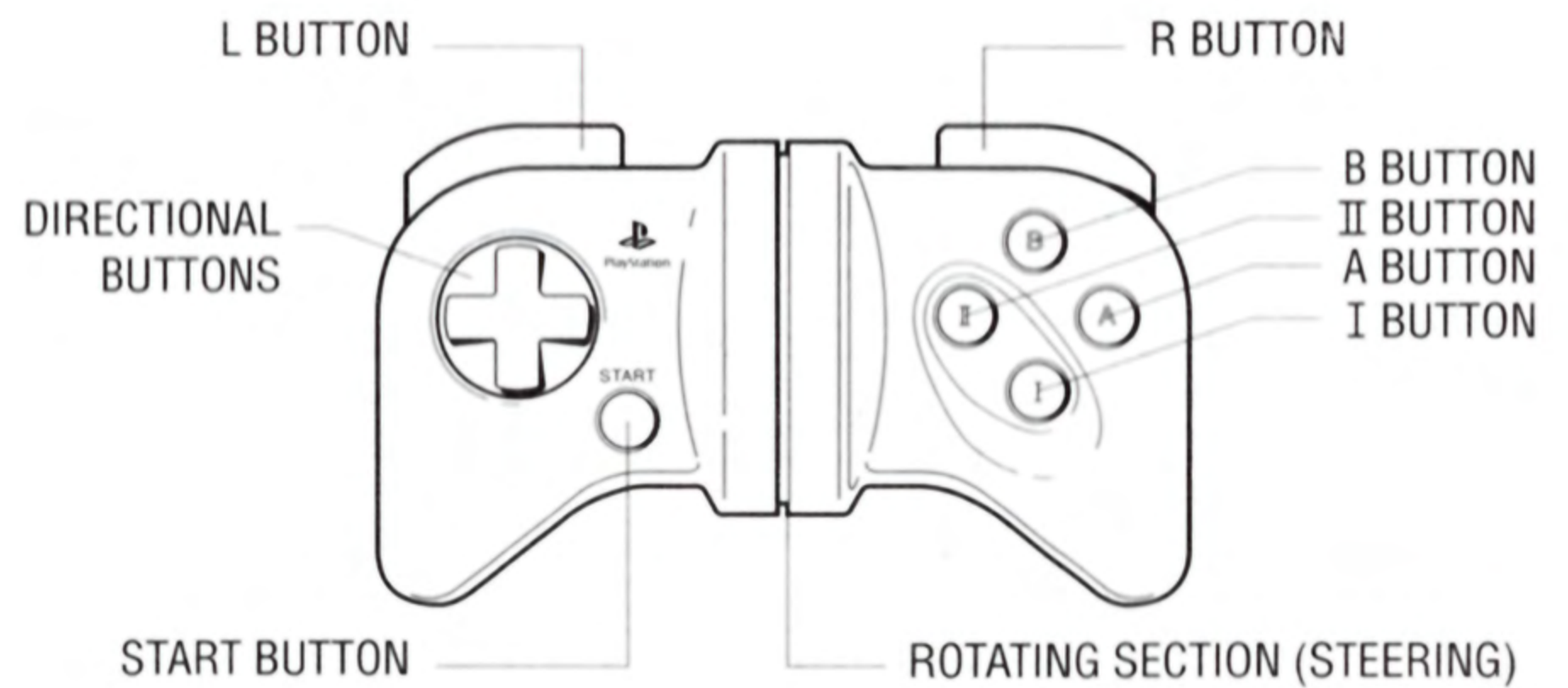
Front View



## ANALOG CONTROLLER



## NEGCON CONTROLLER





# Game Controls

To compete in CART at the highest level, utilize your racer's abilities by mastering the following controls. There are three controllers that can be used for CART. The default settings are listed below. See the Controller diagrams on page 3. Also, see the Controls section of this manual to learn how to program your controller.

