



PlayStation

NTSC U/C

PlayStation



SLUS-01188

# WOODY WOODPECKER RACING™



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**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.

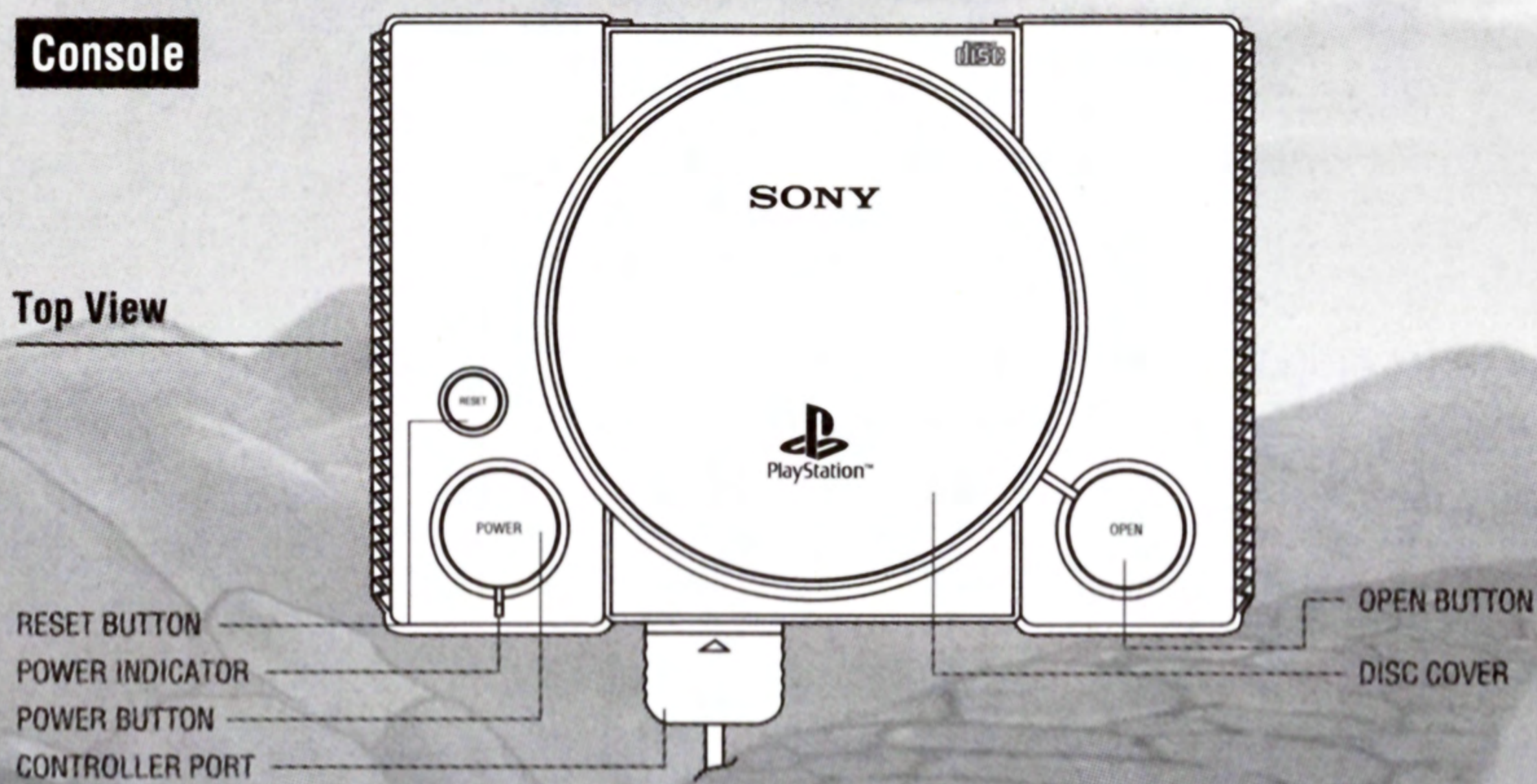
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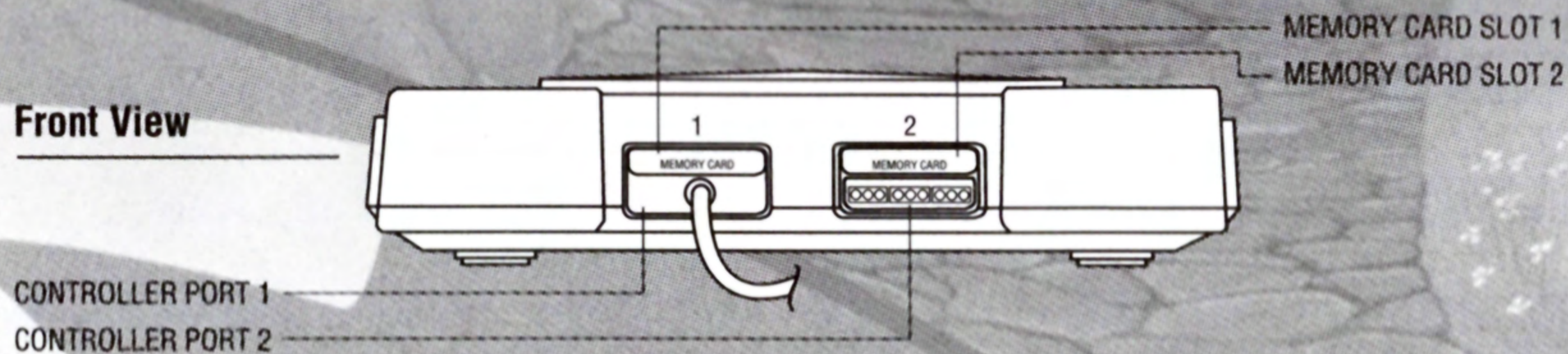


