PlayStation™

NTSC | U/C

PlayStation™

DESTRUCTION DERBY™ 2



KIDS TO ADULTS

CONTENT RATED BY ESRB

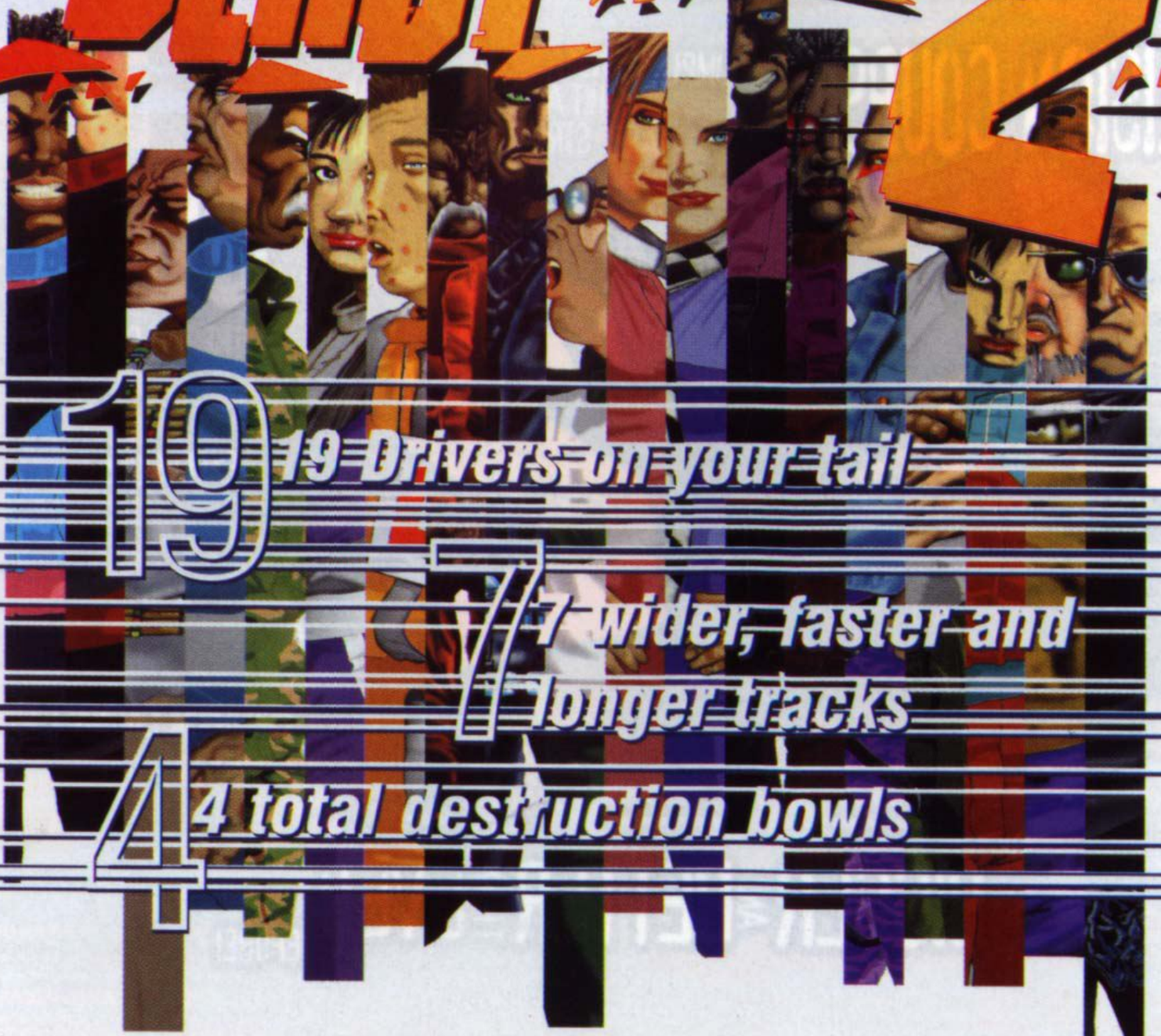
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PSYGNOSIS™


THE BEST SELLING SMASH 'EM UP EVER IS BACK ON TRACK
RESPRAYED, Rebuilt AND RETUNED IT'S A HELTER-SKELTER
COLLISION COURSE OF CRUMPLE ZONES, HIT AND RUN MAYHEM, AND STREET LEVEL SLAMMING
Destruction
2
BUT
THE TRACKS,
EXPLOSIONS
AND
CHROMIUM CARNAGE
ARE BIGGER AND BETTER THAN EVER BEFORE!

