



NTSC U/C

PlayStation®



SLUS-01225



INCREDIBLE CRISIS





**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.



<b>set-up info</b>	<b>2</b>
<b>intro</b>	<b>3</b>
<b>controls</b>	<b>12</b>
<b>main menu</b>	<b>13</b>
<b>other menus</b>	<b>14</b>
<b>stress meter</b>	<b>15</b>
<b>credits</b>	<b>16</b>

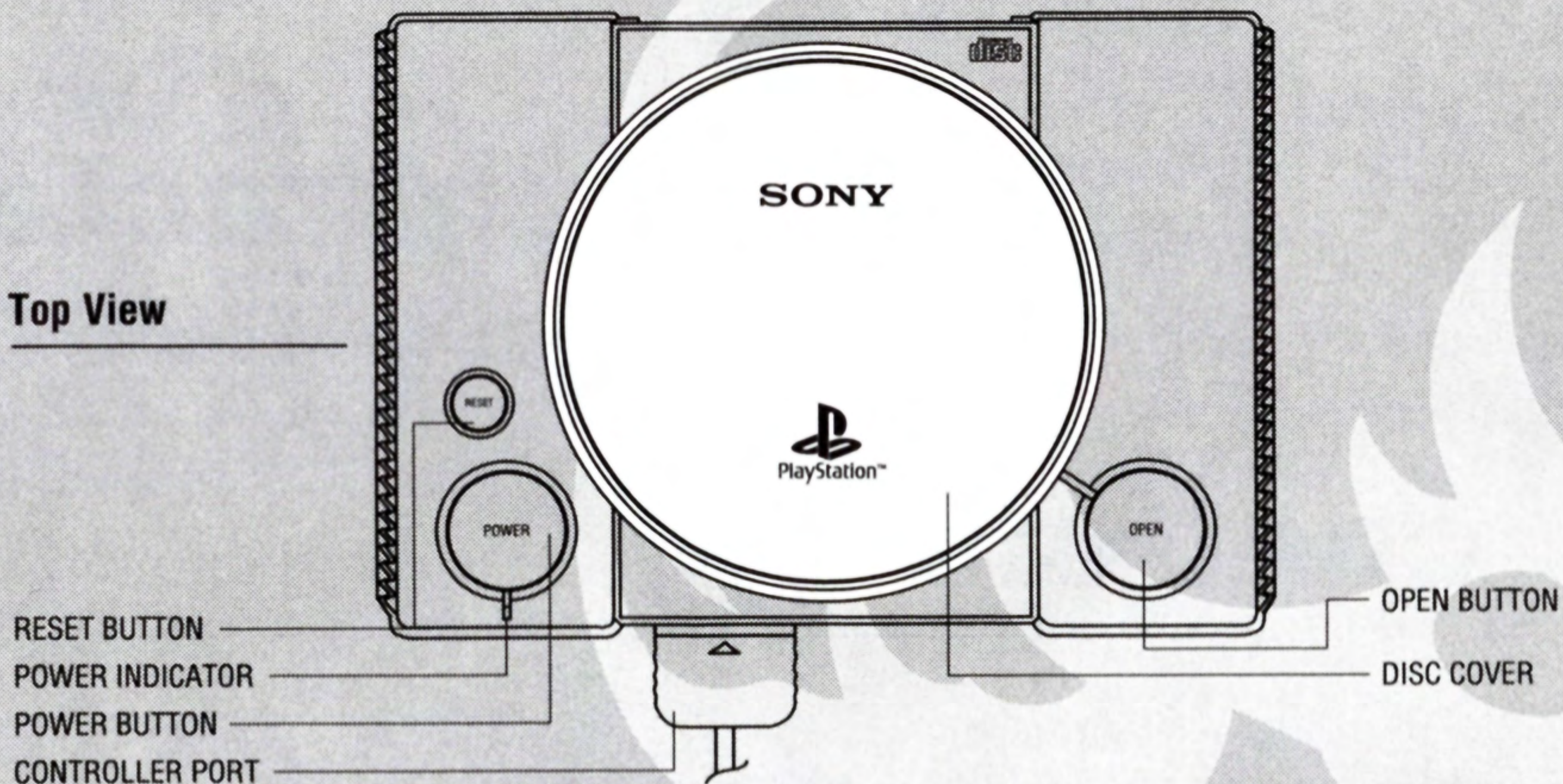


**character  
profiles**

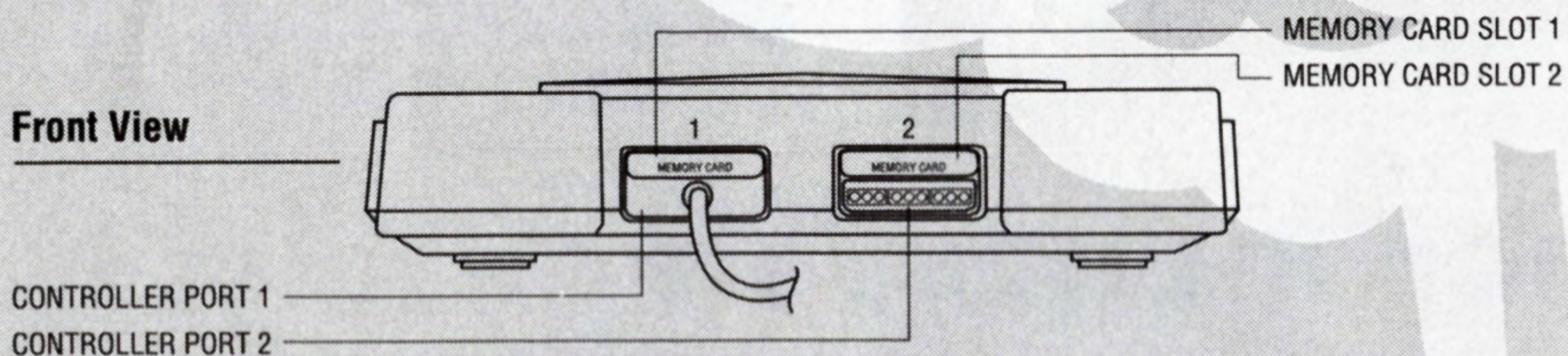


# 2 set-up

Top View



Front View



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



The severe fun of Incredible Crisis is all about maintaining your sanity, as you help Taneo's family get home in time for Grandma's Birthday.

It's a happy day and the worst day of their life, as they endure hundreds of hilarious and cardiac arrest inducing dilemmas.

You'll laugh, cry, freak out and perhaps soil your shorts, while your mental and physical reflexes are put to the test.

The controls are simple, but thumb and forefinger injury is still a risk.

Be warned, this game is severely fun and may cause obsessive compulsive behavior, if not nervous disorders and/or involuntary twitches.

Enjoy severe fun.



4





## my story

I am a simple man. I don't ask for much, only that I'm left alone to mind my own business, perform my family duties and to do my job with as little effort as possible. But ever since I was a little boy I've had to cope with the day to day pressures that life sets at my feet. In my next life, I hope to be a turtle, sloth or cow.

