



PlayStation

NTSC U/C

PlayStation™

TOKYO HIGHWAY BATTLE™



SLUS-00229
50004

JALECO™



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:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT, avoid repeated or extended use of video games on large-screen projection televisions. Refer to your projection TV instruction manual for more details.

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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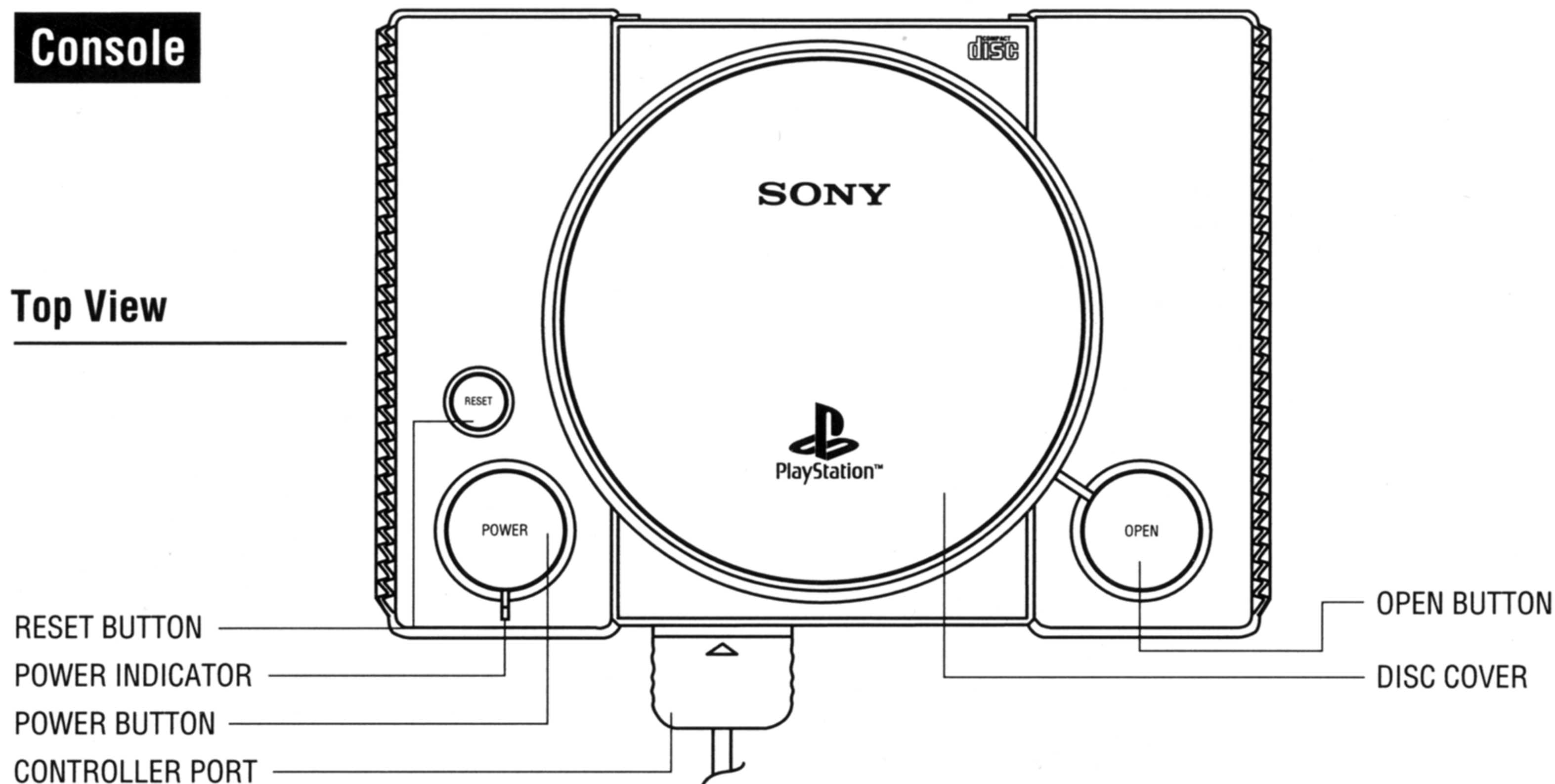
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SETTING UP YOUR GAME