DESTRUCTION DERBY 2



19 Drivers on your tail

7 wider, faster and longer tracks

4 total destruction bowls

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STARTING THE GAME

To play Destruction Derby 2 on your PlayStation™ game Console:

1. Set up your PlayStation™ game Console in accordance with the instruction manual supplied with the system.
2. Follow your system directions to open the Disc cover and place the CD onto the bed of the drive, ensuring the printed side faces upwards.
3. Close the Disc cover. If the unit is switched off, press the POWER button to begin play. If the unit is already on, press the RESET button.

To skip through intro screens, press the X button or START on the Controller.

WARNING! Do not insert or remove Controllers, Memory cards or other peripherals during the game.

CONTROLLING YOUR VEHICLE

Destruction Derby 2 has two game environments, the menus and the races. When in the menu system, use the Directional buttons on your Controller to highlight each option box. Press the X button on your Controller to select the option currently highlighted. Press the TRIANGLE button on your Controller to back up one screen anywhere within the menu system.

X button	Accelerate
Square button	Brake/Reverse
Directional buttons	Steer car left and right*
START button	Pause Game
L1 / R1 buttons	Fast Steer**
R2 / L2 button	Toggles through in game views

L2/R2 BUTTONS - TOGGLES THROUGH IN GAME VIEWS
L1/R1 BUTTONS - FASTER STEER**



STEER CAR LEFT AND RIGHT*

BRAKE/ REVERSE

ACCELERATE

* STEERING TIPS

THE CARS IN DESTRUCTION DERBY 2 ARE ALL HIGHLY TUNED VEHICLES. TO AID YOUR CORNERING TECHNIQUE TRY DABBING LIGHTLY ON THE BRAKE AS YOU STEER INTO A BEND BUT KEEP YOUR FOOT HARD DOWN ON THE GAS. THIS SHOULD RESULT IN A MEAN POWERSLIDE. IF THE CAR STARTS TO SLIDE OUT OF CONTROL YOU CAN COMPENSATE FOR THIS BY APPLYING OPPOSITE STEERING LOCK.

** FAST STEER INCREASES THE RATE OF STEER AND ALSO INCREASES THE MAXIMUM LOCK ON THE STEERING. THIS IS HANDY FOR GETTING OUT OF TIGHT SITUATIONS.

IF YOUR CAR FLIPS DURING THE COURSE OF A RACE, YOU WILL INCUR A TIME PENALTY BEFORE YOUR VEHICLE IS AUTOMATICALLY RIGHTED.

N.B. DEFAULT CONTROLS ONLY. TO CHANGE CONTROLLER SET UP PLEASE SEE SECTION TITLED **CONFIGURATION** IN THE **MAIN MENU**.

THE MAIN MENU

ONCE THE GAME IS LOADED, YOU WILL BE PRESENTED WITH THE MAIN MENU SCREEN. USE THE DIRECTIONAL BUTTONS TO MOVE AROUND THE MENU OPTIONS AND PRESS THE X BUTTON TO MAKE YOUR CHOICE. YOU MAY QUICK SELECT ALL THE OPTIONS IN THIS MENU EXCEPT MULTI PLAYER BY USING THE CIRCLE AND SQUARE BUTTONS TO SCROLL THROUGH EACH CHOICE.



RACE

SELECT THIS TO ACCESS THE RACE MODE MENU WHERE YOU CAN CHOOSE BETWEEN WRECKIN' RACING, STOCK CAR RACING AND THE INFAMOUS DESTRUCTION DERBY.



CAR

YOU HAVE A CHOICE OF VEHICLE RANGING FROM ROOKIE TO PRO. USE THE LEFT AND RIGHT DIRECTIONAL BUTTONS TO TOGGLE THROUGH YOUR CAR CHOICES. AN ON SCREEN INDICATOR WILL SHOW ACCELERATION, TOP SPEED AND GRIP FOR EACH VEHICLE. PRESS THE X BUTTON TO MAKE YOUR CHOICE.



TRACK

THERE ARE 7 DIFFERENT TRACKS OF METAL CRUSHING MAYHEM TO CHOOSE FROM AND YOU WILL FIND OUT WHAT THESE ARE AS YOU PROGRESS THROUGH THE CHAMPIONSHIPS.



MEMORY CARD MANAGER

TO LOAD A PREVIOUSLY SAVED GAME, MAKE SURE YOU HAVE A MEMORY CARD INSERTED ACCORDING TO THE SYSTEM INSTRUCTIONS. USE THE CIRCLE BUTTON TO MOVE BETWEEN MEMORY CARDS. WHEN YOU HAVE DONE THIS USE THE DIRECTIONAL BUTTONS TO HIGHLIGHT YOUR CHOSEN GAME SLOT AND PRESS THE X BUTTON TO SELECT IT. THE GAME YOU HAVE SELECTED WILL THEN BE

loaded from the Memory card. (Note that you cannot save anything at this point. See section **MEMORY CARD OPTIONS** in **RACE OVER MENU** to find out how to save stuff.)



