



PlayStation

NTSC U/C

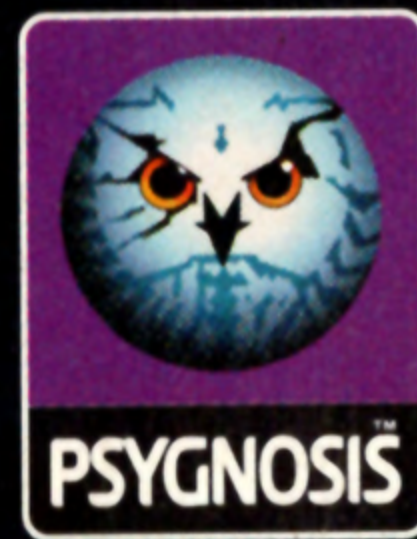
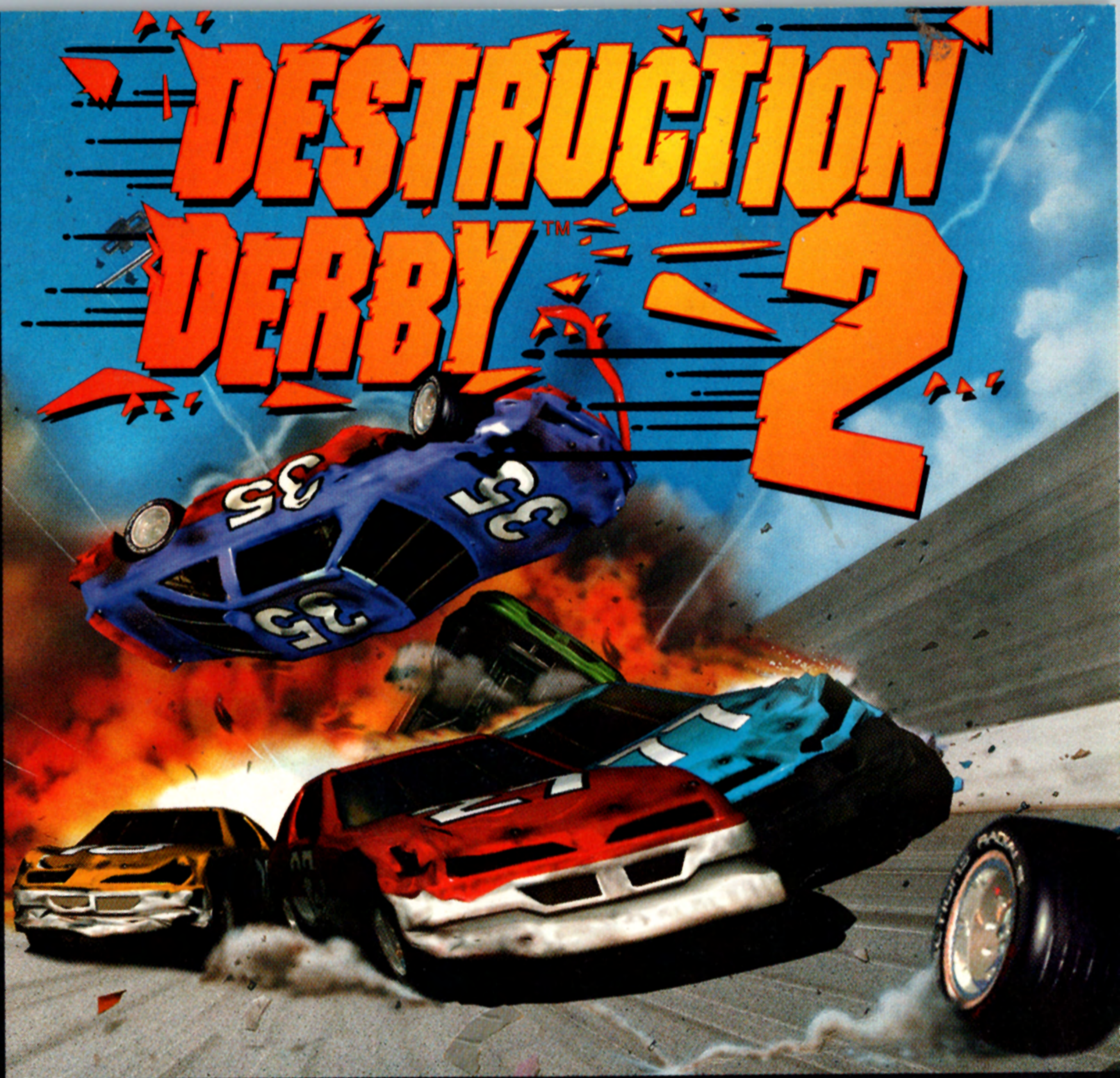
PlayStation™

KIDS TO ADULTS



CONTENT RATED BY
ESRB

SCUS-94350



PSYGNOSIS™

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.

