



NTSC U/C

RUNNING Wild

PlayStation[®]



From the producers of
CRASH
BANDICOOT



SCUS-94272
94272

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.

Running Wild Tips and Hints

PlayStation® Hint Line

Hints for all games produced by 989 Studios 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 (subject to availability) & \$5.00-\$20.00 for card recharge

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.

In Canada, automated support is available 24 hours a day, 7 days a week.

This hint line supports games produced by 989 Studios. 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

1-800-345-SONY

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, 8AM-6PM Pacific Standard Time.

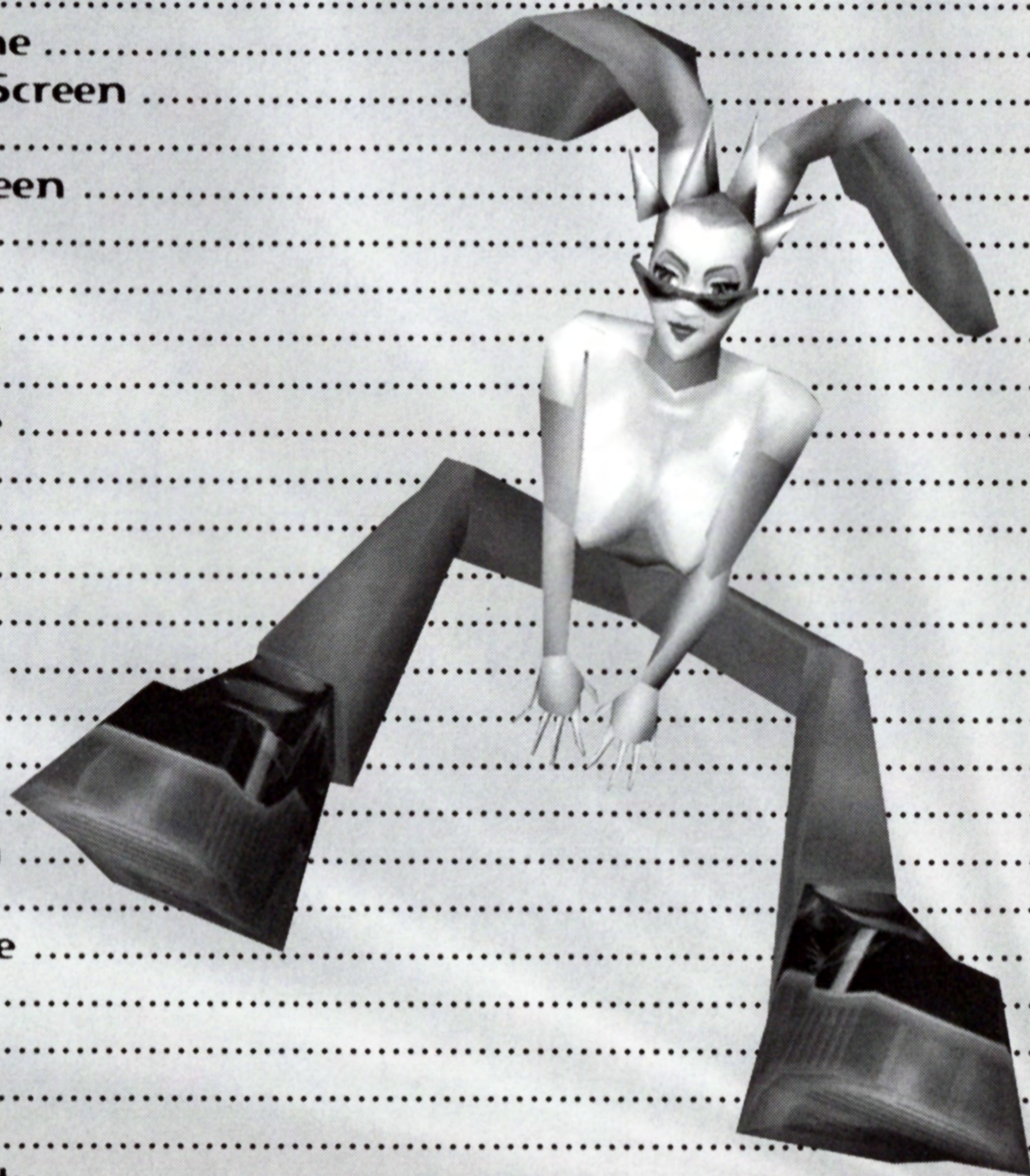
989 Studios On-Line

<http://www.989studios.com>

Our news is always hot! Visit our web site and find out what's happening – new titles, new products and the latest information about 989 Studios.

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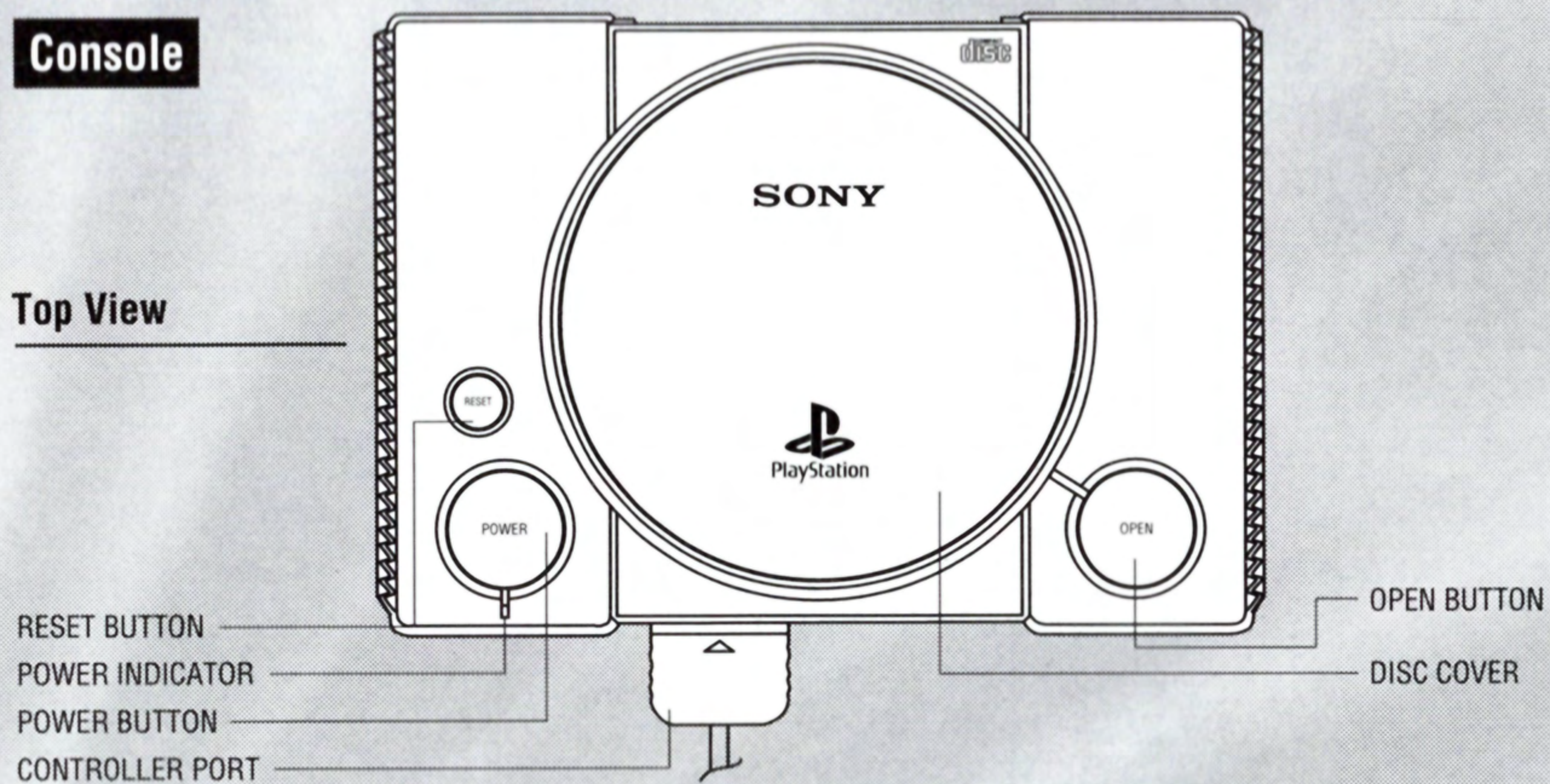


STARTUP INFORMATION

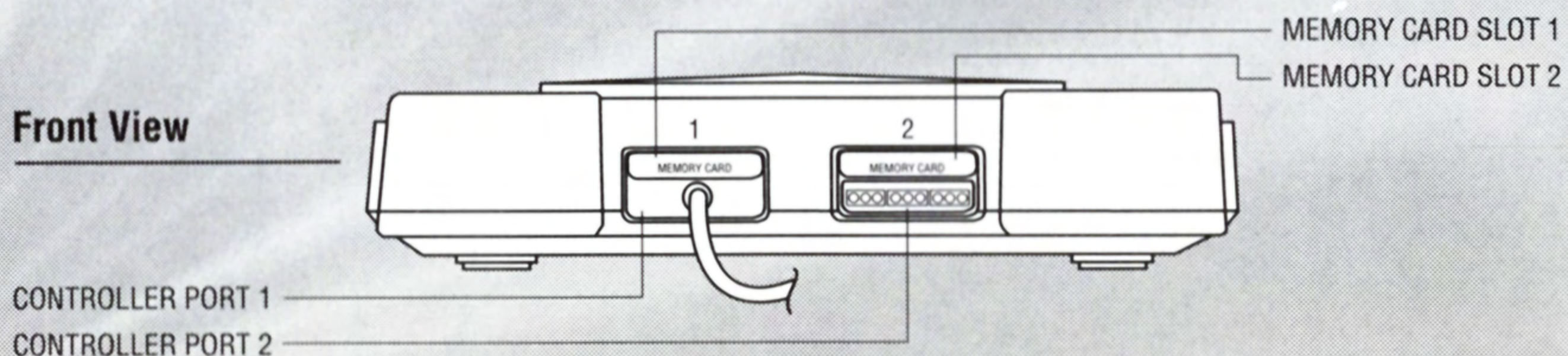
Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the *Running Wild*™ disc and close the CD door. Insert game controller(s) and turn on the PlayStation® game console. Follow the on-screen instructions to start a game.

