PlayStation

NTSC U/C

PlayStation

POLARIS

SnoCross

POLARIS

POLARIS

XC

600

EVERYONE

E

CONTENT RATED BY
ESRB

SLUS-01033

VATICAL
ENTERTAINMENT

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 peripherials 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.
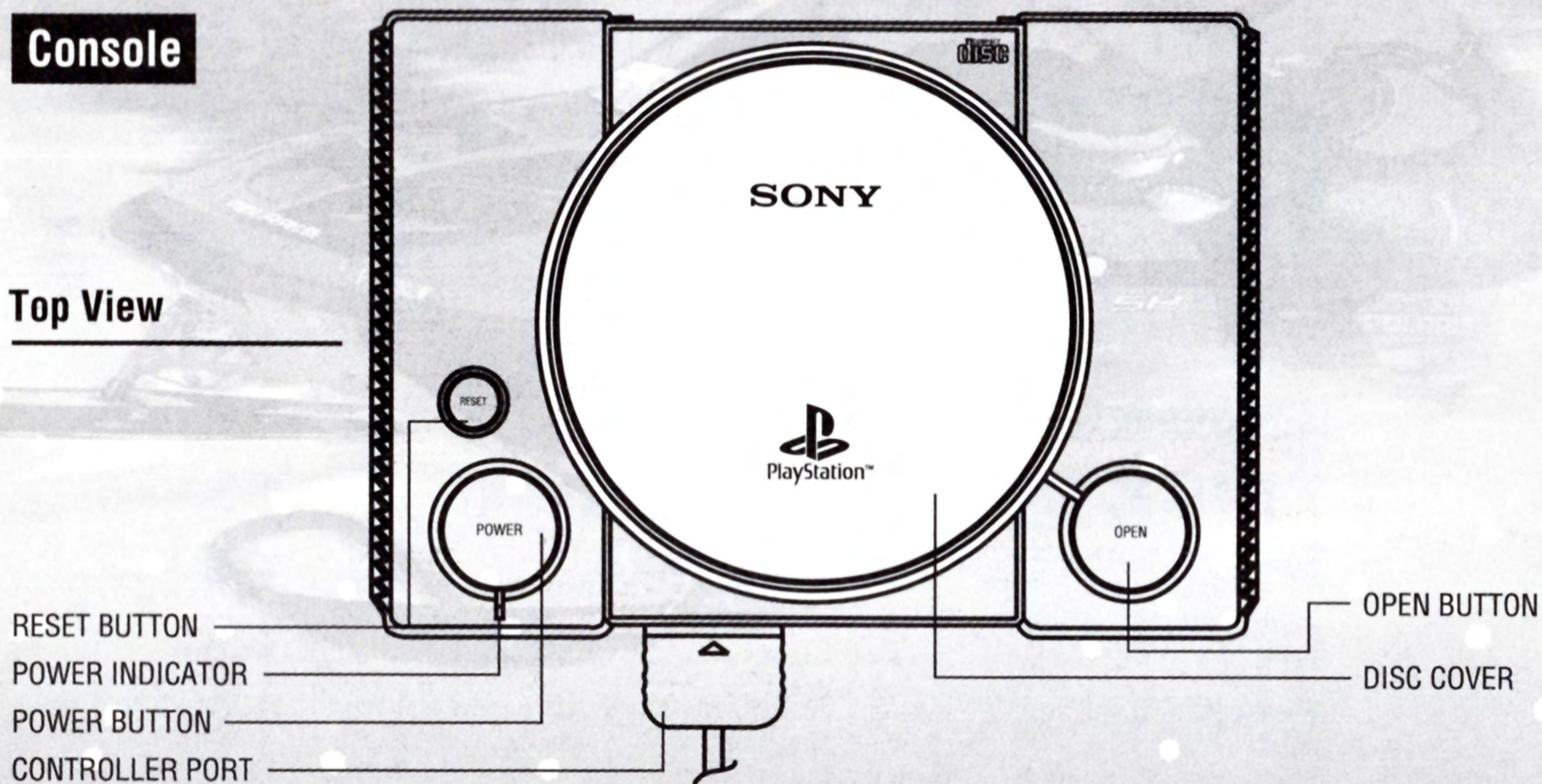
TABLE OF CONTENTS

