



PlayStation

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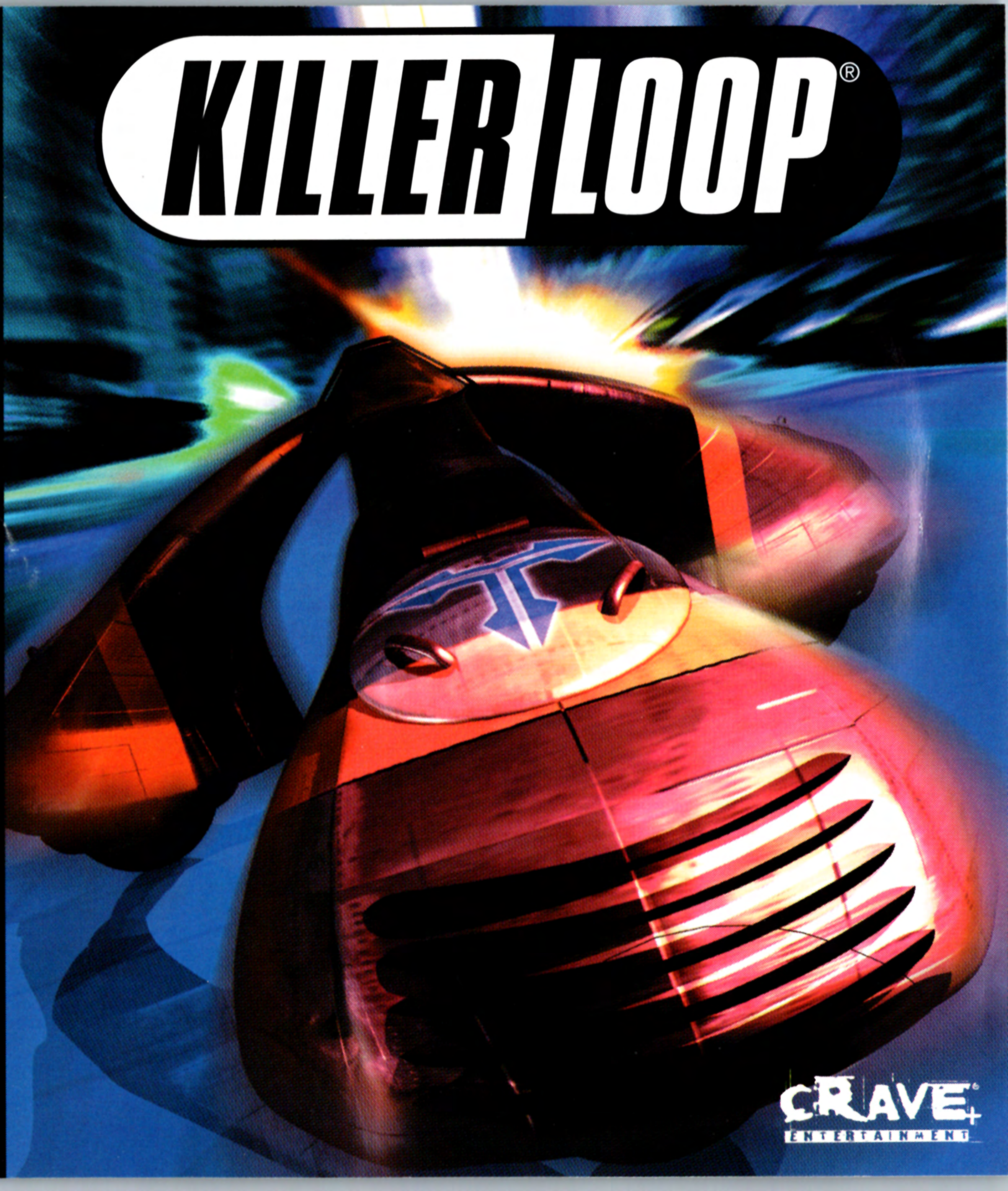
NTSC U/C

