

MAXIMUM MULTI-PLAYER RACING



NTSC U/C

PlayStation™

KIDS TO ADULTS



SLUS-00559

THE ORIGINAL

Micro Machines

SCALE MINIATURES

V3

Codemasters™

MIDWAY

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.

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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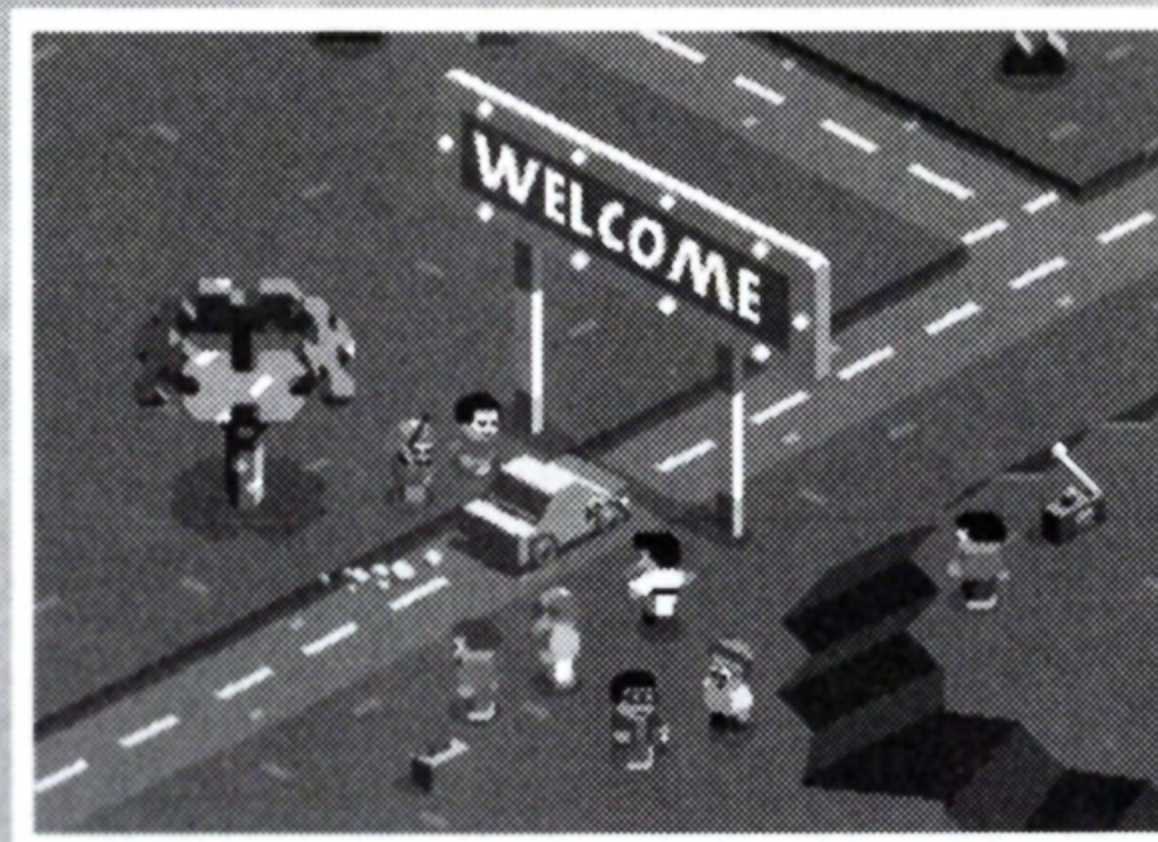
V3