Console

Top View



Front View



CONTROLLER FUNCTIONS

Great speed comes from those who see what lies ahead in the road.

The default settings for the character controls are listed below. You may configure the controller differently in the Controls screen.

Directional Pad

Left - Right
Down

Steer left or right
Brake

Buttons

L1

Hard turn left

R1

Hard turn right

X

Accelerate (When AUTORUN is ON, this button is used to "skill start".)

□

Jump

○

Use attack powerup

Start

Pause/unpause the game

Analog

Switches between Digital and Analog mode

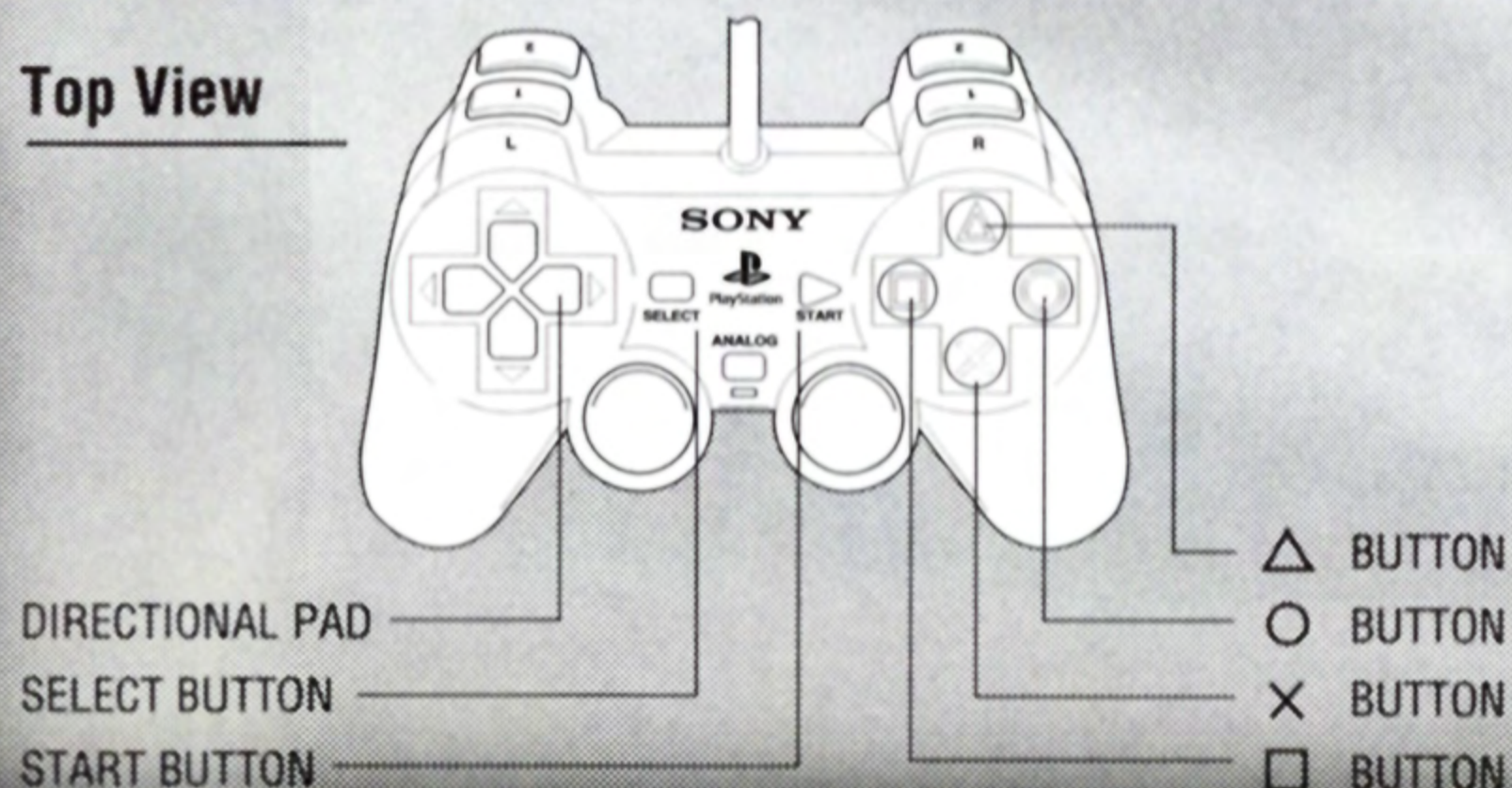
Plug your Dual Shock™ Analog Controller into the PlayStation® as you would a standard digital controller. After you select your character, make sure your Dual Shock™ Analog Controller is ready for action by accessing Controls from the Race Options screen. If the vibration option is set to ON, you're ready to race. If OFF is selected, highlight the option and press the Right D-pad button to select ON.

In Analog Mode

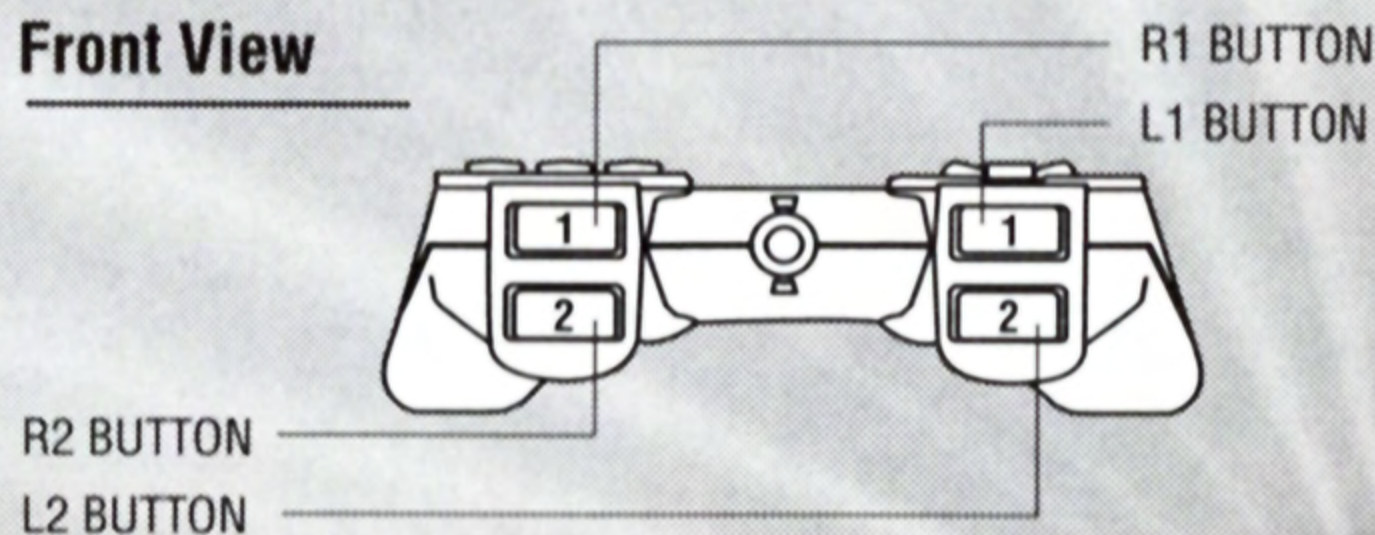
Left/Right:
Brake:

Left analog stick steers the character
Down on D-pad

Top View



Front View



LET THE FUR FLY

Six of the quickest animal racers have gathered to prove once and for all who is the fastest in the land. Representatives include Boris the Elephant, Gwynne the Bunny, Coronado the Bull, Brazz the Zebra, Mei-Ling the Panda, and a most serious Ram known as The General.

These speedsters have two things in common: their unflinching drive to be named the fastest land animal and their dreaded fear of becoming road kill. Give them credit because they know what they're up against — six tracks designed to test every possible strength and weakness they possess. Just keep in mind when you join this stampede that nature doesn't hand out awards for second place.



