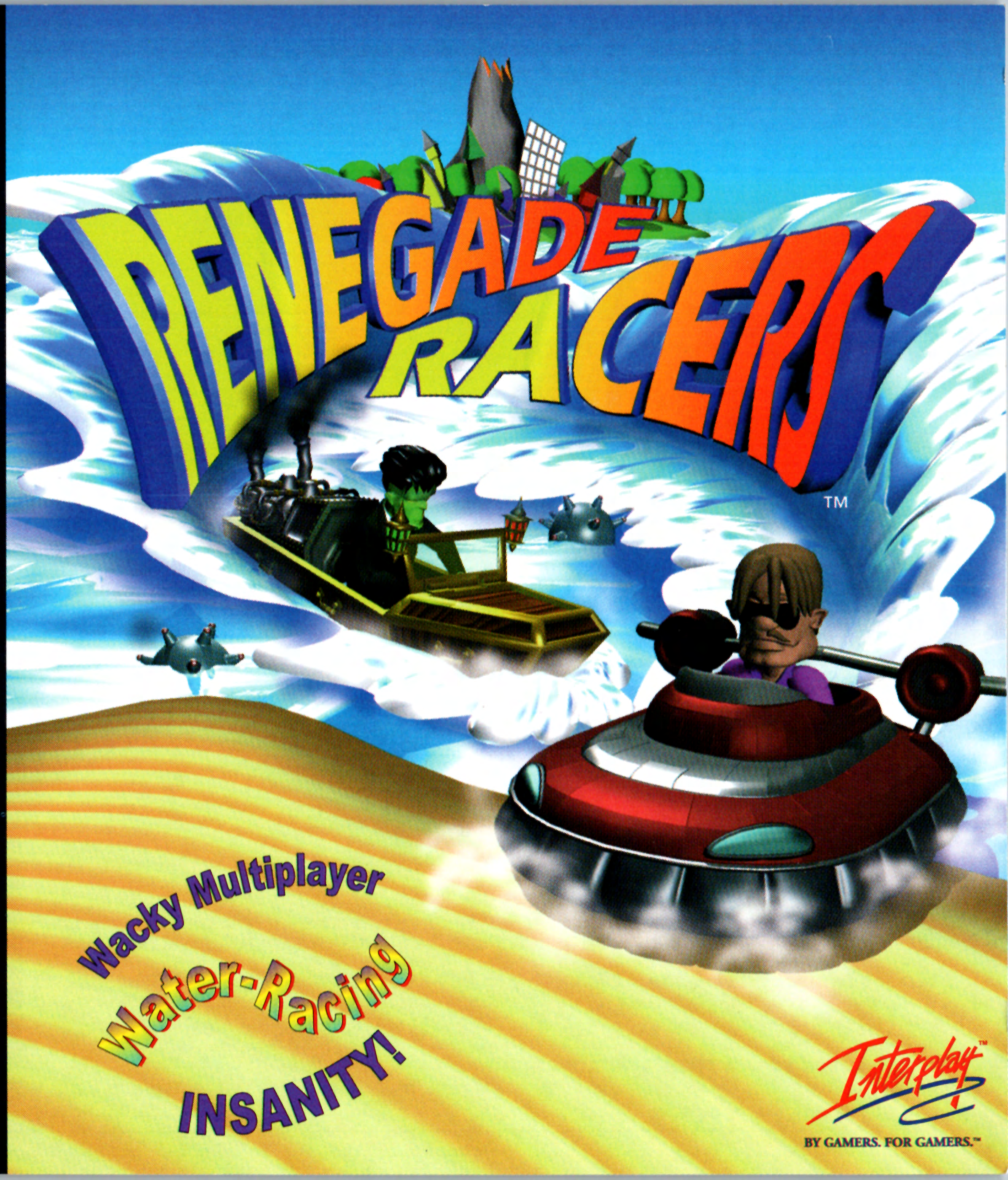




NTSC U/C

PlayStation



# DENE GADE RACERS

TM

Wacky Multiplayer

Water-Racing

INSANITY!

EVERYONE



CONTENT RATED BY ESRB

SLUS-01012  
MN-PSX-1079-1



BY GAMERS. FOR GAMERS.™

**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.

## RENEGADE RACERS Tips and Hints

**PlayStation® Hint Line**

Hints for all games produced by SCEA are available:

**Within the US: 1-900-933-SONY (1-900-933-7669)**  
\$0.95/min. auto hints, \$1.40/min. live, \$6.95-\$16.95 for tips by mail\*,  
\$5.00-\$20.00 for card recharge (\*Subject to availability)

**Within Canada: 1-900-451-5757**  
\$1.50/min. auto hints

For US callers, game counselors are available 8AM-5PM PST, Monday-Friday. Automated is available 24 hours a day, 7 days a week. Live support for Canada not available at this time.

This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

**Consumer Service/Technical Support Line: 1-800-345-SONY (1-800-345-7669)**  
Call this number for help with technical support, installation or general questions regarding the PlayStation game console and its peripherals. Representatives are available Monday-Friday, 7AM-6PM Pacific Standard Time.

**PlayStation On-line — [www.playstation.com](http://www.playstation.com)**

Our news is always hot! Visit our website and find out what's happening – new titles, new products and the latest information about the PlayStation game console.