## REGULAR CONTROLLER

Accelerate	⊗ button
Brake	⊠ button
Clutch / Reverse	⊡ button
Rearview	⊙ button
Shift Down	L1 button
Shift Up	R1 button
Left Display	L2 button
Right Display	R2 button
Turn Left/Right	D-pad Right/Left
Camera View	Select button
Pause	Start button

“Why just play the game when you can be a part of it” with X-360 Sound  
X-360 Sound provides the game player with the advantage of 360 degree interactive surround sound. All the player has to do to take full advantage of the 360 degree interactive sound field that X-360 Sound provides is to wear a pair of standard stereo headphones or play the game through their home stereo surround system. X-360 Sound is also compatible with standard television speakers providing the game player with a broader sound field.



## **ANALOG CONTROLLER**

Accelerate  
Brake  
Clutch / Reverse  
Rearview  
Shift Down  
Shift Up  
Left Display  
Right Display  
Turn Left/Right  
Camera View  
Pause

⊗ button  
⊠ button  
△ button  
○ button  
L1 button  
R1 button  
L2 button  
R2 button  
Joystick  
Select button  
Start button

## **NEGCON CONTROLLER**

Accelerate  
Brake  
Clutch / Reverse  
Rearview  
Shift Down  
Shift Up  
Left Display  
Right Display  
Steer  
Pause

I button  
II button  
B button  
A button  
L button  
R button  
D-pad Left  
D-pad Right  
Steer by twisting controller  
Start button



# Setting Up the Game

From each Menu, use the directional arrow pad (D-pad) to highlight the menu options. Use the ⊗ button to accept your menu choice and to bring up the next menu. Use the △ button to CANCEL and return to the previous menu.

## PLAYER MENU

CART races can involve up to four players. To play a game involving more than two players, the appropriate equipment is needed.

### 1 OR 2 PLAYERS

In a two-player game, the player using the left controller of the PlayStation™ is player one. When the game begins, player one will be shown racing on the top portion of the screen. Player two will be shown racing on the bottom. During the race, the horizontal split screen can be changed to a vertical (Left/Right) split screen by either player choosing the SPLIT option from the Pause Menu.

### 1 OR 2 LINK PLAYERS

To play in a linked race, you will need to have two PlayStation game consoles set up on two television monitors. The PlayStation game consoles will need to be connected by a PlayStation Link Cable. In a linked game, the player acting as the master controller of either PlayStation is player one and is shown on the left. A linked race can have 2, 3, or 4 racers.

In a two-player linked race, when the game begins, player 1 will be shown racing on one monitor and player 2 will be shown racing on the other.

In a three-player linked race, one TV monitor will be in a split screen and the other will use the whole face of the monitor. In a four-player linked race, both TV monitors will be in a split screen.



- A copy of CART will need to be running in both PlayStation game consoles.
- Each PlayStation game console selects the number of players (with the word "LINK" across the number) playing on their machine ONLY. (i.e., in a three-player linked game, the PlayStation game console that will be playing with the one-player full screen will select one-player link from the Number of Players screen).
- Each PlayStation game console can then continue selecting options as in a normal game except that only one of the PlayStation game consoles will be able to choose the options that apply to the game globally (which track to race, simulation or arcade mode, etc.).
- Once both PlayStation game consoles get to the Race/Practice menu, either can independently set up their car. Again, only one of the PlayStation game consoles will choose the race type (regular race, qualify, or practice). Once this is done, both PlayStation game consoles will enter into the game simultaneously.





# TYPE MENU

Use the Type menu to set up your race. Before selecting a race type:

- D-pad to Options and alter the setup for mode, laps, and difficulty, as well as program the control codes for each controller. See the Options section for further details.

## SINGLE RACE

Use Single Races to learn how to play CART. Get a feel for how the cars perform on each of the 10 race tracks. See the Track Selection section for more details about choosing a track. Selecting Single Race from this menu will bring up the Select Driver screen.

## SELECT DRIVER

Choose from CART's 25 professional drivers or create one of your own (See Create Driver below) and race on the team of your liking.

- D-Pad Right/Left to cycle through the available drivers and their teams. Notice the different engine, tire, and chassis types of each driver.
- Press the ⊗ button to select the driver and bring up the Transmission type option.