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 Polaris SnoCross™ disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow the on-screen instructions to start a game.
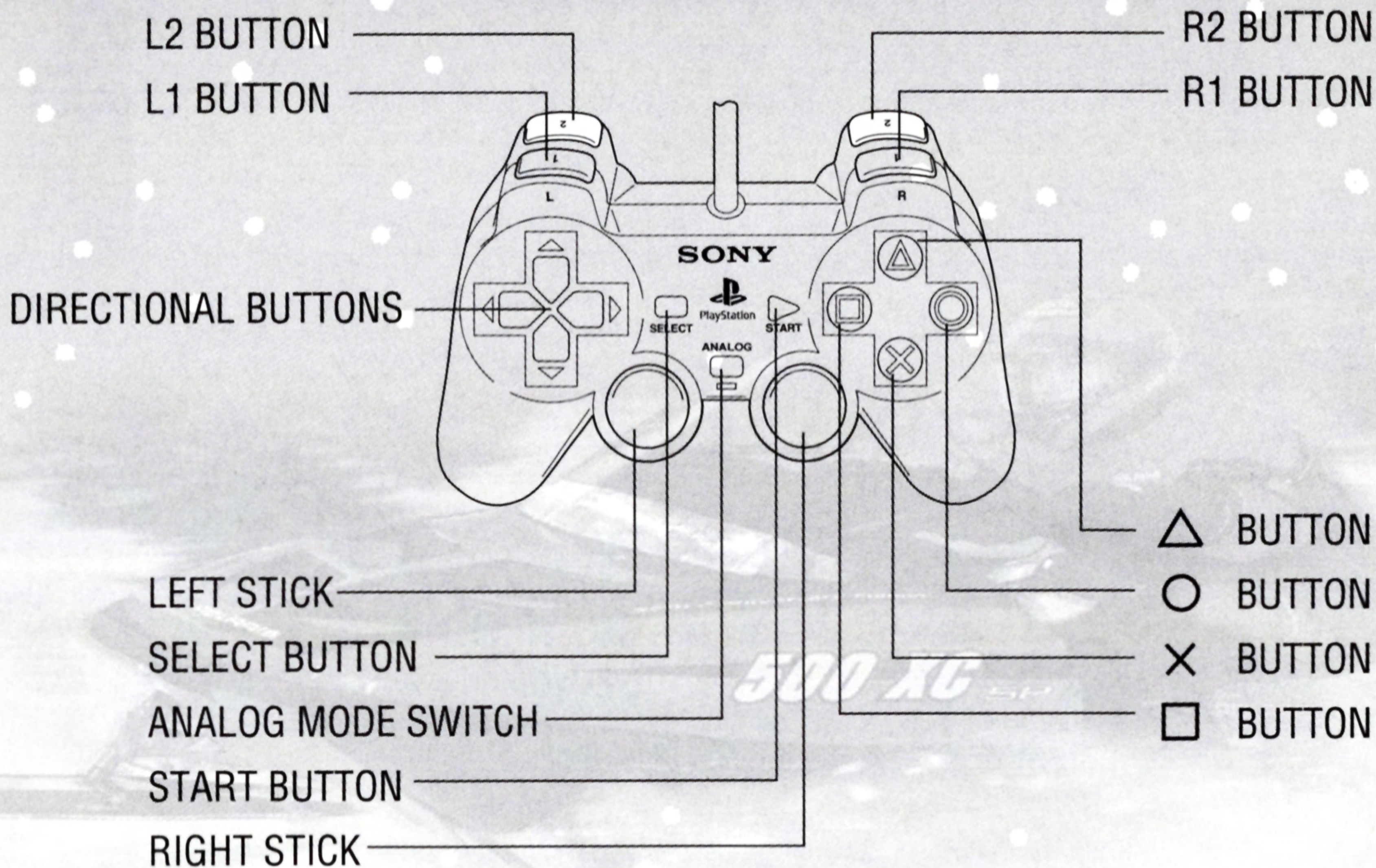
Console

Top View

SONY

PlayStation™

RESET

POWER

OPEN

RESET BUTTON

POWER INDICATOR

POWER BUTTON

CONTROLLER PORT

OPEN BUTTON

DISC COVER

L2 BUTTON

L1 BUTTON

R2 BUTTON

R1 BUTTON

DIRECTIONAL BUTTONS

SONY

PlayStation

SELECT

START

ANALOG

△ BUTTON

○ BUTTON

LEFT STICK

SELECT BUTTON

ANALOG MODE SWITCH

START BUTTON

RIGHT STICK

× BUTTON

□ BUTTON

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.
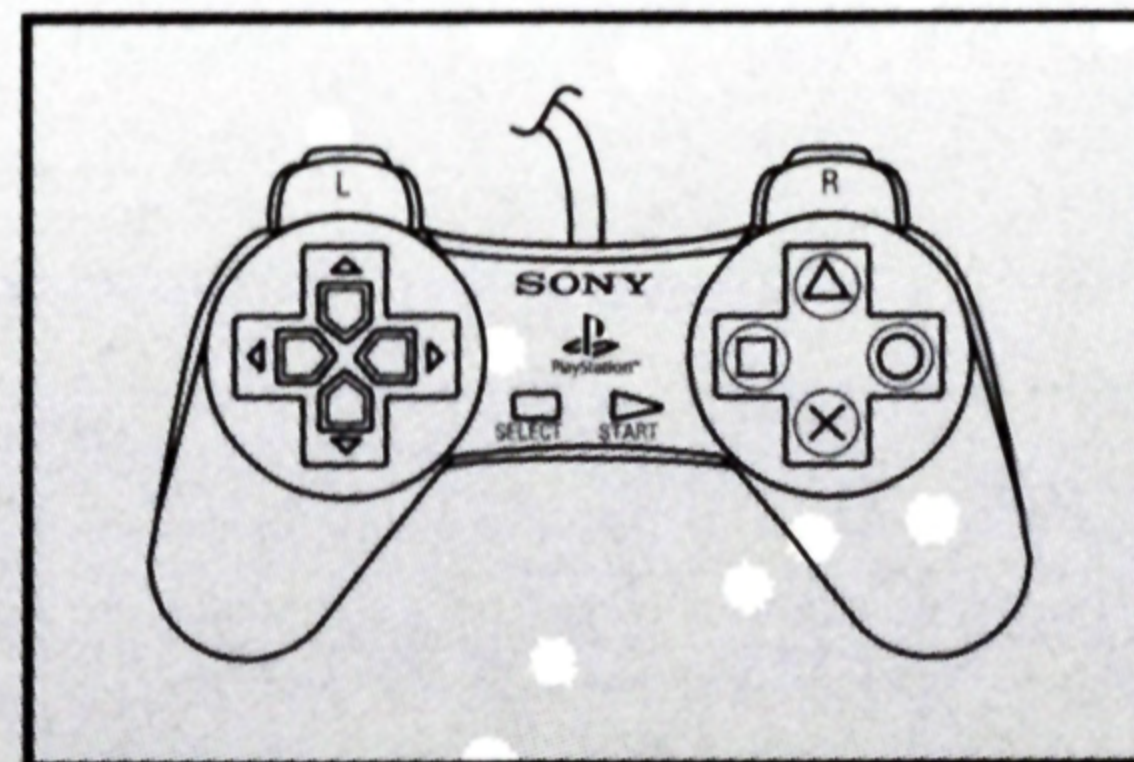
STORY

Strap down for a power ride you'll never forget. You, the player, are now a member of Polaris' elite, factory race team. With this privilege carries a demand for excellence in the art of snowmobile racing, the last true extreme sport.

