



PlayStation

TM

NTSC U/C

PlayStation™

KIDS TO ADULTS



CONTENT RATED BY ESRB

SLUS-00099

STREET RACER

TM



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.

T A B L E O F C O N T E N T S



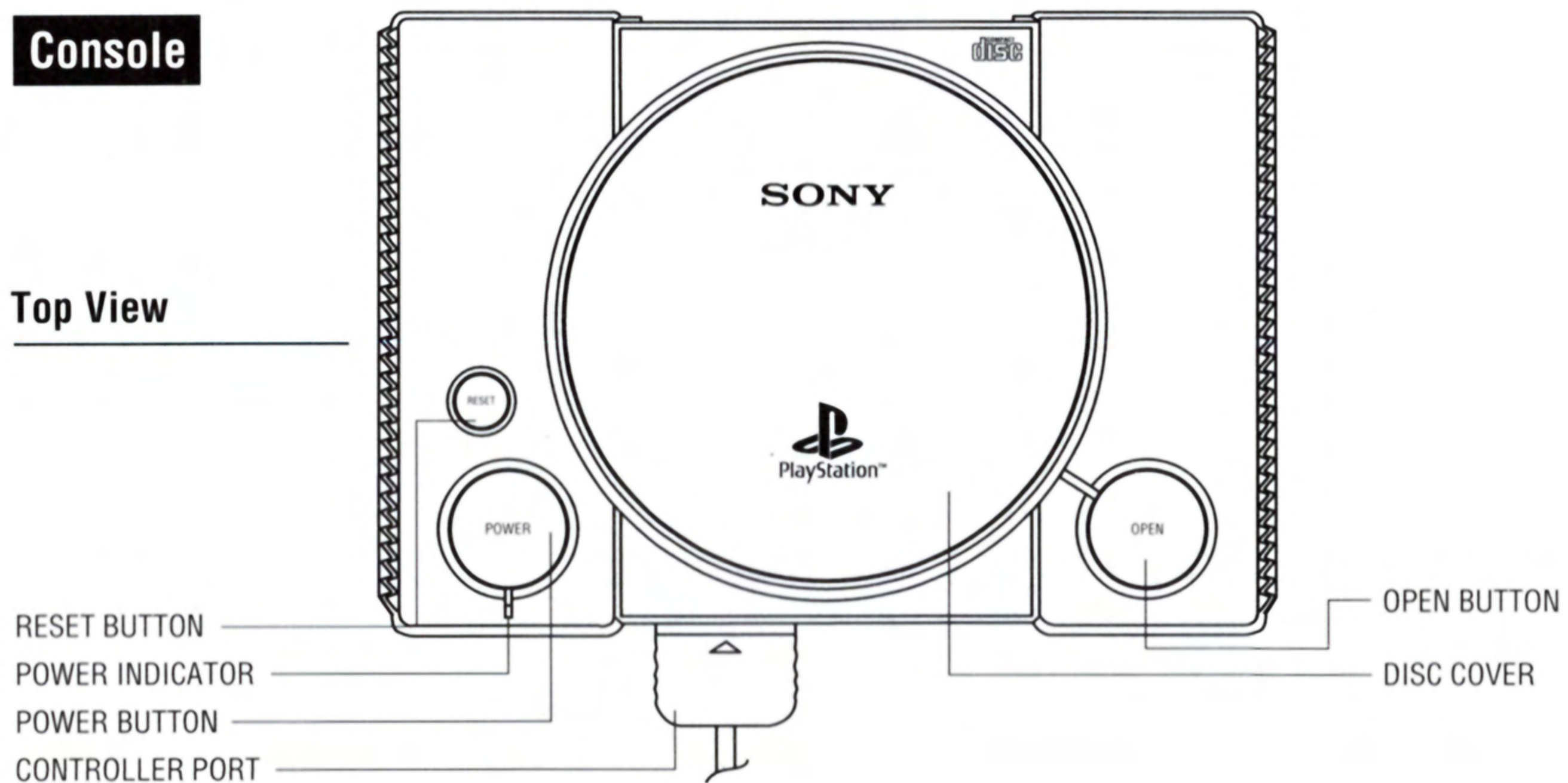
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S T A R T I N G U P