Mei-Ling

Gwynne

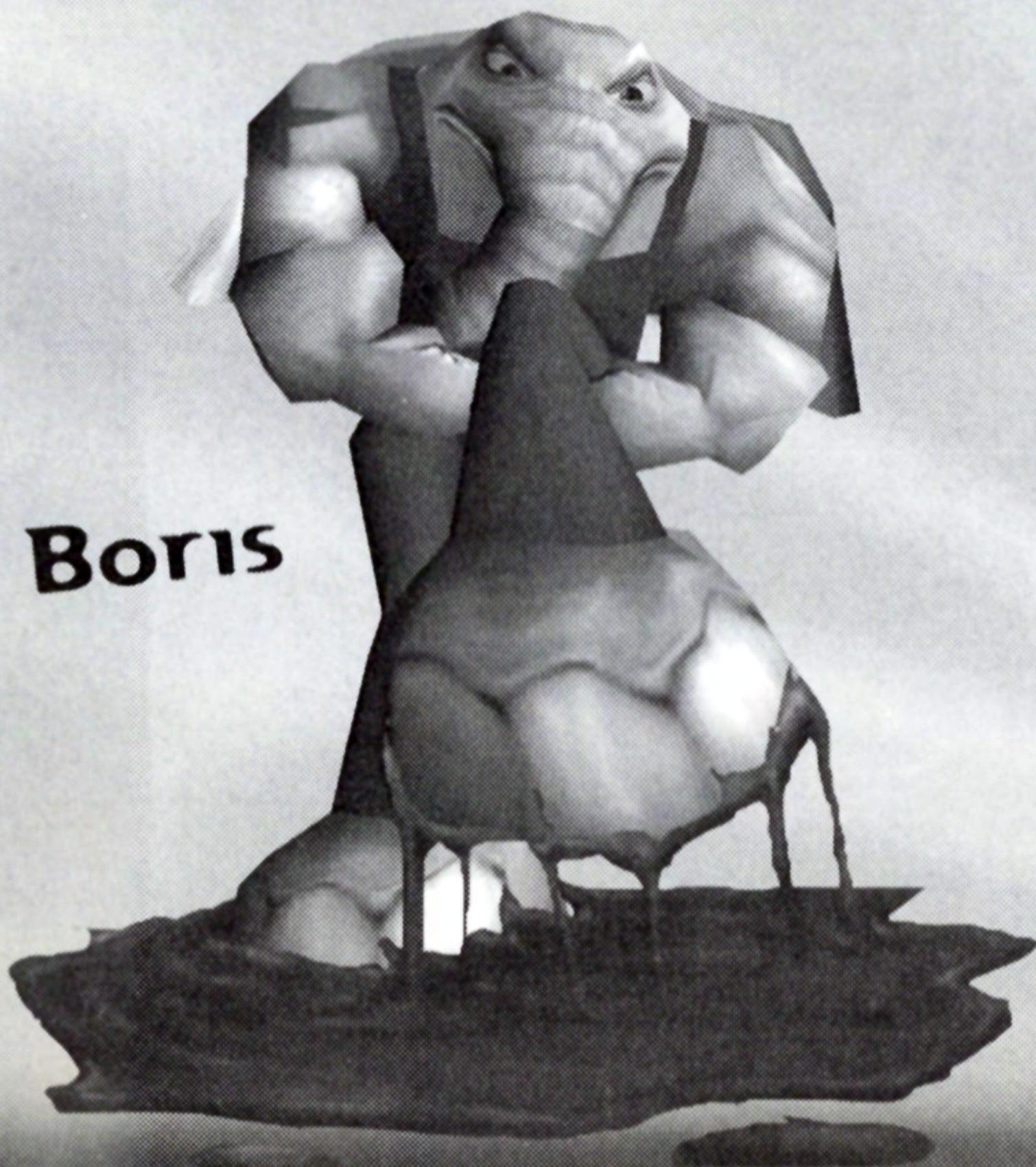
Brazz



**The
General**



Boris



Coronado



STARTING THE GAME

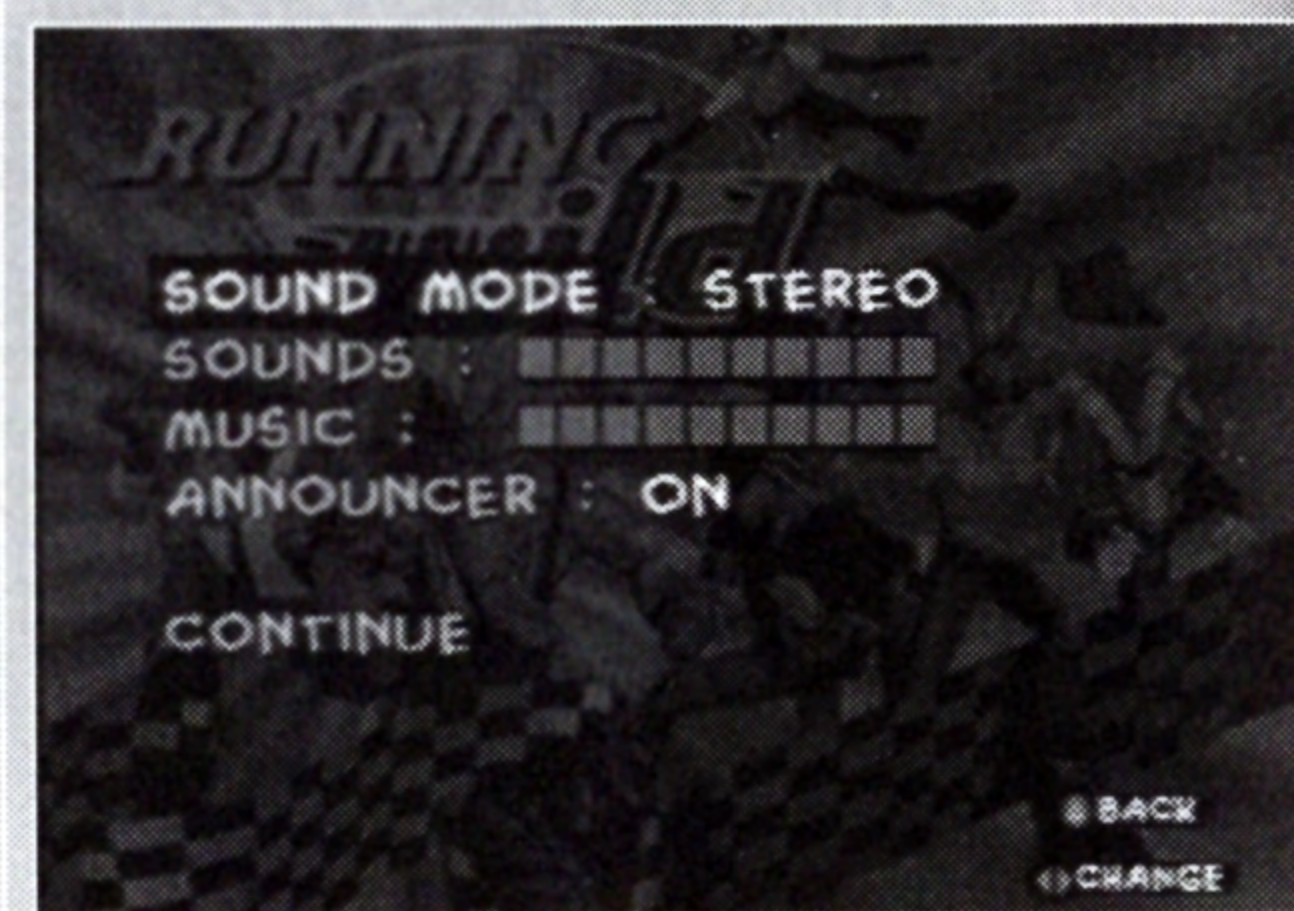
Place the *Running Wild* CD in the disc holder, close the disc cover and turn the PlayStation® game console ON.

Title Screen - If you choose Start, you go to the Character Selection Screen. If you choose Options, here are your selections:

Records - This screen features all the records for a given track including Race Mode and Race Length (regulation races or time trials). Press Up or Down to toggle through the track selections. Press Left or Right to change the length or race type of the records being shown. Select "Continue" to return to the Options Screen.

Sound Settings - Offers Sound Mode (Mono or Stereo), Sounds and Music volume settings, and Announcer (On or Off).

Note: Prior to play you must insert a memory card (with at least one free block) into memory card slot 1 to save records.



		WHO	TIME	CHAR	VERIF
BEST 3 LAP RACES	1.	PSX	1:25.90	KSTRA	
	2.	ACE	1:26.13	GENRL	81BA
	3.	ACE	1:26.23	GENRL	E1EA
	4.	PSX	1:27.35	KSTRA	
	5.	ACE	1:31.51	GWYNN	1446
BEST RACE LAPS	1.	ACE	22.30	GENRL	5DAA
	2.	ACE	22.40	GENRL	0756
	3.	ACE	22.45	GENRL	0982
	4.	PSX	22.60	KSTRA	
	5.	PSX	22.75	KSTRA	

SELECT NEW DISTANCE
BACK CONTINUE NEW TRACK

Credits - Shows game credits.

Secret Options - This menu is where you enter secret codes or access special features. Select "Continue" to return to the Options Screen.