10 unique tracks await your challenge. Tear across icy lakes and blast through the deep powder of hidden trails as you ride over the open, Cross-Country terrain. Or feel the intense rush of tight-cornered, stadium racing as you go soaring off a battery of SnoCross jumps while spectators cheer you on. You are racing for one of the best teams in the world now, and as you win, you will be rewarded with faster sleds and more intense tracks.

Fight your way to the top ranks of Tournament mode against riders from three opposing teams and compete in the final, SnoCross Special Event. Win races and perform insane tricks to earn "wrenches" for upgrading and modifying your arsenal of up to 16 authentic, Polaris sleds from three different model years.

Being the newest recruit you're still a rookie, but the itch is in your throttle thumb and you're ready to ride. Polaris is paying the ticket, so choose from a few bone-stock sleds to start, grab a handful, and take 'em out for a rip.

NOW GET ON YOUR WAY...THE WAY OUT.

MEMORY CARD/SAVING DATA

MEMORY CARD

LOAD GAME
SAVE GAME
ENTER CODE

advance   back

Polaris SnoCross has an auto-detect/auto-load feature. If you insert your MEMORY CARD prior to starting the PlayStation console any saved game will automatically be detected and loaded. If you insert your MEMORY CARD after starting the console you will have to manually load a saved game by selecting Load/Save from the Options menu. 1 block of memory must be available on your MEMORY CARD in order to save all Polaris SnoCross data. If you don't have a MEMORY CARD all Polaris SnoCross data will be lost after turning off your PlayStation game console.

Note: During Tournament mode, game data is auto-saved after each race upon returning to the Division Select screen.

BASIC CONTROLS

CONTROL BUTTON	FUNCTION
X Button	Accelerate
☐ Button	Brake / Reverse
Select	Change Camera Angle
Directional Button Left - Right	Steer Left and Right
Directional Button Up	Lean / Pitch Forward
Directional Button Down	Lean / Pitch Backward
Directional Button Left + L1	Hard Lean Left
Directional Button Right + R1	Hard Lean Right
L2 + Directional Button	Used for tricks
R2 + Directional Button	Used for tricks

GAME MODES

SINGLE EVENT

This is your "play around" mode. Choose any sled and track you have available, and ride like there is no tomorrow. Race for standings in the record book or tune your moves by practicing tricks. Get to know every available track like the back of your hand, then go carry that knowledge to Tournament mode and show 'em who's boss. Or, challenge your friends to some multiplayer action. Up to 4 players can race in a Single Event."

INSTANT ACTION

Can't decide what to pick? Then let the game decide for you! This feature will randomly choose a sled, a track, and the environment conditions. Perfect for getting you right into the action quickly and easily.

MULTIPLAYER MODE

Connecting the Multi Tap and up to four controllers allows up to 4 people to play at once. Only the following three tracks are available in multiplayer mode: Thunder Bay, Horseshoe Park, and Hunter Downs.

TOURNAMENT

This is the backbone of the whole game. If you want to be the best then you're gonna have to prove it. Compete in four increasingly difficult class divisions: Sport, Semi-Pro, Pro and Special Event.

GAME MODES

TOURNAMENT (continued)

Racing for team Polaris you start off in Sport Class with five of their 1999 stock sleds straight from the factory. Upgrade and adjust every attribute of your sled's performance with awarded wrenches. Sleds will have to be set up differently depending on which track and event you are racing. Before each race, you will be able to choose your sled and custom "wrench" it according to your individual driving style.