HANDLING YOUR PlayStation™ DISC:

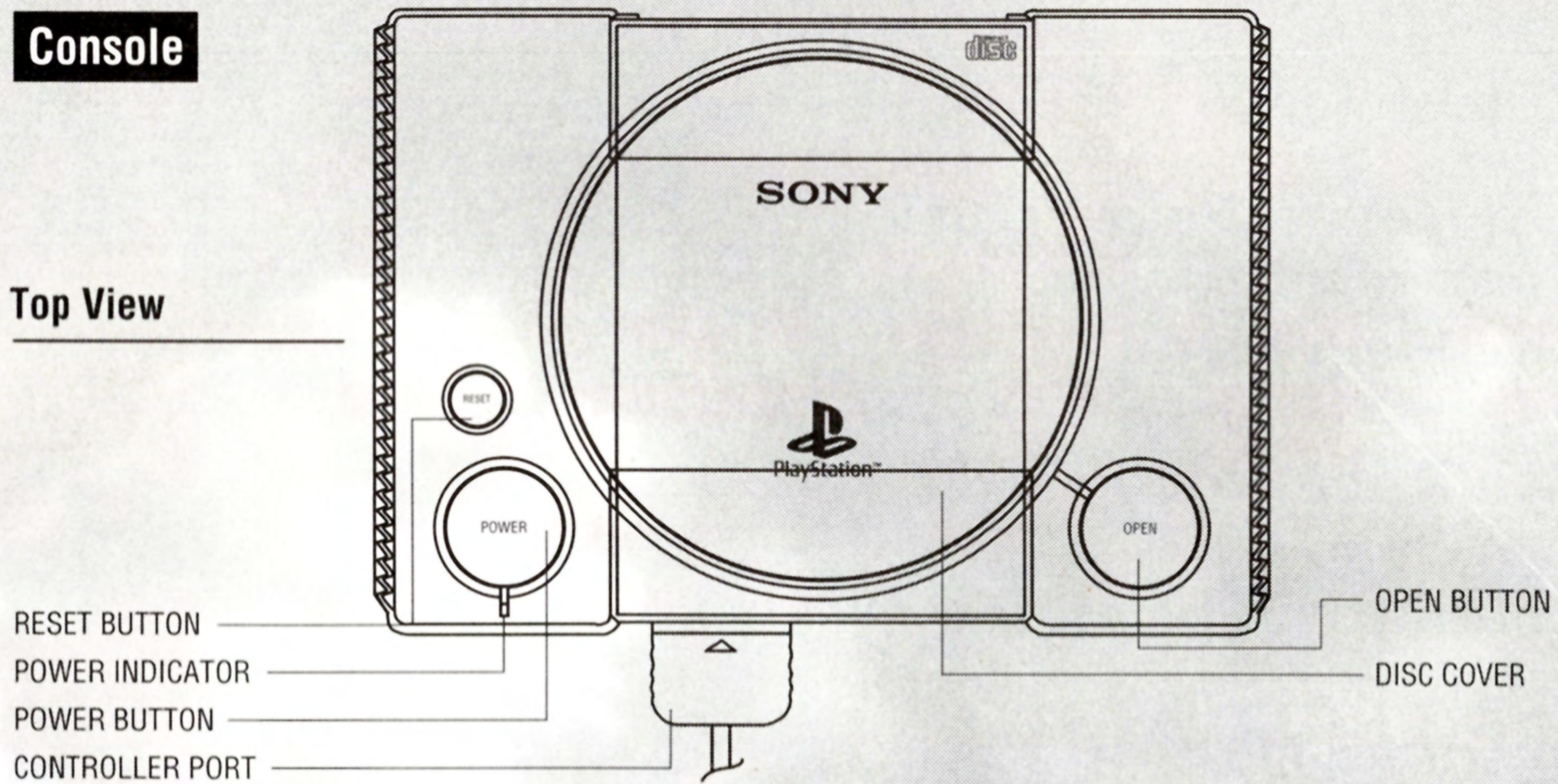
- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended.
- Keep this compact disc 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 abra sive cleaners.

