



NTSC U/C

PlayStation



SLUS-01556

MIRACLE SPACE RACE™



The race is on!



a ZeniMax Media brand

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:

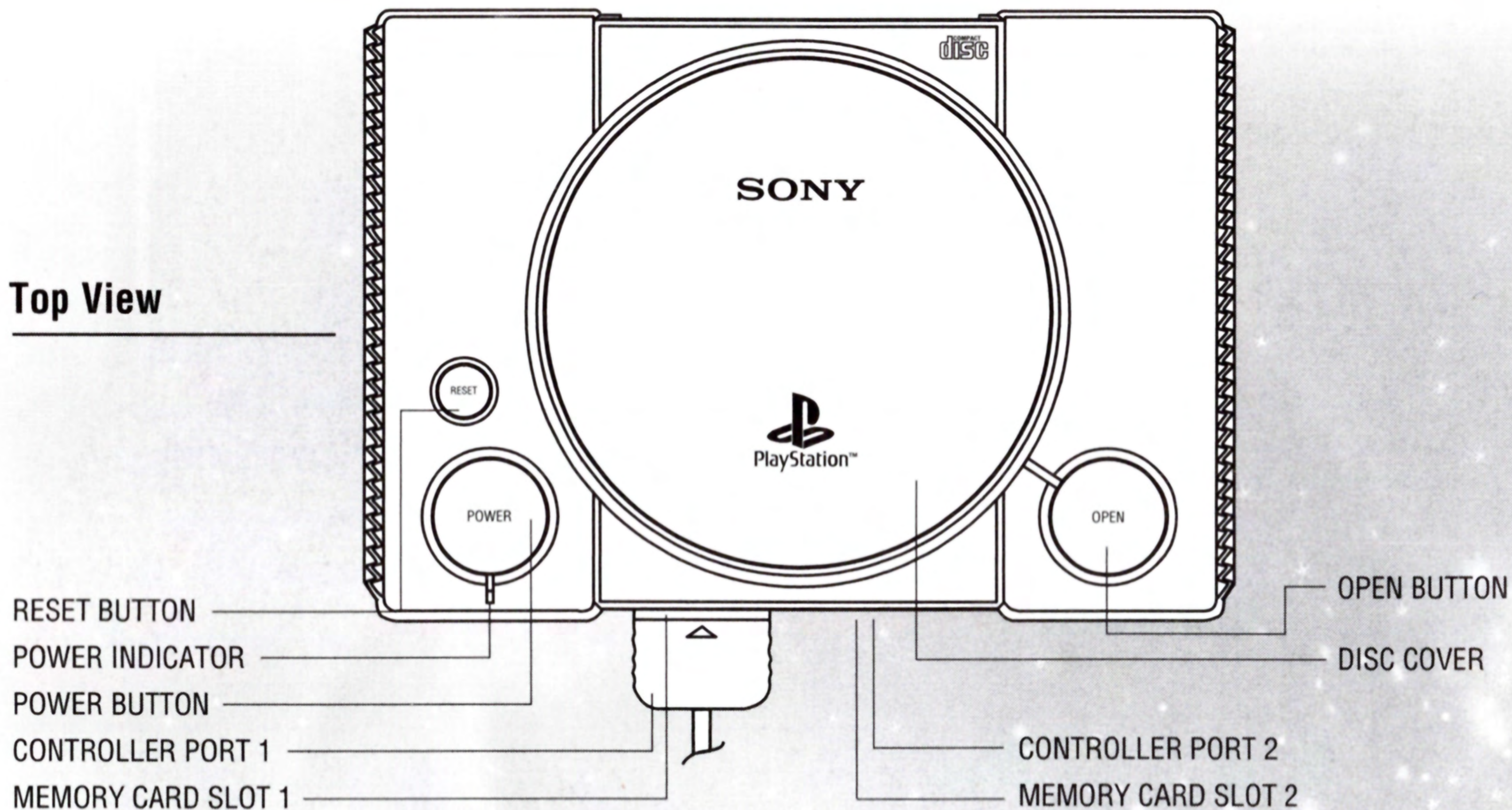
- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc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

WELCOME TO MIRACLE SPACE RACE!

