



NTSC U/C

PlayStation™



SLUS-00400

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.

ATLUS CORP., LTD.

17145 Von Karman Avenue, Suite 110

Irvine, CA 92614

714-852-2351



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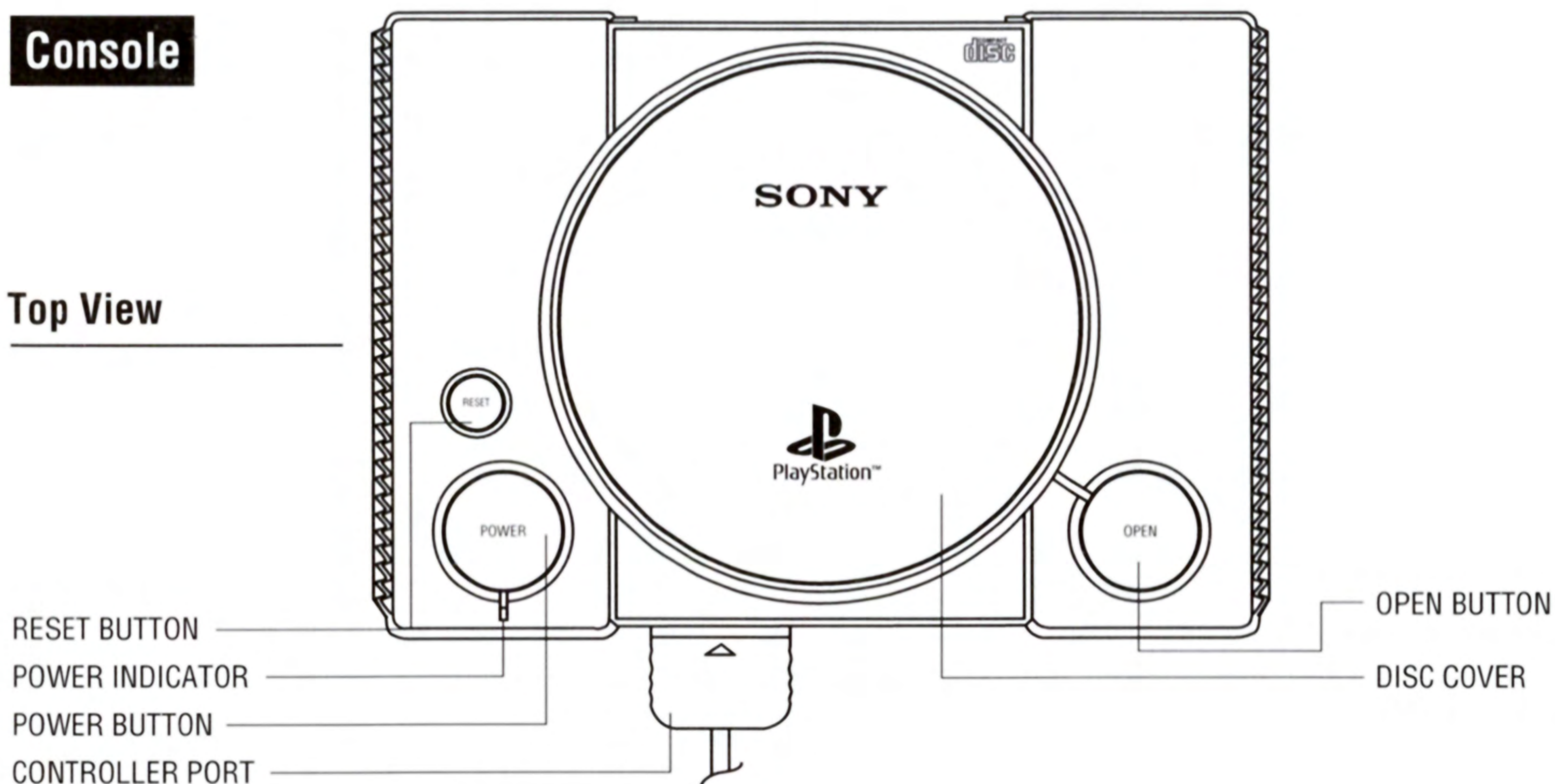


STARTING UP

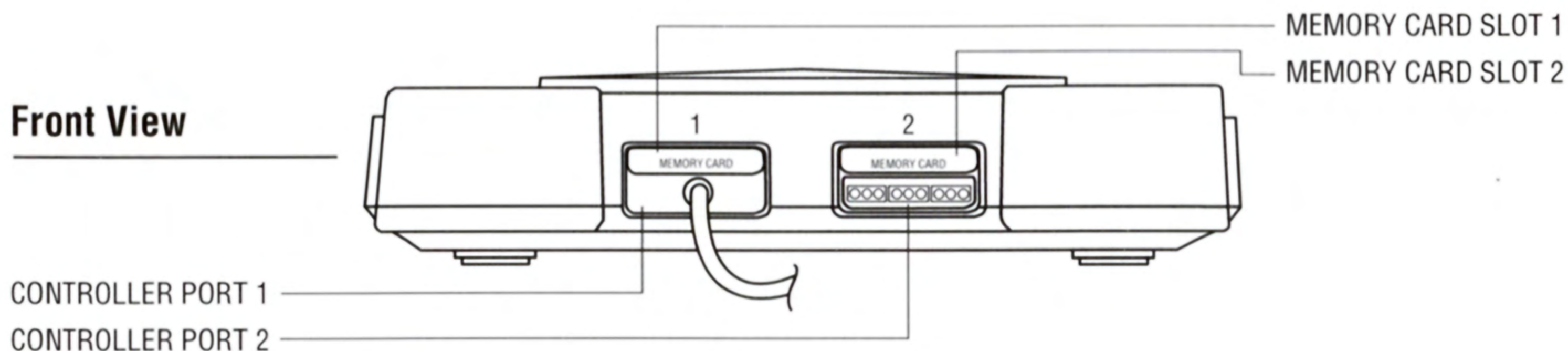
Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the PEAK PERFORMANCE™ disc and close the disc cover. Insert the game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.