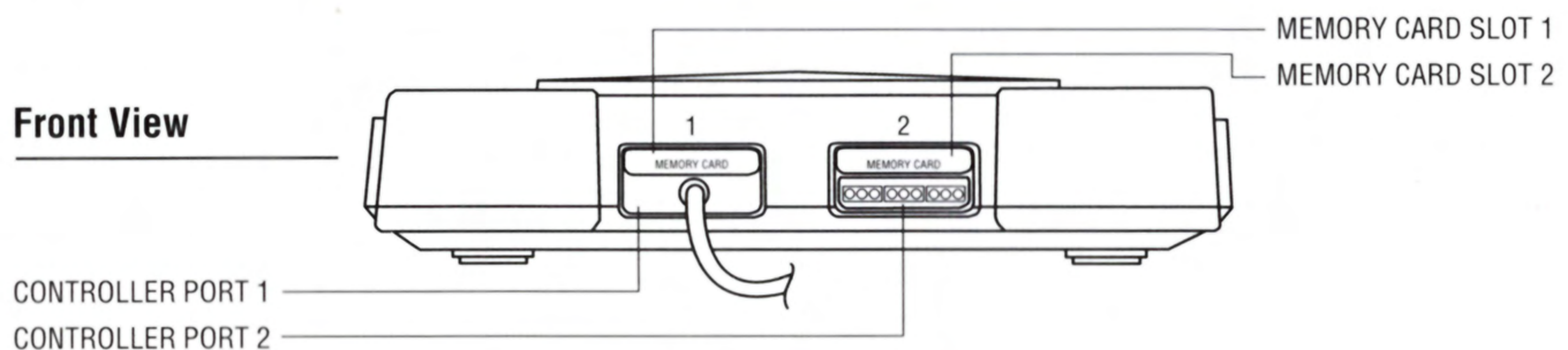
Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Street Racer™ disc and close the CD door. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen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

