

# DESTRUCTION DERBY



NTSC U/C

PlayStation®



SLUS-00912







# **WARNING**

## **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.
- 





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# GETTING STARTED

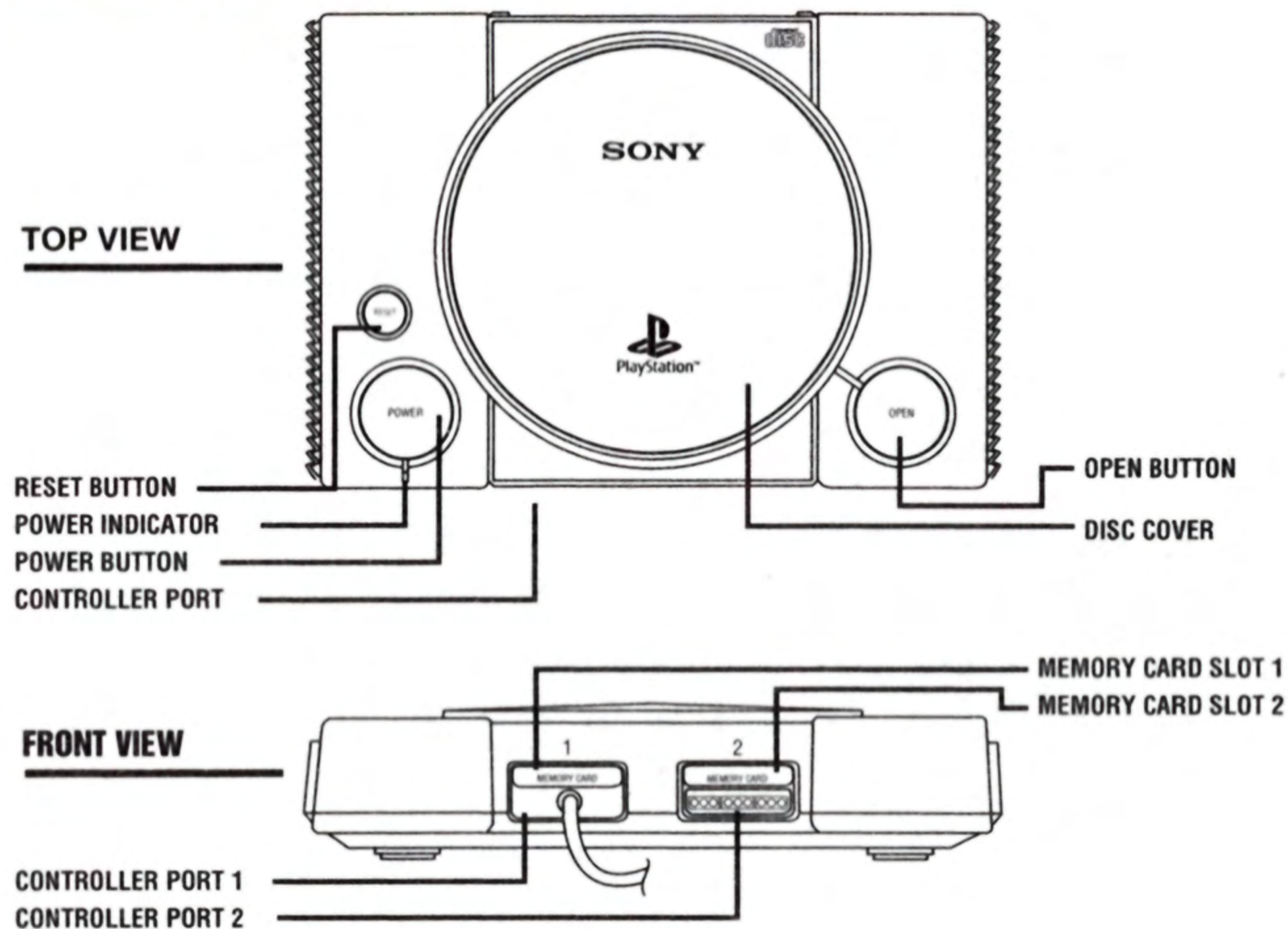
Set up your Console according to the instructions in its Instruction Manual.

Make sure the Power Indicator is OFF before inserting or removing a compact disc.

Insert the Destruction Derby Raw disc and close the Disc cover.

Insert game controllers and turn on the Playstation® game console.

Follow on-screen instructions to start a game.

