



PlayStation

NTSC U/C

PlayStation

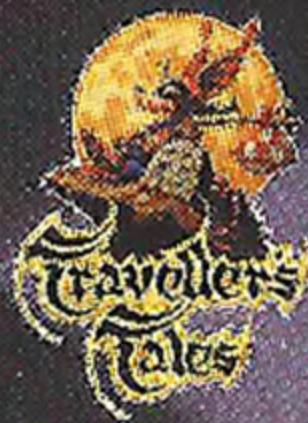
EVERYONE



CONTENT RATED BY ESRB

SLUS-01237

MUPPET RaceMania



W A R N I N G

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.

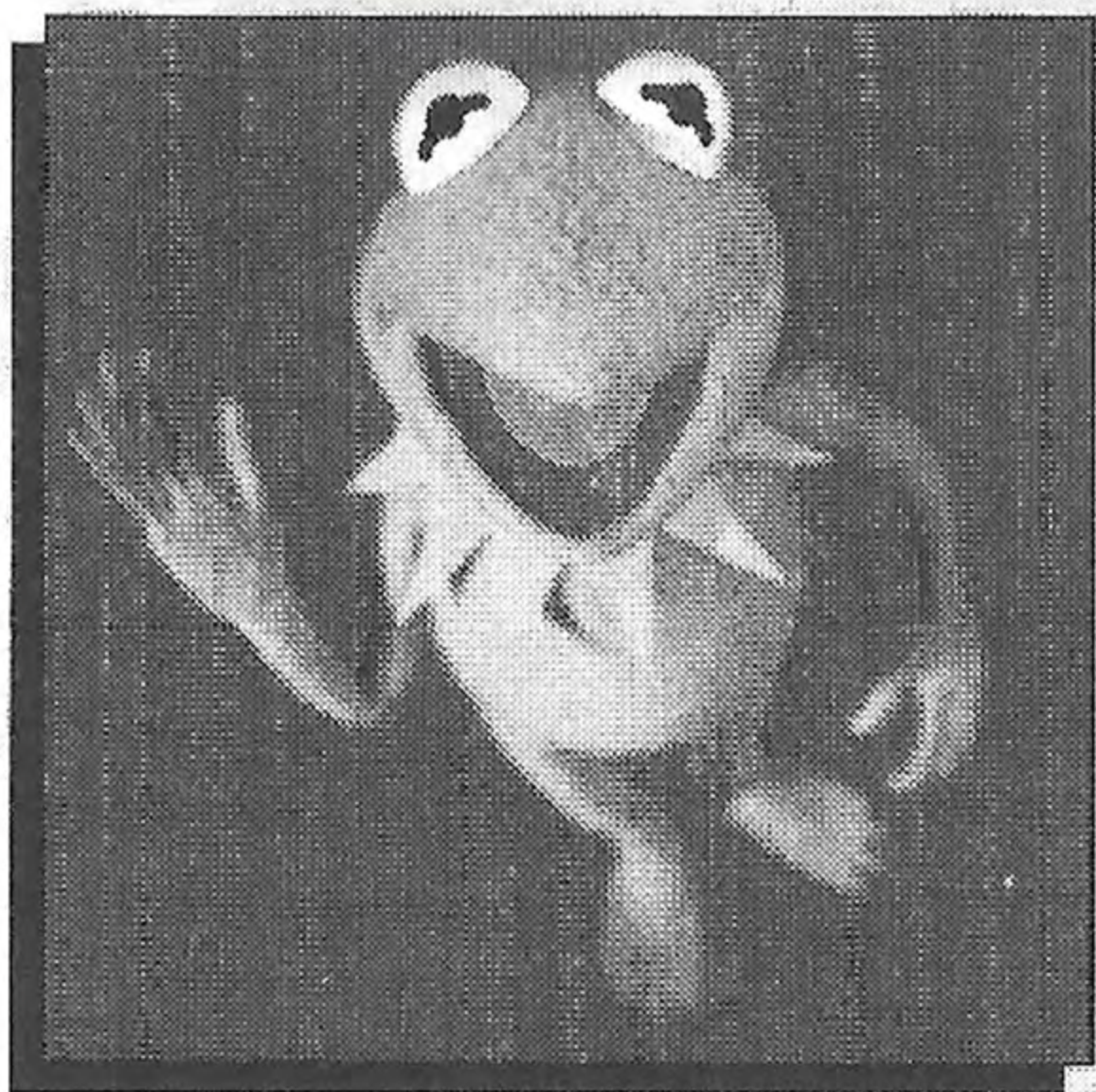
HANDLING YOUR PLAYSTATION DISC:

- 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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IT'S TIME TO GET THINGS STARTED - KERMIT THE FROG



"Hi-ho, Kermit the Frog here to welcome you to **Muppet RaceMania™**.

I would like to thank you for choosing this game and I hope you enjoy playing it as much as we enjoyed making it. And, I hope you enjoy reading this manual as much as we enjoyed writing it.

So let me guide you through the tricky business of setting up your Console and putting the game disc in.

First of all, set up your Console according to the instructions in its Instruction Manual. If you have not read that manual, please do so and I think you'll agree that it is a page turner from start to finish. I couldn't put it down.

Now that your console is ready to go, insert the **Muppet RaceMania™** disc and close the disc cover. Finally, turn the Console ON at the POWER button and away you go.

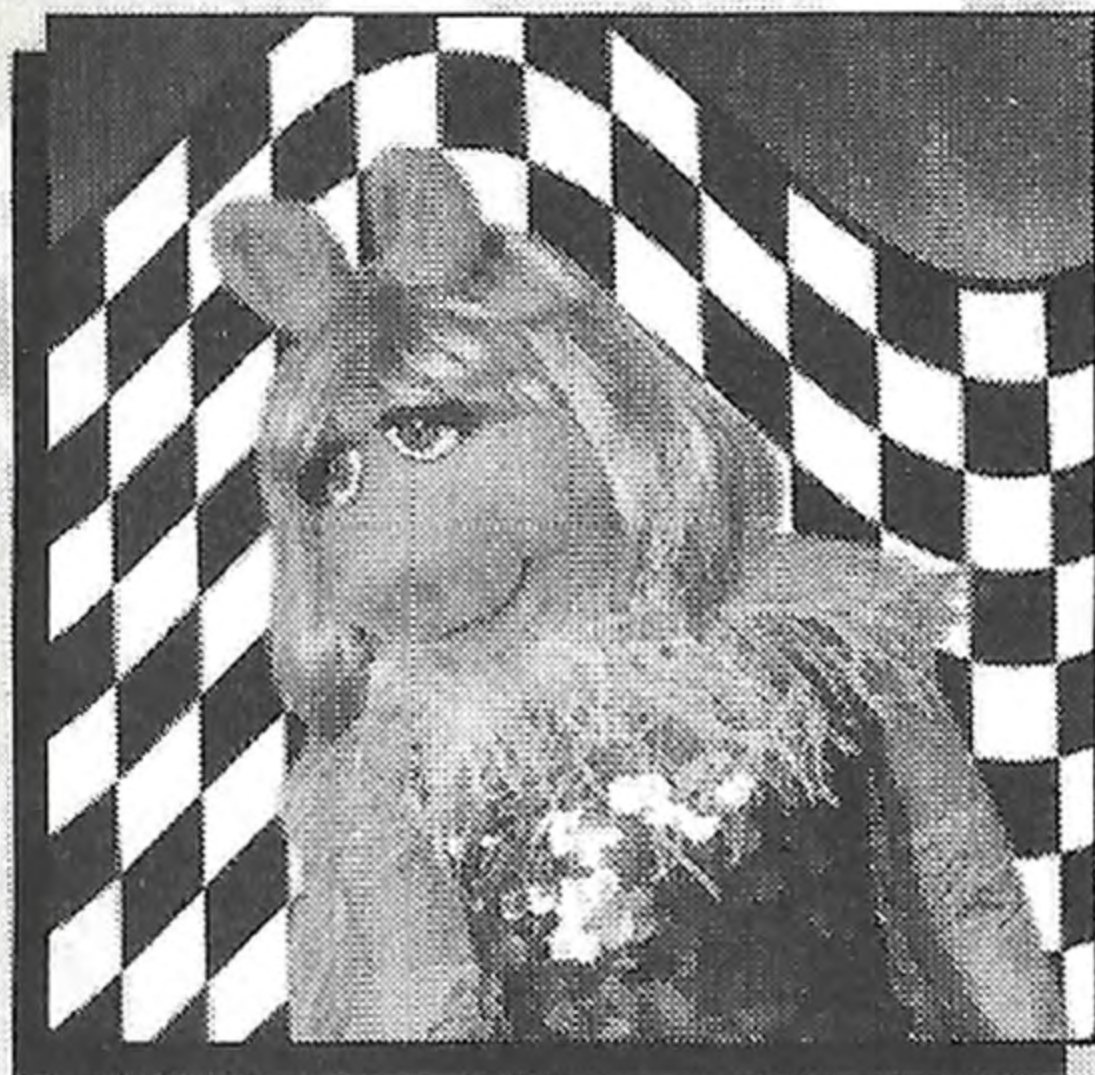
Oh, I advise that you not to insert or remove peripherals or MEMORY CARDS once the power is turned on. Make sure there are enough free blocks on your MEMORY CARD before commencing play. **Muppet RaceMania™** supports MEMORY CARDS in MEMORY CARD slot 1 only.