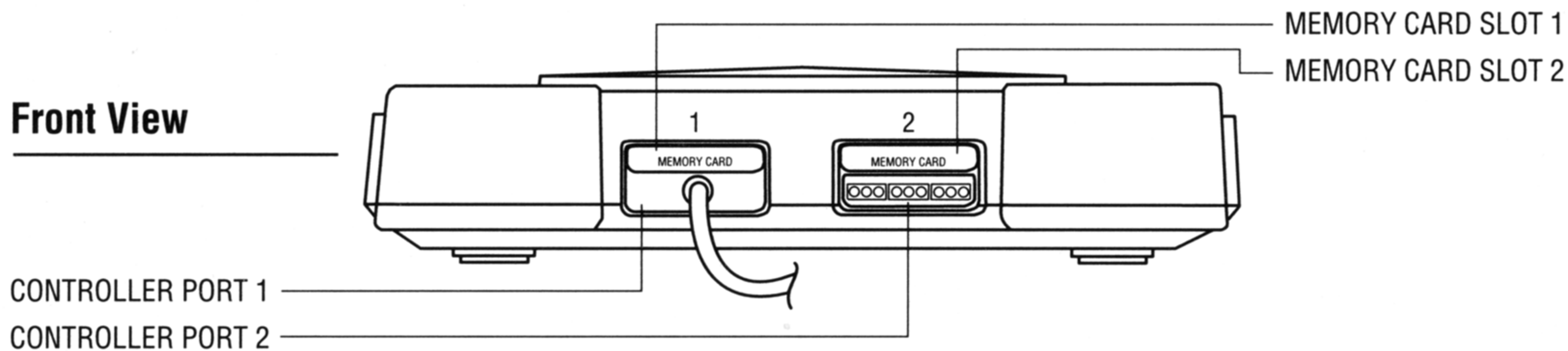
Set up your PlayStation™ game console according to the directions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Tokyo Highway Battle™ disc and close the CD door. Insert game controllers and turn on the PlayStation™ game console. Follow the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

