



PlayStation

TM

NTSC U/C

PlayStation™



RAGE RACER™

KIDS TO ADULTS

TM



CONTENT RATED BY
ESRB

SLUS-00403

namco®

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.

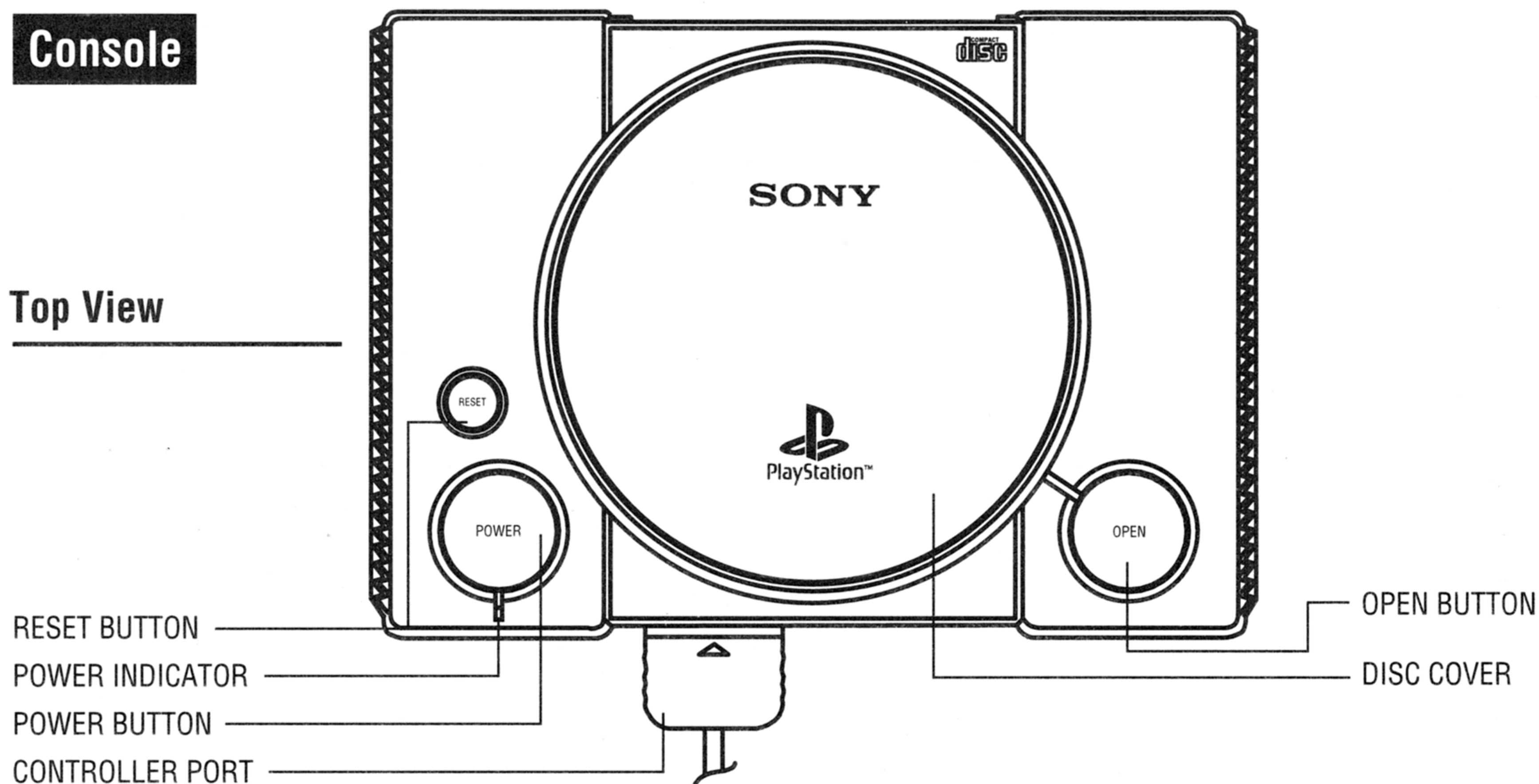
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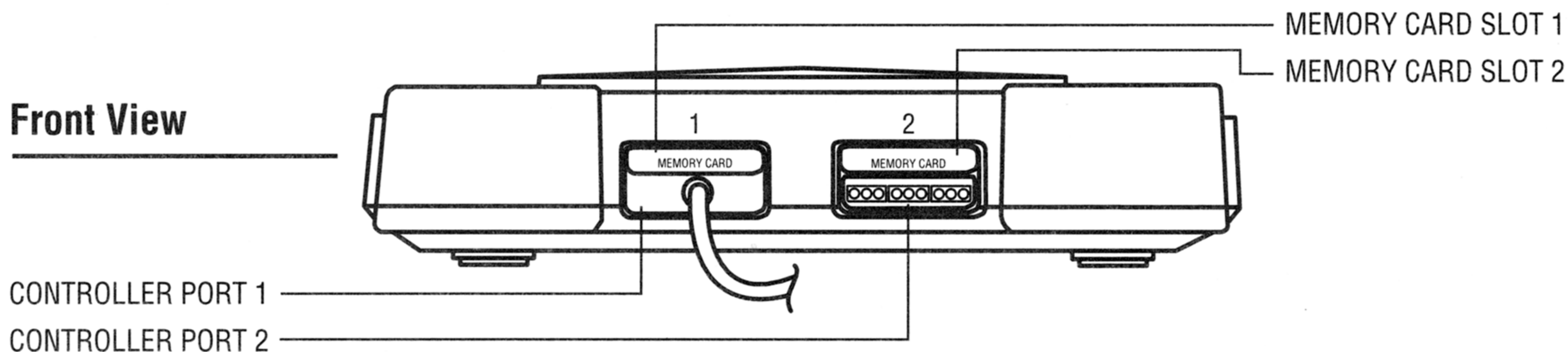
Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Namco Rage Racer™ disc and close the disc cover. Insert game controllers and turn on the PlayStation™ game console. Follow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