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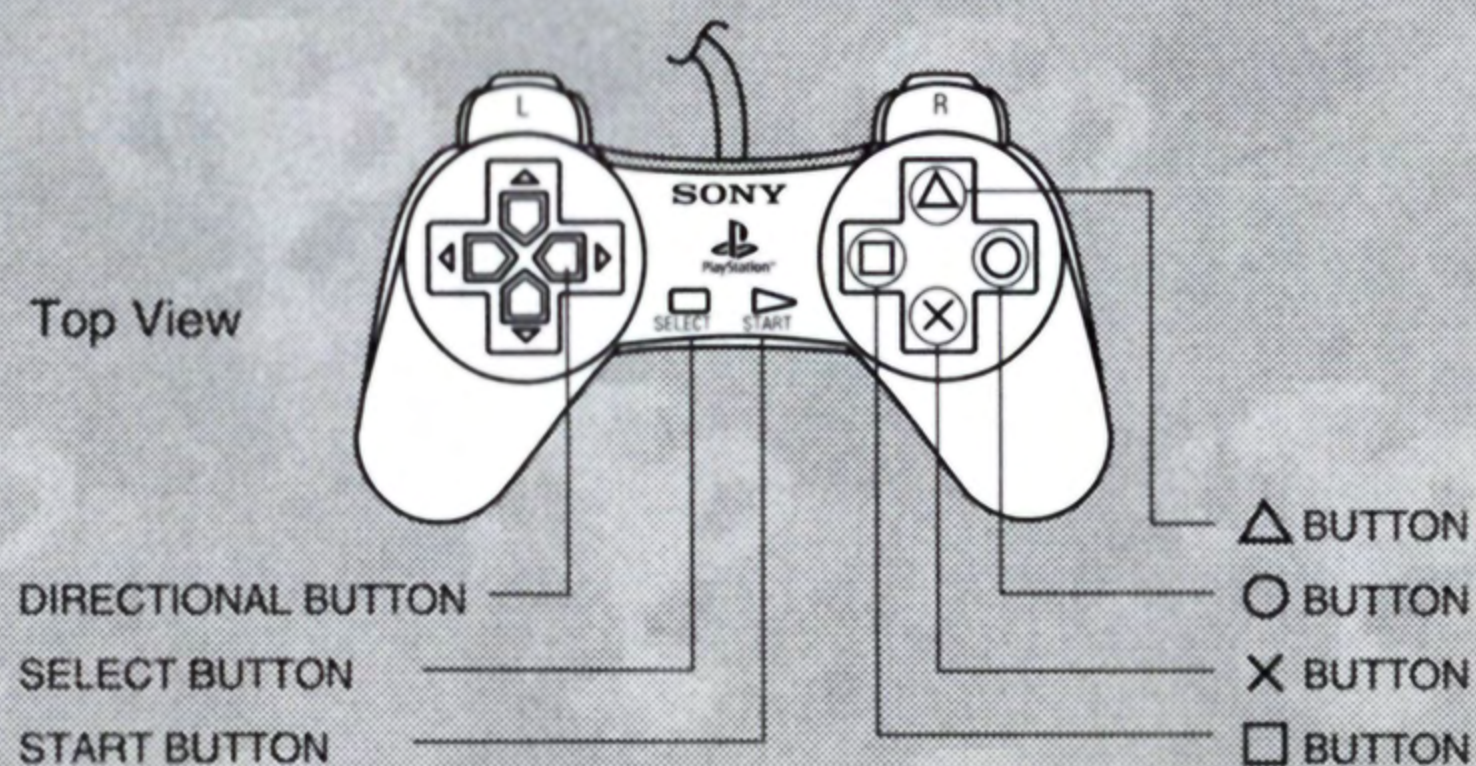
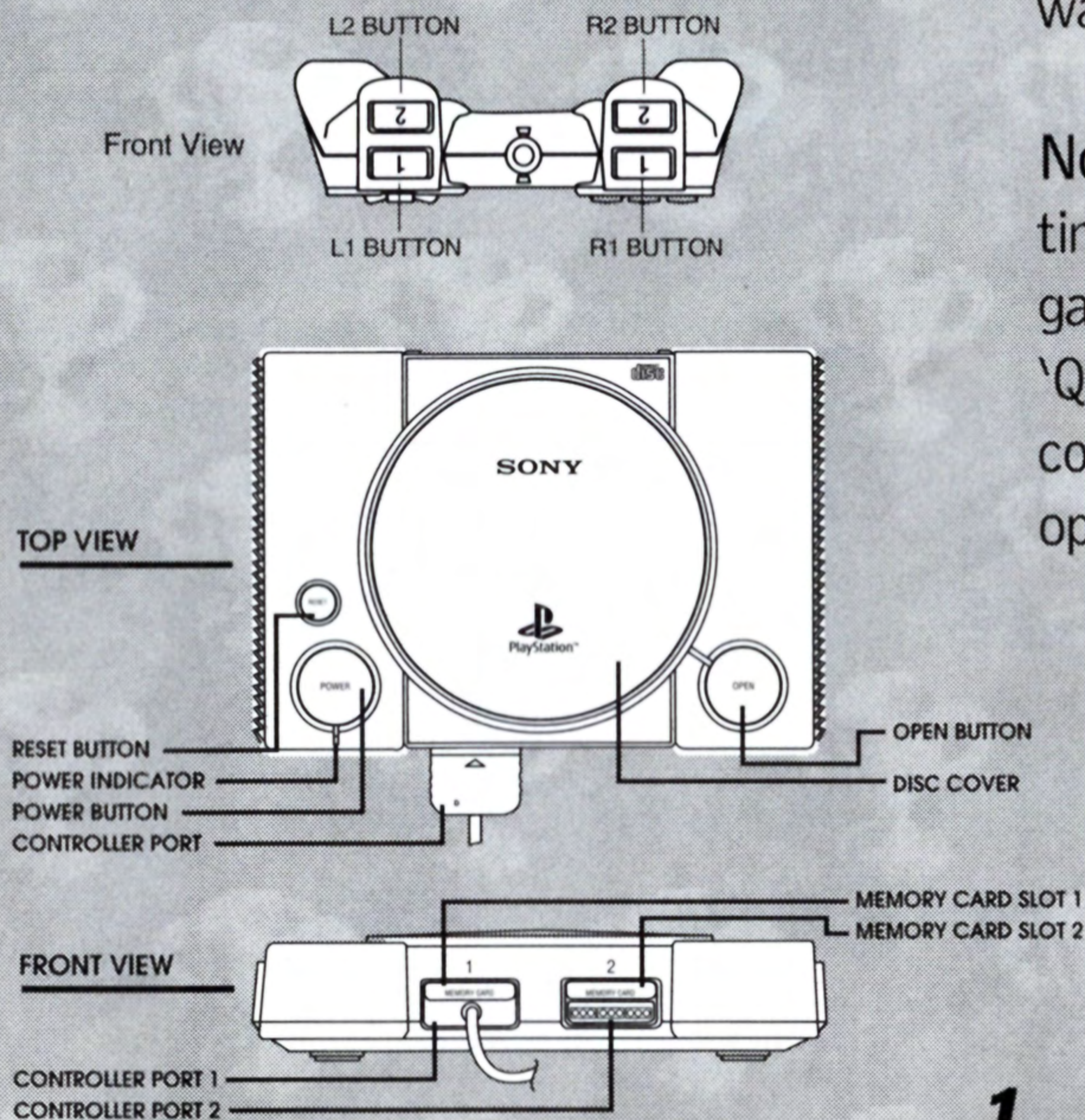
GETTING STARTED

Set up your PlayStation™ game 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 Micro Machines® V3 disc and close the Disc cover. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.



Once the title screens have disappeared you are presented with the Game Options menu. You're the little car at the bottom of the screen and you can now decide what options you want to play with.