Please note that all screenshots for this manual have been taken from the English version of this game. Some screenshots may have been taken from pre-completion screens that differ slightly from those in the finished game.

Well, that's all from me for now. Thank you for reading and enjoy the game.

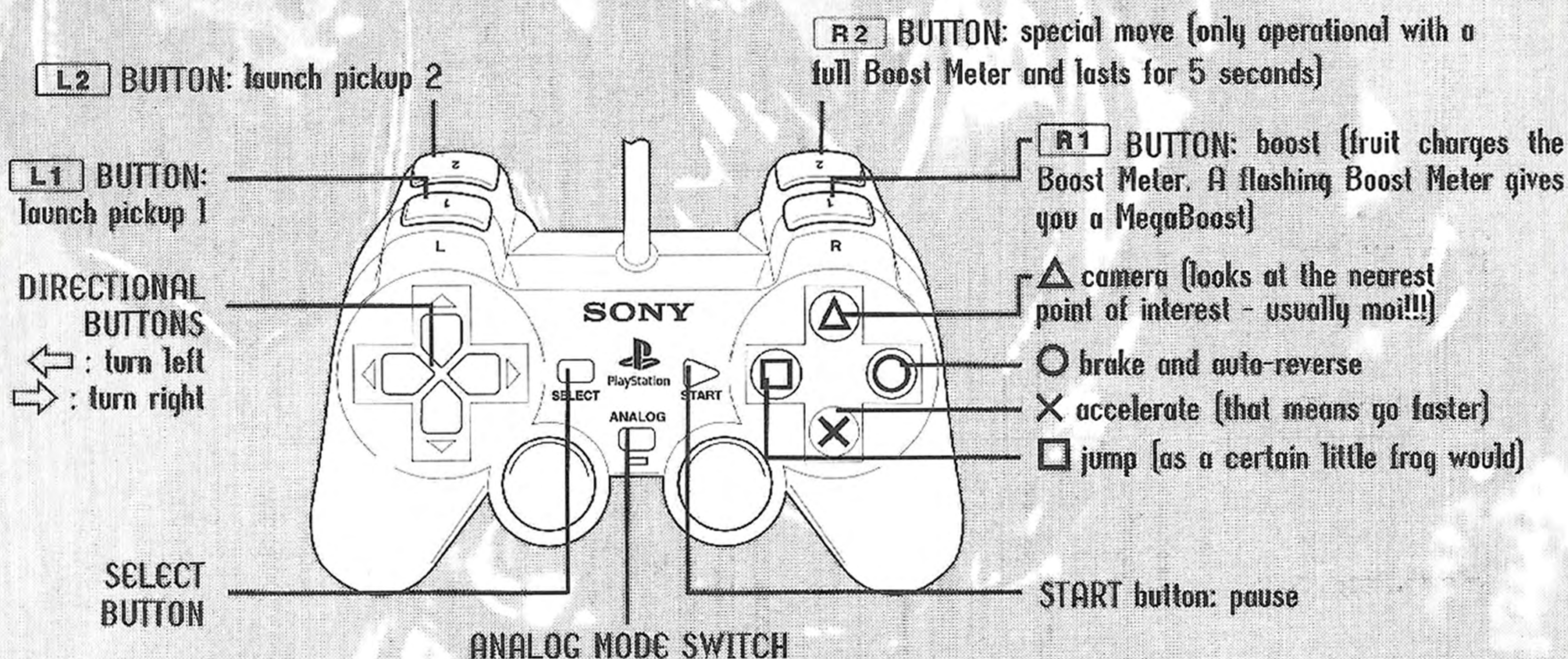
"Happy racing everyone."

MOI'S CONTROLS - MISS PIGGY



"Kissy, kissy!. Hello to all you little people out there. Welcome to the wonderful **Muppet RaceMania™** where you can race as *moi* and watch my glamorous locks dance in the wind as I whizz round the track to take the winner's ribbon, *naturalment*. So learn the default in-game controls that I have listed below. Watch it buster! Don't go breaking anything or getting fingerprints all over, because *moi* is still rather nifty with my karate chop. Hii-yah!"

DUALSHOCK™ analog controller

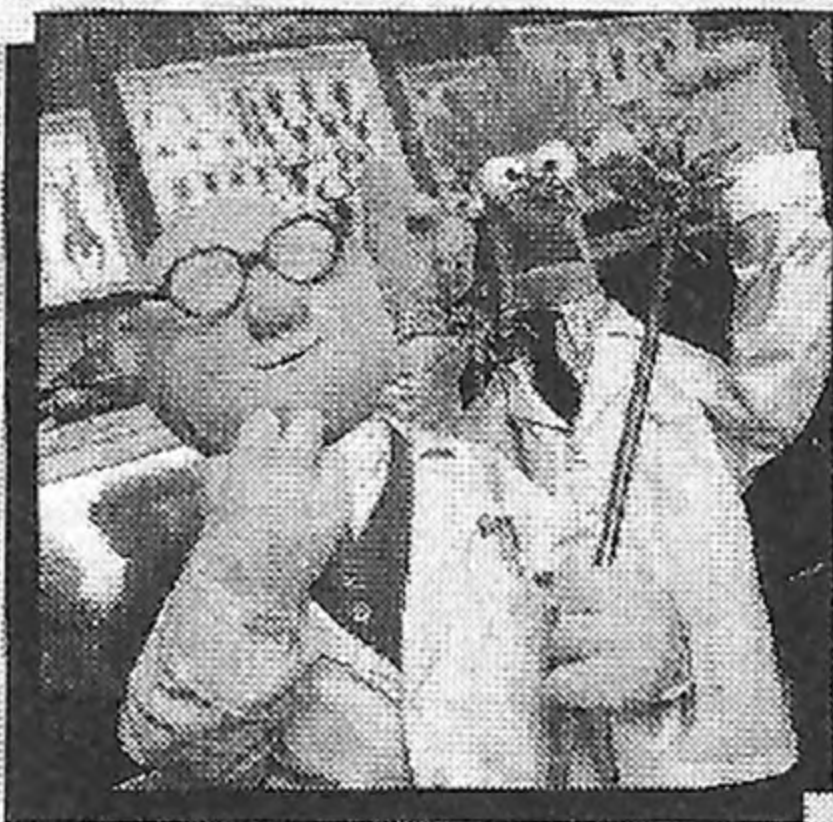


X + O buttons: powerslide (good for taking corners)

The left stick of the DUALSHOCK™ analog controller in ANALOG mode (LED:RED), functions the same as the directional buttons.

PIGGY'S NOTE: "When moi is being special moved by someone else, moi always presses the **R2** button to use the Boost Meter and speed up moi's recovery time. And, *naturalment*, I activate the special move to pass the other vehicles while racing - basically, whichever vehicles moi is up against will watch my glamorous locks blow in the wind as I pass."

MUPPET STATS - Dr BUNSEN HONEYDEW



"Greetings! And welcome to Muppet Labs, where we put the play into PlayStation®!"