Console

Top View

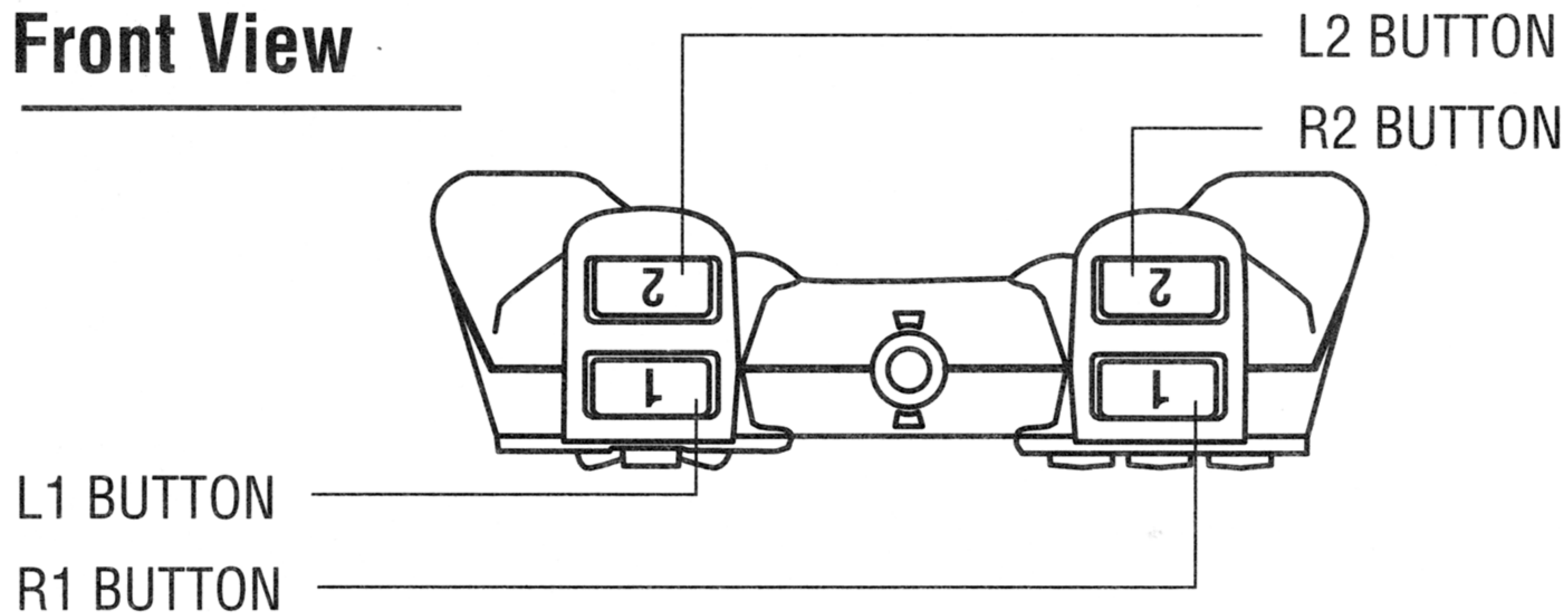


Front View

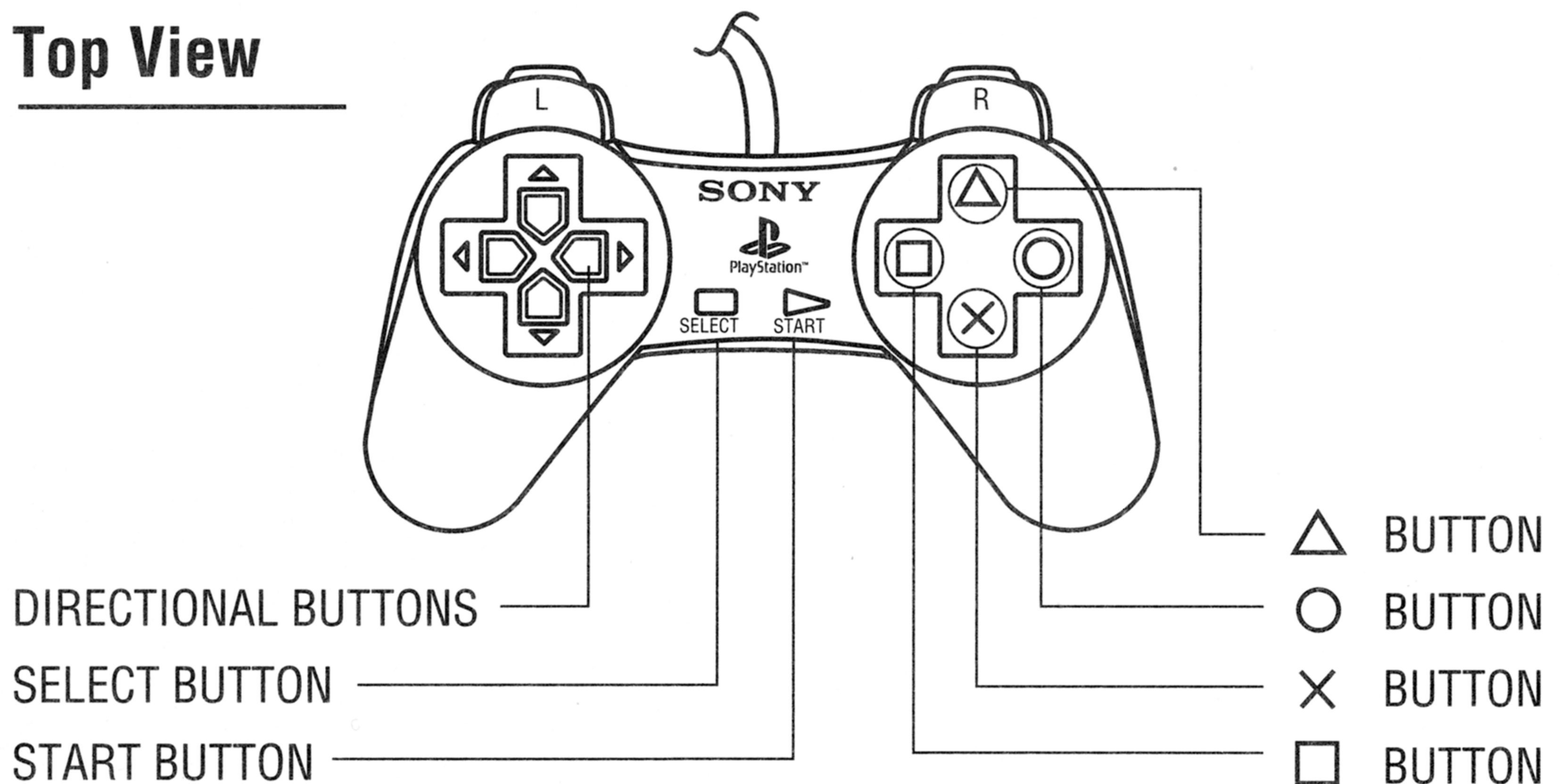


Controller

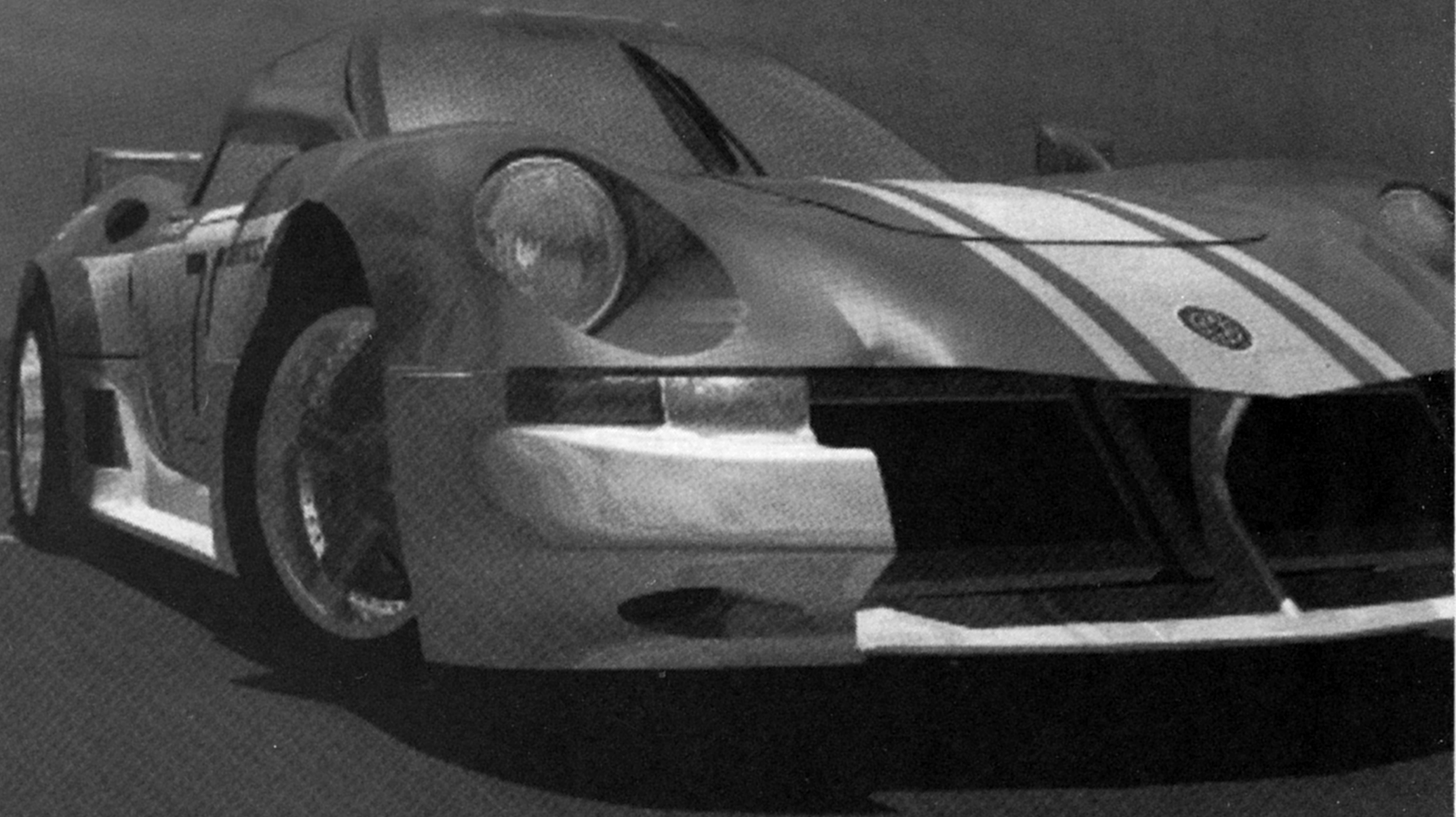
Front View



Top View



Enter the world of RAGE RACER™ where you must conquer four of the toughest race courses ever conceived. Take a wild ride on three challenging winding mountain tracks that take you up steep hills, around sharp turns, and into dark tunnels. When you achieve Class 3, you can challenge the fourth oval track. Win races and earn prize money on your quest for the ultimate speed machine.



CONTROLS

Using The Standard Controller (Default Setting)

Direction Keys Use to turn the steering wheel left and right while racing. Use for cursor movement when making selections.

Start Button Use to confirm all menu selections. During the game, press this button to pause, unpause, or exit the race.



R1 and R2 Buttons Use to shift up while racing, using the manual transmission.

L1 and L2 Buttons Use to shift down while racing, using the manual transmission.

▲ Button Use to change views or to cancel when making selections.

● Button Use to select menu options.

X Button Use to accelerate and to select menu options.

■ Button Use to brake and cancel selections.

USING THE NEGCON CONTROLLER (DEFAULT SETTING)

Up Direction Key Use to shift down while racing, using the manual transmission.

Down Direction Key Use to shift up while racing, using the manual transmission.

Twist the controller to the left and right Steers the car left or right.

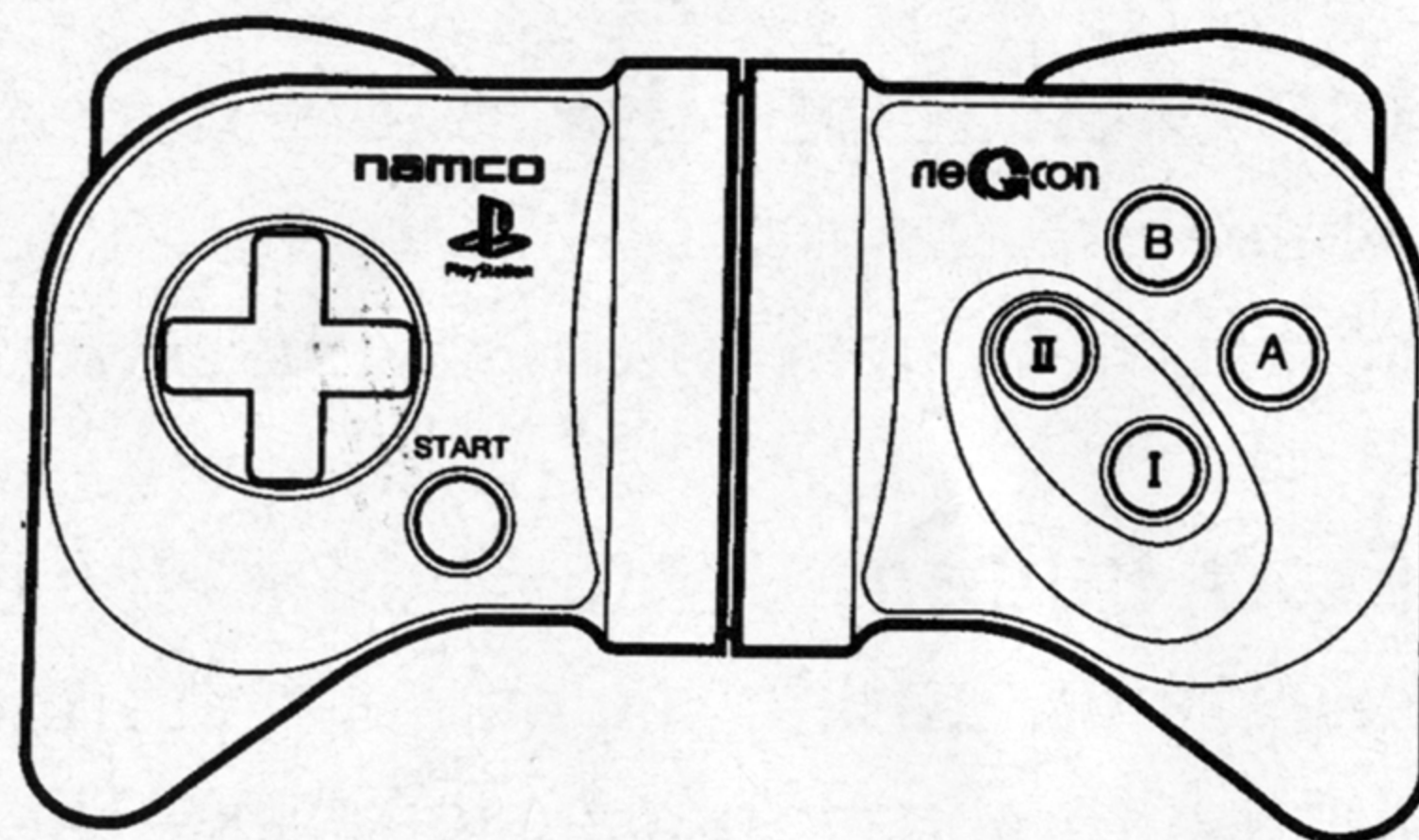
Start Button Use to confirm all menu selections. During the game, press this button to pause, unpause, or exit the race.

B Button Use to change views and to cancel when making selections.

A Button Use to select menu options.

I Button Use to accelerate and select menu options.

II Button Use to brake and cancel selections.



You can steer the car to the left or right by gently twisting the **neGcon**. You must practice using the **neGcon** to get the fastest lap times.

You have two kinds of views to choose from while racing: **Driver's View** and **Behind the Car View**. You can change views by pressing the **▲ Button**. (The **B Button** when the **neGcon** is used).

neGcon Caution: Occasionally when you first start to play a game with your **neGcon**, you may find that the twist control function is either oversensitive or biased in one direction, e.g. in **Rage Racer**, the car may veer to one side even when you're not touching the controller. Don't worry, this is not a fault with the game or the **neGcon** and can easily be remedied by entering the **Options** and calibrating your **neGcon** following the instructions on the **Key Configuration** screen.

GETTING STARTED

1. Insert the **Rage Racer** game disc, then close the CD door.

NOTE: This game is for 1 player only. Plug your game controller into port # **1**.



2. Turn the power switch **ON**.

IMPORTANT: Always make sure your **Playstation Game Console's** power is **OFF** before inserting or removing the game disc.

3. A race cinematic will cycle. Press the **Start Button** to advance to the **Title Screen**, then press **Start** again. When the **Title Screen** with the **Mode Menu** appears, press the **Direction Key** up or down to make a selection, then press **Start**.

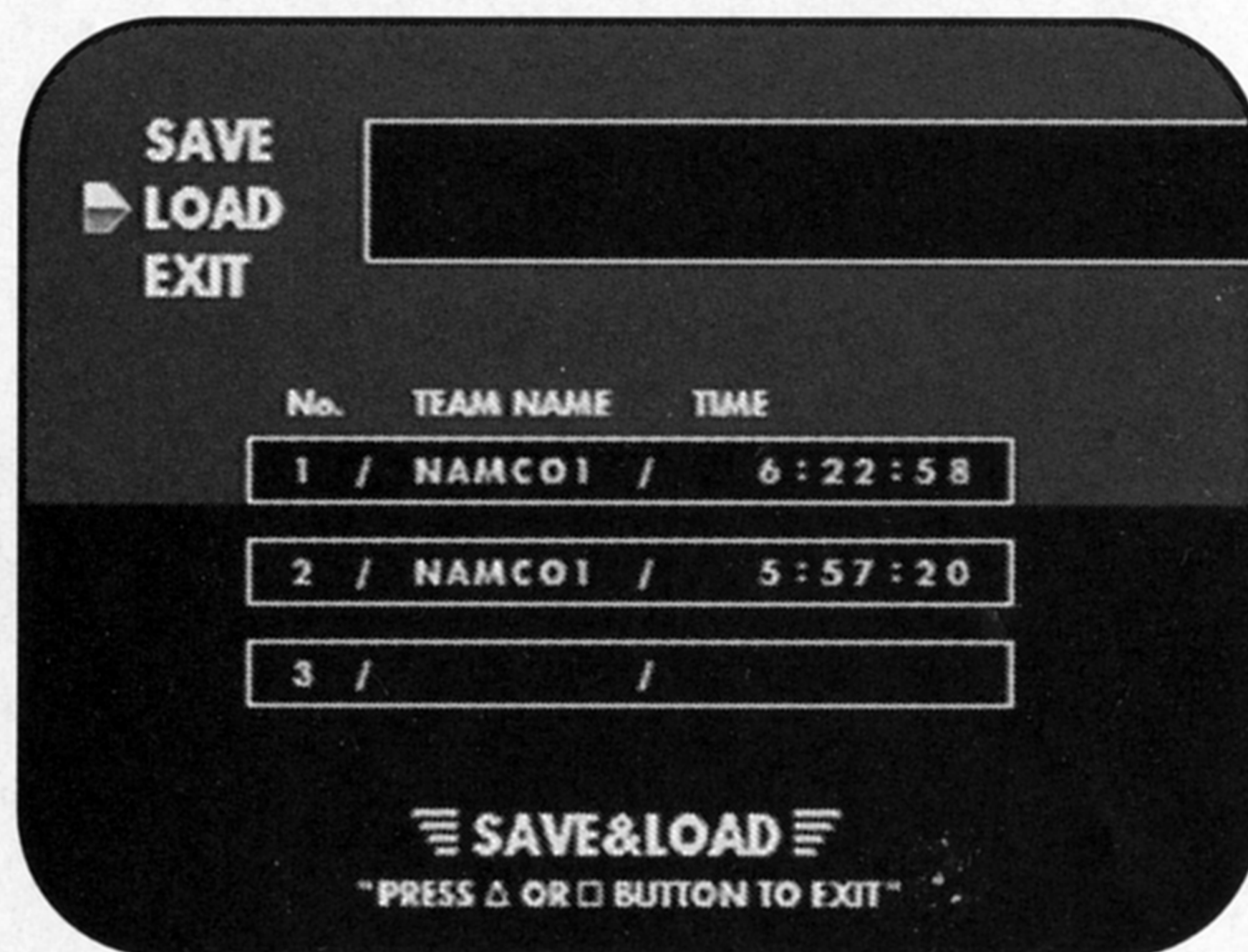
4. Select **Grand Prix** or **Time Attack** and press the **Start Button**. The **Course Selection Screen** will come up and you can select a track by pressing the **Direction Key** to the left or right. Choose a variety of race options by moving the **Direction Key** to the desired icon, then press the **●** or **X Buttons** to select the options.

SAVE & LOAD

Select this icon to go to the **Save & Load Data Screen**. Select **SAVE** or **LOAD** with the direction keys and press the **● Button**. Select the data file with the **Direction Keys** then press the **●** or the **Start Buttons**. Up to three game files can be saved.

NOTE: Memory cards are sold separately.

Save	Saves data.
Load	Loads data.
Exit	Returns to the title screen.



A maximum of three files can be saved.

GRAND PRIX (1)

There are 5 classes to conquer in the **Grand Prix Mode**. (Each class consists of 3 - 4 races). If you place within the top three, you will receive prize money. With the prize money, you can upgrade your car or buy new cars. Then you must proceed to the next track.

RULES:

You must successfully finish in one of the top three positions of each race. Once you finish in the top three, you are given a **Track Medallion**. This marks the track with the win on the **Course Selection Screen**. The **Course Selection Screen** will appear and you can choose your next race.

If you do not finish within the top three or when the time expires, you will lose one chance if you try again or end the race. You will get three chances per class.

After the game is over, you can continue from the beginning of the class. All money and cars you win will remain, but medallions will be lost.

If you qualify in the top three on each race track, you can advance to the next class. If you successfully complete all classes, you can advance to the **Grand Prix**.

To quit without losing your number of continues, pause the game and select **Retire** before the starting light turns green.

EXPLANATION OF THE GAME SCREEN

1. Ranking: Displays your current position in the race.

2. Time Limit: Displays the time left. The game is over when the time reaches zero.

3. Tachometer: Displays the engine revolutions. Shift up to the next gear when it reaches the red zone for maximum acceleration.