## Console

### Top View



### Front View



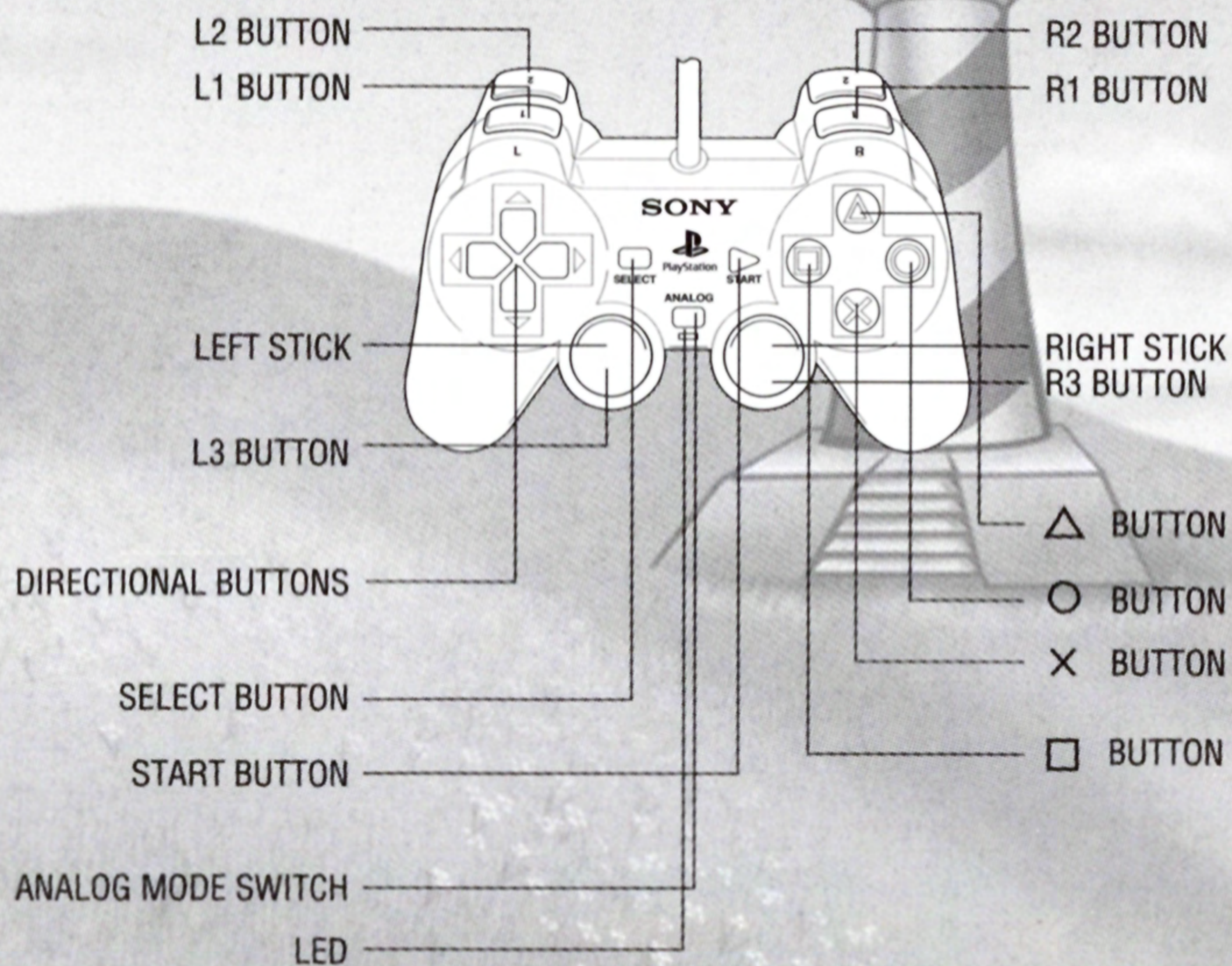
## SETUP

Set up your PlayStation® game console according to the instructions provided in the PlayStation console manual. Make sure the power is OFF before inserting or removing a compact disc.

## TO SAVE

To save game settings and progress, insert a MEMORY CARD into MEMORY CARD slot 1 of the PlayStation game console before starting play. You can load the saved games from the same MEMORY CARD or from any MEMORY CARD containing previously saved Woody Woodpecker Racing games.