PlayStation®



SLUS-00938

KILLER LOOP®



CRAVE[®]
ENTERTAINMENT

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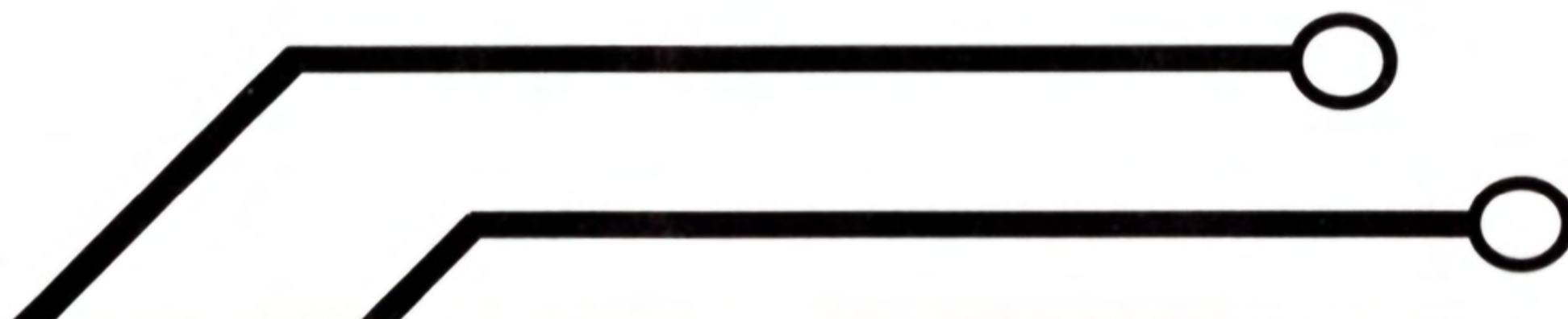
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- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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Introduction

As gasoline supplies dwindled and the simple act of driving threatened to become a luxury, the world's engineers were pressed into action to come up with an alternative fuel solution that would sustain humanity's desire for mobility. What the best minds in physics came up with was the concept of magneto-kinetic (MK) driving—technology that would replace the loud growl of the gas-powered, internal combustion engine with the subtle hum of an electromagnetic power plant. Subsequently, mile after mile of rough blacktop roadways had to be replaced with the cold, smooth metal surface required for MK-based transit.

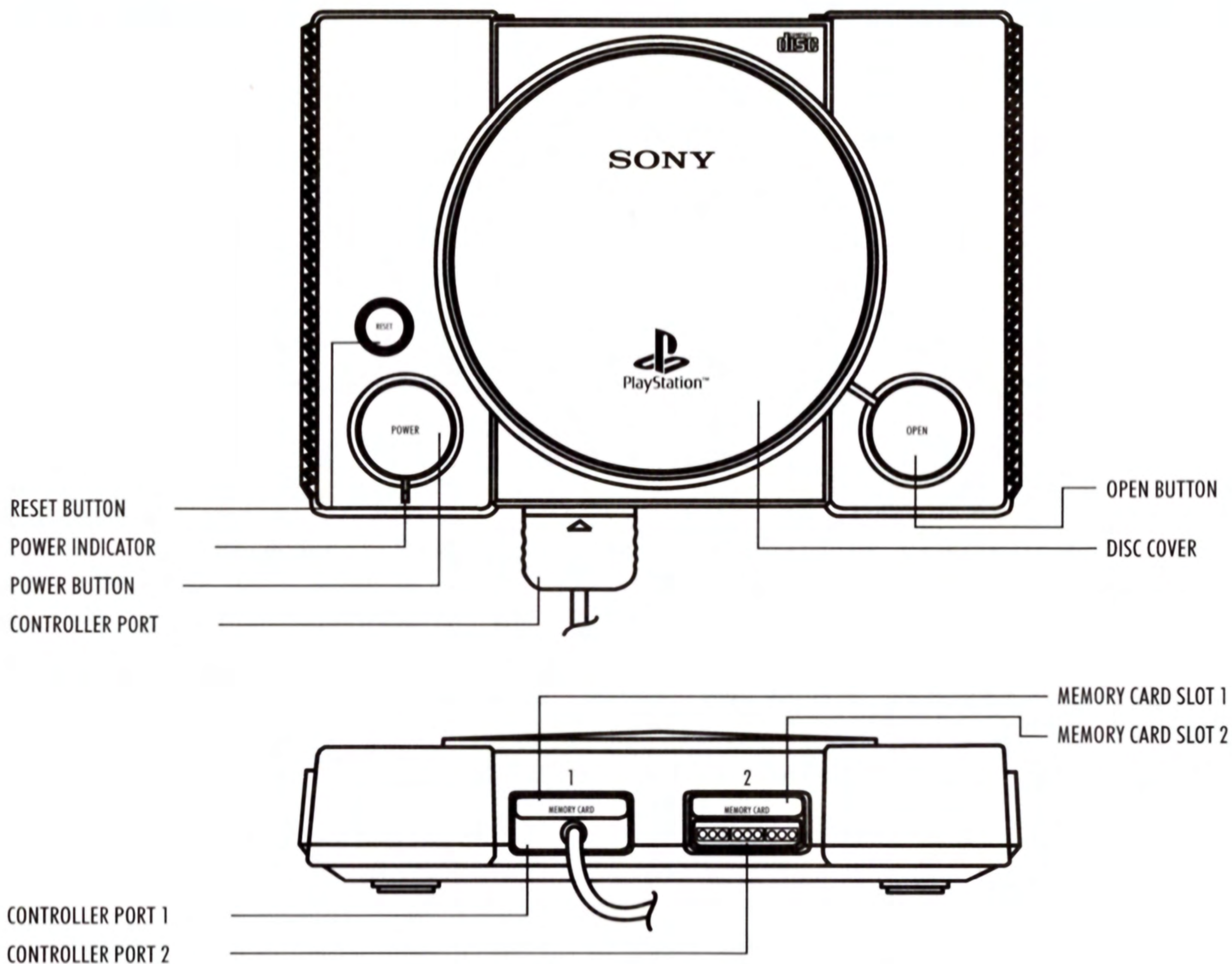
But driving hasn't just provided mankind with the utility of getting from place to place. It's also offered sport, creating a brand of athletes that jockeyed metal machines over roadways at an insane pace. Racers needed to balance the various aspects—precise navigation, high speeds and fuel conservation, among others—in order to collect the spoils of a driving victory.