INFORMATION

Accesses the Information Menu Screen where you can view a selection of statistics.



CONFIGURATION

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 centred. If you are using an analog controller this will be detected automatically and show up on screen when you are in the "Select Controller" area of the configuration menu. Select either Mad Catz or neGcon from the menu. You can then tailor these control methods to suit your requirements.

(You may also save a newly configured Controller to a Memory card using the Save Configure option. See section **MEMORY CARD OPTIONS** in **RACE OVER MENU** to find out how to save stuff.)



CD AUDIO PLAYER

Use this to play the CD track of your choice.



GO

When you are satisfied with all your menu choices use this to start the race.

THE RACE MODE MENU

THERE ARE 3 STYLES OF RACE ACTION TO CHOOSE FROM, EACH WITH ITS OWN PARTICULAR RULES AND TACTICS. DECIDE BETWEEN WRECKIN' RACING, STOCK CAR RACING AND THE INFAMOUS DESTRUCTION DERBY.

WRECKIN' RACING

TAKES PLACE ON A VARIETY OF CIRCUITS WHERE 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 NO POINTS AWARDED FOR SMASHING OTHER DRIVERS. OF COURSE, THOSE OTHER DRIVERS LIKE SKUM, MASTER AND THE UNDERTAKER MAY HAVE SOMETHING TO SAY ABOUT THAT.

DESTRUCTION DERBY

NOT FOR THOSE WITH A NERVOUS DISPOSITION, DESTRUCTION DERBY IS TOTAL CAR CARNAGE. RACE AROUND ONE OF THE FOUR BOWL TRACKS WITH THE AIM BEING TO INFLICT AS MUCH DAMAGE AS POSSIBLE ON YOUR OPPONENT'S VEHICLES.

RACE TYPE MENU

CHOOSE BETWEEN CHAMPIONSHIP, RACE PRACTICE, TIME TRIALS AND MULTI PLAYER OPTIONS.

CHAMPIONSHIP

AFTER SELECTING A RACE STYLE AND CAR YOU CAN CHOOSE THIS OPTION AND ENTER YOUR NAME FOR A LEAGUE. THE TRACKS WILL BE AUTOSELECTED FOR

YOU OVER A FULL RACE SEASON. IN WRECKIN' RACING A FULL SEASON IS 5 RACES WHERE THE LAST RACE IS A DESTRUCTION DERBY CONTEST. IN STOCK CAR RACING A FULL SEASON IS 4 RACES. USE THE DIRECTIONAL BUTTONS TO MOVE AROUND THE ALPHABET AND PRESS THE X BUTTON TO MAKE YOUR CHOICE. YOU MAY ENTER A NAME UP TO 8 LETTERS LONG. WHEN YOU ARE HAPPY WITH THE NAME ENTERED MOVE THE HIGHLIGHTING EFFECT OVER "END", PRESS THE X BUTTON AND YOU WILL RETURN TO THE MAIN MENU.

SELECT "GO" FROM THIS MENU AND YOU WILL SHORTLY BE PITTING YOUR WITS AGAINST THE BOUNCER AND THE REST OF THE DESTRUCTION DERBY CREW. THERE ARE FOUR LEAGUES OF FIVE DRIVERS WITH POINTS AWARDED FOR WINNING AND, IN WRECKIN' RACING ONLY, FOR DAMAGING OTHER VEHICLES. POINTS IN DESTRUCTION DERBY AND WRECKIN' RACING MODE ARE AWARDED AS FOLLOWS...

WRECK AN OPPONENT'S CAR	25 POINTS
SPIN AN OPPONENT'S CAR THROUGH 360°	50 POINTS
SPIN AN OPPONENT'S CAR THROUGH 180°	25 POINTS
SPIN AN OPPONENT'S CAR THROUGH 90°	10 POINTS

N.B. 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 A BRAND NEW TRACK TO RACE ON AND A COMPLETELY NEW BOWL. 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!

RACE PRACTICE

A SINGLE RACE TO PREPARE YOU FOR THE RIGOURS OF THE CHAMPIONSHIP PROGRAMME.

TIME TRIALS

A SIMPLE RACE AGAINST THE CLOCK WHICH APPEARS AT THE TOP OF THE SCREEN IN THE FORM OF A STOPWATCH.