Somewhere deep in space Hogan, Ahab, Cadmus, and their friends are all trying their very best to win the three Tournaments in the **Miracle Space Race** event. Using missiles, mines, shields, and speed boosts, plus a host of other weapons, these crazy racers just want to have fun. Are you ready to join them as they race across Neptune, Mercury, and the mysterious Solar V7? Jump in the driver's seat and see if you can take your chosen character to victory. Just remember that in **Miracle Space Race**, anything goes!

Starting the Game	2
Game Controls	3-4
Start Game	5
Tournament	5
Arcade	6
Time Trial, The In-Game Display, The Pause Menu	7
Options	8
Game Options, Sound Options	8
Memory Card, Records	9
About The Weapons	9
About the Characters.....	10
Developer Credits	14

Top View



STARTING THE GAME

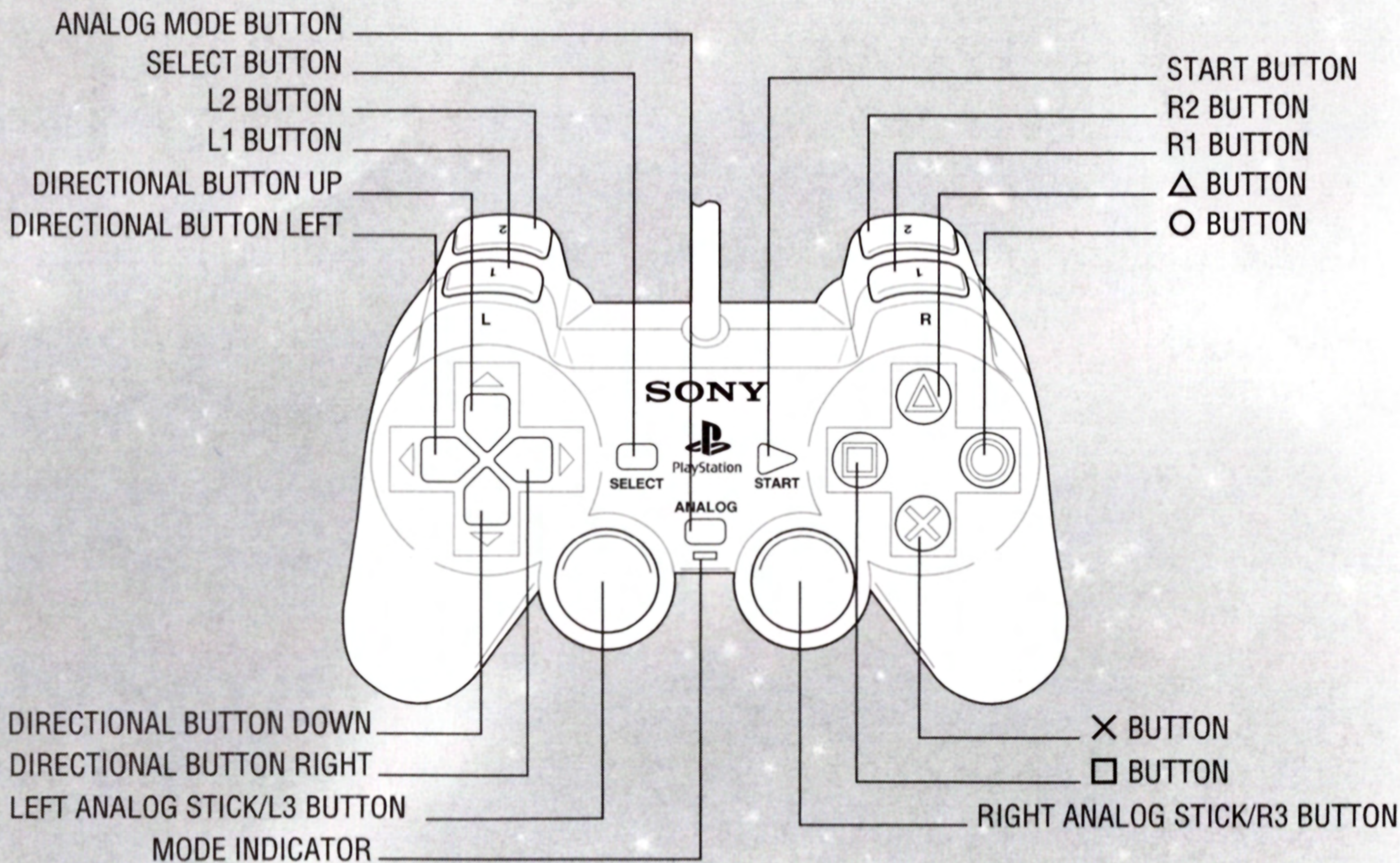
1. Set up your PlayStation® game console according to the instructions in the Instruction Manual.
2. Make sure the power is OFF before inserting or removing a disc.
3. Insert the **Miracle Space Race** disc and close the Disc Cover.
4. Insert game controllers and turn on the PlayStation game console.