I am Dr. Bunsen Honeydew and this is my faithful assistant and primary beta tester, Beaker. Mr. Kermit has asked that Beakie and I conduct some experiments to discover vehicle performance statistics. Here's our test results:

Vehicle: Racer
Grip: 3
Handling: 3
Power: 4
Driver: Kermit

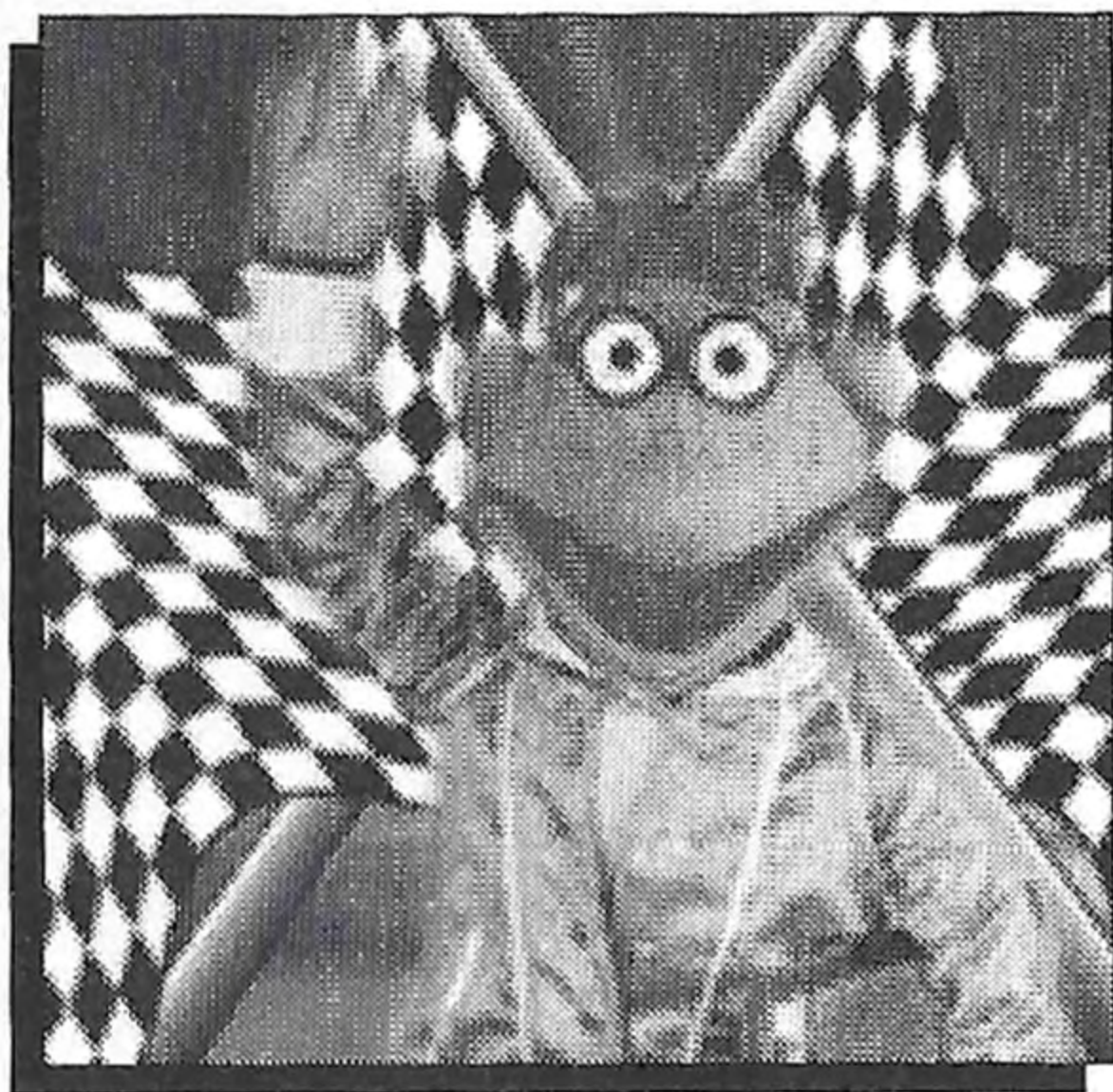
Vehicle: Monster Truck
Grip: 3
Handling: 4
Power: 2
Driver: Miss Piggy


Vehicle: Bulldozer
Grip: 3
Handling: 3
Power: 3
Driver: Rowlf

Vehicle: Moon Buggy
Grip: 1
Handling: 4
Power: 3
Driver: Beaker

"Well, cheerio for now from Muppet Labs. We hope to see you again soon."


15 SECONDS TO SHOWTIME - SCOOTER



"To get you started, the Title Screen will be displayed. Press the  button to access the Main Menu. We had hoped that Barry Manilow and David Copperfield might put in an appearance, but I've just been told they've been delayed in traffic on the corner of Jefferson and 34th. Let's hope they get here on time..."

USING CHEESY MENU SCREENS - RIZZO

"Need to navigate the menu screens? Your pal Rizzo will show you a way that's as easy as taking cheese from a baby - not that I'd ever do that...then again, if the kid's holdin' an aged cheddar or smoked gouda, all bets are off!

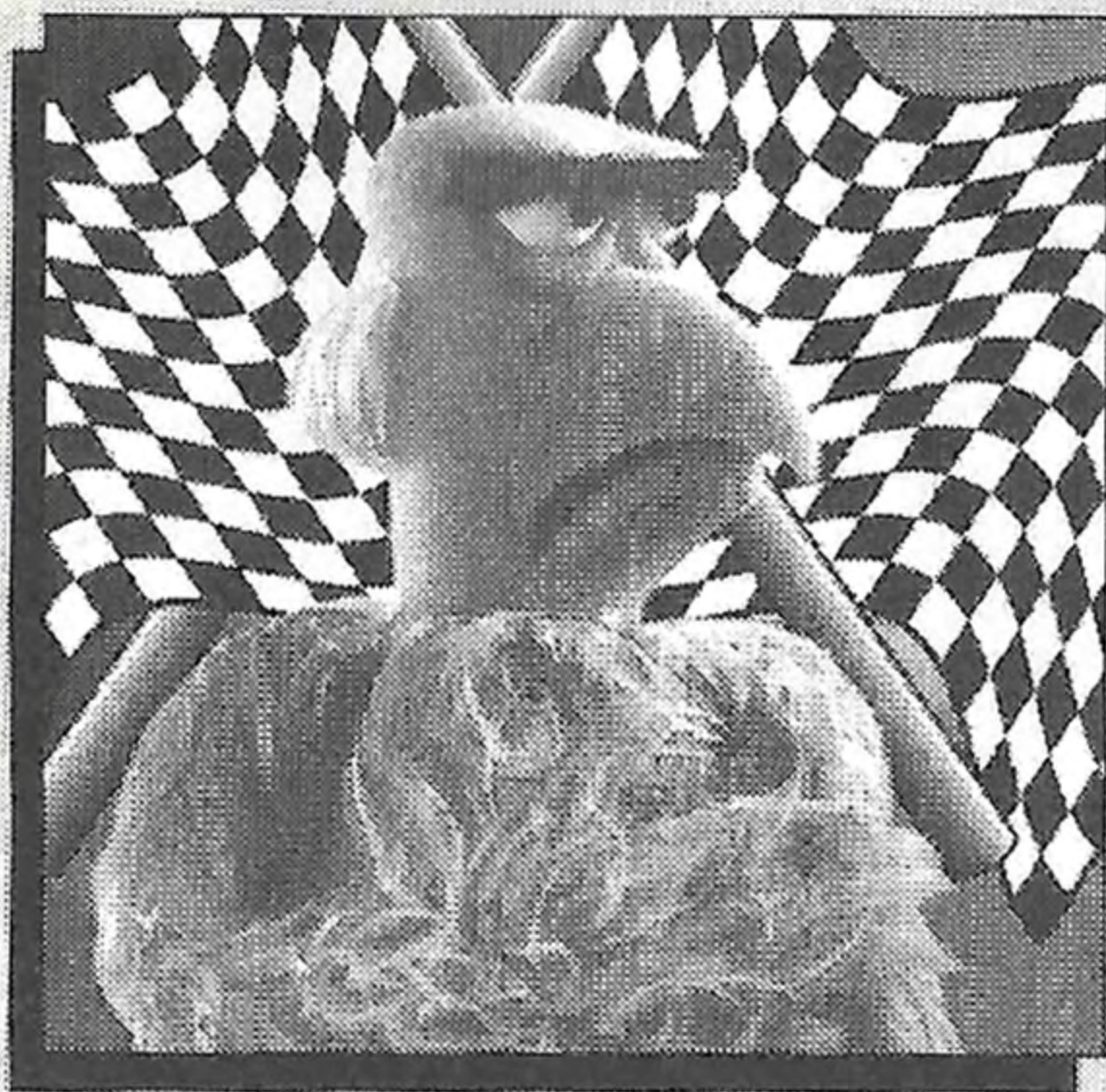
Anyway, all you gotta do is use the directional buttons to highlight an option, then press the  button to confirm.

To return to a previous menu screen, press the  button.

I told you, it's easy. OK, I gotta go, someone just yelled for lunch and they've got Swedish meatballs in the cafeteria today."



MAIN MENU - SAM THE EAGLE



"My fellow Americans (and the rest of you).

This is Sam the Eagle. I have been asked to educate you on the various menu systems of this electronic method of wasting time that could otherwise be spent in more patriotic ways. A PlayStation® game glorifying the undignified behaviour of the Muppets - what were they thinking of!!? Oh, well, it now falls on me to try to salvage some semblance of culture from this amalgamation of sophomoric entertainment and guide you through the menu systems.

Please pay attention!!!"

MEET THE MUPPETS - Go to the Meet the Muppets Menu.

SELECT COURSE - Go to the Select Course Menu.

TOURNAMENT - Go to the Tournament Menu.

GAME STATUS - Go to the Game Status Menu.


