PlayStation

NTSC U/C

Destruction derby



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PlayStation

NTSC U/C

KIDS TO ADULTS

K-A

AGES 6+

SCUS-94302

Destruction derby



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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Destruction derby

the warm up lap



An Unofficial History Of Destruction Derby...

With the invention of the motor car came the invention of the flagman. And shortly after the invention of the flagman came the invention that is Destruction Derby. Here's how...

Put simply, the flagman was an early version of a traffic light. Walking slowly in front of road going vehicles it was his job to control the flow of cars through built up areas. Obviously this would not be a major contribution to road safety today but in slower, less frantic days it was. Carrying both red and green flags he would boldly wave the red flag if he wanted the vehicle behind him to stop and this would be followed shortly after by the green flag which signalled to the driver that the way was clear for their journey to continue.

Occasionally, freak gusts of wind blew the flags into the face of the unwitting flagmen and with their arms flailing wildly, they became the premium filling in a metal sandwich. The car owners were understandably pissed at the damage done to their fine body work and yet found the attraction of bumper crunching action simply irresistible. And so they set out to make it an official pastime. Hay bales were arranged to make a track, rules were written, and then wheel spun into the dust. And the flagmen? They were allowed to preserve mind, body and soul by simply starting the mayhem with a bold wave of both their flags. And with this simple gesture an all action, highly addictive sport was born...[honest!]

Nowadays, most cities in most countries across the world have a Destruction Derby track. And those which don't, such as Athens and Rome, remedy this by allowing the locals to use the public road system. But you don't need to worry about any of this. In fact, you don't even need to know how to drive because you have just become the proud owner of the best game in the world. [Probably].

So round up your friends,

crank it up real loud

and get wrecked...



Red Light !

To load and run Destruction Derby on your Sony PlayStation, follow these simple instructions.

1. Set up your Sony PlayStation in accordance with the instruction manual supplied with the system.
2. Insert controller 1 into the first port on your Sony PlayStation.
3. Follow your system directions to open the CD drive and place the CD onto the bed of the drive, ensuring the printed side faces upwards.
4. Close the CD drive and switch the system on to begin play.

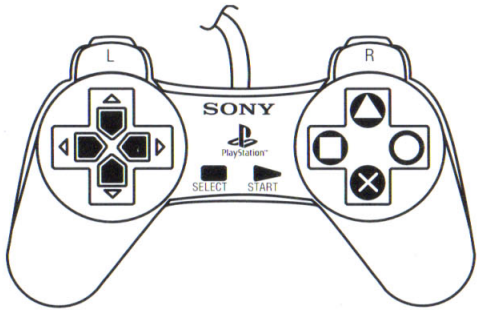
Green Light !!

Okay, you're all set up, and ready to rumble. Get the engine revving, hit the redline and let's get it on...

Go !!!

Destruction Derby has two game environments, the menus and the races. When in the menu system, use the D-Pad controls to highlight each option box. Press Button X to select the option currently highlighted.

How Do You Steer These Hogs?



Accelerate	X
Reverse & Brake	Square/Triangle
Directional Controls	Move car left and right
Start Button	Pause Game
L1 & R1 shoulder buttons	So you've just been 360°'d, you're moving the wrong way and you want to know how to get back on track? Simple. Press L1 or R1 to spin the car round while pressing brake or accelerate to get you in the right direction. **Destruction Tip** The Rookie vehicle will be automatically spun round. All you need to do is press brake or accelerate.
R1 & R2 Shoulder Button	Toggles through four in game views

The Races

Once loaded, the game will begin with a Sony Computer Entertainment logo screen. This is followed by a Sony Psygnosis logo screen after which you will be asked to choose between single or PlayStation link mode. Use the D-Pad to move between the two options and press X to make your choice. After this you will be taken to the main menu screen.

There are 4 styles of race action to choose from, each with its own particular rules and tactics. Decide between Wreckin' Racing, Stock Car Racing, Destruction Derby and Time Trials. For the ultimate in fender bending action we suggest you pile straight into the Destruction Derby. And here's how...