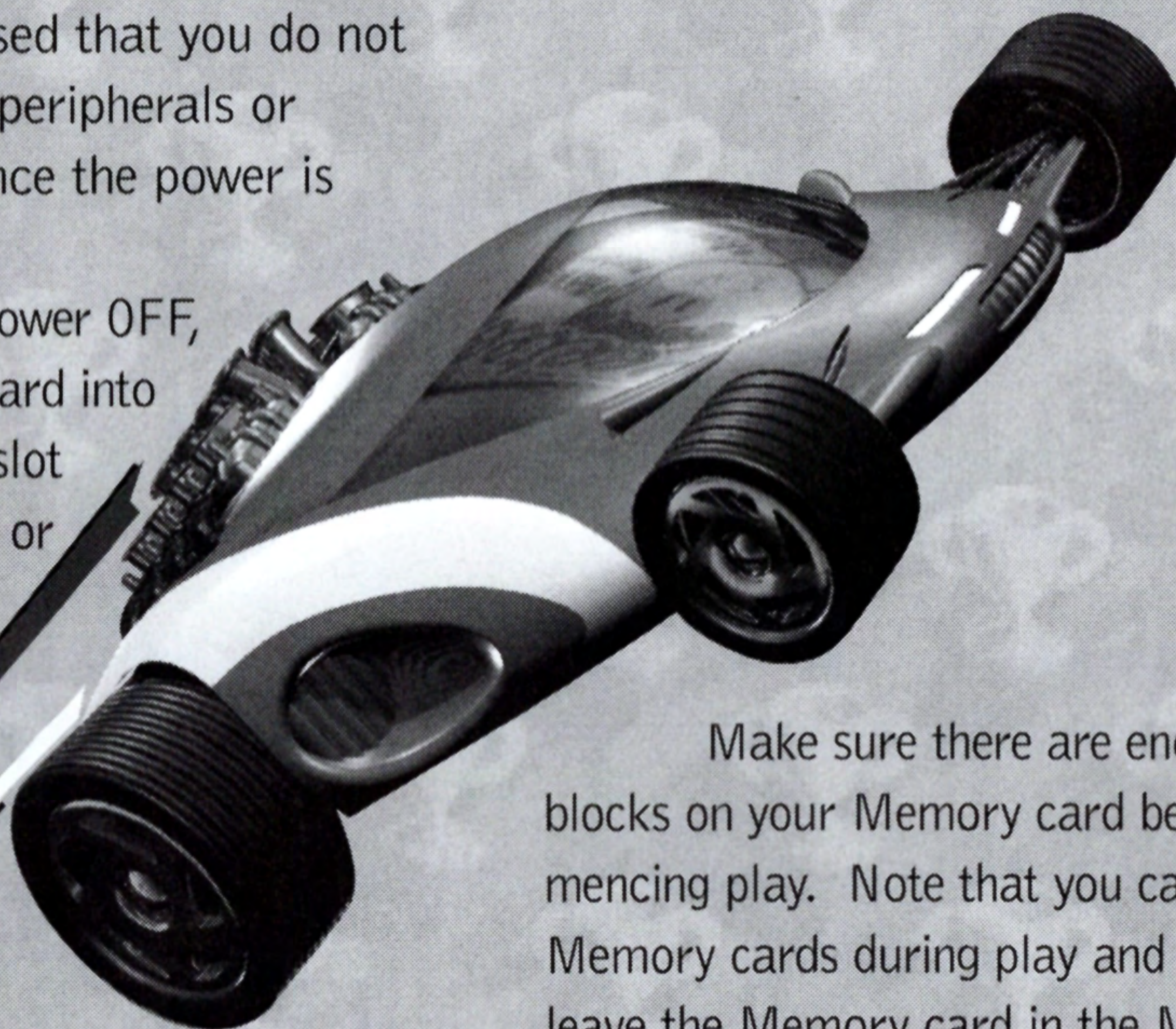
Note: You can quit out of races at any time. Press the Start button to pause the game, this will give you the option to 'Quit'. Choose 'YES' to quit or 'NO' to continue. You will be given a further option to restart choose 'YES' or 'NO'.



MEMORY CARDS

It is advised that you do not insert or remove peripherals or Memory cards once the power is turned on.

With the power OFF, insert a Memory card into the Memory card slot if you wish to load or save information during play.



Make sure there are enough free blocks on your Memory card before commencing play. Note that you cannot swap Memory cards during play and you must leave the Memory card in the Memory card slot during play. If you do not have a Memory card in the PlayStation™ game console before you start playing, then you will not be able to save your progress.

See Loading and Saving Characters on page 5 for more information.