name: **taneo tanamatsuri**

AGE: **47**

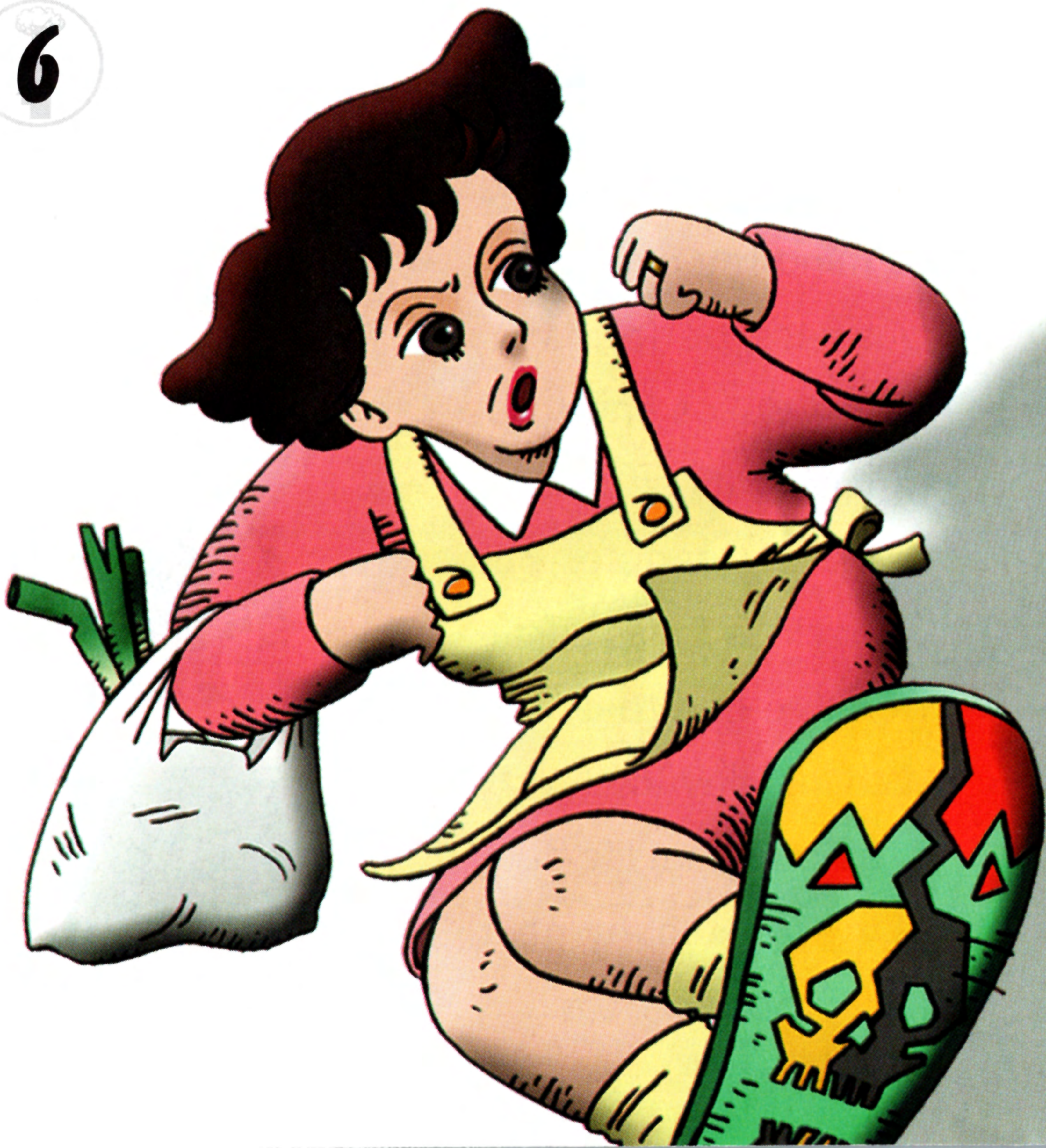
blood type: **o**



5



6





## my story

I don't consider myself to be a thrill seeker, but I do like my life to have a surprise or two. My life is like a balloon that could pop in 2 breaths, or get's bigger until I can't breath anymore. Then I must be careful because I know it's going to pop at any second, but then it doesn't, but then it does and I'm surprised. I just hope that my balloon won't pop and that Taneo will get a promotion soon.