# RENEGADE RACERS™

## Instruction Manual

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INTERPLAY PRODUCTIONS™

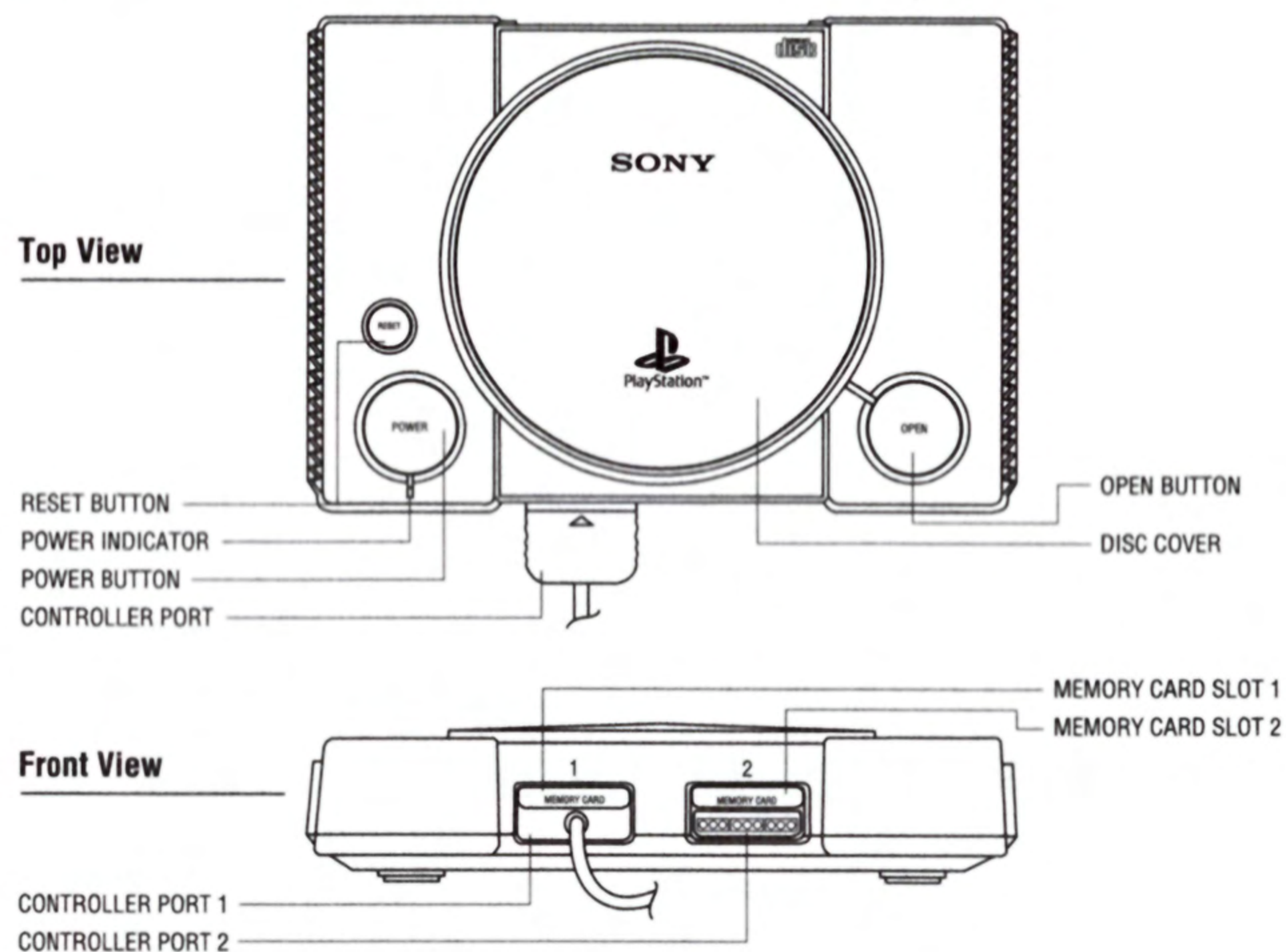


# GETTING STARTED

Set up your PlayStation® according to the instructions in its Instruction Manual. Insert the Renegade Racers™ disc and close the disc cover. Turn the PlayStation® ON at the POWER button. It is advised that you do not insert or remove peripherals or MEMORY CARDS once the power is turned on. Make sure that there are enough free blocks on your MEMORY CARD before commencing play.