## CREATE DRIVER

Create a driver using the following steps:

- From the Select Driver screen, D-Pad Right/Left to the Create Driver screen and press the ⊗ button to bring up the Enter Driver name screen.
- Spell out a player name by using the D-Pad to highlight a letter and pressing the ⊗ button to lock it in.



- When finished, highlight END and press the ⊗ button to exit and bring up the Select Car screen.
- D-Pad Right/Left to select your favorite car type and press the ⊗ button to bring up the Transmission type.
- D-Pad Right/Left to highlight your transmission preference and press the ⊗ button to bring up the Race Menu.



## TRANSMISSION TYPE

This option allows you to choose the type of transmission for your race car.

An Automatic transmission gives your race car a transmission that will shift gears from first through sixth on its own. Using the L1/R1 control codes, the only manual shifting needed with an automatic transmission is from reverse through first. This will allow you to concentrate on the other fundamentals of the race.

A Manual transmission will increase the intensity of the race by adding the challenge of manually shifting your race car's gears with the L1/R1 control codes.

- D-pad Right/Left and press the ⊗ button to select a transmission type and bring up the Race Menu.



## RACE MENU

Use the Race menu to select a track, change drivers, view records that have been set, and begin a race.

### RACE

Selecting this option will bring up a view of the track you will be racing. Pay close attention to the location of trouble spots and passing zones.

When the race is loaded, press the ⊗ button to bring up the Race Setup screen. Use the Race/Practice menu to practice on the track, alter car attributes, and qualify for pole position.

### RACE SETUP SCREEN

Choose an option from the Race/Practice menu to prepare yourself for the upcoming race.

### QUALIFY

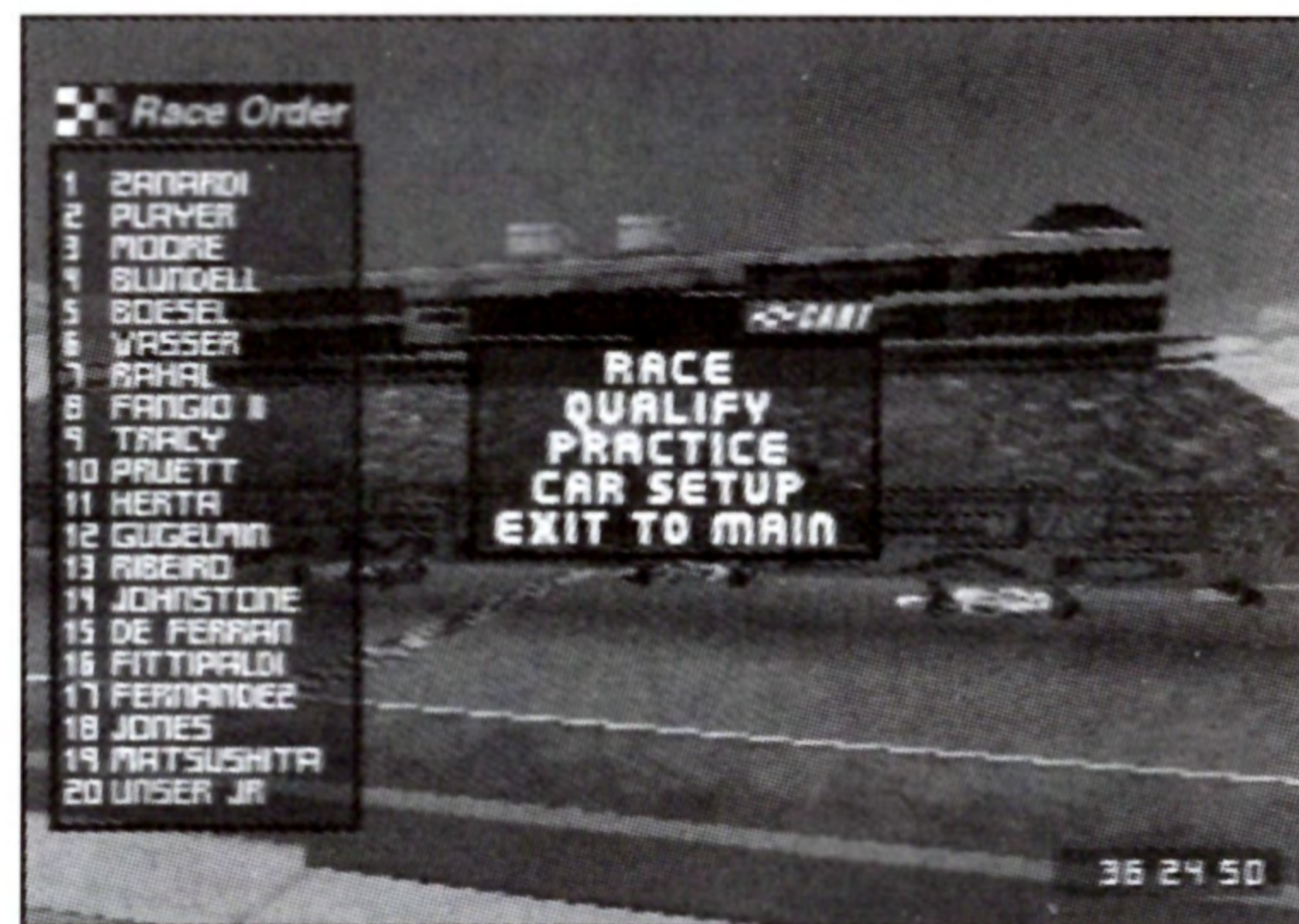
Select this option to qualify for pole position in the upcoming race. You will be the only car on the track, racing for the best qualifying time. Your qualifying time will determine your starting position of the race.