CONTENTS

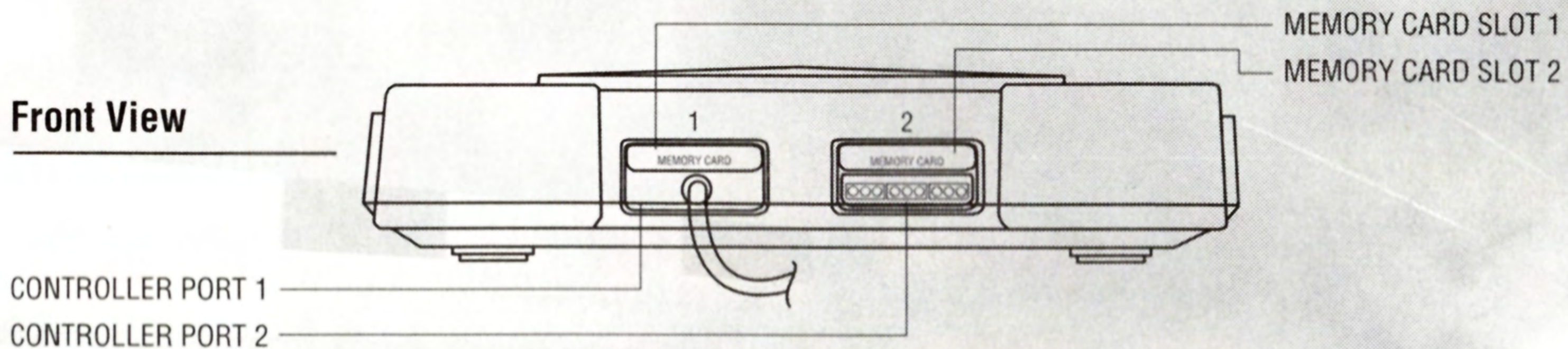
Starting The Game	04
Controlling Your Vehicle	05
The Main Menu	06
The Race Mode Menu	09
The Race Type Menu	10
In Game Menus	12
Credits	18