It is advised that you do not insert or remove peripherals or memory card(s) once the power is turned on.

CONTROLS

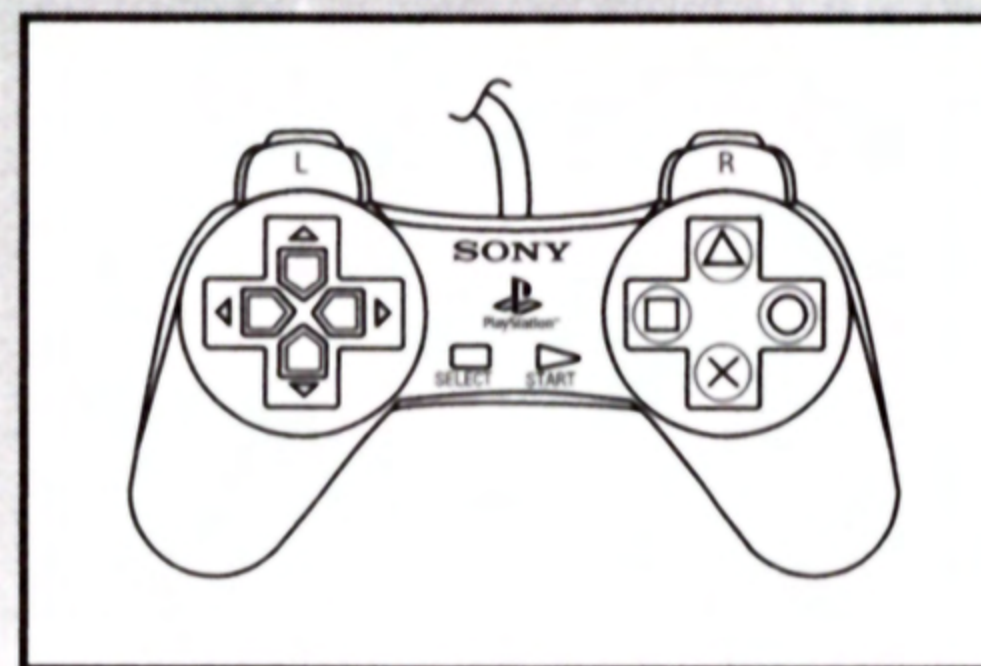
Miracle Space Race uses the following controls in the menu screens:

DUALSHOCK® analog controller



NOTE: Compatible only in Digital and Analog mode

NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined above.



GAME CONTROLS

Menu Screen Controls

Directional buttons	Move through menus / icons
⊗ button	Confirm selections / Advance through menu screens
△ button	Cancel selections / Move back through menu screens

In-Game Controls

← / → buttons	Steer vehicle left/right
⊗ button	Accelerate
□ button	Brake
△ button	Change camera view
L2 button	Rear view
R2 button	Fire weapon
▶ button START	Pause menu

Note: When playing **Miracle Space Race** with an Analog Controller (DUALSHOCK) the left analog stick can be used to steer your vehicle left and right. So by moving the left analog stick left or the right, the vehicle will steer to the left or the right. The right analog stick is not used in this game. In order to use the left analog stick to steer your vehicle, please ensure that it is in analog mode (indicator: RED).

PLAYING MIRACLE SPACE RACE

Once the game has finished loading, you will be taken to the Title screen. From here you must select one of the following: **START GAME** or **OPTIONS**.

START GAME

Select **START GAME** and you will be taken to the **SELECT GAME** menu. Here you are asked to choose one of the following three options:

TOURNAMENT

Once you have selected Tournament mode, you will be taken to the **SELECT CHARACTER** screen. Here you must choose a character out of the eight available. Two other characters are unlocked once you have won some cups in Tournament mode. Each character handles differently. Choose a character to suit your racing style!

