



NTSC U/C

PlayStation®



SLUS-01155
NGEPS1



WLOEN

RACING™



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 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

Still pictures of images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions. Refer to your projection TV instruction manual for more details.

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 heat source.
- Be sure to take a 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 it in straight lines from the outer edge. Never use solvents or abrasives.

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STARTING THE GAME

Do not insert or remove peripherals while the Console is turned On.

1. 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 Disc.

2. Insert the NGEN Racing™ disc and close the Disc Cover.

3. Insert a Controller into Controller port 1. For two players, insert a Controller into Controller port 2 as well. Turn on the PlayStation® Game Console.

4. You may skip the introduction sequence by pressing the ⊗ button.

STANDARD CONTROLS

Do not insert or remove peripherals or MEMORY CARDS once the power is turned on. NGEN Racing requires 1 MEMORY CARD block to save the game

details (only MEMORY CARD slot 1 is supported) – if your MEMORY CARD does not have a free block you will not be able to save your game. To create a free block on a full MEMORY CARD you should erase any unnecessary data using the PlayStation internal MEMORY CARD manager as outlined in the PlayStation instruction manual.



Controls can be reconfigured in the Option Menu.

Directional button left and right (or Left Stick)
Roll aircraft left & right

Directional button up and down
Aircraft Dive & Climb

L1 button & R1 button
Fast roll, left & right (PRO mode only)

L2 button & R2 button
Rudder control left & right

△ button
Cycle Weapon
(Fighter class & above)

○ button
Fire Weapon
(Fighter class & above)

⊗ button
Thrust

□ button
Activate Afterburner

SELECT button
Cycle between views -
four views are available
(Internal with Cockpit,
Internal no-cockpit,
External and External Far)

START button
Enter in-game menu

MENU OPERATIONS

The basic menu controls are as follows.

MOVE CURSOR

Directional Buttons.

CANCEL

△ button.

SELECT / CONFIRM

⊗ button.

THE MAIN MENU



You should complete the "Basic Controls" tutorial before attempting to fly your aircraft, particularly in Pro Handling.

BRIEFING

There are two flight briefings. Each briefing follows the same principles. First a control or maneuver is demonstrated, then you have the option to practice the maneuver, review the demonstration or advance on to the next section. There is no compulsory examination in

briefing mode, however practice is the only way to become proficient at NGEN Racing.

STANDARD

RACE ELEMENTS

In all flight modes your altitude dictates engine efficiency. The lower you fly, the faster you go.

In general, races consist of a qualifying lap followed by a single race (or series of races) against 5 opponents.

The race starts with a "rolling" start.

In all modes except Free Flight and Powerball, the pilots fly around circuits which are marked by two sets of parallel strobing lights.

Throughout the circuits are a series of checkpoints that the planes must fly through in order.

The pilot will be yellow-flagged if he misses one checkpoint. If he misses another checkpoint

after receiving a yellow flag he will receive a red flag and be disqualified from the race.

Note: in Permits and Majic-12 you are not allowed to miss any checkpoints!

If, during the race, any jets fly out of bounds for longer than the regulated time limit, the auto-pilot will automatically take control and put the plane back on course.

The number of laps in a race varies depending on aircraft class (3 for trainer class, 5 for fighter, 7 for s-fighter and 9 for x-fighter).

At the end of a race, the auto-pilot takes control once more and guides the jets back to their hangars.

AIRCRAFT HANDLING

There are 2 different control methods available in NGEN Racing - Arcade and Pro.

Note: To fully experience the thrill of jet racing you should learn Pro handling (use the Practice Mode in Flight Briefing to help you)



ARCADE HANDLING

In this mode the auto-pilot takes greater control of the aircraft making it easier, though less exciting, to fly. The plane cannot roll right over or loop; also the auto-pilot corrects for roll angle, pitch angle and altitude whenever the directional controls are released. In addition, fly-by-wire controls translate the player's pitch commands to all control surfaces so that dive and climb always work in relation to the horizon rather than to the angle of the aircraft.

Note: Arcade Handling is slightly slower than Pro Handling.

