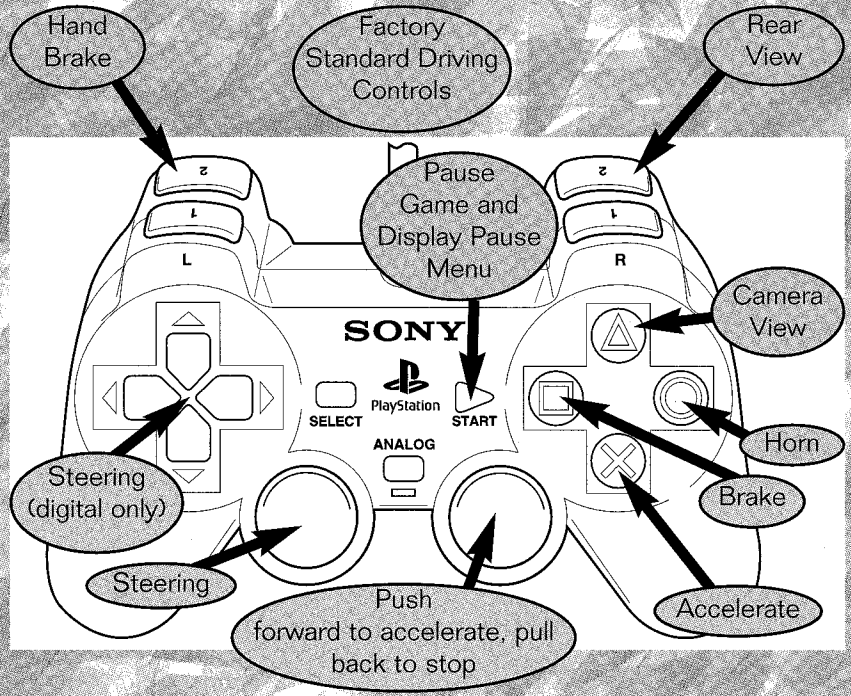

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NOTE: Controls can be customized by selecting the CONTROLLER CONFIGURATION selection in the Options Menu (OPTIONS in the Main Menu).

WELCOME TO DEMOLITION RACER™

Welcome to Demolition Racer, the racing game without pitstops, without a yellow flag, and totally without mercy to your opponents or you. The other racers won't just want to beat you on laps, they will want to pound your vehicle into bent and broken spare parts. It isn't enough to lap your opponents, you will have to CRUSH them.

MAIN MENU

The Main Menu offers the following options. Use the directional buttons to select an option and then press the ✕ button. To back up one menu, press the ▲ button. To return to the Main Menu during gameplay, press the START button and EXIT.

• SINGLE RACE

Enter your name, using the directional buttons to maneuver around the screen and the ✕ button to choose your letters.

GAME SELECT: In the beginning, only a handful of courses are open. If you place first in the different events in Demolition League, you will unlock tracks you can play in Single Player mode.

DEMOLITION: Your goal is to complete the race with a working vehicle. On your way around your laps, you can score points by crunching into the other racers. Beware of them doing the same to you!

On the circuit tracks, coming in first isn't everything -- how you place is only a modifier to the points you score bashing your opponents, and the resulting points determine the outcome of the race. It is possible to come in fourth or fifth in the race, but win the race on the points scored by driving aggressively.

THE CHASE: Drive defensively! The other racers will try to win by driving quickly and avoiding collisions. Your only goal is the finish line!

CHICKEN: Race on a circuit track against other racers who aren't necessarily driving in the same direction as you. Ram the other racers to slow them down, but preserve your car in order to finish your laps.

LAST MAN STANDING: In a bowl, smash your opponents, and try not to get smashed yourself. Score points by smashing your opponents and try to survive as long as you can.

SUICIDE: A bowl competition with a difference. Do the most damage to yourself in the least amount of time to win. First driver with a dead car wins this competition.

TRACK SELECT: Use the right and left directional buttons to page through the tracks open to you. Use the ✕ button to make your selection.

USS Demolition: Head into the wild black and blue yonder as you race across the deck of this aircraft carrier and the areas around it.

Redneck Raceway: Grab your chicken and start your engine as you get ready to race on this concrete and dirt monstrosity. Don't get caught in a compromising position in the tunnel and watch for dips on the curves.

Freeway Driveby: My oh my, it looks like someone left an overpass construction site open for the day. Don't let the puddle get you.