Console

Top View



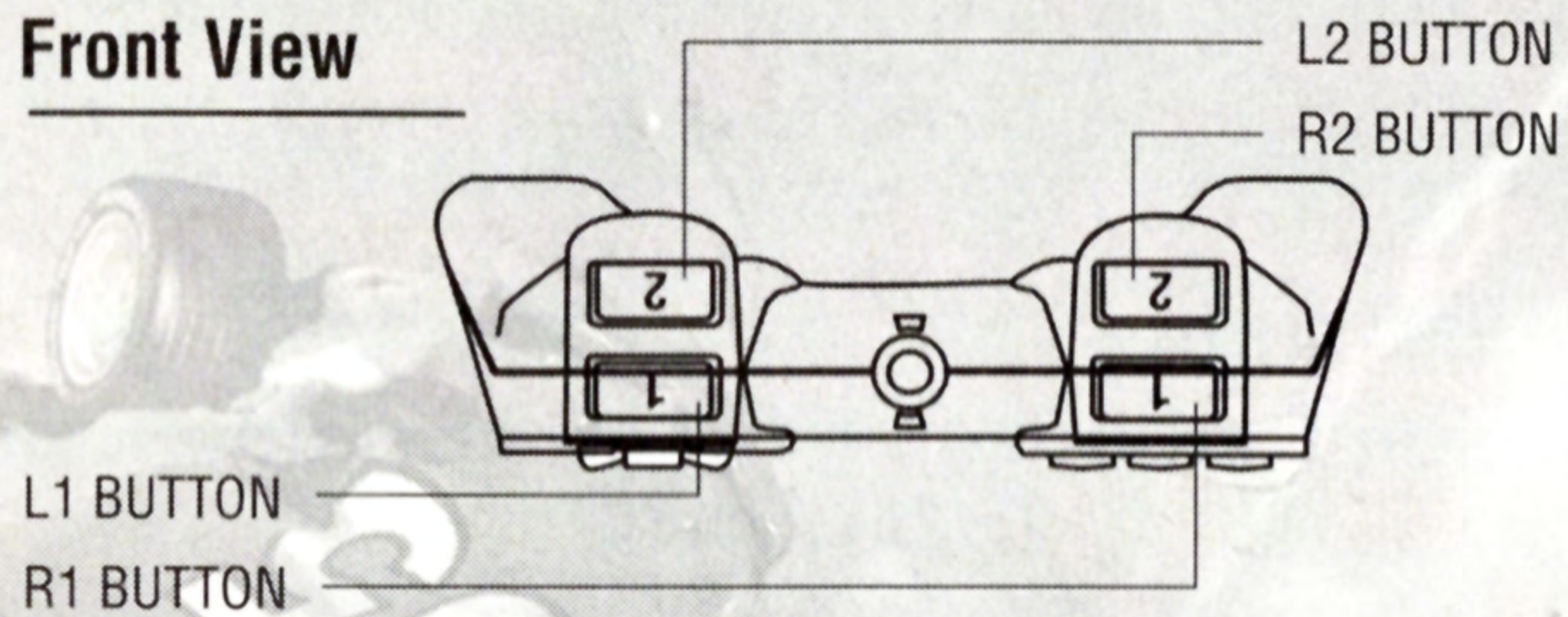
Front View



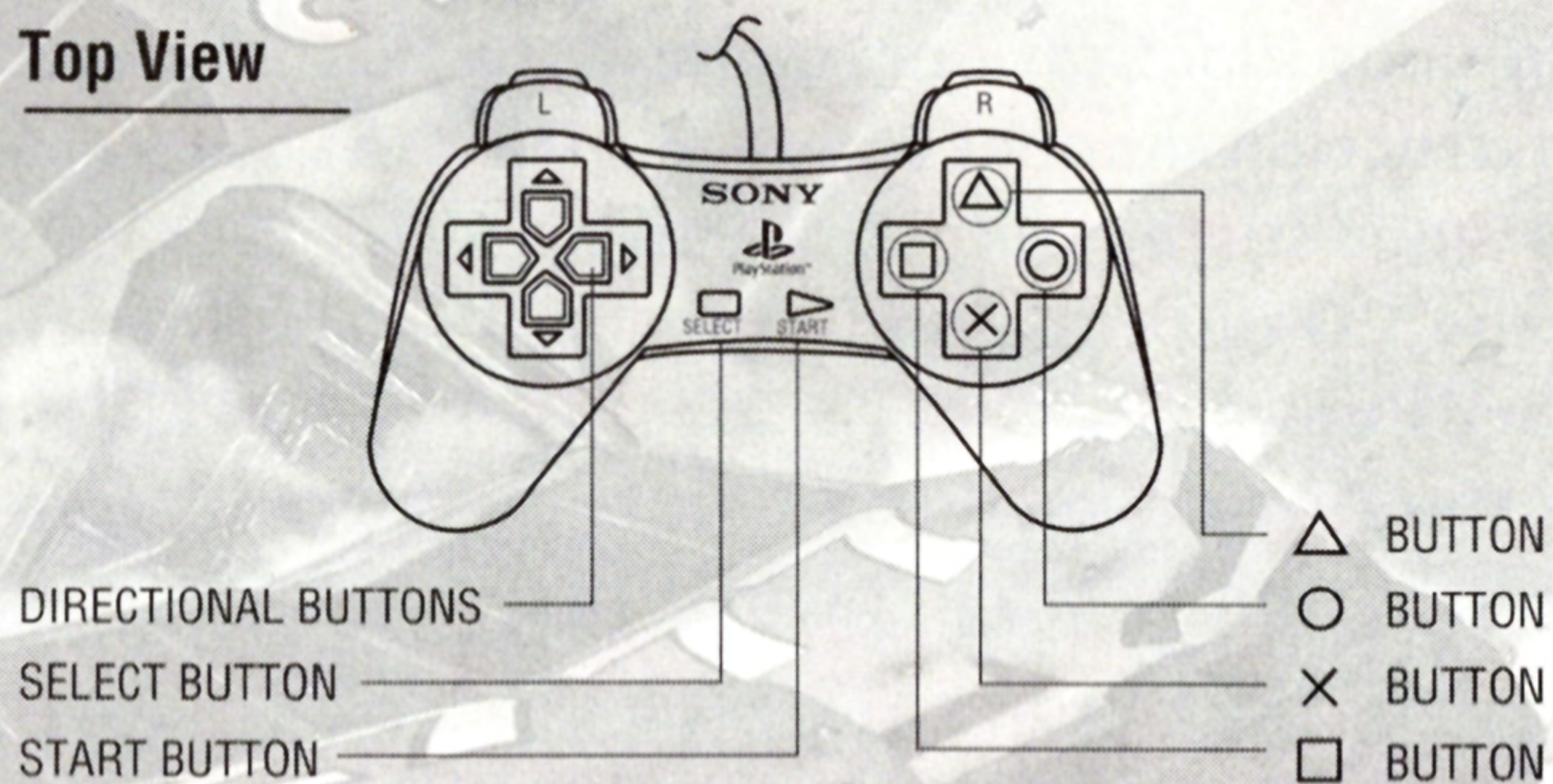
Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the DESTRUCTION DERBY 2 disc and close the CD door. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.

Controller

Front View



Top View



THE BEST SELLING SMASH 'EM UP EVER IS BACK ON TRACK. RESPRAYED, REBUILT AND RETUNED, IT'S STILL A HELTER-SKELTER COLLISION COURSE OF CRUMPLE ZONES, HIT & RUN MAYHEM, AND STREET LEVEL SLAMMING BUT THE TRACKS, EXPLOSIONS AND CHROMIUM CARNAGE ARE BIGGER AND BETTER THAN EVER BEFORE!

STARTING THE GAME

To play Destruction Derby 2 on your PlayStation™ game Console:

1. Set up your PlayStation™ game Console in accordance with the instruction manual supplied with the system.
2. Follow your system directions to open the Disc cover and place the CD onto the bed of the drive, ensuring the printed side faces upwards.
3. Close the Disc cover. If the unit is switched off, press the POWER button to begin play. If the unit is already on, press the RESET button.

To skip through intro screens, press the X button or START on the Controller.