OPTIONS - Go to the Options Menu.

"Are you with me people?"

MEET THE MUPPETS MENU

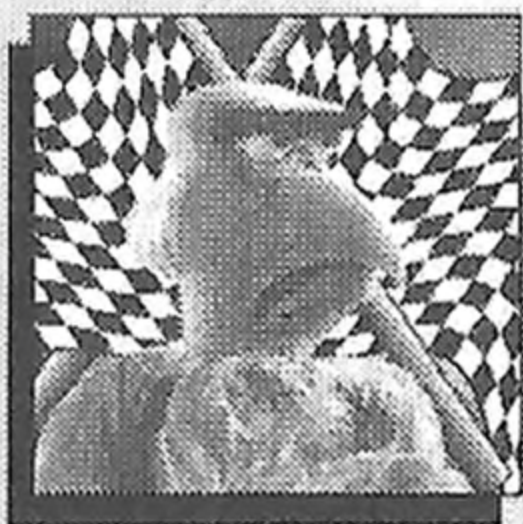
This is where you get to meet the Muppets, that incorrigible group of show business delinquents and see how many of them are available for play. You may also take them for a spin in the Test Drive Zone.

First, the Muppets are displayed in their Muppet Show arches. Use the directional buttons to scroll around the arches until you find the character you want.

Next, press the **X** button to go training in the Test Drive Zone - ideal for learning the ropes and getting used to how each of the twenty-five vehicles handles. Press the  button to toggle through the available vehicles. You can also learn how to collect fruit and pickups in the Test Drive Zone.

Remember: characters in silhouette are Muppets that you have yet to unlock. To access them, you must complete other sections of the game, for example finishing first on all tracks. I would just as soon leave them locked! As far as I'm concerned, the fewer the better!

SELECT COURSE MENU

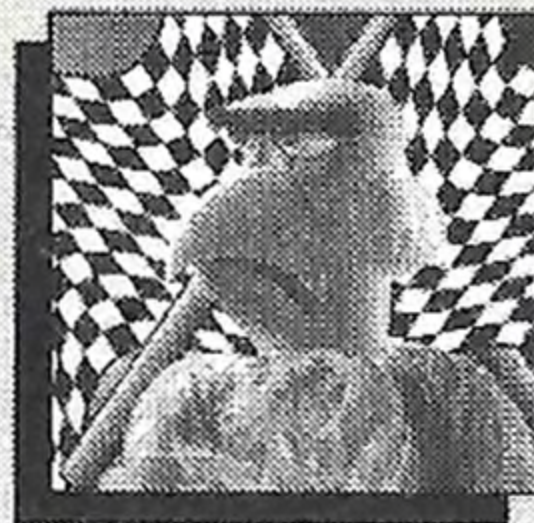


Use the up and down directional buttons to select the movie you wish to race in. Choose from one of the following culturally bankrupt titles: The Muppet Movie, The Great Muppet Caper, The Muppets Take Manhattan, The Muppet Christmas Carol, Muppet Treasure Island or Muppets From Space.

Press the **O** button to hear an audio track from the respective course.

Press the **X** button to launch a short movie clip and access the Pre-Game Menu.

SAM'S NOTE: You only get to view the movie the first time you visit the course. To view it again (although I can't imagine why you would want to) you must collect the Clapperboard in Adventure Mode and you can then view the relevant movie from the Select Course Menu by pressing the button.



PRE-GAME MENU

There are a few pre-game menus before you get out on the track!

First, use the directional buttons to choose your event, then press the button to confirm. The Character Selection Screen will then be displayed, where you can choose your favorite Muppet character from those available (I advise you to pick me - for I am unflappable). Then choose a vehicle from those available and press the button to get the racing mania under way.

TOURNAMENT MENU

Use the left and right directional buttons to toggle between 1 or 2 player tournament action, then press the button to confirm. Use the up and down directional buttons to select a League, then use the left and right directional buttons to alter the number of race tournament laps.

GAME STATUS MENU

Use the directional buttons to view your progress and see which parts of the game you have yet to unlock (illustrated by a blue question mark). You need to get a check on each of the 24 main courses to complete the game by winning each course and completing the various adventure mode tasks listed. Getting a tick on all the courses is highly commendable, but if you really want to show off and unlock **EVERYTHING**, then you need to get a gold star on each course by completing all the adventure mode tasks and getting stars on each league by winning them well (30 points for Race Leagues and 20 points for Battle League).

After doing all of this, perhaps you can work out how to access the four hidden bonus tracks, including a trip to some preposterous place called Fraggie Rock. Did I mention that there is more than one ending to this **Muppet RaceMania™** debacle? Well, according to my notes, there is. So there!

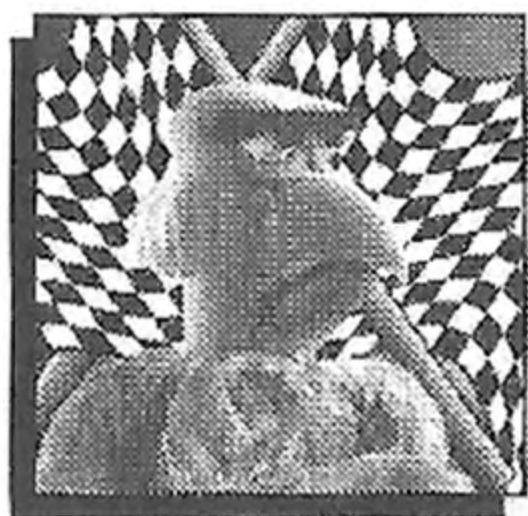
OPTIONS MENU

ADJUST SOUND - Use the up and down directional buttons to select either MUSIC VOLUME or SOUND VOLUME, then use the left and right directional buttons to alter the volume setting. Finally, press the X button to confirm. If it were me playing the game, I would set the volume as low as possible...

SET CONTROLLERS - Use the left and right directional buttons to alter the Controller configuration. You can also adjust the Vibration Function of your DUALSHOCK™ analog controller here.

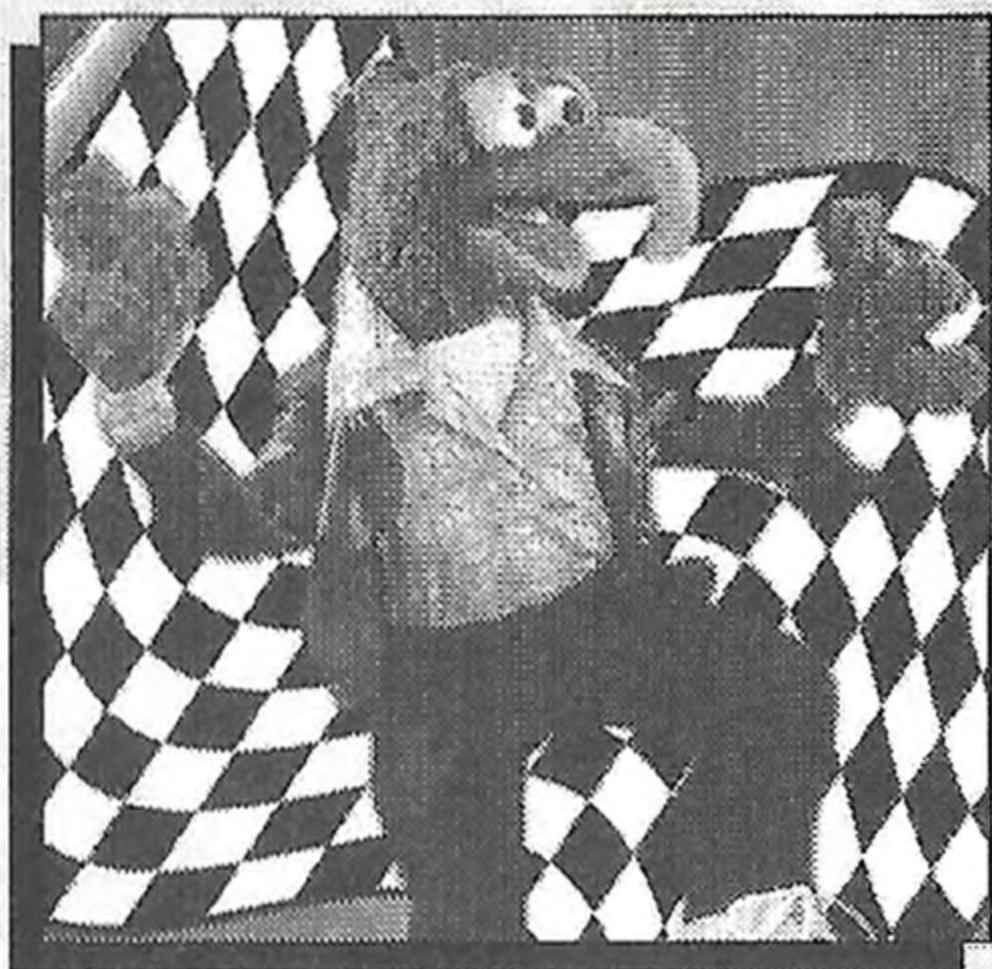
ADJUST SCREEN - Use the directional buttons to adjust the screen to your satisfaction. When happy, press the X button to confirm.