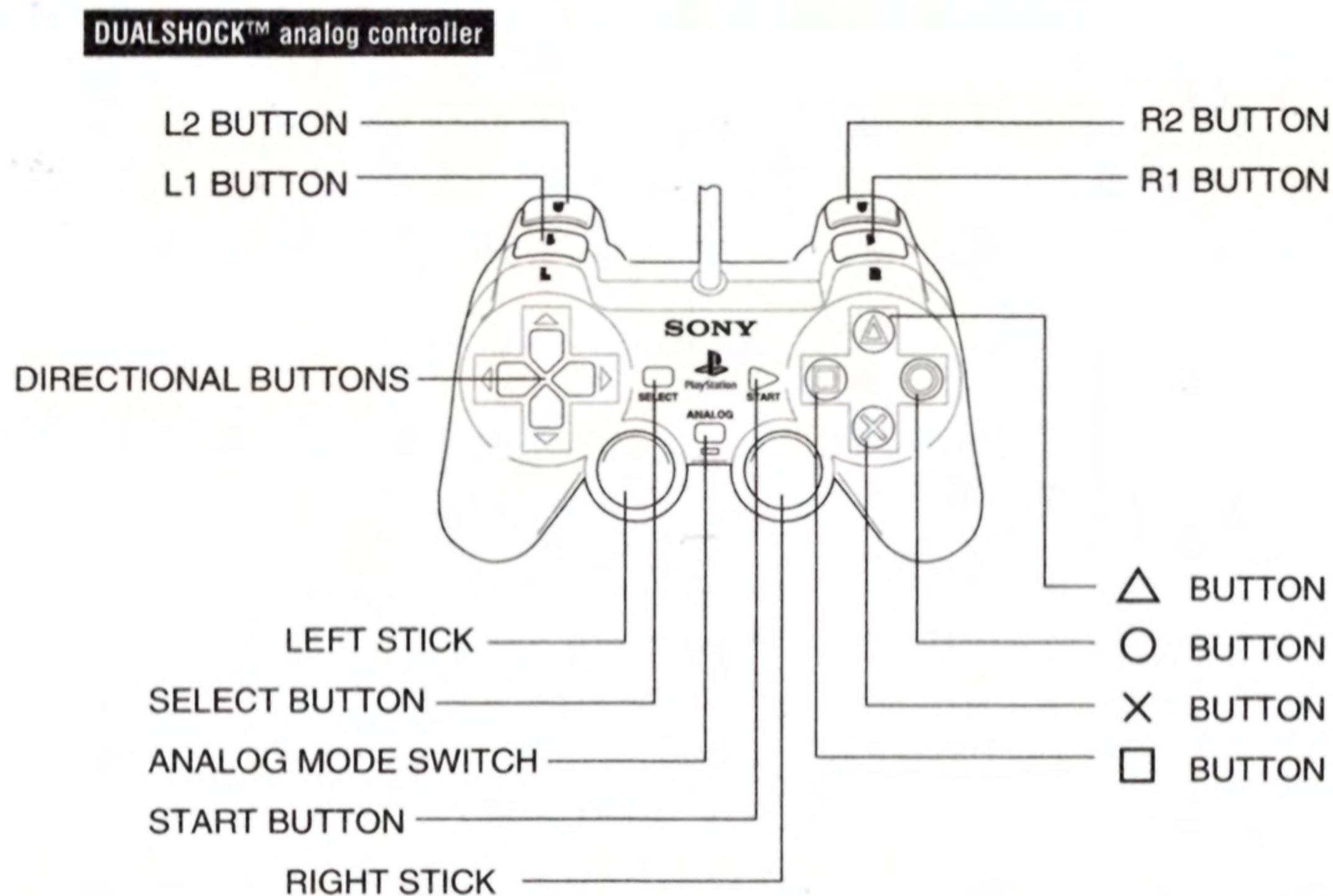


Press Start to pause the game. To quit a game in progress, press Start. The Quit Menu will appear. Select "Yes", then select "Yes" again to confirm and exit the game, or select "NO" to return to your game.



# CONTROLLER

If you are using a DUALSHOCK™ analog controller, this game can be played using the directional buttons or the left and right sticks. When using the left stick and right stick, ensure the ANALOG mode switch is on (the LED will light up Red). The vibration function of the DUALSHOCK™ Analog Controller can be toggled on or off in the OPTIONS menu (see the Options section on pages 7-8 for more information).



Use the directional buttons to highlight an option, then press **×** to confirm. To return to the previous menu screen without accepting any option changes, press **×**.





# ***DEFAULT CONTROLS***

Here's what you're playing with if you jump right into the game:

Accelerate .....⊗

Brake .....◻

Reverse .....⊙

Handbrake .....R2

Rear View .....R1

Change Views .....L1

Nitro Boost .....L2

Note: ▲ has no action in the default configuration

The Default Controls can be changed by entering the Options Menu from the Main Menu screen and selecting Controllers, then Redefine Buttons. Scroll thru Accelerate, Brake, Handbrake and Reverse and when they're highlighted, press the button that you want them to be.



# ***STARTING A GAME***

After the game is started, an opening cinematic will play, followed by the Title screen. Press START to advance to the Main Menu.