WARNING! Do not insert or remove Controllers, Memory cards or other peripherals during the game.

CONTROLLING YOUR VEHICLE

Destruction Derby 2 has two game environments, the menus and the races. When in the menu system, use the Directional buttons on your Controller to highlight each option box. Press the X button on your Controller to select the option currently highlighted. Press the Δ button on your Controller to back up one screen anywhere within the menu system.

X



DIRECTIONAL BUTTONS
START BUTTON

L1 / R1 BUTTONS

R2 / L2 BUTTON

ACCELERATE

BRAKE/REVERSE

STEER CAR LEFT AND RIGHT*

PAUSE GAME

FAST STEER**

TOGGLES THROUGH IN GAME VIEWS

* STEERING TIPS

The cars in Destruction Derby 2 are all highly tuned vehicles. To aid your cornering technique try hitting lightly on the brake as you steer into a bend but keep your foot hard down on the gas. This should result in a mean powerslide. If the car starts to slide out of control you can compensate for this by applying opposite steering lock.



** Fast steer increases the rate of steer and also increases the maximum lock on the steering. This is handy for getting out of tight situations.

If your car flips during the course of a race, you will incur a time penalty before your vehicle is automatically righted.

N.B. Default controls only. To change Controller set up please see section titled CONFIGURATION in the MAIN MENU.

THE MAIN MENU

Once the game is loaded, you will be presented with the main menu screen. Use the Directional buttons to move around the menu options and press the X button to make your choice. You may quick select all the options in this menu except Multi Player by using the ○ and □ buttons to scroll through each choice.





RACE

Select this to access the Race Mode menu where you can choose between Wreckin' Racing, Stock Car Racing and the infamous Destruction Derby.



CAR

You have a choice of vehicles ranging from Rookie to Pro. Use the  and  buttons to toggle through your car choices. An on screen indicator will show acceleration, grip and top speed for each vehicle. Press the X button to make your choice.



TRACK

There are 7 different tracks of metal crushing mayhem to choose from and you will find out what these are as you progress through the Championships.

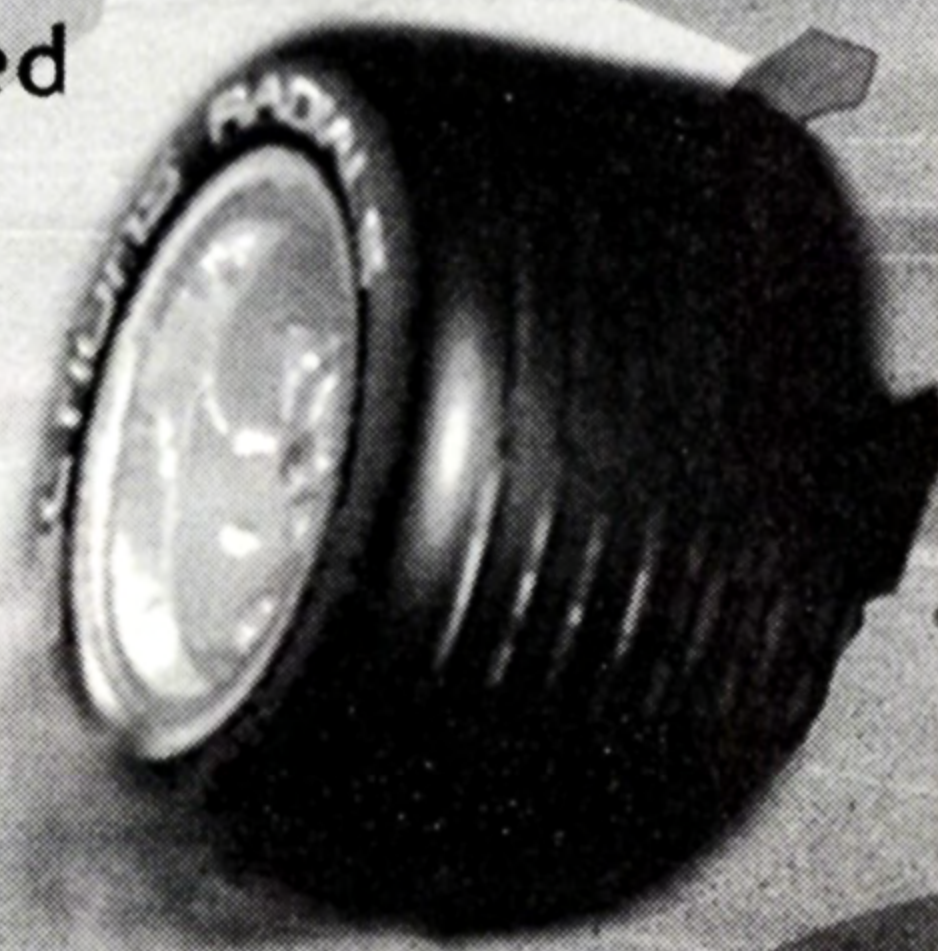


MEMORY CARD MANAGER

To load a previously saved game, make sure you have a Memory card inserted according to the system instructions. Use the Directional buttons to move between Memory cards. When you have done this use the Directional buttons to highlight your chosen game slot and press the X button to select it.