### RACE

Selecting this option will start your race.

### PRACTICE

Select this option to warm up for the race. Practice your racing skills and learn how to maneuver around the track.





## CAR SETUP

Select this option to change the attributes of your race car to fit your racing style and the difficulty of the track.

### FRONT WING

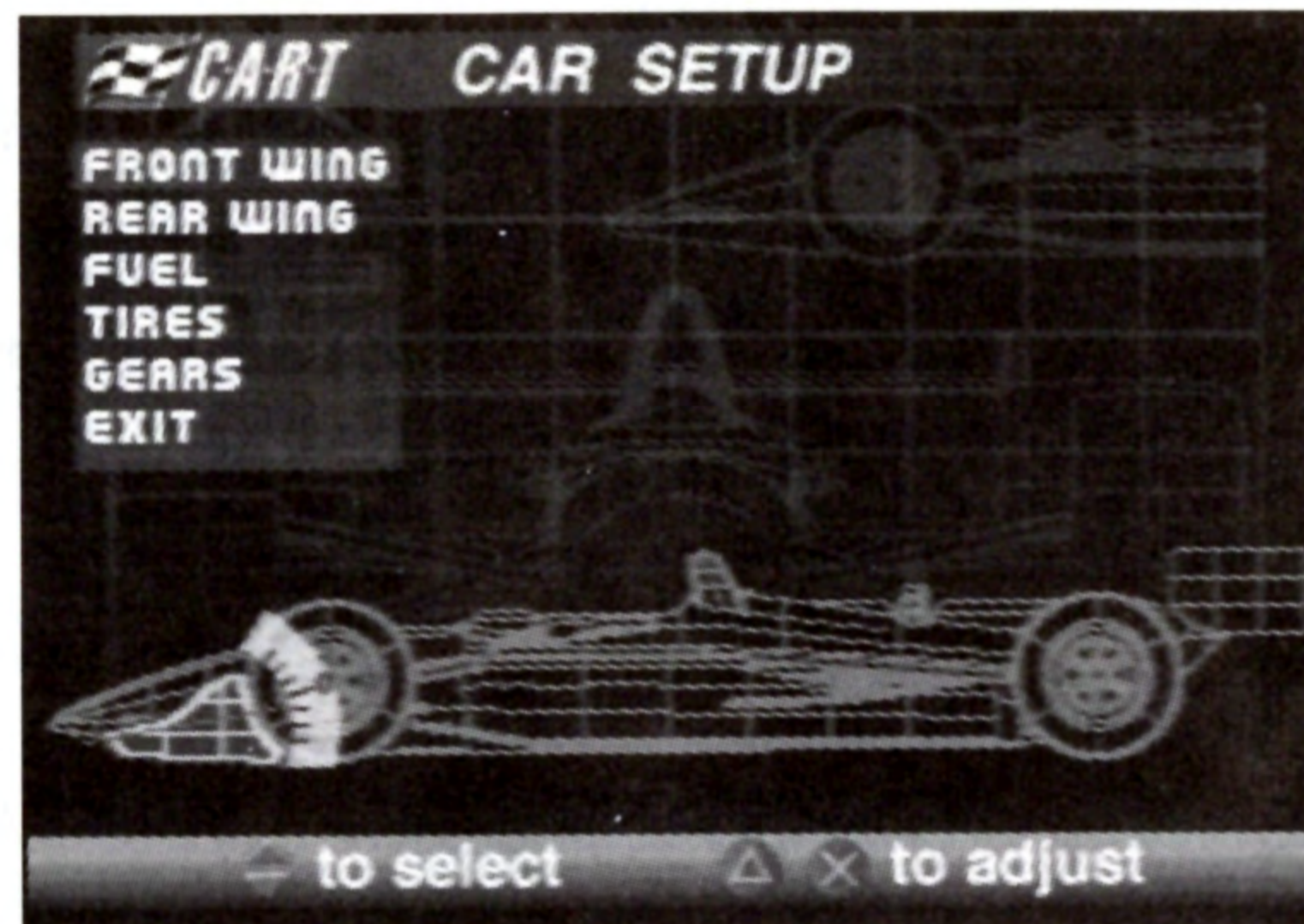
The Front Wing is used to adjust the amount of downforce on the front end of the race car. Less downforce will increase the speed of your car, but also lesson the control of the car's steering.

