
PlayStation
NTSC U/C
PlayStation
KIDS TO ADULTS
CONTENT RATED BY ESRB
SLUS-00300
DARE DEVIL DERBY 3D
Supersonic
MINDSCAPE ENTERTAINMENT

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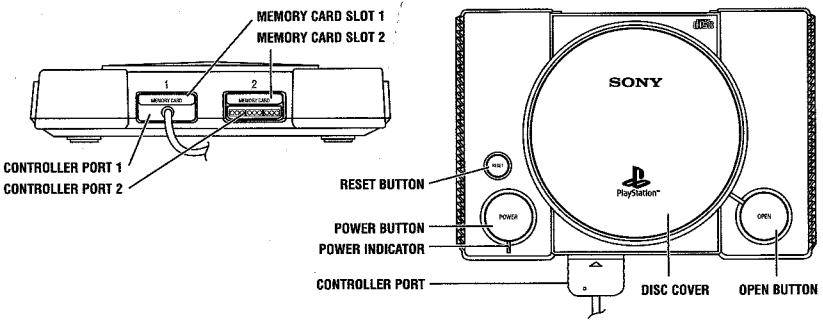
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Starting up

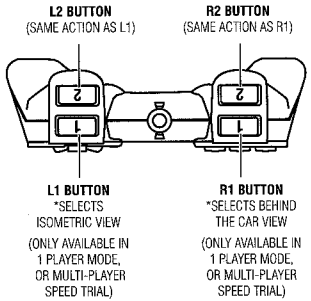
Console:

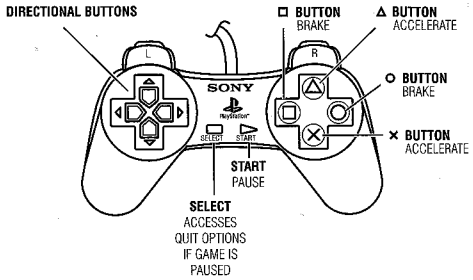


Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the DARE DEVIL DERBY™ disc and close the disc cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen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

Game Controls

Controller:





Press left on the directional pad to rotate the car counter-clockwise. Press right on the directional pad to rotate the car clockwise.

Multi-Tap™ Usage: Dare Devil Derby will support up to 8 players using extra controllers and the Multi-Tap (sold separately). To use the Multi-Tap, connect it to controller port 1 on the PlayStation game console, then insert up to four controllers into the numbered controller ports on the Multi-Tap (please connect your Multi-Tap according to the instructions supplied with it).

Note : When using the Multi-Tap, at least one Controller must be connected to Controller port A.

If desired, a second Multi-Tap can be connected to controller port 2 on the PlayStation game console, and up to four additional controllers can be inserted into the numbered controller ports on the second Multi-Tap.

Note: Removing a controller from any port during game play will cause the game to pause. To resume play, press the START button on controller 1.

All options and selections are made with a Controller plugged into Controller port 1, or Controller port 1A if you are using a Multi-Tap.

Quitting The Game

In order to quit a game that is in progress, first Pause the game by pressing the START button (the word "Paused" will appear on your screen). Then press the SELECT button and a menu will appear offering the options CONTINUE and QUIT. Selecting CONTINUE will exit this menu and unpause the game, allowing you to continue playing. If you select QUIT, you will be asked to confirm your selection by answering YES or NO. Selecting NO will exit this menu and unpause the game, allowing you to continue playing. Selecting YES will take you to the GAME OVER screen.

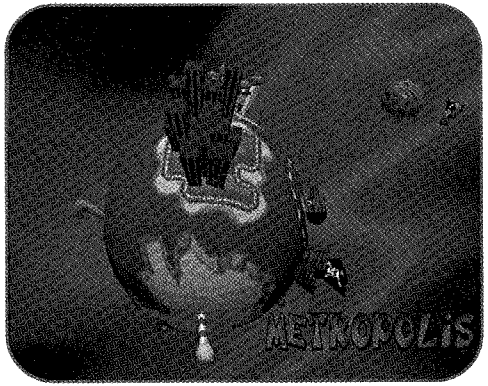
Note: In a multi-player Speed Trial, quitting using the process described above will end the current player's turn and progress to the next player. Only if the final player quits will the game be exited and go to the GAME OVER screen.