GAME OPTIONS

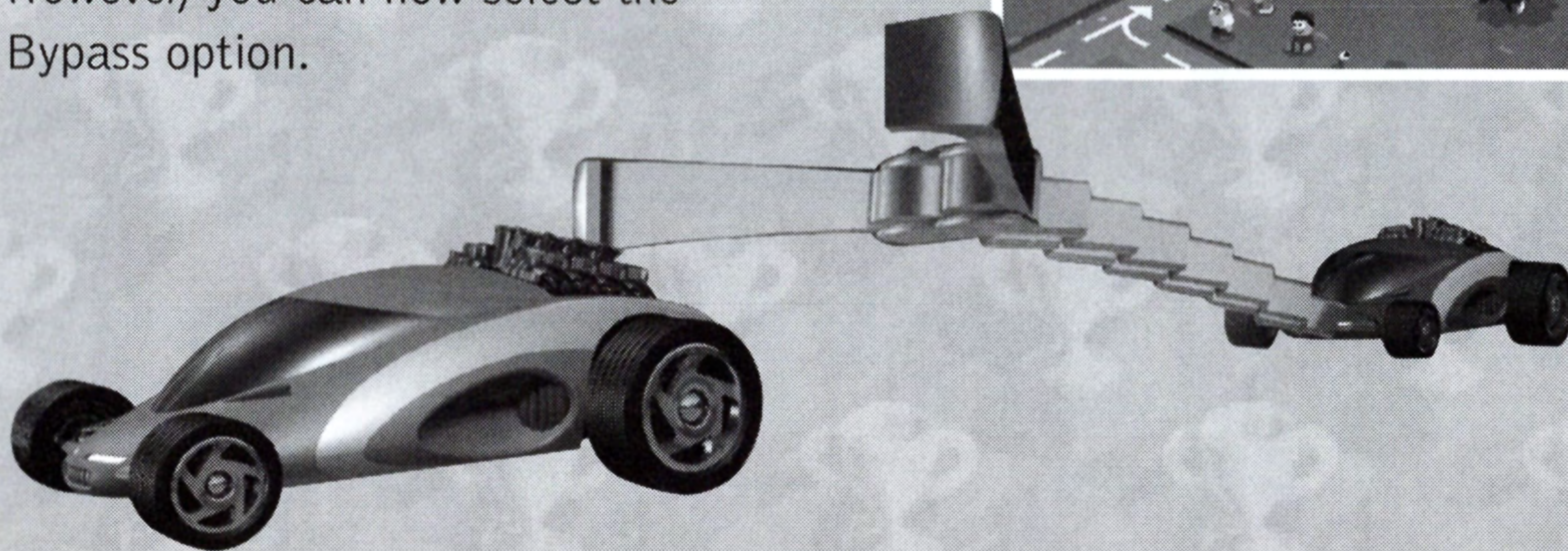
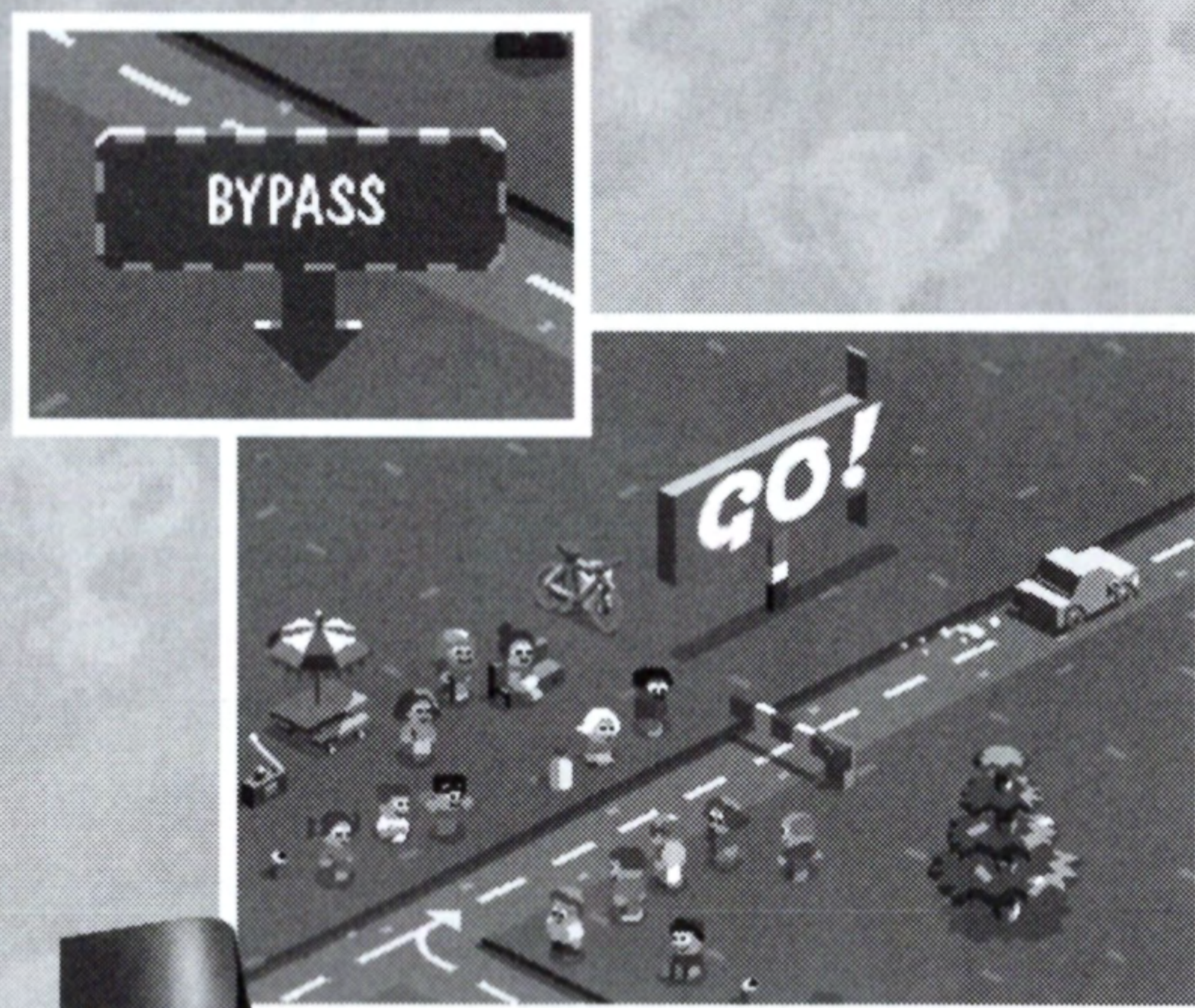
Choose the kind of game you want to play.

Press the LEFT or RIGHT Directional buttons to highlight your choice of game, and press the **X** button to make your selection. At any time during the set-up procedure, you can press the **Δ** button to go back to the previous menu.

If you've been playing for a while and elect not to race again, you'll be taken back to this screen. However, you can now select the Bypass option.

BYPASS

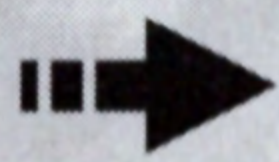
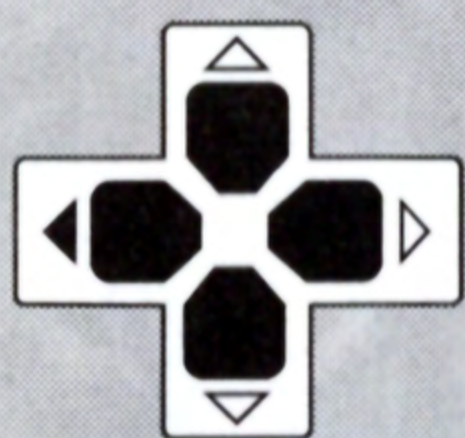
Skip to the exact same point which you had just left. This is a shortcut so it saves you going through the Game Options system again.