### REAR WING

The Rear Wing is used to adjust the amount of downforce on the rear end of the race car. Less downforce will increase the speed of your car, but also lesson the control of the car's rear end. You may experience the car's rear tires sliding out from under the car around tight turns at high speeds.

### FUEL

Make sure that your vehicle always has a full tank of gas. Unless you have a limited amount of time to pit and you need less gas to finish a race.





## **TIRES**

Select a type of tire for the race. Hard tires will last longer and are better for tracks with minimal turns where speed is necessary. Soft tires give your car more control by adhering to the track for better traction. Soft tires will wear out faster but are great for tracks with lots of sharp turns.

## **GEARS**

Adjust the gear ratio of your car by giving it a higher rate of speed with lower acceleration. Or, set up a lower rate of speed with higher acceleration.

## **EXIT**

Select Exit to return to the Race Setup screen.

## **EXIT TO MAIN**

Select this option to exit to the Player Select screen.

## **TRACK**

Selecting this option gives you the opportunity to pick any of the ten types of racing tracks.

- D-pad Right/Left to view the race tracks for racing around the world in an open stadium or in the streets of a big city.
- Press the ⊗ button to choose the track for the race.

## **DRIVER**

Use this option to change drivers. See Select Driver earlier in the manual to choose a different driver or create a new driver for the race.



## **RECORDS**

Selecting this option allows you to view the Season Stats or Track Records of your CART game.

- Use the D-Pad to cycle through the entire list of season stats and records set on each track.

## **OPTIONS**

Selecting Options allows you to alter the setup of your race.

### **MODE**

D-Pad Right/Left to choose Simulation or Arcade and press the ⊗ button. In Arcade mode, this will bring up the Damage option (See Damage below).

- D-Pad Right/Left to select Yes/No and press the ⊗ button to return to the Options menu.

### **SIMULATION**

Simulation provides you with the most realistic race conditions.

### **DAMAGE**

In simulation, there is a real possibility that your car will become damaged during the course of the race due to crashing into walls or trading paint with other race cars. If extensive damage occurs and you can't make it in to the pit, the race will end, you will not be able to finish the race and you will receive a DNF (Did Not Finish).