name: **etsuko tanamatsuri**

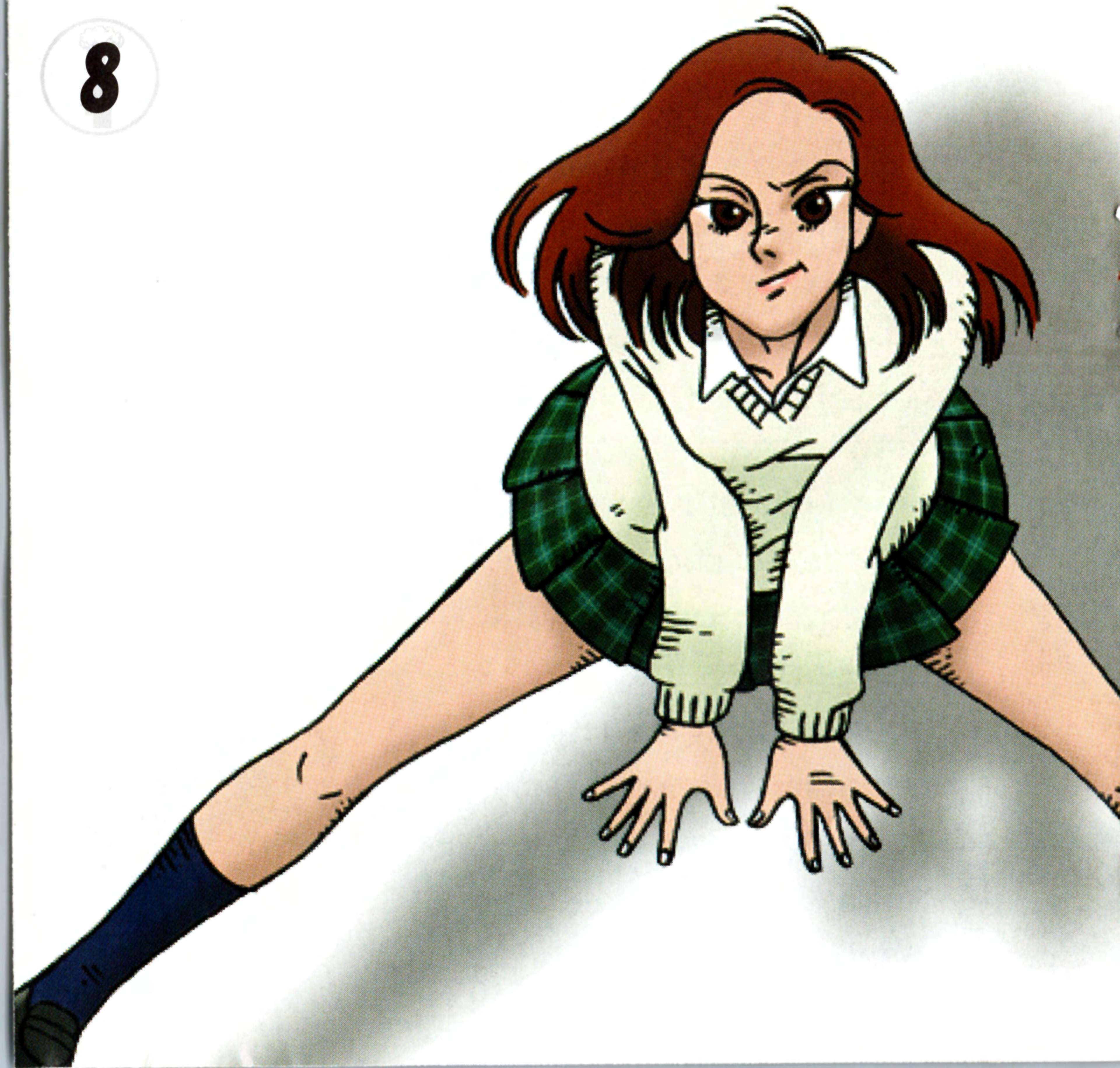
AGE: **40**

blood type: **O**



7







**my story**

I'm like, a big believer in fate and stuff. While one person's world can be an oyster, another's can be like a sack of onions. It's like, you know, quantum physics dictate that my sneeze today could cause a tsunami in Portugal a year from now. That's why I'm like, a big believer in fate and stuff, see? It's my destiny to know this.