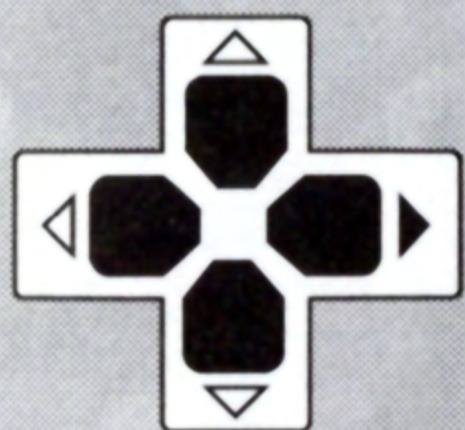
GAME CONTROLS

Controlling your vehicle in Micro Machines® V3 is easy, but like everything, it takes practice to become an accomplished player. Here are the default controls used during play (**Note:** The controls change dramatically in Party Play mode, turn to that section for more information):

The Directional buttons on the Controller steer your vehicle:



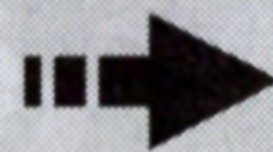
Turns your vehicle
LEFT



Turns your vehicle
RIGHT



Accelerate



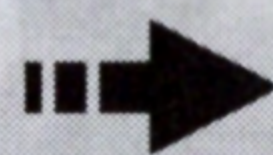
Jump

or

R1

or

L1



Brake.

Hold the button down
to engage Reverse.



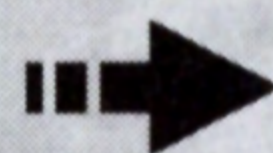
or

R2

Sound your horn if
you have one,
activate any Special
Weapons or Power

Ups you may have collected.
If you are a tank however, you have no
horn. Instead you have the ability to
fire the gun on top of your turret. If you
collect a Special Weapon or a Power
Up, then this will override the gun.

L2



Discard the Power
Up that you are using

LOADING AND SAVING CHARACTERS

Make sure there are enough free blocks on your memory card before you begin playing.

When you first start the game, you need to choose which character you would like to be, or you can load a saved character from a Memory card. There is a 'Load All' function which will load the first 8 characters from your Memory card, or you can choose up to 8 previously saved characters from the Memory card to join the 'Party'. This is done by using the Directional buttons to highlight individual characters. Press the **X** button, and the character will be transferred to the 'Party'. When you have selected all the characters you want, highlight the 'Done' box and press the **X** button. You'll go to the

'Choose a character screen'. Simply find the character you want, and press the **X** button to make your selection. If you do not wish to load a character from a Memory card, use the UP and DOWN Directional buttons to select a pre-defined character.

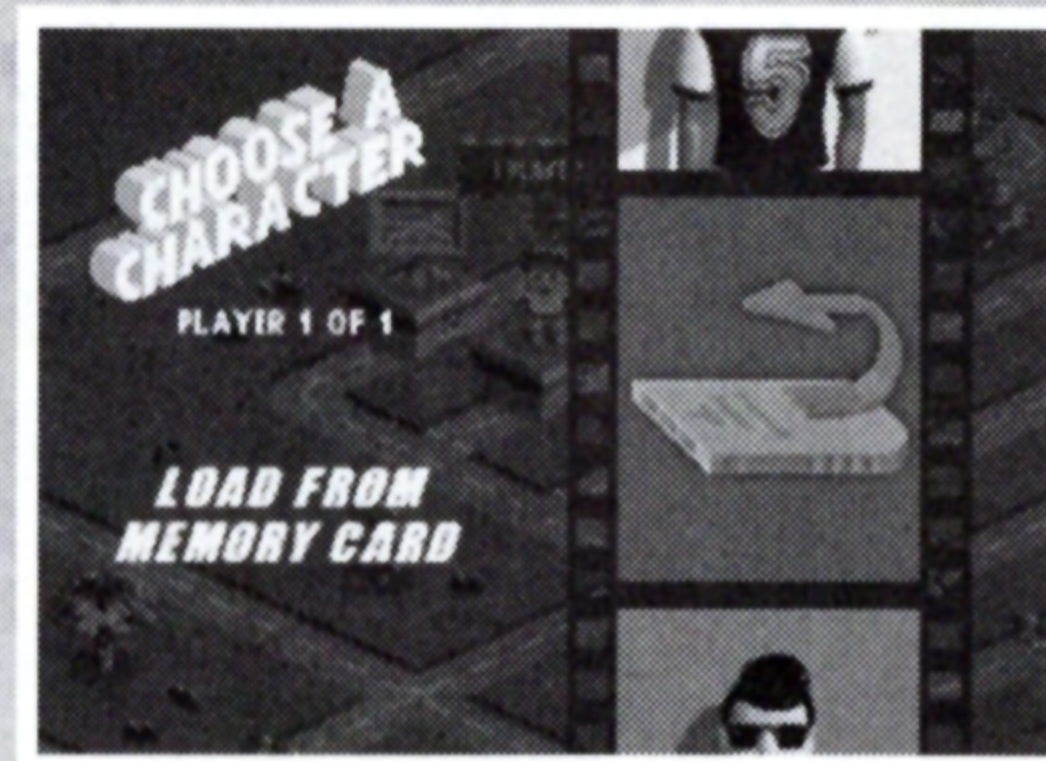
Once selected, you can rename the character if like. Simply highlight the letters and confirm each letter with the **X** button. Finally, select and confirm 'OK' in the same way. You'll then be asked if you'd like to SAVE the character to a Memory card.

Remember, you cannot save later on, so if you want to build this character up for future use, you must save now. You must have a formatted Memory card present before playing

to utilize this option, with one block free per saved character. If you have an unformatted Memory card present, the game will ask you if you wish to format your Memory card. It will format and save the currently selected character. If your Memory card is full, you will need to delete a block from the Memory card or insert a Memory card with a free block.