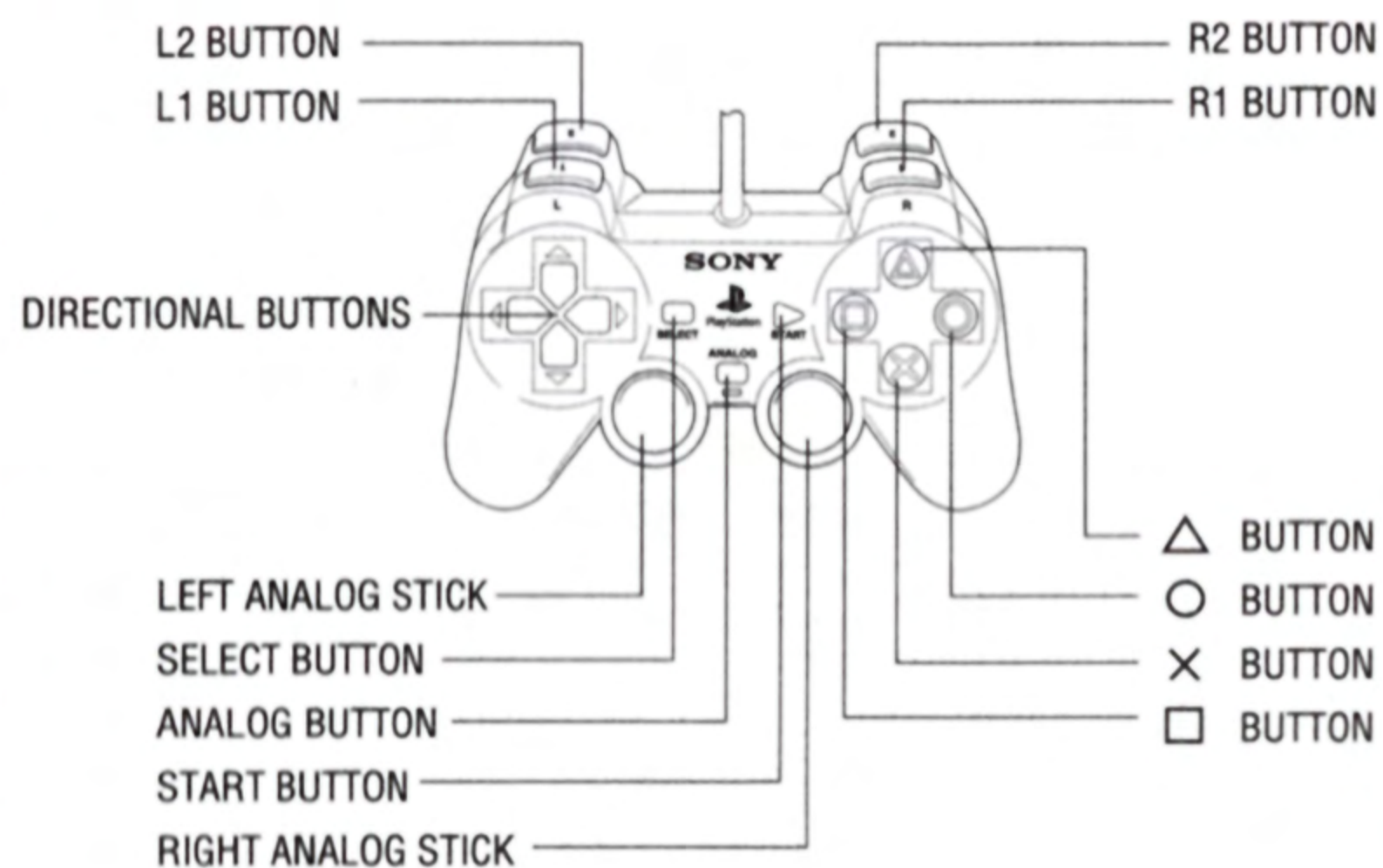
## MEMORY CARDS

To save games and continue play on previously saved games, insert a Memory Card into Memory Card Slot 1 of the game console BEFORE starting play. To save your Renegade Racers™ game data you need to have 1 free block on your Memory Card. If your Memory Card is full you need to delete at least 1 block using the Console's internal Memory Manager before starting to play Renegade Racers™.



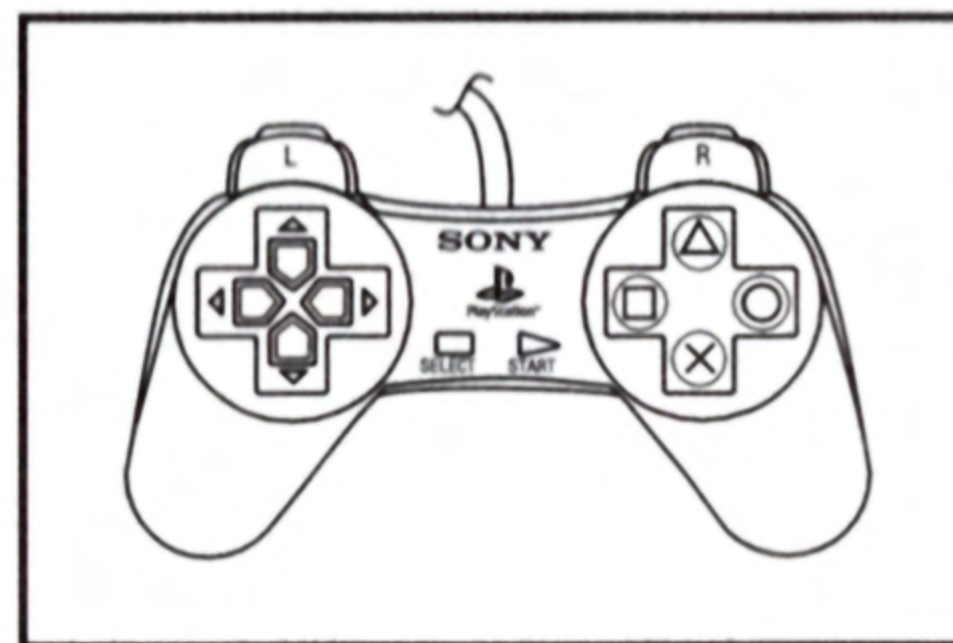
# CONTROLLING YOUR RACER

Directional Button Left	Steer Left
Directional Button Right	Steer Right
X Button	Accelerate
Square Button	Brake/Reverse
R1 Button	Powerslide
R2 Button	Change View
L1 Button	Use 1st Pick-up
L2 Button	Use 2nd Pick-up
<b>Analog Controller</b>	
(Left stick)	
Left	Steer Left
Right	Steer Right



**NOTE:** If you are using a DUALSHOCK™ analog controller, Renegade Racers™ can be played using the directional buttons or the left stick. When using the left stick, ensure the Analog mode switch is on (the LED will light up RED). The vibration function of the DUALSHOCK™ analog controller can be toggled on or off in the Analog Controller Setup Menu further on in this manual.

**NOTE:** You may have a controller that looks like the one to the right, if so please follow the digital instructions outlined above.



## IN THE BEGINNING

Although it was a cool night, Buck Billionaire was covered with sweat. Standing alone atop one of the huge cable support towers that make up the Brooklyn Bridge he wiped his forehead with a \$1000 bill and absentmindedly returned it to a pocket completely stuffed with others of equal value.

Buck had left his own 30th birthday party ... early. He couldn't stand it any more. His life had become filled with ordinary people talking about their ordinary fortunes and doing things he could no longer stand to hear about. By the age of 21 Buck had already earned an eight-figure fortune to go along with the seven-figure sum his parents had already given him. By 25, he had climbed Everest, swum the English Channel, dated (and ditched) numerous starlets, pacified an alligator with his bare hands, bungee jumped from his own private blimp, and established top speed records on water, on land, in the air, and even in space.

In short, the world held little challenge for Buck Billionaire; it was time to end it all. Taking one last massive lung-full of air into his chiselled chest (in case he survived the plunge), Buck closed his eyes and took a single step to the front. Dropping at precisely 62 feet per second, he figured it would take approximately 12 seconds to hit the horizontal wall of deadly, swirling waters below. Two seconds into the plunge, however, a nimble yacht cleft the waters heading for a berth on the far side. Buck opened one eye, looked down in horror past his shoes, and realized there was no way to avoid the deck of the sloop below!