Console

Top View

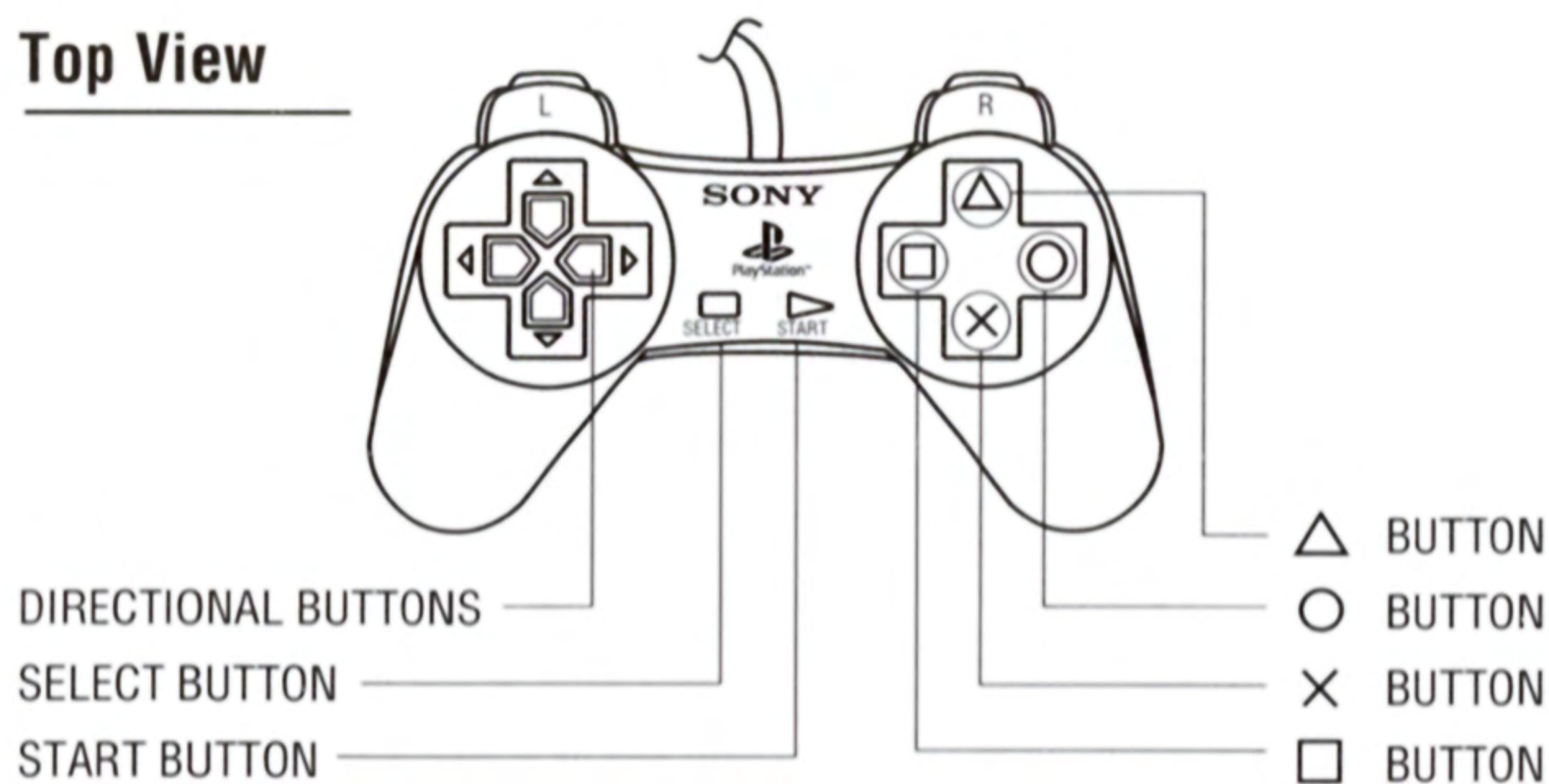


Front View



CONTROLS

Top View

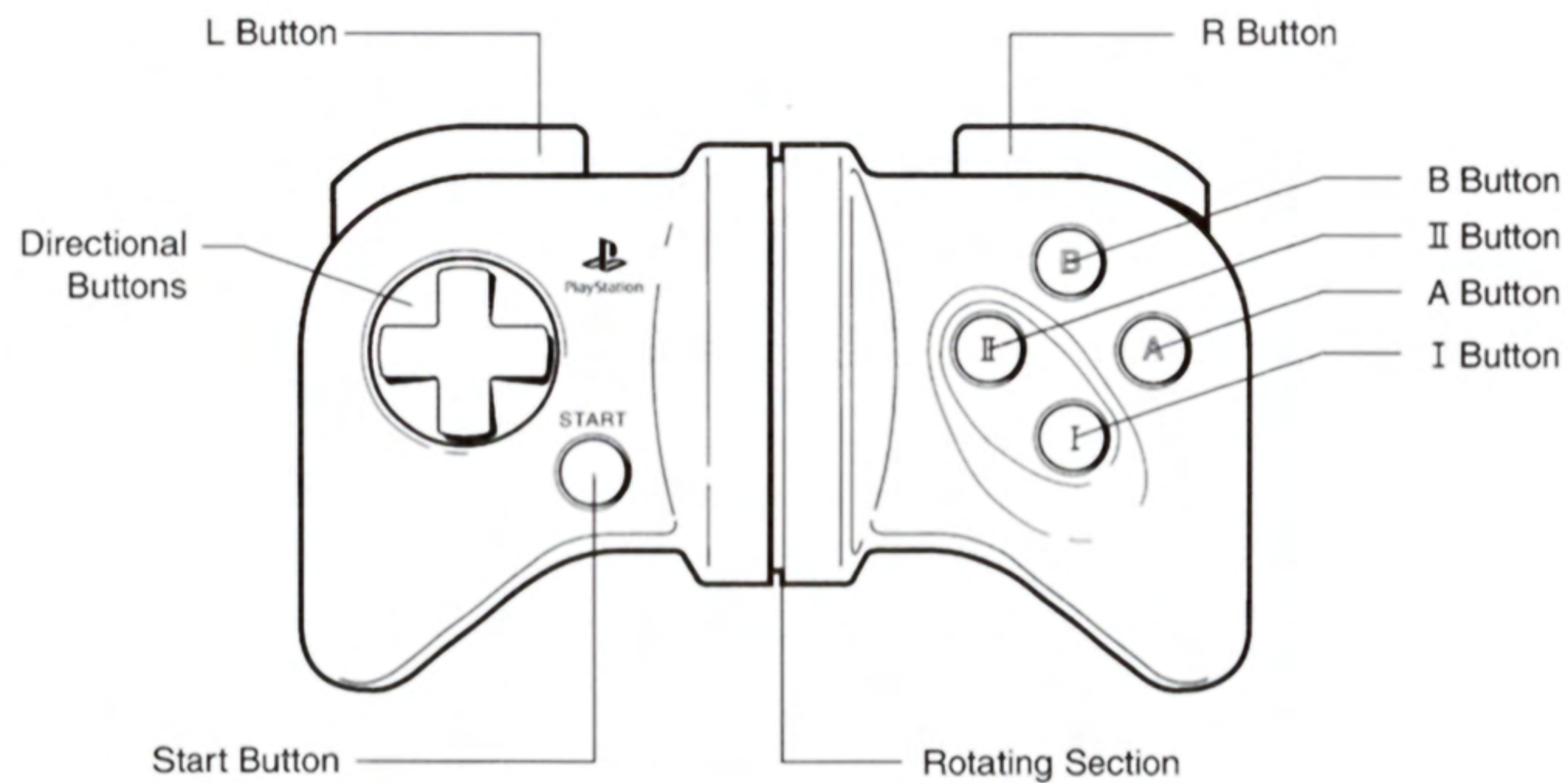


Peak Performance™ can be played with either the standard controller or with the neGcon controller. Instructions are given below for both.

PlayStation Controller (Default Controls)

Directional Buttons:Left/Right
[○] Button:Auto Accelerate
[△] Button:View Change
[×] Button:Manual Accelerate
[□] Button:Brakes
R1 Button:Shift Up
L1 Button:Shift Down
R2 Button:Side Brake
L2 Button:Special Button
Start Button:Game Start/Pause Menu
Select Button:(Not used)





neGcon Controller (Default Controls)

Directional Pad:Shift Up/Down (Up/Down)
 I Button:Acceleration
 II Button:Brakes
 A Button:Change from Auto/Manual
 B Button:View Change
 L Button:Side Brake
 R Button:Special Button
 Start Button:Pause/Menu

ABOUT PIKE'S PEAK



Not long ago several drivers with more courage and sheer gall (than say, brights) got together to see who would be able to get to the top of Pike's Peak in the shortest amount of time. The rules were simple: Get to the top in one piece quicker than anyone else and you win.

Since then, the categories of competition have broadened to include various forms of cars, trucks and motorcycles, all being driven with the goal of being first in their class.

When the flag drops, it's a non-stop scramble across slick mountain roads that has either the checkered flag at the finish or a long drop to the bottom of the hill. If you have ice water in your veins and a serious addiction to high-speed racing, then take one of the dozens of vehicles out for a spin on the most harrowing course ever designed by man or Nature!



QUICK START INSTRUCTIONS

Set the CD-ROM in the PlayStation™ and turn on the unit. The Title screen will be displayed. Move the cursor up and down using directional buttons. Set the cursor on one of the selections. Press the [X] button to confirm your selection.