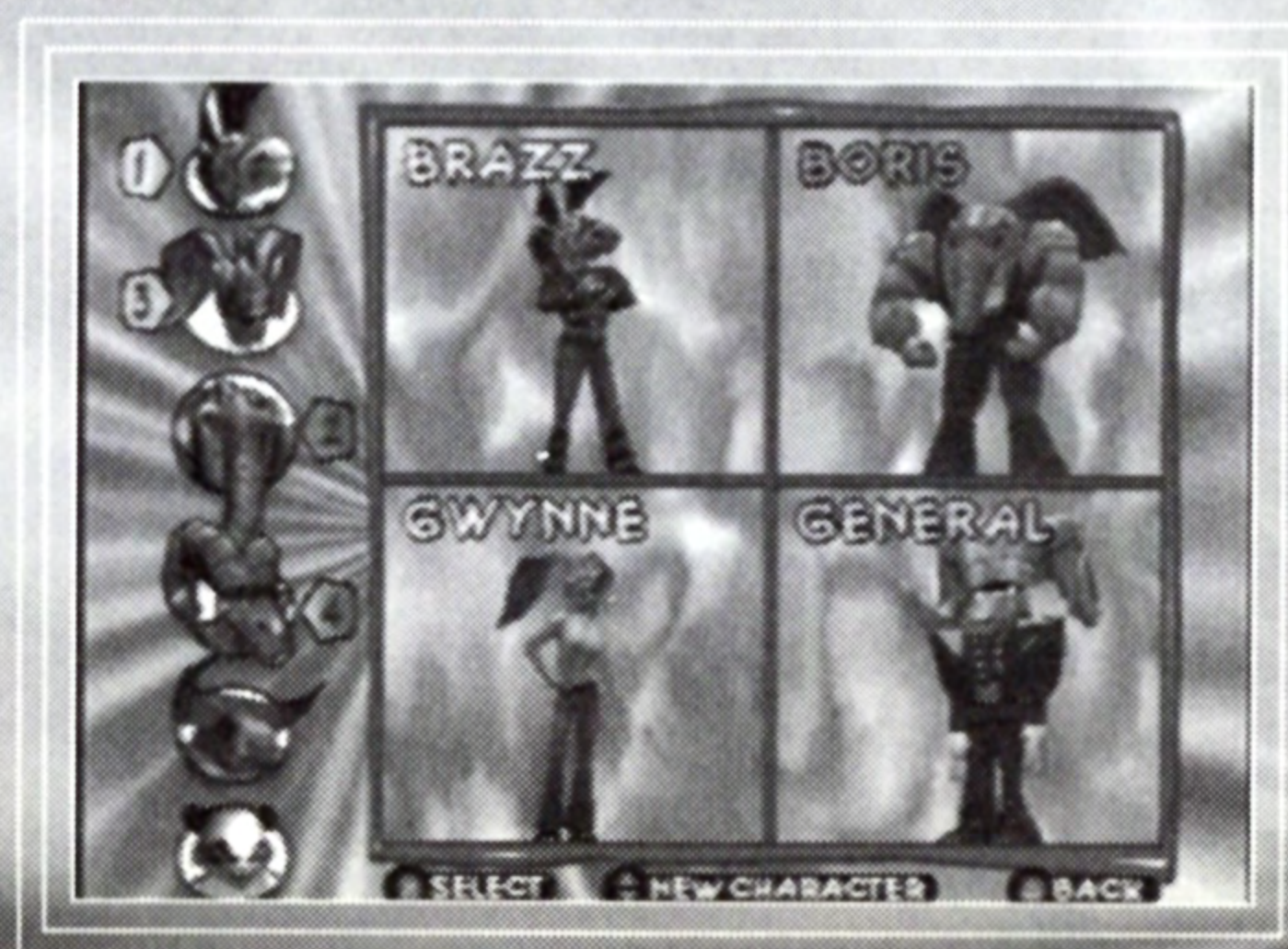
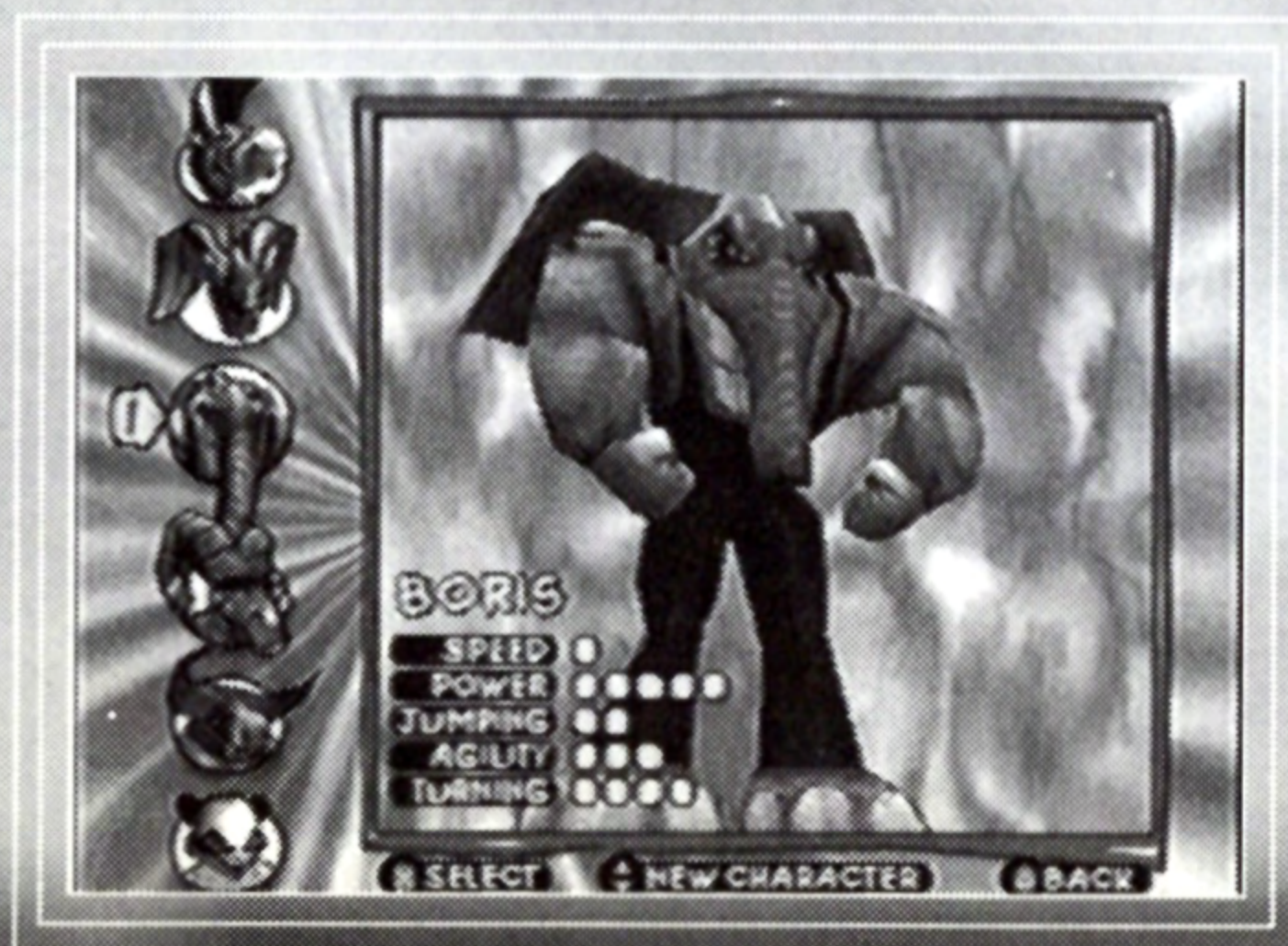
CHARACTER SELECT SCREEN

This is where players select their character for the game. When this screen appears, Player 1 is automatically entered into the game. Players 2, 3, and 4 may join the game by pressing their Start buttons. If Player 4 presses his Start button, Players 2 and 3 are automatically entered into the game. **Note:** A Multi Tap is required for a 3 or 4-Player game. See page 11 for more information.

Players view the available characters for the game by pressing Up or Down on the D-pad. Characters are chosen by pressing the Start or X button. A selection can be cancelled by pressing the Δ button. Once all players have selected their characters, the game moves on to the Race Options screen.