4. Rear view mirror: Displays what's behind your car.

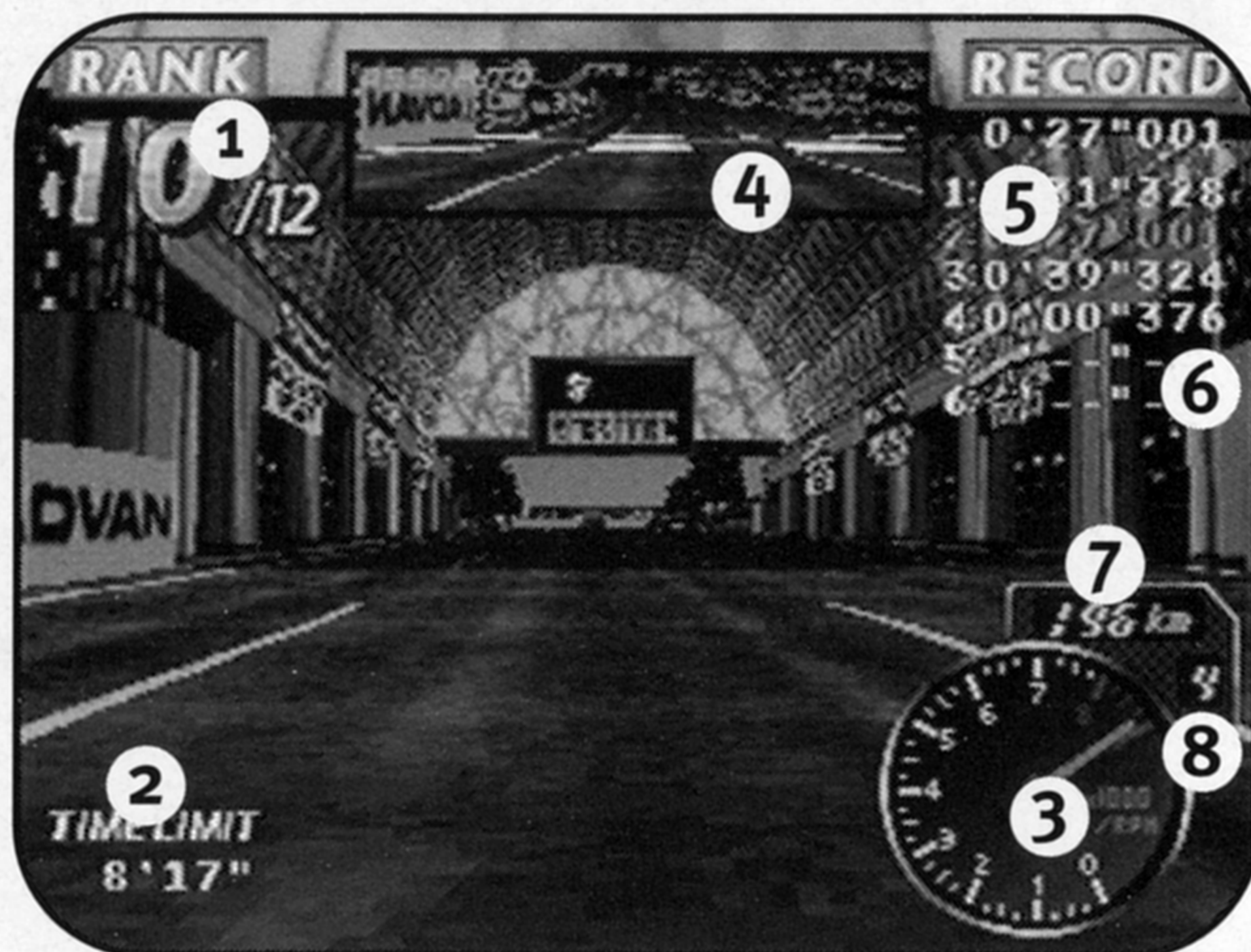
5. Record: The fastest lap time for this track.

6. Lap Time: Indicates the lap time for each lap.

7. Speed: Tells you how fast you are traveling.

8. Gear Position: Indicates what gear you are using.

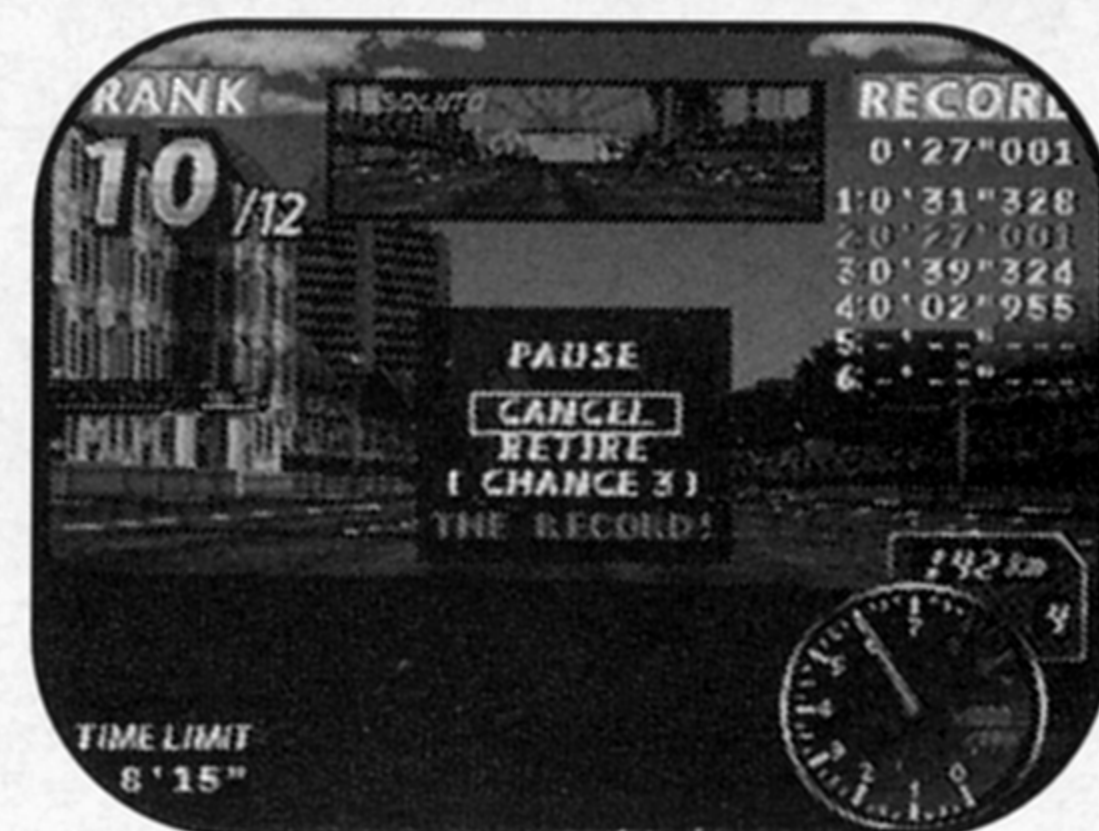
Pause Menu: Pause the game while racing by pressing the **Start Button**, then the **Pause Menu** will appear. Make a selection with the direction key and then press the **Start Button**. To hide the rear view mirror press the **▲ + L1 Buttons** when pausing. Press the **▲ + R1 Buttons** to go back.



CANCEL: Cancels pause.

RETIRE: You lose one chance unless you retire during the starting countdown.

CHANCE: Tells you how many chances you have left.



GRAND PRIX (2)

Use either the ● or **X Buttons** to select options or the ▲ or ■ **Buttons** to go back to the previous screen.

1. COURSE SELECT:

The tracks will change when you repeatedly press the direction key to the left or right. Select the track you like, then choose a menu selection by moving the direction key up or down. Then press the ● **Button**. There are 4 tracks. (**Classes 1 & 2** consist of 3 tracks).

- 1. Class:** The higher the class, the more rivals' cars there are.
- 2.** Names of the **Grand Prix**.
- 3. Track Medallion:** 1st /Gold, 2nd/Silver, 3rd/Bronze.
- 4.** Names of the tracks.
- 5.** Length of the course.
- 6.** Prize money.



Car Select	Takes you to the Car Select Screen .
Class	Returns to the class you have already won. However, the medallions you have won will reset if you choose a lower class.
End Grand Prix	Exit the race and return to the mode menu. Also brings up the Save Game Menu and Save Data Option .

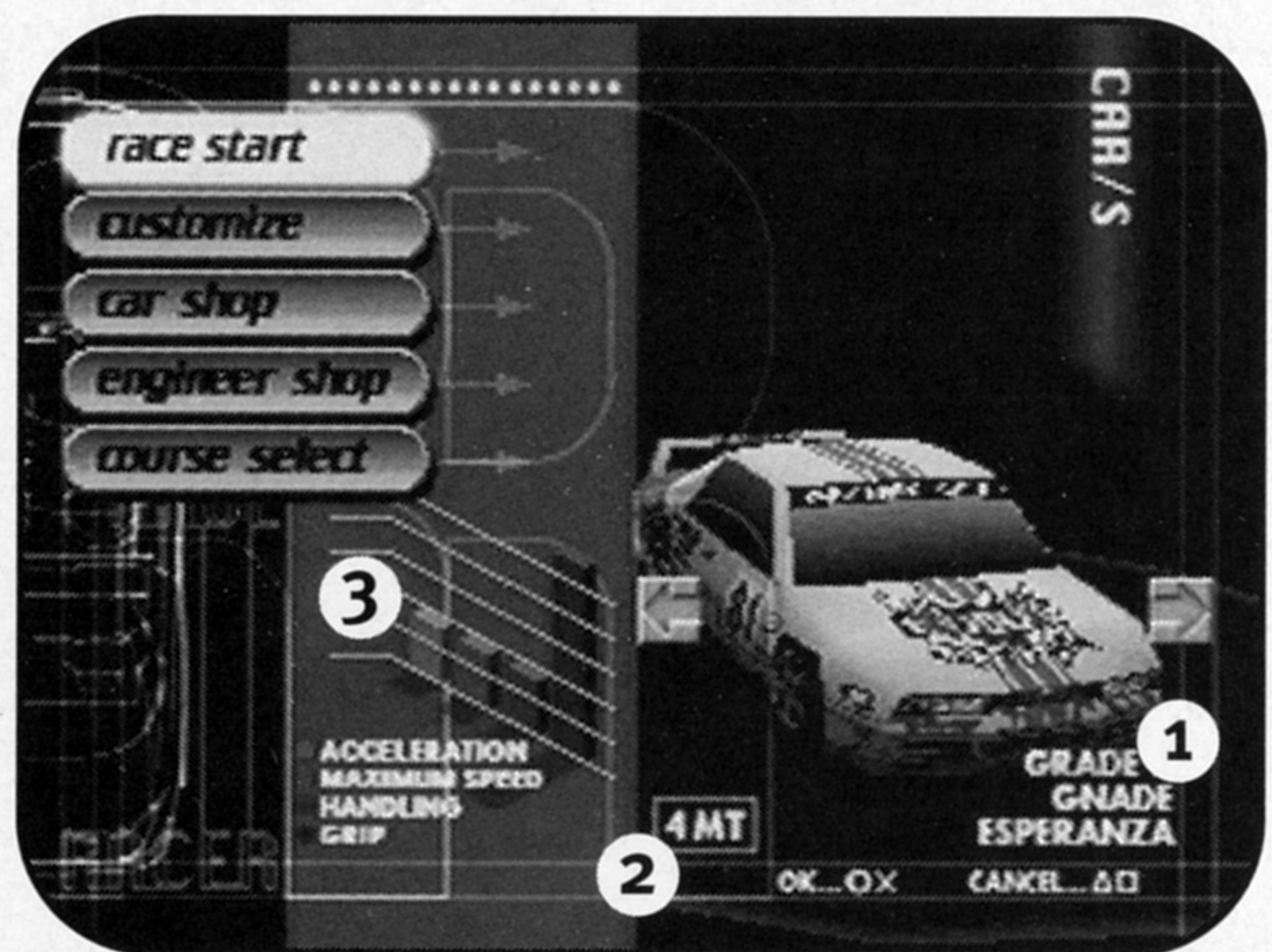
2. SELECT CARS

Move the direction key right or left to select the car type. Move the direction key up or down to **Race Start** and press the ● **Button**. You have only one car to begin with. However, as you win more prize money from the races, you can visit the car shop to buy up to 13 cars as they become available. Each car has 5 grades. The higher the grade, the better overall performance the car will have. Also each car maker is grouped into 4 major categories. Please refer to **Page 24** for the descriptions of these categories.

1. Grade.

2. Transmission: Although you can select your transmission with the **Customize** option, there are certain cars that can only use manual transmissions (**MT**).

3. Performance Graph: The longer the bar, the better the performance.



Race Start	Starts the race.
Customize	Customize your car, change tires, transmissions, and the design of your car.
Car Shop	To purchase a new car.
Engineer Shop	To tune up your car.
Course Select	Returns to Course Select Screen .

GRAND PRIX (3)

CAR PERFORMANCE TRAITS: Although cars are categorized into 4 different types, their performance can greatly differ depending on their grades. To determine the performance of your car, check the following points on the screen.

ACCELERATION: Gives you more power for going up hills and more power to increase the speed of your car.

MAXIMUM SPEED: The higher the maximum speed, the more advantage you have at winning tracks with many straight-aways.

HANDLING: A car with high handling will have an easier time cornering. Handling performance will be an important factor in tracks with many sharp turns.

GRIP: Cars with strong grip have better traction in the turns, but are not good for drifting. Less grip means less stability but makes drifting easier.

GRAND PRIX (4)

3. CUSTOMIZE

You can design your own car by selecting **Customize** on the **Car Select Menu**. Make your selection with the direction key then press the ● **Button**.

Exit: Returns to car **SELECT SCREEN**.