It's only natural, then, that as the clumsy gasoline-powered transportation gave way to efficient MK travel, the hearty race car driver would give way to the steely nerve of the MK league racer. Speeds increased, the threat of death became more intense and the act of racing required the mastery of physics as tracks were designed to not only push mind-numbing speeds but also provide gravity-defying challenges. Where banked tracks helped gas-powered racers keep four wheels on the course during a race, MK vehicles were equipped with powerful magnets that could lock a vehicle onto the track at steep angles—or even upside-down—while maintaining incredible speeds. And when league officials realized that there was no limit to where an MK vehicle could go, course designs gradually became more and more outrageous, featuring corkscrews, tunnels and refuel power-ups in places that were seemingly impossible to reach.

Finally, as if the public's desire for race thrills wasn't satisfied enough, race rules were relaxed to allow weapons to be mounted on the MK league's sleek Tripod craft. Now, in addition to the rigorous pace and insane track layouts, the MK pilot had to battle against the threat of laser fire, land mines and homing missiles in order to get to the finish line.

Killer Loop puts you in the MK league against the cream of the crop. Can you master the elements and surpass the challenges that MK racing puts in front of you? Surpass the offensive and defensive skills of your foes while navigating the increasing difficulty of the many courses scattered around the galaxy, and you will climb to the podium to collect the spoils of victory.

System Layout



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 Killer Loop[®] disc and close the disc cover. Insert the game controllers and turn on your PlayStation[®] game console. Follow the on-screen instructions to start the game. If you wish to load or save your game status during play, insert a Memory Card with at least one available block of memory into a Memory Card Slot. It is advised that you do not insert or remove peripherals or Memory Cards once the power has been turned on.

Controller Layout

In-Game Controls (default settings shown, see Options Screen to change)

Move between menu items



Back to previous menu

Choose selected item

In-Game Controls (default settings shown, see Options Screen to change)

Killer Loop is compatible with the DUAL SHOCK™ analog controller (shown) and also compatible with steering wheel and NeGcon® controller for PlayStation.®

L1 + R1 - Unlock Engine

L1 - Slide Left

R1 - Slide Right

R2 - Use Bonus

Steer Tripod

Change View

Decelerate

Accelerate

Use Magnet



Start Button

How to Play

After picking the desired Tripod you want to race and selecting the game options (see "Starting the Game"), you'll be placed at the starting line. When the start light and signal indicate the race's beginning, accelerate from the line and navigate the course as quickly as possible, avoiding walls, your opponents' vehicles and their weapons that will slow your Tripod. Simply be the first to cross the finish line after the three laps that make up a race, and you'll be declared the winner. Easy, right?

Winning one race may feel like quite the accomplishment, but realize that there are four "classes" of MK racing. You have to be victorious in all of the races in a class before you can proceed to the next class. With each successive class, you are offered a more capable Tripod to pilot but you'll need that power to take on the improved abilities of your opponents and the increased difficulty of the tracks.

Mastering the twists and turns of an MK race at high speed is only one aspect of successful piloting. There's also the need to navigate through the various power-ups that are strewn throughout the track. To triumph, MK pilots must decide, while maintaining the vehicle's high speed, which power-up to grab: energy for faster driving speed, a weapon that will impede the opposing drivers or magnet power that will keep the Tripod on the track through difficult portions of the course.