So here's where the brief oasis of old-fashioned entertainment ends and the madcap Muppet mania continues, as I hand over to that indescribable creature of craze - Gonzo.



Oh, well, for one brief moment there was light at the end of the tunnel..."

THE MEMORY CARD AND THE WONDERS WITHIN - GONZO



"Hiya, I'm Gonzo the Great and I want to talk to you about MEMORY CARDS.

These pocket-sized accessories are ideal for saving and loading games. They also come in handy when you need to adjust uneven table legs to prevent those nasty lunchtime wobbles. We have several MEMORY CARDS currently in service in the Muppet cafeteria. Let me tell you a bit more about these marvellous MEMORY CARDS.

LOAD

To load a previously saved game, make sure you have a MEMORY CARD inserted in MEMORY CARD slot 1 that contains **Muppet RaceMania™** data. Use the button to select LOAD, then use the left and right directional buttons to highlight a **Muppet RaceMania™** saved game. Press the **X** button to load the file, finally press the **X** button to confirm the load. There, that was easy wasn't it?

SAVE

To save your progress, make sure you have a MEMORY CARD inserted in MEMORY CARD slot 1 that contains at least one free block. Use the **X** button to select SAVE, then use the left and right directional buttons to select the empty MEMORY CARD block you wish to save to and press the **X** button to save. Finally press the **X** button to confirm the save.

Should you want to save your progress to a full block, use the left and right directional buttons to select the MEMORY CARD block you wish to overwrite and press the X button. Finally, press the X button to confirm the overwrite.


FORMATTING

If you insert an unformatted MEMORY CARD into MEMORY CARD slot 1, you will be given the option to format it. Press the button to format the MEMORY CARD, then press the button again to confirm.

GONZO'S NOTE: Whatever you do, don't insert or remove MEMORY CARDS once the power has been turned on. Make sure you have enough free blocks on your MEMORY CARD before you begin play, and do not turn the power off when saving games because that would be just downright stupid!!!"

RELAX WITH THE IN-GAME PAUSE MENU - FLOYD PEPPER

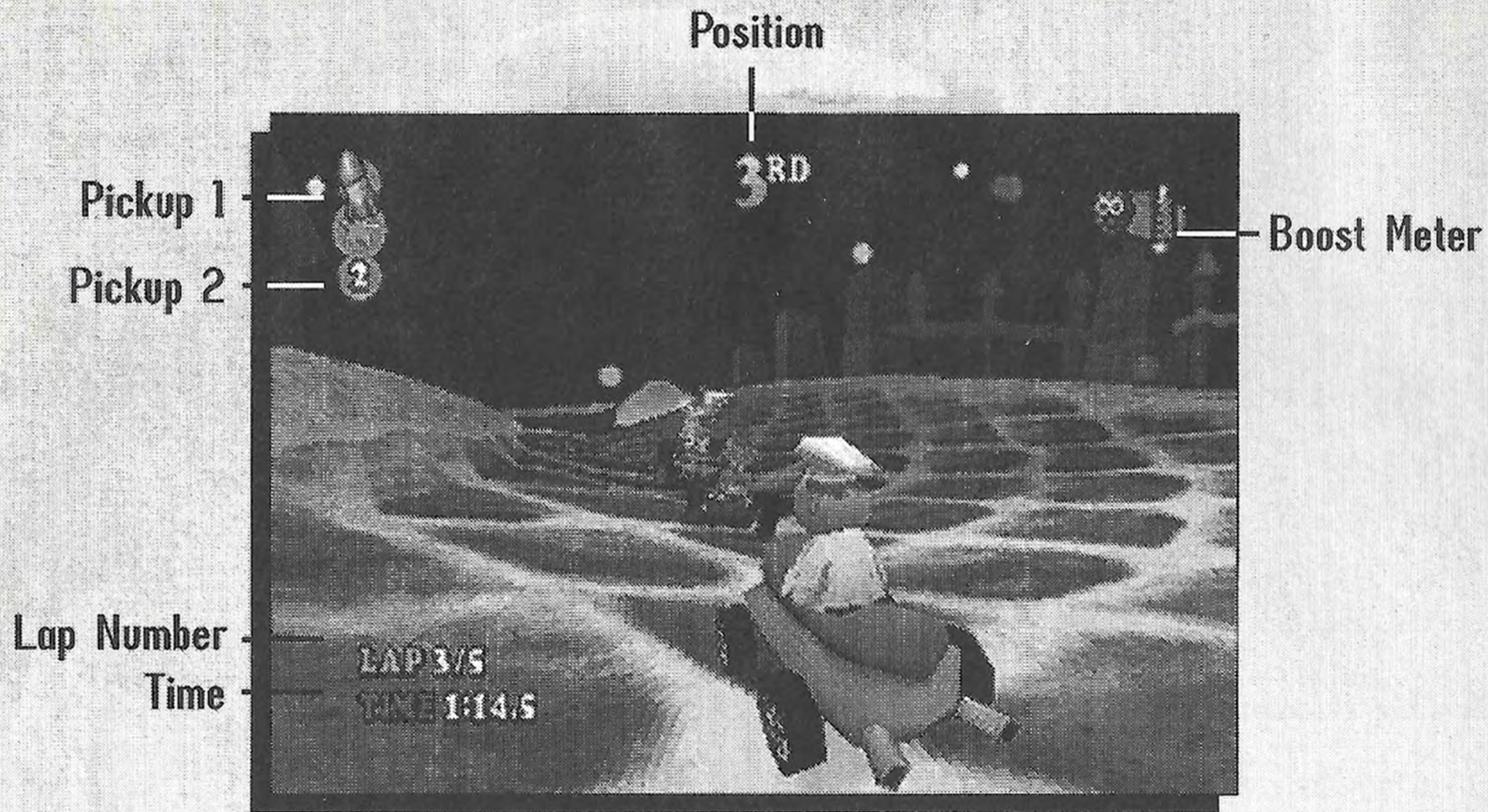


“Hey, chill man and, like, time out. Okay, I’m gonna tell you about what happens when you press the  button during a game. Relax. This rinky menu will appear and I like to call it the In-Game Pause Menu. You dig this?”

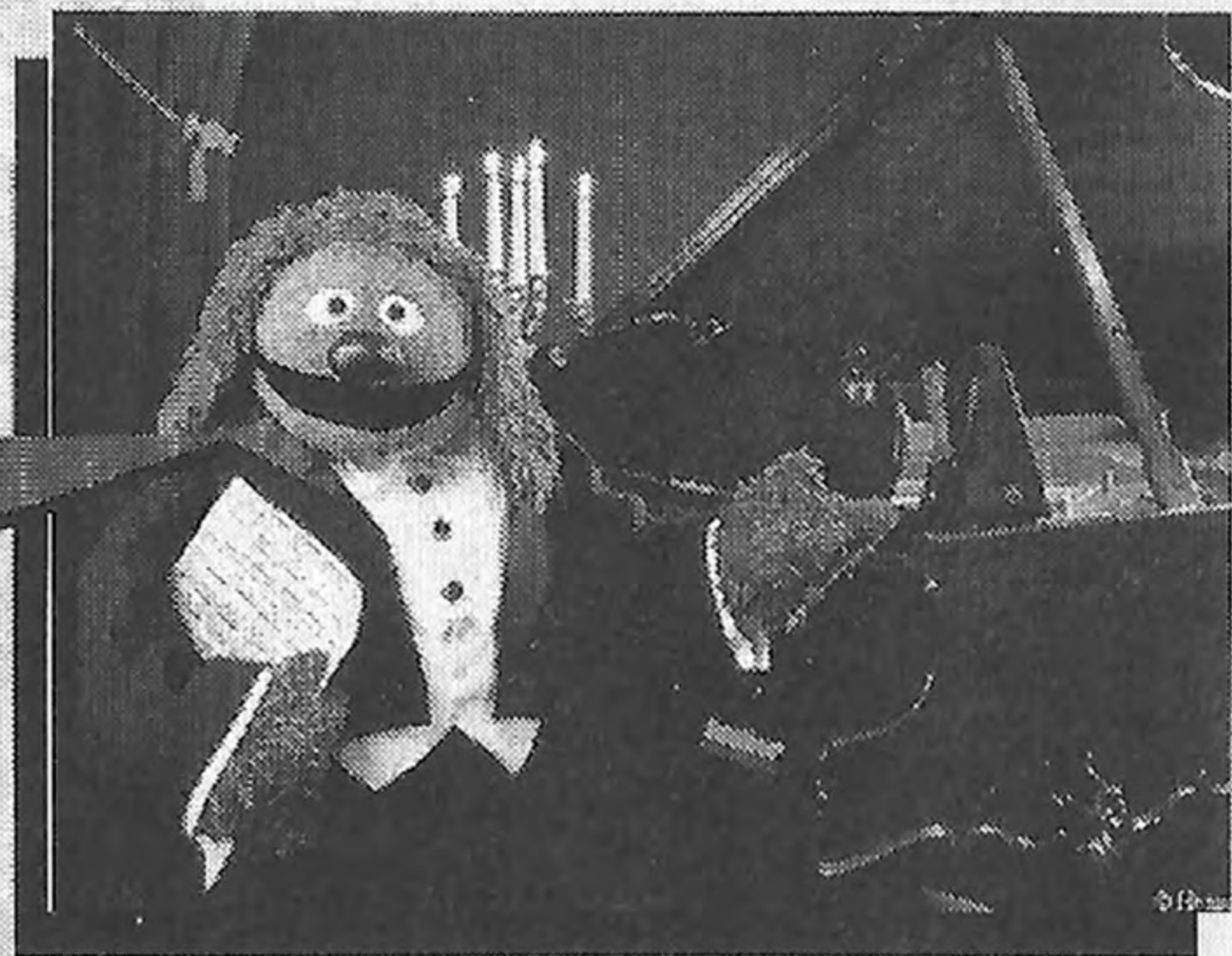
First up, **CONTINUE** will smoothly ease you back into the game. **RETIRE** will head you back to the Pre-Game Menu. Peace! Choose **RESTART** to return to the starting line and begin the race again. This option will not work in Tournament Mode. Too bad!