## ***MAIN MENU***

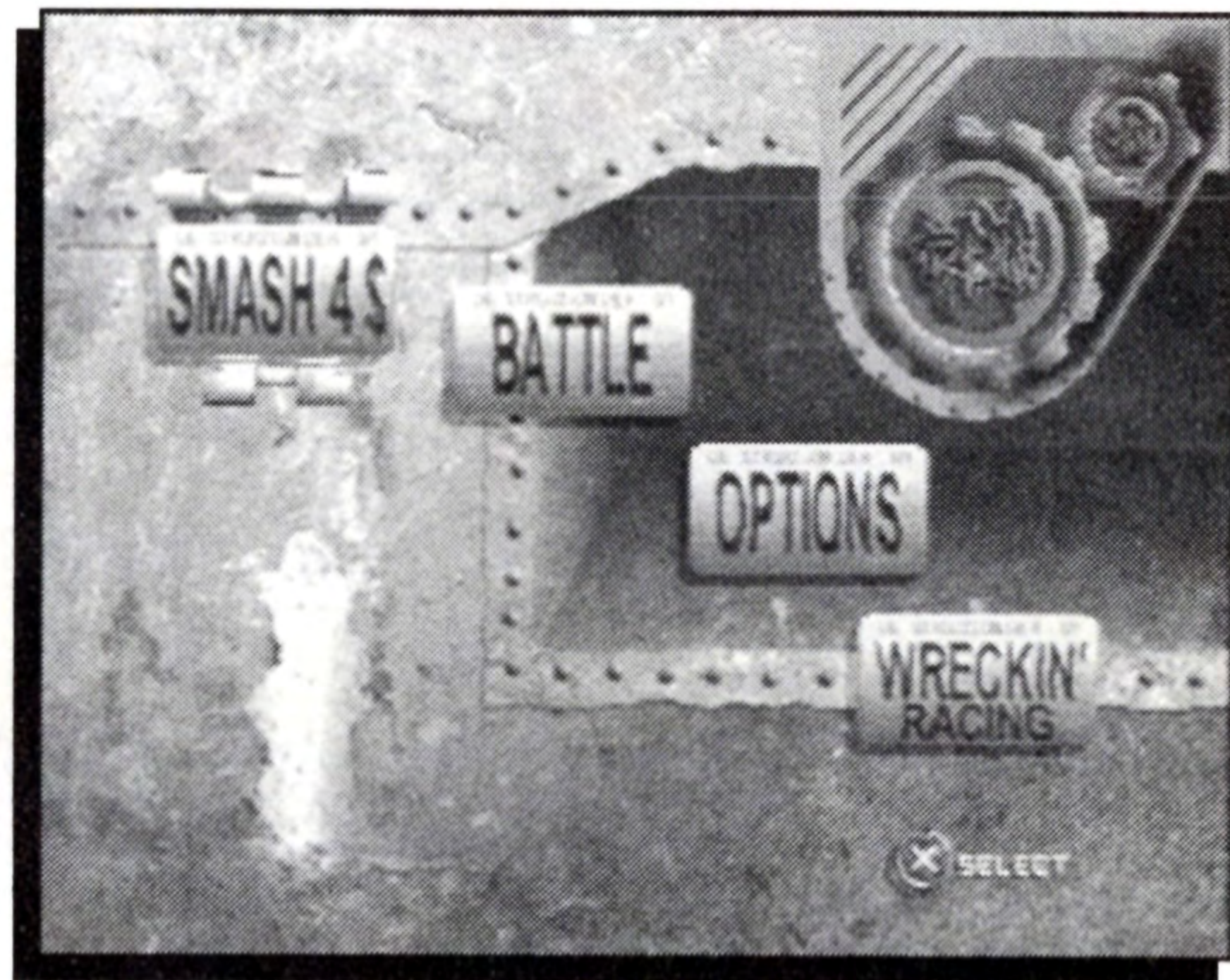
Press your Directional button Left or Right to select an option, then press **X** to make a selection. Your choices in the Main Menu are:

**WRECKIN' RACING** (Pages 11-13)

**SMASH 4 \$** (Pages 14-15)

**BATTLE** (Pages 16-18)

**OPTIONS** (Pages 7-8)



Each selection will take you to its own menu screen.





# ***OPTIONS***

## **VIDEO**

Use the directional buttons to adjust the position of the screen. When happy, press  to confirm or press  to reset the screen to its former position.




## **SOUNDS**

Use the up directional button to increase or the down directional button to decrease the level of the MASTER VOLUME, MUSIC VOLUME and FX VOLUME.

## **CONTROLLERS**

**PLAYER:** use the left and right directional buttons to toggle between Players 1-4.

**VIBRATION:** use the left and right directional buttons to turn the vibration function on or off only when using a DUALSHOCK™ Analog Controller.

**REDEFINE BUTTONS:** press UP or DOWN to highlight a function. Press the  button and the red text will turn blue. Now press UP or DOWN to choose a different action and press the  button again. The actions will swap buttons. When happy with your changes, press  to return to the Controllers Menu.

## **HIGH SCORES**

Records for each track.



# ***IN-GAME PAUSE MENU***

This is accessed during a game by pressing the Start button. The following options will appear:

## **CAMERA**

EXTERNAL, FIXED or BONNET cam.

## **RADAR**

ON, OFF or AUTO. (Note: Radar is defaulted to AUTO each race)

## **MUSIC**

Press LEFT to decrease or RIGHT to increase the volume.