Car

You have a choice of vehicles ranging from Rookie to Pro. Use the left and right D-Pad buttons to toggle through your car choices, watch the animation showing how the car will handle and then press X to make your choice.

Track

There are many different tracks of metal crushing mayhem to choose from and you will find out what these are as you progress through the Championships. However, there is only one Destruction Derby track, the Bowl. Choose Destruction Derby from the race style menu and the Bowl will be selected automatically.
Go on, choose it.

Card

Don't worry about this now, but this is where you will put all those saved games. If you want to go back to a previously saved game this is where you'll find it. Use the D-Pad controls to highlight your chosen slot and press button X to select it. Select the Replay Slot to view a saved replay, Lap Time Slot to look at your fastest lap times and Load Game to load a previously saved game. Note that you cannot save anything at this point. See section entitled "End Of Race Options Menu" to find out how to save stuff.

Options

If you want to go to all the trouble of changing the finely tuned controls that we spent months perfecting then this is the choice for you. Selecting this also allows you to tinker with the volume and generally make essential adjustments like ensuring your screen is centered.

Go

Use this to put all your menu choices into action.

Race Style

Choose between Wreckin' Racing, Stock Car Racing, Destruction Derby and Time Trials. We'll talk about the others later. For now, just select Destruction Derby. Done it? Alright! Now select Race Practice. Done it? Alright! Now select Go. **Done it? Alright!** Now get your pants ready for some of the hottest bumping and grinding fun to be had with your clothes on.

Yahoo!!!

Okay you've just made your Destruction Derby debut. And yes, it was the hottest bumping and grinding fun to be had with your clothes on. But there's more. Much more. Like another 3 race styles to master, a 5 division league to win, plus stacks of other top features to get your head round. Like a choice of playing against up to 20 of your friends And after their first go at Destruction Derby it's a fair bet that it's your house that's going to be under siege. Top banana or what!? So select exit and return to the main menu...

More Wacky Races

You already know about the cars and the tracks but what about the other race styles? Have a look at this little lot...

Wreckin' Racing

Takes place on a variety of circuits and drivers are awarded points for damaging other cars while racing to complete a fixed number of laps.

Stock Car Racing

Quite simply, a piece of classic circuit racing. It's a flat out race to the finish with absolutely no points awarded for smashing other drivers. Of course, those other drivers like the Bouncer, the Optician and the Specialist may have something to say about that.

Time Trials

Are just what you think they are. A simple race against the clock which appears at the bottom of the screen in the form of a stopwatch. Your best laptimes can be saved off to the PlayStation Memory Card.

So, after selecting the track of your choice use the D-Pad to move the highlighting effect over Wreckin' Racing, Stock Car Racing or Time Trials. Of course you might just feel like Destruction Derby again. But remember, in Destruction Derby mode the Bowl is the only track you may race on and the system will automatically load this track if you choose that race style. Make your choice and press X to select. Press X again and you will be presented with another menu. It's decision making time again...

The Racing Menus

After choosing either Wreckin' Racing, Stock Car Racing or Destruction Derby you get to make some more choices as follows...

Race Practice

A not so free track to practice a few moves on, guaranteed to give you a few lumps and bumps. In other words a single race to prepare you for the rigors of the championship program. **Piece of cake!**

Championship

After selecting a race style, car and track you can choose this option and enter your name for a league. When you are ready to rumble select "go" and you will shortly be pitting your wits against The Bouncer and the rest of the Destruction Derby crew. There are five leagues of four drivers with points awarded for winning and, in Wreckin' Racing only, for damaging other vehicles. Sadly there are no points awarded for striking out!
Points in Destruction Derby and Wreckin' Racing mode are awarded as follows...

Wreck an opponent's car — **10 points**
Spin an opponent's car through 360° — **10 points**
Spin an opponent's car through 180° — **4 points**
Spin an opponent's car through 90° — **2 points**

Destruction Tip
All points will be doubled if the car you damage is in first place at the time.