The game you have selected will then be loaded from the Memory card.

Note that you cannot save anything at this point. See section **CARD OPTIONS** in **RACE OVER MENU** to find out how to save stuff.





INFORMATION

Accesses the Information Menu Screen where you can view a selection of statistics.

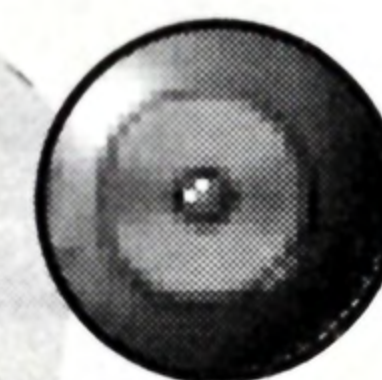


CONFIGURATION

If you want to go to all the trouble of changing the finely tuned controls that we spent months perfecting, then this is the choice for you. Selecting this also allows you to tinker with the volume and generally make essential adjustments like ensuring your screen is centred.

If you are using an analog controller this will be detected automatically and show up on screen when you are in the "Select Controller" area of the configuration menu. Select either Mad Catz or neGcon from the menu. You can then tailor these control methods to suit your requirements.

(You may also save a newly configured Controller to a Memory card using the Save Configure option - see **CARD OPTIONS** in **RACE OVER MENU** for details on how to save stuff.)



CD AUDIO PLAYER

Use this to play the CD track of your choice.



GO

When you are satisfied with all your menu choices use this to start the race.

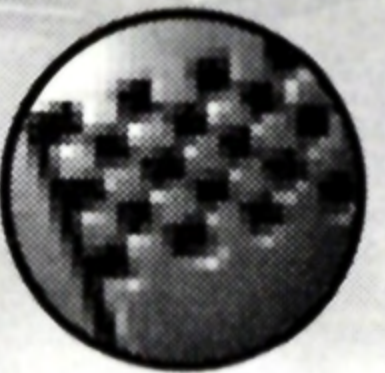
THE RACE MODE MENU

There are 3 styles of race action to choose from, each with its own particular rules and tactics. Decide between Wreckin' Racing, Stock Car Racing and the infamous Destruction Derby.



WRECKIN' RACING

Takes place on a variety of circuits and drivers are awarded points for damaging other cars while racing to complete a fixed number of laps.



STOCK CAR RACING

Quite simply, a piece of classic circuit racing. It's a flat out race to the finish with no points awarded for smashing other drivers. Of course, those other drivers like Skum, Master and the Undertaker may have something to say about that.



DESTRUCTION DERBY

Not for those with a nervous disposition, Destruction Derby is total car carnage.



Race around one of the four Bowl tracks with the aim being to inflict as much damage as possible on your opponents vehicles.

RACE TYPE MENU

Choose between Championship, Race Practice, Time Trials and Multi Player options.



CHAMPIONSHIP

After selecting a race style and car you can choose this option and enter your name for a league. The tracks will be autoselected for you over a full race season. In Wreckin' Racing a full season is 5 races where the last race is a Destruction Derby contest. In Stock Car racing a full season is 4 races.

Use the Directional buttons to move around the alphabet and press the X button to make your choice. You may enter a name up to 8 letters long. When you are happy with the name entered move the highlighting effect over "end", press the X button and you will return to the main menu.

Select "GO" from this menu and you will shortly be pitting your wits against The Bouncer and the rest of the Destruction Derby crew. There are four leagues of five drivers with points awarded for winning and, in Wreckin' Racing only, for damaging other

vehicles. Points in Destruction Derby and Wreckin' Racing mode are awarded as follows...

Wreck an opponent's car	25 points
Spin an opponent's car through 360°	50 points
Spin an opponent's car through 180°	25 points
Spin an opponent's car through 90°	10 points

N.B.

All points will be doubled if the car you damage is in first place at the time.

After racing you will be shown your finishing position in that race as well as your overall league position. Promotion from a lower to a higher league brings its own rewards in the shape of a brand new track to race on and a completely new Bowl. Failure to win promotion means you're going to have to race the same old tracks all over again. And relegation? Don't even think about it!

RACE PRACTICE

A single race to prepare you for the rigours of the championship programme.



TIME TRIALS

A simple race against the clock which appears at the top of the screen in the form of a stopwatch. Your best lap times can be saved on to a Memory card. (see **CARD OPTIONS** in **RACE OVER MENU** for details on saving stuff.)