HINTS SCREEN

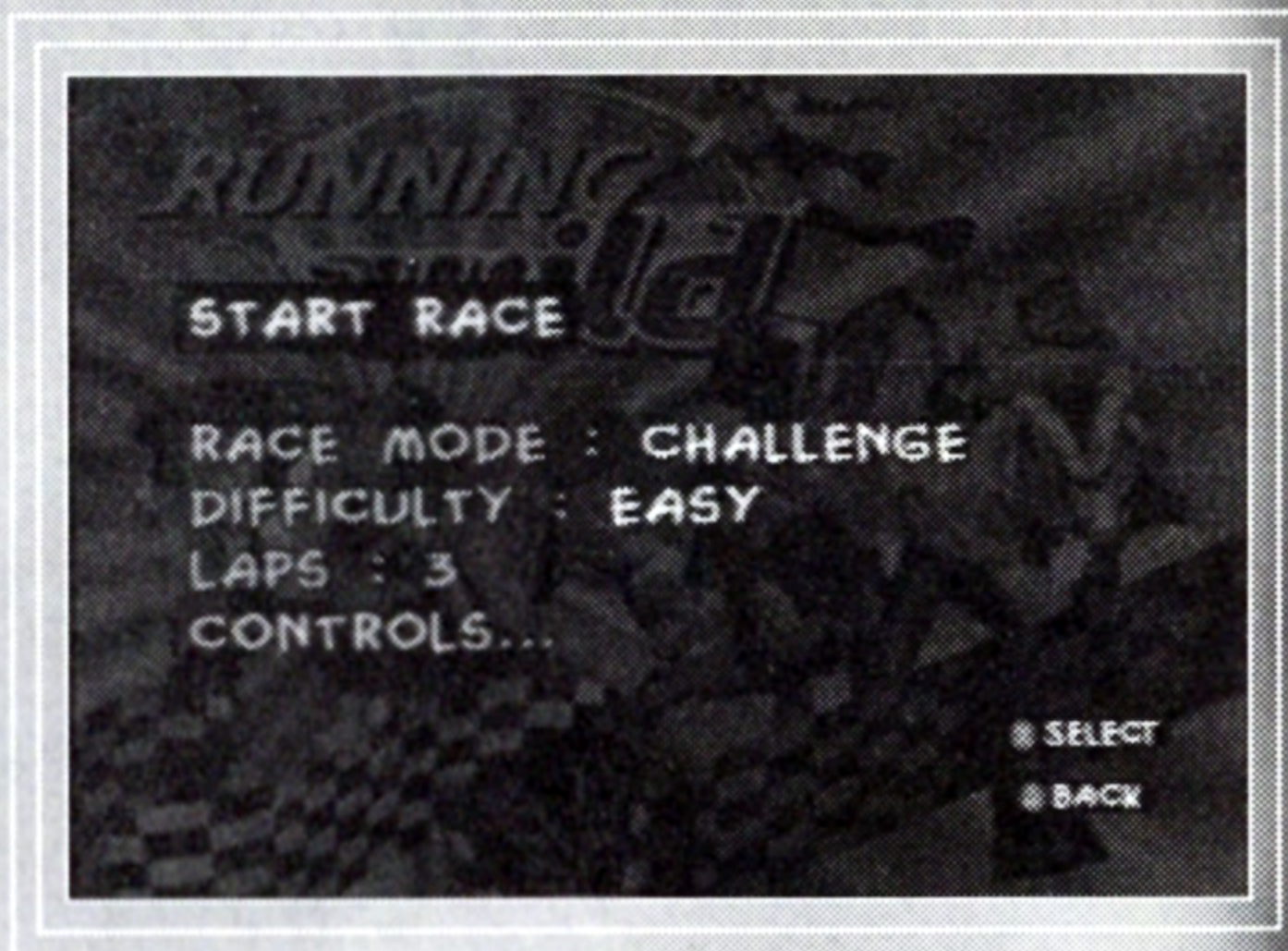
After the Character Select screen, you will see hints every time you start a new race in a 1-Player game.



RACE OPTIONS SCREEN

Player 1 has control in the menu screens and chooses the options for these menu items: Race Mode, Difficulty (when applicable), Laps (when applicable), Slow Racer Boost (in all multi-player games), Split Screen Type (2-Player game only) and Controls.

Player 1 selects Start Race to begin racing.



Race Modes - Availability

Listed below are the race modes and their available configurations:

1-Player Games: Challenge, Practice Race, Time Trials and Circuit.

2-Player Games: Practice Race, VS. and Circuit.

3- or 4-Player Games: VS. and Circuit.

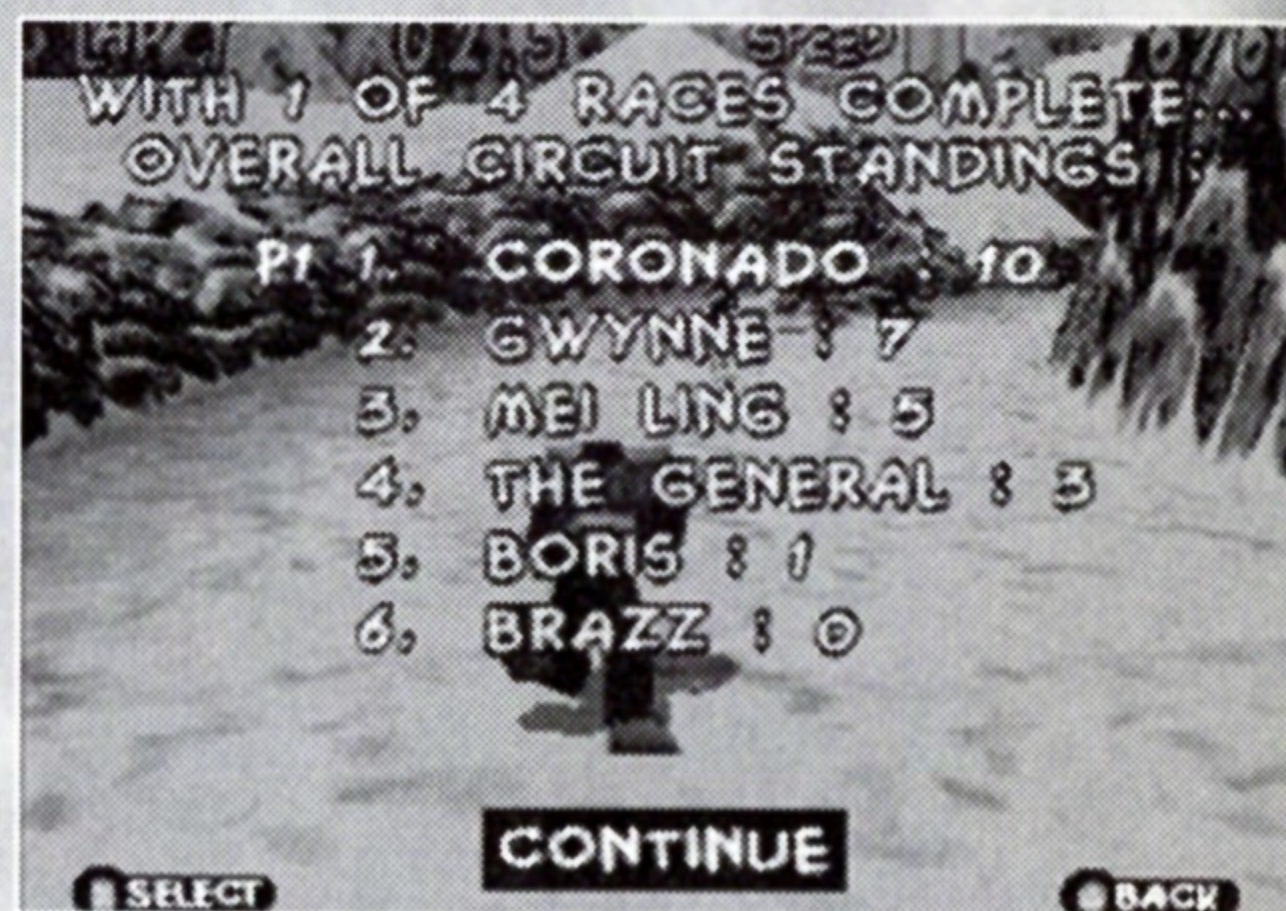
Race Modes:

Challenge Mode - This is the default mode for 1-Player games. You compete against 5 computer-controlled runners (including Boss characters in Medium and Hard difficulty modes), in a series of races where the goal is to finish in first place. The player needs to win first in a race to advance to the next race. A second place finish does not count as either a win or a loss; it's a push (except in Expert where it's counted as a loss). Come in 3rd through 6th in any difficulty mode and you lose a chance. Lose three chances and it's Game Over. Winning in Challenge Mode opens up new difficulty levels and secret options.

Practice Race - This mode allows you to practice against the computer-controlled characters to improve. No enabling of new features is possible in this mode.

Time Trials - This mode enables you to race solo with no competition so you can hone racing skills and techniques. It is also a good way to explore the various features of each track so you can find hidden paths or secret trails. A "phantom" likeness of your character is shown running the best race of the session (to give you a direct comparison of your improvement).

Circuit Mode - Runners compete on all of the tracks and tally their scores at the end of the circuit to see who scored the highest. A first place win counts for 10 points with other positions naturally scoring less. In the event of a first place tie, all eligible racers compete in an extra race to determine the winner of the circuit. (Winning the Circuit Mode has no benefit toward enabling new options for gameplay.)



VS. Mode - This mode lets you and up to three of your friends compete head-to-head to see who's best. There are no computer controlled racers.

Multi Tap - If three or four players are racing, you must have a Multi Tap™ connected (sold separately). Connect the Multi Tap to Controller Port 1, and connect the controllers to the Multi Tap beginning with Controller Port A, then B, C and D, in order. If you are using a memory card, insert it in the slot above Port A.