PRO HANDLING

In this mode, the player has full control over the aircraft. This takes greater skill and practice but is ultimately more satisfying. The Directional Button alters the roll and pitch of the aircraft with no auto-pilot restriction.

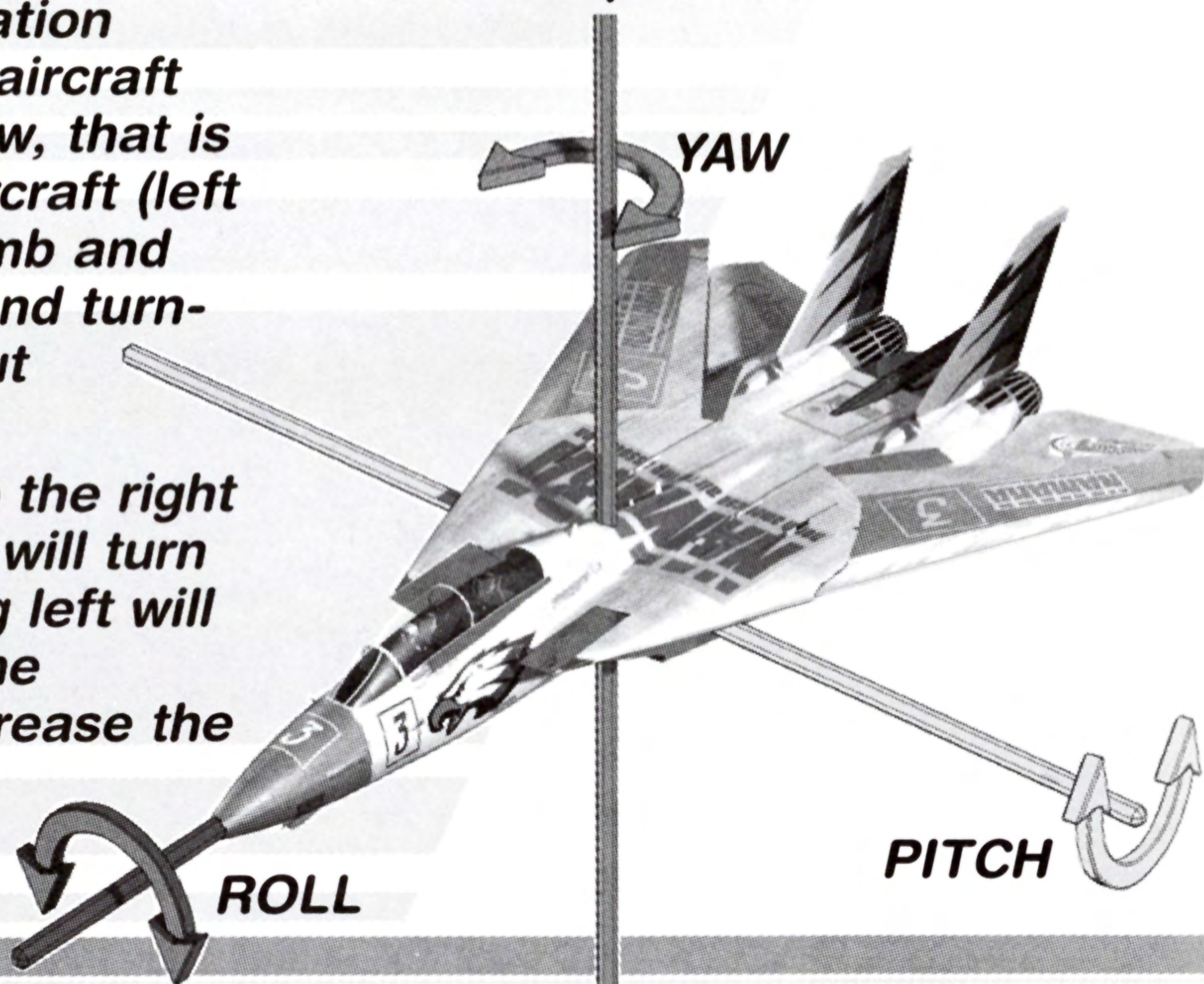
CONTROLLING THE AIRCRAFT USING PRO HANDLING

The three axes of rotation needed to control an aircraft are Roll, Pitch and Yaw, that is to say banking the aircraft (left & right), making it climb and dive (go up & down) and turning the aircraft without roll.