Console

Top View

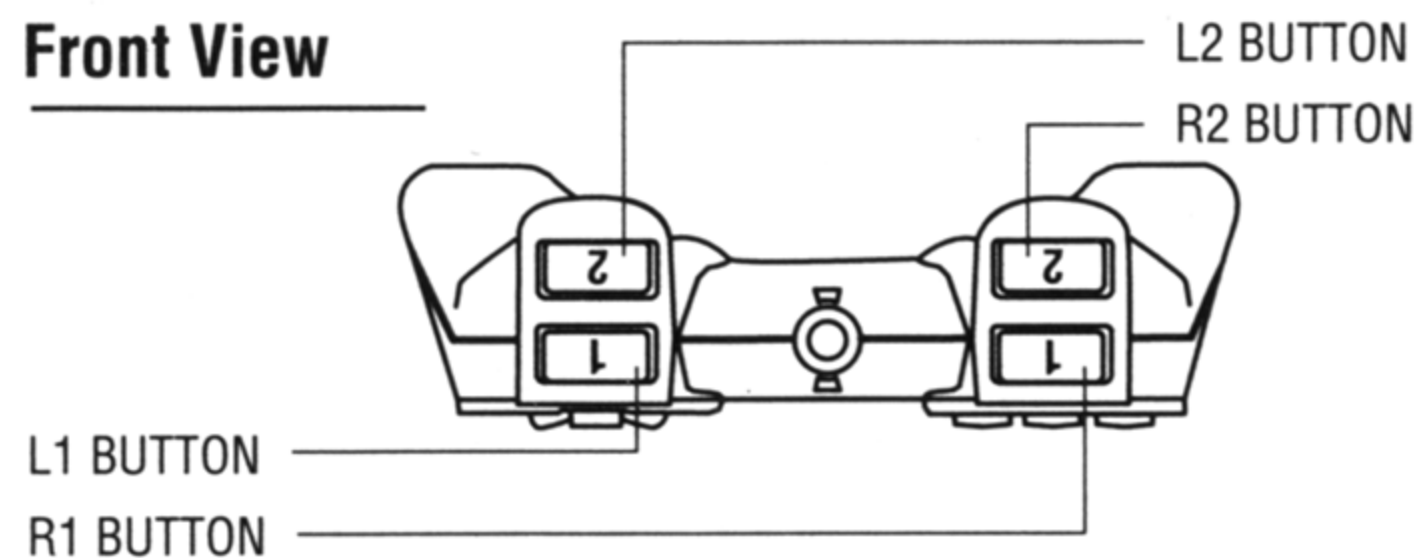


Front View

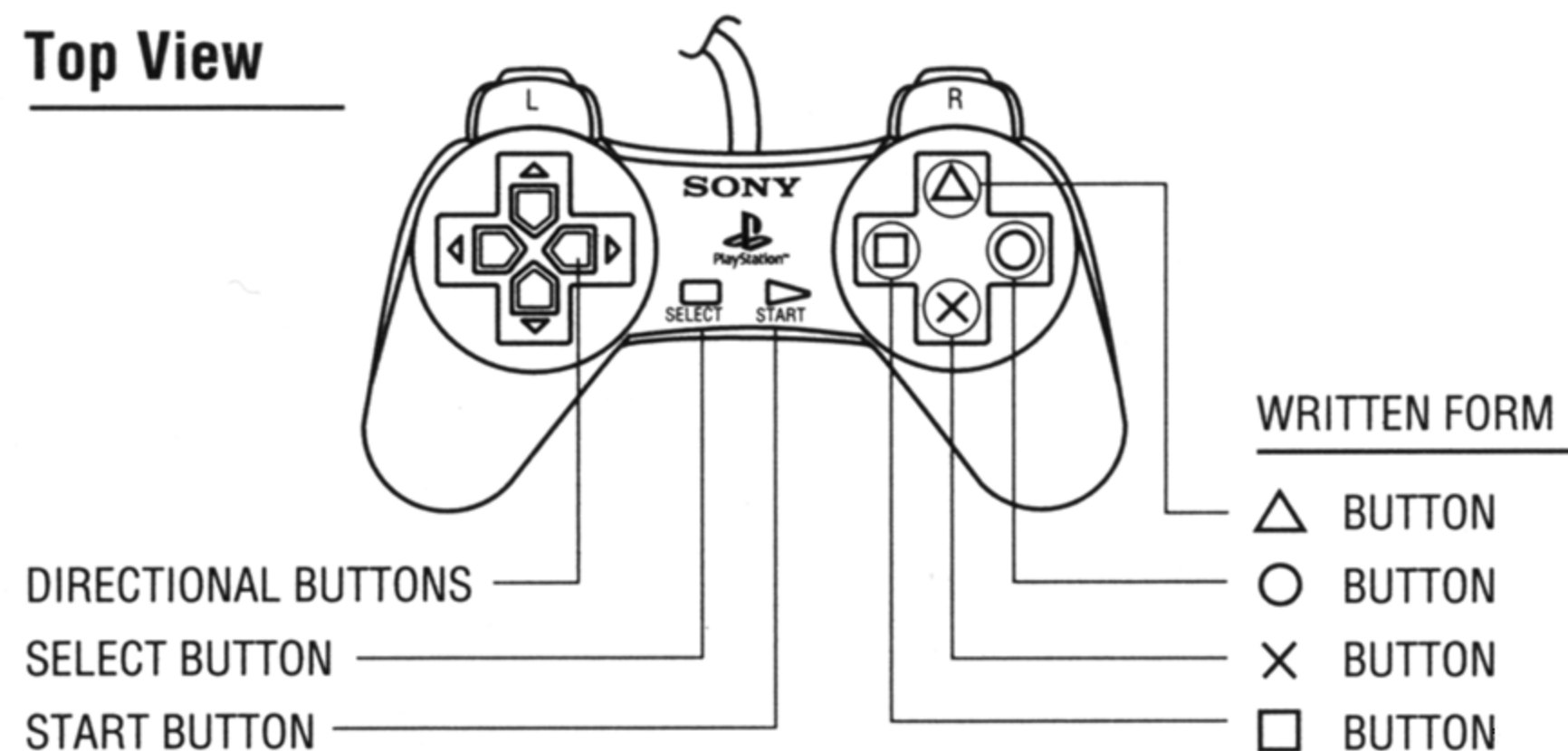


Controller

Front View



Top View



MENU STANDARD CONTROLLER SUMMARY

Navigating through menus in Tokyo Highway Battle™ is simple. Listed are the controls for each of the menus that appear in Tokyo Highway Battle™.