Finally, choose **ADJUST SOUND** to turn the music or sound volume up or down.

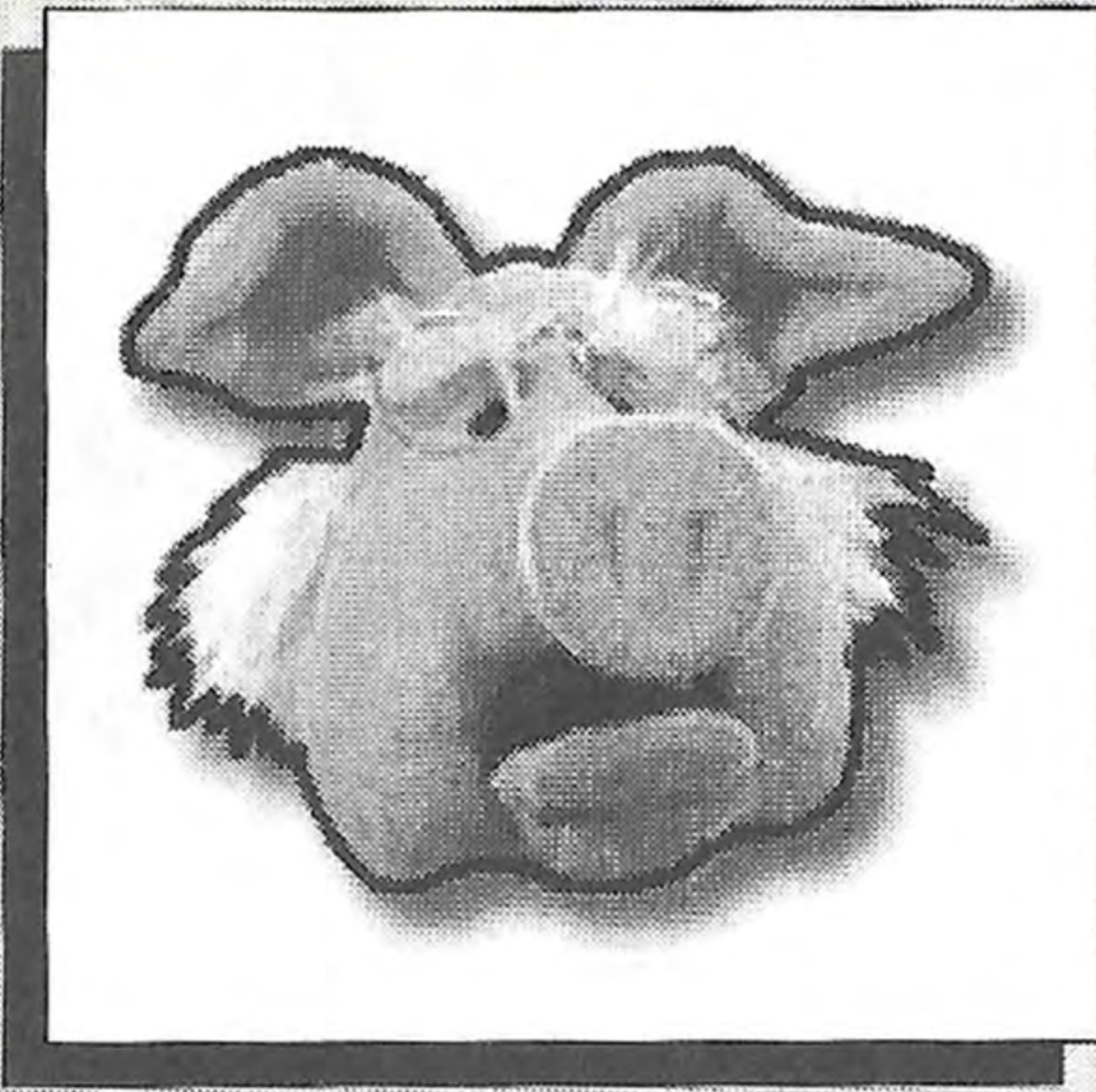
Get down to the sound and groove with the choons. Heyyyyyy.”





This is what your
gamescreen should
look like.
If not, then you are
playing the wrong game!



DR. JULIUS T. STRANGEPORK'S ASSISTANCE INVENTION

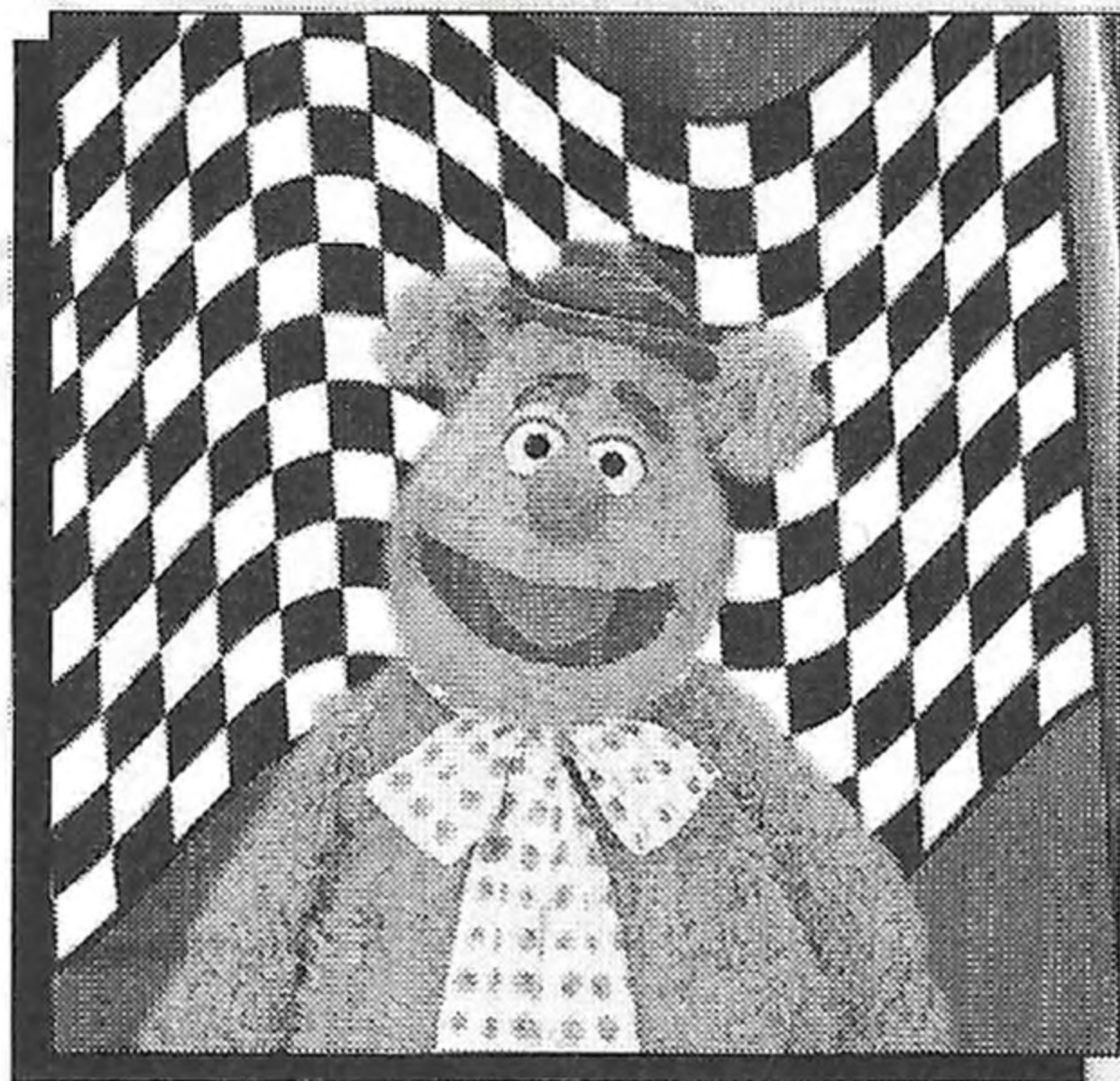


"Captain Link Hogthrob has ordered me, Dr. Julius T. Strangepork, to come up with an invention to help newcomers get to grips with the game. Between you and me, I think he finds it too hard, but he will never admit to that! So, if you want my help during a race, then press the  button.