Console

Top View



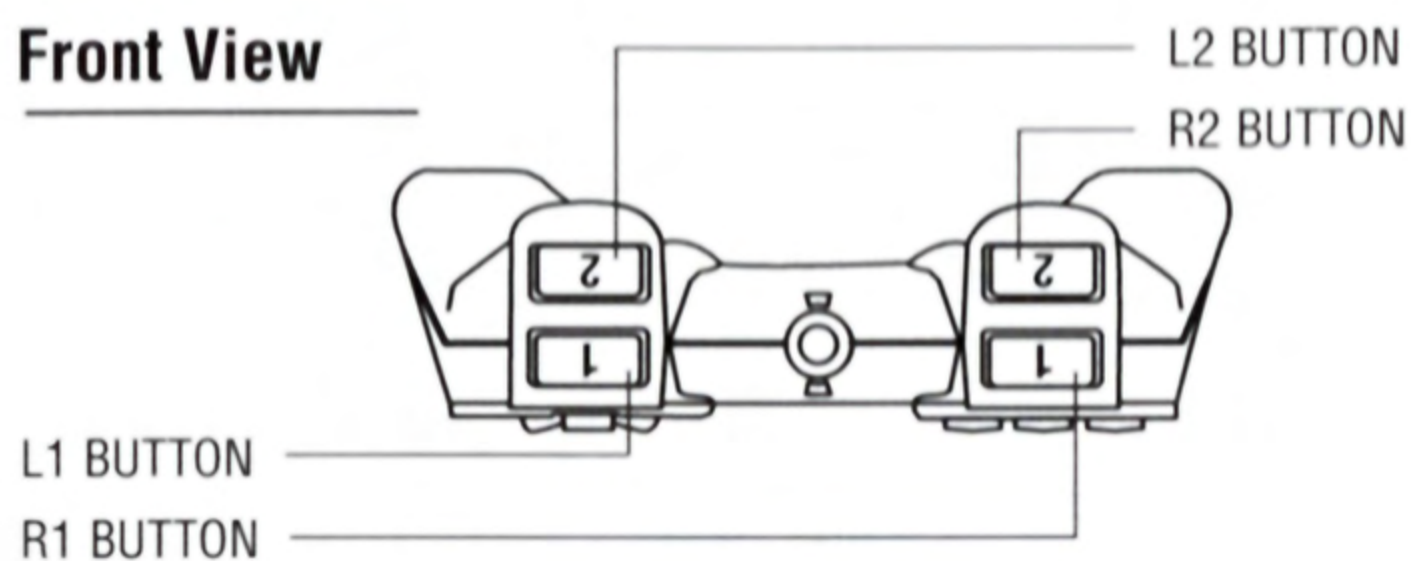
Front View



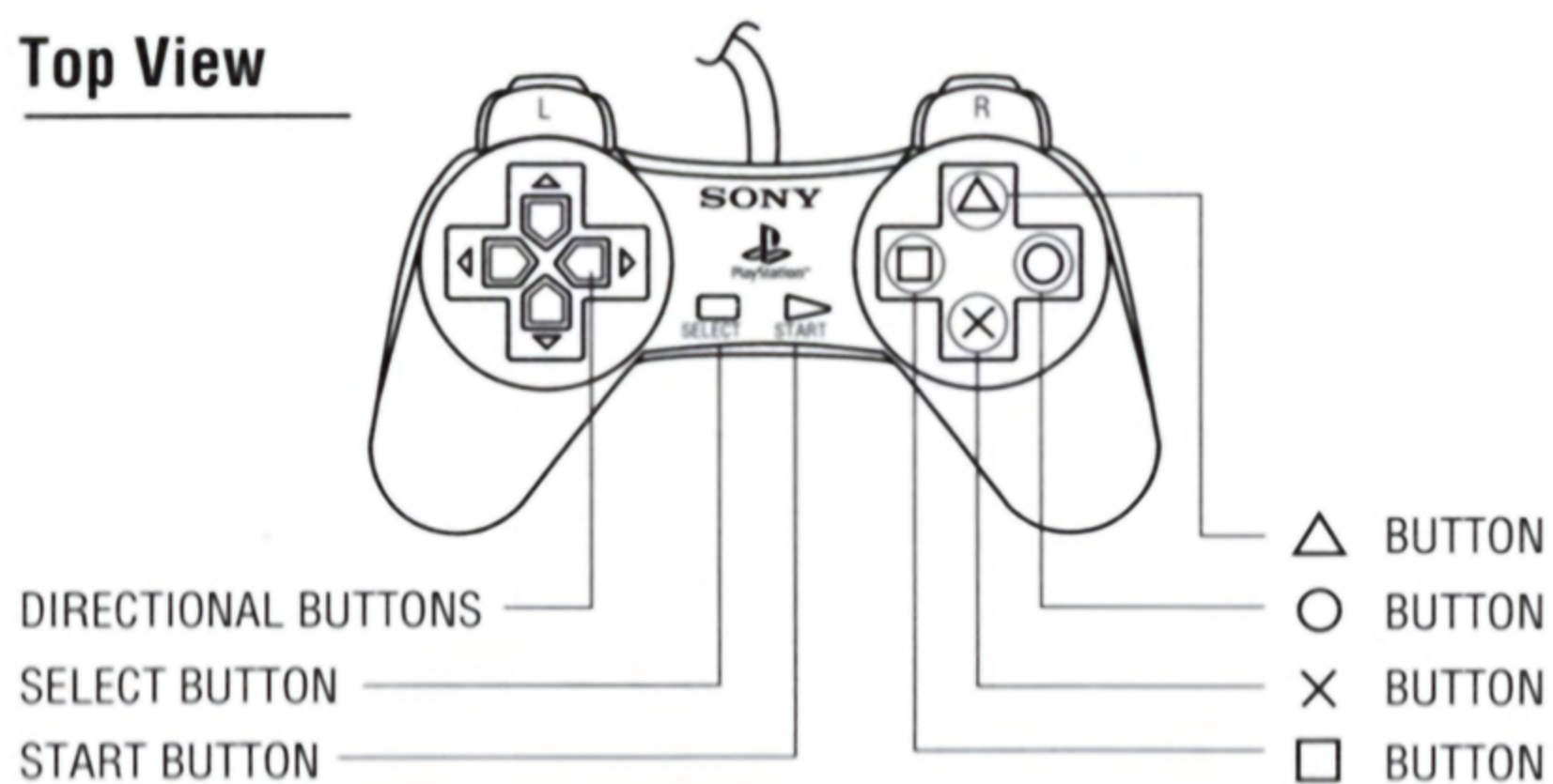
C O N T R O L S

Controller


Front View



Top View



Steer:	Dpad Left/Right	Punch Left:	L1
Accelerate:	X Button	Punch Right:	R1
Turbo:	○ Button	Side Attack:	L2
Brake:	□ Button	Front Attack:	R2
Jump:	Dpad Up	Block:	L1+R1
Reverse:	Dpad Down	VR Mode:	△ Button
Pause/Unpause:	START Button		



C O N T R O L S

DRIVER SELECT:

- Dpad Left/Right: Cycle through drivers
- Dpad Up/Down: Toggles Driver Face and Driver Information in 3/4 player mode
- L1 and R1: Change the color of your car
- X Button: Select and go to next screen (controller pad 1)
- △ Button: Go back to game select screen

Please note that up to 8 players can chose the same driver/car!

TRACK SELECT:

- Dpad Left/Right: Change Course
- Dpad Up/down: Chose track from selected course
- Square Button: View track
- Circle Button: Load selected track
- X Button: Exit track selection and start race (controller pad 1)
- Triangle Button: Go back to select screen

C O N T R O L S

PLAYBACK:

There are 2 playback modes: Follow Car and Fixed Camera

Dpad Up/Down: Change Car to follow in Follow Car Mode

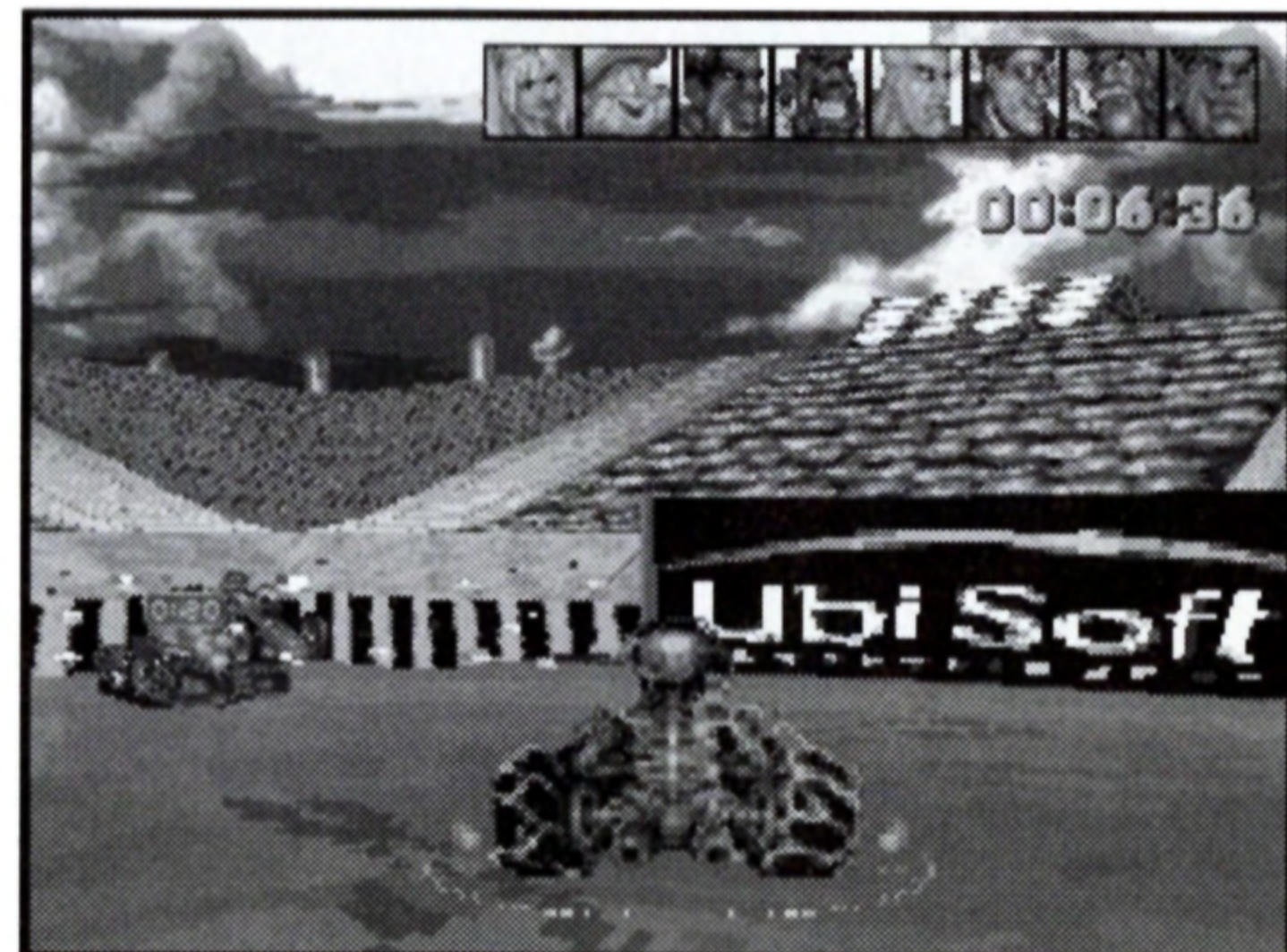
Dpad Left/Right: Rotate camera around the car in Follow Car Mode

START: Pause/Unpause

X Button: Change Playback Mode

You can also change the VR Modes with VR button in Follow Car

The game supports up to two approved Multi taps.



STREET RACER

It's more than a road race, it's a whacked-out fight to the finish!

Get ready to rev up and go ballistic in this action-packed, animated road race that's twisted, intense and out of this world! As you whirl around the tracks, be sure to keep your eyes peeled, and your mind sharp, because there are tons of intricacies and hidden extras waiting to be discovered. Keep on driving, you'll find out!

MULTIPLAYER

Using two multitaps, up to 8 players can simultaneously play Street Racer™. Multiplayer mode can be either played in Split Screen Mode or Micro Mode. In Split Screen Mode, each player has their own independent window, whereas in Micro Mode, all the players play in one single window. You can choose the Game Mode in the Main Menu.

Up to 8 players can choose the same driver / car as well as the color of their car.

THE GAME MODES

PRACTICE:

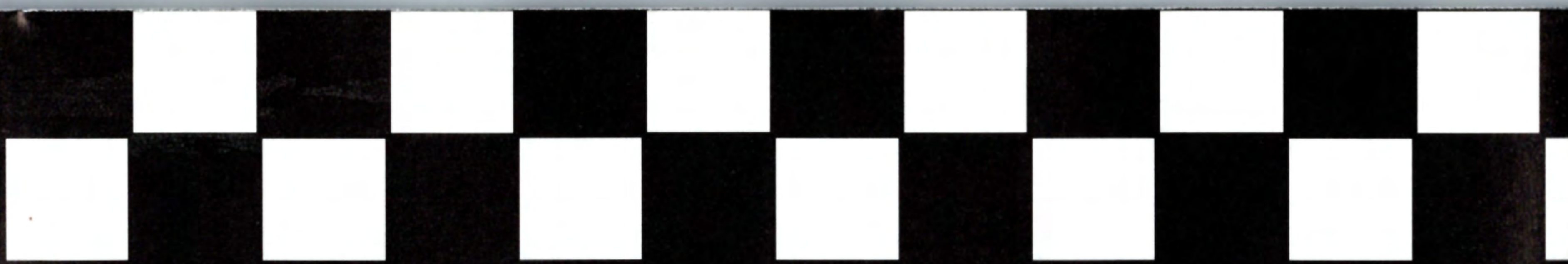
Practice against computer driven cars or a human player with the option of using different cars and different tracks. You only have access to the tracks from the CUPS while you are in the Practice Mode. In order to practice on the tracks in the Silver Cup, you must first successfully complete the Bronze Cup.