## PIT STOPS

During the race, the game will display warning messages when you need fuel, new tires, or front and rear wing repair. Or just Pit to alter the attributes of your car.

After entering pit road, the pit stop screen will appear with options necessary to improve your car. The game will then take control of your car and guide it to rest in the proper pit area.

**Remember:** Once your car comes to rest in the pit, you can no longer make adjustments.

- Press the ⊗ button to activate the pit stop screen. Each option will have a default setting of No. The option you drove into the pit for will be set to Yes.
- D-Pad Down/Up to select an option.
- Press the ⊗ button to toggle the clearance for maintenance from No to Yes. To change back to a No setting, press the ⊕ button. If no maintenance is needed, leave the setting to No.

**NOTE:** Fuel and Tires will always have a default setting of Yes when you enter the pit.

- D-Pad Right/Left to choose a new setting for tires, gear ratio, or front and rear wings.
- To abort fueling and return to the race, press the ⊗ button.



## **PERFORMANCE CHARACTERISTICS**

In simulation, each car and driver will have performance characteristics which will better prepare you for selecting a driver. For instance, you may want to drive a clean and cautious race. Or you might want to drive fast and aggressive. Each driver's personality has been implemented to allow you to race the way you like.

## **ARCADE**

Arcade mode allows you to have a carefree race. There is no need to pit for fuel or tires. If damage is set to YES during your setup, your car will automatically repair itself of any damage or missing parts without having to pit. All cars and drivers are evenly matched with no special characteristics. Driving ability alone will decide these races.

## **LAPS**

Set the length of the race to the desired percentage of laps. Laps are based on a percentage of total laps for a particular track.

- D-Pad Right/Left to set the percentage of laps and press the ⊗ button to return to the Options screen.

## **DIFFICULTY**

CART offers four different player levels. To prepare yourself for the challenge of racing at the Pro or U R NOT E™ (You Are Not Ready) levels, first master the Rookie and Intermediate levels of competition. Even the Rookie level has its share of difficulty and excitement, but the real challenge comes from a vigorous test of wills on the U R NOT E level.

- D-pad Right/Left to the player level suitable for your current skills and press the ⊗ button to return to the Options screen.



## **SOUND/MUSIC**



Select this option to adjust the game sound effects and volume.

- D-Pad Up/Down to highlight an option.
- D-Pad Right/Left to adjust the Sound FX and Music levels.

## **CONTROLS**

Program your controller to the configuration of your choice. Each button on the controller can be programmed to perform any available racing function. The Pause and Steering functions and cannot be changed.

- Use the D-Pad Down/Up to cycle through the available options (No Function, Brake, Gas, etc.) and press a button on the controller to program that particular function.

For example, D-Pad to Brake. Press the  button on the controller, and every time you press the  button during a race, your car will brake.

## **DONE**

Select this option to return to the Type Menu.

## **CREDITS**

Select this option to view the credits for the game and see the masterminds behind the game.

## **NEW SEASON**

Use this menu option to start a new season. Before selecting New Season, D-pad to Options and set up your race.

A new season is a 10-race competition, involving all 10 courses. As the season progresses, each racer is ranked based on the point totals obtained from their finishing position. The goal is to have the most points at the end of the season. During the season the course selection is predetermined.



## CONTINUE SEASON

Resume a season at the next scheduled race. To use the Continue Season option, you must have already started a season and saved the season results to a memory card. To continue a season:

- Insert a memory card, D-pad to Continue Season and press the ⊗ button.
- Choose the file of the season to continue and press the ⊗ button.

# Playing the Game

## GAME SCREEN

The game screen consists of the current race conditions described below in clockwise fashion.

### RACE CAR UPDATE

Use your control codes (Default L2/R2) to cycle through the following race car updates during the race. Each screen has the car position before the name of the driver to keep you informed of your position in the race.

**Average Speed** keeps track of the average speed per lap of your car.

**Time Behind the Leader** keeps track of the time your car trails the leader.

**Lap Time** posts the time of your last lap.





## **CURRENT LAP TIME**

Posts the real time of the current lap.