From the main menu, choose one of the following selections:

1 Player or 2 Players

Courses Available:

Seven Tight Corners
Uptown Driveway
Northern Country

Time Trial:

Courses Available:

Pikes Peak HillClimb
Seven Tight Corners
Uptown Driveway
Northern Country
Bay Area

Select the weather conditions:

Sunny

Sunset

Mist (only available in time trial)

Midnight

- Use headlights by pressing
L2 (Special Button) +Up
R (Special Button) +Up



Select Route

Clockwise



Counter Clockwise



Select Race Mode (only in time trial):

Time Attack - Race the other cars and the clock to be 1st place!

Fun - Race the course for fun. No time or placement factors are involved.

Gentlemen, start your engines: It's time to race.



MODES

1 PLAYER RACE

Overcome all of the other cars to become the top racer!

2 PLAYER RACE

Overcome the other player's car to be first!

TIME TRIAL

Race against the clock to get the fastest time.

TUNE

This menu allows you to customize your own car, using a base car from the car selection.



OPTIONS

You may change the various settings of the game here. If you want to save your record of your race or time attack you must do it in this mode. Be sure to save your records before you turn off the power.

Ranking - Displays your race ranking and time trial ranking during the race on every course.

Key Setting - You can modify your controller here.

Game Option

Quick Select - You can go directly to "Car Select" without having to go through the screen change. If you turn off this option, the screen will shift/move when you scroll through individual cars.

Sound Out - Choose between Monaural and Stereo.

TV Mode - Choose between Normal and Wide screen mode.

Car Name Edit - Name your own car to personalize it!