Indeed, the final component needed to be a prosperous MK league racer is mastery of the magnet. There are times in a course when the track will turn upside-down or an alternative path will reveal itself-paths that can only be navigated by activating the magnet that holds the Tripod on the track. Having the magnet power level filled is necessary for those occasions. A level indicator in the top center of the screen will show you where the top of your tripod is in relationship to the track. If the arrow is pointing up, you are driving as you normally would. But if the arrow is pointing down, it is like you are hanging from the ceiling and, with gravity pulling you down, you will need to use the magnet. If the magnet power level is empty and you attempt to use it, the tripod will use emergency backup power resulting in severely reduced speed.

As a reward to those racers who prove their piloting mettle, an extra mode will be revealed after achieving victory in all 22 races in the four main classes. Few details are known about what's in store for those racers, and it'll remain a secret until all races are won.

Note that you must win all of the races in a class with the same Tripod in order to progress to the next class. Only MK pilots who successfully complete all of the league races with each of the three types of Tripod can group themselves among the most accomplished MK racers.


To pause the game while racing, press the Start Button. A menu will give you the option to "Continue" racing, "Quit" the race and return to the main menu or "Restart" the race. Use the directional buttons to highlight the option and press the A Button to confirm.

Hint: To unlock the engine, hold down the L1 and R1 buttons at the same time. This will disable the accelerator and will cause you to slide, but you will be able to rotate your tripod much and shoot opponents behind you.

Starting the Game

After loading the Killer Loop disc, you'll find yourself at the main menu. If you have a Memory Card inserted with a Killer Loop saved game, it will automatically load it. If you wish to start a brand new game, insert a memory card without a previously saved game. You can only pick items in the highest class which you've attained. Here's a rundown of the possible selections:

Tripod Select

Three vehicles are offered, each with different characteristics of top speed, acceleration, grip and handling. Hold down the  button to see each Tripod's characteristics.

Pulse: This craft offers the highest top speed at the sacrifice of some grip and acceleration. A fast but unforgiving tripod designed for advanced pilots.

Sinus: Great grip and handling, with the highest acceleration and a poor top speed. An excellent choice for those who prefer safety over speed.

H+K : Exceptional handling with good balance of speed, acceleration and grip. This tripod offers the best all-around performance.

Track Select

Moscow (Classes 1-4): This 40-million-people metropolis was host of the world's first MK racing track. Built as a symbol of the industrial renaissance in the late 21st century, it is the easiest track of the MK-League. Nevertheless, the breathtaking scenery of downtown Moscow regularly attracts more than a billion people to follow the race on TV.

Mars (Classes 1-4): Designed by the trio of Mars mining companies, this track marks the first circuit not on Earth. Located in the hills around the Phoenix copper mine, the course provides a scenic view of Mars' northern hemisphere but the terrain will prevent you from sightseeing. You won't need to use the magnet, but if you do, you may get some added benefits.

Hawaii (Classes 1-4): The lush panorama provided by the Big Island is only half the fun, with the track offering its own excitement. How about a 360° underwater glass tunnel for a change of pace? You'll need to master your use of the magnet to finish this course.

Himalaya (main track, Classes 1-2) The last location sanctioned for league racing is also the most remote on Earth. The track is set amidst the most extreme conditions, jagged peaks and treacherous weather that these mountains have to offer. The magnet is a must here.

Himalaya (alternative track, Classes 3-4) This alternative course to the mountain range's main track raises the difficulty by an order of magnitude, even for the most seasoned of MK pilots. Only the elite of tripod pilots is able to master the alternative route, which passes constantly clouded peaks. Of course, you'll also need the magnet to finish the race.

Needle Rock (Classes 2-4) When the first images of the one-mile-high landmark Needle Rock were transmitted from Saturn's moon Iapetus by American astronauts, the MK consortium went for the final frontier. In a gigantic effort they constructed this vertical track, where the tripods race to the top through a tunnel inside the rock and speed down along its outside walls. The odd path you'll need to take and gravity just above that of Earth will have you using the magnet frequently.

Spacestation (Classes 3-4): The "Orbital Wharf" started as a factory for building large space-bound vessels, but league officials added MK to its commerce. The station's artificial gravity fields make this track the MK-League's toughest challenge.

Holodrom (Class 4): The Hartmann & Koch pilot training facilities are located in Hamburg / Central Europe. Inside this holographic flight simulator, pilots are prepared for future racing tracks and special maneuvers. The possibilities in this synthetic environment are unlimited.