## DUALSHOCK™ analog controller



## CONTROLS

**Directional Buttons** (←↑→) - Steering

⊗ Button - Accelerate/Speed up

⊙ Button - Rear View (Look behind you)

⊠ Button - Brakes

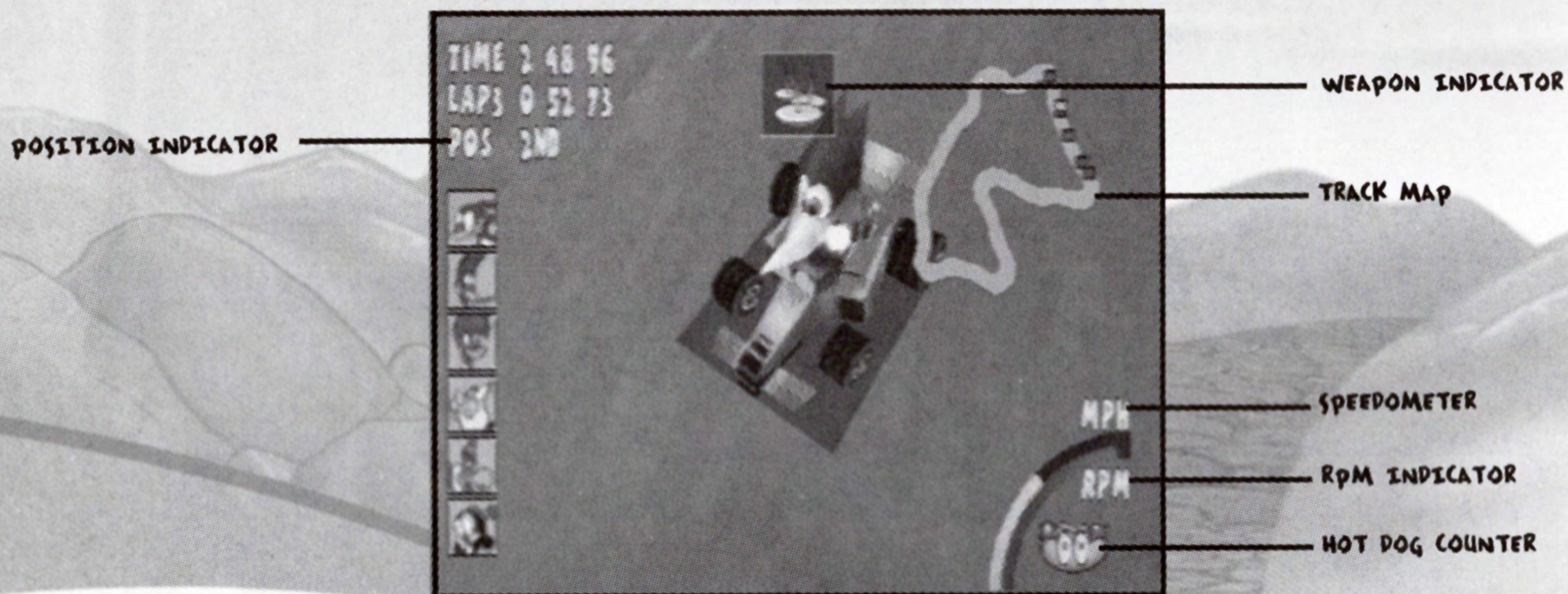
△ Button - Switch Camera Views

L1 Button - Select/Use Pick-up Weapon

R1 Button - Jump

L2 & R2 Button - Side Attack Left/Right

# IN-GAME HEADS UP DISPLAY



**SPEEDOMETER:** Shows current speed and clearly indicates when top speed is reached. Also shows that Turbo mode is active.

**RPM INDICATOR:** Displays the revolutions of the motor.

**HOT DOG COUNTER:** At the very lower right corner, inside the curve of the speedometer, the Hot Dog counter shows how many Hot Dogs you have (everyone starts out with 5). Hot Dogs also display your health level. The number of Hot Dogs decreases if a player hits you with his side attacks and makes you spin.

**TRACK MAP:** The Track Map shows both your location on the map, and your position in the race.

**POSITION INDICATOR:** Shows what position you're racing in, and your lap time(s).

**WEAPON INDICATOR:** Shows current weapon.

# GETTING STARTED

## INTRODUCTION:

Woody Woodpecker Racing is not just a racing game.

It's not just the driving skills that get you to the finish line, it's combat. You have to fight your favorite cartoon villains with weapons and special side attacks, and either eliminate or out-race them to be first.

Watch your Hot Dogs, though. The more you have, the faster you go: if you run out of them, you're out of the race.

## STARTING A GAME:

You can start playing Woody Woodpecker Racing in no time. Here's all you have to do:

1. Before you start playing, set your options: sound effects, music volume, etc.
2. Pick the game mode you want to play: 1 Player or 2 Player.
3. If you are playing alone, select the 1 Player Mode. If you are playing against a friend, select the 2 Player Mode. Now you are ready to pick your characters.
4. Select your character at the Character Menu.
5. If you have picked Quest Mode for 1 Player, then pick "New Game" at the Start Quest Menu.
6. Select the track map you want to play on at the Map Menu. If you are playing World Championship, you can select between the "Easy" or "Moderate" options. If you are playing Single Race or Time Trial, you can choose a map by using the left/right Directional Buttons. If you have selected Quest Mode, the maps will be selected automatically.

You're ready to go...Start your engines...

## GAME MODES

There are 2 Game Modes: 1 Player and 2 Player.

### SINGLE-PLAYER OPTIONS

There are four 1 Player options, depending on what type of challenge you're looking for. Here they are, in more detail...

**Quest Mode:** You have a choice of 6 characters. As you win each of the tracks you unlock other new tracks and new characters. As you progress further in Quest Mode, you will have to race against 3 different bosses individually. Once you start the Quest Mode, you won't be able to change your character.

You can only become the best by winning each track. Once you unlock the secret characters, they will become available for the other modes (World Championship, Single Race, Time Trial).

**World Championship:** You race in a league, and as soon as you complete that league, you can compete in a higher one. The 4 options are: Easy, Moderate, Hard, and Expert. To start, you can compete in the Easy and Moderate league. Once you have completed those tracks, you will be able to unlock the 2 other difficulty levels: Hard and Expert.