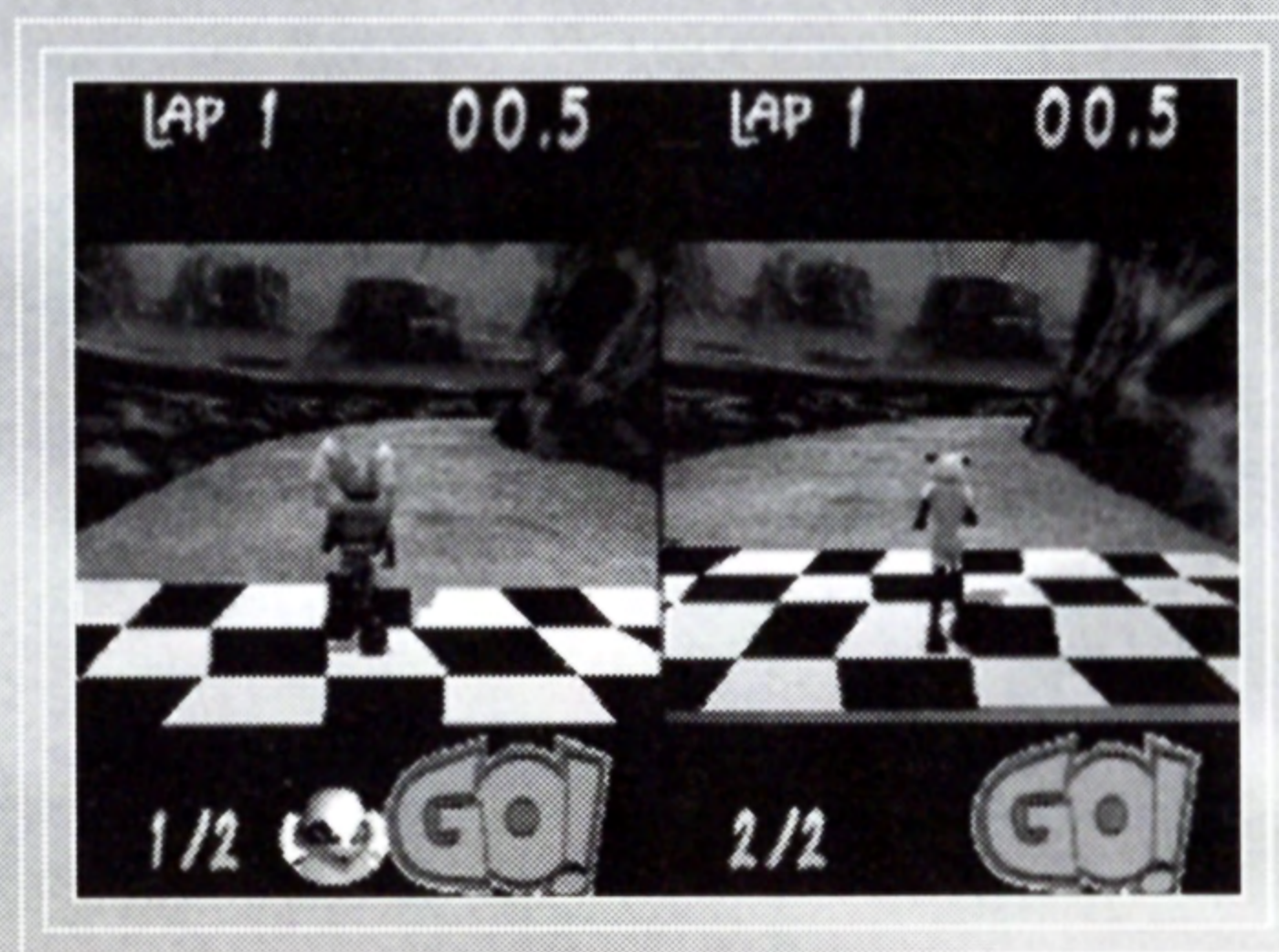
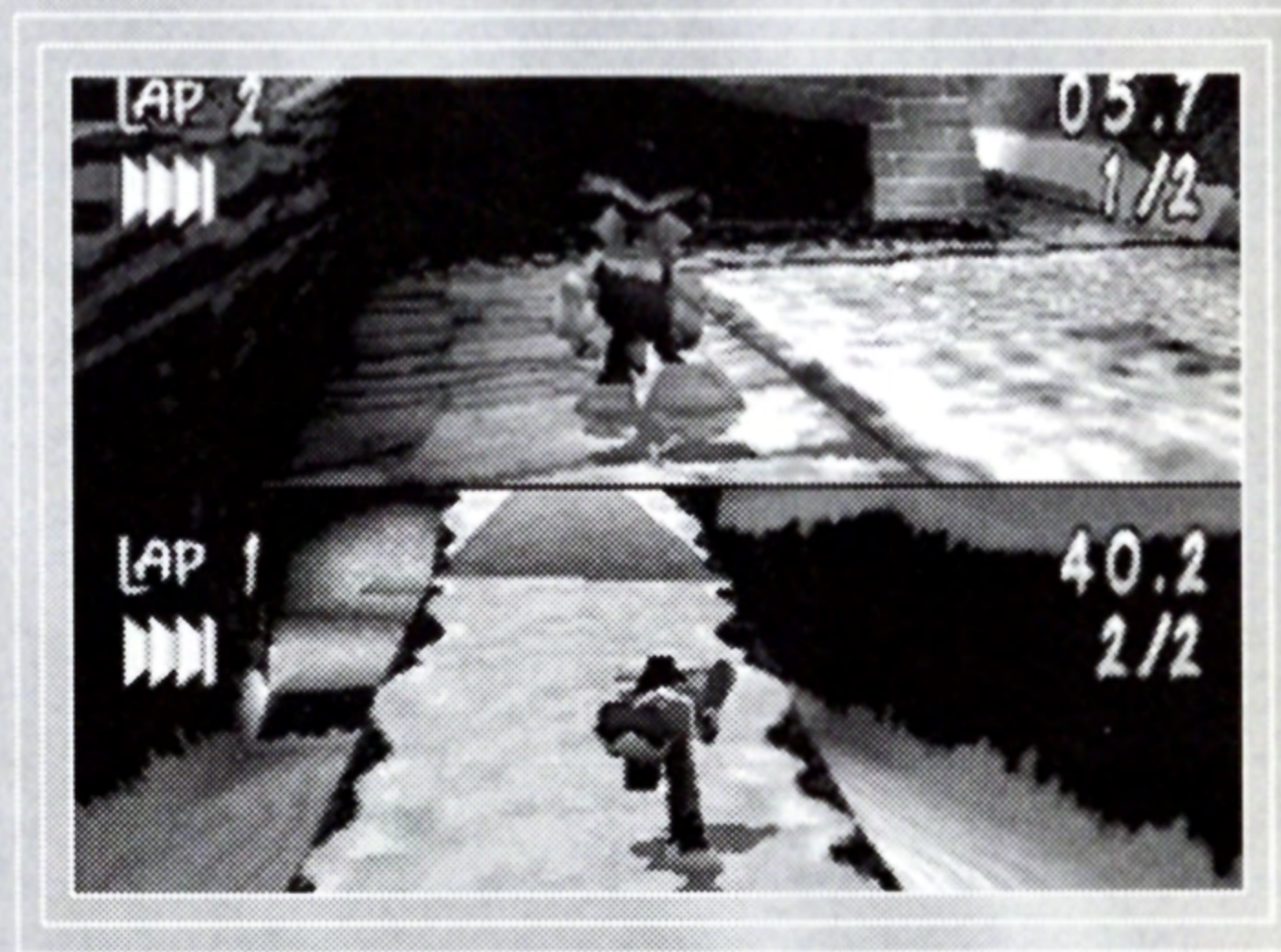
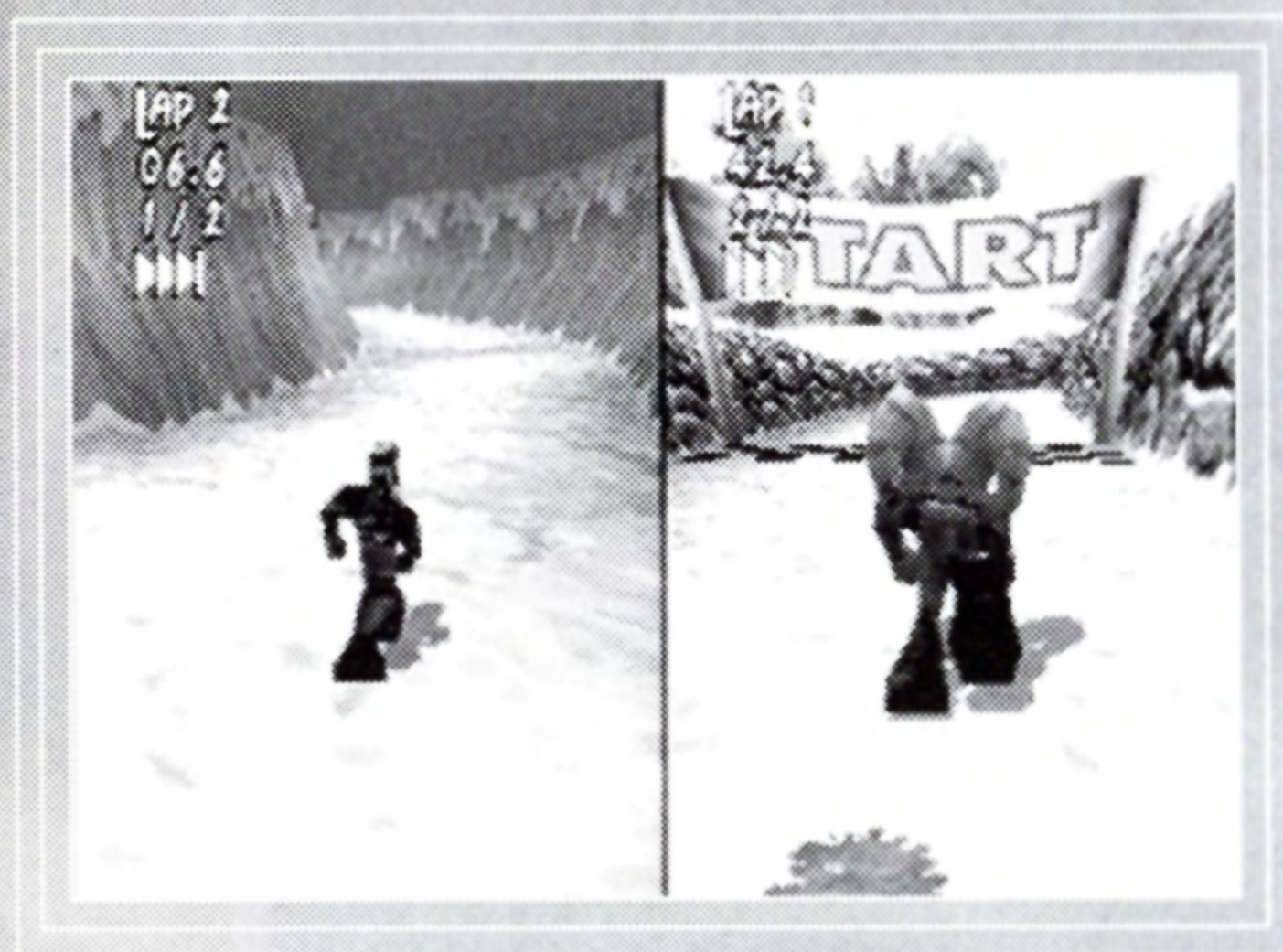
Difficulty - This selection on the Race Option screen offers Easy, Medium, Hard and Expert settings. The game begins on Easy setting. You can only advance the difficulty by placing first on all tracks in the Challenge Mode.