## **SOUND**

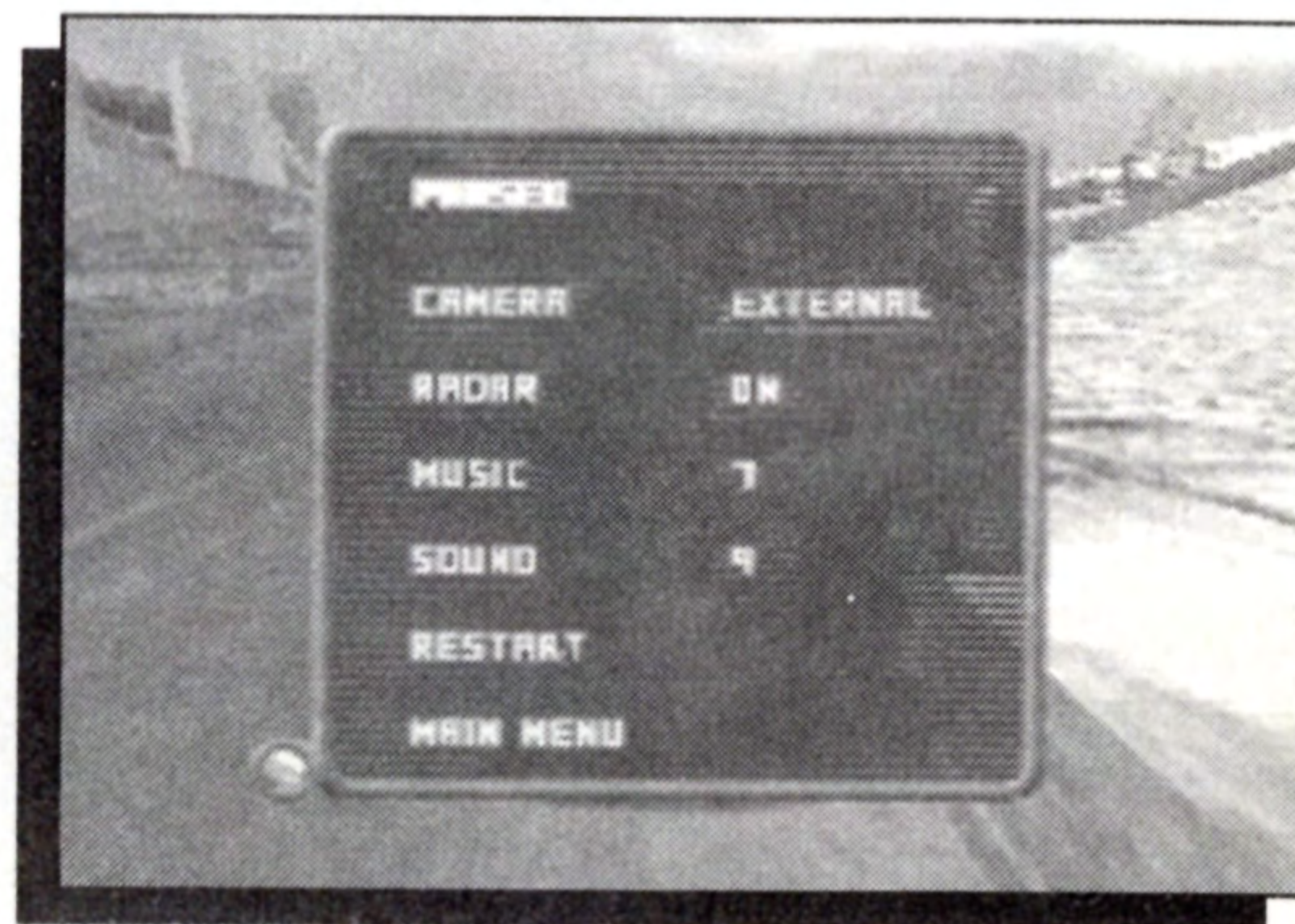
Press LEFT to decrease or RIGHT to increase the volume.

## **RESTART**

Press the **X** button, then press DOWN and the **X** button to restart the race.

## **MAIN MENU**

Press **X**, then press DOWN and then **X** to return to the Main Menu. You are quitting the current race when you select this.



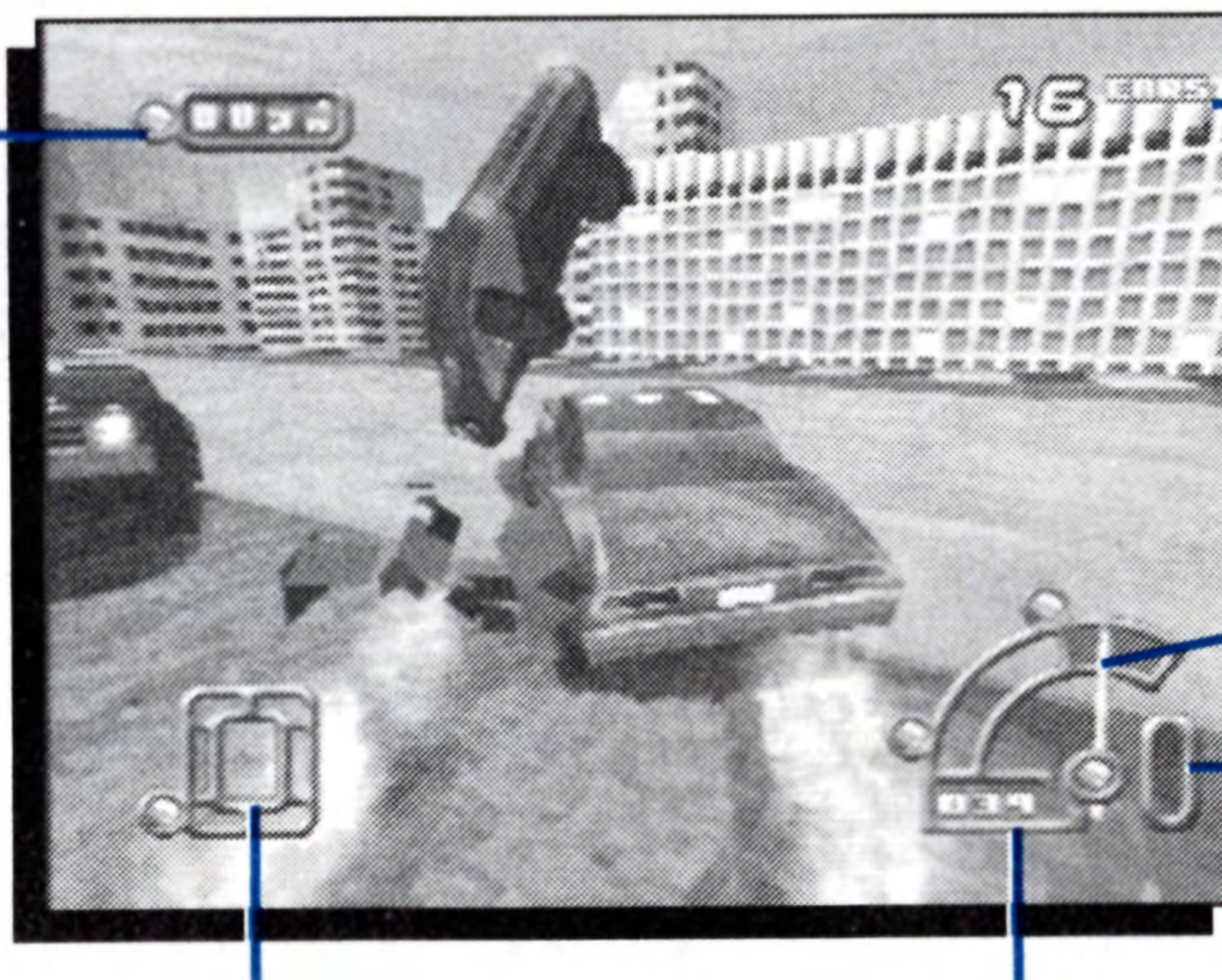


# PLAYING THE GAME

## GAMEPLAY SCREEN

During races, you'll see a lot of different displays that show you different information. Here's what you'll see on-screen:

Points Counter



Position/  
Opponents/  
Laps

Tachometer

Nitro Gauge

Damage Indicator  
(Switches with Radar in  
Pause Menu)

Speedometer

The Speedometer and the Position displays are easy to figure out. The Speedometer is how fast you're going. The Position tells you what place you're in, Opponents is total cars and Laps (if applicable), tells you how many laps are left. The Damage indicator tracks your car's damage, and the Points indicator tells you how many points you have for this race.





## DAMAGE



The Damage Indicator is displayed in the bottom left hand corner of the screen. Six green lights surround the Damage Indicator. As you take hits, the green lights will turn to amber, then red, and finally black. Once a light turns to black, the corresponding area of your vehicle will undergo handling problems – you may get flat tires, damaged transmissions, faulty brakes or other difficulties.

When the damage exceeds the limit, that's it. Your race is over. So keep an eye on this meter!

## THE POINTS SYSTEM

In Destruction Derby Raw, you score points by hitting other cars and making them spin, crash and explode. The lowest single score is 10 points for a minor bump, but you can create combo carnage for up to 1000 points. Each devastating move name is displayed at the bottom of the screen after it happens.

The complete list of moves and their point values are on pages 21-22





# GAMEPLAY MODES

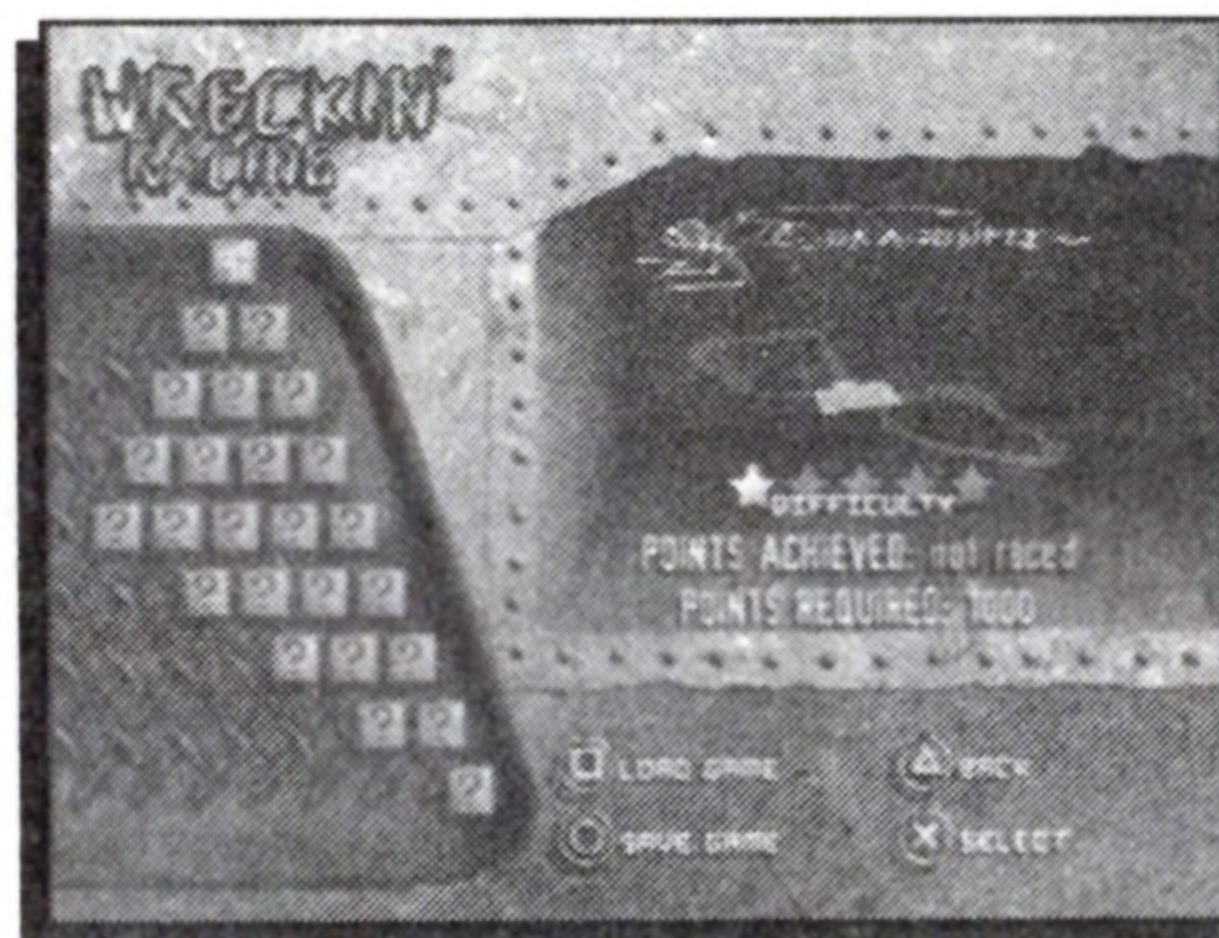
## WRECKIN' RACING

Welcome to Wreckin' Racing. Twenty-five of the world's toughest, most gruelling racetracks await your driving prowess, so get ready to grind the opposition into the dust.