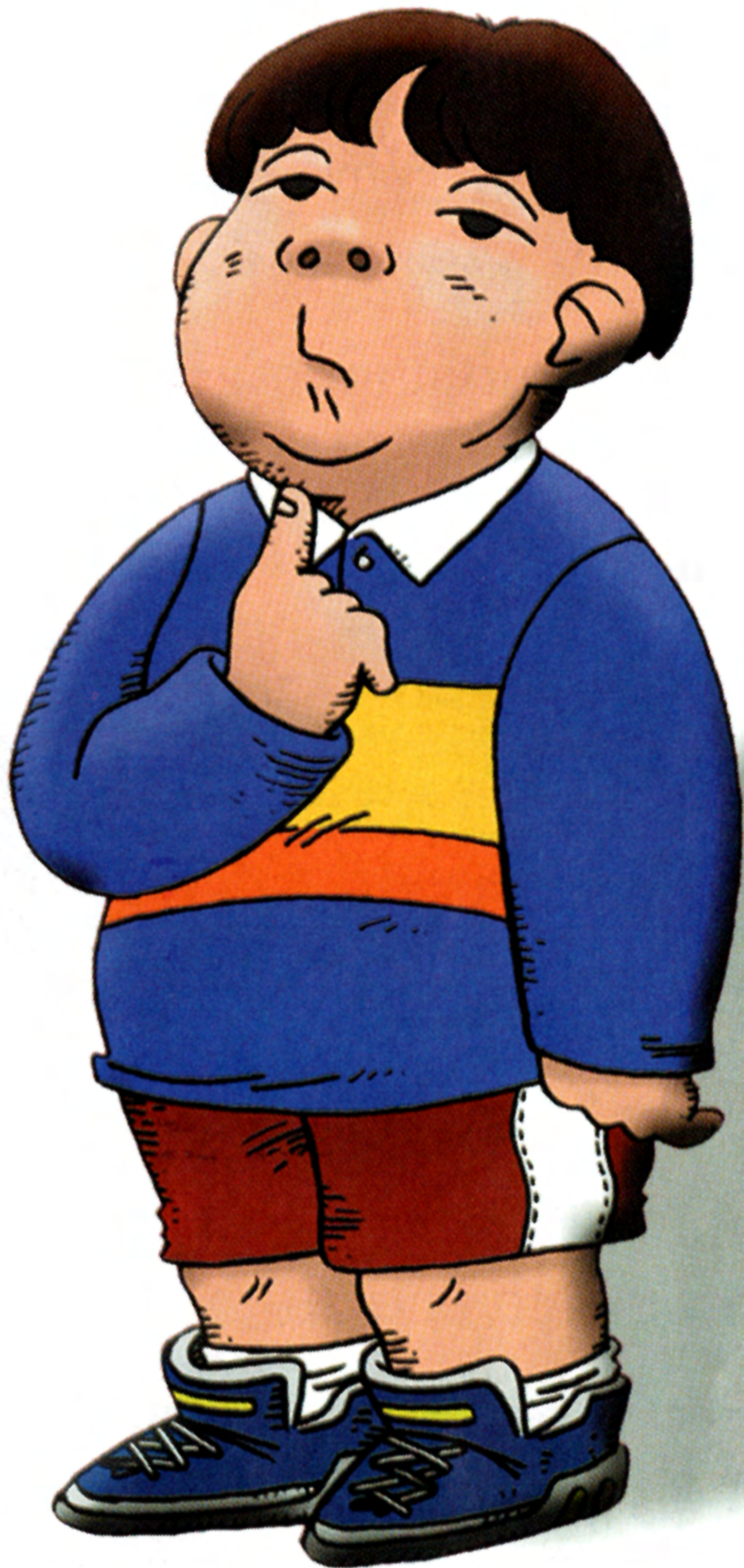
name: **ririka tanamatsuri**

AGE: **17**

blood type: **B**









People think that I act older than I really am. Maybe it is because I am so mature for my age. My sister tells me that they broke the mold when they created me. And she is right. One day I will be a famous rock star and a bug collector. But first I have to get a haircut.