In Sport, Semi-Pro and Pro class divisions you must run a multi-race season. At the end of each individual race you are awarded points based on finishing position. At the end of the entire division season the points are tallied. Finish first in the point standings, and you unlock the next division. Ending a division in a tie will not get you the trophy. If you want to advance you'll have to beat your opponents outright.
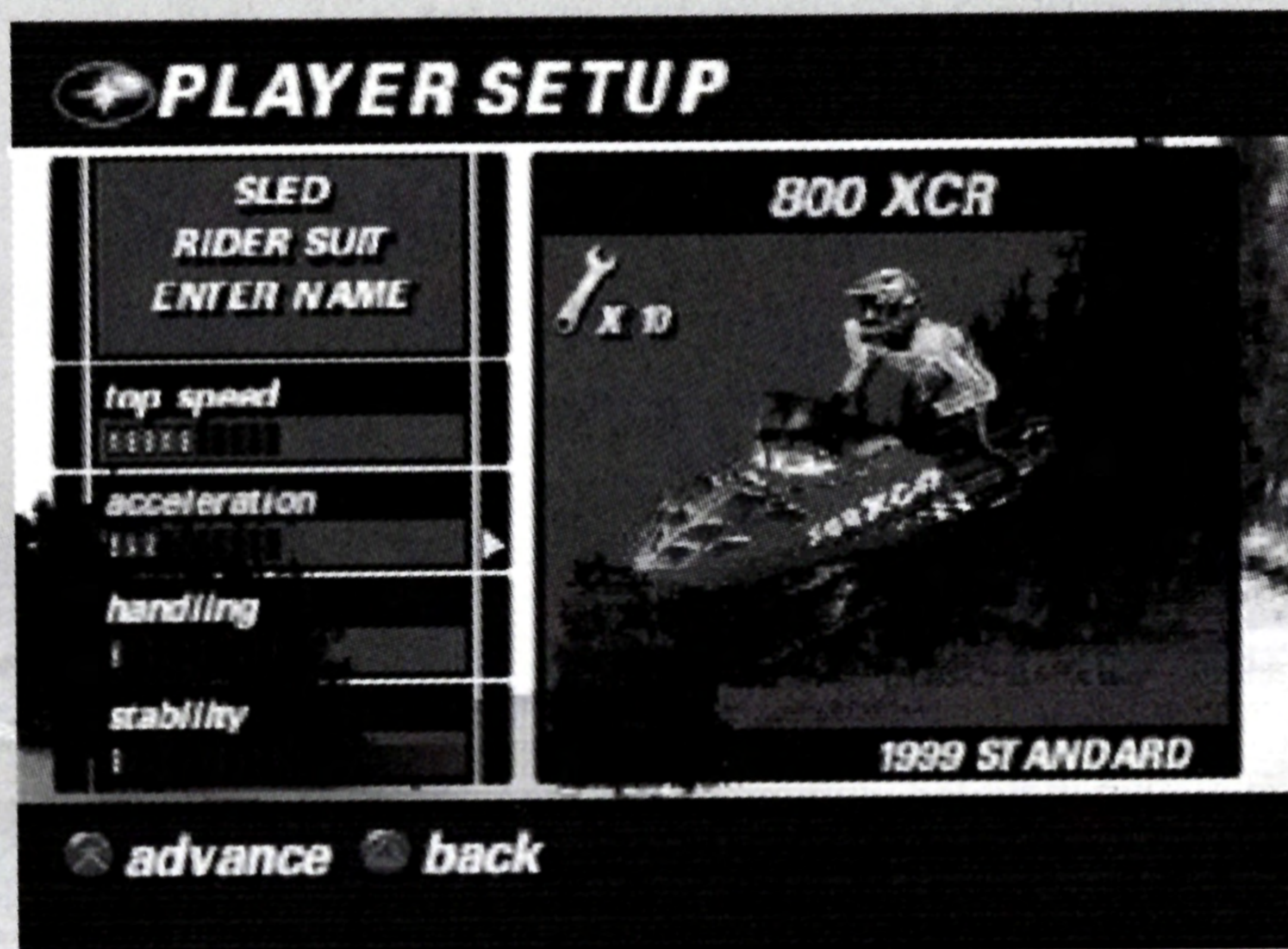
Each time you unlock a new division you are awarded newer and better sled models to add to your arsenal. Eventually your sled selection will include all of the latest and hottest Polaris snowmobile models available. Win the Special Event race and who knows what the prize may be!

Some of the tracks in the Higher Class Divisions of Tournament mode, display a locked Bar. Simply finish that track in 1st place, and it becomes unlocked and available for you to play in Single Event mode. You may have to re-race a division a few times before you unlock them all.

Modify your sled's performance by adjusting any wrenches you've earned in Tournament mode. You must play Tournament mode to earn additional wrenches.

SLED SELECTION GUIDE

PLAYER SETUP

SLED	**800 XCR**
RIDER SUIT	
ENTER NAME	

top speed

acceleration

handling

stability

1999 STANDARD

⊗ advance   ⊗ back

As a Polaris factory team racer, you are armed for battle with some of the best sleds in the industry. When selecting a sled the differences between these high performance machines can be gauged by viewing the performance attribute bars on the Player Setup screen.

There are four performance categories: top speed, acceleration, handling and stability. Any of these categories can be tuned and modified by adding or removing awarded wrenches. The green notches represent the factory stock attributes for each sled. The orange to yellow notches represents your wrench upgrades to the sled in each category.

SLED SELECTION GUIDE

The wrench icon multiplier in the sled window tells you how many unused wrenches you have available for that vehicle. Toggle up or down to select the category you want to modify. Toggle right to add a wrench and left to remove one. Add wrenches to any category to improve the sled's ability in that area. Remove wrenches and reallocate them to try improving a different performance attribute.

Awarded wrenches stay with the sleds in which you earned them. Wrenches cannot be shared between different sleds. If you want to upgrade a particular sled, you must race it in Tournament mode, and earn wrenches for it.