Direction Buttons —Move through selections.

- \times —Decision
- \bullet —Cancel decision
- \blacktriangle —Return to previous screen

Soft Reset: During gameplay, pausing the game by pressing Start and selecting "Quit" will return you to the title screen.

HANDLING: GAME CONTROLS

Left and Right Direction Buttons-Steering

Start—Start, Pause and Unpause the game

■—Acceleration

✕—Brake

L2—Drift. (For more information, see Drift Driving)

Select—Change view

For manual transmission vehicles:

R2-Shift down

R1-Shift up

Except for the Start button, all button functions can be reassigned. For more information see Reconfiguring Your Controller.

STARTING UP

When you insert the disc, the Tokyo Highway Battle™ title screen is displayed. At this screen, you can select from 4 different modes:



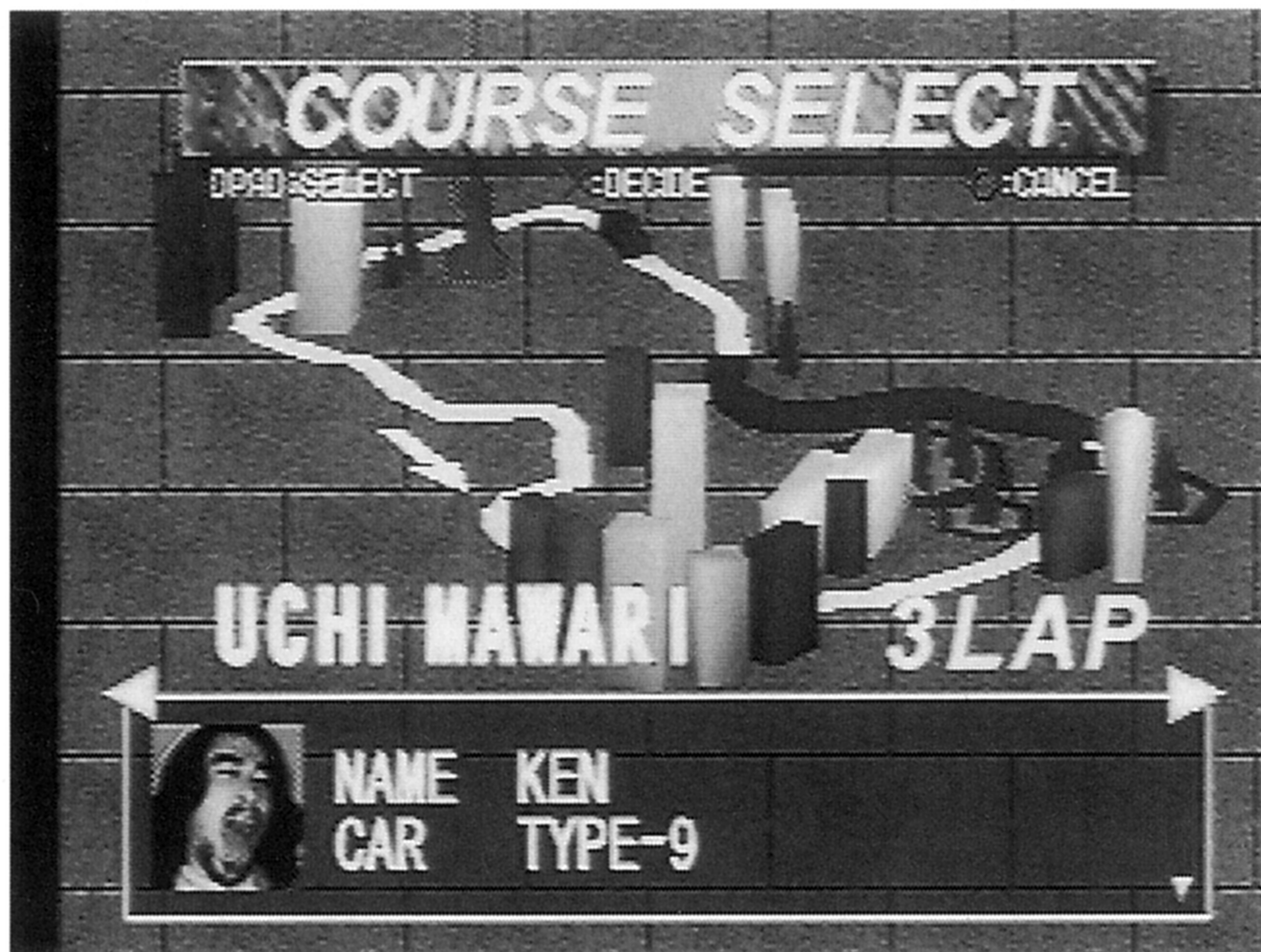
SCENARIO

Scenario mode has two levels. Each level offers a battle with three drivers. Upon defeating six drivers, you will be given the honor of battling Japanese racing professional, Keiichi Tsuchiya, better known as the legendary "Drift King." Win points that can be used toward the purchase of upgrade parts.

Vs. CPU

A one-on-one battle on an open, traffic-free circuit. Modify and race twelve different cars.

To select an opposing driver, use the left and right direction buttons. Press **X** to confirm your decision.



PRACTICE

Improve your lap times at each venue by learning the course. In this mode, you'll be able to use fully modified race cars.

OPTION

Selecting Option from the Main Menu screen allows you to customize your gameplay. At this screen you can change car names, reconfigure controller functions, change audio settings, select BGM, select stereo or monaural output.



Use the up and down direction buttons to scroll through the options. To change a setting, use the left or right direction buttons.

To change the name of a car:

1. Use L1 or R1 to select a car.
2. Use the direction buttons to select symbols, letters or numbers.
3. Press the , ✕ button to confirm each of your selections.
4. Select "END" or press the ▲ button to return to the Option screen.

Reconfiguring your controller:

1. In Option Mode, go to Key Assign
2. Highlight functions using the up and down direction buttons.
3. Press a button on your controller to assign the highlighted function.
4. Press Start to return to the venue screen.