Rolling the aircraft to the right means that the plane will turn to the right and rolling left will turn left. Increasing the amount of roll will increase the turning-rate until the aircraft is on its side at 90 degrees to the

ground. At this orientation, the aircraft is at its maximum "natural turn-rate".

Once you are heading in the desired direction, returning the plane to level flight will allow you to continue in a straight line. Consequently, unlike a car, even though you may be pressing left, you will not turn left until you go beyond the point of



level flight into a left banking position, and if you continue to hold left then you will eventually roll the aircraft until it is upside down. Judging corners ahead of you and the required angles of roll to negotiate them can take a fair amount of practice.

Pitch controls the amount of climb or dive the aircraft will perform, so in level flight, you can negotiate the terrain ahead of you. Like an aircraft joystick, the pilot must “pull” backwards on the stick to get the aircraft to go up and to make it dive, he must “push” the stick away from himself. On the directional control this is interpreted in the same manner. Pressing “DOWN” will “pull” the nose up and pressing “UP” will make the nose go down. However, because this “climbing and diving” is with respect to the angle of the aircraft, if

the player is in a steep roll and then pulls back on the stick, the “climbing” action will make him appear to increase his turn-rate.

Unfortunately, this means that dive and climb cannot be used to alter the plane’s altitude when in a steep bank. The **Rudder** controls the “Yaw” of the aircraft. To control the aircraft’s rudder the player uses the L2 button & the R2 button. While flying in a straight line, if the player presses the L2 button, he will turn to the left without rolling. Similarly, the R2 button will turn the Player right, almost feeling like a car. As with real aircraft, the air-resistance created by this maneuver will slow the aircraft slightly. The rudder can be used to address the problem of trying to alter altitude while banking. For example, if the aircraft was

on its left side at 90 degrees, pulling back on the joystick still “climbs” as far as the orientation of the aircraft is concerned, but this climbing is translated into a tighter turn (from the perspective of someone standing watching from the ground). Similarly if the plane were at 90 degrees rolled to the left and the pilot activated the left rudder, the aircraft would “Yaw” with respect to its own orientation. **BUT** this would actually cause the aircraft to turn down towards the ground (pressing the right rudder would turn it up into the sky). This does take some practice to make effective and is generally only necessary at faster speeds.

THE HEADS-UP DISPLAY (HUD)

The HUD is a projection of your cockpit’s instruments onto a transparent panel in

front of you, allowing you to stay aware of the state of play while keeping your eyes on the action.

Position Indicator

Your race position.

Direction pointer
Shows the direction and severity of next corner. These can be switched off in the “Game Options” section of the “Options” menus.

Weapon indicator

The type of weapon currently selected. The color of the icon indicates the weapon ready status – green indicates the weapon can be fired, red indicates that the weapon is not yet ready.



ARCADE MODE

Arcade Mode allows the player to have the fun of jet racing without the complexities of the full NGEN Racing mode.

Two-Player racing and combat is only available in Arcade Mode.

ARCADE CHAMPIONSHIP

Here the player can play a series of races in a particular aircraft. There is a Qualifying Race at the start of the championship (skipping Qualifying automatically places the player in last place on the grid). The starting order of subsequent races is defined by the finishing position at the start of the race. Winning a championship unlocks the next class of championship. There is a Qualifying Lap - this may be skipped.

Lap Number Indicator
Number of laps you've done. The number of laps remaining in the race will be displayed on the screen when you pass through the start gate.

Health Meter
Shows the amount of airframe strength you have remaining - this can be replenished by flying through the green health gates. When it reaches 0 your plane will be destroyed.

Afterburner Meter
Shows the amount of AB you've got.

Current Speed
How fast you are going



SINGLE RACE

Single Race allows the player to have a quick race on any available circuit in any of a limited selection of aircraft. Simply select the class, the track and your aircraft and race.