Engine sizes on sleds can vary between 440cc, 500cc, 600cc, 700cc and 800cc. 440 sleds may not be the fastest sleds out of the bunch, but they are the lightest and most maneuverable, and they have very good handling and stability for SnoCross tracks. The 800 sleds are generally heavier, but have greater top speeds for those open Cross Country events where there are not so many sharp turns to worry about. Mid-range sleds such as the 500's, 600's and 700's tend have a well-balanced, overall range of abilities.
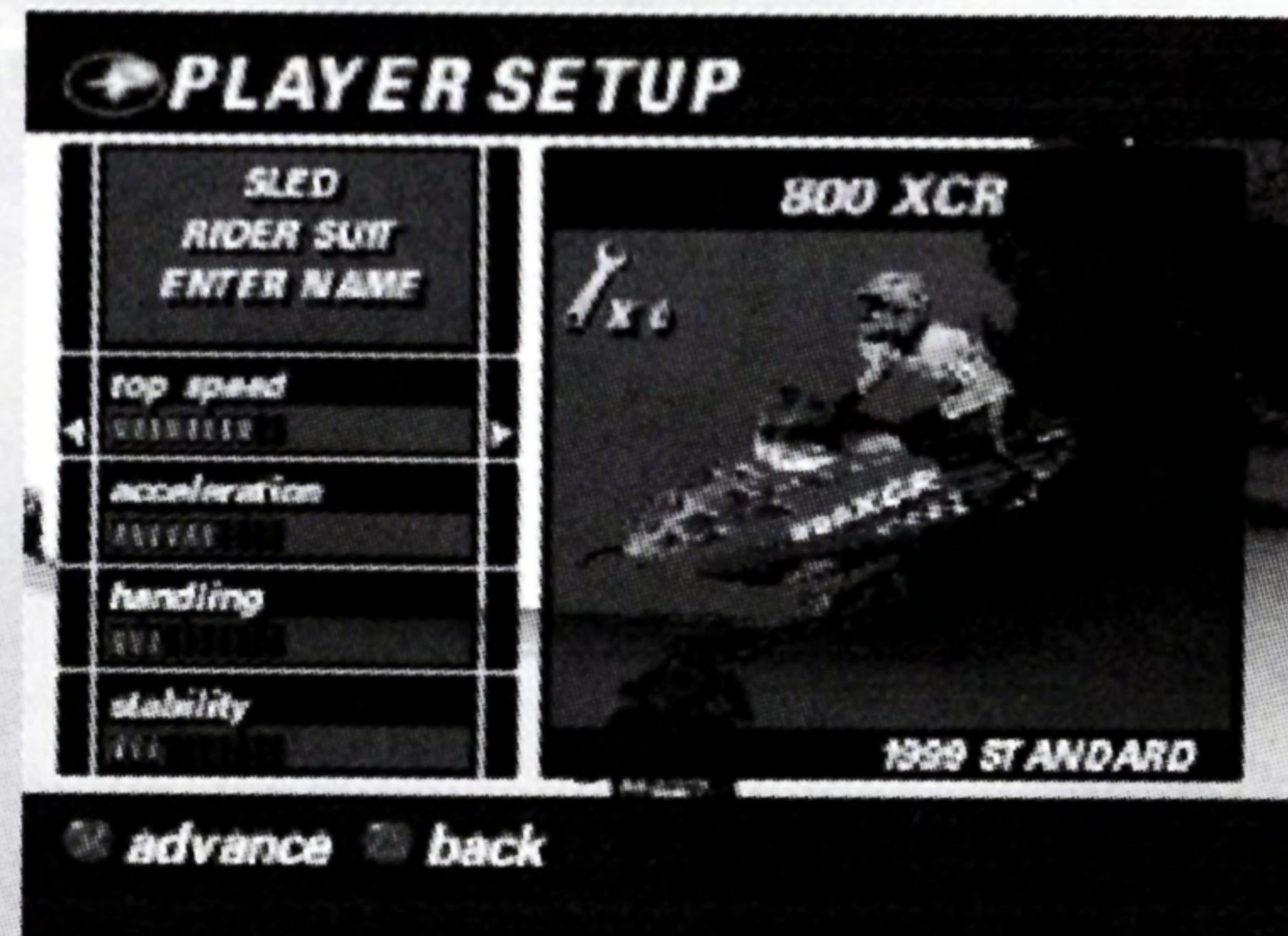
WRENCHES

WRENCH COUNTER

Need to upgrade your snowmobile? Earn wrenches awarded for finishing position during races (Tournament mode only). Finish 1st, 2nd, or 3rd in a race, and you are automatically given a few wrenches.

Need More? Perform tricks to score bonus wrenches and turn that bone-stock sled of yours into a highly modified, monster machine!

Modifying Top Speed, Acceleration, Handling and sled Stability are all at your command, by adding additional wrenches to any of the sled's performance attribute bars. Any wrenches earned in Tournament mode carry over to the same sleds in Single Event and can be readjusted there.

So wrench up, keep the throttle pinned, and grab the checkered!

TRICKS

Tricks are the best way to score an extra wrench or two and show off at the same time. Tricks are only for fun in Single Event, but in Tournament Mode, they can earn you extra wrenches.

A trick bar counter on the HUD keeps score. You get awarded trick bar lights for each trick you do. The more difficult the trick, the more lights you get. When you hit 10 lights, they get cashed in for a wrench!

TRICK BAR

The tricks are split up into 3 levels of difficulty. Easy tricks get you 1 light, medium tricks get you 2 lights, and the most difficult tricks get you 3. Continue to add lights to your trick bar and you will rack up more wrenches, but watch out! If you can't hold your position and place last in a race all awarded wrenches will be withdrawn.
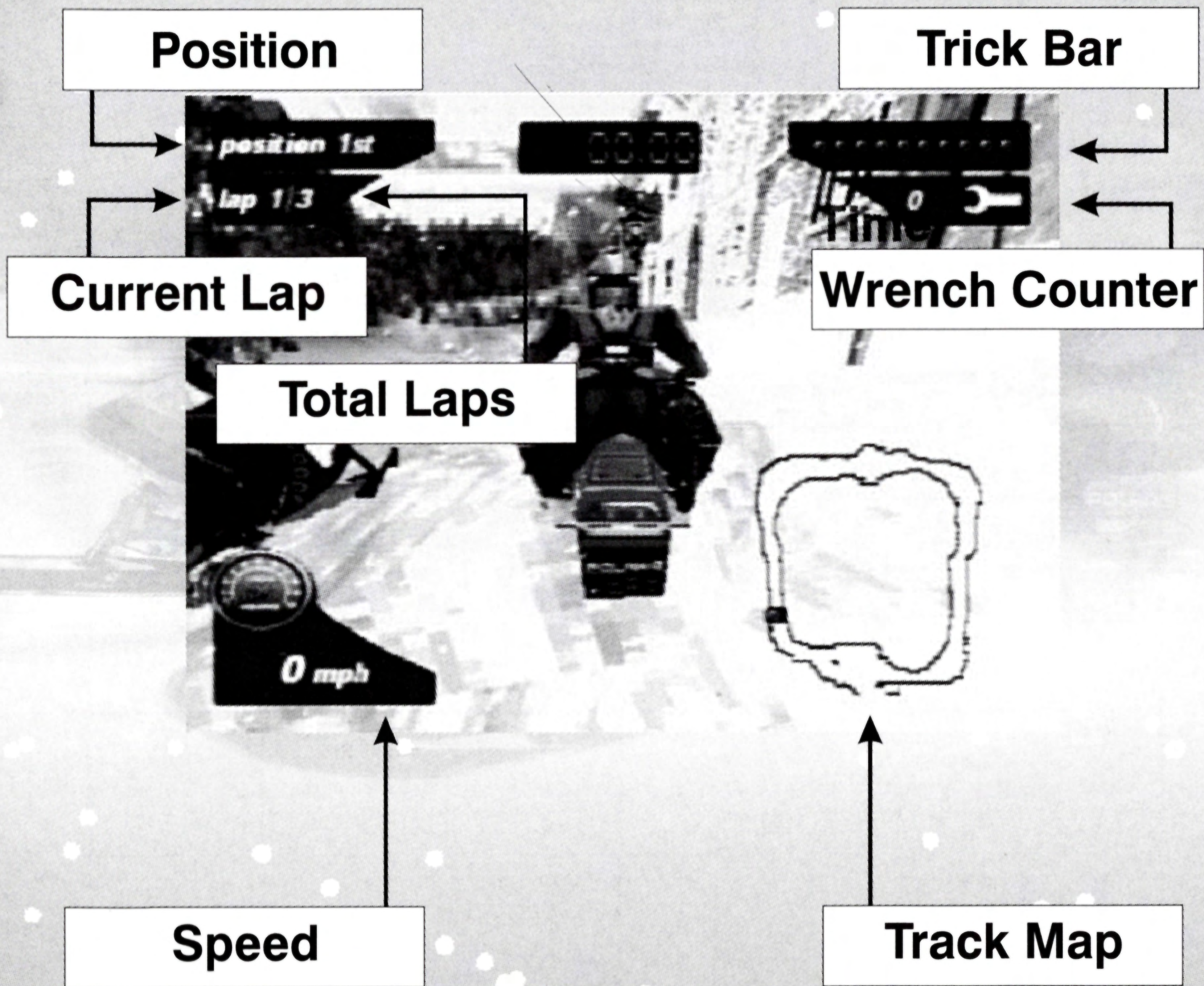
TRICK BUTTON MAPPING