To the right of the Wreckin' Racing Menu screen, the name of the course will be displayed. Beneath the rotating course map, the Difficulty Rating will be shown. One star circuits are easy and reserved for rookies (and little sisters); 5 star courses guarantee a ride that'll test every shred of your skill.


To heat things up, there is a track Points requirement that you must meet in order to advance. It's displayed below the rotating course map. Not only must you meet or exceed the points requirement, you must complete the race!

The Points Counter in the top left of the gamescreen will display your current race points tally. Pile up the points by ramming other vehicles and making them spin, flip, crash and burn in new and artistic ways. Get extra points by finishing higher. So don't count yourself out until you cross the finish line!





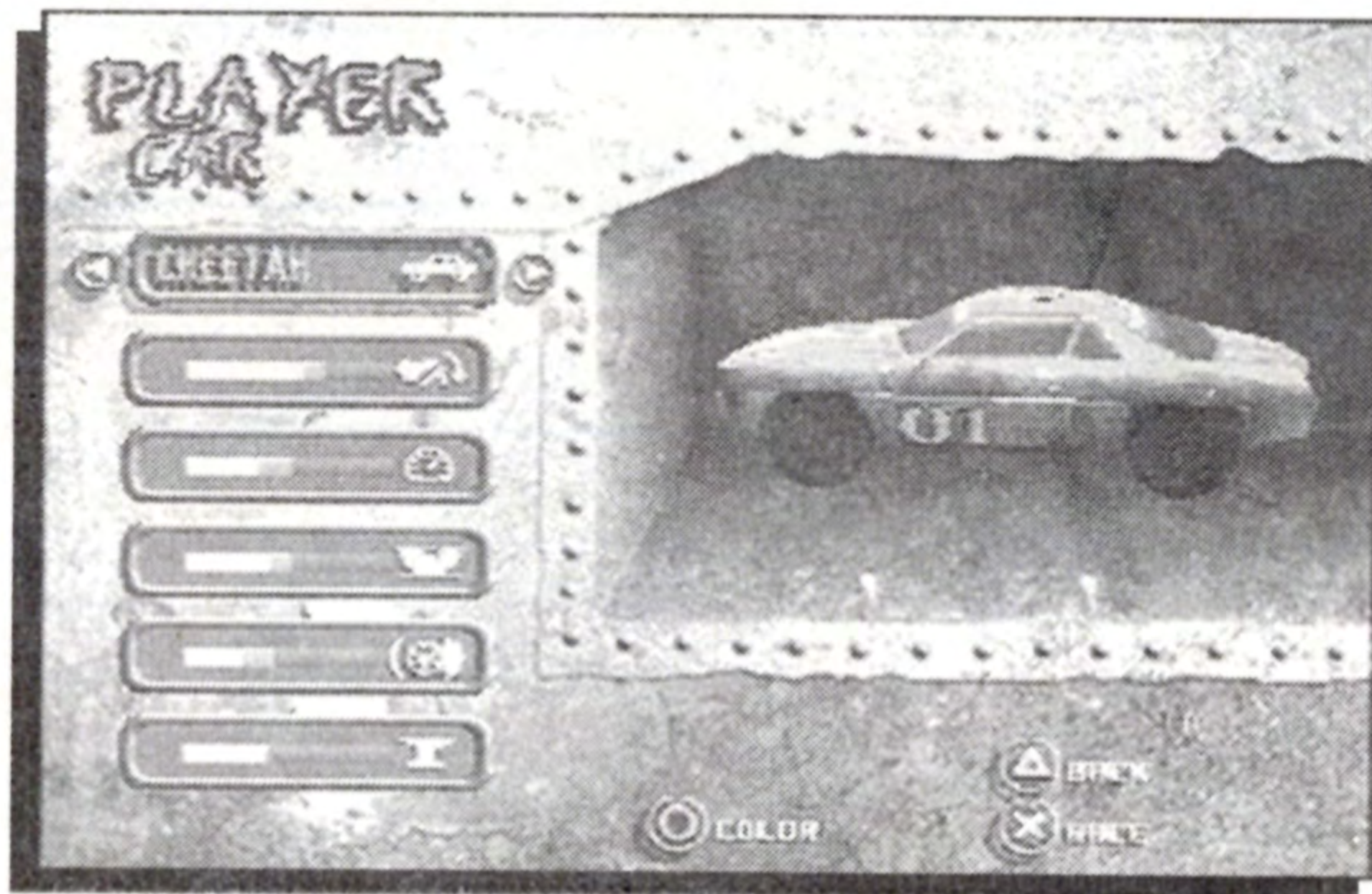


To the left of the Wreckin' Racing Menu screen, you will see the Track Stack. This is an angular arrangement of boxes. In each box you will see a question mark. Each question mark represents a race circuit and as you complete each track, more will become unlocked. The circuits down the left side of the Track Stack are easier than those down the right side. The lower you go the harder they become, right down to the hardest in the bottom right. Use the directional buttons to highlight a racetrack then hit the  button to access the Player Car Menu.

## ***PLAYER CAR MENU***

Here's where you get to choose your vehicle, change its color and study its attributes.






Press LEFT and RIGHT to toggle between the currently available cars. Beneath the car's name you will see Attribute Icons and to the left of each icon you will see its power bar.








The Attribute Icons act as a quick-reference to your car's vital statistics:

	<b>Acceleration</b> Rate of change of velocity.
	<b>Top speed</b> The highest speed that the car can attain.
	<b>Grip</b> The tires' ability to grasp the track surface.
	<b>Brakes</b> The ability to slow down.
	<b>Strength</b> Overall resistance to crashes.