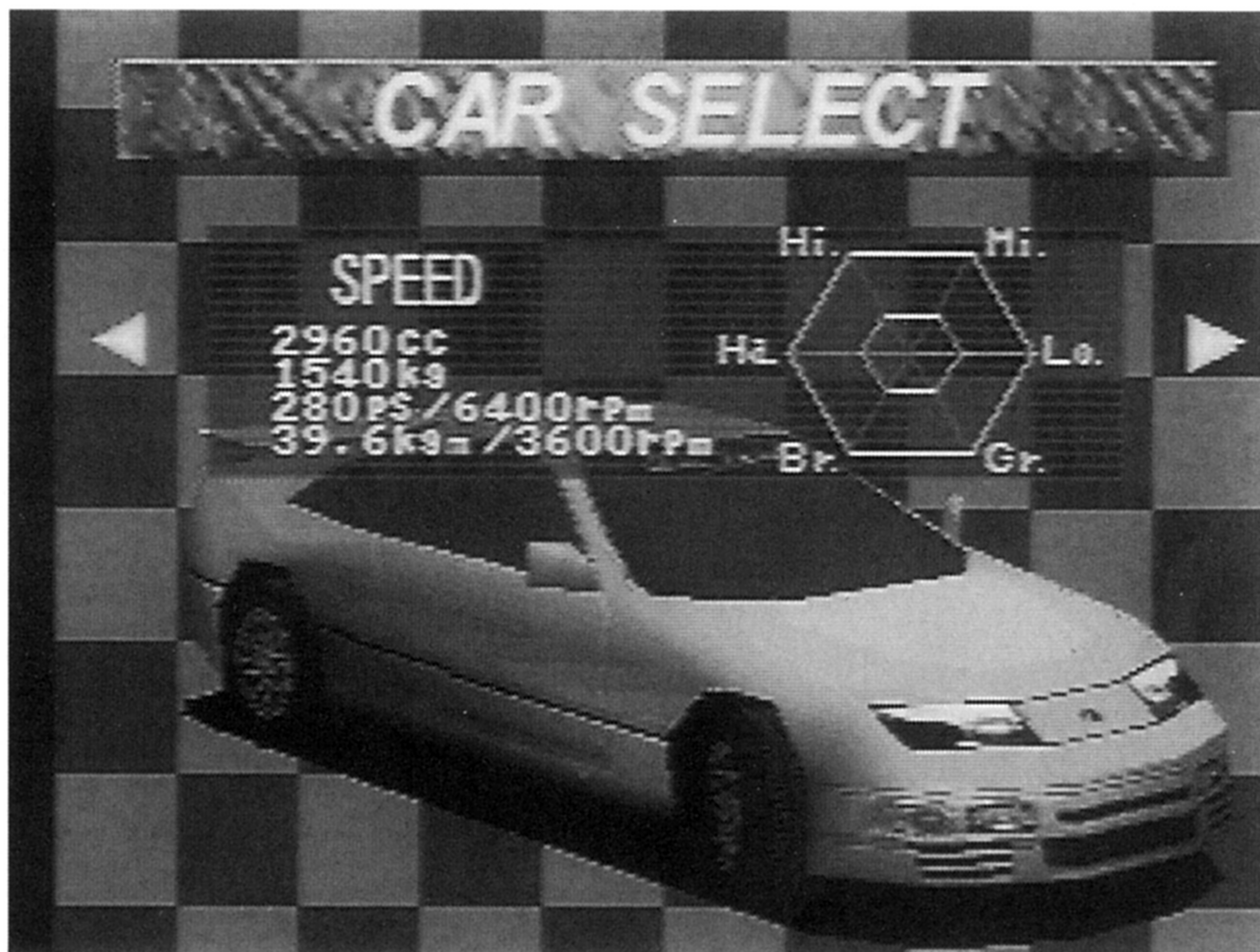
THE VENUE SCREEN



At the beginning of the game, you'll have to choose one of three cars. As you progress, more selections will become available.

To select a showroom stock car:

1. Go to Car Select.
2. Press Select to change the car class (vs. CPU and Practice Mode)
3. Choose a car by pressing the left and right direction buttons.
4. Choose manual (MT) or automatic (AT) transmission.



General Car Data

Engine displacement—The size of the car's engine in cubic centimeters

Total weight—The total weight of the vehicle in kilograms

Horsepower—Cars will generally reach their maximum horsepower at higher rpms

Torque—Maximum torque is reached at lower rpms

The graph reflects the performance capabilities of your vehicle. The graph will change as you modify your racer.

Hi, Mi & Lo—Efficiency for high, middle, and low rpm.

Ha—Handling

Br—Braking

Gr—Gripping

Choosing a circuit:

1. Go to Course Select.
2. Choose a course by pressing the left and right direction buttons.

If you're in Practice mode:


3. Press the left and right direction buttons to determine the laps.
4. Confirm your race location by pressing ✕.



RACE RESULTS

After each battle, race results are displayed. The data shown includes individual lap times, average speed, and drift percentage for each driver. Press the ✖ button to see the total number of points earned.

RESULT		
PLAYER	SOTO MAWARI	RIVAL
01'25"161	LAP1	01'51"462
01'22"778	LAP2	01'45"279
01'24"208	LAP3	---
04'12"147	TOTAL	03'36"741
241 km/h	AVERAGE	187 km/h