You can move on to a higher league only if you become champion of your league. You get points for winning each race and, if you have the most points at the end, you're the winner.





At the end, there is a podium animation where the final winners (1-2-3 place) bow to the crowd.

Once you have started a championship, you can't change your character. If you have already completed the Quest Mode, you will be able to compete at other levels also (the Hard and Expert levels may be unlocked). You will also have the 3 'secret' characters unlocked.

**Time Trial:** Select a track and try for your best lap time (some of the harder tracks and characters may be locked out if you haven't completed the Quest Mode).



**Single Race:** Race 5 laps of the selected track with stored lap times for all laps.



## 2 PLAYER MODE

The 2 Player Mode allows 2 Players to play head-to-head.

If you have unlocked additional characters and maps in 1 Player Quest Mode, these will be available for the 2 Player Mode.

Each player picks their own character in the Character Menu, from the list of available characters.

The player's character is visible in 1 of the halves of the screen as you play. Same in-game weapons and power-ups are available in 2 Player Mode, as well as in 1 Player.

# MENUS/OPTIONS

## MAIN MENU OPTIONS

**1 Player:** Select this if you are playing by yourself. This will take you to the 1 Player menu, mentioned above.



**2 Player:** Select this option if you are going to play against a friend.

**Options:** Select this option if you are going to change the game options, including sound effects, controls, etc.



**1 Player Menu:** The 1 Player menu has 4 options that you must pick from: Quest, World Championship, Time Trial, and Single Race. Press the **X** Button to select an option.

**2 Player Menu:** The 2 Player menu will allow you to pick the 2 Player options that enable you to play head-to-head against a human player.

## OPTIONS MENU:

**SFX Volume:** This allows you to adjust the volume level for the sound effects in the game (weapons, characters' voices, other noises made by the vehicles). Use the left/right Directional Buttons to increase or decrease volume, then press the **X** Button to confirm selection and return back to the main options menu.

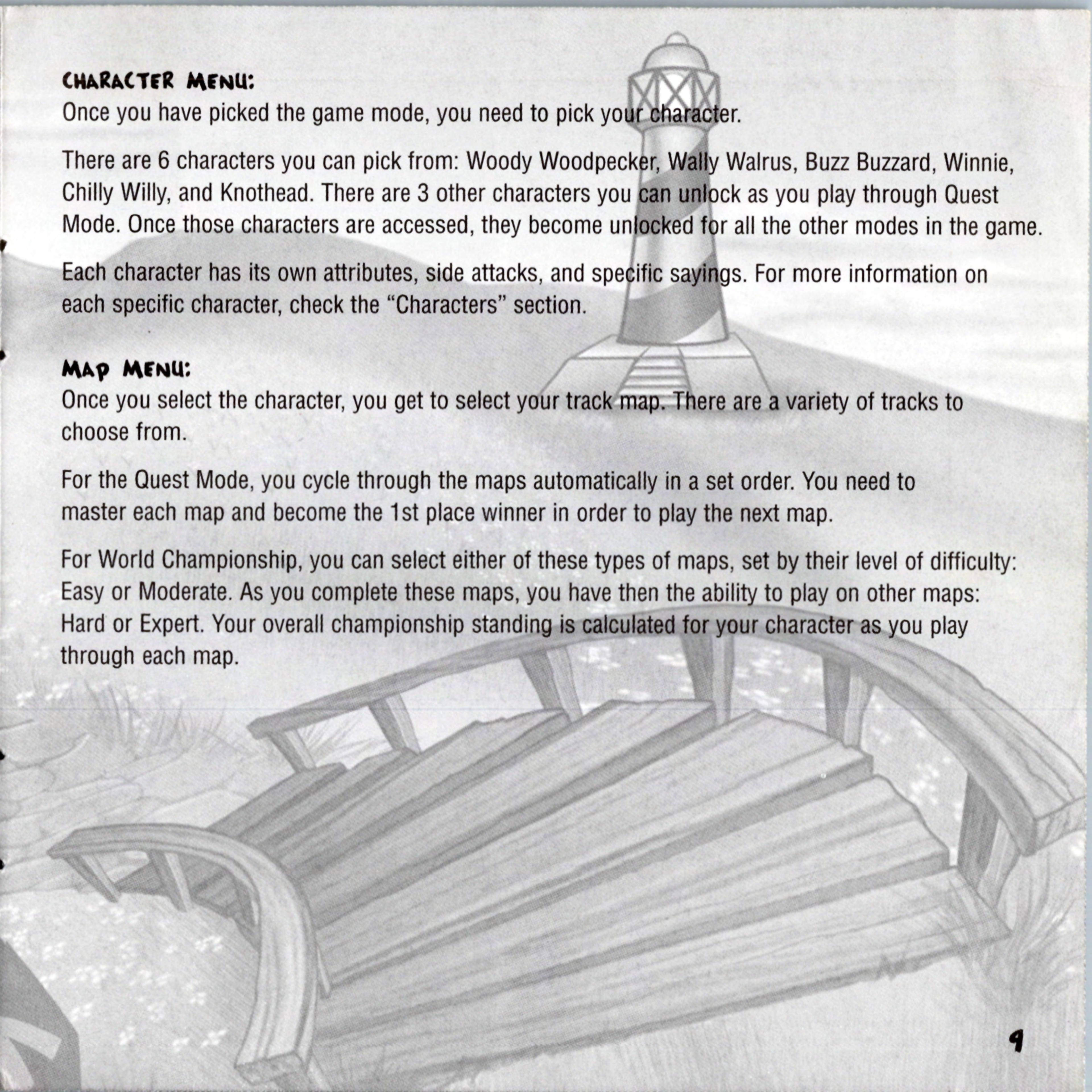
**Music Volume:** This allows you to adjust the volume level for the background music in the game. Use the left/right Directional Buttons to increase or decrease volume, then press the **X** Button to confirm selection and return back to the main options menu.