When activated you will see my head appear on screen. When active, my invention will guide you round each circuit, helping you steer around the courses. You can still control your vehicle's acceleration and you can still decide when to use your pickups. Furthermore, you can steer, if you so wish, during those tight turns and powerslide situations, but crucially, my invention is good enough to take you all the way around each course. To deactivate my Assistance Invention, simply press the  button at any time during the game.

In a 2 Player race each player can independently choose whether to make use of my Assistance Invention - that way an experienced racer can play against a beginner who needs a bit of assistance."

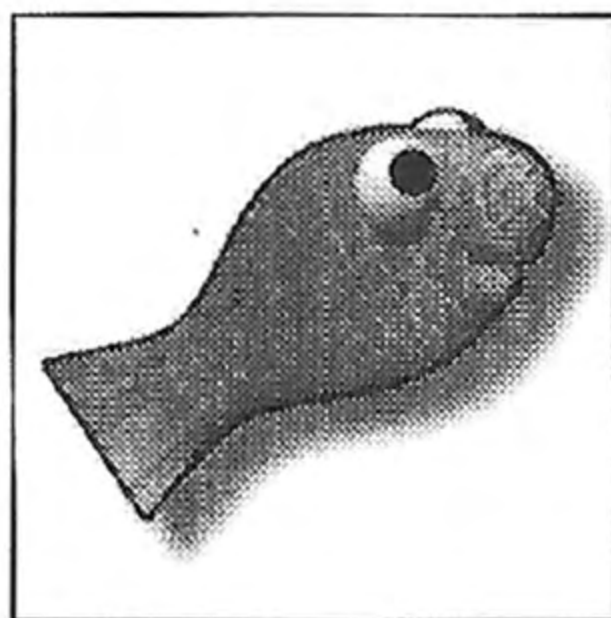
MUPPET PICKUPS, THANK YOU, THANK YOU!!! - FOZZIE BEAR



"Did you hear the one about the chicken that crossed the road? No? Stay with me, I'm starting small, folks. It wanted to get to the other side. Is anyone else laughing? Okaaaaay, why did the cow cross the road? It was the chicken's day off! Get it? The cow was covering for the chicken! Ooh, that one laid an egg. Ahh AHH Ahh! Wait a minute, I don't think I get that one. Which reminds me of a joke. What do you get when you cross a chicken and a microwave? Eh?"

Oh, sorry, I was forgetting. It's my turn to describe a part of this awesome manual to you, so I'm going to start with the various pickups that you can pick up (get it?) in **Muppet RaceMania™**. Well, here they are...

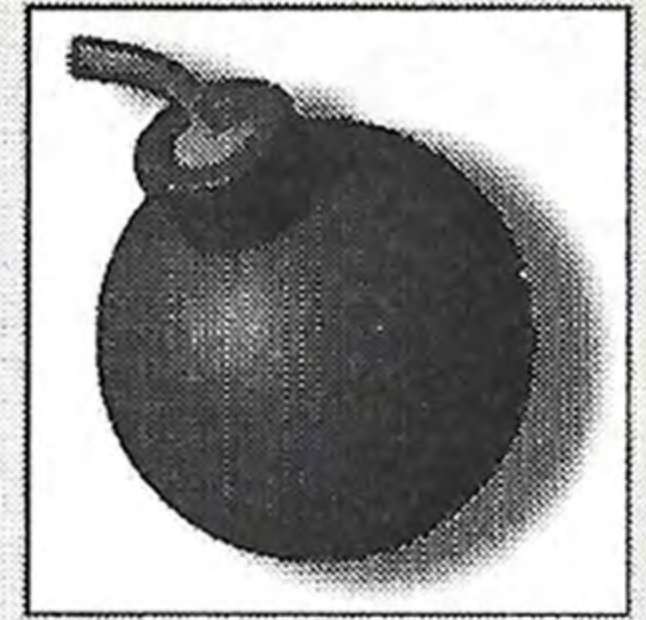
FISH ICON



Fish, eh? Mmmmm. Oh, here's one, who's the most famous fish in American history? Uncle Salmon! Ahh AHH Ahh! Get it? FAMOUS FISH? UNCLE SAM-ON! Ooh, that one sure floundered. The fish icon is actually a forward-firing missile that travels in a straight line until it explodes. Kaa-boom!!!

BOMB ICON

This bouncing bomb will hurtle round the track until it goes pop. Just don't get in its way!!!



PENGUIN ICON

Here's a riddle for you. When is a penguin not a penguin? When it's a land-mine in **Muppet RaceMania™**, of course!

CHICKEN ICON

Heard the one about the homing chicken? Launch a leathery-friend and it will zero in on one of your competitors. Talk about hen-pecked!!!



And finally, make sure you pick up all the tasty fruit and vegetables that you will find on every course. They will increase the level of your Boost Meter and once your Boost Meter is full, you will be able to carry out your Special Move.

Wocka! Wocka! Wocka! Thank you. Thank you."

CHARACTER PROFILES

KERMIT



Nickname: The Green Blur

Did You Know?: As an Amphibian, Kermit is equally speedy on land and sea.

Racing Stats: Winner of the Southern Swamp 500 Amphibious Car Race.

Why He Races: To stay one step ahead of a certain pig.

Quote: "May the better frog win!"

MISS PIGGY

Nicknames: The DragRacing Diva, The Pitstop Pretty

Did You Know?: Miss Piggy had her car enlarged to accommodate her extensive cosmetic kit and racing wardrobe.

Racing Stats: First Place in the Miss Hoboken Grand Prix Auto Race & Beauty Pageant

Why She Races: She thinks she looks really good in her cute little racing outfit

Quote: "This helmet is ruining my hair!"



FOZZIE BEAR



Nickname: The Joke

Did You Know?: Fozzie swapped his car's airbag for a whoopee cushion.

Racing Stats: Voted "Least Likely to Get a Laugh" by the Vaudevillian Stock Car Driver and Prarfall Association.

Why He Races: To get to the other side.

Quote: "Why did the racing flag have trouble finding a job? Give up? He had a chequered past!"

Ah-AHHH-Ah! Wocka-wocka-wocka!"

GONZO THE GREAT

Nicknames: Geek on Wheels, The Projectile

Did You Know?: Gonzo once travelled at a record speed of 3,500 miles per hour - after being shot from a cannon.

Racing Stats: Placed first, third, fifth and eleventh in the Walla Walla 500 after a minor explosion wrecked his car.

Why He Races: There's always the chance for great pain.

Quote: "Wow! That hurt. I can't wait to do it again."



RIZZO THE RAT



Nicknames: The Pest, The Vroomin' Vermine

Did You Know?: Rizzo was voted Rat of the Year by the residents of dumpster number one at the Indianapolis Motor Speedway.

Racing Stats: Second place at the Santa Monica Cheese Festival and Monster Truck Jamboree.

Why He Races: It's one place the exterminator won't find him.

Quote: "Can't they build a car so I can reach the stinkin' pedals!??"

ANIMAL

Nicknames: The Wild Thing, Madman

Did You Know?: Animal got his driver's license from a correspondence course - but only after failing the written test 216 times.

Racing Stats: Won the Passaic Auto Invitational, driving the entire race on two wheels.

Why He Races: He's not aware he's racing - he moves that fast all the time.

Quote: "Feel need for speed!!!!!"



ROWLF



Nicknames: Power Pup, Pitstop Pup, Mad Dog

Did You Know?: Rowlf is the only dog that has cars chasing him!

Racing Stats: Was the leader in the All Dog Grand Prix when the race was called off on account of fleas.