Race Mode



Championship: This race pits you against a field of other Tripod pilots in a three-lap contest that counts toward the league standings and your quest to complete that class of races.

Time Trial: In this challenge you are the only competitor in a race against the clock. You will race 3 laps and attempt to set new lap and overall track records.

Killer Loop: So few league racers have earned the opportunity to race on this track that few details are available about it. You'll just have to earn your way here so you can find out for yourself.

25% Faster: If you are able come in first place at every track in all of the leagues, you will be rewarded with this super-fast racing mode.



Options

Use the Up and Down directional buttons to move through the choices, use the  button to make a selection and use the  button to back up to the previous menu.



Magnet Help: "Enabled" activates automatic magnet assistance, so that the computer engages magnet when it's necessary; "Disabled" requires manual use of magnet.

NegCon[®] Calibration: Available when using a NegCon[®] controller or a steering wheel in analog mode. Allows calibration of the center, dead-zone, and maximum twist or radius.

Volume Control: Offers manual slide controls for background music ("BGM") and in-game sound effects("SFX").

Highscores: This section provides a race-by-race rundown of the highscores for each track in each class; pressing the directional buttons left and right moves through the races in a selected class, while pressing the directional buttons up and down moves through the classes. Toggle between the  and  buttons to view highscores achieved in other modes (Championship best lap, time trial total and best lap).

Controls

Controls: Customization of the controller layout is accomplished here. Move to a particular action with the Up and Down directional buttons, hit the  button to select it, move the indicator to the desired button on the controller diagram, then hit the  button to lock it in.

Vibration: "Enabled" activates vibration through a Dual Shock controller, while "Disabled" shuts off controller vibration.

Controls Continued

Memory Card: Use and maintenance of the memory card takes place here.

- *Load* starts the game using the contents of the selected memory slot.
- *Save* stores the current game settings to the selected memory slot.
- *Delete* removes the contents of the selected memory slot.
- *Exit* backs out to the Options menu.

Default View: This selects which type of view will be the default when you start a game:

- *Outside View 1* is a behind-the-Tripod view from directly behind the craft.
- *Outside View 2* is a behind-the-Tripod view with the perspective being farther behind slightly above Outside View 1.
- *Driver's View* provides a first-person look through the Tripod windshield, as the driver sees the race.

HUD: Allows adjustment of the HUD (Heads-up-display) items that are displayed during the race.

- *Full* is all items displayed.
- *Simple* is all items displayed except for lap times and position.

Credits: Offers a complete display of all the people responsible for bringing Killer Loop to you.

Power-Ups

To help you compete, power-up bonuses are scattered along the track. There are three types of power-up:

Green: Coming in contact with these power-ups increases your green energy meter, which helps your Tripod go faster. The longer you are on the energy field, the more energy is collected. As you race, the meter slowly drops, so you should always keep replenishing the energy supply.

Yellow: These fields increase your yellow meter, which indicates magnet power. Whenever the magnet is activated, magnet energy is consumed and the meter will drop. If you attempt to activate the magnet when all magnet energy is used up, the Tripod will switch to an emergency mode and use energy from the engine, which makes you lose speed dramatically.

Purple: These single power-ups help you with a beneficial ability. When you contact one of these power-ups, you randomly get an offensive ability (designated by an orange upward-pointing triangle icon on the lower-left of the display) or a defensive ability (designated by a blue downward-pointing triangle icon on the lower-left of the display). If you do not use the ability and hit another purple power-up, it will build up the ability to the next grade; each ability has three grades:

Offensive



Missile: Fires out a “dummy” missile ahead of your Tripod in a straight line when the Use Bonus button is hit. The missile will bank off of walls when contact is made so you might want to try some trick shots.



Laser: Enables a limited burst of laser shots when the Use Bonus button is held down.



Homing Missile: As soon as one or more competitors are near enough, the Homing Missile will “lock” the nearest Tripod, indicated by a small rotating symbol. If you hit the Use Bonus while an opponent is locked, the missile will trace and hit the target automatically. If the missile is fired without having locked a target, it will behave like a normal missile.

Defensive



Mines: Pressing the Use Bonus button will release a mine on the track behind your Tripod as you travel. Note that you have only 5 mines that remain on the track for a limited time. Your own mines can't harm your Tripod.



Shield: This raises a force field around your Tripod for a limited time, protecting it from other pilots' weapons. As long as the shield is active, it also protects your vehicle from losing speed when hitting the boundaries.



Shield Ram: A force field similar to Shield is activated with this power-up, but it also provides a temporary turbo speed boost and enables you to ram other opponents without harm to your Tripod.

Credits/Acknowledgments

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