**Screen Adjust:** This allows you to adjust the screen vertically or horizontally.

**Controller Config:** This contains the options for the game controls.

## GAME CONTROL OPTIONS:

**Controller Config:** Allows you to map controls.

A lighthouse with a spiral pattern on its tower and a lantern room at the top, situated on a grassy hill. A wooden walkway with a railing leads up to the lighthouse. The background shows a soft, hazy landscape.

### **CHARACTER MENU:**

Once you have picked the game mode, you need to pick your character.

There are 6 characters you can pick from: Woody Woodpecker, Wally Walrus, Buzz Buzzard, Winnie, Chilly Willy, and Knothead. There are 3 other characters you can unlock as you play through Quest Mode. Once those characters are accessed, they become unlocked for all the other modes in the game.

Each character has its own attributes, side attacks, and specific sayings. For more information on each specific character, check the "Characters" section.

### **MAP MENU:**

Once you select the character, you get to select your track map. There are a variety of tracks to choose from.

For the Quest Mode, you cycle through the maps automatically in a set order. You need to master each map and become the 1st place winner in order to play the next map.

For World Championship, you can select either of these types of maps, set by their level of difficulty: Easy or Moderate. As you complete these maps, you have then the ability to play on other maps: Hard or Expert. Your overall championship standing is calculated for your character as you play through each map.

# CHARACTERS

## PERSONALITIES:

Each character has their own strengths and weaknesses which remain constant regardless of the vehicle you're driving. However, these attributes will come into play to a varying degree depending on which type of vehicle you are racing.

**Woody Woodpecker:** Mischievous, fast-thinking, quick-talking.

**Wally Walrus:** A little man in a big Walrus body; stuffy, conventional ways.

**Buzz Buzzard:** A con man who loves being bad. He and Woody Woodpecker are rivals from way back and butt heads constantly.

**Winnie:** Aggressive and impulsive, she always stands her ground.

**Chilly Willy:** Charming; all he wants is just to stay warm; not as helpless as he looks, however.

**Knothead:** Cunning, smaller version of Woody Woodpecker; younger, faster, and more energetic than others.

There are 3 other surprise characters to unlock as you play through Quest Mode.

## SIDE ATTACKS:

Each character has their own side attack which they use as their most fearsome weapon. The surprise characters also have their own side attack.

### CHARACTER

Woody Woodpecker

Wally Walrus

Buzz Buzzard

Winnie

Chilly Willy

Knothead

### WEAPON (Sound Effect)

Hits with his beak (signature pecking sound)

Hits with a wrench (wrench slap sound)

Hits with a mallet (mallet knocking sound)

Hits with a racket (swinging sound)

Hits with a fish (fish slap sound)

Boxing glove pops out on the side (boing sound)

## WEAPONS & POWER-UPS

In addition to the side attacks, you can pick up various weapons and power-ups as you drive on the tracks:

**Accelerator rings:** These give a similar effect to the Caffeine Rush power-up. These float on and above the track to accelerate the cars automatically, and are reusable, so all the cars have a chance to pick up extra speed.

**Hot Dogs:** These will work in an accumulating manner up to a maximum of 10 per track. Each Hot Dog will increase top speed by a small percentage but not affect acceleration. You lose 1 Hot Dog each time an opponent's side attack makes you spin. You are eliminated from the race when you have lost all Hot Dogs.

**ZZZZZ Orb:** Slows you for 5 seconds. Run over this by mistake and you immediately lose speed.

**Boxes/Crates:** Contains various weapons and power-ups: launch weapons, drop weapons, and other power-ups.

### CRATE OBJECTS

The same objects will be available to you through the whole game, so you can choose exactly what you want to do.

### LAUNCH WEAPONS

They are used for hindering opponents in front of you.

**Tomato:** The tomato splatters on opponents and slows them down for 2 seconds.

**Homing Pigeon:** Acts just like a homing missile, except that it's a PIGEON! When the opponent is hit they go into a spin and lose all their power-ups.

**Bow & Sparrow:** Use these little birds with your trusty bow to make your opponent lose control.

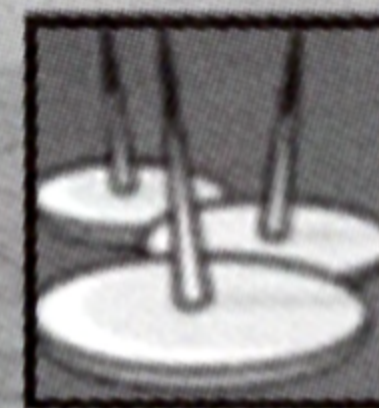
## DROPPED WEAPONS

These are used defensively to hinder opponents coming up from behind.



**Dynamite:** These attach to the vehicle directly behind you, and have a timer that counts down from 10 before the dynamite explodes.

**Tire Tacks:** Pops the tires of opponents behind the player. The opponent bounces high in the air and spins.



**Slippery Fish:** Hit one of these and you will go spinning off the track.

## OTHER WEAPONS AND POWER-UPS

Use these for increased powers for yourself, or to have global effects upon the other players.