name: **tsuyoshi tanamatsuri**

AGE: **9**

blood type: **o**

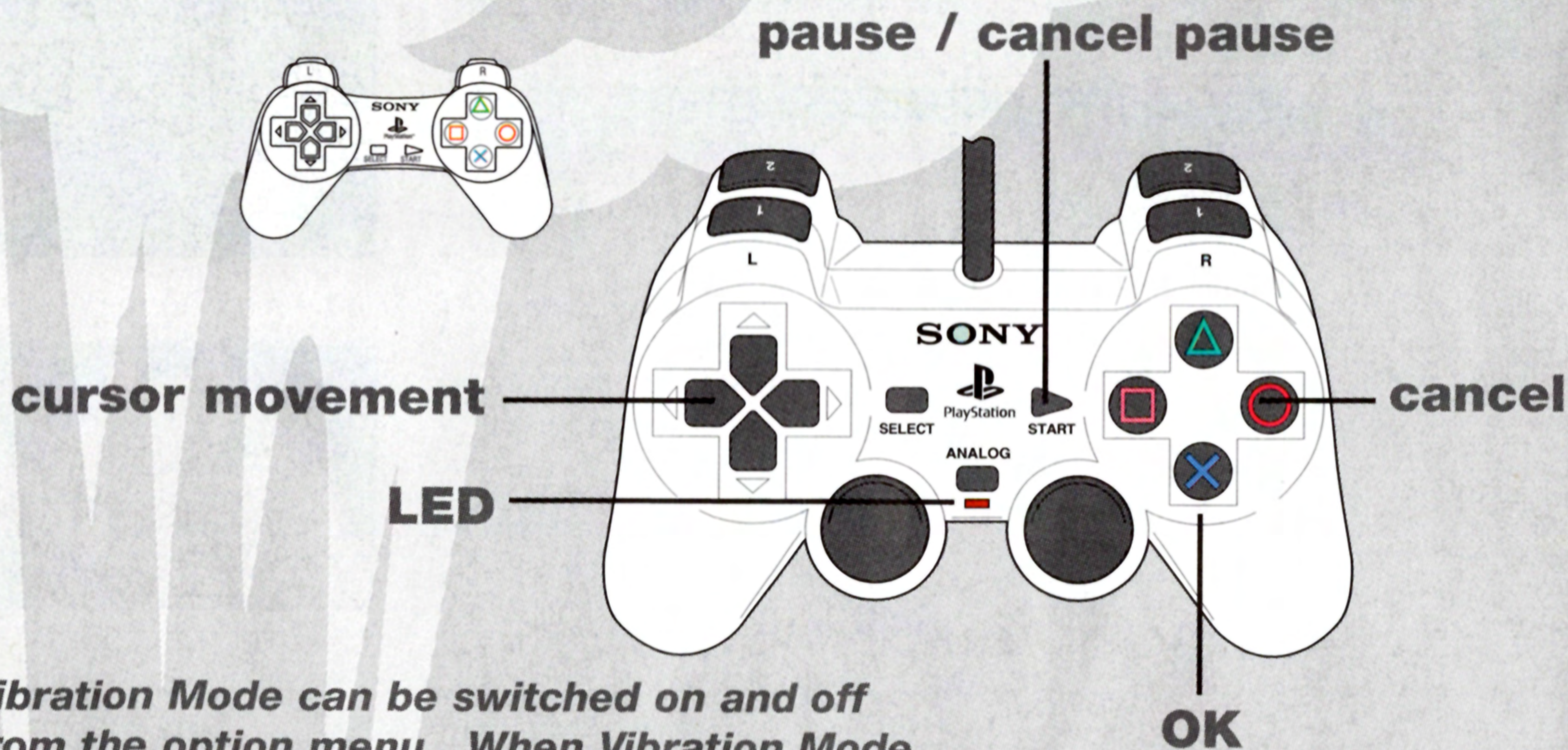




# 12

## controls

*Each crisis has its own control scheme. They will be explained at the beginning of each Mini-Game before you plunge into your next crisis.*



*Vibration Mode can be switched on and off from the option menu. When Vibration Mode is activated the LED is off.*





**starts new game**



**access the memory card menu  
(see next page for details)**



**To make your selection,  
use the directional  
buttons, and validate by  
pressing the X button.**



**access the option menu to  
change the game's parameters  
(see next page for details)**



**access the mini games library  
(see next page for details)**



## Memory Card

*Allows you to save and load games to and from your Memory Card. Follow the on-screen directions.*