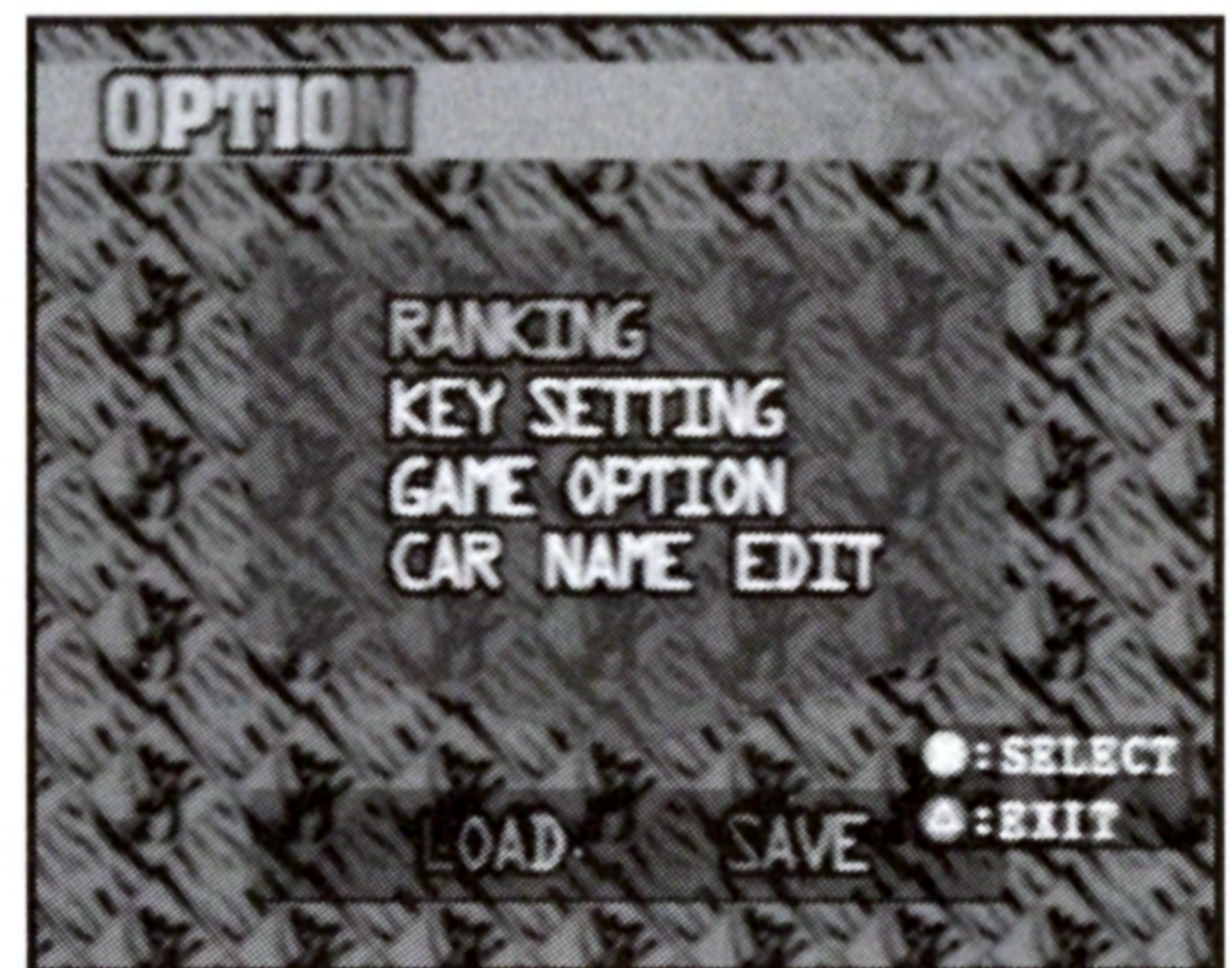
Start Button - Selects END

△ Button - delete character

□ / L1 Button - Toggles between BS/DEL (on Car Name Edit Screen)

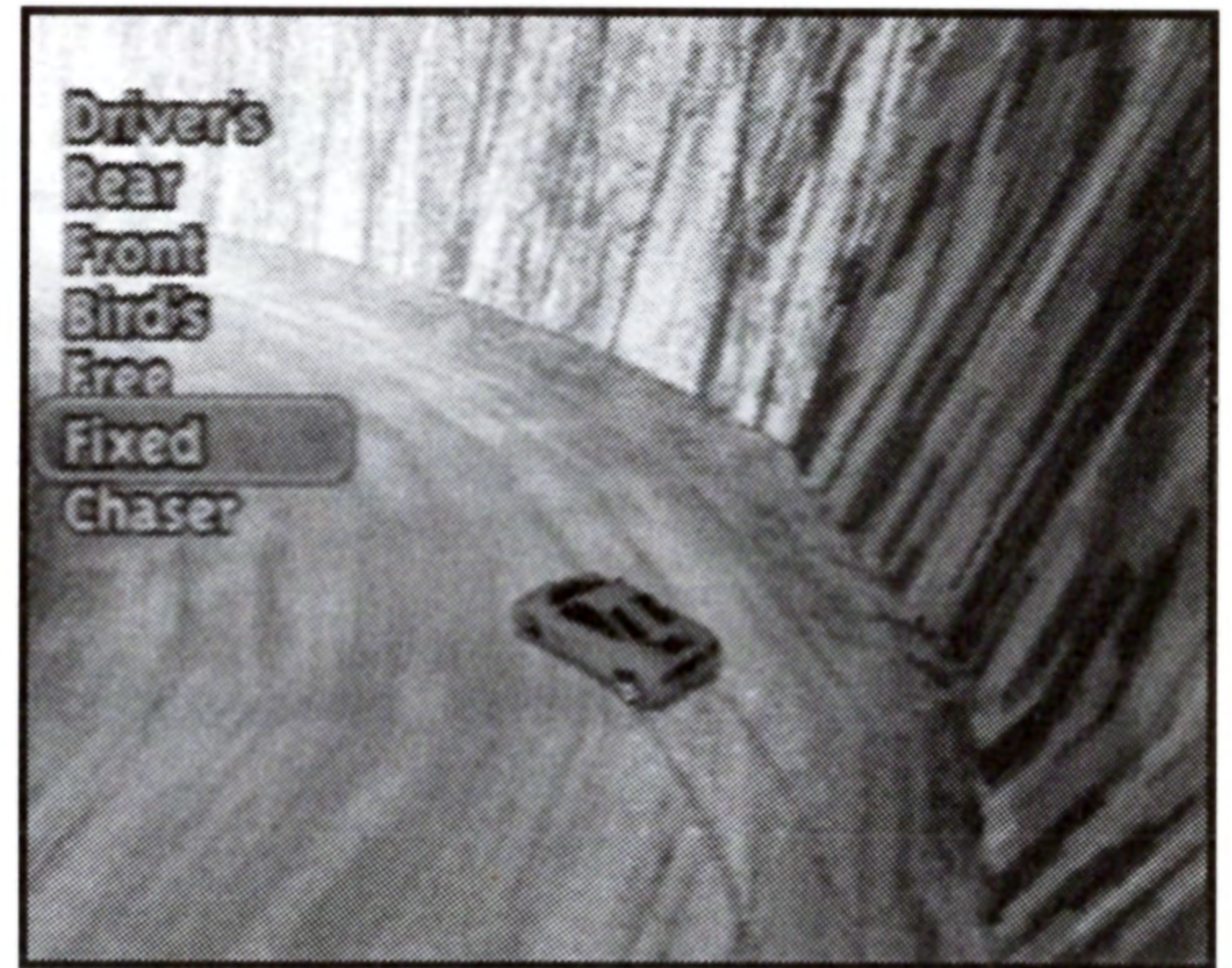
Reset Game

During gameplay, press START to pause the game. Select Exit Race, and press the X button.



REPLAY

You can replay and view your own driving in this mode. After you have finished your run, the menu will be displayed. If you want to save your run, you can choose "Replay Save" from the pause menu. To save the data, you will need more than 1 free block of Memory Card (sold separately). Saved data can be accessed and seen anytime when you load the data from Replay Mode. You can use this feature to save your favorite run or to study difficult corners in the course.



NOTES:

- When you save multiple data, make sure you choose a different "Name" for each file.
- If the number of MAX is smaller than FREE, try Garbage Collecting. You might be able to save larger data!