## **FUEL GAUGE**

In simulation mode only, the fuel gauge is shown and indicates the level of fuel left in the gas tank.

## **BEST LAP**

Displayed in the bottom right portion of the game screen is the time of the best lap completed during the race.

## **INSTRUMENT PANEL**

Speedometer shows your current rate of speed.

Gear Position shows the current gear number of your race car.

## **MANEUVERING**

Being able to maneuver your car with efficiency and effectiveness around the race track is essential. A key to racing your car and giving you an advantage during the race is something called drafting. Drafting can be done in Arcade and Simulation mode. Use the car in front of you on the track to take on the wind resistance by following right behind it. At the right time of the race, use the speed and power generated by drafting another car to sling you around and right by it, catapulting you into a better position.

After slamming into a wall, learn to effectively shift you race car into reverse and back into first to get back on your way. Your ability to maintain control and generate speed are the keys to this game.



## **RACE STANDINGS**

- When a season race is completed, race standings will be shown with the finishing position of the cars and finishing time of the winner. All other cars will have a time posting of the amount they finished behind the winner.

## **SAVE RACES**

You have the opportunity to save any race you wish to a memory card.

- At the end of a race, press the ⊗ button to exit the game screen.
- Press the ⊗ button to continue.
- Insert the memory card, D-pad Down/Up to Yes/No and press the ⊗ button.
- To save a race, choose an open slot on the memory card and press the ⊗ button.
- When the race has been saved successfully, press the ⊗ button to exit the screen.

## **TRACK RECORD**

If your car finished the race with a track record, you will have the option to save it to a memory card. Follow the steps for Save Races above to save a track record.



## POINT STANDINGS

In a season competition, the object is to finish the season with the most points. At the end of the season, if you have obtained the most points, you will be recognized as the CART World Series champion for 1997. There are three ways to earn points in a race.

1. Qualify first 1 point
2. Lead the most laps 1 point
3. Finishing Position:

First Place	20 points
Second Place	16 points
Third Place	14 points
Fourth Place	12 points
Fifth Place	10 points
Sixth Place	8 points
Seventh Place	6 points
Eighth Place	5 points
Ninth Place	4 points
Tenth Place	3 points
Eleventh Place	2 points
Twelfth Place	1 point

## SEASON STANDINGS

Season standings will be shown at the end of each season race. The standings are based on the total number of points received for each finished race. See Scoring for more information on points received for finishing position. Your goal is to finish the season with the highest point total among the racing field and win the CART World Series.



## **SAVE SEASON**

At the end of a season race, you will have the opportunity to save the current season to a memory card.

- Insert a memory card to either slot of the PlayStation, D-pad Down/Up to Yes or No and press the ⊗ button.
- Choose an open slot from the memory card and press the ⊗ button.

If you plan to overwrite a previously saved season:

- D-pad Down/Up to Yes and press the ⊗ button.
- Choose Yes again to overwrite the file.
- When the new season is saved, press the ⊗ button to exit the screen.

## **CONTINUE SEASON**

At the end of each season race, you will automatically be brought to the next scheduled race's Race Setup screen. If you choose not to race at this time:

- D-pad Down/Up to Exit to Main and press the ⊗ button.

## **PAUSE MENU**

During the course of the race, you can press the Start button located in the middle of your controller to pause the action and choose from the following menu items:

### **RESUME**

When you have completed altering the menu options, select this option and press the ⊗ button to resume the race in progress.



## **CAMERA**

Selecting Camera allows you to dictate the location of the camera and how you view the race. Press the ⊗ button and choose from the following choices:

**Nose** will give you a view from the grill of your car.

**In Car** will give you a view of the race from the driver's seat.

**Close, Medium,** and **Far** will give you a view of the race at different distances from behind your race car.

## **SOUND**

Select the Sound menu option and use the D-pad Right/Left to adjust the sound effects volume of the race.

## **MUSIC**

Select the Music menu option and use the D-pad Right/Left to adjust the music volume of the race.