Fate intervened. Buck struck ... feet first into a tall stack of life preservers. Having broken his fall, Buck not only survived, but was also shot up into the air again, landing on the comfy cushions of a nearby deck chair.

Blazed across the bow of the yacht was the name **RENEGADE**.



Buck's thoughts swirled. Renegade.... Renegades! Here was an intriguing side of life he hadn't explored...

Immediately, Buck decided to design a Renegade Race for racers trying to gain a dominant place in the world. Once back at Billionaire Estates, he put together a media blitz that spanned the globe. Within a week he was inundated with responses. Out of thousands he invited twelve, including himself, to participate. Each had their own unique story, and inside of each a renegade passion burned, a passion that wouldn't be quenched without being the first to cross the finish line as a **Renegade Racer™**.

## THE CONTENDERS

<b>Name:</b>	Major General Jessip Ergertain
<b>Nationality:</b>	American
<b>Place of Birth:</b>	Washington DC
<b>Date of Birth:</b>	July 4, 1959
<b>Weight:</b>	Heavy
<b>Maneuverability:</b>	Good
<b>Acceleration:</b>	Fast



Major General Jessip Ergertain is AWOL from the US Army because he thinks it's gone soft. He wants to "take command" again and will use exposure from the race as a way to establish himself as top dog in a newer, tougher "mean green fighting machine".

### **Strengths**

A proponent of conservative West Point tactics, Ergertain prefers the frontal assault over flanking maneuvers. The shortest distance between two lines is where you'll likely find this old soldier. He is determined to win at all costs and is a disciplined, fearsome opponent.



## **Weaknesses**

Ergertain's drive to win sometimes gets in the way of making rational decisions, like finding timely power-ups. He also tends to be trigger happy, so watch out!

**Notes:** When playing against Jessip his favored pick-ups are missiles and mines.

**Name:** Yippee Ki-Yeah  
**Nationality:** American  
**Place of Birth:** Sioux Falls, South Dakota  
**Date of Birth:** What's the date that Custer got it at Little Big Horn?  
**Weight:** Medium  
**Maneuverability:** Good  
**Acceleration:** Medium



Jimmy grew up on a reservation and enjoyed a peaceful life until an oil company threw him and his friends off their land. City life wasn't so easy and after finishing high school Jimmy was denied a position with the Bureau of Land Management. Rather than remain bitter, Jimmy has taken on the name Yippee Ki-Yeah and will use the race to publicize his desire to take his friends back to their homes.

## **Strengths**

Yippee has the eyesight of an eagle and a boat as powerful as 100 horses. He knows navigation and can use his senses to find the most advantageous currents.

## **Weaknesses**

As a boat builder and mechanic, Yippee leaves much to be desired. His boat is not fast and he has a difficult time keeping up with the sleeker, speedier competitors.





**Notes:** When playing against Yippee his favored pick-ups are turbos and medi-paks.

**Name:** Dexter Parnherfer  
**Nationality:** English  
**Place of Birth:** Oxford  
**Date of Birth:** January 1, 1973  
**Weight:** Light  
**Maneuverability:** Fair  
**Acceleration:** Medium



Dexter hails from rather common heritage, but he manages to make himself a “royal pain in the a\*\*.” And he also manages to look down his nose at everyone. Is it any wonder? Recently fired as chief engineer for a successful rocket company (for dictating that every design was based on his own very ample proboscis), Parnherfer is a bitter man. If he succeeds at racing he will return to purchase the rocket company, then give each of the responsible parties the boot.

### **Strengths**

Dexter’s strength is aerodynamics. His boats are sleek and, consequently, have little wind resistance. Speed is his ally.

### **Weaknesses**

Heading information for Dexter’s boat is calculated by an ancient laptop computer (he was given it by his old bosses as part of a meager severance package). Beat him by using your guts and brains to calculate better routes around the course.

**Notes:** When playing against Dexter his favored pick-ups are missiles and shields.



**Name:** Bobby Falluccio  
**Nationality:** Italian-American  
**Place of Birth:** Paisano, Sicily  
**Date of Birth:** Valentine's Day:  
February 14, 1974  
**Weight:** Light  
**Maneuverability:** Medium  
**Acceleration:** Slow



Bobby Falluccio made one too many “five-fingered withdrawals” from the money laundering operation he ran on Chicago’s East Side. Now “the family” would like to see Bobby swimming with the fishes instead of racing above them. He plans to use the prize money from the race to clear his name (and he also figures he can lift a few baubles from Buck’s mansion after the ceremony. Hey, you can’t keep a good crook down).

### ***Strengths***

Falluccio is likely to take a twisted route; he’ll never “go straight.” Watch for him to bag a wayward power-up before making a hasty twenty-three skidoo.

### ***Weaknesses***

Acts of aggression show disrespect to this “Son of Italy”. Regardless of the consequences, there will be retribution. You can pay him now ... because there won’t be a later.

**Notes:** When playing against Bobby his favored weapons are medi-paks and mines.



**Name:** "Bootsie" Smith  
**Nationality:** American  
**Place of Birth:** Motown - Detroit, Michigan  
**Date of Birth:** November 5, 1966  
**Weight:** Heavy  
**Maneuverability:** Good  
**Acceleration:** Fast



Reginald Boots is a hard-driving investment banker. Disgusted because he gets so little credit for the outstanding work he does taking companies public, he dons the clothing and wig of a '70s funk musician and takes to the waves to "stick it to the system!" Take a seat, Reggie. Bootsie's in the house!

### ***Strengths***

There are no flies resting on Bootsie Smith. He uses his speed and agility to outmaneuver his opponents. The beat blasting from twin subwoofers can also be a bit distractin'.

### ***Weaknesses***

Bootsie is more susceptible to a missile up the speaker because he just can't hear 'em coming! He also has a tendency to over-steer (while he's checkin' his bad self out in the rear-view mirror).