DURING REPLAY

X or \triangle Button - Choose Camera View

L1 Button - Zoom in, L2 Button - ZoomOut (While in Free Camera Mode)

Directional Buttons - move around car (While in Free Camera Mode)

\square Button - Replay controls on/off (While in any Camera View)

Start Button - Exit Replay

Replay	See the data you saved.
Edit name	Change the name on the data.
Delete Data	Delete the data.
Copy Data	Copy the data from slot 1 to slot 2.
Create Data Folder	Create the data folder for your replay data or Course editor data in your memory card.
Garbage Collecting	Repartitions the memory card. Increases the savable space to the same size as Free. Not usable when the amount of Free and Max data space are the same.

NOTES:

- Copy data only uses slot 1.
- Do not remove the memory card while you are choosing, saving, loading, or having anything to do with the memory card function. You might destroy the data.



COURSE EDITOR

This section informs you how to set up courses using pylons.

Notice: Push the [X] button when the crane is idle. A pylon will appear. Push the [X] button again to set it in place.

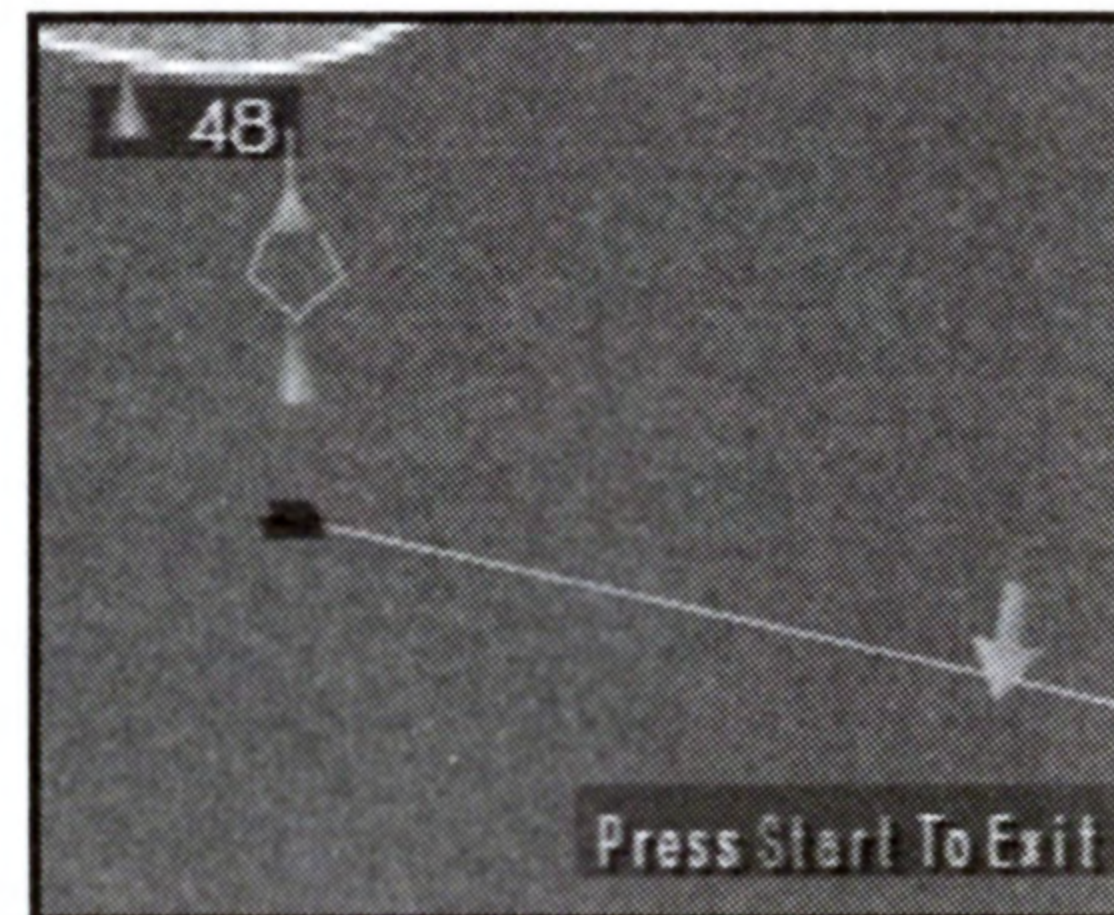
When the crane is holding a pylon, press the [Δ] or [O] button to change the color. You can use this feature to make more recognizable courses. Push the L2 button to see the overview of the course. You can have the panoramic view or the detailed course view. Push the L2 button again to go back to the original screen.

Move the crane to the pylon already set. Push the [X] button and the pylon will be picked up. Move the crane to place the pylon at the location you desire.


Move the shadow of the pylon the crane is holding on top of the pylon on the road. Press the [X] button, and 2 pylons will be one. This will help you decrease the number of pylons and see the course clearer. The pylons bunched up at the inside of a corner should be decreased even to one pylon for clearer viewing. Be careful though, you cannot undo this process!

When two pylons are placed, a line and an arrow appears on the road. This is the check point and tells you if the car is running off course or not. The first pylon you set will be the starting point, and the last pylon you set will be your finishing line.

You can place up to 50 pylons.



You can zoom in or out by pressing the L1/R1 buttons. Adjust it for your overview of pylons placed.



When the crane is idle, push the [Δ] button to delete the last pylon you placed (blinking). You can repeat this procedure to delete as many pylons as you wish.

In the actual courses, the placing of pylons in 180 degree and 360 degree turns will have only one pylon at the center. You may make some pylons placed as check points invisible during the race.

Move the shadow of the crane over to the pylon you would like to have transparent. At places where you can grab the pylon, a crane will open. Press the [square] button and the pylon becomes invisible. Press the [square] button again to have the pylon return to visible.

The pylon will be only outlined at this stage for ease of this process but they are completely invisible during the race. Only the line of check point will be visible. If you want to drive the opposite way, move the crane on top of the arrow between check points and press the [square] button.

Press the SELECT button to bring up the x, y coordinates of the crane on the Course Editor Screen.

TECHNIQUES

1. When approaching the corner, steer your wheel and let go of the gas, then apply the brakes. When the rear wheels are lifted, tap on the gas and drifting begins! Let go of the brake, control your acceleration and counter steer to drive through the corner!
2. It is very difficult to drive through the punishing curves with a lead foot! Apply the brakes, and shift down before the curve! Wait till the curve ends and step on it!