After you have chosen your character, you are taken to the **SELECT CUP** menu. Here you can choose to race the **MD 360 CUP**, the **QT 747 CUP**, or the **VI 200 CUP**. Initially, only the **MD 360 CUP** is available, but the others can be accessed as you win tournaments. Each cup takes place across three planets. The cups change some as you progress. Once you have chosen a cup you will race across the three tracks it contains in an effort to finish in First Place.

After each race, points are awarded to the competitors as follows:

1st place:	9 points.
2nd place:	6 points
3rd place:	4 points
4th place:	3 points
5th place:	2 points
6th place:	1 point
7th place:	0 points
8th place:	0 points

After all three races are over, the person with the most points overall wins the 1st prize in the tournament and the Gold trophy. Second place wins the Silver trophy and Third place wins the Bronze trophy. If you win any of the trophies you will unlock the next Cup in Tournament mode. However to unlock the secret characters you will need to collect the Gold trophy when racing a Cup.

ARCADE

Once you have selected Arcade mode, you have to select your character in the same way as in Tournament mode. You will then be taken to the SELECT TRACK menu. Initially there are only three tracks available; SOLAR V7 A, MERCURY SITE A, and NEPTUNE STATION A. Once you have unlocked the other Cups in Tournament mode the 'B' and 'C' tracks for each planet are unlocked. Races in ARCADE mode are one-off races only. You just compete to come first in that race. You cannot unlock any characters or other features in ARCADE mode.

TIME TRIAL

Once you have selected Time Trial mode, you select your character the same way as in Tournament mode. You will then be taken to the SELECT TRACK menu. Races in TIME TRIAL mode are one-off races only and feature no other competitors. You compete to get the best time possible over the number of laps you have selected. Your best times can be saved in the RECORDS section of the OPTIONS menu.

THE IN-GAME DISPLAY

Here is an explanation of the in-game display:


LAP: The first number shows the number of laps remaining. The second number shows the total number of laps in the race.

WEAPON: This shows the weapon you are currently holding, if any. Weapons can be picked up by driving through the question marks that float above the track.

TIME: Shows the time elapsed so far during the race.

POSITION: Shows your position in the race. There are a total of eight competitors in each race in the TOURNAMENT and ARCADE modes.

THE PAUSE MENU

If you press the  button during a race you are taken to the Pause menu. Here you are presented with the following three options:

QUIT GAME: Select this option to return to the Title screen.

RESTART RACE: Select this option to restart the race at the starting grid.

CONTINUE RACE: Select this option to continue playing.

OPTIONS

Select **OPTIONS** at the Title screen and you are taken to the **OPTIONS** menu, where you can select one of the following:

GAME OPTIONS

At the game options menu you can alter the following settings:

DIFFICULTY: Choose either **EASY**, **MEDIUM**, or **HARD** difficulty. **HARD** difficulty is not available initially and has to be unlocked.

NUMBER OF LAPS: Choose to race over 3, 5, 9, or 50 laps in each game mode.

VIBRATION FUNCTION ON/OFF: Choose to enable or disable the vibration function when using an Analog Controller (**DUALSHOCK**)

SOUND OPTIONS

In the sound options menu you can alter the following settings:

SFX: Slide the bar left or right to decrease or increase the sound effects volume. The farther left you go the quieter the sound effects become. The further right the bar is moved, the louder the sound effects become.

MUSIC: Slide the bar left or right to decrease or increase the music volume. The farther left you go the quieter the music becomes. The further right the bar is moved, the louder the music becomes.

MEMORY CARD

Here you can select one of the following options:

LOAD SETTINGS: Load your game status. To load game settings ensure a MEMORY CARD containing MIRACLE SPACE RACE save data is inserted in MEMORY CARD slot 1.

SAVE SETTINGS: Save your game status, including any features unlocked and lap times recorded. To save your game a MEMORY CARD should be inserted in MEMORY CARD slot 1. MIRACLE SPACE RACE requires one free block to save your game state.

RECORDS

Choose this option to view your best lap times and total times for each of the tracks you have raced. This screen also shows which characters you were using when your best times were recorded. Use the left and right directional buttons to cycle between tracks.