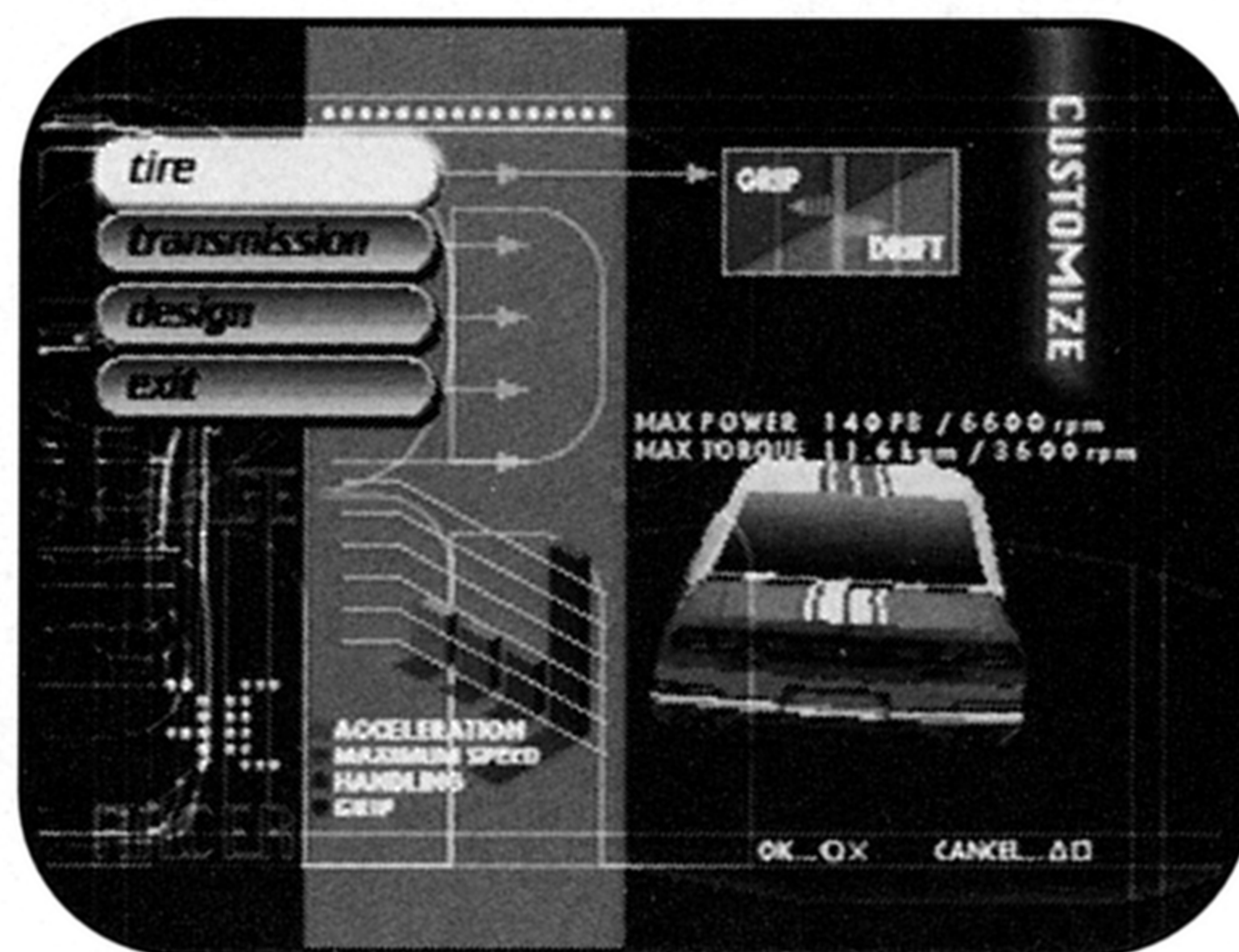
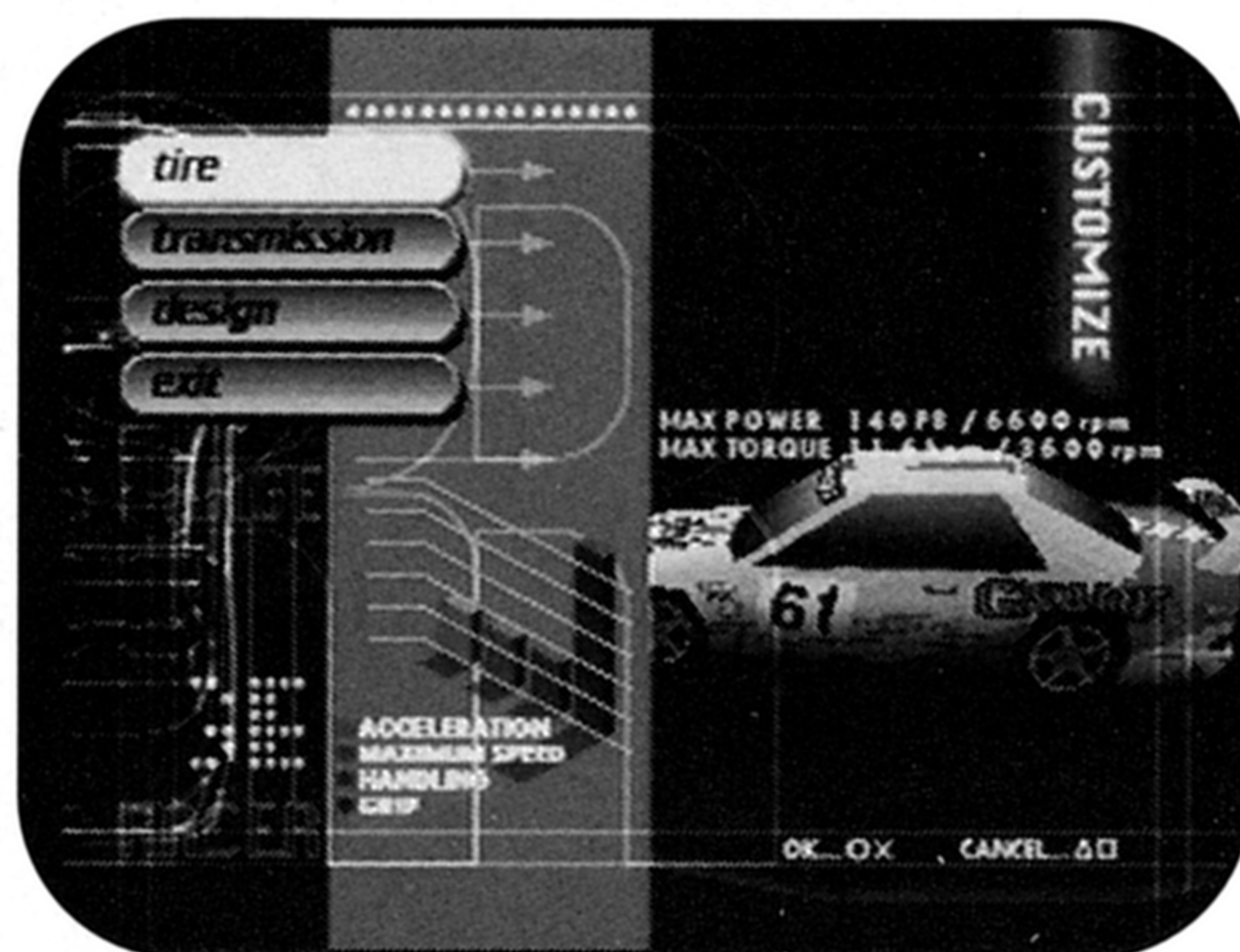
Tire: You can increase the traction up to 5 grades.

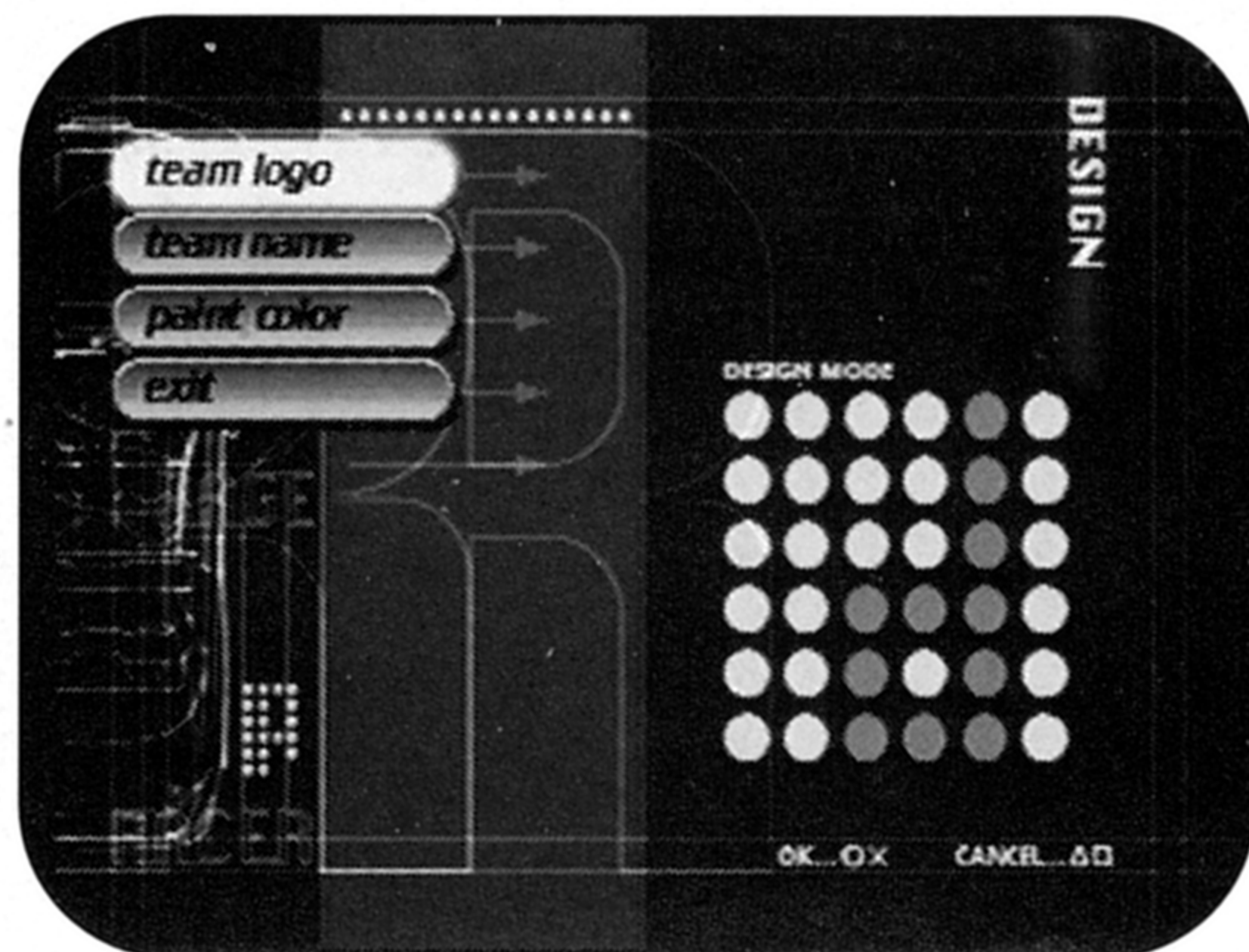
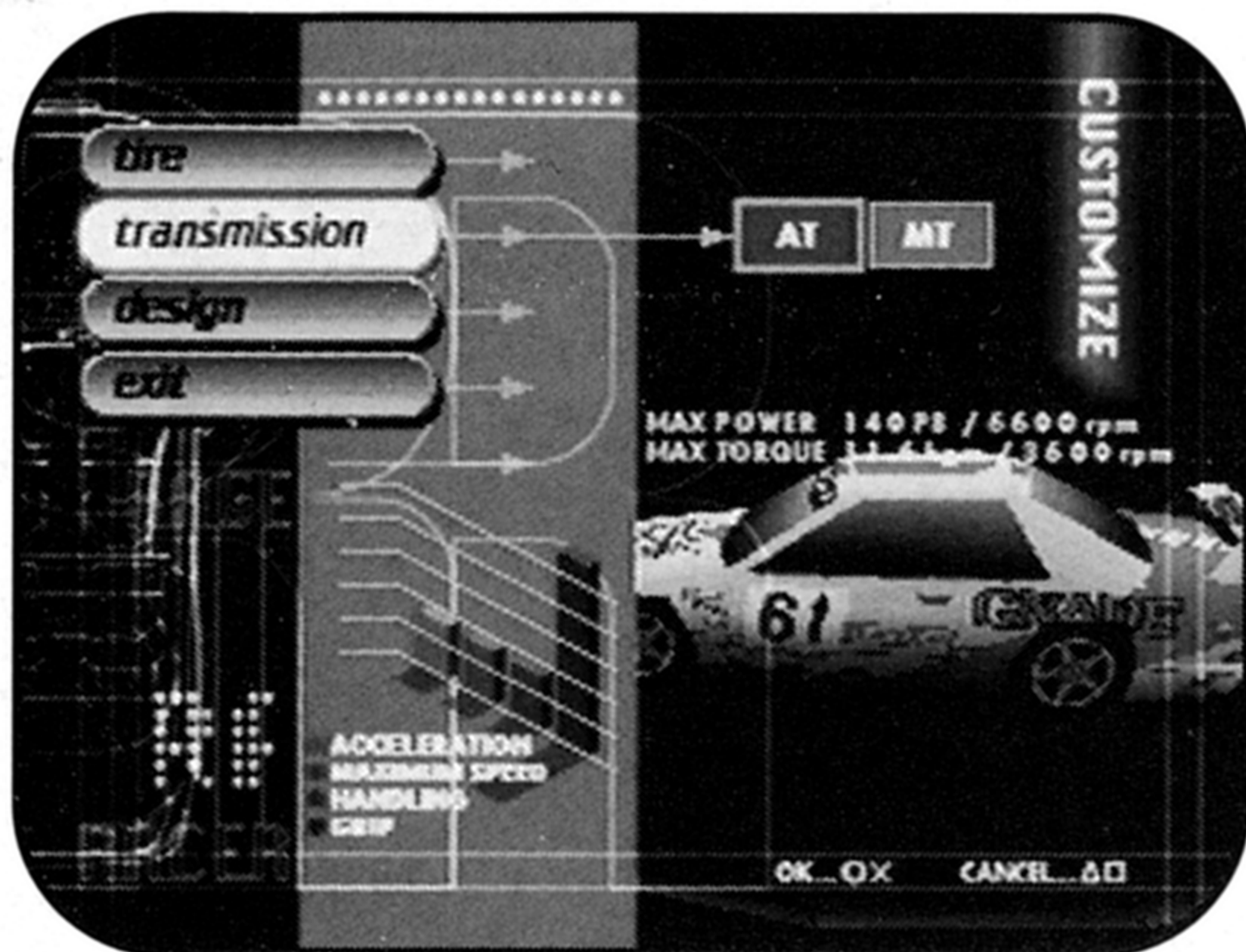
Transmission: Select either **AT** or **MT**. **AT** is automatic and **MT** is manual. There are some cars that only have manual transmissions and their gears can differ from 4 - 6 gears.