MULTI PLAYER

THIS ALLOWS YOU AND UP TO 9 MATES TO RACE INDIVIDUALLY AGAINST THE REST OF THE DESTRUCTION DERBY CREW. ENTER YOUR NAMES IN THE SAME WAY YOU WOULD FOR A CHAMPIONSHIP IE. USE THE DIRECTIONAL BUTTONS TO MOVE THE HIGHLIGHTING EFFECT AROUND THE ALPHABET AND PRESS THE X BUTTON TO SELECT THE LETTER OF YOUR CHOICE. AFTER EACH PERSON HAS ENTERED THEIR NAME, THEY MUST MOVE THE HIGHLIGHTING EFFECT OVER 'END'. A NEW ALPHABET SCREEN WILL THEN BE DISPLAYED ENABLING THE NEXT PLAYER TO ENTER THEIR NAME. WHEN ALL PLAYER NAMES ARE ENTERED, AND THE NEW ALPHABET SCREEN IS DISPLAYED SIMPLY SELECT 'END' (WITHOUT ENTERING A NAME) AND THE GAME WILL BEGIN. EACH PLAYER WILL BE CALLED UP INDIVIDUALLY. WHEN YOU HAVE ALL FINISHED RACING YOU WILL BE SHOWN A LEAGUE TABLE WHICH WILL DISPLAY YOUR PLACINGS.

IN - GAME MENU

PRESS THE START BUTTON ON YOUR CONTROLLER AT ANY TIME DURING A RACE TO PAUSE THE GAME. THIS WILL BRING UP A MENU WITH THE FOLLOWING CHOICES. USE THE DIRECTIONAL BUTTONS TO MOVE AROUND THE MENU CHOICES. PRESS THE X BUTTON TO SELECT.

CONTINUE

Carry on racing!!

MUSIC

Use the Directional buttons to move the highlighting effect along a sliding volume scale.

SOUND EFFECTS

Use the Directional buttons to move the highlighting effect along a sliding sound effects scale.

RETIRE

From current race only.

QUIT

Quit current game and return to title screen.

PIT STOPS

At any time during a stock car or wreckin' racing race you may pull into the pits and repair any damage your vehicle may have sustained. Drive your vehicle into the pit lane and it will be automatically detected and guided to the appropriate garage. To make the necessary repairs, use the Directional buttons on the Controller to move the highlighting effect around your car. Press the X button repeatedly to 'pump' out damage. As you do so, you will notice that the corresponding damage indicators on the vehicle at the bottom right of the screen will change from red to green. The more you 'pump' the more damage is repaired. You may repair as much or as little damage as you wish. However, time in the pits is limited to five seconds. You may only enter the pits once during the course of any

WRECKIN' RACE. DURING A STOCK CAR RACE YOU CAN STOP AS MANY TIMES AS YOU WISH ALTHOUGH THIS IS NOT WISE IN A RACE STYLE THAT IS SOLELY CONCERNED WITH CLOCKING FAST LAPS. ONCE THE FIVE SECONDS IS UP YOUR VEHICLE WILL AUTOMATICALLY BE TAKEN OUT OF THE PITS WHERE YOU WILL REGAIN MANUAL CONTROL A SHORT TIME BEFORE REJOINING THE RACE.

RACE OVER 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 A MENU AS FOLLOWS. USE THE DIRECTIONAL BUTTONS ON YOUR CONTROLLER TO MOVE THE HIGHLIGHTING EFFECT AND THEN PRESS THE X BUTTON TO MAKE YOUR CHOICE.

VIEW RESULTS

SHOWS THE RESULTS OF THE RACE JUST COMPLETED.

VIEW LEAGUE

SHOWS DIVISIONAL PLACINGS. USE THE LEFT AND RIGHT DIRECTIONAL BUTTONS TO MOVE BETWEEN DIVISIONS.

VIEW REPLAY

SELECT THIS AND THE GAME WILL REPLAY YOUR LAST RACE FROM SEVERAL PRE-SET CAMERA ANGLES. DURING THE REPLAY YOU MAY WATCH THE ACTION IN SLOW MOTION BY HOLDING DOWN THE X BUTTON ON YOUR CONTROLLER. PRESS THE TRIANGLE BUTTON AT ANY TIME TO EXIT THE REPLAY.

MEMORY CARD OPTIONS

TO SAVE A GAME AND/OR REPLAY MAKE SURE THAT YOU HAVE A MEMORY CARD INSERTED ACCORDING TO THE SYSTEM INSTRUCTIONS.

You must also make sure that there are enough free blocks on your Memory card before commencing play.

Use the Directional buttons on your Controller to move the highlighting effect between Save Game or Save Replay. Press the X button to confirm your choice. Several game slots will now be displayed. Some will contain previously saved games and/or replays while others will be empty. To save a game and/or replay use the Directional buttons to highlight your chosen game slot and press the X button to select it. Name the game slot in the same way you would if entering your name for a Championship. Following this your game/replay will then be saved to that game slot. Delete previously saved games by using the Directional buttons to move the highlighting effect over this icon and pressing the X button to select it. Then use the Directional buttons to highlight your chosen game slot and press the X button to delete your choice.