ABOUT THE WEAPONS

Miracle Space Race features six weapons that you can use to defend yourself, boost your speed, or attack others. The following is a description of each weapon:

WEAPON PICK UP

Drive over this to pick up one of the following weapons:

LIGHTNING

This weapon stuns all other characters at once, giving you a great chance to take the lead.

SPEED UP

Drive over this to get a quick boost of speed. This is very useful after colliding with a wall.

TOMAHAWK MISSILE

Launch this weapon and three unguided missiles launch ahead of your vehicle.

GUIDED MISSILE

This missile flies straight down the track when launched, and will hit the player in front of you automatically.

MINE

The mine deploys immediately behind you when launched. When a racer collides with it they will come to a halt and spin.

SHIELD

This forms a protective field around your racer, making you invulnerable to all other weapons. You can still collect weapons when the shield is on. This is very useful when you're in the lead.

ABOUT THE CHARACTERS

Miracle Space Race has 10 characters to race with. Each character has their own abilities. Here is a description of each character and their abilities. Choose your character carefully to give yourself the best chance of winning! Each of the statistics for each character numbers from 1 to 5, where 1 is the weakest and 5 is the strongest.

HOGAN

Hogan is a dinosaur who loves racing. He is a dedicated biker and his bandanna and leather jacket are his most treasured possessions. Hogan tends to get very cross if he doesn't win. Only the best will do! Luckily he is a skilled driver and easily capable of winning if he tries hard.

Speed: * * *
Mass: * *
Control: * * * *

AHAB

Ahab is a friendly bear who likes his honey and only races for the fun of being with his friends. He doesn't take racing that seriously, but his weight and clumsy manner mean that other racers must always stay alert and keep their distance!

Speed: * * *
Mass: * * * * *
Control: *

CHAZ

Chaz is an excitable squirrel who craves excitement even though he appears to be a nervous wreck. He has to take risks and zip agilely between other racers, as his vehicle is a bit slow. He is always extra alert as the heavier characters often knock him flying!

Speed: *
Mass: *
Control: * * * * *

CADMUS

Cadmus is a friendly little dragon. He has promised never to breathe fire during a race. He loves driving, but his carefree attitude makes him less competitive than the others. He's a bit of an all-around racer and usually finishes a race in the middle of the pack. He is a good friend of Rocco's.

Speed: * *
Mass: * *
Control: * *

PAULIE

Paulie is an unlucky beaver who is afraid of water. He took up racing as his phobia meant that he couldn't build dams. He also hates getting cold and wraps up warm for each race. Paulie is quite an aggressive driver and can certainly throw his weight about!

Speed: * * * *
Mass: * * * * *
Control: *

FLOSSIE

Flossie is a skinny lamb who loves the thrill of racing. Her slow vehicle doesn't put her off, as her agility means she still gets round the track about as fast as everyone else does. She has to keep clipping her wool between races so that she can see where she is going.

Speed: *
Mass: *
Control: * * * * *

ROCCO

A racoon with a serious addiction to speed, Rocco is so in love with racing that he often forgets to brake and hits other people, even though he is well able to race with the best of them. He is usually quiet and likes to read, but put him in the driving seat and he goes wild!

Speed: * *
Mass: * *
Control: * *

ARGYLE

Argyle is an aardvark. He loves to gulp down lots of ants or termites between races. Ants have been known to trail from his vehicle during races, often getting in the eyes and ears of other racers. He has promised to stop snacking while he drives, and so far he has been true to his word.

Speed: * * *
Mass: * *
Control: * * * *

CHLOE

Chloe is an aggressive lion cub. Her vehicle is a great mix of speed and agility. One of the best all-around racers, Chloe has become quite arrogant due to her success as a racer. She is always teasing the other racers, especially Cadmus, who doesn't seem to mind much.

Speed: * * * *
Mass: * * *
Control: * * *

PICASSO

Picasso is probably the greatest racer of all the characters. A quiet fellow, he drives the fastest vehicle, is heavy enough to barge most characters out of his path, and handles like a pro. He has to keep an eye on Ahab and Paulie but, for the most part, Picasso is king of the track.