Design: Design your own car. Make your selection with the direction key and press the ● **Button**.

Team Logo: You can make an original team logo.

Team Name: Name your team. Select the letters with the direction key and press the ● **Button** to enter. **BS** is back space. Select **ED**



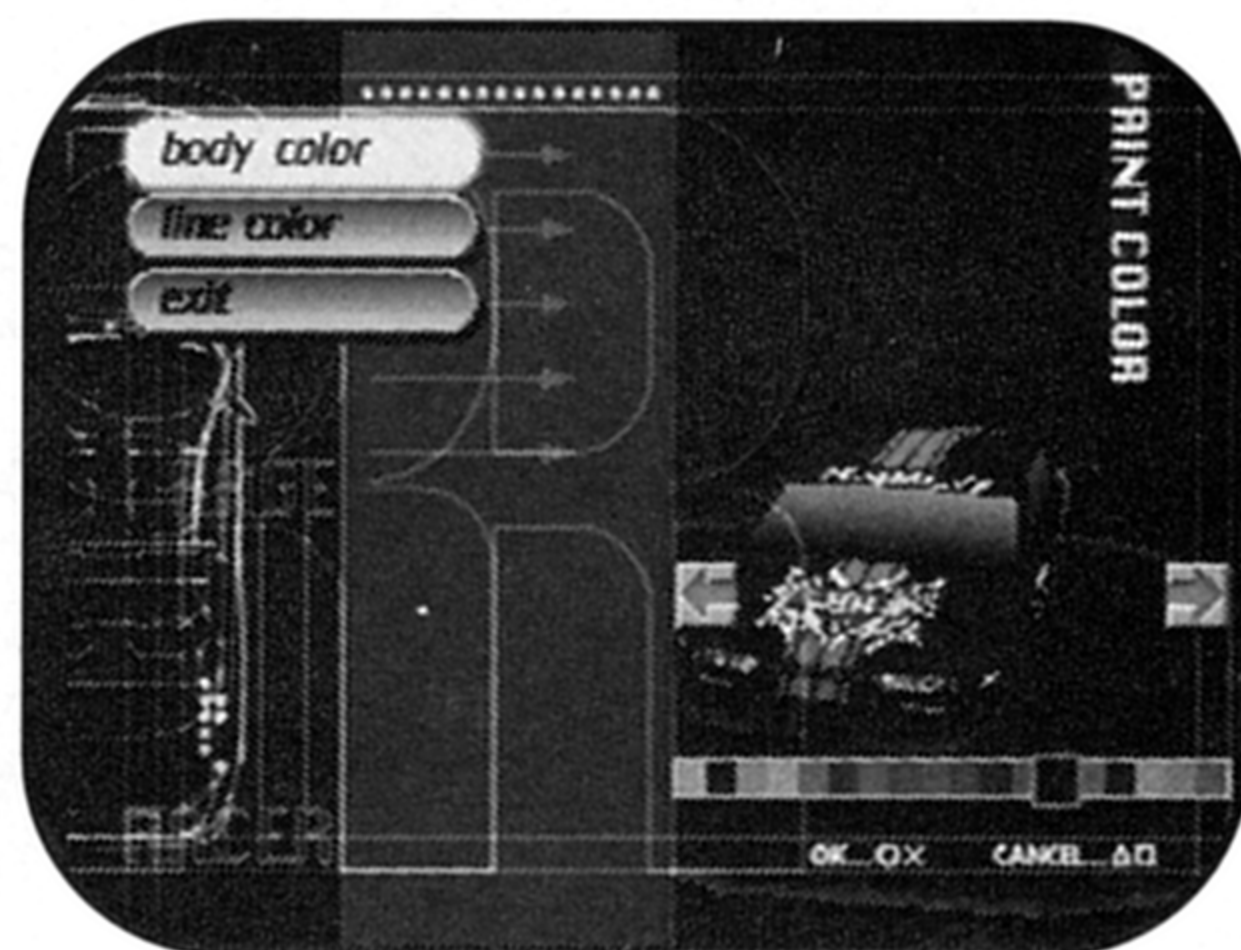
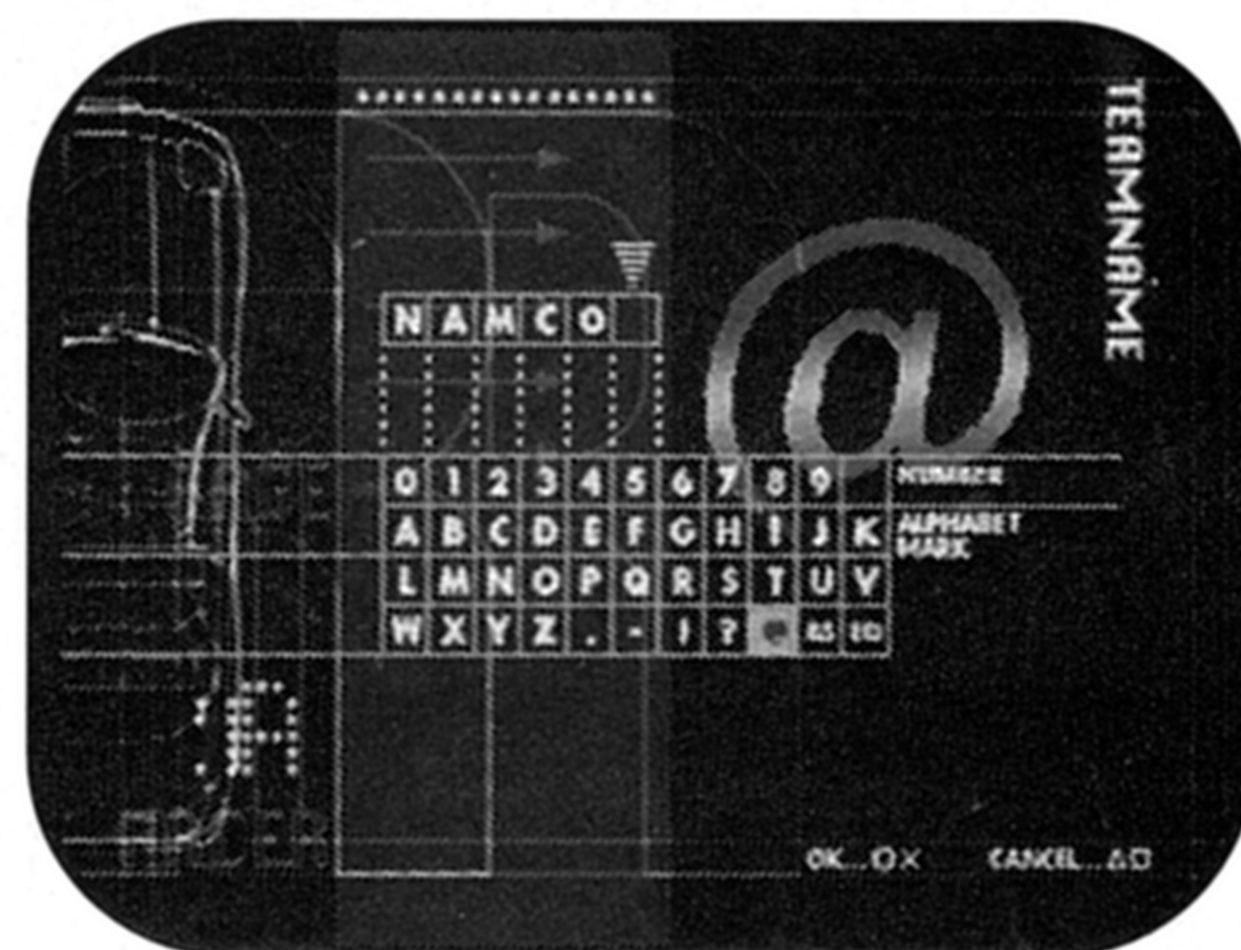


when finished making your selection then press the ● **Button**.

Paint Color: Color your car. Make your selection from the menu by moving the direction key up or down then press the ● **Button**. Pick the color you like by moving the direction key left or right then press the ● **Button**. Both “body color” and “line color” (the color of the stripe) have 18 different colors. Select **EXIT** to go back to the previous screen.

18 x 18 = 324 different color patterns!

Exit: Returns to the Customize Menu.



GRAND PRIX (5)

TEAM LOGO

You can create your own team logo by selecting "team logo" in the Customize Menu.

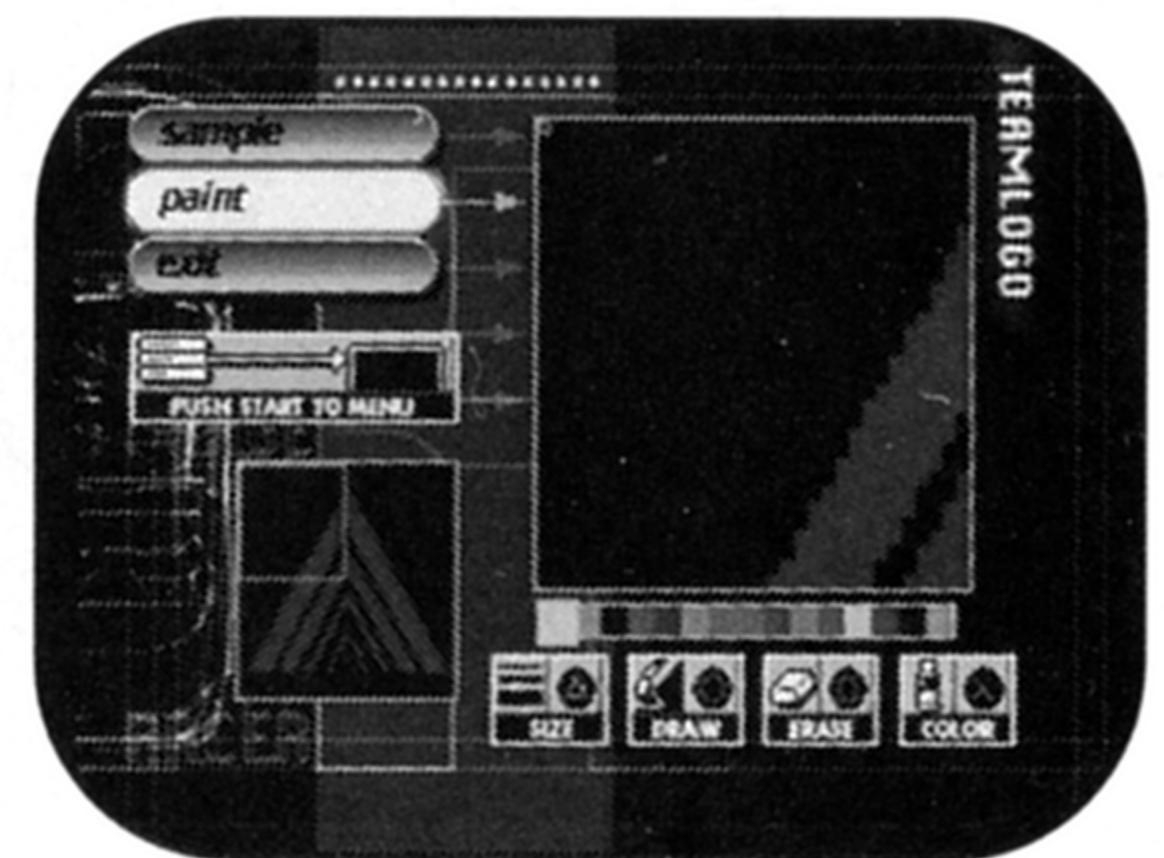
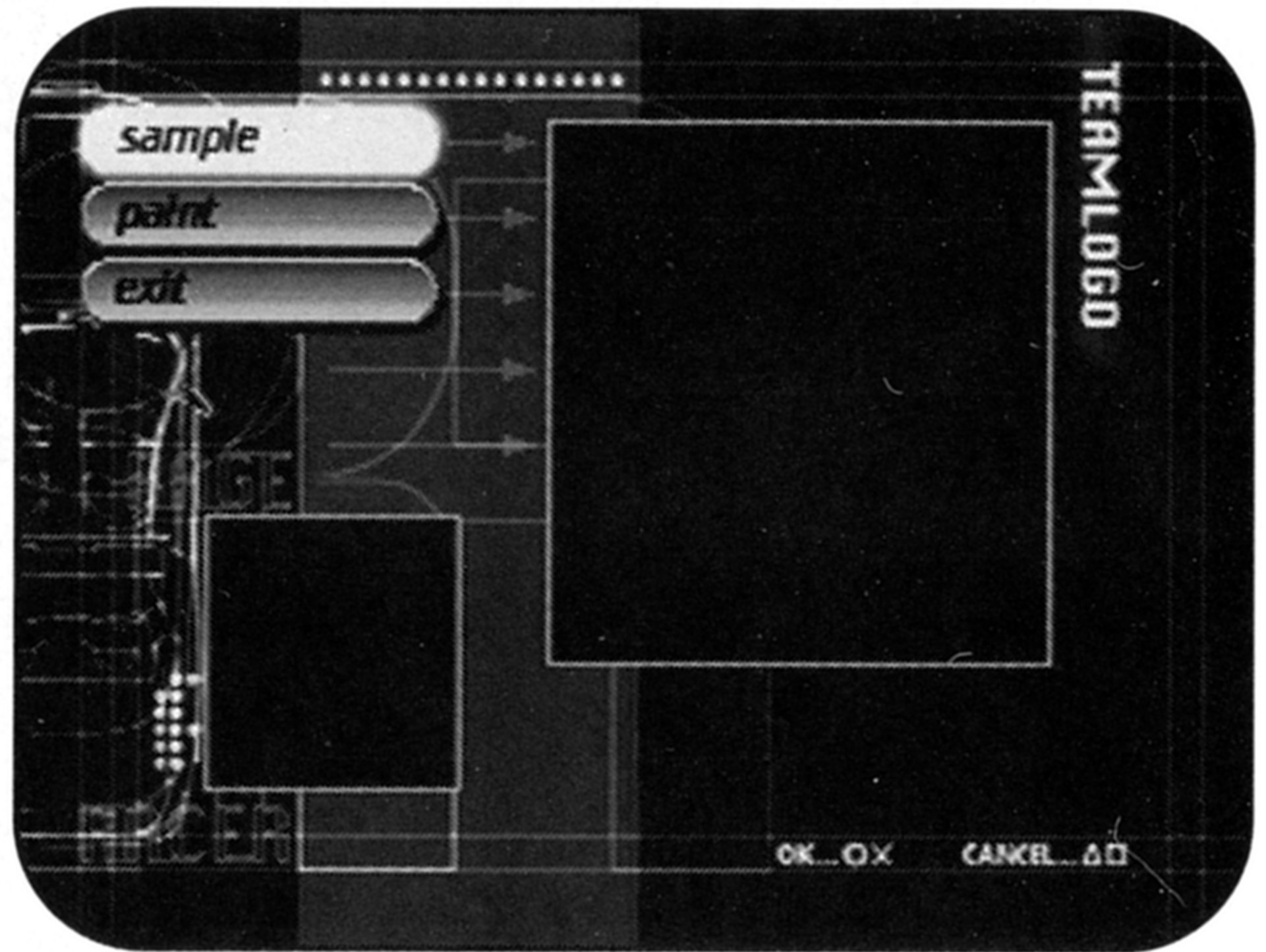
Exit: Returns to the Customize Screen.