MULTI PLAYER

This allows you and up to 10 mates to race individually (one at a time) against the rest of the Destruction Derby crew. Enter your names and the game will call you up individually. When you have all finished racing you will be shown a league table which will display your placings.

IN - GAME MENU

Press the **START** button at any time during a race to pause the game. This will bring up a menu with the following choices.

MUSIC

Use the **Directional** buttons to move the highlighting effect along a sliding volume scale. Press the **X** button to select.

SOUND EFFECTS

Use the **Directional** buttons to move the highlighting effect along a sliding sound effects scale. Press the **X** button to select.

CONTINUE

Carry on racing!!

RETIRE

From current race only.

QUIT

Quit current game and return to title screen.

PIT STOPS

At any time during a stock car or wreckin' racing race you may pull into the pits and repair any damage your vehicle may have sustained. Drive your vehicle into the pit lane and it will be automatically detected and guided to the appropriate garage.

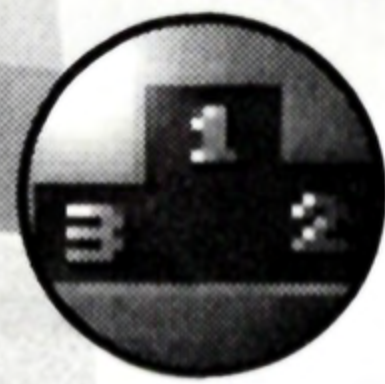
To make the necessary repairs, use the Directional buttons on the Controller to move the highlighting effect around the desired section of your car.

Press the X button repeatedly to 'pump' out damage. As you do so, you will notice that the corresponding damage indicators on the vehicle at the bottom right of the screen will change from red to green. The more you 'pump' the more damage is repaired. You may

repair as much or as little damage as you wish. However, time in the pits is limited to five seconds. You may only enter the pits once during the course of any Wreckin' Race. During a Stock car race you can stop as many times as you wish although this is not wise in a race style that is solely concerned with clocking fast laps. Once the five seconds is up your vehicle will automatically be taken out of the pits where you will regain manual control a short time before rejoining the race.

RACE OVER MENU

After playing in the league mode and following the end of race placings you will be asked to make a number of choices from a menu as follows. Use the Directional buttons on your Controller to move the highlighting effect and then press the X button to make your choice.



VIEW RESULTS

Shows the results of the race just completed.



VIEW LEAGUE

Shows divisional placings. Use the left and right Directional buttons to move between divisions.



VIEW REPLAY

Select this and the game will replay your last race from several pre-set camera angles. During the replay you may watch the action in slow motion by holding down the X button on your Controller. Press the Δ button at any time to exit the replay.



CARD OPTIONS

To save a game and/or replay make sure that you have a Memory card inserted according to the system instructions. You must also make sure that there are enough free blocks on your Memory card before commencing play.

Use the Directional buttons on your Controller to move the highlighting effect between Save Game or Save Replay. Press the X button to confirm your choice. Several game slots will now be displayed. Some will contain previously saved games and/or replays while others will be empty.

To save a game and/or replay use the Directional buttons to highlight your chosen game slot and press the X button to select it. Name the game slot in the same way you would if entering your name for a



Championship. Following this your game/replay will then be saved to that game slot. Delete previously saved games by using the Directional buttons to move the highlighting effect over this icon and pressing the X button to select it. Then use the Directional buttons to highlight your chosen game slot and press the X button to delete your choice.



STATISTICS

View driver, track and Championship stats.



NEXT RACE

Move on to the next race in the Championship. Press the Δ button on your Controller to Quit out of the season. You will receive a prompt asking if you are sure 'yes' or 'no'. Quit and you will return to the Main Menu to begin from scratch again.

RACE OVER MENU - TOTAL DESTRUCTION

VIEW REPLAY

Select this and the game will replay your last race from several pre-set camera angles. During the replay you may watch the action in slow motion by holding down the X button on your