When you are satisfied with your choices, press the  button to exit this menu.







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## ***SMASH 4 \$***

Also known as Championship mode, the objective here is to collect prize money by winning races and to use that prize money for upgrades to the cars in your garage.

You must purchase a car in order to begin Smash 4 \$. You'll start with a junk heap, but once you start winning races and collecting loot, you'll have access to more powerful cars and loads of upgrades.

The races are divided into different skill levels and different types of cars. The harder the race, the higher the prize money, so your objective is to keep moving up to tougher and tougher races. If you do not finish the race, then you will not be awarded any points.

To continue racing after a Smash 4 \$ race, you must either select a brand new car or repair the damage to the one you just raced. Repairing a car is covered in the Garage Setup section.

## ***GARAGE SETUP***

Once a new championship begins, you need to equip your garage with a car. After races, you can buy new cars and upgrade the ones already in your collection. Select the car that best fits each race. Some races require a lot of handling, some are straightaways where a high top speed is key. Spend wisely, and be sure to have a few cars to cover all circumstances.





To upgrade your vehicle, press DOWN to highlight one of the Attribute Icons listed on page 13. Press Left or Right to raise or lower that statistic. Keep an eye on your cash; you'll need to keep your cars repaired after races if you want to keep racing them.

To delete a car from your garage, highlight the Car Name bar and press . A tombstone icon will be displayed next to the car name. Press again. You will now be shown the amount of cash you will make by sending that vehicle to the Breaker's Yard. Highlight YES and press to scrap the car and the money will be added to your cash pot.

If you want to change the color, press on the Vehicle selection and move RIGHT until a palette icon appears. Press and the CHANGE COLOR message will be displayed. Now press either LEFT or RIGHT to give your vehicle a trendy re-spray. Finally press to confirm the new color, or press to reject it and return to the main Garage Setup Screen. Before each race a practice option will be available, where you can test every fully working car in your garage. When the race ends, you can repair any damage to the car. It's Game Over when you cannot enter the next race with a fully working car.

To repair a car after a race, the Vehicle selection will have a Wrench icon. Select this with and a message will tell you how much repairs will cost. Select "Yes" to repair and your car will now be driveable again!







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## **BATTLE MODE**

There are several different games within Battle mode, all designed with action in mind.

### **ASSAULT**

Assault Mode is very much a team sport, with the emphasis on protecting your teammate. There are two vehicles per team and your partner is a CPU-controlled armor-plated truck: very strong, but very cumbersome.

The aim is to prevent the other CPU cars from attacking your team-mate, while simultaneously trying to slow down your opponent's armor-plated truck. Gain extra points by helping your partner to retain a high race position: 40 points for spending 5 seconds in first place; 30 points for second; 20 points for third and 10 points for fourth.

The armor-plated trucks are indestructible, so think carefully about how to slow them down. Head-on collisions may be the answer, but will cause a lot of damage to your car. Beware: if your car is destroyed, you will not be able to help your teammate any more.

**LAPS:** choose to race 5, 10 or 15 laps.

**CARNAGE (exclusive to Assault mode):** the carnage gauge determines the damage level during the game. Press LEFT to lower the carnage level or press RIGHT to maximize the destruction.





## ***DESTRUCTION DERBY***

Destruction Derby mode is total vehicular carnage in three flavors. All three modes involve racing around one of the three bowl tracks, inflicting as much damage as possible to your opponent's vehicles. And keeping your own car as intact as possible.

**Classic Mode:** You know what this is. The most straightforward bash-and-drive of them all.

**Armageddon Mode:** Stay alive for as long as possible with the timer clicking away. Once the match finishes, the time points will be converted into Battle Points.

**Vampyre Mode:** Gain points by taking them from other cars. If you're hit, points will be deducted.

Pick your arena, number of players, go thru the Garage and you're ready to race!

## ***SKYSCRAPER***

For anyone with vertigo, this is NOT the mode to choose!

The objective here, as well as picking up points in the usual way, is to knock your opponents off of a towering skyscraper.

**HIGHRISE** - press LEFT and RIGHT to scroll through the available high-rise arenas.





## ***PASS DA BOMB***

This challenge is a matter of life and death. Bombs will be dealt out at random, with variable fuse lengths and explosive strength. A new bomb is introduced to the fray as long as there are more free cars than bombs. The strongest device has five sticks of dynamite and the longest fuse, and can destroy a vehicle pretty much straight off.

If you get given a bomb, a dynamite icon will appear above your vehicle and you must get rid of the bomb before it blows up. A countdown timer will sound, beeping faster as the bomb creeps toward its explosion.

To get rid of a bomb, crash into an opponent.

To make matters more tense, points are awarded based on how long you hold onto a bomb. So holding onto a bomb can be a fine strategy to rack up some additional points...

**ARENA** - press LEFT and RIGHT to scroll through the available arenas.

**BOMB** - press LEFT and RIGHT to choose either 1, 2 or 3 bombs per match













## ***AFTER A MATCH***



### ***END OF RACE MENU***

At the end of a race, you will be shown your final race position. Press  to restart the race from the beginning. Press  to access the Name Entry Screen.

Press  to watch the race highlights. Press LEFT or RIGHT buttons to cycle through the video playback icons and press  to confirm. Finally choose the far left eject icon and press  to exit the highlights and access the Name Entry Screen or choose the circular icon, second from the left, to restart the race.

NOTE at the end of a race in Wreckin' Racing mode, press UP or DOWN to view your opponents' points and finishing position. At the end of a race in Smash 4 \$ mode, press  to access the current league table, then press UP or DOWN to scroll through it.