Sample: Create your own logo with the combinations of sample patterns.

The different backgrounds give the same logo brand new looks.

Paint: You can even draw on the sample patterns.

Just follow the chart on the right, and create a cool-looking logo of your own.



Standard Controller	neGcon	Operation
Direction Key	Direction Key	Move cursor fast = (DIR + L Button). Scroll when cursor reaches edges.
● Button	A Button	Draw on the sample patterns.
▲ Button	B Button	Change to 3 different sized pens.
X Button	I Button	Choose colors. Press once to go to the color palette. Then select a color with the direction key. Press once more to go back to the painting field.
■ Button	II Button	Erase the drawing.
Start Button	Start Button	Returns to the Team Logo menu.

GRAND PRIX (6)

4. CAR SHOP

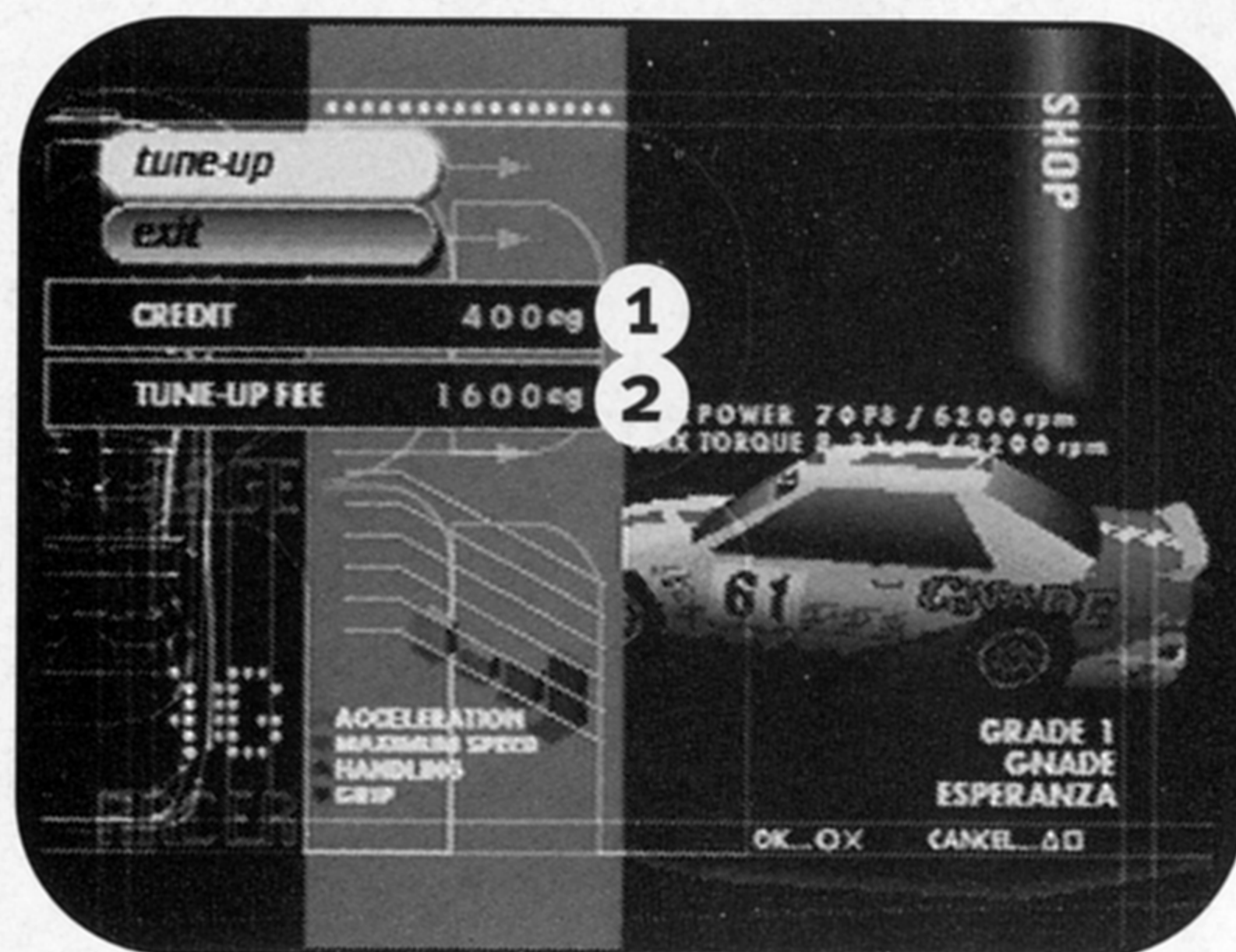
This is where you buy new cars. Move the **Direction Key** right or left to select a car. Move the direction key up or down to select **BUY**, then press the ● **Button**. Select **EXIT** to go back to the previous screen.

1. The total amount of the money you have.
2. Price of cars.



5. ENGINEER SHOP

In the shop, you can tune up your car. Move the direction key up or down to select **TUNE-UP**, then press the **● Button**. Select **EXIT** to go back to the previous screen. When you tune up your car, the grade is increased by one. Every car has a maximum of 5 grades. (You cannot skip to grade 5). Each class has a certain grade limit, once you reach this you must get to the next class to tune-up again.



1. The total amount of money that you have.
2. The cost of performance enhancements.

6. RACE START

Selecting "race start" on the **Car Select Screen** brings up the **Race Start Screen**. Quickly move the direction key right or left to select your music.

1. The name of the course.
2. Prize money to be awarded.
3. The current music selection.



TIME ATTACK

Here you can race on all the tracks you have obtained, with all the cars you have bought from the **Grand Prix Mode**, but first you must load this data from the memory card once you have achieved this. There are no computer opponents to race against in this mode. Your cars will be at the highest grade that you have obtained during your **Grand Prix Mode**. Records are kept for the top five total times and lap times for each track. Go back to the **Title Screen** and use the **Save & Load** option to save the **Time Attack** records.

Game over: Turning around and driving backwards at the start, or for an entire lap.

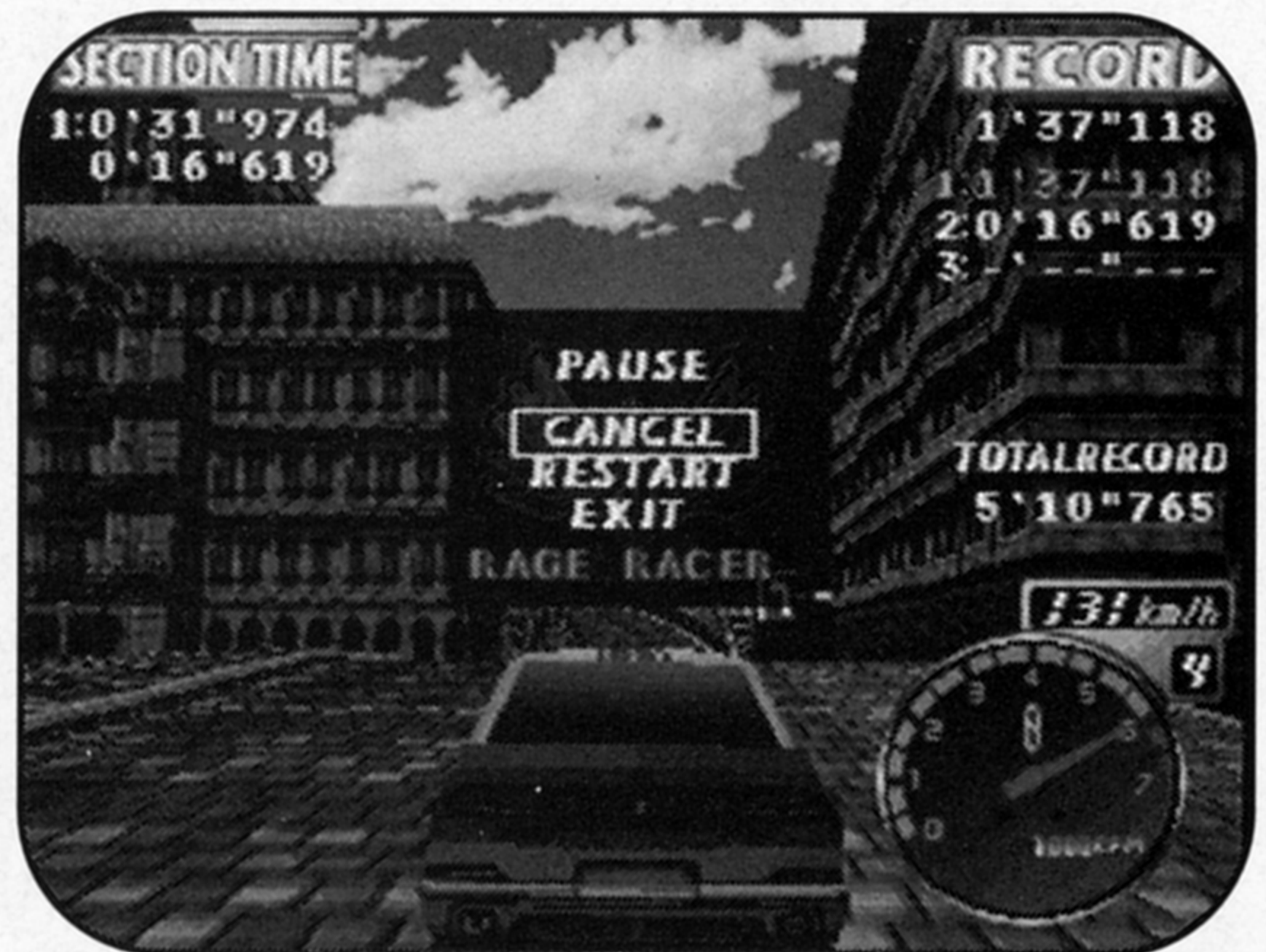
Pause Menu: This menu appears when you press the **Start Button** during the race.

Make your selection with the **Direction Key** and press the **Start Button**.

CANCEL: Cancels pause.

RESTART: Start from the beginning again.

EXIT: Returns to the **Menu Screen**.