Menu Screens



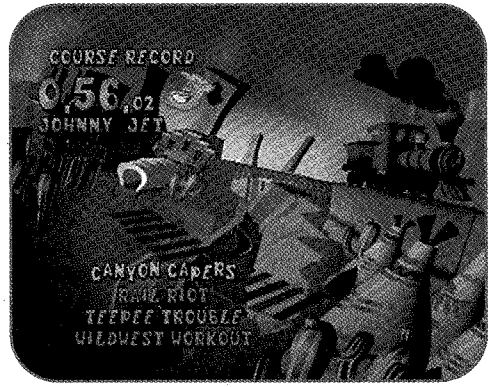
In the Menu screens, use the Directional buttons to make your selection and press the X button to select. Your current selection will be shown in yellow, with other available selections shown in red.

The World Select Screen



In certain play modes, you will be able to select a track. To move between the different environments, use the Directional buttons and then press the X button to select.

Tracks Available Screen



You will then be presented with the list of tracks available in that environment. Use the Directional buttons to select a track (the spotlight will move about the screen highlighting a specific feature of the track you have just selected) and press the X button to select.

View Mode

In the Championship game, you are able to view a race between two computer controlled characters. While this race is underway, you are able to change the view to follow either car. The □ or ○ button toggles between the cars.

You can speed up the race by pressing the Right Directional button. This will put the race into fast forward, which is denoted by the two green arrows at the bottom of the screen and the scan lines that flicker across your view. Releasing the Right Directional button will exit this mode and return you to normal speed.

Welcome to the World of Dare Devil Derby

Prepare yourself to be involved in a series of hilarious, crazy races where you and up to 7 friends (or enemies) will fight it out for the title of the top racer. Take control of any one of the 8 madcap cartoon characters (you'll find a little more background on them in the Characters section), as you race around over 30 tracks in 10 completely different environments.

Characters



Here are the eight characters you can control in Dare Devil Derby, along with a little insight into what you can expect when racing against them.

1. Johnny Jet
2. Sloth & Martha
3. Vareuka
4. Oswald
5. Dr Diabolical
6. Dunkum Skyscraper
7. General Blast'em
8. Lucy Lush

JOHNNY JET: A determined competitor, Johnny's the good guy who always pulls through. Success comes easily to Johnny.

SLOTH & MARTHA: This may be a double act, but one half of it is definitely in control. Martha is ruthless and domineering with an evil beauty. Sloth is her underling - a small, sly figure who will obey Martha's every command.

VAREUKA: At first glance she's your regular, sweet, cutesome little kid, but only at first glance. Although she may not be the best driver due to her lack of experience, she makes up for it with her sheer fury when not winning the race. This is one little brat to be avoided.

OSWALD: He may be dumb, but he's big and he's determined and, in his stolen Jail Van, he's a competitor who is used to driving fast. He won't let anyone who gets in his way stop him.

DR. DIABOLICAL: With his cunning and deviousness he is extremely dangerous, a character who must be watched very carefully.

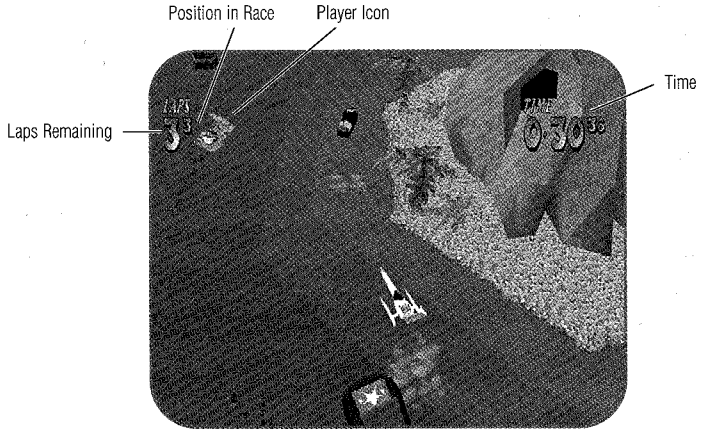
DUNKUM SKYSCRAPER: Dunkum believes in fair play, so much so that he will deal with anyone breaking the rules — personally.