**Caffeine Rush:** Makes you go faster! This acts as a "turbo" for 5 seconds when you press the weapon button. While in a caffeine frenzy, characters will accelerate twice as quickly as normal, and their top speed will be extended by 20%.

**Invincibility Shield:** Protects you from any opponents' attacks and weapons for 5 seconds.



**Temporary Time Warp:** Slows all your opponents down for 5 seconds.

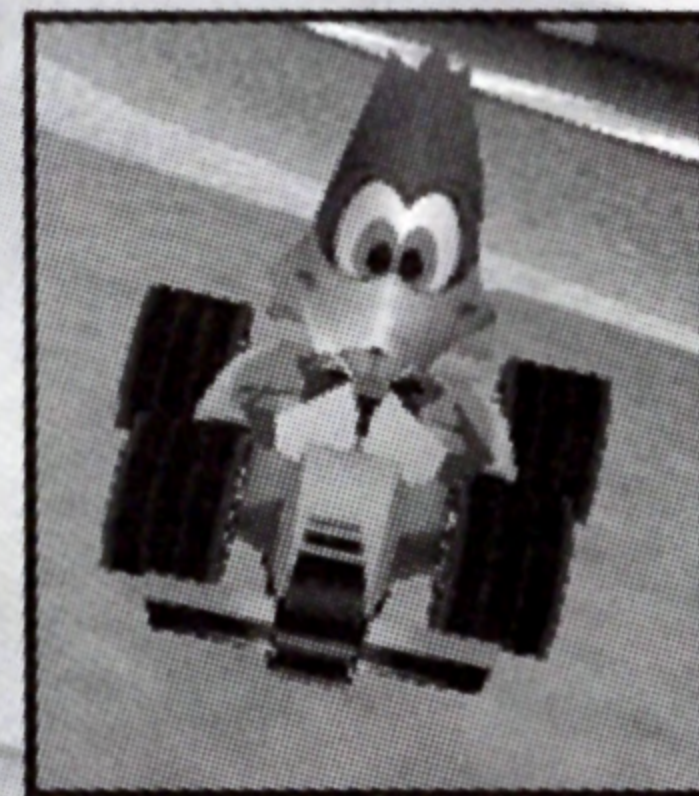
# VEHICLES & TRACKS

## VEHICLES

Each track will have its own vehicle, which is best suited for it. Each vehicle has its own acceleration, braking, handling, and collision attributes. Here are the detailed characteristics of each model:



**Stock Car:** A very easy-to-handle car with responsive but smooth steering. Stock cars are fast and have good acceleration and braking.



**Race Kart:** Ultra fast steering with amazing grip. Race karts are like nothing else on earth. Watch out for collisions.



**All-Terrain Vehicle:** These are lots of fun! The steering is quick, and tail slides are easy to correct. The car's handle and grip depend on the track surface. ATV tracks feature plenty of ramps, jumps, and stunt situations.

**Old Junk:** The Jalopies can reach pretty fast speeds, but this is not the main fun factor. They handle well and are quite good at dodging weapons and power-ups.



## TRACKS

You have 4 driving environments, each with its own vehicle. There are 4 maps for each driving environment, and 4 surprise maps that you can unlock as you play through Quest Mode or World Championship.

**Stock Car:** The Stock Car racing tracks are all about speed, and avoiding all the opponents' attacks and weapons. Even novices can race the fastest cars on the planet at breakneck speeds. However, who can do this while fighting off a pack of aggressive opponents?

Since the tracks are much straighter than the Race Kart tracks and do not have any obstacles, the challenge for the player will not come from the terrain itself, but rather from the accelerator rings, pick-ups, and the opponents' attacks. The circuits are made up of long, wide straights and fast, high, banked curves.

**Race Kart:** These tracks are about speed and tight turns. It's not just about going fast, but it's also knowing the best line around the track that will speed up your lap times.

Judge your braking distance correctly, or you'll crash through the twisty roads and corners of track. The circuits are fairly short, meaning you have to pass the back markers as you complete your laps.

For negotiating the tight turns, you can also use jumping and skidding. You will always have your weapons and side attacks.



**All-Terrain Vehicle:** The ATV tracks are all about obstacles, tight turns, and weapons.

These vehicles can drive up, down, and around anything so the tracks feature steep hills, banked turns and jumps. The track width is variable, with wide sections for overtaking, and narrow sections between rough ground, as well as ramps for jumping, dead-ends, and alternate routes.

Watch out when cornering! If you oversteer you'll slide and scrub off all your speed. Take the accelerator rings to jump further off the ramps.

Watch which road you take and where you turn, for it may not be a short-cut...alternate routes may be longer, but may provide additional pick-ups.

**Old Junk:** Race these big solid old 60s/70s 'yank tanks' and smack the heck out of your opponents. Jalopy racing is a combination of various elements, depending on which tracks you're using: obstacles and tight curves for handling challenges, as well as weapons and side attacks for fighting challengers. The terrain is quite level, however.