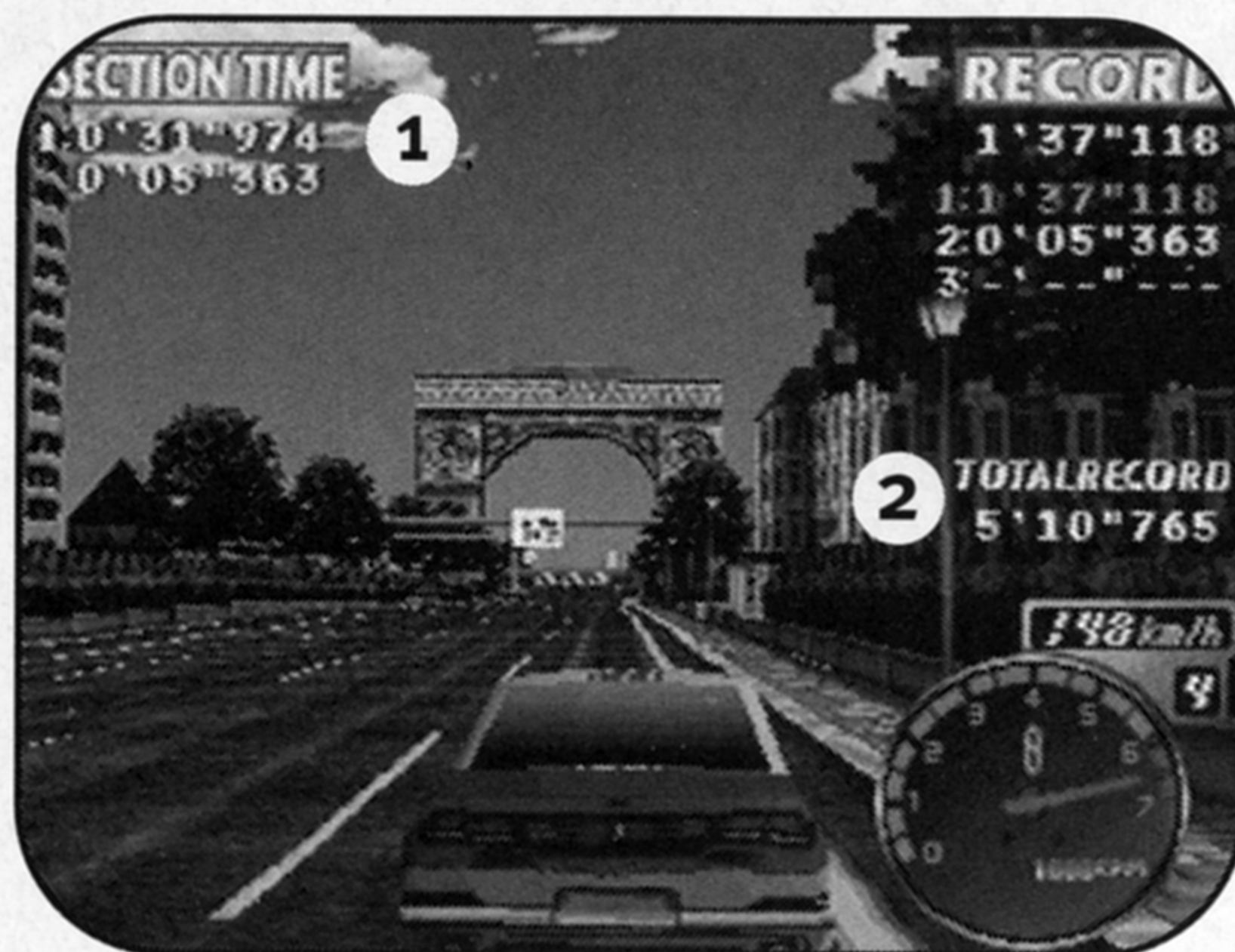


GAME SCREEN

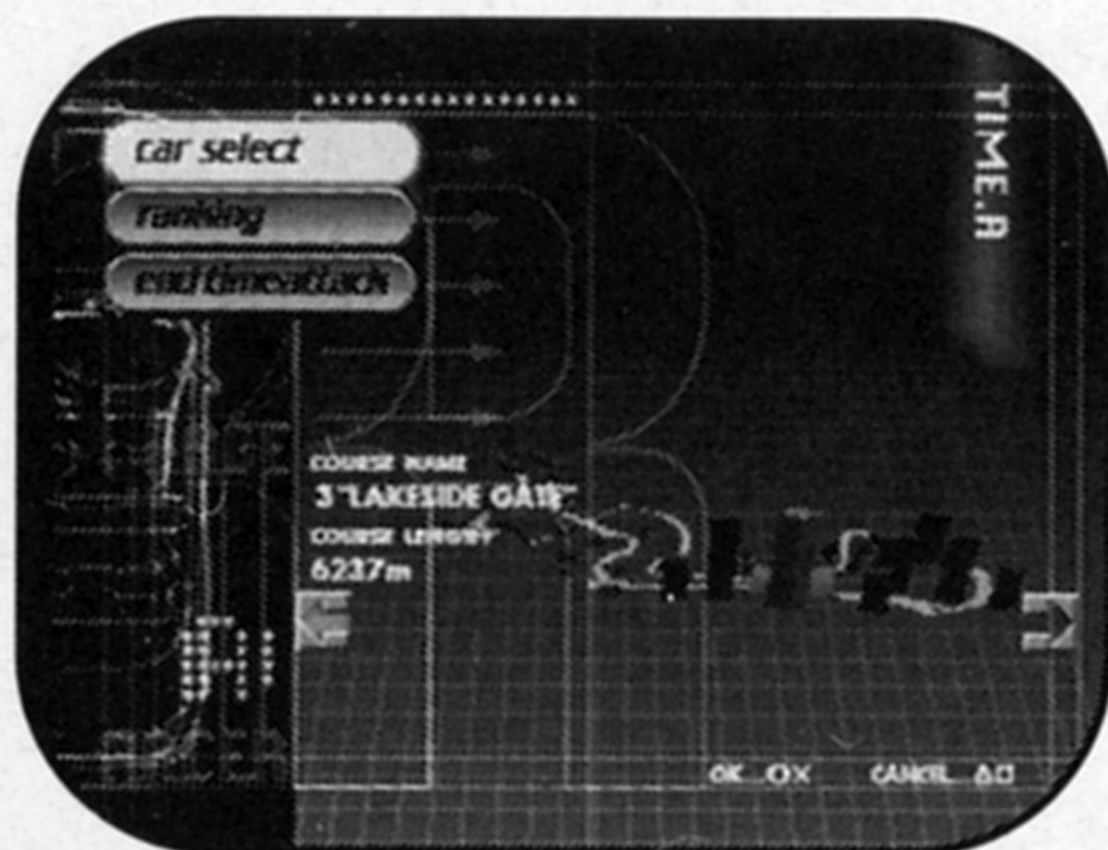
In this mode, section time & total record appear instead of rank. No rear view mirror.

1. Section Time: Courses are divided into sections. This indicates how long it took you to run the section.

2. Total Record



HOW TO PLAY TIME ATTACK



SELECT COURSE

Move the direction key right or left to select a course. Next, make your selection from the menu by moving the **Direction Key** up or down, then press the **Button**. There are 3-4 different courses.

Car Select: Takes you to the **Car Select Screen**.

Ranking: Indicates the ranking lists for fastest lap time & total time of each course.

End Time Attack: Exit the **Time Attack** and go back to the **Title Screen**.



Move the direction key right or left to select the car type. Next, move the direction key up or down to "Race Start", then press the ● **Button**.

1. The number of cars you have.

Race Start: Starts the race.

Customize: Customize your own car.

Course Select: Returns to the **Course Select Screen**.



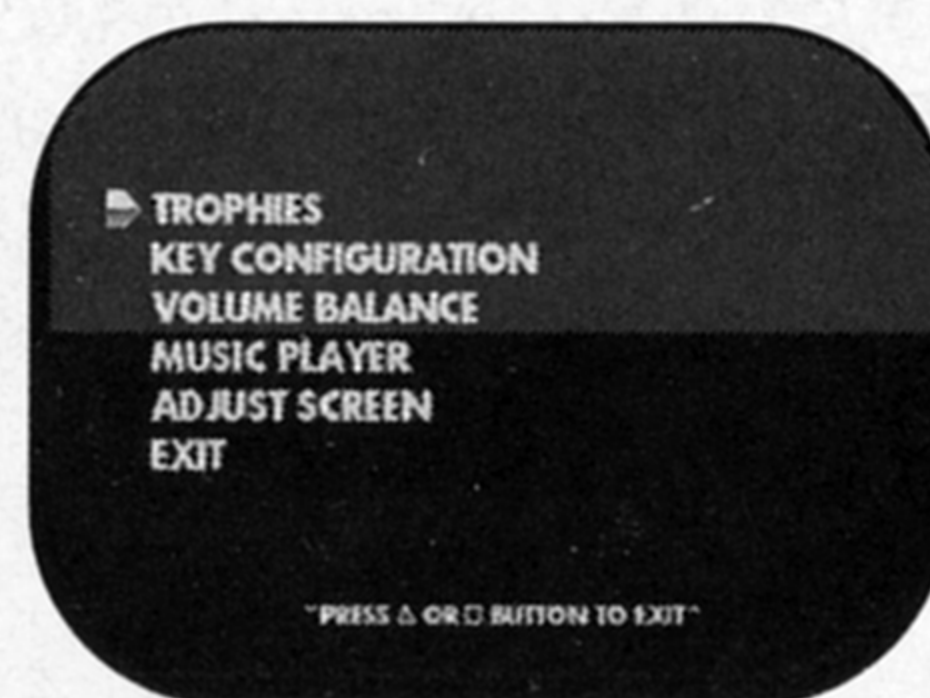
Note: The **Customize** option has limited functions in this mode.

OPTIONS

You can choose the following 5 options in the **Option Mode**. Move the **Direction Keys** and press the ● **Button** to select **Option**.

TROPHIES

You will get a gold, silver or bronze trophy for each class depending on your finishing position. **Gold** is for finishing in first place for all the tracks of that class. If you finish second once, you will receive **Silver**. With one third place finish on any track or two second, you will receive **Bronze**. No trophies when your car has more than the normal grade for the class.



KEY CONFIGURATION



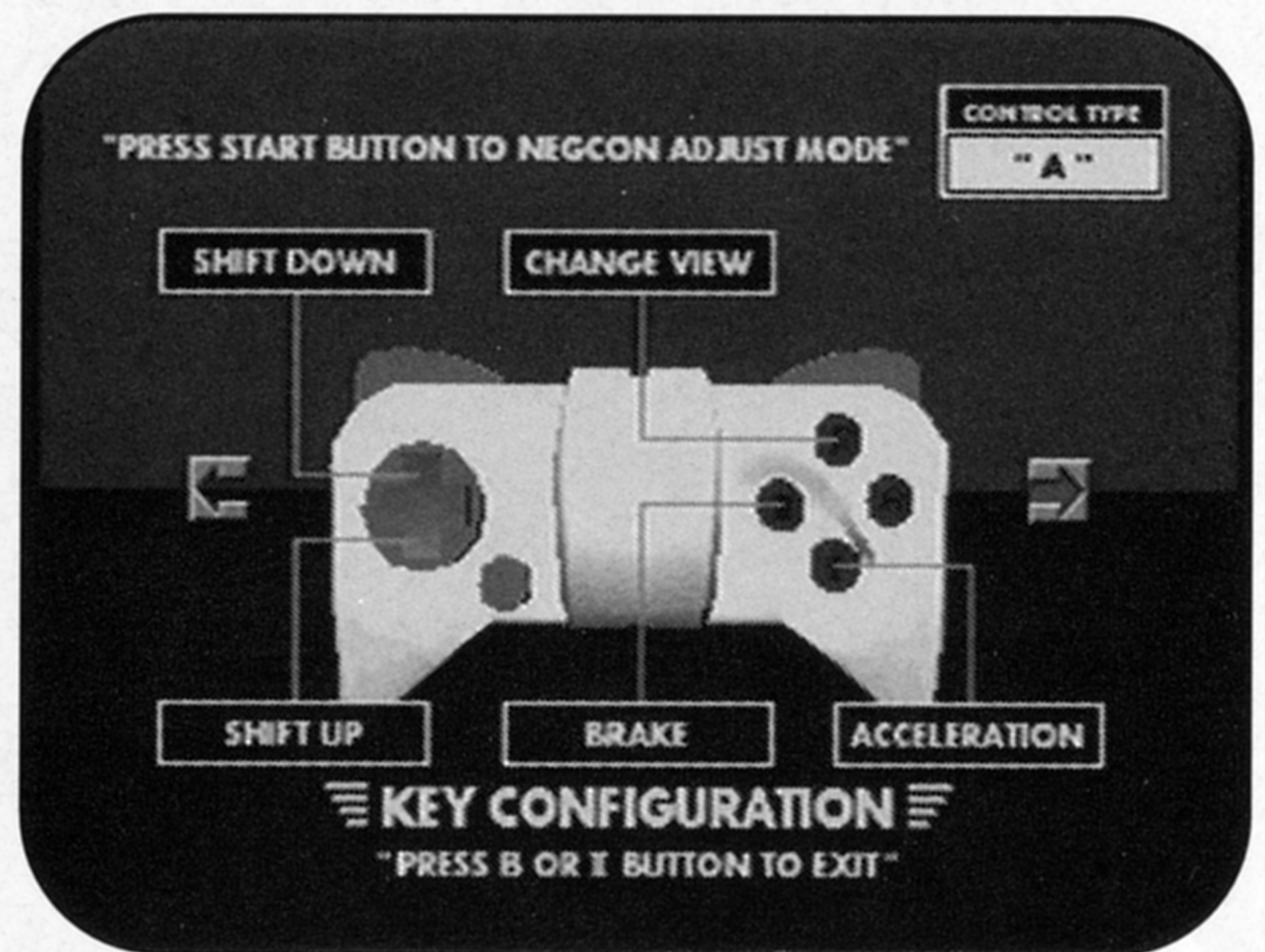
REGULAR CONTROLLER

You can choose the eight types of **Key Configurations**. Press the **Direction Keys** left or right and use the ● **Button** to make your selection.

NEGCON

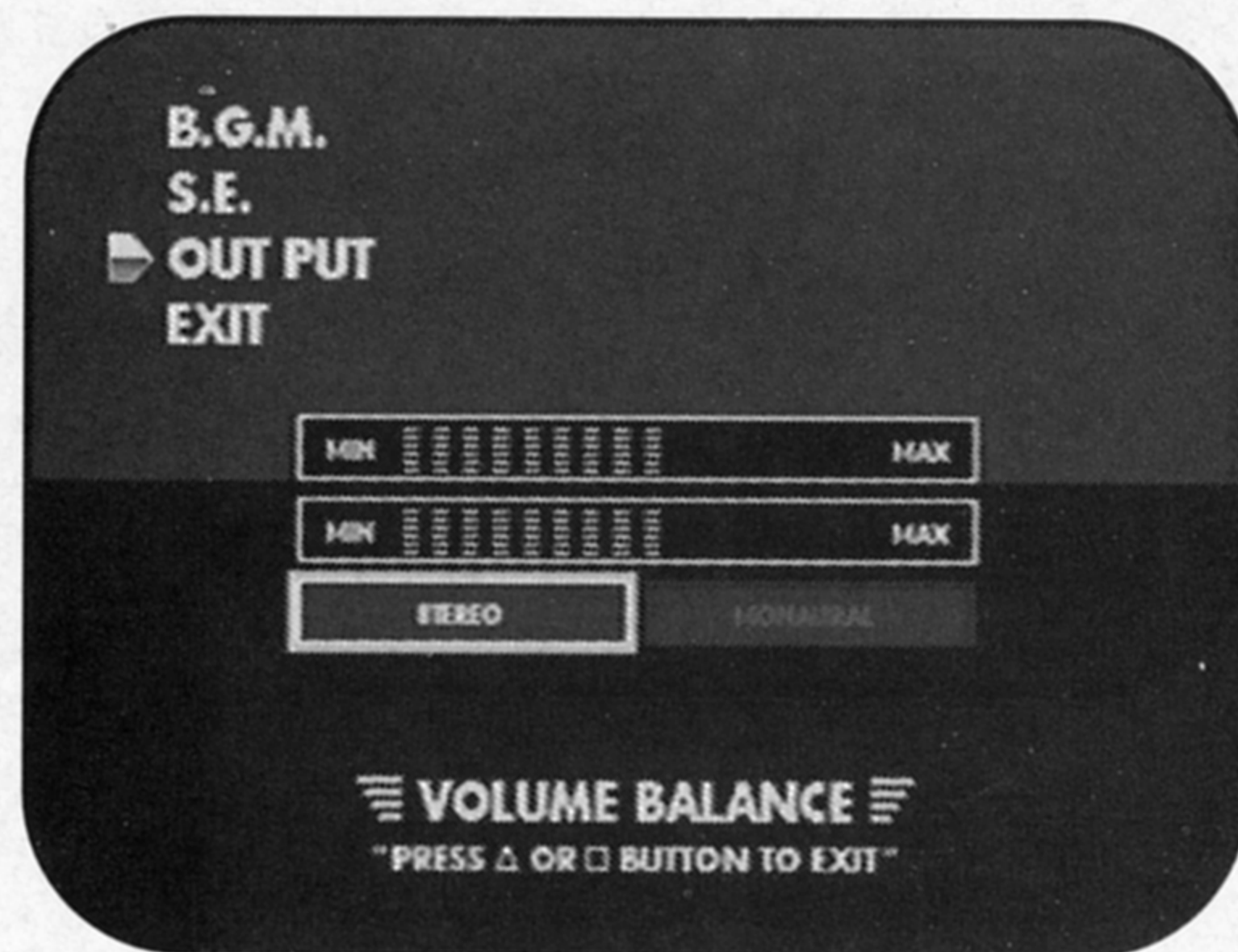
You can choose eight types of **Key Configurations**. Press the **Direction Keys** left or right and use either the **A** or **I Buttons** to make your selection. Also adjust the **Steering Play** and **Maximum Twist** by pressing the **Start Button**.