Here are a few tricks mapped out for you, but there are lots more tricks, and some can even be reversed! So keep an ear to the ground, and try moving those fingers, because you could stumble onto a really cool move, and score a few trick lights to boot!

R2 + Up	No Hander	Easy
L2 + Dwn	No Footer	Easy
R2 + Left, Left	Pointer	Easy
L2 + Right, left	Cliffhanger	Med
R2 + Dwn, Dwn	Superman	Med
L2 + Right, Right	Nac Nac	Med
R2 + L2 + Dwn, Dwn, Dwn	Back flip	Hard
L2 + R2 + up, down, down	Hand plant	Hard

HEADS-UP DISPLAY

Position

Trick Bar

position 1st

lap 1/3

Current Lap

Wrench Counter

Total Laps

0 mph

Speed

Track Map

OPTIONS

MAIN OPTIONS

Load and Save - This allows you to load or save a game to a MEMORY CARD, or to enter a code for unlocking hidden features.
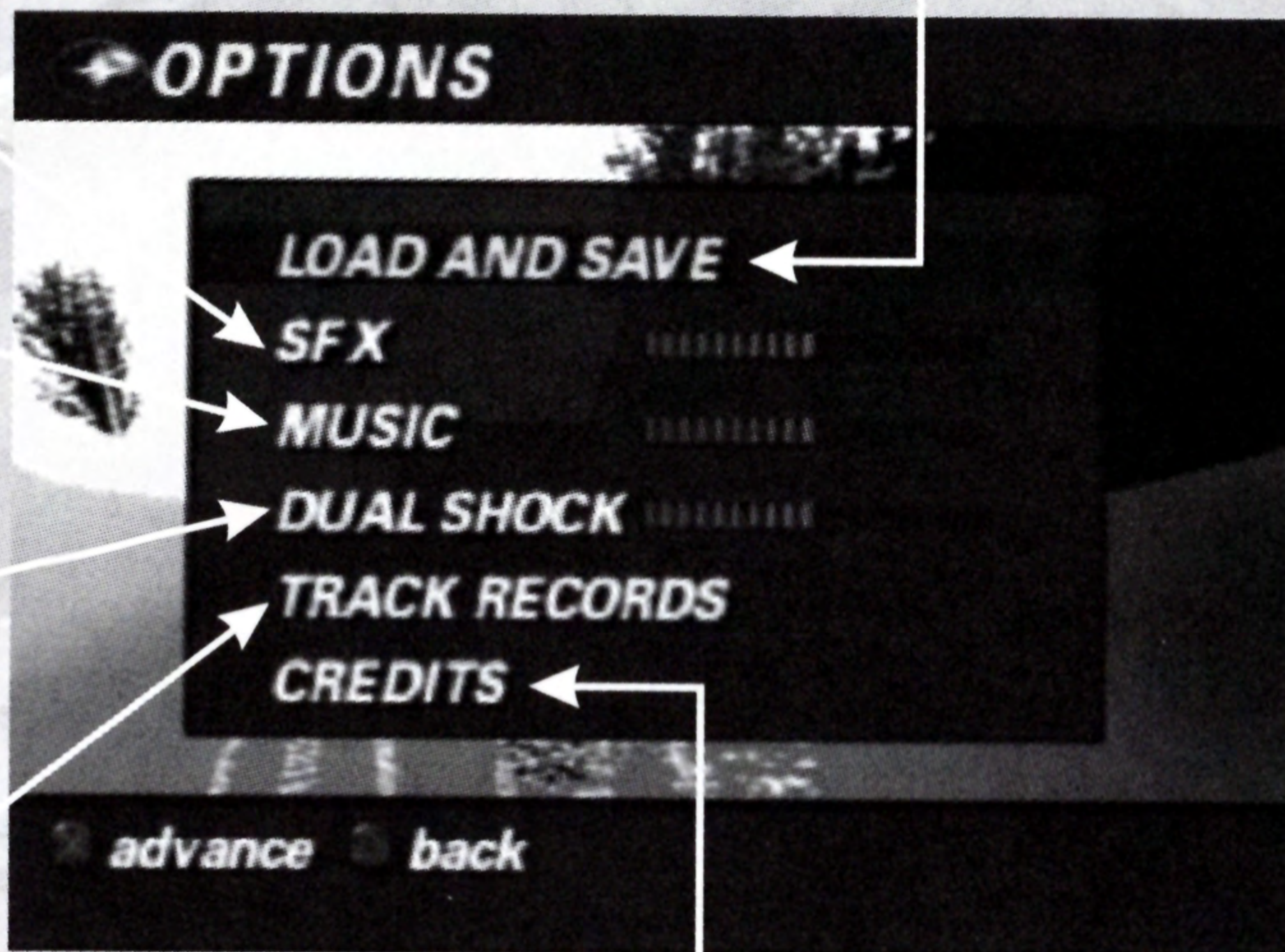
SFX - Adjusts the volume of all sound effects in the game