After racing you will be shown your finishing position in that race as well as your overall league position. Promotion from a lower to a higher league brings its own rewards in the shape of six completely new tracks to race on and a set of new opponents to test yourself against, as well as a brand new roof respray. Division Five is white, Four is yellow, Three is blue, Two is red and the top league is black. In Wreckin' Race mode only, the last race of the season will be a Destruction Derby. Failure to win promotion means you're going to have to race the same old tracks all over again. And relegation? Don't even think about it!

Multi Player

This allows you and up to twenty friends to race individually against the rest of the Destruction Derby crew. Enter your names and the PlayStation will call you up individually. When you have all finished racing you will be shown a league table which will display your placings.

Duel

This lets you race in a head to head mash with a car selected by the system.

Destruction Derby One Player Only Options

Because it's such an excellent part of the game we've given the racing menu in Destruction Derby mode a couple of extra features. Select the Other Options mode. Now select Total Destruction. This only applies to one player mode and taking part is the quickest route to the Breaker's Yard! All cars will target you at full speed while a clock counts upwards, the aim of the game being to survive for as long as possible. Those of you with nine lives can save off the longest survival times to the PlayStation Memory Card, show them to your friends and sit back as they vainly attempt to beat it.

Destruction Tip. You can only score up to a maximum of 99 points in any given race.

Destruction Derby Link Options

Selecting Other Options while playing in link mode opens up a whole new world of tactical metal mayhem, and only you can decide which option satisfies your craving for twisted metal the best.
So select one from the following...

Duel

Face off against your friend on an empty track in a pant wetting race to smash each other to pieces.

Team Pairs

Up to **40 players** can enter in teams of two. In each race or Destruction Derby over the season you and your teammate work together to secure the best finishing places. At the end of each race your points are combined to give your team score. Each team score appears in the league table with the winning team at the top.

Tag

All cars will initially chase you or your opponent's car. Tag each other and watch as the tagged player is targeted by 18 cars hell bent on metal carnage.

Seek and Destroy

This is tag with a twist. When you and your friend start the Destruction Derby each of your cars will be targeted by nine others. However any cars that you bump will instantly turn their attentions to your opponent's car. So the object is to drive around and bump as many cars as possible so that they target the other driver. But be warned. Your opponent is going to be doing exactly the same thing.

Watch your back!



End of Race Options Menu

After playing in the league mode and following the end of race placings you will be asked to make a number of choices from an options menu as follows...

View League

Shows divisional placings. Use left and right keypad controls to move between divisions.

Pit Compound

See how much damage you've done to the other cars in your last race in this all expenses spared visit to the pits. Use the left and right D-Pad controls to move between the cars.

Next Race

Give me more!

Save

Save your current position and go get something to eat. Click on the Save Option to display several memory slots. Some will contain previously saved games while others will be empty. To save a game use the D-Pad controls to highlight your chosen slot and press button X to select it. You will then be able to save a game to that slot.

Quit

Guess what?

View Replay

Choose this and you will be able to create your very own customized replay. Use the left and right D-Pad controls to move through the on screen icons which can be used as follows...



Fixed Camera

Select this icon and your last race will be replayed through a fixed view camera. Toggle the fixed camera icon using the X button and you will be shown the floating camera icon. And this is where it gets interesting.



Floating Camera

This is the in-game edit facility which allows you to override the fixed camera replay and put together your very own personalized replays. After selecting this facility look at the icon just to the right. You are going to need this to choose a position for your camera.



Direction

Select this and use the direction buttons on your keypad to move the floating camera around. Use the shoulder buttons to scale the camera view. When you are happy with all your choices press X. This will take you along to the stamp icon which must then be selected to fix the camera angles in place.



Stamp

Every time you place and fix the camera this will translate into one second of playback. Plot as many positions as you like but remember, the last position you plot is final. For instance, you may plot 4 positions which will give you four seconds of playback from changing perspectives while the rest of the race will be viewed from the last camera angle that you plotted.



Play

Once you are happy with all your choices select this icon, make yourself comfortable and sit back to watch the action...



Save

Select this icon and you can save your favorite replays to the PlayStation memory card. Use the same method as you do when saving previous races.



Eject

Select this and you can quit out of this facility.