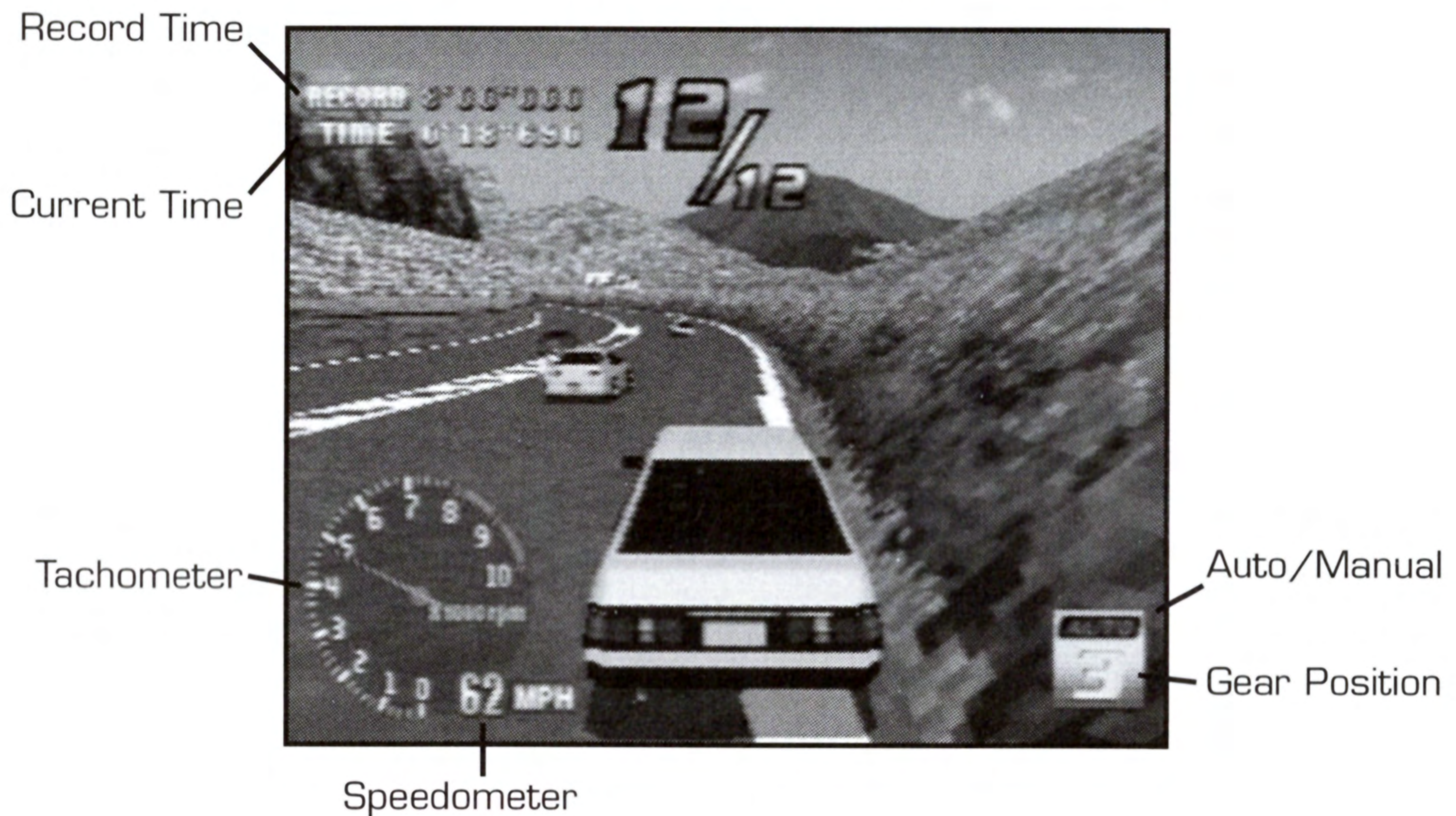


CAMERA ANGLES

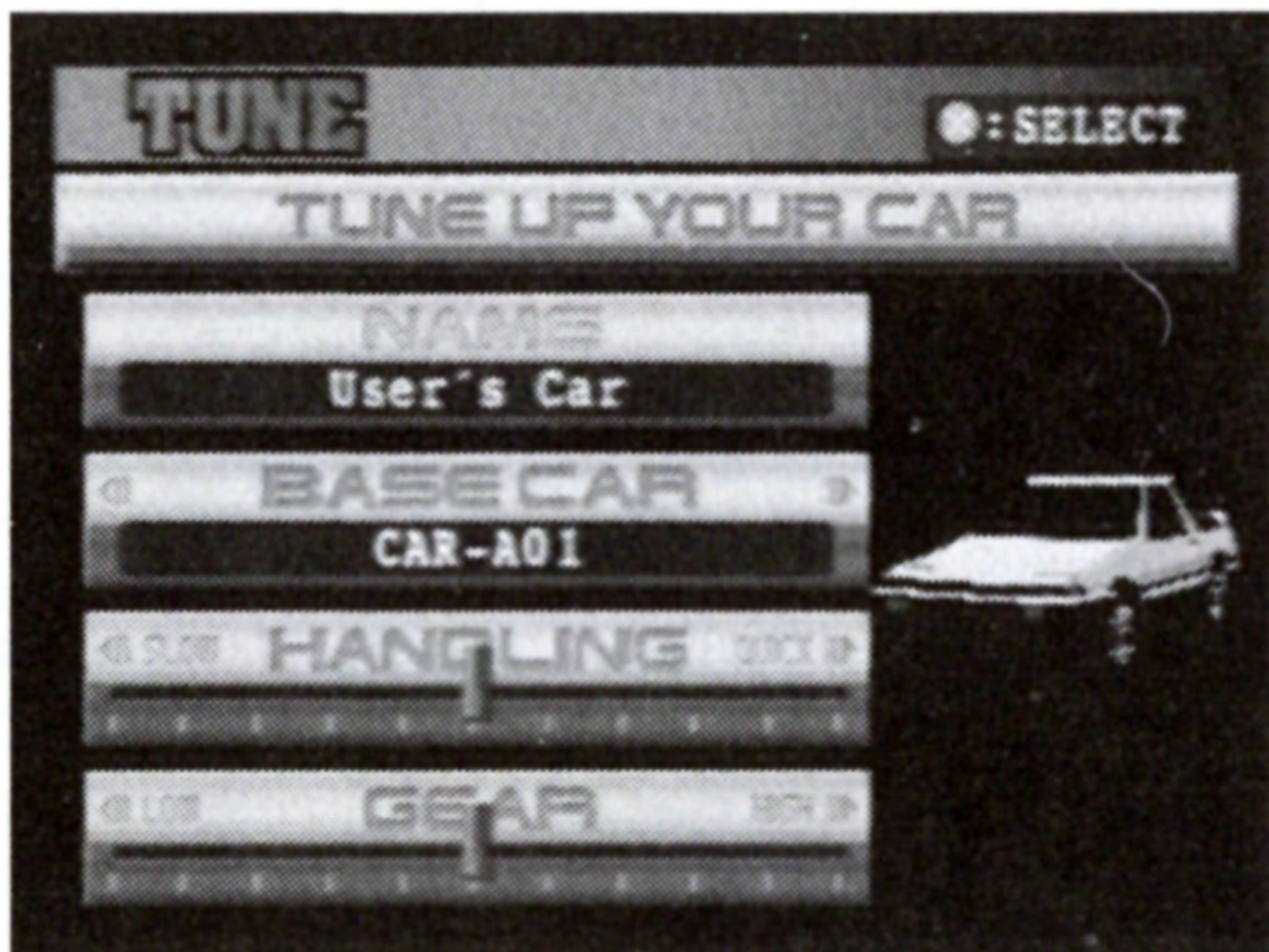
During the race, you can change the camera angle from one of three different perspectives: Rearview, Driver's view, and Overhead view. To change the perspectives, simply press the [Δ] button.