17%	DRIFT	40%



I CAN'T BELIEVE YOU BEAT ME!



DRIFT DRIVING

Drifting can be done in two ways. For more experienced drivers, the traditional method of steering and accelerating is suggested. If you're just starting out, try using the "Drift" button.

Tokyo Highway Battle allows for enhanced control with the Drift button. When coming up on a turn, steer lightly into the curve and hold down the accelerator. To drift through, keep your accelerator down and press L2. You'll slide through the turn. It's a little tricky at first. Try this move in Practice mode until you learn how to maintain control of your vehicle throughout the entire drift.



SPEED SHOP

After purchasing parts, you'll need to have those parts installed. Not all parts will be compatible with your car.

To purchase parts:

1. Go to the Speed Shop.
2. Scroll through Speed Shop departments using the direction buttons.
3. Press the left and right direction buttons to toggle between menus.
4. Press the up and down direction buttons to select a part.
5. To purchase a part, press the **✕** button.
6. Confirm your selection.
7. Press **▲** to return to the Speed Shop screen.



To perform a modification:

1. Go to the Speed Shop and select Install.
2. Press the left and right direction buttons to toggle between menus.
3. Press the up and down direction buttons to select a modification.
4. Press ✖ to perform the selected modification.
5. To dismantle an installed part, highlight the unwanted part and press ✖.
6. Press ▲ to return to the Speed Shop screen.