STATISTICS

View driver, track and Championship stats.



NEXT RACE

Move on to the next race in the Championship.

Press the TRIANGLE button on your Controller to Quit out of the season. You will receive a prompt asking if you are sure 'yes' or 'no'. Quit and you will return to the Main Menu to begin from scratch again.

RACE OVER MENU - TOTAL DESTRUCTION

VIEW REPLAY

Select this and the game will replay your last race from several pre-set camera angles. During the replay you may watch the action in slow motion by holding down the X button on your Controller. Press the TRIANGLE button on your Controller at any time to exit the replay.

SAVE REPLAY

Same process as in MEMORY CARD OPTIONS in the section titled RACE OVER MENU.

QUIT

Return to front end.

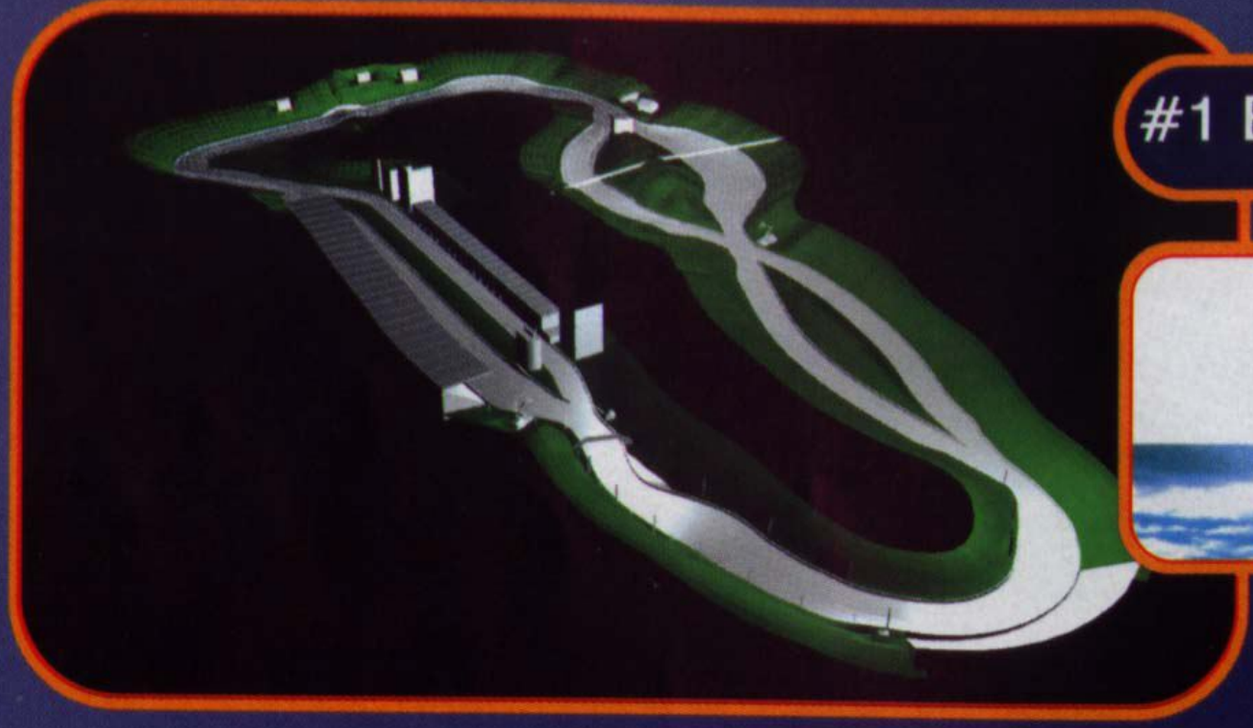


THE TRACKS AND THE DRIVERS

TAKE ON 7 INCREDIBLE TRACKS AND 4 NEW DESTRUCTION BOWLS AND FIND OUT WHO JUST WIPED OUT YOUR WING PANEL...



THE TRACKS...