HEAD TO HEAD:

This is a challenge mode against a computer or human player where the player will choose their own track to race on. (The choice of tracks are limited by the CUPS in which you have access.) Points will be awarded for each race and the player with the most points wins. The players can also decide the number of races in which they compete. (Up to 99 rounds.)

CHAMPIONSHIP:

All tracks in BRONZE, SILVER, and GOLD CUPS are automatically selected by the computer. Each CUP has a different difficulty level which reflects the intelligence and performance level of the computer driven cars. Difficulty level is Easy for BRONZE



G A M E M O D E S

CUP, Medium for SILVER CUP, and Hard for GOLD CUP. In order to play the higher level CUPS, the earlier CUPS have to be successfully completed. For example, the SILVER CUP can only be played if the BRONZE CUP was completed in First Position. After which, the player is given a password for each completed CUP, which can be entered in the options screen.

BACKUP:


If you have a Memory Card in a Memory Card Slot, then the game will be saved for you automatically. You can also load and save the game yourself.

CUSTOM CUP:

Here the player(s) are able to set up a season of races by choosing a number of tracks from a list. This list will only contain the tracks from the accessible CUPS. For example, if the player has successfully completed the BRONZE CUPS, then the list will include all of the tracks from the BRONZE and SILVER CUPS. The difficulty level and the number of laps will be determined by the settings in the Options Menu.

MICRO MODE:

In multiplayer Micro mode, if one player fails to keep up with the leader, then



G · A M E M O D E S

he/she will receive a fault which will be deducted from the finishing time. The less faults the better. You can get all the usual bonus points as in the Normal mode.

RUMBLE:

This is a special challenge mode where all the cars battle it out in an arena. The objective is to knock all of the other opponents out of the arena. The last remaining driver in the arena wins. The difficulty level is determined by the settings in the Options Menu.

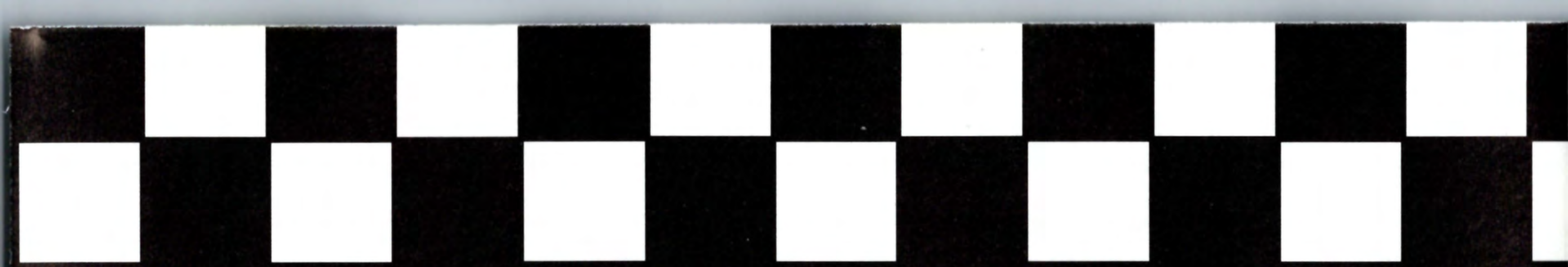
Easy Mode: There are walls all around the arena (these walls must first be knocked down.); Medium Mode: There are some gaps in the walls; Hard Level: There are more gaps in the walls; Crazy: There are no walls at all.