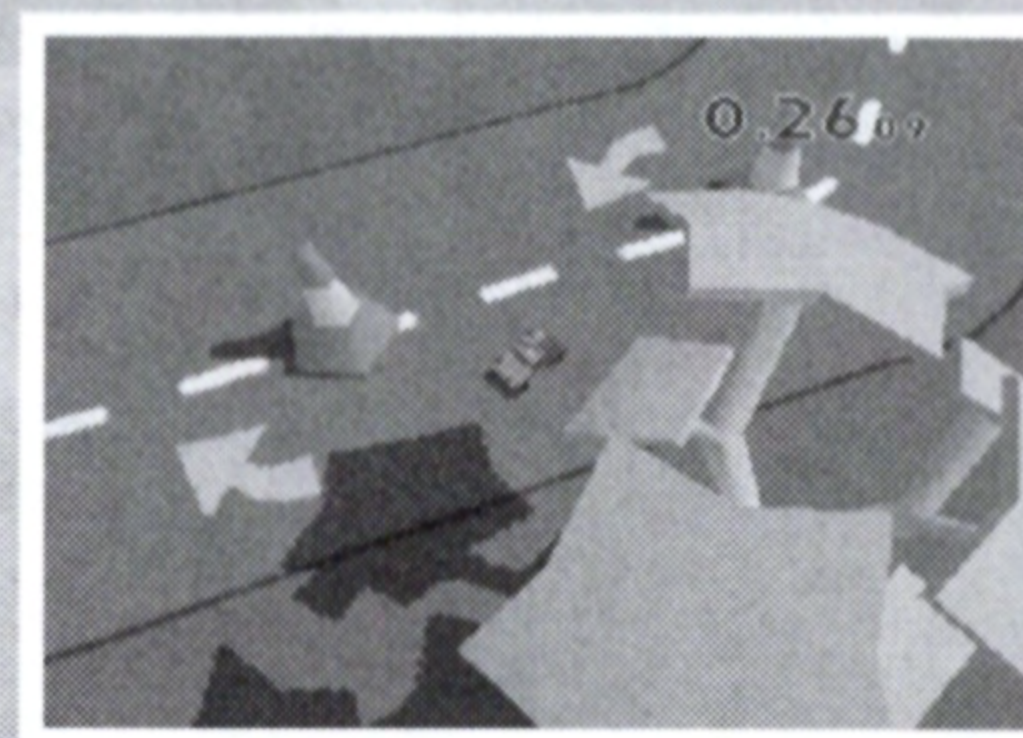
If you'd like to delete a character, this must be done from the Internal Memory card Management Screen. Refer to the PlayStation™ Instruction manual for more details.

You will be asked if you wish to have your character updated when you return to the Game Options. If you choose 'NO' when prompted, all the character's records since the last update will be lost.



DRIVING SCHOOL MODE

Select this option if you are new to Micro Machines® or if you wish to brush up your driving skills. Cherry will take you through a series of lessons explaining how to drive any of the Micro Machines® vehicles. Simply follow Cherry's instructions to learn how to drive. Cherry must be satisfied with your ability on each lesson to complete it. This involves meeting the requirement of each lesson.



1 PLAYER MODE

Note: Removing or inserting controllers in this mode will cause the game to pause. Press the START button to continue if this happens. With just one person racing, the following options are available:

HEAD TO HEAD

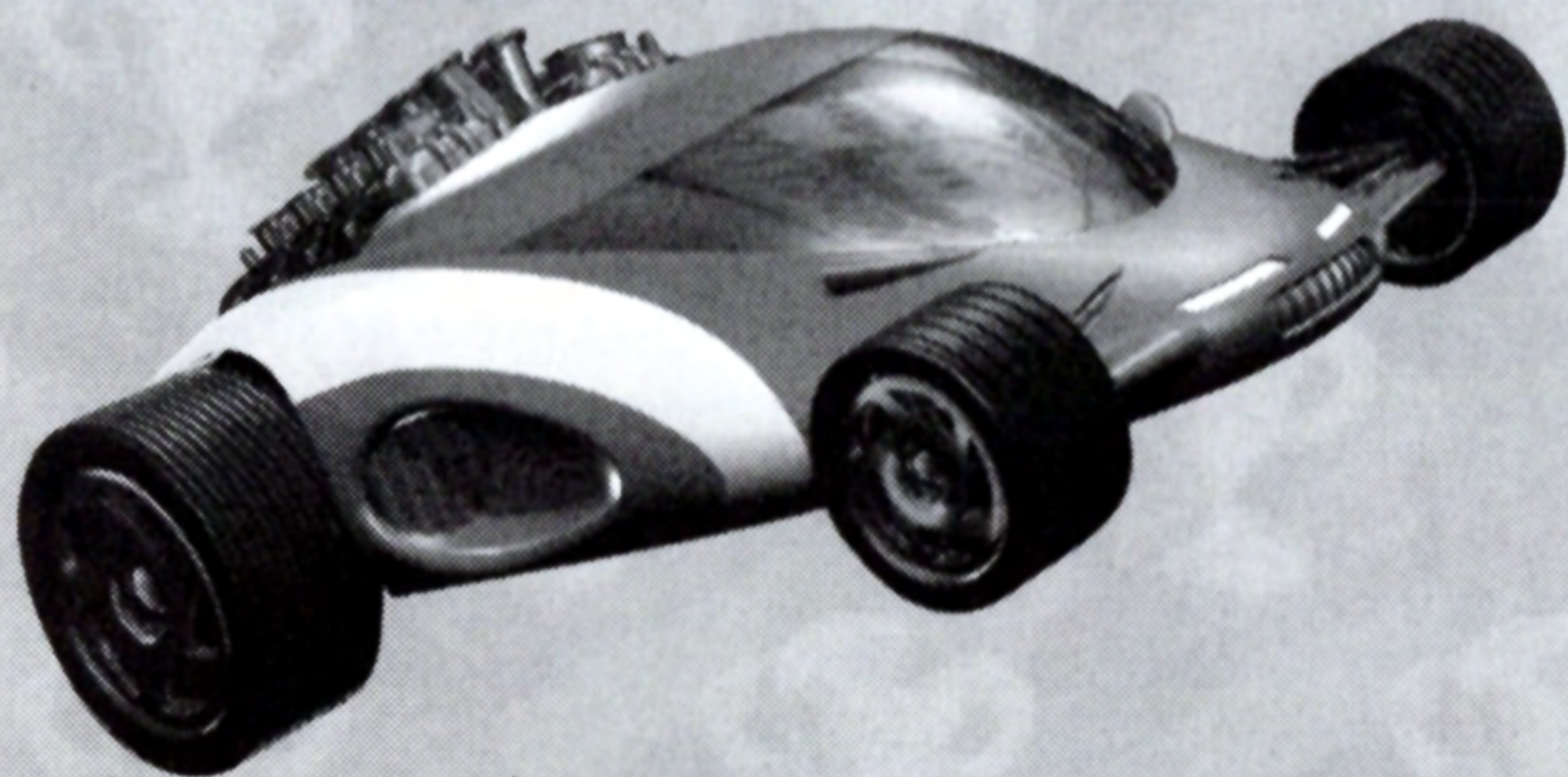
It's just you versus a computer controlled opponent, racing through a set of tracks which are represented in Groups. There are three groups available at the start. To progress, you must complete all three groups. Another group of tracks will become available. You must complete them to access the next group. There are six groups in all.