The Destruction Derby Code

When you first try any of the race styles in Destruction Derby charging around the tracks banging anything with wheels on will keep you occupied for a while but to win points and keep your vehicle fairly intact make sure you follow these simple rules. They are here for one purpose and one purpose only. To ensure that you and your fellow drivers can fully enjoy the pleasures of the road. We are convinced that adhering strictly to these guidelines will result in a safer and more pleasurable motoring environment.

1. When being closely followed by an annoying car simply apply your brakes firmly. This will stop the offender promptly in their tracks while causing considerable front end damage to their vehicle.

2. If you find your vehicle being overtaken turn sideways into the rear corner of the overtaking vehicle. Often results in an impressive spin as the driver loses control.

3. Accelerate sharply into the back of a car as it brakes to take a bend. This maneuver will almost certainly finish with the rammed vehicle taking a nosedive into a wall.

4. Squeezing and ramming other cars sideways into oncoming walls and stationary wreckage is also highly recommended.

5. As you approach another vehicle wait until you can see the whites of the other driver's eyes then turn sharply so that your vehicle takes side damage while your opponent's sustains crippling front end damage.

Follow these simple rules and endless hours of motoring enjoyment will be yours. However, you will have to learn for yourself how to avoid damaging collisions. And as any experienced Destruction Derby driver knows, this is the secret of a truly successful competitor.

The Breakers Yard

To end this quick trip through the mass of twisted metal that is Destruction Derby we thought you might like some tips from the man who knows all there is to know about it. The man who has to put the cars back together after you've wrecked them. The man who is - the chief mechanic. Over to you Zeke...

"Hi y'all this here is Zeke speaking. Watch out for front end damij. Your engine ain't gonna like this one bit an' it's gonna be the end of the road for y'all if y'all get front ended. Back end damij? Hotdog, 80 Marlboro cigarettes a day be better for your overall health than back end damij. Get a load of this using the close up view. See your wheels spinnin' in the dirt? That's 'cos y'all got no rear axle left to speak of. And side impacts? Phoooeee! Those boys gonna mess wid' your steering 'til y'all think you got a couple of rattlers wrapped around the steering column. Watch out when you're driving the Pro car though. We got that sucker so tuned up that the steering may seem a little greasy. We reckons that if y'all don't take your foot of the gas but dab at the brake as you steer into a bend you'll end up in one mean powerslide.

'An I'll tell y'all somethin' else. Them drivers you up against? Well, I been takin' a little look at some of them? An' you know what? They just plain loco! Sneak a quick glance at that darn L Driver. I mean, some people say I'm backward, but he be drivin' so slow that you'd be forgiven for thinkin' that he stuck in reverse. I seen him cause so many pile ups 'cos of his bad ways 'an you'd be well advised to steer clear. Mind, then there's that there Optician fellow. He's so short of sight he don't know whether he comin' or goin'. And Skum? Well, he sure do live up to his name. Meaner than a cornered polecat and twice as slippery. I swear he thinks his brake pedal is his gas pedal. He brake so hard sometimes that I think, boy, by rights you ought to be wearing yer windscreen on your face. He'll cut you up an' try every goddam trick there is to finish you. Permanent, like. An' then there's those Suicide Squaddies. I ain't seen nuthin' like them before. No fear to speak of. One time I even seen them crazy critturs drivin' the wrong way around the tracks...in reverse! Like I says NO FEAR!

Anyhow that's enough from me. I'm sure we'll all be running into each other again... sooner or later.
Thanks y'all...

Credits

Concept and Design — Martin Edmondson

Programming — Mike Troughton, Robert Troughton, Russ Lazzari, Will Musson

Graphics and Textures — Phil Baxter

SG Modelling — Martin Edmondson

Link Handshaking — Andrew Bond

Memory Cards — Graeme Love

Music and Fx — Tim Swan

Voice overs — Steve Cooke, Jessica Martin

Thanks to Macdonald Racing for help with the sound fx



Credits continued

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Michele Harris
Joanne Galvin

Digital Music Editing — Phil Morris

Quality Assurance — Jonathon Wild, Nevin Gaston, John Delaney, Paul Evason

Manual Text — Huw Thomas

Packaging and Manual Design — Peter Dyke



STOP reading and START playing...

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