2Player Mode - In the 2 player mode, you can use either the vertical or horizontal split-screen. When either player approaches the other player, the split-screen merges into one screen, portraying both cars. Once one of the cars passes the other, the split-screen appears again.

Basic Screen



TUNE



- Name** Enter the new name you want for your car
- Base Car** Choose which car you want to modify from any of the garages
- Handling** Make your car handle sporty or sluggish
- Gear** Is your car going to be geared high or low



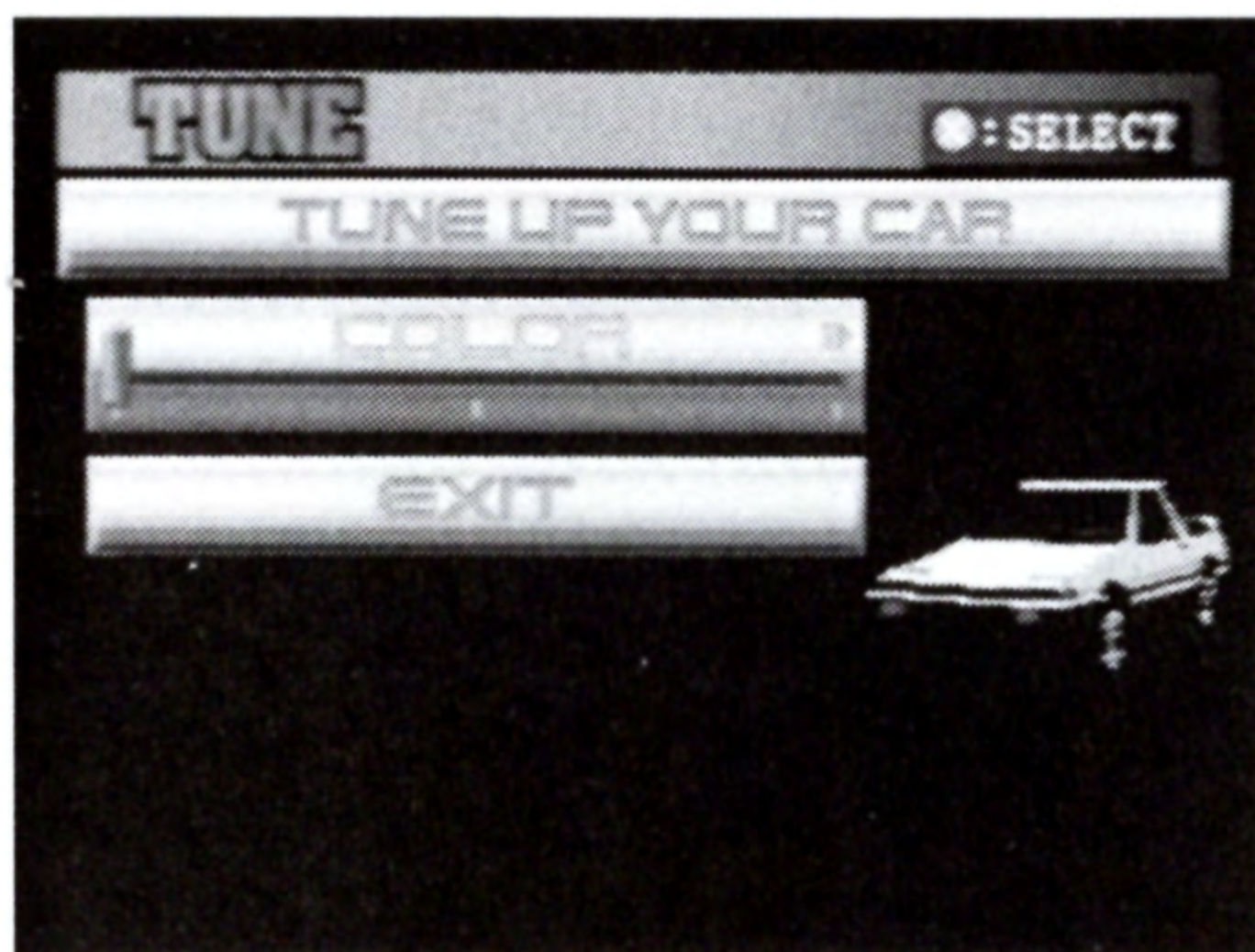
- Use the Directional buttons (up/down) to access more "TUNE" options
- Shock F/R** Make your Shocks hard or soft
- Springs F/R** Make your Springs hard or soft



Tire F/R Choose the rubber comp.
Hard or soft

Gearshift Manual or Automatic

Wheel Choose your rims



Color Choose the color of your car

Blow Off Valve Some cars have blow off valve.
Adjust accordingly

Exit We don't need to explain this
one do we?

RACE INTO THE PAST!



See, Feel, and Hear the History of America's Greatest Race!

In 1916, racers roared to the top of the mountain that "will never be climbed" in just over 18 minutes. From that humble beginning to today's times of just over 10 minutes and speeds in excess of 130 mph, the Chevrolet Pikes Peak International Hill Climb has thrilled race fans around the world.