#1 Black Sail Valley



#2 Caprio County

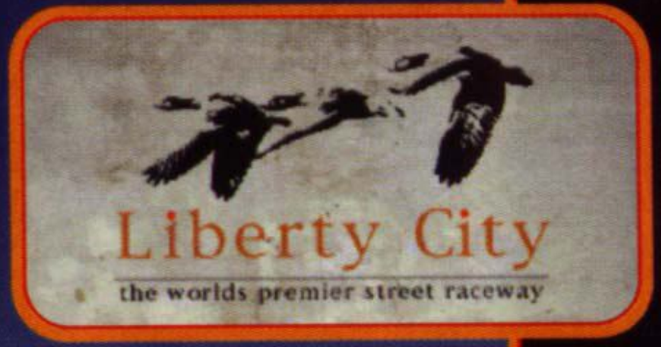


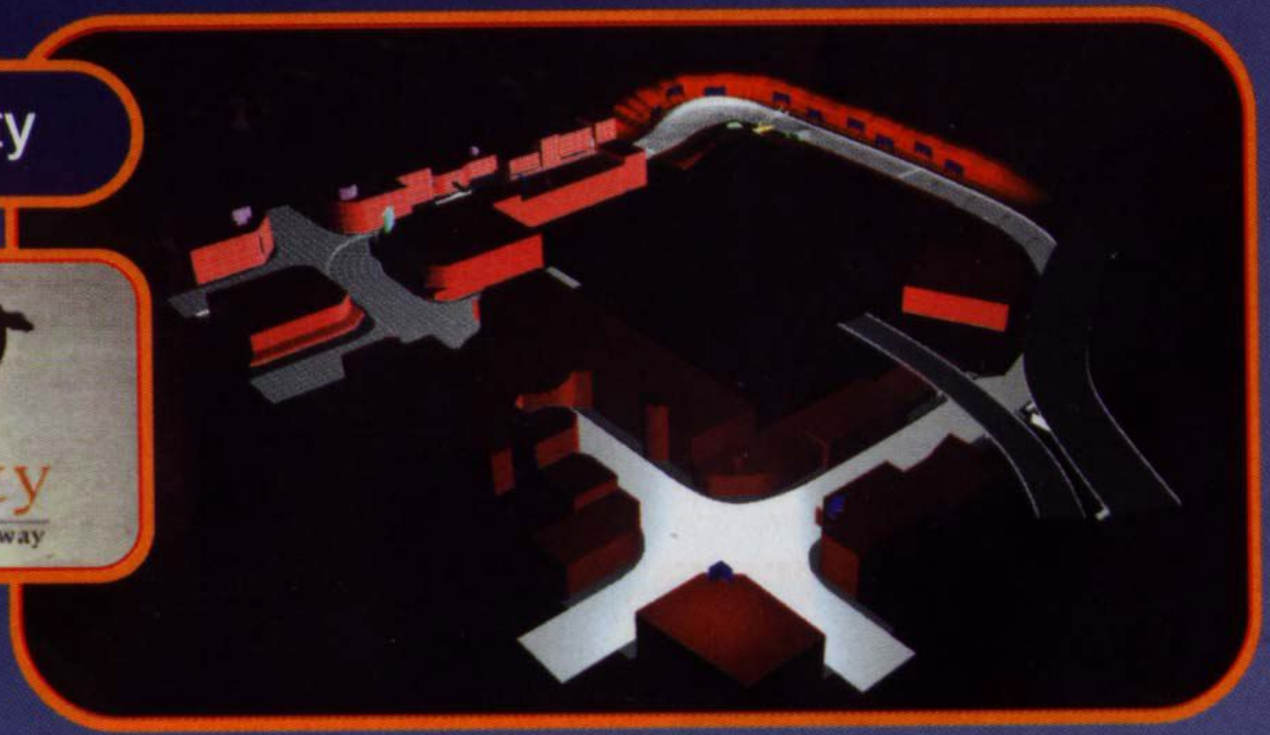


#3 Chalk Canyon



#4 Liberty City





THE TRACKS...



#5 Pine Hills

PINE HILLS Raceway

#6 SCA Motorplex

SCA MOTORPLEX
THE HOME OF STOCK CAR RACING





#7 SCA Speedway

THE SCA
Ultimate Destruction
SpeedWay

#1 Track Type: Street Raceway on Grid Pattern • Location: Santa Monica, USA • Length: 3.963 miles

#2 Track Type: Dogleg Oval • Location: Wichita, USA • Length: 2.354

#3 Track Type: Extended Oval With Sharp Cornering • Location: Colorado, USA • Length: 4.41 miles