HEAD TO HEAD

This mode allows two players to race against each other with no other opposition aircraft. There is no restriction on class or track selection in head-2-head, however only a limited selection of jets is available.

POWERBALL

A two player duel mode. At the start of the duel both players face each other across the chosen landscape. In between them is the "powerball," a floating silver orb that gravitates to the tower in the

middle of the arena. The tower is surrounded by four scoring drones that hover above the landscape. The object of this game is to collect the powerball (by flying into it) and tow it to as many scoring drones as possible before you are destroyed.

When you have the powerball, the location of the scoring drones is indicated by a yellow or red square. Yellow means you have not scored at that drone, and red means you have already scored there. If you manage to score at all four drones, the powerball returns to the tower and your health will be fully restored. When either player loses the powerball, all the drones are reset. The player with the highest score at the end of the time limit wins.

1 point is awarded for shooting down your opponent, 2 points for capturing the powerball, then 2, 4, 8 and 16 points for each consecutive drone. You will lose a point (and the powerball if you are towing it) for running out of health.

Note: The player with the powerball has his speed reduced and is not able to use weapons.

NGEN RACING MODE

NGEN Racing is a racing culture. Pilots buy and modify jet aircraft then race them in a series of races in order to win cash to further their racing careers

AIRCRAFT

This is where you can view, select, sell or modify any of the aircraft you own or buy new ones.



Select Aircraft

This is where you can select which aircraft, out of the ones you own, that you want to race in. The aircraft you select here will be the one you pilot in any NGEN championships, Single Races, Time Trials or Free Flights.

Buy Aircraft

This is where you come if you wish to buy a new aircraft (this is the only option selectable if you do not own any aircraft). First you must select which class of aircraft you wish to buy.

*Then a list of aircraft within each class is displayed with their prices displayed next to them. Selecting an aircraft from the list will take you to a screen displaying a visual representation of the aircraft and further information on it. Here you will have the option to either **BUY** the aircraft or take it for a **TEST FLIGHT**.*

Test Flight

A test flight gives you free flying time over Vologda Race Way to see if you like the feel of the aircraft.

Modify Aircraft

You can buy or sell any additional parts for your aircraft. Not all parts can be fitted to all aircraft, and of course you need enough money to purchase the component. The parts that can be fitted or modified are:

Engine Enhancement

*There are 5 possible improvements to the engines. Levels 1-3 provide small but significant improvements to top speed and acceleration. These can be fitted to all aircraft. Levels 4 & 5, known as **RAM jet** and **SCRAM jet** respectively, provide more powerful improvements but can only be fitted to **S-Fighter** and **X-Fighter** class craft.*

Afterburner Enhancement

*There are 3 levels of standard **AB** enhancement. Each offers an improvement to the top speed and thrust obtainable when using Afterburners, and can be fitted to all classes of aircraft.*

Afterburner Doubler

*Arguably the most powerful aircraft modification, and only available for **S-Fighter** and **X-Fighter** class planes.*

ATV

This is a complete replacement for the aircraft's engine system, and also involves the remodelling of the aircraft's tail. It can only be fitted to S-Fighters and X-fighters. It increases the overall speed of the aircraft by decreasing the air resistance (due to the tail reduction) and replaces the rudder control with powered thrusters which results in no speed loss when using rudders.

Airframe

Upgrade your airframe to improve its resistance to weapons and collisions - 3 levels of upgrade are available.

Stealth

An expensive upgrade - but worth it in tough combat situations. Planes with stealth ability cannot be targeted by missiles (although rockets and guns will still cause damage).

Canards

Small additional wings usually placed just under or behind the cockpit that provide additional control surfaces for increased maneuverability. Canards are available in 3 levels; not all levels can be fitted to all aircraft.

Stabilizers

Wing tip stabilizers assist with level flight and help to reduce the effects of turbulence, allowing faster speeds at low altitudes.

Respray

Pay to have the color scheme of your choice. An expensive luxury.