Why He Races: He likes to stick his head out the car window so his ears can flap in the wind.

Quote: "If I don't win, I'll end up in the doghouse - and I mean that literally."

BEAKER

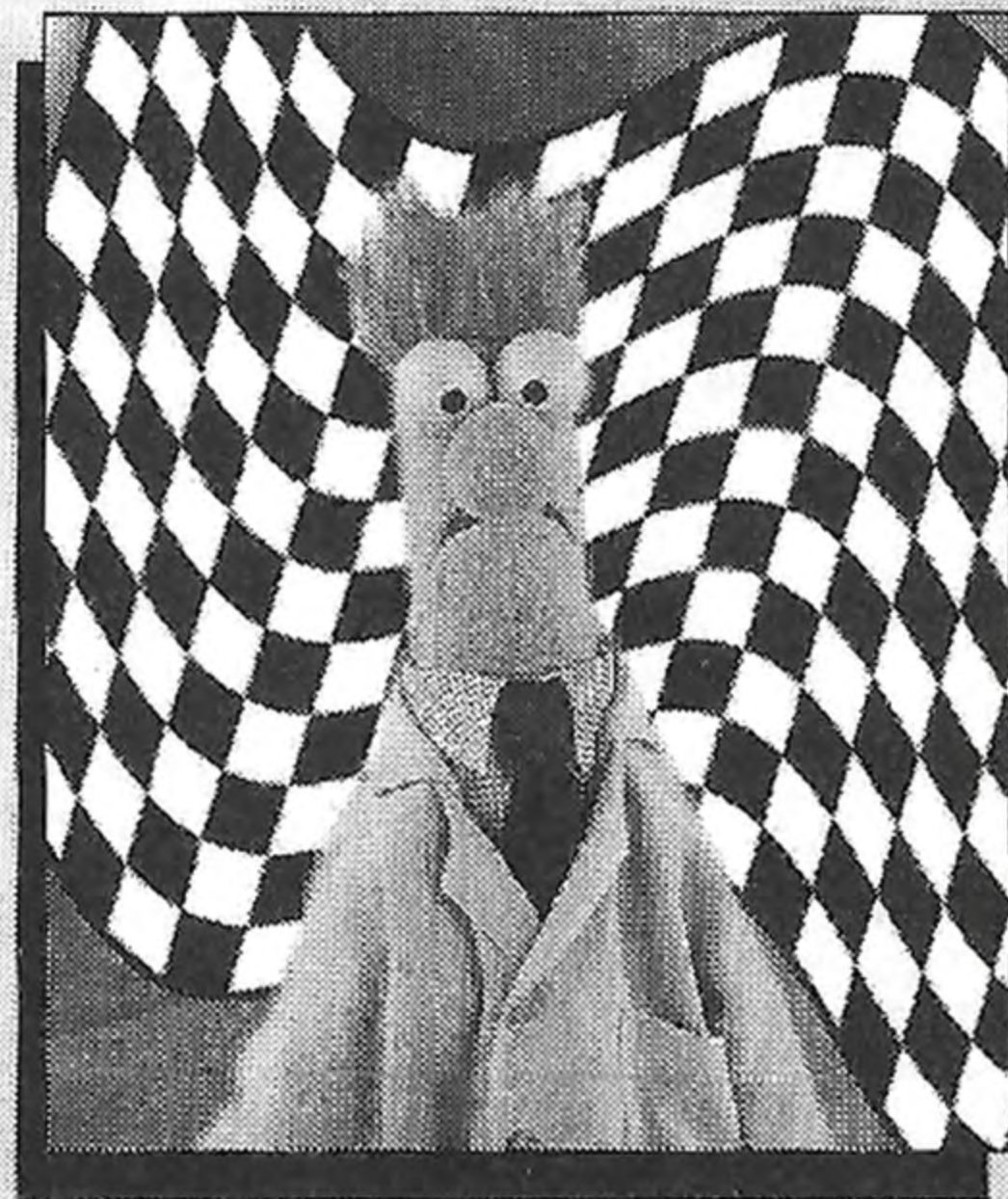
Nicknames: Glutton for Punishment, Inpatient

Did You Know?: Beaker pays the second highest medical insurance premium among the Muppets (Gonzo is still number one, but Beaker is a close second).

Racing Stats: Holds the record for most crashes in a single race - 37... and that was just in the first lap!!!

Why He Races: It's safer than experimenting in Muppet Labs

Quote: "Mee-meeee-meee-meeep!"



CREDITS

Game developed for Sony Computer Entertainment Europe by Traveller's Tales.

TRAVELLER'S TALES

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Game Programming John Hodkinson
Courses James Cunliffe, Bev Bush
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3D Engine Programming Dave Dootson
Utility Programming Andy Holdroyd
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Product Co-ordination and QA Arthur Parsons
Traveller's Tales Director Jon Burton

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Jerry Nelson, Frank Oz, Steve Whitmire, Matt Vogel

Thanks To Alyssa Padia

SONY COMPUTER ENTERTAINMENT EUROPE

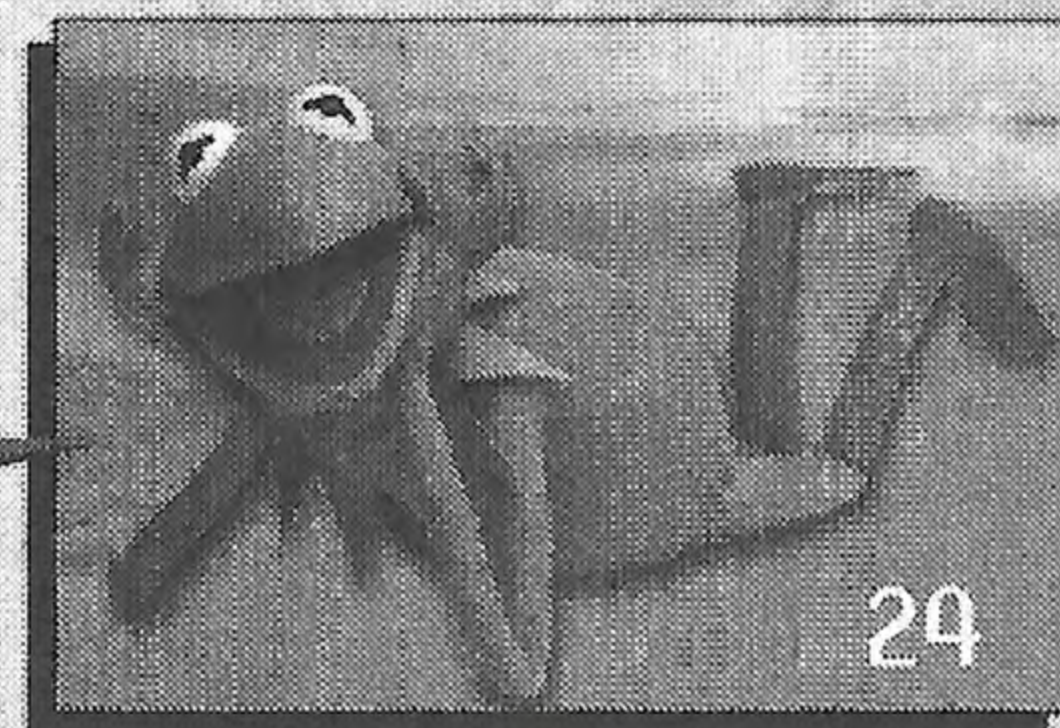
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PR Manager Liz Ashford
Print Production Lisa Rose

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Manual and Packaging Text By . . Russell Coburn

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Assistant Producer Jeff Greenhut
Product Marketing Manager . . . Christa Wittenberg
Lead Tester Weston Boucher
Technical Standards Analyst . . . Clark Terrill
Print Design & Production . . . Midway Creative Services - San Diego

Thank you for reading
and good night!



CHEAT CODES

Well, here's a first!!! We're givin' you the codes to cheat, but be honest now! Try playing the game without them first.



All Codes must be entered on the main title screen before pressing START. New options will then be available. Here are the codes:

Unlock all characters and vehicles: $\triangle \circ \triangle \square \triangle \times \triangle \triangle \times \circ$

Stars on all courses/Unlock Studio Bonus Course: $\square \square \circ \circ \times \circ \triangle \circ \triangle \square$

Get food on all courses/Unlock Arches Bonus Course: $\square \circ \times \circ \square \triangle \circ \times \circ \triangle$

Get all Doozers/Unlock Fraggles Rock Bonuse Course: $\times \square \times \square \times \square \triangle \circ \times \square$

Access End Credits & Game Completion Bonus (extra courses): $\circ \triangle \square \triangle \times \triangle \square \circ \triangle \times$

Reset the game: $\triangle \times \circ \times \square \square \times \circ \times \triangle$

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