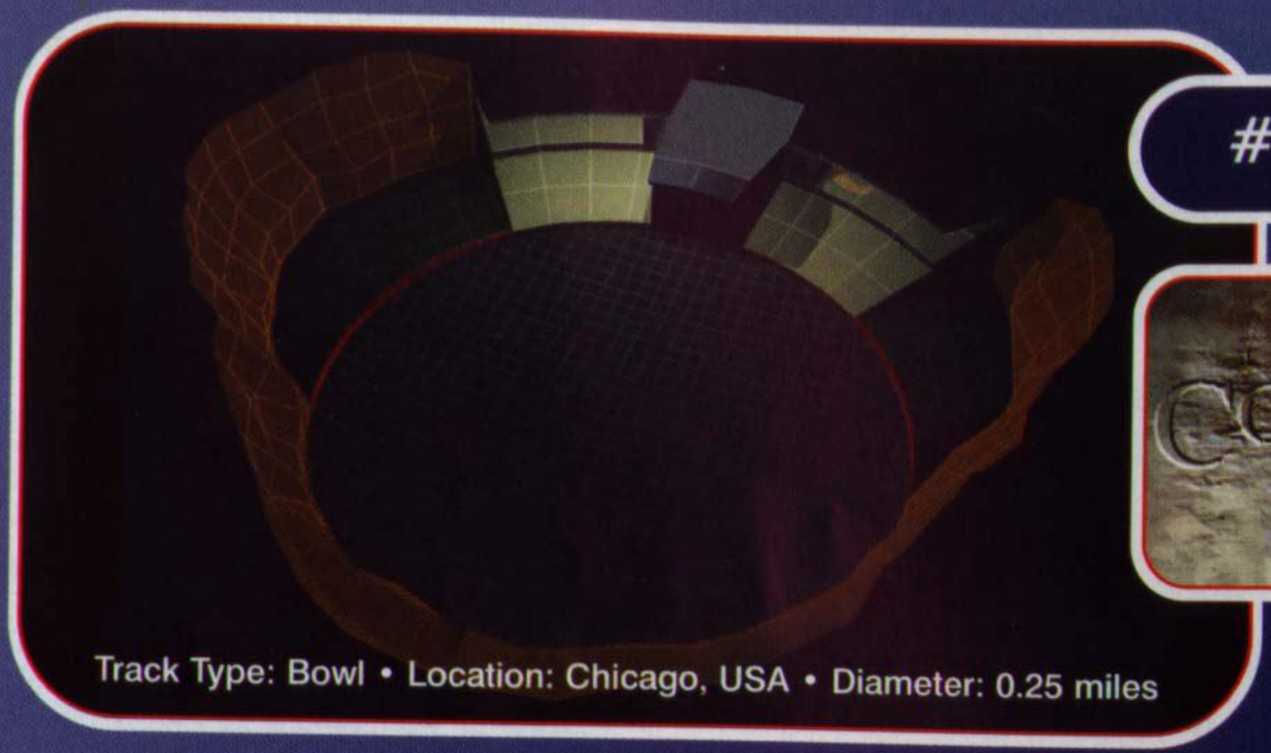
#4 Track Type: Street Raceway on Grid Pattern • Location: Louisiana, USA • Length: 2.781 miles

#5 Track Type: Straight Oval • Location: Utah, USA • Length: 2.695 miles

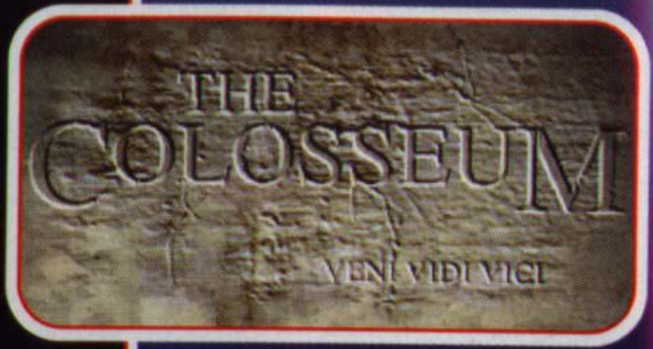
#6 Track Type: Figure Of Eight • Location: Detroit, USA • Length: 2.781 miles

#7 Track Type: Extended Oval With Crossover Points and Tunnels • Location: Talladega, USA
Length: 4.684 miles

...BOWLS...