Each time you complete a group, you'll be awarded a 'Prize Car'. These cars can be kept when your character is saved. The more cars you win the better and faster they become. These cars can be used in the Test Drive and Keepsies modes, see these sections for more details.

During play you have a set of eight lights at the left side of the screen - half your color, half the color of your opponent. The idea is to get all the lights lit as your color and this is achieved by scoring 'Bonuses'. To win a Bonus, you need to get a lead over the opponent you are racing. If the lead is substantial enough, you'll be awarded a Bonus. The distance you need to get ahead is roughly one screen's length.

The winner is the first person to turn all the lights to their color. If you make it round three laps of the track before all the lights have been changed, the winner is the player with the most lights turned to their color. In the event of a tie, you will enter a sudden death Play-off whereby the next person to score a Bonus wins the race.

If you lose a race, you lose one of your three lives. Lose all three of your lives, and the game is over, so don't make too many mistakes!



CHALLENGE

In Challenge mode you're racing against four computer controlled opponents in a three lap race. There are a number of tracks grouped together for you to race your way through, with the easiest group at the top of the list. The groups work in exactly the same way as in Head to Head. Finish each race in the top two and you then progress to the next track in the group. However, in order to progress to the next group, you have to come first in the last race of each one. Again, as in Head to Head, you only have three lives to complete the Challenge with, so be careful. There are Power Ups to collect in this mode, so don't miss 'em! Every time you place first in a race you will be awarded a 'Prize Car'. See Head to Head for more details.

TIME TRIAL CHALLENGE

Things are tough now! It's just you against the clock. You'll have to beat the set times on each of the tracks in the group that you've selected. Finish and beat the set times, then you can choose to race another group of tracks. Again, the tracks work in exactly the same way as in Head to Head and Challenge. Fail to beat any of the set times, and you lose a life. Lose all three of your lives and it's game over.

'Prize Cars' are won in this option by completing the group, or beating the existing Time Trial Single race record.

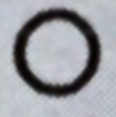
TIME TRIAL SINGLE RACE

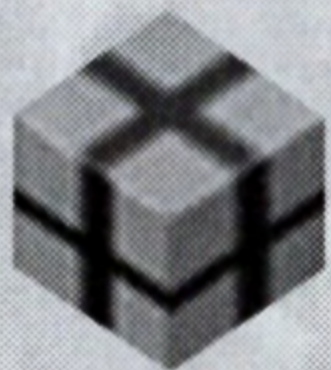
You're on your own here. You'll race against the clock in a one or three lap race. You can test yourself against the current records, or simply use it to practice the tracks and, hopefully, become an even better racer!

You can win 'Prize Cars' by beating the current record.

Note: During Time Trial Single Race, pressing the Start button to pause the game and display an extra option to the pause menu: 'RESTART'. It will restart the race immediately without returning to the menu screens.

POWER UPS

In various modes of racing within Micro Machines® V3, you'll notice small green parcels littering the course. Collect these parcels and you'll be given a surprise Power Up. To activate a Power Up use the R2 button or the  button. There are loads of Power Ups for you to discover, and the best way to learn them is to experiment!



Power-up parcel

You can only use the Power Ups a set number of times before they are discarded, and some of them have a time limit. Once your Power Up is exhausted it pops out of your vehicle and flashes, to indicate that you can't pick it up again until it has become solid.

Other vehicles will be able to pick up re-use the parcel immediately, and you can do the same when they come out of other vehicles. Once the parcel has finished flashing, it resets itself to its original position.

You can only use one Power Up at a time. You'll know you've picked one up when a small icon next to your lights meter tells you. You can discard Power Ups before they are fully used up by pressing the L2 button.

There are also Global Power Ups. If one of these is collected then it affects all of the vehicles on the track. They work in exactly the same way as the standard Power Ups, but they are multi-colored.

SCREEN ICONS

When choosing which course to race, you'll notice some small icons in the top right of the screen. These are there to inform you about the currently selected course and they are explained as follows:



Bridge



Frog



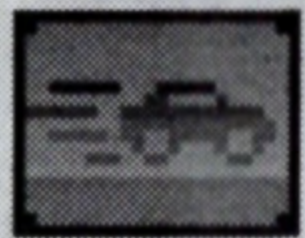
Bumps



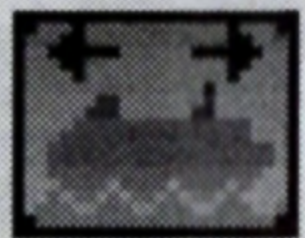
Ramps



Experiments



Fast



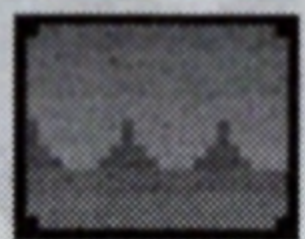
Ferry



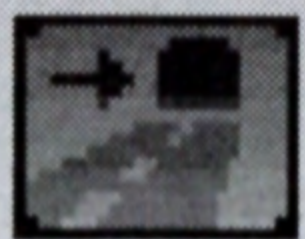
Dangerous drops



Animals



Water



Tunnels



Bends



Spillages



Magnets

MULTIPLAYER MODE

Note: Removing or inserting controllers in this mode will cause the game to pause. Press the START button to continue if this happens.

In this mode, any number of humans between two and eight (no, not aged two to eight!) can play Micro Machines® V3. There are no computer controlled vehicles racing. If you have more than two players racing, you'll need a Multi tap. If the number of racers exceeds five, you'll need two Multi taps. Please make sure a controller is always inserted in Multi tap Controller port 1-A. It is recommended that any additional Controllers are inserted in sequentially (1-A, 1-B, 1-C etc).