Please note that in Easy, Medium and Hard Levels, after a certain period of play, any remaining walls will automatically be knocked down!

GENERAL NOTE:

The difficulty level of the game for all modes except for Championship (Bronze, Silver and Gold Cups) will be set by the player in the Options Menu.

All of the weapons are available to the player in all game types, and all game types are available in 1-8 player modes.



G A M E M O D E S / O P T I O N S

PLAYBACK:

This feature allows you to playback the last game you have just played. (Note: there is a limited amount of space to record the game, so if you choose a high number of laps, the entire game may not be able to be recorded.) There are two playback modes: Follow Car Mode and Fixed Camera Mode. You can change the modes during playback. In the Follow Car Mode, you can also change which car the camera should follow, as well as the View Modes (VR Mode.)

Please note that in Micro Mode there is no player interaction during playback-you can only watch the playback.

OPTIONS:

There are various options that the player can set: number of laps; difficulty level; speed of play for Rumble Mode; and so on. Number of laps can be set between 1-80, but the minimum setting is 10 laps per race in the Championship Mode. In 4 player split screen mode, you can also change the split screen orientation to Wide Mode or Box Mode.



O P T I O N S / B O N U S E S

PICK-UPS:

Turbos, Repair Kits, Stars.

ENERGY:


The player's car receives damage from hits by the other cars which can be repaired by picking up Repair Kits on the track. The damage effects the car performance, ie. acceleration, top speed, and handling.

TURBO:

This can be picked up by the player along the track. When used, it gives the car a short burst of speed for about a second and improves the car's top speed by about 30%.

BONUSES:

The player will receive bonus points during a race for the following: aggressiveness (causing the most damage to other cars); fastest lap, lapping other cars; collecting stars; and "perfect" bonuses (finishing a race without sustaining any damage.)



O B S T A C L E

OBSTACLE WEAPONS:

Mines - Explode on impact and cause damage.

Dynamite- Long-delay explosion which sticks to your car and explodes after a few seconds, just about enough time to play "Hot Potato" (To get rid of the Dynamite, just punch another car.)

WEAPONS:

All of the car weapons (punch, side and front attacks) are available to the player at all times. However, there is a small delay before you can reuse the front and side attacks. Generally, Side Attack moves will push other cars out and slow them down. Front Attack moves are long range and will enable the player to attack cars ahead.

FIGHTING is a very important aspect of Street Racer. If you use your front or side attack on the computer driven cars, they will retaliate and use their front and side attack against you. Each computer driven car's response is different, so make sure to be strategic in how you block moves!

C H A R A C T E R S



Name:	Hodja Nasreddin
Country:	Turkey
Age:	4 Centuries and a bit
Comments:	A friendly, wise old magician with a devious sense of humour and a few tricks up his sleeves.
Car:	Magic carpet with magically attached wheels until he uses his special weapon at which point the wheels disappear and he levitates on his magic carpet.
Weapons:	Magic Carpet levitates above cars and obstacles but must still navigate the track. Magical Force Field forces opponents away.
Punch:	Rubber Ottoman Dagger Swipe



Name:	Frank (Birth certificate name Frank Instein)
Country:	Transylvania
Age:	100 years old
Comments:	Well, like Frankenstein, Frank is big and green, with a bolt through his neck scarred and all. In fact, he has a heart of gold and a certain ghostly charm.
Car:	A big green, low slung hot rod with lots of chrome piping.
Weapons:	Screaming Banshee to frighten away other players. A batmobile to charge into other players.
Punch:	Big Monster Mash

C H A R A C T E R S



Name:	Suzulu
Country:	Africa
Age:	Early Forties (with 10 Rhino pets)
Comments:	Africa's foremost rally driver. In his spare time he practices a little bit of Voodoo healing.
Car:	A strange looking object made entirely out of natural products, mostly sticks and animal skins. Strapped to the back are his tools of the trade; spears; shields, and rhino heads.
Weapons:	Rhino head and Spears to push away other cars. Rhino Charge forces opponents to the side and causes them a lot of damage.
Punch:	Voodoo Stick Poke