**Notes:** When playing against Bootsie his favored weapons are missiles and turbos.



**Name:** Nikita Pavlovsky  
**Nationality:** Russian Federation  
**Place of Birth:** Moskva  
**Date of Birth:** March 3, 1968  
**Weight:** Heavy  
**Maneuverability:** Fair  
**Acceleration:** Fast



May 1, 1983, was a sad day in the Ukraine. Nikita Pavlovsky, the youngest ever winner of the People's Patriotic Limerick Contest (at age 15) had just been sucked unceremoniously into a wheat threshing machine operated by her collective. Her injuries were considered life threatening, but she was whisked away by a Hind-D military chopper to a nearby secret research installation. Within hours she was fitted with sophisticated mechanical implants, which saved her life - and changed it forever! Once she recovered completely, she was recruited by the Kremlin to be an undercover operative in the West. Now aged 31, Nikita has decided that the Russian Federation no longer needs her services and she is going to use the winner's podium at the race as a forum for displaying her country's most secret documents and microfilm.

### ***Strengths***

Incredible racing skills and 100 percent concentration make Nikita a difficult opponent to defeat.

### ***Weaknesses***

By forcing her craft into the wall, you break her concentration and it takes her a few moments to rev up enough RAM to reach peak performance.

***Notes:*** When playing against Nikita her favored weapons are missiles and medi-paks.



**Name:** Sparks  
**Nationality:** Jamaican  
**Place of Birth:** Kingston  
**Date of Birth:** June 12, 1981  
**Weight:** Medium  
**Maneuverability:** Good  
**Acceleration:** Fast



Sparks is a machine crazy girl. Since she ran away from home at age 11 she has bopped around the world finding race teams and pit crews to work with. In time she realized that very few men in the world appreciated her mechanical skills as much as her 38-24-36 build. Frustrated beyond belief after a brief stint overhauling cigarette boats off the Mosquito Coast, Sparks opened her own racing shop. It was just then that she spied Buck Billionaire's invitation. The press resulting from her winning the race would make up for ten years of male domination and prejudice.

### ***Strengths***

Sparks boat is almost as good in all categories as Buck Billionaires'.

### ***Weaknesses***

Sparks has a tendency to believe that power will get her out of any situation, which it won't. Wait for her to make a mistake, then make her pay (but don't crow about it too much afterward or you'll be picking a spanner out of your dentures).

**Notes:** When playing against Sparks her favored weapons are mines and shields.



**Name:** Mastov Kartnov  
**Nationality:** Russian Federation  
**Place of Birth:** Kiev, Russian Federation  
**Date of Birth:** May 1, 1945  
**Weight:** Light  
**Maneuverability:** Good  
**Acceleration:** Medium



Mastov is an expert sub captain who has had the tough luck of finding real aliens instead of Santa Claus at the North Pole. Why bad luck? No one besides Kartnov can see the aliens, so he has lived his life as a discredited crackpot. He sees the race as a way of regaining his status within the new Russian Republic. Perhaps he'll get a new sub command, one that uses alien technology.

### ***Strengths***

Mastov shares the cockpit of his boat with an alien buddy (who goes by the name Gus because his real name sounds like horseradish spelled backwards). Mind control from the alien allows Mastov to turn his boat on a dime.

### ***Weaknesses***

Alien mind control has its place, but sometimes Mastov doesn't want to live with a "split level head". Occasionally he'll wrestle control away from Gus (and make a wrong turn). Pounce upon that moment of indecision for it may be his only weakness!

**Notes:** When playing against Mastov his favored pick-ups are missiles and shields.



**Name:** Chase Rainbow  
**Nationality:** Child of the World  
**Place of Birth:** Woodstock  
**Date of Birth:** May 1, 1969  
**Weight:** Medium  
**Maneuverability:** Medium  
**Acceleration:** Slow



Chase Rainbow (yes, that's his real name) came into this world at 5:48 pm; right smack dab between sets by Santana and The Grateful Dead. It seems truckin' has been his motto ever since. When he hasn't been staying as a guest at some of America's finest penal institutions (for passing out copies of his epic "manifesto"), Chase has kept himself fed selling ice cream bars and zigzags out of an old mail truck. Tired at last of always being picked up by the police, Chase has entered the race in an attempt to put Peace, Love & Happiness back on into mainstream political landscape.

### ***Strengths***

Chase uses his special "Mellow Yellow Groove Transmogrifier" (patent pending) to translate simple hand movements into complex racing maneuvers.

### ***Weaknesses***

Well ... let's just say that he sometimes loses his train of thought somewhere between the start and the finish and leave it at that ...

**Notes:** When playing against Chase his favored pick-ups are medi-paks and question marks.



**Name:** The Mummy  
**Nationality:** Egyptian  
**Place of Birth:** Cairo  
**Date of Birth:** Old enough to forget!  
**Weight:** Medium  
**Maneuverability:** Good  
**Acceleration:** Slow



Reincarnated by a mystic, The Mummy finds he is down on his luck. Once he played before pharaoh's. Now a really big gig is "topping the bill" at a birthday party for some local brat; anything for a few dollars. The Mummy's lack of success has brought shame to his adopted family. Even his favorite cobra slithered out on him. He cannot return home until he finds success. Perhaps the race will be a way of climbing back on top.

### ***Strengths***

The sinuous movements of The Mummy's boat in the water can have a hypnotic affect on other racers. Watch out! At the last moment he strikes to take the lead from a competitor lulled to sleep.

### ***Weaknesses***

The Mummy's boat reacts well to his patient touch, but bump into him if you can. Break his concentration and his steering becomes wilder.