Sell Parts

All purchased parts can be sold. 50% of the purchase price will be refunded. If you are upgrading (or downgrading) a part then you will automatically

get a refund for the cash amount for the component you're part exchanging.

Sell Aircraft:

Allows you to sell your selected aircraft. You will get 50% of the basic purchase price.

PERMITS

In order to enter any of the NGEN championship races, you are required to have a permit. To obtain a permit you must complete a test lap of a designated circuit. There is a permit for each class of aircraft. Permit tests are taken in designated aircraft.

Note:

If you miss a checkpoint, you will automatically fail the test.

RACE SELECTION

There are 5 race modes within NGEN Racing:

Championship

This is the main racing option in NGEN Racing. There are four



classes of racing in the Championship, Trainers, Fighters, S-Fighters and X-Fighters.

You must have the appropriate permit to enter a championship. Within each class there are a number of separate events. An event consists of a number of races that form a "mini-league". You will use the same jet in all races within an event. You will race your selected event using whatever craft you have selected - it does not have to be of the appropriate class for the championship.

Points and cash are awarded based on your race finishing position. And further cash rewards based on overall finishing position within each event.

Each event begins with a qualifying lap (cash rewards are given for high qualification positions). Subsequent races within that event have their starting positions dictated by the finishing position of the previous race.

If you get at least 3rd place in all events within a class then you are allowed access to the Majic-12 races within that class.

If you get 1st place in all events within a class you will be awarded a special, limited-edition WASP aircraft.

Club Race

The club race option allows owners of a particular aircraft to race against other pilots also using the same aircraft

(although upgrades to the aircraft are permitted). There are no medals to be won but there are cash prizes.

Winning a single race on a circuit will open the reverse version of that circuit for use in single race, TT and Free Flight.

Time Trial

Time Trial mode allows you to practice the courses to get the best lap time possible.

The races are not split up into class. Times are stored based on the fastest achieved on that track regardless of vehicle.

In order to keep lap times consistent, your After Burner meter will be set to zero as you cross the start line.

A "Ghost" representation of your best lap this session will fly around the track with you.

Note: missing a checkpoint will cause the lap to be regarded as invalid; no time or ghost data for that lap will be stored.

Majic-12

The Special races are awarded to the player after completing each championship with at least bronze medals for each event in the championship classifications.

Majic-12 consists of a series of time-based tests in pre assigned aircraft. You must beat a previously set time (very tough) to win major cash prizes.

For every hundredth of a second you beat the time by, you will be awarded a fixed amount of cash.

Free-Flight

This is a non-competitive mode where you are able to fly freely over any available landscape – there is no opposition, no course lights and no limits (apart from your health).

Simply fly and enjoy.

ACHIEVEMENTS

The Achievements section allows you to view the various race and lap records achieved on the different tracks, and lets you view any medals you may have won.

OPTIONS

CONTROLLER CONFIG



Control configurations for the main race controls can be altered here.

Note: to invert the pitch (i.e. “up” on control stick makes the plane climb, etc.) then select “pitch invert on”.

AUDIO CONFIG

Select option using up and down on the Directional button.

Playlist

NGEN Racing features a fully configurable CD player. Select which tracks to play and what order they will play in.

Music Volume

Alter the music volume using the Left and Right Directional button.

Sound Effects Volume

Alter the Sound FX Volume using the Left and Right Directional button.

Stereo

Select the appropriate output for your system.

End Race Jingles

Enable or disable the special jingles at race end.

GAME OPTIONS

Here you can alter some basic game options:

Catch-Up

Choose whether it is easy to catch up to your opponents.

Directional Arrows

Switch the guiding directional arrows on or off, depending on your preference.

Handling (Player 1 & Player 2)

Choose whether you wish to fly in "Pro" mode or "Arcade" mode for each race, or select "Choice" to be offered the choice at the start of each race.

VIEW

Screen Pos

Move the image around to a good position for your TV.

Default

Alter how the game is viewed.

Credits

See the list of people that made NGEN Racing possible.

Demo

Jump straight to demo mode, impress your friends with the wonder that is NGEN Racing.