Music - Adjust the volume of music in the game and menus.

DUALSHOCK CONTROL - Allows you to set the severity of your controller's vibration.

Track Records - View the current records for each track in the game.

Credits - View the names of the fine young people that brought you Polaris SnoCross.

OPTIONS

IN GAME PAUSE OPTIONS:

Resume Game - Allows you to return to your paused game

**SFX -** Adjusts the volume of all sound effects in the game

Music - Adjust the volume of music in the game and menus.

DUALSHOCK CONTROL - Allows you to set the level of your controller's vibration.

HUD - Or "Heads-Up Display". These are the superimposed graphics that display race information such as position, lap number, speed, timer and track map. In Tournament mode this also displays the trick bar and wrench counter. Use this feature to toggle these displays on and off.
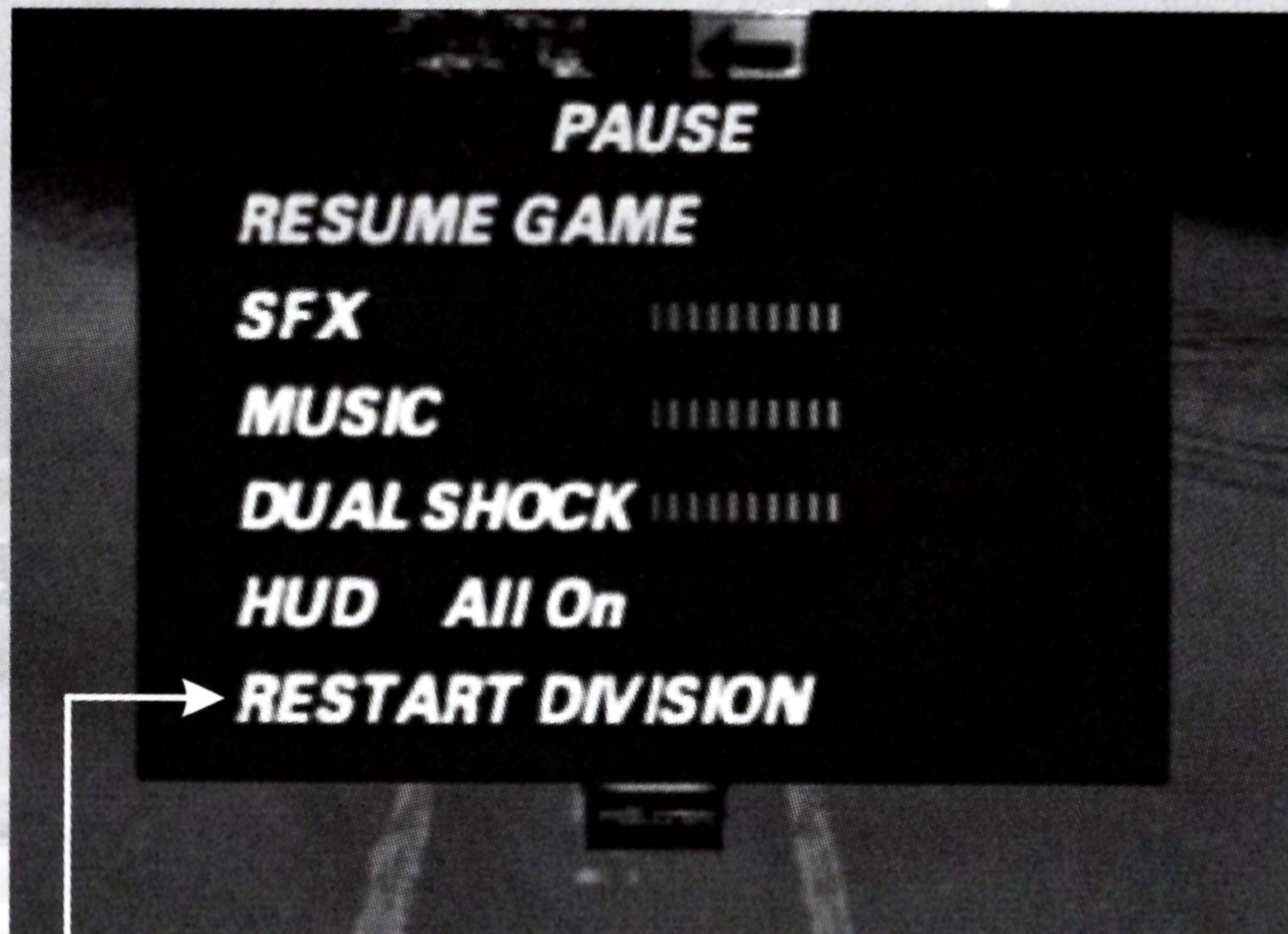
```
        PAUSE
RESUME GAME
SFX
MUSIC
DUAL SHOCK
HUD    All On
RESTART RACE
QUIT RACE
```

Restart Race - Allows you to start over again and race the same track with the same sled.