1. Hold **neGcon** in the untwisted position and press the **Start Button**.
2. Choose the **Steering Play** by moving the **Direction Keys** left or right and press the **Start Button** to select.
3. Choose the **Maximum Twist** by moving the **Direction Keys** left or right and press the **Start Button** to select.



VOLUME BALANCE

You can change the **Volume Balance** of the **Background Music (BGM)** and the **Sound Effects (SE)**. Adjust the volume by moving the **Direction Keys** left or right. The larger the gauge, the louder the volume. Also change the sound output from stereo or monaural with the **OUTPUT** selection.

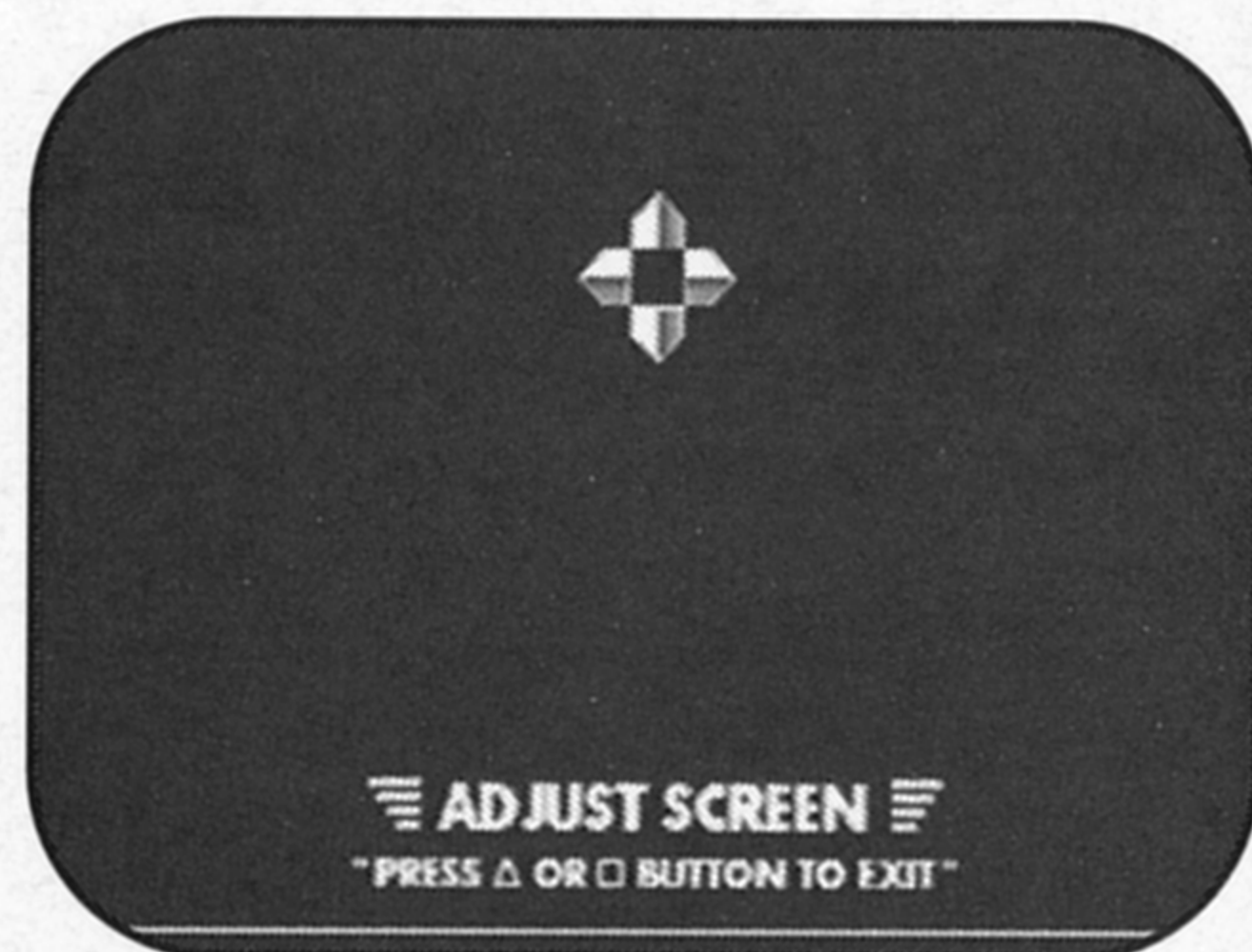


MUSIC PLAYER

Listen to the background music during the race. To select the music, move the cursor to ◀ ◀ or ▶ ▶, then press the ● **Button**. Press the ■ **Button** to go back to the **Menu Screen**.

ADJUST SCREEN

You can adjust the screen with the **Direction Keys**.



CAR MANUFACTURERS

GNADE (GERMANY): STANDARD PERFORMANCE.

A powerful car that can handle the narrow streets to the Autobahn. Nicely balanced in all the performance traits (acceleration, maximum speed, and handling).

LIZARD (U.S.A.): BEST ACCELERATION PERFORMANCE.

An American manufacturer that specializes in Stock Car Racing. This car is good on tracks with long straight-aways. No other model can beat its high performance when accelerating up steep hills.

AGE (FRANCE): BEST HANDLING PERFORMANCE.

A stylish sports car. You can drive like a professional driver with its awesome handling. With this little beauty you can conquer the winding mountain roads.

ASSOLUTO (ITALY): HIGHEST MAXIMUM SPEED.

When you're ready to experience some real speed, then it's time to purchase an Assoluto-made sports car. Blow away your competition on the oval track with one of these speed demons.

TRACKS

4 different tracks with totally different lay-outs. Try to pick the right car for each track.

MYTHICAL COAST: 2.88 MILES.

The track runs along the coast, past Mediterranean style villas and a chapel. A standard concourse with some hills. Standard Performance cars like the Gnade are recommended.

OVER PASS CITY: 4.13 MILES.

The longest circuit is also the most spectacular. Just like the City of San Francisco, the city with a lot of hills. Cars with high acceleration are recommended for this track.

LAKESIDE GATE: 3.88 MILES.

This road has some beautiful scenery to admire. One of the attractions is where the route opens up by a lake, which reflects the surrounding scenery. But the main attraction is its very tricky and challenging turns. Beware of the cars that fly through this track at high speed. Cars with good handling are recommended for this track.

THE EXTREME OVAL: 1.9 MILES.

This track consists of two very long straight-aways that are connected by two giant turns. Don't even try to win races here until you buy one of the Assoluto cars.

USEFUL TIPS (1)

This section is an introduction to the basic techniques of **Rage Racer**. Playing **Rage Racer** without learning the basic techniques is possible. However, to set new records and truly savor every aspect of **Rage Racer**, it is recommended that you master some of these powerful driving techniques.

DRIFTING

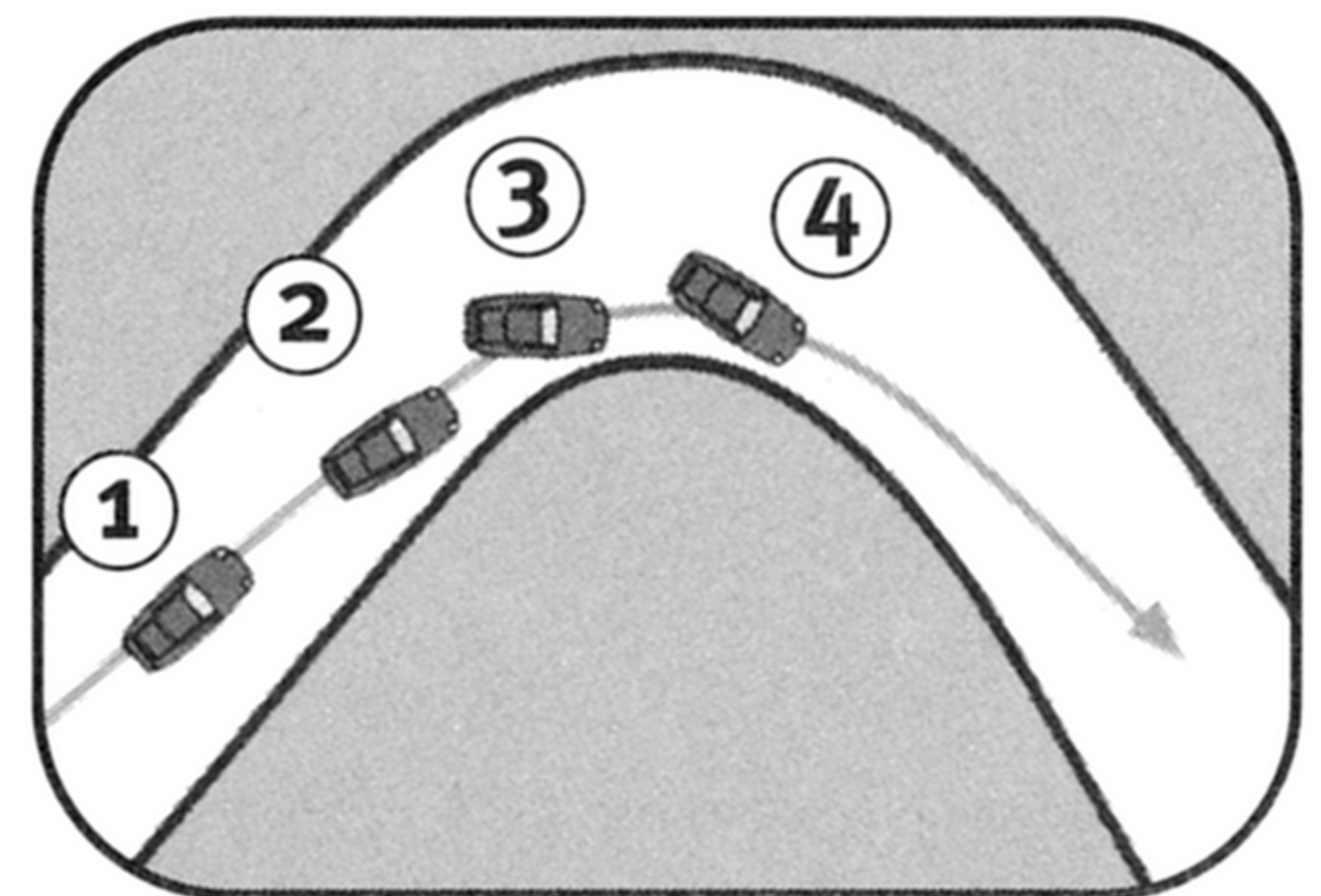
This is a technique used to slide gracefully through tight corners. Although drifting is actually slower than **Grip Driving**--braking before approaching a turn (See page 27)--there are many sharp turns where drifting allows the smoothest cornering.

THERE ARE TWO TYPES OF DRIFTING:

Acceleration Drifting: As you approach the corner (1), release the accelerator. After you start your turn, begin accelerating (2). As you begin to drift (3), steer your car towards the opposite side of the corner's direction. Finally, when the body of the car becomes aligned with the road again, straighten and accelerate (4).

Brake Drifting: As you approach the corner (1), turn before entering the corner. Press the brake button once. (Do not press the acceleration button at the same time).

Accelerate again (2) to drift (3). Apply this technique at low speeds.



USEFUL TIPS (2)

GRIP DRIVING

Take turns without drifting. Just use your brake. As you get close to a turn, brake and accelerate at the same time. Then let the brake go slowly as you finish the turn. **Grip Driving** is easier than drifting when it comes to taking turns. Eventually you will learn which techniques to use on each turn. Don't try to do any unnecessary drifting in the turns.

SHIFTING GEARS

For smooth acceleration, it is necessary to keep your engine running fairly fast. Try to shift gears often, checking the **RPM meter** and the sound of the engine. Right before drifting, shift down to the right gear for smooth acceleration. Manual cars have less power loss and should run faster than automatic cars. If you want to break records, you've got to try manual cars. Shift down to a lower gear when you drive up hills, or when the **RPM meter** goes down after drifting, and when you slow down by hitting other cars. Shift up when the **RPM meter** reaches the end of the red zone.

NAMCO'S TIP LINE

ALL THE HINTS, TRICKS AND CHEATS!!
UNDER 18, PLEASE HAVE YOUR PARENTS
PERMISSION. TOUCHTONE PHONES ONLY.

1-900-737-2262

\$.95/MIN FOR AUTOMATED TIPS
\$1.15/MIN FOR LIVE COUNSELING
9-5 M-F PACIFIC TIME

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Dave Winstead "Dr. Dave"
Scott Rogers "Mr. Screeching Tires"
Yuri Saito the "Bitchin' Guy on the Namco Video"
Jen Fitzsimmons "Fitz"

MANUAL DESIGN

Darien & Kilburg

SPECIAL THANKS

Craig Erickson the "Corvette Man"
Mike Madden the "Mad Man"
Geoff Erickson "GORF"

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