Speed: * * * * *
Mass: * * * *
Control: * * *

DEVELOPER CREDITS

Developed by: Miracle Designs
Programming: Miracle Designs
Art: Miracle Designs
Sound: Miracle Designs

Developed by Miracle Designs © 2003

NOTES

NOTES

LIMITED WARRANTY

ZeniMax Media Inc. ("ZeniMax") warrants for a period of ninety (90) days following the original purchase of this Disc ("Warranty Period") that the Disc media is, and under normal use shall be, free from substantial errors or defects that will materially interfere with the operation of the Disc as described in the Documentation. This limited warranty applies to the initial purchaser only ("You"), and does not apply if the Disc is used for other than for private, non-commercial purposes.

EXCEPT AS STATED ABOVE, ZENIMAX MAKES NO OTHER WARRANTY, REPRESENTATION, OR CONDITION, EXPRESS OR IMPLIED, STATUTORY OR OTHERWISE. ANY AND ALL OTHER EXPRESS OR IMPLIED WARRANTIES, REPRESENTATIONS, OR CONDITIONS, STATUTORY OR OTHERWISE, ARE EXPRESSLY AND SPECIFICALLY DISCLAIMED, INCLUDING ANY WARRANTY OR MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE OR NONINFRINGEMENT.

Some jurisdictions do not allow limitations on how long an implied or express warranty or condition lasts, so the above limitation may not apply to You. This limited warranty gives You specific legal rights, and You may also have other rights which vary from jurisdiction to jurisdiction.

If You believe You have found an error or defect in the Disc that would constitute a breach of this limited warranty during the Warranty Period, and You are in the United States, please call 410-568-3685, 9:00 am to 5:00 pm EST Monday through Friday, excluding holidays. If You are outside the United States, send your original Disc to Mud Duck Productions c/o ZeniMax Media Inc., 1370 Piccard Drive, Suite 120, Rockville, Maryland 20850 USA, together with a dated proof of purchase, Your product number, a brief description of such error or defect, and Your return address.

If You have a problem resulting from such a manufacturing defect in the Disc, ZeniMax's entire liability and Your exclusive remedy for breach of this limited warranty shall be the replacement of the Disc, within a reasonable period of time and without charge, with a corrected version of the Disc. Any replacement Disc shall be warranted for the remainder of the original Warranty Period or thirty (30) days, whichever is longer. This limited warranty shall not be applicable and shall be void if the defect in the Disc is found to be the result of abuse, unreasonable use, mistreatment or neglect.

WARRANTY CARD AND WARRANTY PROTECTION

To be eligible for warranty protection hereunder, You must fill out and mail in the Warranty Registration Card included in the Package within thirty (30) days of purchase. Failure to send in Your Warranty Registration Card within thirty (30) days of purchase shall result in the loss of Your warranty protection. Warranty protection is available only to You, the original purchaser. In the event of any questions in this regard, ZeniMax reserves the exclusive right to determine warranty eligibility and appropriate redress, if any.