Quit Race - Exits your current game, and brings you to the main menu.

OPTIONS

PAUSE

RESUME GAME

SFX

MUSIC

DUAL SHOCK

HUD   All On
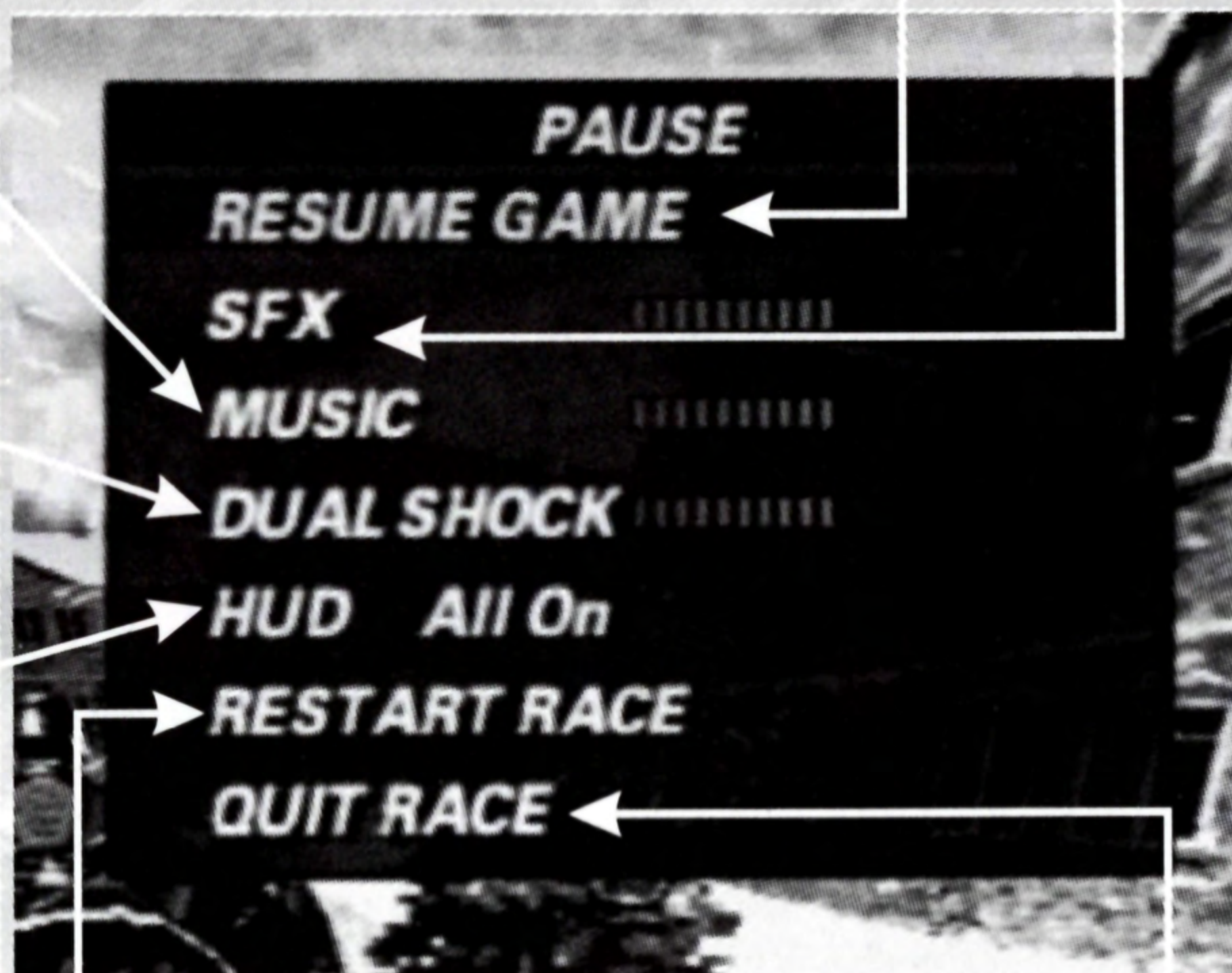
→ RESTART DIVISION

Restart Division - Available only in Tournament mode. Allows you to quit out of a current division and start over.

CREDITS

Executive Producers
Karthik Bala
Tobi Saulnier

Project Manager
Vladimir Starzhevsky

Art Lead and Game Design
Bryan Shutt

Artists
Brian Keffer
Carl Schell
Steve Derrick
Seo Gap-Yuel
Mei He
Tom Burns
Denny Priyono
Yaming Di

Animator
Jay "Reaper" Young

Audio Director
Todd Masten

Production Coordinator
Patrick J. Kelly

Production Assistance
Danica L. Mace

QA Manager
Bret Dunham

QA Analysts
Brian Osman
Chuck Prezzano
Mike Donnini
Keith VanAmburgh
Bradley Feldman

VICARIOUSVISIONS

CREDITS

VATICAL ENTERTAINMENT

Executive Producer
Oliver Miyashita

Product Manager
Richard Rood

Marketing
Paul Sickles

Business Development
David Kahl

Public Relations
Craig Doris

Packaging & Manual Design
Jeff Dillenbeck
Claire Stancampiano

Special Thanks to
Kim Geren
Steven Kern
Jason Marlin

Dog
Nugget

Golden Gate Games

Programmers
David Brickhill
Quentin Froemke
Tyson Jacobs

Project Support
Patricia Brickhill

Cat
Jade

Special Thanks to:

Sunwest Screen Graphics Ltd.
Trent Bretecher
Lee Kirk

Media Loft
Troy Anderson
Scott A. Clemens
Eric Olsen

Polaris Industries
Paul Moe
Marc Hoffman
Pamela Deese
James Endrizzi
Greg Fuhrman
Jeremy Hulst
Cindy Ranem
Matt D. Tandrup

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