GENERAL BLAST 'EM: A real gung-ho kinda guy with a big personality and an attitude to match. He has a real appetite for life and likes nothing more than someone who stands up to him — it allows him to Blast 'em even more.

LUCY: A successful TV reporter, Lucy's an all American girl. She plays by the rules and despises cheating. Lucy lets her driving do all the talking.

Play Modes

Single Player Modes



Grand Prix

A series of 10 races across a variety of tracks. In each of the races, except for the final race, you must finish in the top three in order to proceed to the next track. Failure to do so will mean that you must complete a time trial lap of the course against the clock in order to proceed to the next race. You only have one chance at re-qualifying. Once you've used this chance successfully, if you fail to finish in the top three places in a subsequent race, it is Game Over. In the last race, you must win in order to be crowned Grand Prix Champion — there is no re-qualifying chance.

If you manage to finish the first lap of any race in first place with an exceptionally quick time, you will automatically be put through to the next round.

World Series

You must race a series of 10 courses. Points are awarded for your finishing position. The character with the most points at the end of ten races is crowned Champion.

Championship

This is a tournament where players are picked to race against one another — until the final is reached.

During a race, your car and your opponent's car are in color and the other cars are "grayed" out. You must beat your opponent to proceed.

During the races in which you are not a competitor, you may choose either to skip the race and find out the result, or join as a "grayed" out car and actively attempt to affect the outcome of the race.

Knockout

In the Knockout, you race against all of the other characters and whoever finishes last is eliminated. This continues until just two characters are racing for the number one spot.

From the second race onwards, the finishing positions determine the placing in a staggered start. The character that finished first starts the race, the second place character starts a second later and so on.

One on One

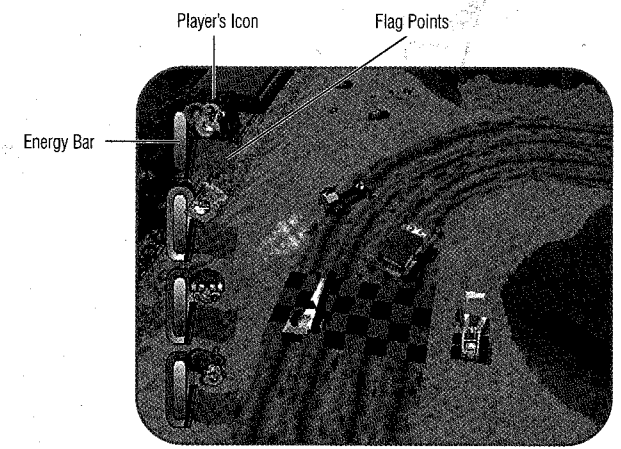
A race against each of the other seven characters, one at a time. When the race begins, your car and your opponent's car will be in full color, with the other six cars "grayed" out. In order to proceed to the next race, you must finish ahead of your opponent.

Speed Trial

This is a one lap race with the aim being to set the best time possible. Upon setting a fastest lap, you are able to input your name, which can then be saved to memory cards. All courses in the game are accessible in this mode, so it may be used to familiarize yourself with the tracks.

Multi-Player Modes

Battle Race



In this mode, each player involved has an icon depicting his or her character, a checkered flag and an energy bar down the left hand side of the screen.

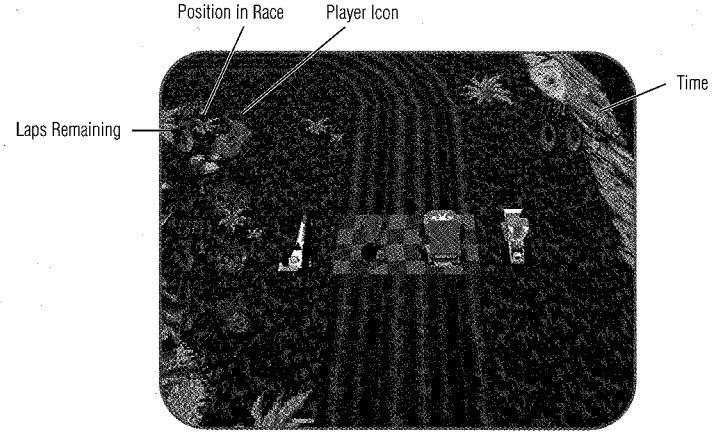
During the game, as a player falls behind the leader of the race, his or her energy bar will start to diminish. When it empties completely, that player is out of this section of the race (when your energy reaches halfway, your energy bar will begin to flash). This continues until all but one of the players is out of the race. A winner is then declared (shown by two flags on screen). The players are then awarded points, depending on when they dropped out of the race. These points are displayed in black & white in squares on the player's checkered flag. The first player to completely fill their flag is declared the winner of the overall race.