## **RESTART**

Selecting Restart will bring up the Confirm Restart Menu. Select Yes to restart the race or No to continue.

## **QUIT**

Selecting Quit will bring up the Confirm Quit Menu. Select Yes to quit the race or No to continue.



# **CART World Series Credits**

## **LEAD PROGRAMMER**

Bill Todd

## **PROGRAMMING**

Jim Buck and Alan Shapiro

## **LEAD ARTIST**

Darrin Fuller

## **ARTISTS**

Barry Pringle, Thai Tran, Diane Covill, Kevin Toft, and James Doyle

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## **ADDITIONAL ART**

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## **ASSISTANT PRODUCERS**

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## **SENIOR PRODUCT MANAGER, MARKETING**

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## **ASSISTANT PRODUCT MANAGER, MARKETING**

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*Digital sounds recorded in X-360 Sound*

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## **TESTING MANAGERS**

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## **LEAD TESTER**

Andy Sites

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## **SPECIAL THANKS**

Bob Hollander, Jonathan Frank, Kim Wolff, Kathy Quinn, Kaz Hirai, Andrew Zaffron, Paul Duffy, Lee Conners, Sonia Hofer-Fessele, Liz Klump, Andrew House, Jack Tretton, Kelly Flock, Chris Whaley, Jeff Fox, Louie Reyes, Dennis O'Malley, Frank O'Malley, Brian Dimick, Bob Gayman, Howard Liebeskind, Marilyn Weyant, Kim Hornecker, Nemer Velasquez, Jean Galli, Nikki McGrath, Kim Bardakian, Peggy Gallagher, David Greenspan, Kerry Hopkins, Jeff Hutchinson, Colin MacLean, Yvonne Smith, Terri Rago, Cindy McAndrew, P. Kevin Horn, Donald Vercelli, Beth Tigay, Phylicia Huntington, Christa Carter, Michelle Whitmer, Mimi Nguyen, Susan Nourai, Maggie Baquero, Shelley Ashitomi, Quinn Pham, Leslie Chen, Bruce Cochrane, Julie Klausner, Butch Winkle, Tim Cindric, Jim McGee, Don Lambert, Ian Brown, Tom German, Jason King, Cory Odenbrett, Jim Allen, Darren Crouser, Les Huntley, Tony VanDongen, Jay Garwood, Matt Huth, Ed Day, Gary Stanger, Rita Dawson, and Don Oldenburg

## **VERY SPECIAL THANKS**

Bobby Rahal, Bryan Herta, Scott Pruett, and Greg Moore

***CART World Series is dedicated to the memory of Daniel Hawkins.***



# SOFTWARE WARRANTY

Sony Computer Entertainment America (SCEA) warrants to the original purchaser of this SCEA product that this Game Pak is free from defects in material and workmanship for a period of ninety (90) days from the original date of purchase. SCEA agrees for a period of ninety (90) days to either repair or replace, at its option, the SCEA product. You must call 1-800-345-SONY to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the SCEA product has arisen through abuse, unreasonable use, mistreatment, or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SCEA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SCEA BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SCEA SOFTWARE PRODUCT.

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## NEW 3D POLYGONAL PLAYERS & MOTION CAPTURED ANIMATION

▶ Players look over their shoulder to receive a pass, perform lean & crossover turns while skating forward and backwards, and Revolutionary Secondary Goalie saves means if a goalie doesn't have time to get up from a stack the pads he'll reach out with his stick or glove to make the save from the ice.

## REAL PLAYER ATTRIBUTES

▶ All players scaled to actual height and weight with names and numbers on their jerseys. Each player's skills are based on their actual stats. Advanced artificial intelligence means they perform like they do in the NHL®.

## UNPRECEDENTED STRATEGY CONTROL

▶ Change the style of your offense and defense. Stifle your opponent with the Detroit Red Wings' Left Wing Lock. ICON PASSING™ lets you shoot and pass like the pros.

## NHL® AUTHENTICITY

▶ All New Arenas featuring shaking glass, flying water bottles off the net, and lens flares from goal sirens with genuine ice designs. Updated team uniforms and rosters.



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