**Notes:** When playing against The Mummy his favored pick-ups are missiles and question marks.





**Name:** Franklin Stein  
**Nationality:** Transylvania and Moldavia  
(counting just his head and chest)  
**Place(s) of Birth:** Really, too many to know ...  
**Date(s) of Birth:** See line above!  
**Weight:** Heavy  
**Maneuverability:** Medium  
**Acceleration:** Fast



You know the story. Scientist animates dead tissue, makes a monster out of bits and pieces, abandons the project just when it's getting good, then lets the villagers take over and torch the whole thing. Well Frank Stein's monster didn't die in the blaze. After escaping, he endured a couple of centuries of hardship until he finally discovered the Internet and distance learning. Now, armed with a law degree from Harvard, Franklin (as he likes to be known) does a lucrative victim's rights consulting business from his home in a mountaintop chalet. But a hidden, faceless existence isn't enough and Franklin Stein has chosen the race as the perfect occasion for his (second) coming out party!

### **Strengths**

At 6' 8", Franklin is the strongest competitor and never lacks for steering power. And he always seems to have a knack for coming up with just the right, you guessed it ... spare part!

### **Weaknesses**

Although he is a good all-rounder, he can't help but fall to pieces when the pressure is on. Make a good run for the tape and he won't hold together.

**Notes:** When playing against Franklin his favored pick-ups are question-marks and turbos.



**Name:** Buck Billionaire  
**Nationality:** American  
**Place of Birth:** The Billionaire Estate,  
Silverspoon, California  
**Date of Birth:** Thanksgiving Day, 1969  
**Weight:** Light  
**Maneuverability:** Good  
**Acceleration:** Fast



There are no thrills in Buck Billionaire's life. He had made all the money he could possibly want by the time he was twenty, then travelled to the farthest reaches of the earth in search of adventure. On his 30th birthday he stood on the Brooklyn Bridge, high above the Hudson River, and contemplated suicide. Even as he plunged toward the frigid waters below, a powerful motor yacht swung from the docks and intersected his path. Saved because he stuck feet first into a stack of life preservers, Buck there and then had a vision of the ultimate race. It would bring together the world's most amazing collection of renegades. Perhaps by carousing with the participants, Buck might find a new purpose in life.

### ***Strengths***

Buck's billions have bought him the fastest, most maneuverable racing craft known to man.

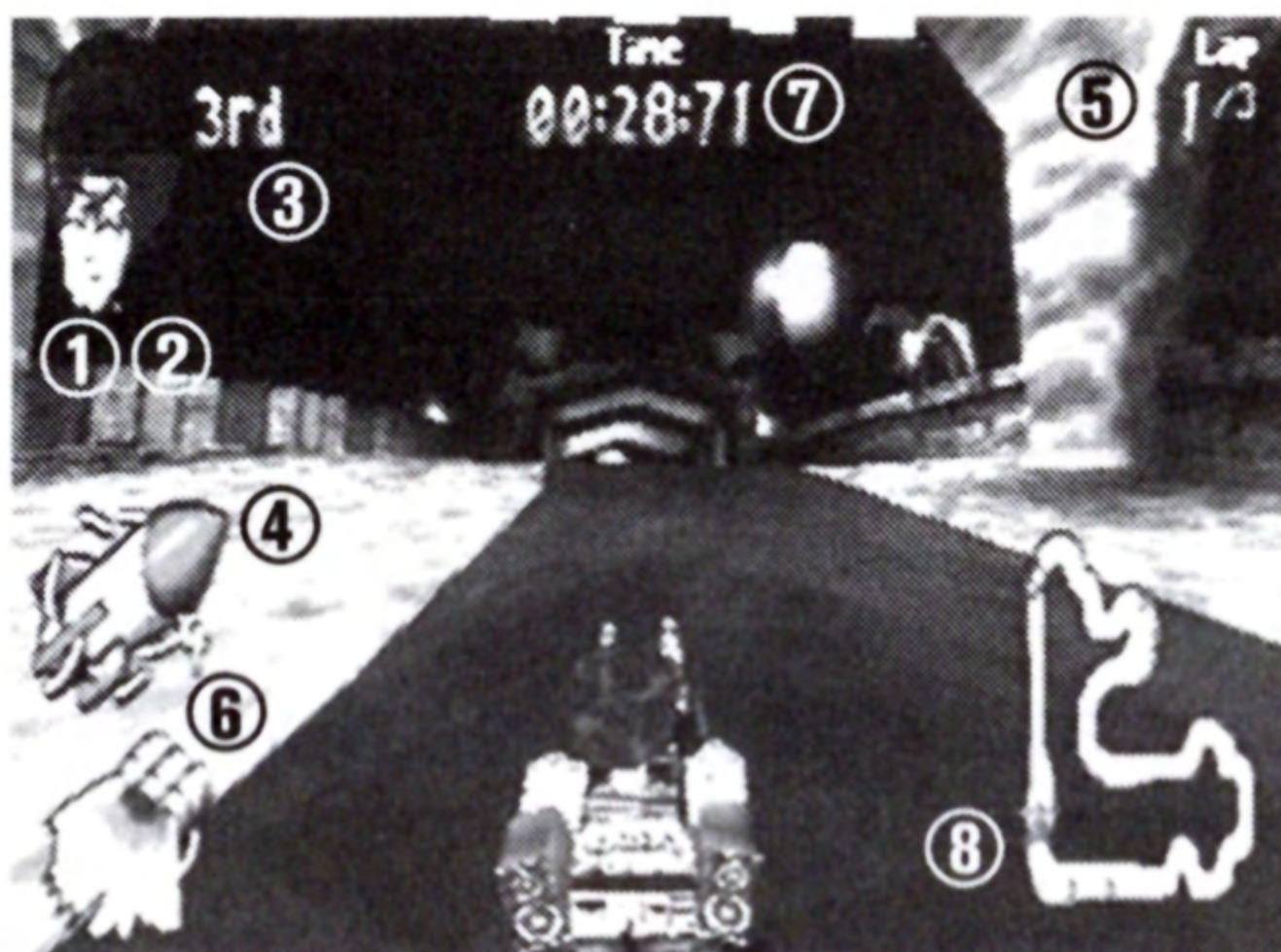
### ***Weaknesses***

None, to speak of, that is ...