Once a player has been eliminated from the race, the computer takes control of the player's car and attempts to hassle the remaining players. This is depicted by a circle of stars appearing around the player's car.

One final point. Being destroyed within a race does not necessarily mean that the player is automatically out. Obviously, if all other players continue racing, the player that has been destroyed will have dropped far enough behind to be eliminated, but if they were in the lead, or other players have made the same error, they will be returned to the track and can continue racing.

You can choose the course to race on, and can continue to choose courses or race the same course indefinitely. The number of victories for each player will be displayed after each race.

Circuit Race



This is simply a multi-player race set over a certain number of laps. Each player does not have an energy bar, and the camera will zoom in and out in order to track all of the players, no matter where they are on the track.

You can choose the course to race on, and can continue to choose courses or race the same course indefinitely. The number of victories for each player will be displayed after each race.

Speed Trial

Each player races individually on a selected course. When all players have completed the course, the racer with the best time is credited with a win. Play can continue indefinitely.

Battle Comp

A Battle Race competition over a number of courses. The first racer to achieve three wins is the overall victor. Easier courses will be used in this mode.

Pro Battle Comp

For experienced Dare Devils only. The same as Battle Comp but with harder courses.

Circuit Comp

A Circuit Race competition over several different courses. Wins are counted and the first racer with three victories is declared the winner.

Speed Comp

The same as Speed Trial, but raced over a number of challenging courses. Wins are counted and the first racer with three victories is declared the winner.

The Worlds

Wild West

A rough ride through the wildest parts of the West. Hitch a train ride, but watch out for those shaky bridges and deep canyons. Keep an eye out 'cause things move a little fast in the Wild West.

North Pole

A trip that can freeze anyone's ambitions in a race. Indulge in a bit of skiing, or a trip around the refinery, but beware of ice floes.

Persia

The real hot one! Immerse yourself in the mystery of the East, its gorgeous temples, towering pyramids, and intriguing rooftops.

Zeppelins

How about a nice, quiet, sedate float through the clouds ? I don't think so, not with these big balloons trying to spike you ...

Pirates

A tropical turn, with old wrecks, waterfalls, and whirlpools. Not the ideal holiday, that's for sure.

Metropolis

True street racing. Burn some rubber around the city, zoom around the underpass and across the bridge, but beware of that river...

Deep Sea

It's Captain Nemo time, beware of the huge wildlife and the stuff being pumped into this underwater haven. Oh, did we mention that these subs aren't the strongest around?

Jungle

Encounter the wildest terrain and creatures the Jungle has to offer. Crocodiles, volcanoes, pits, swings ?? You have to be smooth and quick to be King of this Jungle.

Space

Launch off into the uncharted corners of the universe. Well, don't actually, since you're bound to lose the race if you do. It may be worthwhile exploring some of the asteroids though.

Haunted House

The spookiest race of your life. Whoever thought of putting a race course through this place must have been bewitched.

Other Options

Memory Card

The game will automatically detect the Memory Cards you have plugged into any Memory Card slots. You will then be given a list, from which you can select which card you wish to save to or load from. If no Memory Cards are detected, you can insert them and retry.

Once you have selected which Memory Card you want to use, you may select whether you wish to Load or Save a game to the Memory Card. The program will check for available space, and notify you if there is a problem.

A saved game will store your CD Audio and Sound FX preferences, together with the lap records for the tracks and any secret or bonus tracks that you may have earned.

If you have a previously saved game on a memory card in Slot 1 or Slot A in a Multi-Tap connected to controller port 1 upon loading Dare Devil Derby, the program will automatically load in your stored preferences and record times.