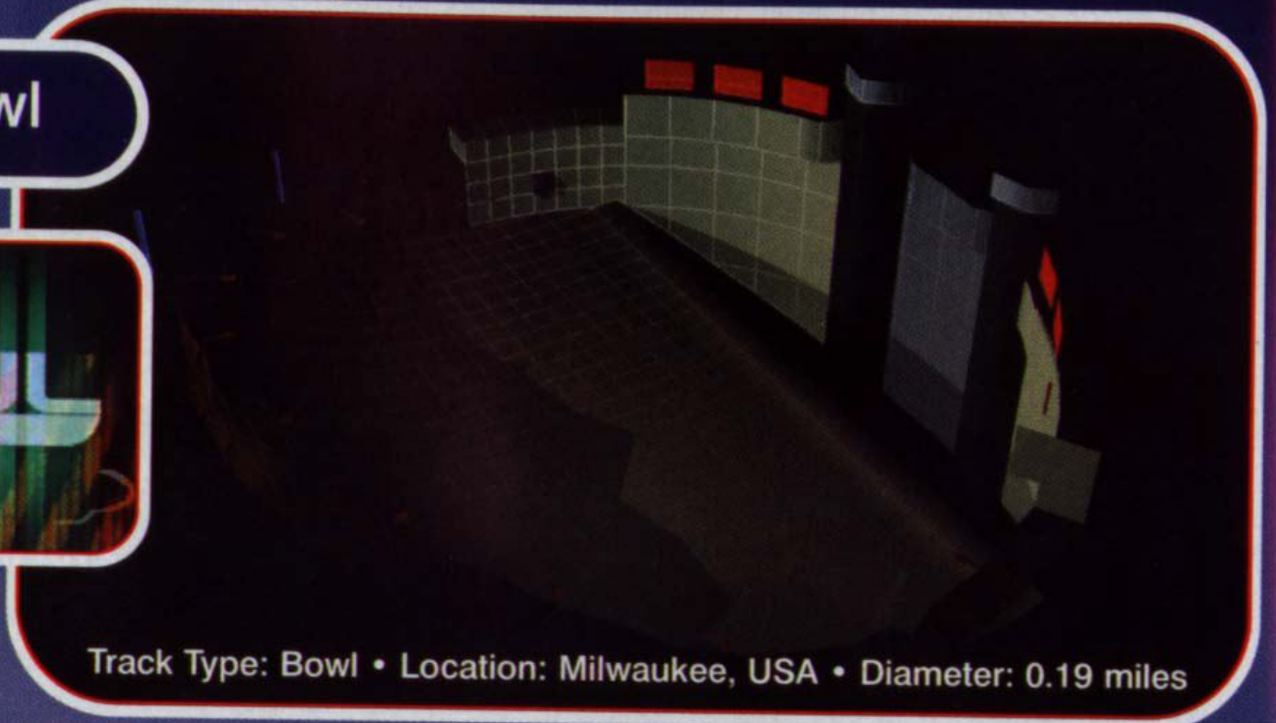
#1 Colosseum



Track Type: Bowl • Location: Chicago, USA • Diameter: 0.25 miles

#2 Death Bowl





Track Type: Bowl • Location: Milwaukee, USA • Diameter: 0.19 miles

#3 The Pit





Track Type: Bowl • Location: Michigan • Diameter: 0.15 miles

#4 Red Pike Arena





Track Type: Bowl • Location: Detroit, USA • Diameter: 0.21 miles

...AND INTRODUCING THE DRIVERS...







#1	NIGERIAN
	5' 10"
	27 YEARS OLD

#2	ITALIAN
	5' 8"
	34 YEARS OLD

#3	GERMAN
	5' 10"
	41 YEARS OLD

Tracksmashing



#4 CHIEF

#4	AMERICAN
	6' 4"
	56 YEARS OLD



#5 GENERAL

#5	AMERICAN
	6' 2"
	53 YEARS OLD



#6 GODDESS

#6	JAPANESE
	5' 5"
	21 YEARS OLD

Total destruction



#7 HEAVY METAL HERO

#7	MEXICAN
	5' 10"
	35 YEARS OLD



#8 LEARNER DRIVER

#8	IRISH
	6' 0"
	19 YEARS OLD



#9 MASTER

#9	UNKNOWN
	5' 2"

Tracksmashing

#10 OPTICIAN



#11 PASSION WAGON



#12 PRO



#10	BELGIAN
	5' 10"
	32 YEARS OLD

#11	FRENCH
	5' 9"
	30 YEARS OLD

#12	CANADIAN
	5' 6"
	23 YEARS OLD

Total destruction



#13	SWEDISH
	5' 10"
	28 YEARS OLD



#14	HAITIAN
	5' 7"
	21 YEARS OLD



#15	BRITISH
	5' 6"
	24 YEARS OLD

Tracksmashing



#16 SKUM

#16	AUSTRIAN
	6' 4"
	38 YEARS OLD



#17 SUICIDE SQUAD

#17	SPANISH
	5' 7"
	26 YEARS OLD



#18 TRASH

#18	AUSTRALIAN
	5' 7"
	55 YEARS OLD

Total destruction



#19 UNDERTAKER

#19	S. AFRICAN
	6' 6"
	43 YEARS OLD

DRIVER	CAR NUMBER
PLAYER	01
BARMY ARMY	53
BEAST	66
BOUNCER	88
CHIEF	42
GENERAL	50
GODDESS	35
HEAVY METAL HERO	52
LEARNER DRIVER	37
MASTER	00
OPTICIAN	47
PASSION WAGON	66
PRO	17
PSYCHO	40
PYROMANIAC	64
RIVET	99
SKUM	13
SUICIDE SQUAD	82
TRASHMAN	07
UNDERTAKER	77

Tracksmashing

english ○ deutsch ○ français



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