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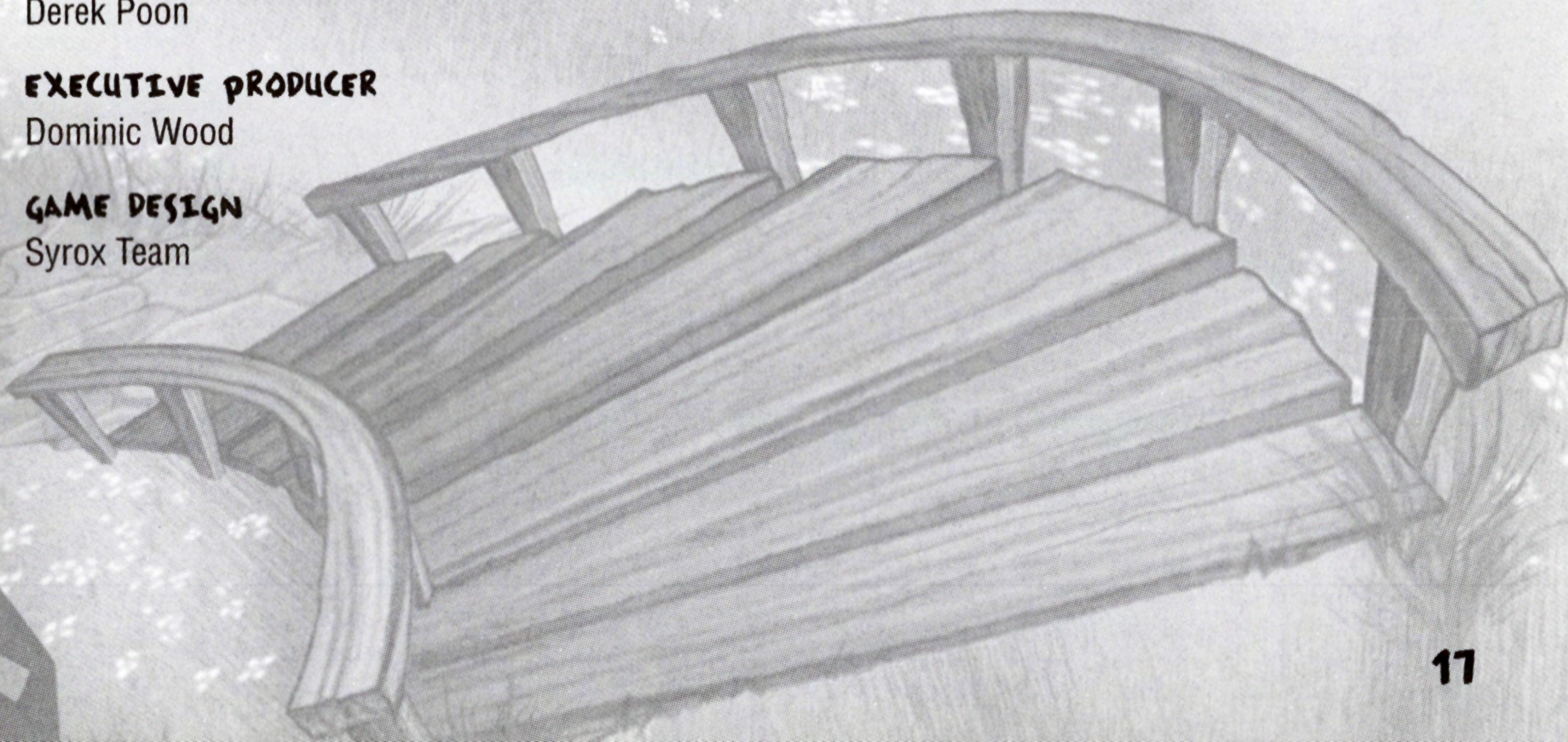
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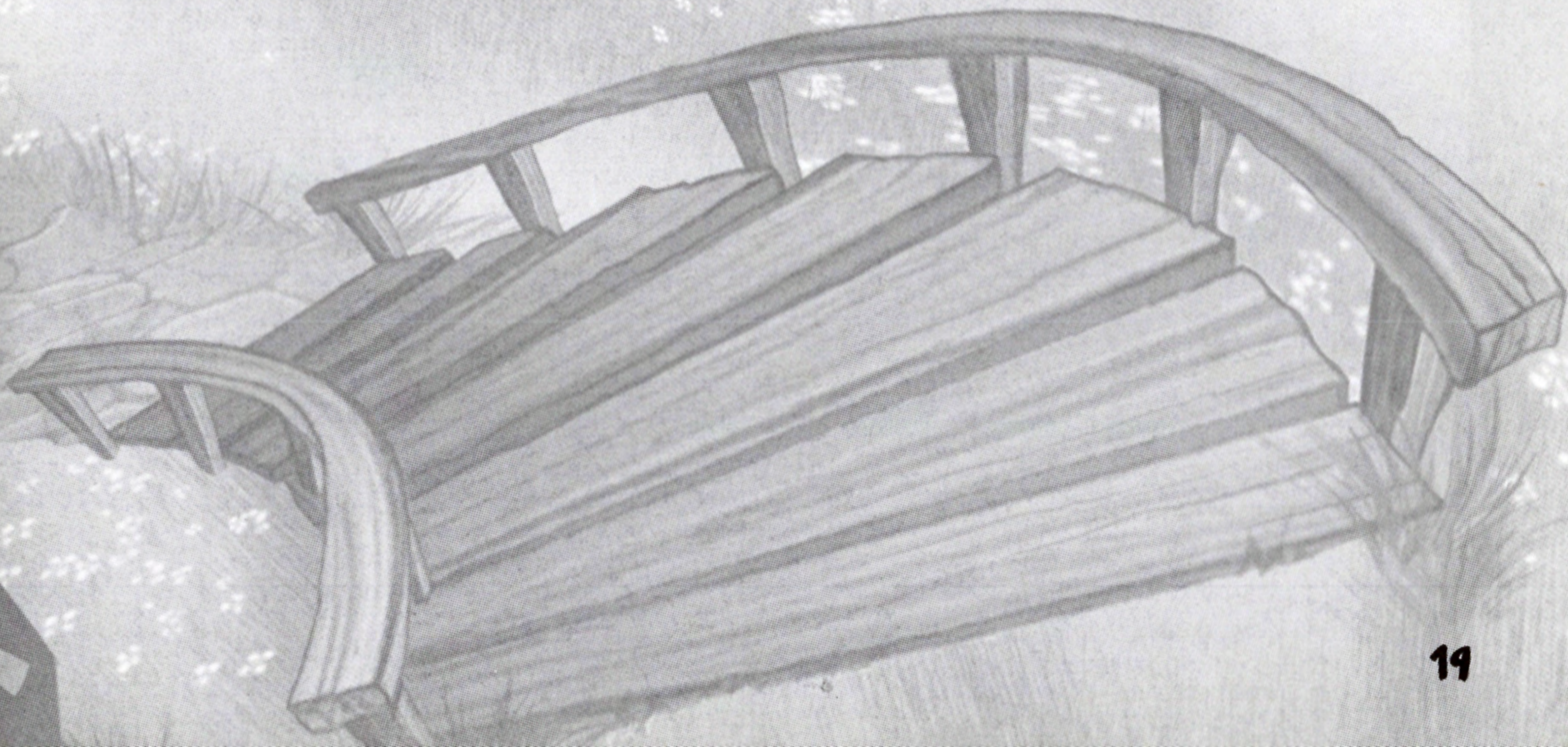