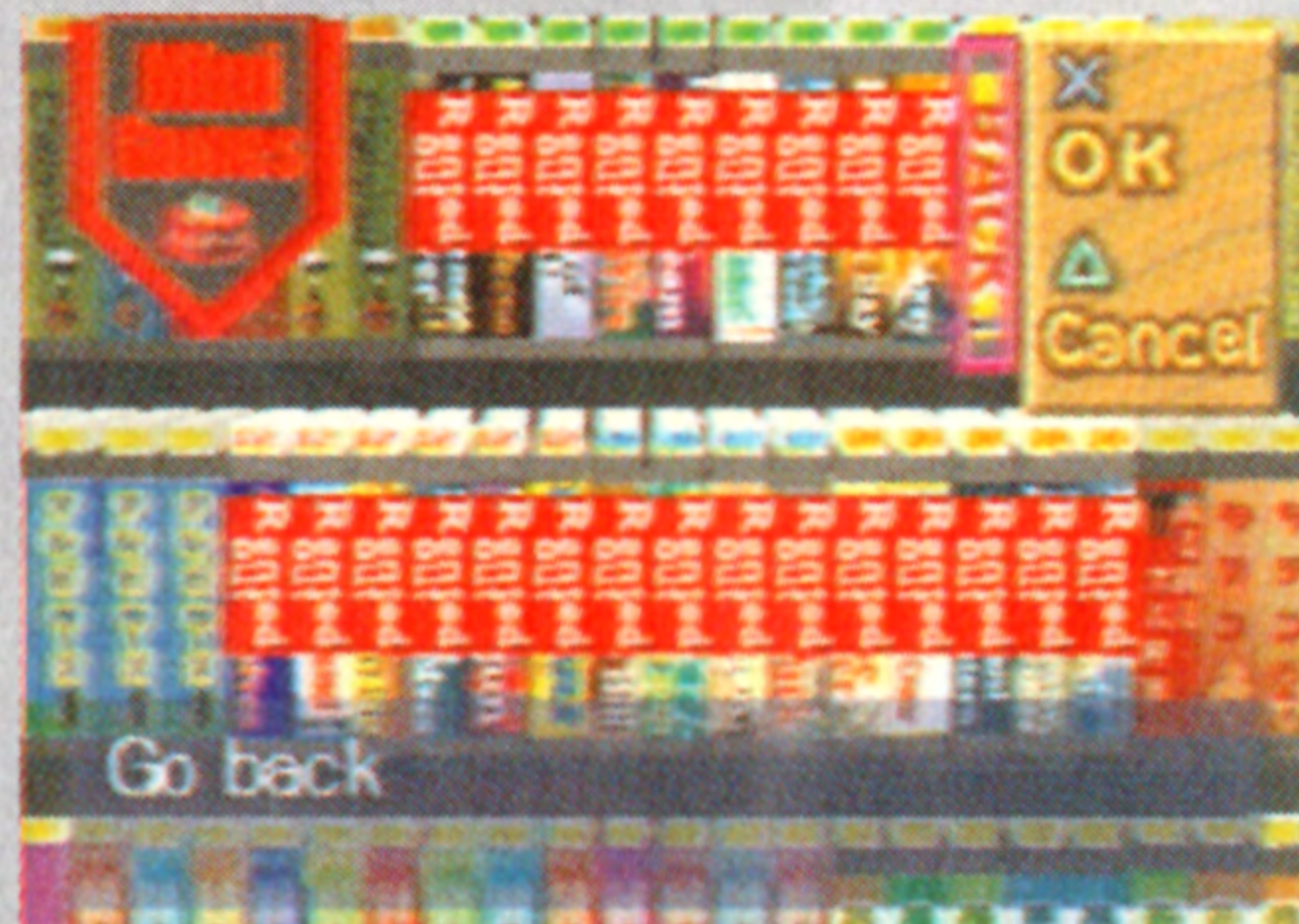
## Options

*Allows you to change some of the game's parameters:  
Stereo/Mono  
Vibration On/Off.*



## Mini-Games

*Gives access to the Mini-Games you've completed and saved on the Memory Card, so you can enjoy playing again.*





***The stress meter is an important part of the game and is displayed throughout. It indicates damage, time limit or water level depending on each game. If the meter reaches it's boiling point the game is over.***

**The Stress Meter rises from the bottom. If you are close to danger, then his ears will erupt. If the meter is full he will blow his top, ending the game.**

**The number inside the Stress Meter indicates how many continues (lives/ chances) you have left. If you can't clear a mini-game before the number reaches zero, the game is over and you return to the title screen.**

**BONUS!!!** If you perform well under pressure you can earn more lives.



**stress meter**





POLYGON MAGIC TEAM: Original Concept: TOKUMA SHOTEN • Game Design & Script: Kenichi Nishi -  
POLYGON MAGIC • Script Arranger: Seidou Fujii • Character and Background Design: YLA-TECH - Yla Okudaira  
GRAPHIC DESIGN • HAKUHODO: Tatsuya Oguchi • Tetsuya Tokimatsu • Yorifuji Design Office - Bunpei Yorifuji  
PROMOTION STAFF • TOKUMA SHOTEN • Koji Hashimoto

CAST: Taneo Tanamatsuri: Mitsuru Fukikoshi • Etsuko Tanamatsuri: Satoko Okudaira  