***Notes:*** When playing against Buck his favored pick-ups are missiles and mines.



## IN-GAME DISPLAY SCREEN



1. Character selected.
2. Energy level  
(red tinge indicates damage).
3. Current Position
4. Weapon 1.
5. Lap Number
6. Weapon 2.
7. Current race time  
(either total time or time remaining).
8. Map.

## USING MENU SCREENS

Use the directional buttons to highlight an option and then press the **X** button to confirm. To return to the previous menu press the **△** button.

## MAIN MENU

### *Arcade*

This will prove to be a challenge for any player, after you have selected your Racer, you will be presented with 32-48 (dependent on selected difficulty levels) increasingly difficult challenges to complete. The Pre-Race Screen will detail your task, time and required race finish position in order for you to progress to the next level.

A detailed description of the Challenge Modes you will encounter is listed later in the manual.

### *Changing Characters in Arcade Mode*

To continue racing with a different character, you must first save your game. Once you have saved your game, exit to the main menu and select



Arcade Mode. When selecting a new character you must enter the same three letter code from your previous save, in order to continue with that same saved game.

### **Quick Race**

This is a 1 or 2 player game mode. To start with only one race is available; each time you unlock a Boss in the Arcade Mode (Head To Head Challenge) another track is available to play up to a maximum of 6 tracks.

### **High Score Mode**

This is a 1 player game, and it allows the player to re-race their favorite races that they have already completed in Arcade Mode.

On screen will be 32 icons for easy mode, 40 for medium and 48 for hard. Some of these icons will not be selectable, as they have not yet been raced in Arcade mode in the corresponding difficulty level. Selecting an icon will give the player information on the race and selecting again will allow the player to race for a better high score. High scores are for a race type only. There is not a high score for every race, only each race type e.g. Air Time, Smash & Grab, etc..

### **Party Play**

This game mode is for 2 to 8 players, two Controllers are also required. Player one chooses the number of players there are in each race. If there are more than two players chosen, they are paired off with one another and race two times each. The players with the highest score go through to the next round. Either 2 or four players go through depending on how many players were selected. If four go through the game goes to a straightforward semi-final, and if only two go through the game goes straight to a final.

Scores are worked out by how many meters are jumped in Air Time, and how many target points are gained in Drop Zone. Beating the opponent to the finish line means nothing in this race.

If only two players are selected the game goes straight to the final.



# OPTIONS MENU

## **AUDIO SET-UP**

Press the **X** button to activate this function and choose to change the settings listed below.

### **Effects Volume**

Use the left directional button to decrease and the right directional button to increase the volume of the in-game sound effects.

### **Music Volume**

Use the left directional button to decrease and the right directional button to increase the volume of the in-game music.

### **Speaker Setup**

Press the left/right directional buttons to choose between Mono, Stereo or Surround Sound output.

## **SCREEN CENTER**

Use the directional buttons to reposition the screen to your satisfaction. Press the **X** button to confirm or press the **△** button to restore the default position.

## **CONTROLLER SET-UP**

Use the options contained within this menu to set-up the controls for Controller 1 and Controller 2.


### **Vibration Set-up**

Press the left/right directional buttons to turn the vibration function ON or OFF. Press the **△** button to return to the previous menu.

### **Setup Controls**

Press the left/right directional buttons to select the layout of the Controller you wish to change and press the **△** button when finished.



You have 4 pre-selected button configurations to choose from, use the left and right directional buttons to select your choice. Press the  button to return to the previous menu.

## **DIFFICULTY**


**Easy** – In this setting you play 32 races.

**Medium** – In this setting you play 40 races.


**Hard** – In this setting you play 48 races.

## **LOAD/SAVE GAME DATA**


### ***Load Game Data***

To load a previously saved game, make sure you have a MEMORY CARD inserted in a MEMORY CARD slot. Use the directional buttons to highlight the appropriate MEMORY CARD slot, and press the **X** button to select. Press  to return to the previous menu.

### ***Save Game Data***

To save your progress, make sure you have a MEMORY CARD inserted in a MEMORY CARD slot. Use the directional buttons to highlight the appropriate MEMORY CARD slot, and press the **X** button to select. Press  to return to the previous menu.

## **VIEW HIGH SCORES**

This allows you to view the High Scores in each of the Race Modes. Use the up and down directional buttons to scroll up and down. Press  to exit to the previous menu.

## **IN-GAME MENU**

Press the START button to pause the game. Use the up and down directional buttons to highlight your choice from the In-Game Menu and press the **X** button to confirm.

### ***Continue***

Returns you to the race.

### ***Restart Race***

Allows you to restart the current race.

Use the up and down directional buttons to highlight either YES or NO and press the **X** button to confirm. Choose YES to return to the beginning of the current race. Choose No to return to the In-Game Menu.

### ***Exit Race***

Allows you to exit the current race.

Use the up and down directional buttons to highlight either YES or NO and press the **X** button to confirm. Choose YES to return to the Main Menu. Choose No to return to the In-Game Menu.

## **RACE MODES**

### ***Battle Race***

Race around the track and blast your opponents. The Pre-Race Screen will detail the race parameters.

### ***Check Point Challenge***

Race around the course making sure to make your Checkpoints. The Pre-Race Screen will detail the race parameters.

### ***Smash & Grab***

Collect the crystals, coconuts, snowmen, etc. and finish the race. The Pre-Race Screen will detail the race parameters.

### ***Air Time***

Use the ramps to gain the most airtime. The more airtime you gain, the longer your racer will jump. The Pre-Race Screen will detail the race parameters.



### ***Drop Zone***

Use the ramps to angle your racer to jump and hit the targets (you can't cheat just by driving over them). You can score 25, 50 and 100 points on each target; the bulls-eye (red circle at center of the target) is worth the most ... so aim for them. The Pre-Race Screen will detail the race parameters.

### ***Treasure Hunt***

Collect as many of the items as possible by steering your racer into them. The Pre-Race Screen will detail the race parameters.

### ***Dodgems***

Avoid as many of the items as possible by steering your racer around them. The Pre-Race Screen will detail the race parameters.