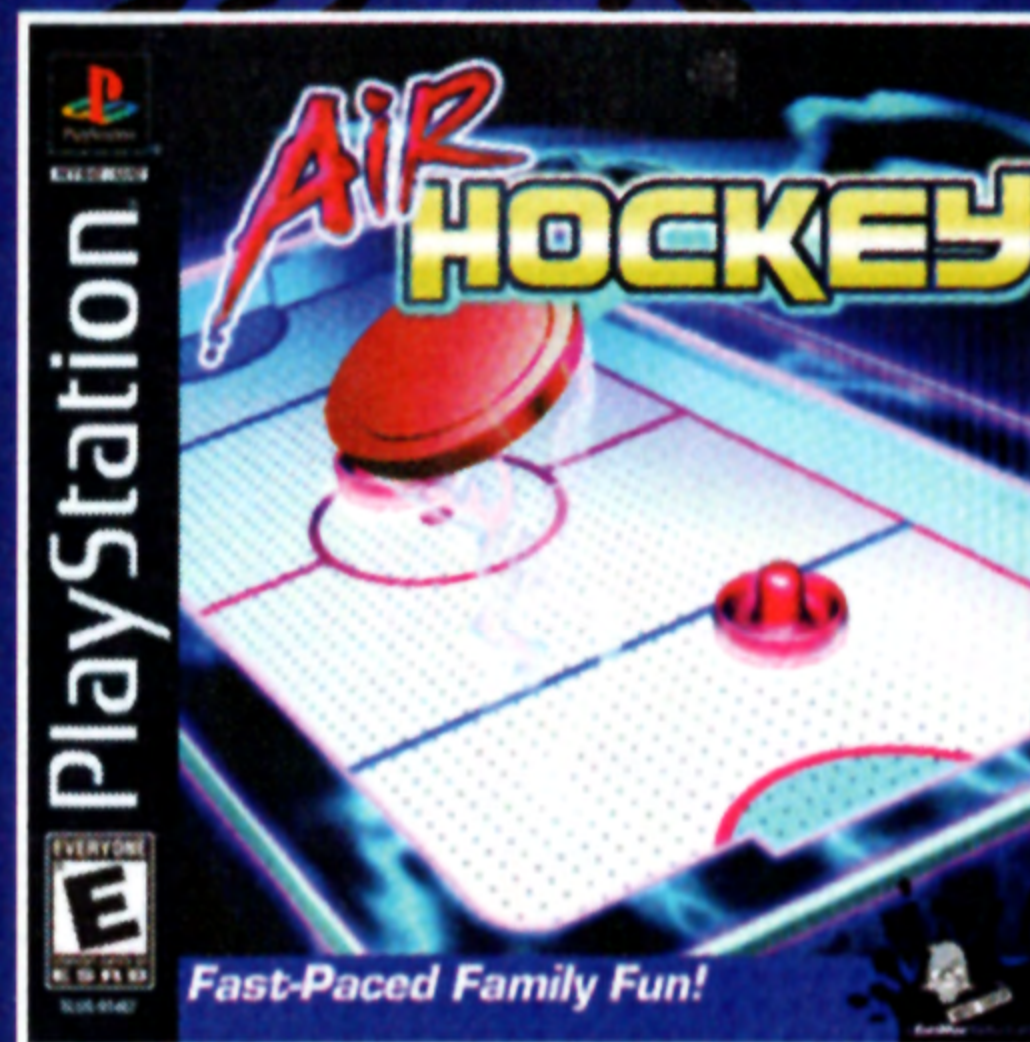
LIMITATION OF LIABILITY

IN NO EVENT SHALL ZENIMAX BE LIABLE FOR SPECIAL, INCIDENTAL, CONSEQUENTIAL, PUNITIVE, EXEMPLARY OR OTHER INDIRECT DAMAGES, EVEN IF ZENIMAX IS ADVISED OF OR AWARE OF THE POSSIBILITY OF SUCH DAMAGES. IN NO EVENT SHALL THE ENTIRE LIABILITY OF ZENIMAX ARISING FROM OR IN ANY WAY RELATED TO THE PACKAGE, THE DISC, OR ANY PART THEREOF, OR THIS AGREEMENT, EXCEED IN THE AGGREGATE THE PURCHASE PRICE OF THE PACKAGE.

Some jurisdictions do not allow the exclusion or limitation of relief, special, incidental, consequential, indirect or exemplary damages, or the limitation of liability to specified amounts, so the above limitations or exclusions may not apply to You.

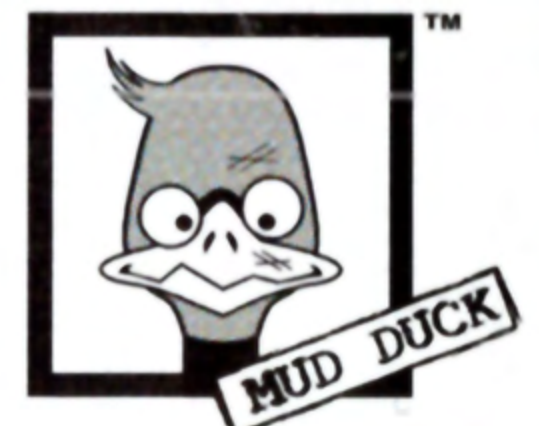
For general technical support, please call 410-568-3685, 9:00 am to 5:00 pm EST Monday through Friday, excluding holidays.

GREAT GAMES AT GREAT PRICES



Miracle Space Race © 2003 Mud Duck Productions, a ZeniMax Media brand. Distributed under license from Midas Interactive Entertainment Ltd. Mud Duck, ZeniMax and their logos are registered trademarks or trademarks of ZeniMax Media Inc., 1370 Piccard Drive, Suite 120, Rockville, MD 20850. All Rights Reserved.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logo 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.



ZeniMax
MEDIA INC.