Load / Save

Save your game, with your achievements intact, or load a previously saved game and continue racing.

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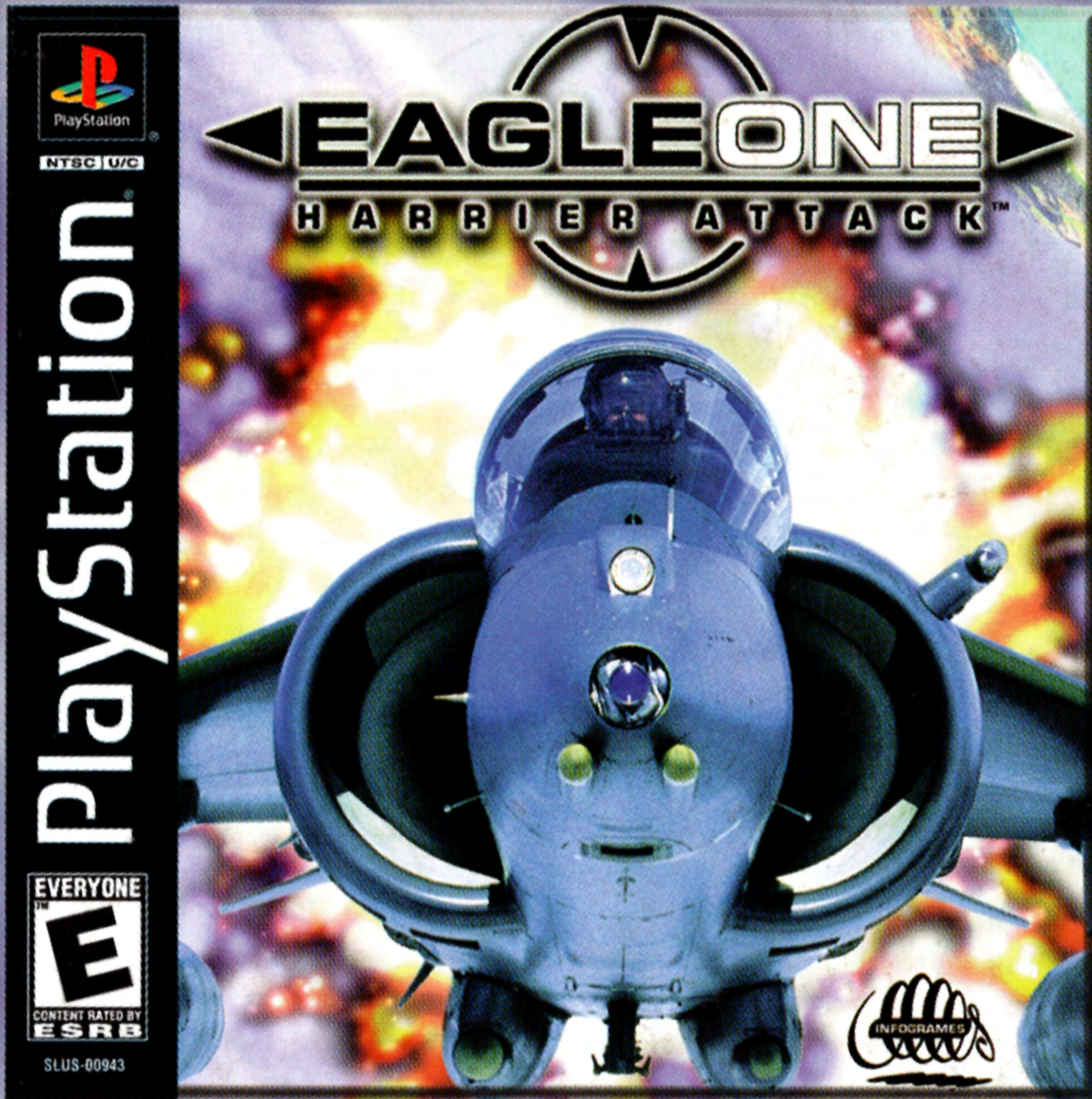
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HOT COMBAT ACTION



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