### ***Head To Head***

This race is against the Level Boss and will enable you, once you have won the race, to unlock the Boss for use later in the game. The Pre-Race Screen will detail the race parameters.

## **WEAPONS AND PICKUPS**

Certain races are without weapon pick-ups but the majority contain assorted weapons and pick-ups to use on your opponents. Steer your racer into the crates and the weapon or pick-up will be added to your inventory. Be aware that you can only store two weapons/ pick-ups at any one time and only one of each type.

Some weapons have multiple levels (e.g. Mines which have 3), you must collect the corresponding crate and not use them (e.g. 3 Mine crates) to obtain the level required.





## **SHIELD**



**Level 1:** Protects your racer from vital energy loss, other racers are still able to target you but the shield protects you from mines and missiles.

**Level 2:** Stealth Mode prevents other racers from targeting you.

## **MINES**



Mines are thrown from the racer and travel backwards ... although it should be noted that you should experiment with speed and direction when throwing mines ... it is possible to vary their direction.

**Level 1:** Minimal damage.

**Level 2:** Increased damage and proximity.

**Level 3:** Increased damage and proximity.

## **MISSILES**



The mainstay of the game, make sure you practice using standard missiles as this tactic may just win you the race.



*Level 1:* Non-homing missile.

*Level 2:* Homing missile, which will track to the nearest opponent in front of you.

## **TURBOS**



Vital for overtaking opponents and gaining that winning position. Use with caution as activation at the wrong time could send your racer straight into a wall.

Once used the racers speed is boosted by 10% (Level 1), 15% (Level 2) and 20% (Level 3).

## **MEDI-PAK**



A strong favorite with the less aggressive racers in the game, utilizing this pick-up restores your racers health to 100%.

## **QUESTION MARK**



A variety of interesting effects can be achieved when activating this pick-up; trouble is you won't know whether it's good or bad until you activate it. Once activated a 3,2,1 countdown will appear over the racers (who are



to be affected by the pickup) heads ... if it appears over your racer's head then it's going to be bad. You can counteract a bad pick-up by activating your shield.

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**Interplay Productions Support Fax: (949) 252-2820**

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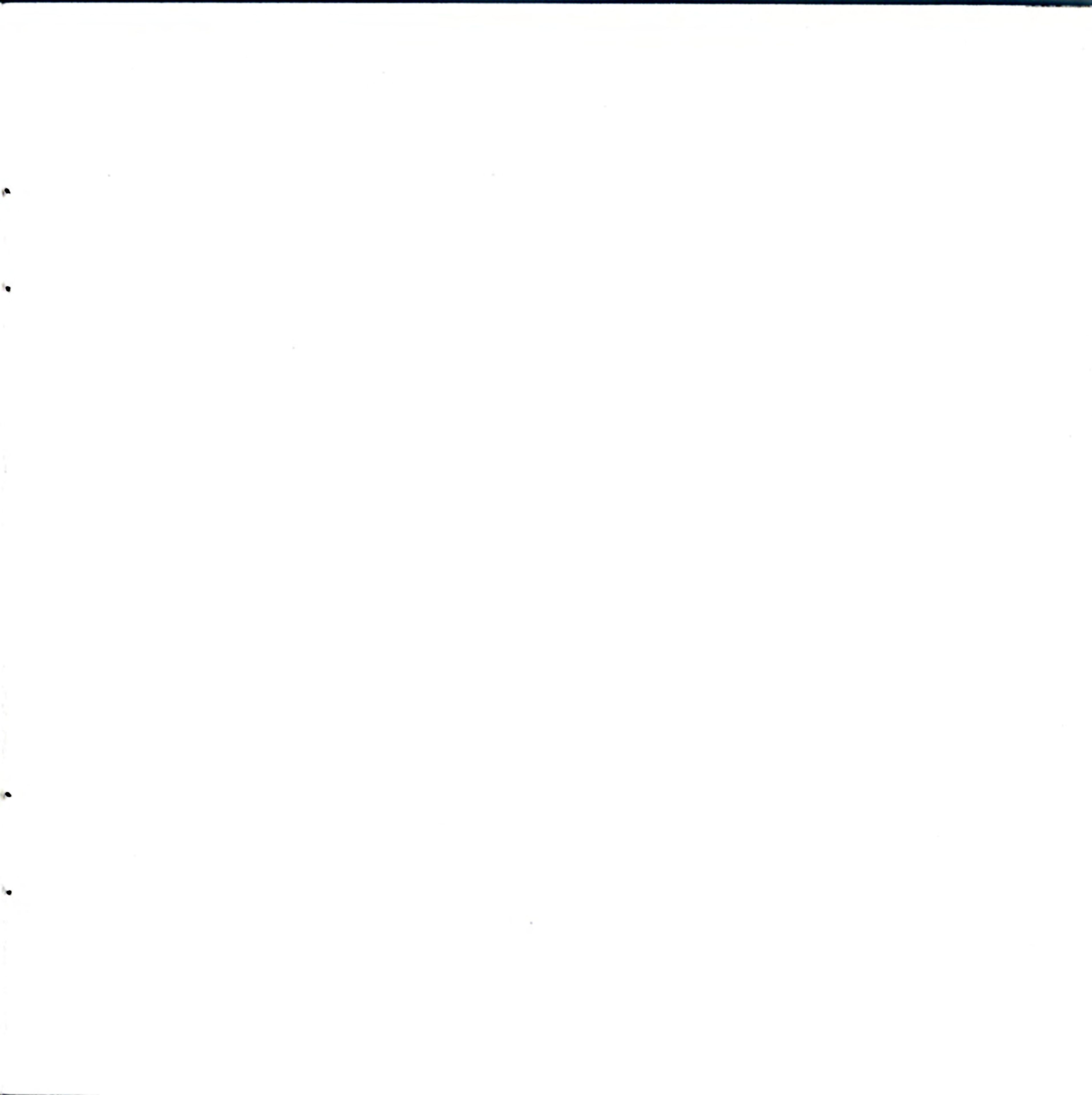
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