PARTS CATALOG

Engine part description

small turbine—good torque at low rpms, strong boost in corners.

medium turbine—good balance between power and response.

large turbine—best high rpm performance.

turbo inter-cooler—maximizes performance at high turbo boost levels

bolt-on turbo—boost performance of a non-turbo car.

increase bore—larger displacement will raise hp and torque.

port polishing—increased flow improves response.

low compression piston—allows for higher turbo boost levels.

oil cooler—allows maximum performance from higher hp engines.

large capacity radiator—extra protection for high performance engines.

racing plug—needed for high performance engines.

high lift cam shaft—increases rpm performance.

fuel injection—increases fuel flow capacity

Intake part description

low restriction air cleaner—improves airflow to engine.

racing air cleaner—maximizes airflow efficiency.

Exhaust part description

4-1 exhaust manifold—best high speed performance.

4-2-1 exhaust manifold—best mid-range torque performance.

#89 muffler—best low rpm torque performance.

#102 muffler—better high rpm performance, good low rpm torque.

#115 muffler—less torque at low rpm, good acceleration at high rpm.

#120 muffler—best performance at high speeds.

straight pipe—low exhaust resistance, extremely loud.

remove catalytic converter—illegal, reduces backpressure.

Chassis part description

street suspension—firm, but moderate for city driving.

gymkhana suspension—good cornering, high degree of control.

circuit suspension—best cornering ability.

stabilizer—decreases body roll.

tower bar—increases frame stiffness for quick response.

roll bar—increases body stiffness for racing maneuvers.

reinforced suspension bushings—eliminates play in suspension.

traction control—outstanding traction.

camber adjustment—improves cornering, lowers straight line control.

Tires/Wheels part description

street tire 1—cheap tires suitable for practice.

street tire 2—a combination of durability and stability.

street tire 3—high control ability, good cornering.

street tire 4—best street tire, excellent grip.

racing tire 1—built for high speeds, good gripping design.

racing tire 2—best grip, heavy steering effort required.

aluminum wheels—lighter than stock, good durability.

magnesium wheels—lightest wheels, excellent cornering, fragile.

Brakes part description

sport pads—reduced brake fade under a wide range of conditions.

metallic pads—best high speed braking and control, poor at low speeds.

ventilated rotors—dissipates heat to reduce fade.

six-pot calipers—best brake control at high speeds.

racing brake hose—better brake response at high speeds.

air duct—cools brakes.

Manual transmission part description

5-speed—five forward gears.

6-speed—six forward gears, less shifting needed.

low cross—best low speed cornering

high cross—best high speed cornering

low ratio gear—boosts acceleration, limits highest speed.

high ratio gear—reduces acceleration, yields highest top speed.

Aerodynamics part description

front spoiler—forces nose of car down, improves handling at high speeds.

rear wing—adjustable rear spoiler, reduces instability at high speeds.

aero mirrors—aerodynamic rearview mirrors.

ground effects—reduces under-car turbulence, improves stability.

Electronics part description

VVC—adjusts boost pressure on turbo.

omit fuel cut—removes fuel cut sensor, raises top speed.

omit boost cut—removes boost cut sensor, allows higher turbo pressure.

racing computer module—best fuel control, cuts fuel and boost sensors.

Further Modifications part description

racing shifter—allows for quick and accurate shifting.

metal clutch—reduces clutch slip over stock clutch.

racing clutch—improves performance from high powered engines.

weight reduction—reduces car weight.

Auto Setting description

acceleration—maximizes acceleration ability.

all-around—a balance of speed and acceleration.