### **NAME ENTRY SCREEN**

At the end of a race, you will be prompted to enter your name. Press UP, DOWN, LEFT or RIGHT to navigate the alphabet grid. A red box will move around the grid to highlight a character. Press  to select a character. Highlight DEL to delete a character. Highlight the gap between \$ and DEL to create a space in your name. Finally highlight the tick character and press  to confirm your name and access the HIGH SCORES Menu.








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# **MEMORY CARD**



## **SAVE**

At certain intervals throughout Destruction Derby Raw you will be able to save your progress and custom cars to the Memory card. Press  to access the Memory card Menu. An on-screen message will prompt you into initiating the save. Press  to confirm or press  to return to the previous menu. Key points to save your game are after unlocking new tracks or cars!

## **LOAD**

At certain intervals throughout Destruction Derby Raw you will be able to load previously saved games from Memory card. Press  to access the Memory card Menu. An on-screen message will prompt you to commence loading. Press  to confirm or press  to return to the previous menu.



# ***POINTS CHART***

<b>EVENT</b>	<b>NAME</b>	<b>POINTS</b>
Minimal damage	TEETH RATTLER	10
Medium damage	JAW BREAKER	30
Massive damage	BONE CRUNCHER	50
Barrier slammed	BARRIER SLAMMER	50
Roof hit	SKULL CRUSHER	200
Belly hit	GUT WRENCHER	200
Car destroyed	FLATLINER	300

<b>SPINS</b>	<b>NAME</b>	<b>POINTS</b>
<b>X axis (loops)</b>		
90	90 LOOP	50
180	180 LOOP	100
360	LOOP THE LOOP	200
720	2X LOOP THE LOOP	250
<b>Y axis (spins)</b>		
90	90 SPIN	50
180	180 SPIN	100
360	360 SPIN	200
720	720 SPIN	250

<b>Z axis (rolls)</b>		
90	90 ROLL	50
180	180 ROLL	100
360	BARREL ROLL	200
720	2X BARREL ROLL	250





# ***POINTS CHART***



<b>COMBOS</b>	<b>NAME</b>	<b>POINTS</b>
Spin + Spin	HURRICANE	400
Roll + Roll	TIDAL WAVE	400
Loop + Spin	ROLLERCOASTER	500
Spin + Roll	CORKSCREW	500
Roll + Loop	REVOLVER	500
Skull Crusher + Flatliner	HITMAN SPECIAL	700
Gut Wrencher + Flatliner	VULTURE FEAST	700
Spin + Spin + Flatliner	A-BOMB	900
Roll + Roll + Flatliner	AIRLINE CRASH	900
Loop + Spin + Flatliner	UNDERTAKER	1000
Spin + Roll + Flatliner	ANGEL OF DEATH	1000
Roll + Loop + Flatliner	GRIM REAPER	1000



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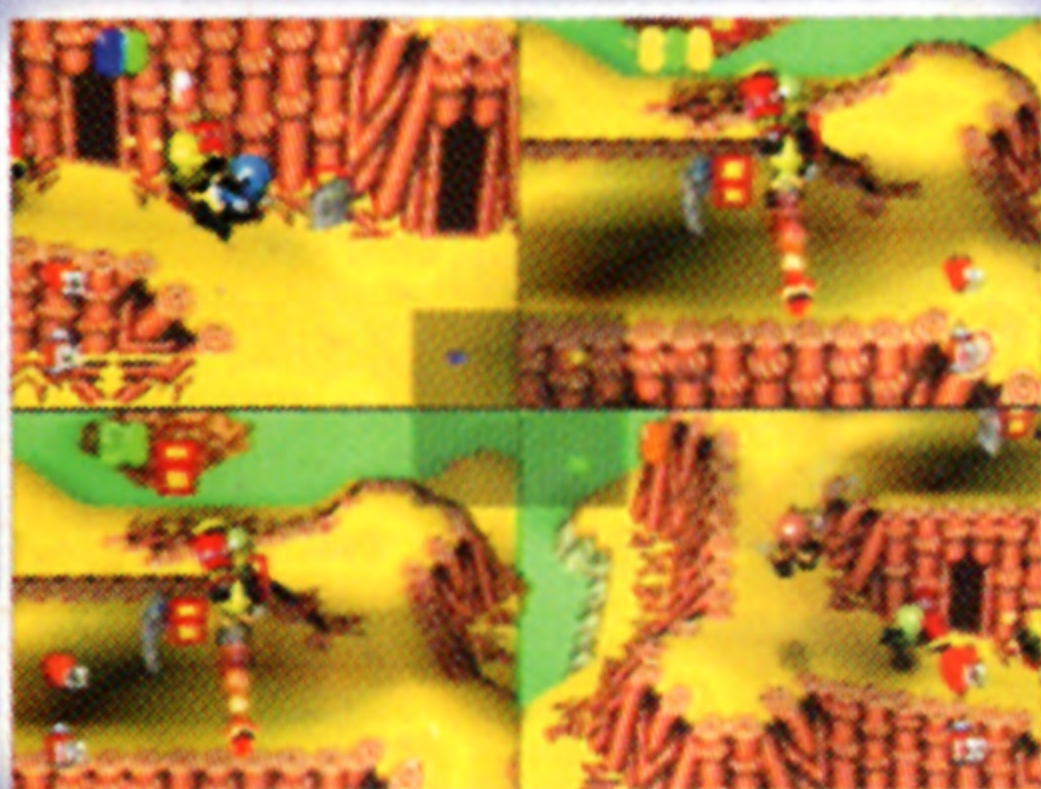
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