BONUS POINTS SYSTEM

This works in the same way as it does 1 Player Head to Head. To score a 'Bonus', you need to get a lead over the opponent you are racing. The length of this lead is roughly one screen's length. Every time you win a bonus, many of your lights will be lit. The number of lights lit varies depending on how many players are involved in the race. The number of players also

affects how many lights you need to have lit to win the race overall. Also, if you do not win the bonus, you may lose 'lights' depending on your position in that particular bonus. Check the chart below to see how it works in each multi-player race.

To win the race, you need to be the car that wins the last 'Bonus'. You can't light up all of your lights unless you are first in the final 'Bonus'

Bonus points awarded in order of position.

	1st	2nd	3rd	4th	5th	6th	7th	8th
Players/Teams 2	1	- 1						
Players/Teams 3	1	0	- 1					
Players/Teams 4	2	1	- 1	- 2				
Players 5	2	1	0	- 1	- 2			
Players 6	3	2	1	- 1	- 2	- 3		
Players 7	3	2	1	0	- 1	- 2	- 3	
Players 8	4	3	2	1	- 1	- 2	- 3	- 4

Remember, if you are blown up, your car will not be allowed to join in the race until the bonus has been won. Once the winner is established, all the cars will be reset together and the race will continue. This should make you all a bit more competitive!

SINGLE RACE

Select the course you'd like to race on. Your choice of multiplayer tracks will increase as you race new courses in the Challenge. These courses are then added to your selection.

TOURNAMENT

Sometimes you may want a longer competition than a Multiplayer Single Race. You can select a group of courses that you'd like to race in a Multiplayer Tournament. You'll race them in a series of Multiplayer races. On the right of the screen is the number of races that you need to win to become the overall winner of the Tournament.

No. of players	Points awarded in order of finishing position.							
	1st	2nd	3rd	4th	5th	6th	7th	8th
2	30	0						
3	30	15	0					
4 or more	30	20	10	0	0	0	0	0

TEAMS MODE

When there are four, six or eight players, you can choose to play together in teams. If there are four players, you'll be split into two teams with each player controlling one vehicle for their team (red or blue). With six players, there are three teams (red, blue and yellow). With eight players there are four teams (red, blue, yellow and green). Choose to race in Tournament or Single Race mode. In Tournament mode, you select a group of tracks to race and race them one after the other. In Single Race mode, you simply race the track you've chosen.

In all cases, the gameplay is the same. Your team attempts to reach the edge of the screen ahead of the other teams' vehicles. Attempt to score a Bonus to illuminate a light

on your meter. Once your entire meter is lit, your team wins the race.

If the other teams score a Bonus, you lose lights.

Refer to the Bonus Points System.

PARTY PLAY MODE

When there are many of you together, you can play in any of the following:

TIME TRIAL SINGLE RACE

Select the number of laps and the track you wish to race on. Each player races, one after the other, with no computer or human opponents.

The idea is to get the fastest lap time. The quickest one is the winner! You will only need one Controller for this option.

TIME TRIAL TOURNAMENT

Select the Tournament you want to race on. You'll all play each track individually, one after the other, with no computer or human opponents. Each group requires a certain number of race wins to become the victor. You will only need one Controller for this option.

KNOCKOUT

This is the option that determines who is the best of the best. Between four and eight players are involved, racing in the standard knockout competition. If you lose a race you are out!

Win all of your races to become the Knockout Champion! You can use any controller to select your characters, but you will be asked to specify which two controllers you would like to race with. Actually, only two controllers are needed to play any of the knockout races.

PLAYER SHARE

When there are four of you using only two controllers, you can all play. Two players share the same controller. This is the same for six players (three controllers) and eight players (four controllers) - for six and eight player share, you will need a Multi Tap. Vehicle controls are shown on-screen before the race starts, so pay attention to the buttons you should be pressing!

Vehicles automatically accelerate in this mode.

KEEPSIES

To play in this option, your saved character must have won at least one 'Prize Car'. If you load in a character that has not won any 'Prize Cars', you won't be able to select this character from the 'Choose a character' screen.

This option gives you the opportunity to race and win 'Prize Cars' (see 1 Player Mode above) from your friends. They can bring over their saved characters on Memory cards, then load them into this option. You must load your character from the Memory card before you can select which 'Prize Car' you wish to race.

Then just choose the track you'd like to race on.

The rules are simple: if you lose the race, the winner gets your car. So make sure you choose your cars wisely and don't lose. However, if your opponent has a version of a car that is better than yours, your car is destroyed.

Note: If you choose not to update your character, you will not lose your Prize Cars, or keep the ones you've won!



STATS MODE

Select this option to find out how your character has performed during their gameplaying 'lifetime' on the following:

TEST DRIVE

To play in this option, your saved character must have won at least one 'Prize Car'. If you load in a character that has not won any 'Prize Cars', you will not be able to select this character from the 'Choose a character' screen.

You get the chance to test the 'Prize Cars' that you have won in the Keepsies and 1 Player Mode (see above). It works the same way as Time Trial Single Race. Load up your character and then select the car you would like to test.

Choose the track you would like to play on and then you're off!

PLAYER RECORDS

Load your character from your Memory card, and see the best times that you have on the tracks you've raced on. Also, you can see how far you've progressed in the 1 Player Options.

TIME TRIAL STATS

Of all the characters currently loaded, see who has the best times on the Time Trial tracks.

TEST DRIVE STATS

This is the same as Time Trial Stats, but the times are for your 'Prize Cars'.

MICRO MACHINES® V3 HALL OF FAME

If you have access to the internet and you have a Time Trial or Test Drive time that you want the whole world to see, then visit the Codemasters Web Site at:

<http://www.codemasters.com>

You'll find the illustrious Micro Machines® V3 Hall of Fame where you will be allowed to register your best times. In order to do this you will need the validation code which is shown underneath your time in the Player Record screens of the Stats Mode (we don't want you just making up times do we!)

If your time is good enough it will then be displayed with the other best times for all to see - the ultimate Micro Machines® V3 achievement!

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