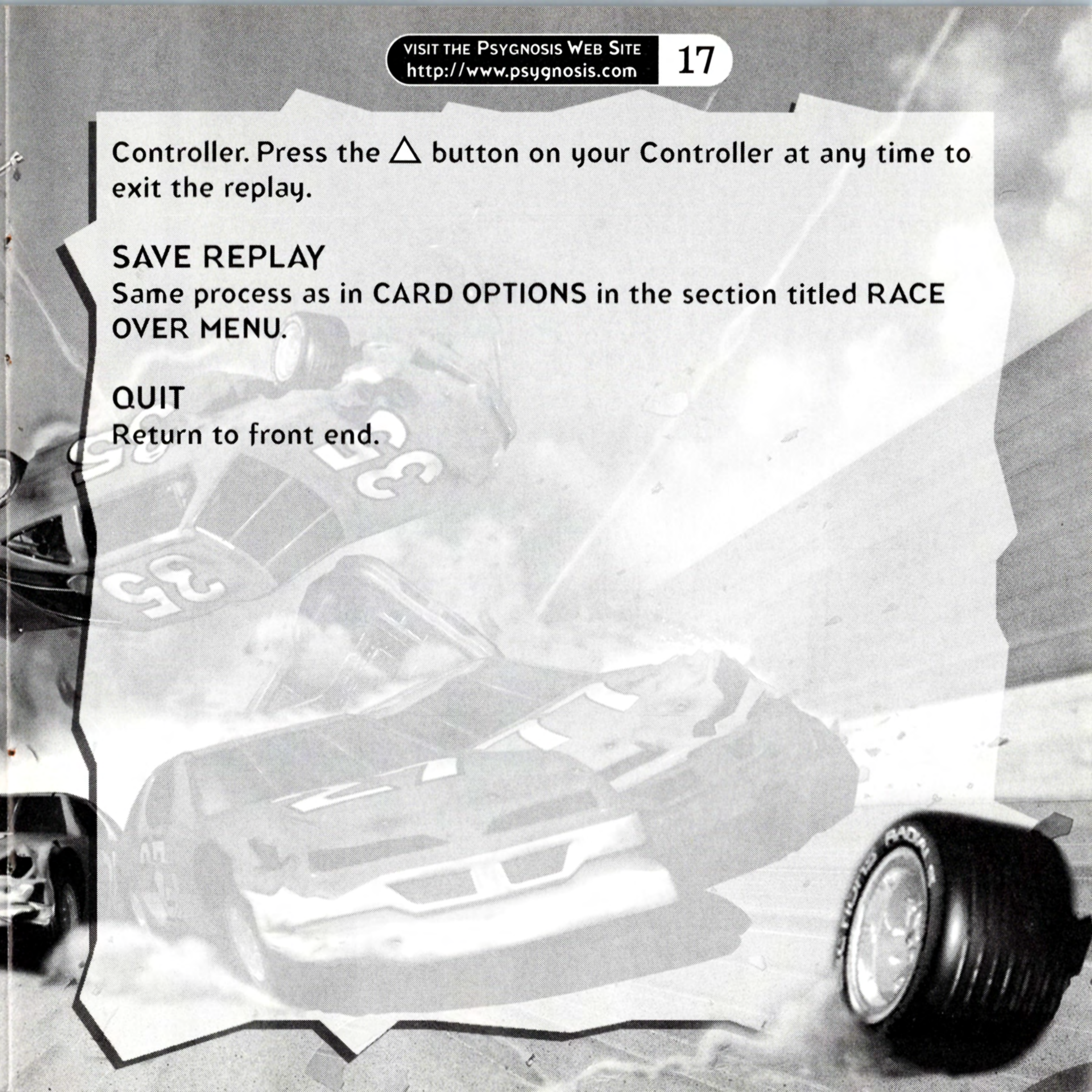
Controller. Press the \triangle button on your Controller at any time to exit the replay.

SAVE REPLAY

Same process as in CARD OPTIONS in the section titled RACE OVER MENU.

QUIT

Return to front end.



REFLECTIONS CREDITS

Producer and game concept	Martin Edmondson
Head Programmer	Michael Troughton
Programmers	Jim Parr, Russell Lazzar, Tony M. Roberts, William Musson
3D Modellers	Shaun Stephenson, Matt Gibson, Chris Williams
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Character Artist	Jonathan Steele
Track Design	Phillis Boxter
Music	'Jug', Richard Beston, Dean Liddle, Andrew Lewis 'Tuscan', Shaun Stephenson, Richard Mumford, Mark Fox, Mark McGowen, Alistair Dunn
In Game Commentary	Paul Page

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UK PR

Glen O'Connell

NOTES



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HINT LINE

Hints are available:

Within the US: 1-900-933-SONY (1-900-933-7669)
 \$0.95 per minute pre-recorded information
 \$1.15 per minute live representative assistance
 \$4.95 for mailed out tips

Within Canada: 1-900-415-5757
 \$1.25 per minute (US Dollars)

For US callers, game counselors are available Monday-Friday, 8AM-6PM, 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 and Psygnosis Limited. 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 tough-tone phone.

CONSUMER SERVICE/TECHNICAL SUPPORT/ORDER LINE

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.

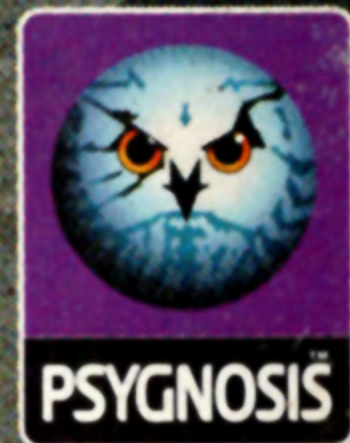
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