Laps - The different lap settings include: 1 - Sprint, 2 - Short run, 3 - Standard, 5 - Long run, 7 - Endurance run, and 9 - Marathon.

Every race mode offers these settings except Challenge. In the Challenge Mode, the Easy and Medium races have 3 laps and the Hard and Expert races have 5 laps.

Slow Racer Boost - This is an on/off function in the multi-player games that gives a slow (human-controlled) runner a little help in keeping up with the pack. If this function is turned off, it's every beast for himself on the tracks.

Split Screen Type - The choices are: Left/Right, Top/Bottom and Letterbox. The first two selections use the full screen (but they are slightly cropped to fit), while the Letterbox uses a smaller portion of the screen but shows each player the entire race screen (highly recommended for larger TVs).



Controls - Players may change or reset their controls here. After all the players have completed their control selections, the game returns to the Race Options screen.

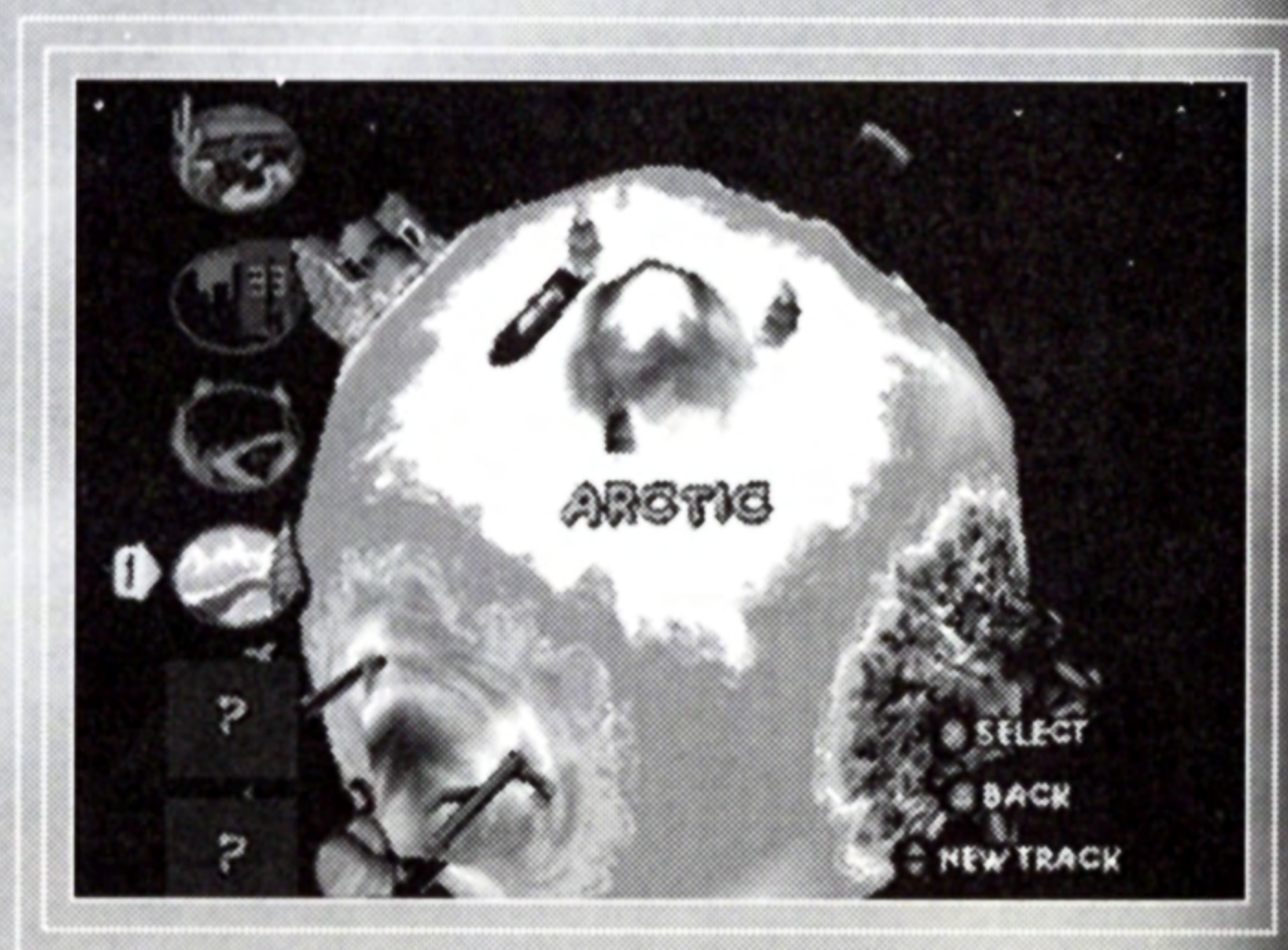
When a player selects "Change", he can assign control pad buttons. Press one of the control pad buttons to assign it to the highlighted function.

The **AUTORUN** feature defaults as **ON**. With this feature **ON**, your character will always be running and can only be slowed with the Brake button. (If you find your hands getting tired, try this option.) Even with **AUTORUN** on, there is still an assigned Run button. You can still "skill start" by using the default Run button. If you want to change the controller configuration settings, **AUTORUN** does not need to be off.

Start Race - Press this to move on to the Track Select screen and begin the game.

TRACK SELECT SCREEN

Player 1 selects from the available tracks to begin the race. Press Up and Down to choose which track you'd like to race, then press X or the Start button to begin play.



THE TRACKS

There are a total of 6 wild tracks (2 hidden) waiting to be conquered. Each has its own special devious traps, twists and hidden paths to keep you running in circles.

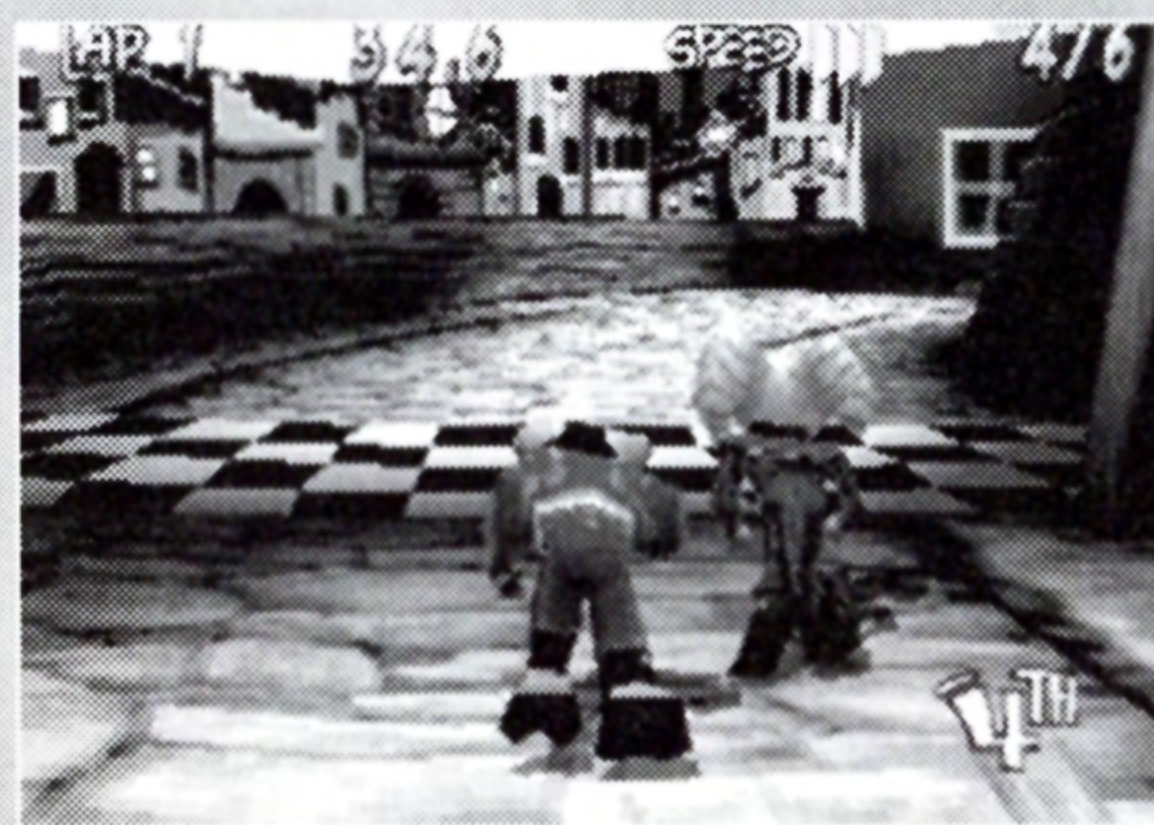
The locations include:



Desert



Arctic



City



Volcano

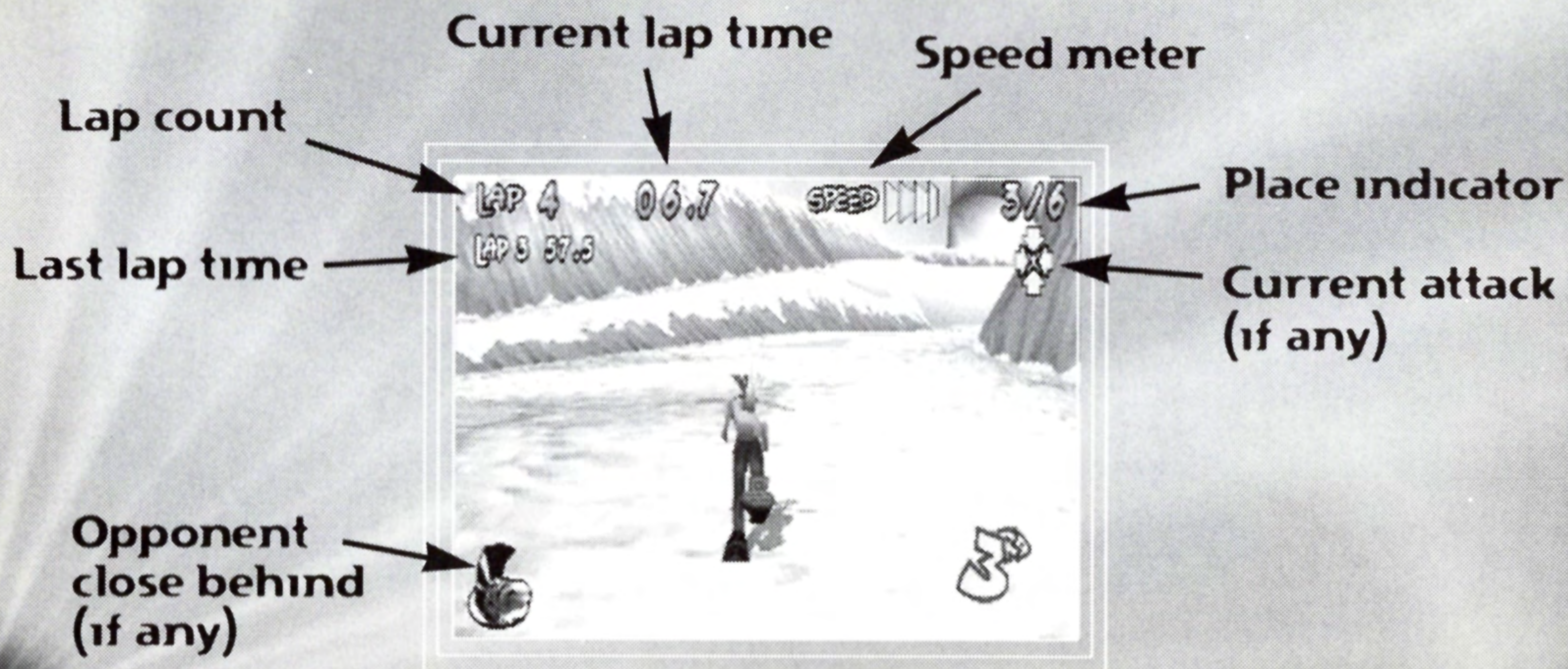
PLAYING THE GAME

For an extra boost at the starting line, press and hold the X button. The closer to the word "GO" you press the X button, the better "skill start" you'll get.

Once you're in the race, steer around the course using the D-pad and jump over obstacles using the \square button. For extra sharp turning, use the L1 and R1 buttons. Running over the green arrows in the playfield will speed you up, so touch them whenever you can. The purple areas are Bounce Pads that can be used to spring your character over obstacles or onto secret paths.

GAME DISPLAY:

The game display shows your current status:



There are a total of three speed levels. The speed meter shows the speed level your character is currently running. Yellow is the slowest speed, green indicates medium speed and red is top speed. The speed meter increases the longer you run a clean race (without hitting any obstacles) and decreases whenever you make a mistake. (Note: the higher the difficulty level, the more speed levels are available. In the hardest difficulty, there are three speed levels!)

The Place Indicator shows your current place followed by the total number of racers.

POWERUPS

Throughout the race, you'll see tons of powerups designed to help you cruise and trample your way to victory.

Here are the powerups and their features:



Speed Boost. Grab this powerup to get a major speed boost. If there are two close to each other, grab both for a mega boost!



Giant. Pick up a Giant to double your character's size. You'll be able to bounce off objects without losing speed and more easily trample your opponents.



Ghost. In Ghost Mode, you can run right through obstacles and other players. While ghosted, you are also invulnerable to attacks (see pg 17). Your character flashes a few times before the effect wears off.



Flight. Collect Flight and your character takes to the skies! You can sail right over lava, brambles or other terrible stuff. Your character flashes before the effect wears off.



Attack. When you collect one of these powerups, your attack icon appears in the upper right of the screen. By pressing the **O** button you can now wreak havoc on your opponents. Once you've used the attack, you can pick up a new attack. The attacks are:

- **Mud Bomb:** puts your opponents in mud. Yuck!
- **Ice Bomb:** puts your opponents on ice. Look out!
- **Get Small:** makes your opponents tiny. They slow down, become difficult to control and can be trampled easily.



Multi-Collect. Sometimes you see just one or a series along a path. If you collect all in the group, one or more powerups will appear.

If you finish the race within the top 5 best times, you'll be allowed to enter your initials into the records. Press **Up/Down** to choose a letter. Press **Left/Right** to highlight the next initial. Highlight "Done" and press **X** or **Start** to continue. Note: You must have a memory card inserted into slot 1 to save records.

THE RUNNERS

Name: Boris

Type: Elephant

Skills: Big on endurance (well, he's big on everything)

Hobby: Stamp collecting



Name: Gwynne

Type: Bunny

Skills: Jumping to conclusions

Hobby: Computer science

Name: The General

Type: Ram

Skills: Organizing followers like sheep

Hobby: Crossword puzzles





Name: Coronado
Type: Bull
Skills: Trampling, stampeding
Hobby: Stopping to smell the roses

Name: Brazz
Type: Zebra
Skills: Air guitar, lip synching
Hobby: Would-be punker to you, Gov.



Name: Mei-Ling
Type: Panda
Skills: Sees things as more than black and white
Hobby: Watercolor artist

GENERAL NOTES

1. All settings and custom choices made by the player(s) are saved to the memory card. This includes: split-screen preferences, sound and music settings, all records and game elements.
2. The player advances through the game by beating the computer-controlled characters in the Challenge Mode. Finishing in first place in the first 4 tracks opens up a 5th track and allows the player to reset the difficulty level for the first 4 tracks. Beating these 5 tracks will open up the 6th track and again allow the player to reset the difficulty for the first 5 tracks.
3. Beating all the Hard tracks in Challenge Mode allows you to play *Running Wild* with the Boss characters who have outrageous skills! Each time you beat Challenge Mode with a new character, a new Boss becomes playable.
4. Pressing the Δ button returns the player to the previous screen (when applicable).
5. To load a saved game, first insert the memory card while the power is off, then turn your PlayStation game console on.

Visit the Running Wild Web site at
www.989studios.com

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SOFTWARE WARRANTY

989 Studios warrants to the original purchaser of this 989 Studios product that this Game Pak is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. 989 Studios agrees for a period of ninety (90) days to either repair or replace, at its option, the 989 Studios product. You must call 1-800-345-SONY to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the 989 Studios product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE 989 STUDIOS. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL 989 STUDIOS BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SOFTWARE PRODUCT.

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RALLY CROSS RACING AT ITS FINEST!

current 0 29 76 best 2 46 66 total 0 29 76



current 0 11 13 best 0 44 30 total 1 49 13



RALLY CROSS 2

Race off-road through 8 intense courses, including tropical jungles, deserts, mud, snow, ice and more! Conquer the terrain with 10 unique rally style cars and trucks. Experience all of the thrills of Rally Car racing: including improved car physics, car and track customization and authentic off-road terrain. Compete with 1 to 4 players (via link cable hook-up).

AVAILABLE NOVEMBER!

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