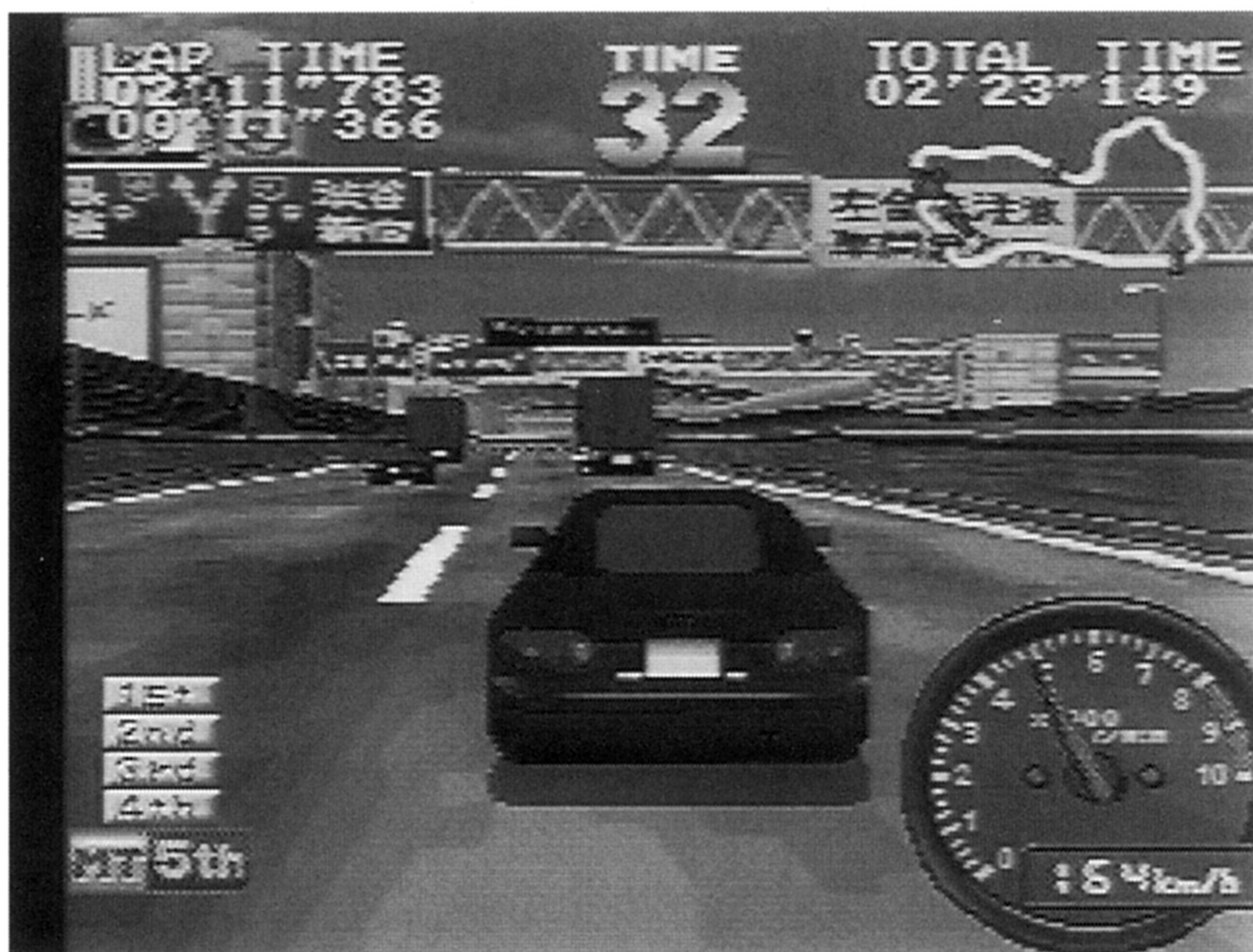
high speed—increases top speed ability.

GARAGE KEPT: SAVING YOUR PROGRESS

In Scenario mode, Tokyo Highway Battle™ gives you the option to save your progress using a memory card (sold separately). Up to five cars can be stored. Loading and saving data using a memory card is simple.

1. At the Memory Card screen, select Load or Save.
2. If you have more than one memory card inserted, select a card.
3. If you want to load saved data, make your selection, then press ✕.
4. If you want to save data, select a location, then press ✕.

HEADS UP: THE GAME SCREEN



Lap time—Elapsed time of the current lap

Best time—The fastest recorded lap time of the battle

Time—Remaining time to get to the next checkpoint

Gear position—Current gear position

Total time—The total of all your lap times

Course—Your current position (red) as well as your rival's position (yellow) on the circuit

Tachometer—Displays how hard the engine is working

Speedmeter—Current speed displayed in km/h

METRIC CONVERSION

Here's a brief metric-conversion chart to ease the task of charting through the Tokyo highway system.

kilometers (km)	1	5	10	25	50	100
miles	0.62	3.1	6.2	15.5	31	62
km/hour (kph)	50	100	150	200	250	300
mph	31	62	93	124	155	186

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