The history of the highest and most spectacular motorsports event in the world is preserved for you at Pikes Peak Auto Hill Climb Educational Museum in Manitou Springs. Come see the actual car that won in 1920, the famous Penrose Trophy and a program from the original race. See a 1922 Chevy that last went to the summit of Pikes Peak in 1993. See mementos from racers that made this mountain famous—and vice versa: The Unsers, The Mears, Parnelli Jones, Mario Andretti, and many more. See a Harley Hummer and a 1974 3 cylinder Kawasaki.

Sit down in our theater and "Ride Along," all the way to the summit in Robby Unser's 1994 Open Wheel, or Leonard Vahsholtz's 1994 Super Truck.



Finish off your visit with a stroll through our gift shop. In it you'll find the perfect remembrance of America's second oldest race. Don't be surprised if you find yourself face to face with the legends from yesteryear, or the young racers that are adding the newest chapters to Pikes Peak's history book.

The year-round center of activities for the Chevrolet Pikes Peak International Hill Climb is housed at The Pikes Peak Auto Hill Climb Educational Museum, located just west of Colorado Springs at 135 Manitou Avenue just off US Highway 24. Open year round from 9:00 am to 4:30 pm, except Thanksgiving, Christmas and New Year's Day. For more information regarding the museum or gift shop items, please call (719) 685-4400 or 1-800-307-8168 or write to the Pikes Peak Auto Hill Climb Educational Museum, 135 Manitou Avenue, Manitou Springs, CO 80829.

Please visit our web site at www.ppihc.com.






Chevrolet Pikes Peak International Hill Climb *Race to the Clouds* July 4th, 1997

A brief history of the highest and most spectacular motorsports event in the world, the Pikes Peak International Hill Climb

The Pikes Peak Hill Climb, also known as the "Race to the Clouds," first took place in 1916, scarcely 15 years after the first automobile, a twin-cylinder Locomobile, reached the 14,110 foot summit of Pikes Peak. Navigating a precarious stagecoach trail, two Denver men, C.A. Yont and W.B. Felker, drove and pushed their steam-powered car to the top of the peak in 1901 and thus began a tradition of motor racing that has brought Pikes Peak and the entire Rocky Mountains region international acclaim.

Spencer Penrose, who is best known as the founding father of the Broadmoor Hotel, created the Pikes Peak Hill Climb as a way to advertise the newly completed Pikes Peak Highway and the growing Colorado Springs area. Both cars and Motorcycles raced the 156 turns over the 12.42 mile groomed gravel course to the summit of Pikes Peak in its first series of races held over a three-day period in August, 1916. Over the years, the types of vehicles racing the Peak have changed, but the race course remains essentially unchanged. Race fans in 1997 will see the addition of an exhibition vintage car division and the return of the Legends Cars. To better reflect the worldwide appeal of the race and to illustrate the broad scope of the auto, truck and motorcycle racing divisions, a name change to the Pikes Peak *International* Hill Climb was made in 1996.





The challenge of this twelve-mile, high-altitude ascent continues for the 75th running of the Race to the Clouds. Whereas in 1901 the first car struggled to the summit in *nine hours*, in 1994 New Zealander Rod Millen drove his AWD Toyota to an overall record of *ten minutes-four seconds*!! This may be the year the 10 minute barrier is broken!

Over the years, names such as Oldfield, Andretti, Mears, Parnelli Jones, and of course, Unser have graced the event and have been joined by international racing stars like current record holder Rod Millen, and former winners Michelle Mouton, Walter Rohrl, Ari Vatanen, and Nobuhiro Tajima. As we approach the 75th running of the classic Race to the Clouds (the second oldest continuously-run motorsports event in America), a series of special events to coincide with this historical race in 1997 is planned to benefit the entire Pikes Peak region. Meanwhile everyone is encouraged to come visit our historic Educational Museum and Gift Shop. And, if you're unable to join us on the Peak on July 4, be sure to listen to the race live on Sports Radio AM-1240 KRDO and watch ESPN and ESPN2.

For race tickets call:
Pikes Peak Auto Hill Climb Educational Museum
135 Manitou Avenue
Manitou Springs, CO 80829
(719) 685-4400
(800) 307-8168



STAFF

Executive Producer:

Producer:

Directors:

Main Programmer/Game Design:

System Programmer:

Course Editor Programmer:

Modeling/Textures:

Modeling/Menu Design:

Courses Modeling:

Course Texture:

Character Motion Design:

Character Design:

Sound Tuning:

Data Assist:

Hideyuki Yokoyama

Yuichi Iwata

Tetsuya Kimura

Hironori Kobayashi

Masaaki Okano

Taichi Kagami

Takatoshi Shigi

Kazuhiro Asaba

Atsunori Aburatani

Junji Seki

Riichirou Nitta

Takako Taniguchi

Kazuko Itoh

Yasuyuki Hirota

Jun-Ya Inoue

Toshiaki Tomizawa

Katsuhiko Fujimoto

Ryou Higaki

Seiji Iwakura

ATLUS US STAFF

John Yamamoto

Pete Stern

Brian Glazebrook

Susan Abeshima

Mori Yamaguchi

Jesse Bell

Moore & Price

NOTES



TECH SUPPORT

1-900-CALL-ATLUS

It's only \$0.85 per minute (\$1.15 live) to listen to the helpful hints that can release you from a tormented dead-end or help you find your way out of a dangerous situation! You must be 18 years or older, or have a parent's permission to call. Touch-tone only. Prices are subject to change without notice.

How to reach us on-line:

For more information on any of our other products, you can reach us via the following net addresses:

America On-line: Keyword: Atlus

CompuServe: GoVidpub

Atlus Web Page: <http://www.atlus.com>

E-Mail: pete@atlus.com



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714-852-2351

Pikes Peak International Hill Climb is a trademark of the Pikes Peak Auto Hill Climb Educational Museum.

Proof That Demons Do Exist

In the near future, mankind has conquered dimensional travel but the door we have opened swings both ways. The peaceful city you have grown up in has become a haven for dark creatures from another world— Demons!

SPECIAL FEATURES

- Based on the ultra-popular, mega-hit, Megami Tensei series in Japan: first time to hit US shores
- 100+ hours of pulse pounding gameplay
- Over 300 different monsters to do battle with
- Morph any member of your party into a more powerful "Persona"
- Fight your way to one of many endings

Persona



ATLUS



REVELATIONS

RPG PlayStation

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