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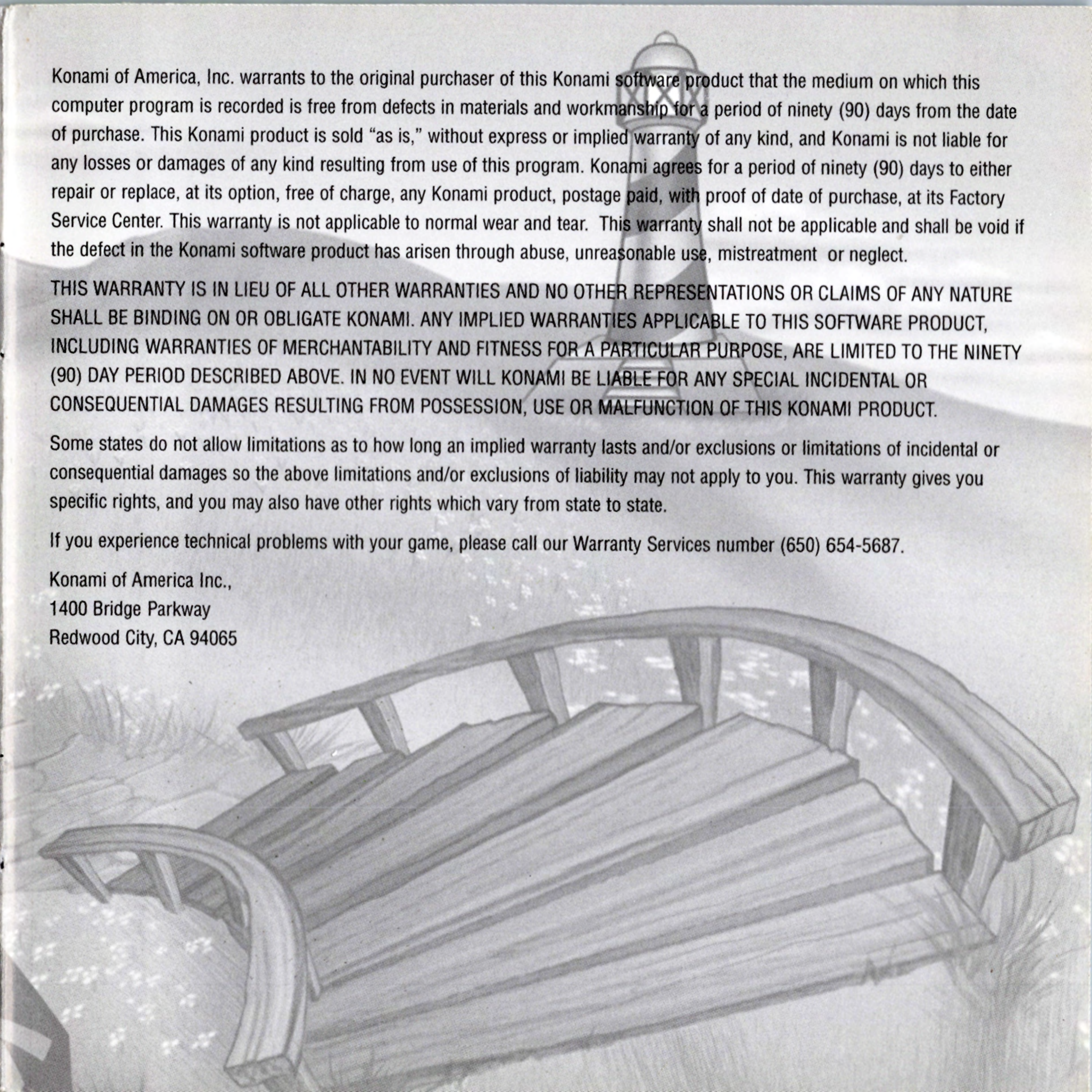
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