Ririka Tanamatsuri: Utako Yano • Tsuyoshi Tanamatsuri: Aro Yoshioka • Mineko Fuji: Mari Natsuki

CHARACTER ACTION: Mitsuru Fukikoshi

DANCE CHOREOGRAPHER: Nakura Jazz Dance Studio • Hiroe Akamine

DEVELOPMENT PROJECT MANAGER: Katsuhito Fujiwara • Director POLYGON MAGIC

ASSISTANT DIRECTOR: Sachiko Nakajima, Yuji Ishige

TECHINICAL DIRECTOR: Takahiro Koike

LEAD PROGRAMMER: Jyunichi Mibe

PROGRAMMERS: Tomoya Onda, Jyunichi Kawai, Miki Ono, Eikichi Furujo

ART DIRECTOR: Naozumi Yamaguchi

DESIGNERS: Ryu Saitou, Keiichi Satou, Naotugu Zushi, Keiko Tamura, Sayuri Nanba, Aya Yanagita, Hideyuki  
Niwa, Kentarou Miyazaki, Reiga Yasuda, Masakatu Yamaguchi, You Yamaguchi, Masaya Kanou, Izumi Aoki

SOUND: Masahiko Hagio

SUPERVISOR: Masaru Yoshioka

SPECIAL THANKS: Hiroshi Suzuki, Shingo Kagawa

POLYGON MAGIC: Yoshiki Tokita, Shuuhei Tominaga, Akihiko Ogura

MUSIC: TOKYO SKA PARADISE ORCHESTRA

PRODUCTION COMMITTEE • TOKUMA SHOTEN: Hajime Akimoto

HAKUHODO: Yoshiro Yasunaga, Yasumasa Sone, Takuo Minegishi

TOPPAN PRINTING: Haruji Tachiiri, Tetsuya Kaneda

PRODUCED BY • TOKUMA SHOTEN: Sanae Mitsugi

EXECUTIVE PRODUCERS: Eric Caen, Herve Caen

INTERPLAY TEAM: Producer: Rusty Buchert • QA team manager: Shanna Takayama

QA TEAM : Amy Presnell, Michael Motoda

LOCALIZATION: JBI

TITUS TEAM: Laurent Samier / Managing Director Titus Japan KK, Miki Iwai/

Assistant Managing Director Titus Japan KK • Producer: Paul Leskowicz • Marketing Assistant:

Cecile Duperray • QA TEAM MANAGER: Thomas Baillet • QA TEAM: Eddie Legendre,

Frederic Lasserer, Emmanuel Faria



## warranty

Titus warrants to the original purchaser of this Titus product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of (90) days from the date of purchase. This Titus program is sold "as is", without express or implied warranty of any kind, and Titus is not liable for any losses or damages of any kind resulting from use of this program. Titus agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Titus product with proof of date of purchase.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Titus product has arisen through abuse, unreasonable use, mistreatment or neglect.

THIS WARRANTY IS IN LIEU OF ALL OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE THAT SHALL BE BINDING ON OR OBLIGATE TITUS. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAYS PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TITUS BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS TITUS SOFTWARE PRODUCT.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law, which cannot be preempted. This warranty gives you specific legal rights and you may also have other rights, which vary, from state to state.

**TITUS SOFTWARE CORP. • 20432 CORISCO ST. • CHATSWORTH, CA 91311 • 818-709-3692**

## technical support

The technical support on Titus products is being provided by Interplay Entertainment Corp.

### **TROUBLESHOOTING DOCUMENTS ONLINE!**

Interplay Entertainment Corp. Technical Support now offers troubleshooting guides with complete installation and setup instructions as well as information that will help you overcome the most common difficulties. If you have questions about the program, our Technical Support Department can help. Our web site contains up-to-date information on the most common difficulties with our products, and this information is the same as that used by our product support technicians. We keep the product support pages updated on a regular basis, so please check here first for no-wait solutions. If you have access to the World Wide Web, you can find these at **[www.interplay.com/ support/](http://www.interplay.com/support/)**

If you are unable to find the information you need on our web site, please feel free to contact Technical Support via e-mail, phone, fax, or letter. Please be sure to include the following information in your e-mail message, fax, or letter:

- **Title of Game**
- **Platform**
- **A description of the problem you're having**

If you need to talk to someone immediately, call us at (949) 553-6678 Monday through Friday between 8:00AM - 5:45PM, Pacific Standard Time with 24 hours, 7 days a week support available through the use of our automated wizard. Please have the above information ready when you call. This will help us answer your question in the shortest possible time. When you call you will initially be connected with our automated wizard. For information pertaining to your specific title, press "1" on the main menu and listen carefully to all prompts. All titles are listed alphabetically. After you have selected your title, the most common difficulties will be listed. If the difficulty you are having is not listed or you need additional assistance, you may press "0" on your games main menu, and you will be transferred to a Technical Support Representative. No hints or codes are available from this line.

**Interplay Entertainment Corp. Support Fax: (949) 252-2820**

**Interplay Entertainment Corp. Technical Support • 16815 Von Karman Avenue • Irvine, CA 92606**

**HOW TO REACH US ONLINE – INTERNET E-MAIL: [support@interplay.com](mailto:support@interplay.com) • WORLD WIDE WEB: [www.interplay.com](http://www.interplay.com) • FTP: [ftp.interplay.com](ftp://ftp.interplay.com)**





[www.titusgames.com](http://www.titusgames.com)

© 1999 - Titus. All rights reserved. Titus, Roadsters and the Titus logo are registered trademarks of Titus Software Corporation. All rights reserved. Developed by Smart Dog.

# one quick breath of fresh air

**30** dream convertibles with multiple engine configurations  
and modifiable parts - four different game styles  
**10** different tracks with changing weather conditions



## ROADSTERS™

*blowing road racing wide open*

Titus Software Corporation, •20432 Corisco Street, •Chatsworth, CA 91311•[www.titusgames.com](http://www.titusgames.com)

©2000 TOKUMA SHOTEN - HAKUHODO - TOPPAN ©2000 POLYGON MAGIC, Inc.  
Published by TITUS - Titus and the Titus logo are trademarks of Titus Software Corporation.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A.  
THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION U.S. AND FOREIGN PATENTS PENDING.