Name:	Biff
Country:	USA
Age:	19 yrs
Comments:	This guy is big, bad and aggressive. He carries a baseball bat with which he does all his talking. Biff is as bright and dense as a black hole and never graduated from High School.
Car:	Biff drives what he believes to be the ultimate status symbol, a blue, souped up 4wheel buggy, with everything double chromed so he can keep an eye on his reflection.
Weapons:	Massively Expanding Tires to force opponents to the side. Monster Grapple that pulls cars ahead backwards, and his forward.
Punch:	Baseball Bat Bash

C H A R A C T E R S



Name:	Raphael
Country:	Italy
Age:	23 yrs
Comments:	Every woman's dream and every man's nightmare. He has everything; looks, money, skill, personality, and the women. His smile could kill at a hundred yards. In fact, he doesn't have friends, but he doesn't care. He has Italian looks, Italian suits, and the latest Italian sports car. He secretly admires Surf.
Car:	His car is the latest in Italian sportscar design, a powerful convertible with an aggressive look. This car is fast and quick off the mark, but it was only designed to look fast, so its handling and braking leave something to be desired. It is prone to misfire and smoking from the exhausts.
Weapons:	Gold Chain Grapple that pulls other cars backwards. Big Stereo Horns which make other cars jump.
Punch:	Fast & Cool



Name:	Surf Sister
Country:	Australia (has a degree in mechanics)
Age:	Never ask a girl!
Comments:	Blonde, gorgeous, something off of the California beach... Extremely good looking and she knows it. Out to show these men how it's done. She is also an accomplished swimmer, and loves French romance.
Car:	Essentially a Volkswagen Beetle BAJA conversion: Open top; huge wheels to tackle that sand; massive exposed, rear seated engine complete with chrome exhausts.
Weapons:	Expanding Beach Balls which come out of tires and push other cars out. Magnetic Attraction pulls others towards her in order to punch away.
Punch:	Beach Towel Flick

C H A R A C T E R S



Name:	Helmut Von Pointenegger
Country:	Germany
Age:	Retired pilot
Comments:	Helmut is one of the older drivers. He is stern and hard looking. His huge moustache, gold rimmed monocle, old style pointed helmet, jack boots and jodhpurs sum up this man's disciplined character.
Car:	Helmut drives a strange mix of Red Baron tri-plane and classic Mercedes racing car. Narrow tires make handling a little suspect, but this thing is built like a tank.
Weapons:	Spinning Side Saws cause a lot of damage to other cars. Triplane that tries to fly into others.
Punch:	Walking Stick Strike



Name:	Sumo-San
Country:	Japan
Age:	Unknown (he's from the future)
Comments:	Sumo, as he is known to his friends, is a retired champion of Sumo wrestling. Tired of the brute force in the sport he now prefers to use his high tech gadgets to win. But he doesn't mind throwing his weight around. He also has a special admiration for Hodja.
Car:	Sumo-San's Future Machine vehicle is a strange and wonderful example of the genre. A custom design tracked vehicle with superb handling due to the weight and obvious traction.
Weapons:	Electric Shock shocks the cars next to him giving them a quick x-ray. Sumo Splash that throws his car up in the air and then lands, pushing others out.
Punch:	Sumo Smack



C R E D I T S

CREDITS


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Producer	Mevlut Dinc



N O T E S



N O T E S



N O T E S

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To take advantage of this guarantee, please return the disc to Ubi Soft with a proof of purchase. If a disc is returned without proof of purchase or after the guarantee period has expired, Ubi Soft will choose either to repair or to replace it at customer expense. This guarantee is invalid if the disc has been damaged through negligence, accident or misuse, or if it has been modified after acquisition.



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1996 Video Game Monthly
"PARENTS' CHOICE AWARD"
"GAME OF THE MONTH"
Electronic Gaming Monthly
"1995 MEGAWARD"
Gamefan

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