Pitbull Speedway: This dirt track is as long and wide as they come around here. Hard core racers will take the big jumps as fast as possible and might end up with a surprise.

Meltdown: Seemingly innocent of all malice, this drive through a light industrial area can turn deadly in the blink of an eye.

Hunters Quarry: An abandoned rock processing plant is the perfect place for a Demolition Race. The uneven surface can be difficult to navigate, but it provides plenty of opportunity to get some air and land on your opponents.

Parking Lot Pile Up: Racing up through and out of a parking structure is like a dream come true. Watch out for parked cars and don't get squeezed against a dumpster.

Chemical Plant: This eerie location is a prime spot for mayhem. Toxic sludge and smoke are produced in equal doses.

Scrap Heap: It is fitting to race through the vehicular equivalent of a graveyard. Drive well through the tight channels, or you might find yourself resting in pieces.

Go Kart Carnage: The sharp turns on this track were originally designed to provide fun of a different kind, but they are perfect for creating opportunities to smash and be smashed.

Lyon Stadium (Bowl): This arena provides two scoops of fun.

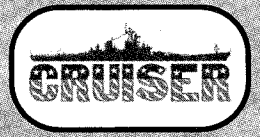
San Jose Stadium (Bowl): Grass and mud; what more could you need in an arena?

Pelton Stadium (Bowl): Catch air off the hill in the middle of this arena at the right time and you might be able to use one of your opponents for traction.

CAR SELECT: Use the right and left directional buttons to page through the cars open to you. Use the X button to make your selection.

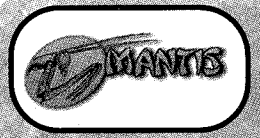
Bobcat (easy): Small and quick, this little minx makes up what it lacks in strength with agility and handling. Precision and skill are more important when driving this vehicle. Choose your impacts carefully.





CRUISER (EASY): "Slow and steady wins the race" is exemplified by this beast. It may not be lightning fast but it can take a great deal of punishment. Grind the opposition into scrap.

MANTIS (MEDIUM): As deadly as its namesake, this car is very quick. The handling is a bit tricky so watch those turns. It certainly provides the driver with all the tools to emerge victorious.





MARAUDER (EASY): This mid-sized Hun will leave your opponents begging for mercy. Combining toughness, speed, and power, it is an excellent choice for the competitor looking for a little bit of everything.

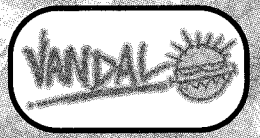
PREDATOR (HARD): Speed kills. Those are the watchwords for this swift hunter. It takes a skilled master but the satisfaction of blazing down the track after your prey with everything blurring past is like nothing else.





RENEGADE (MEDIUM): This rebel handles like a dream. Not the fastest vehicle, but avoiding and causing impacts are a breeze in this baby. The twists and turns of a race will be fodder for anyone behind this wheel.

VANDAL (SPECIAL): Get ready to steal victory from the enemy. No other vehicle takes a hit better than this steel crusher. Plow through your opponents directly and fearlessly on your way to the win.





WIDOWMAKER (SPECIAL): This killer is death on four wheels. The bell will toll for anything in your path when you are guiding this mobile funeral procession around the track.

PAINTSHOP: After you've chosen your vehicle, you can customize it in the Paintshop. Press the ■ button to get to the Paintshop screen from the Car Select screen.

COLOR 1 & 2: Press the ✕ button to select the color palette. Use the up and down directional buttons to choose a color. Press R1 to use the brightness palette, and use the directional buttons to alter the brightness. Press the ✕ button to make your color selection. Repeat the process for Color 2.

RESET: Press the ✕ button to reset the colors to their previous settings.

LOGO: Press the ✕ button to select the logo menu, and the right and left directional buttons to choose among the logos you want

placed on the roof of your vehicle. Press the X button to make your logo selection.

FINISH: Press the X button to accept your new paintjob and vehicle logo. This will take you back to the Car Select screen.

• *DEMOLITION LEAGUE*

Choose one of the two league championship paths, Arena League for the bowl demolition games, or start with the Rookie League if you prefer circuit race smash-em-ups.

CONTINUE OR RACE AGAIN: If you have placed well enough to advance, go on to the next race. If you haven't scored well enough to advance, you are given the option to try again.

REPLAY: Take a look at your last race from the camera's view.

VIEW RESULTS: Take a look and see how well you're doing in comparison to your opponents.

LOAD/SAVE: Load a saved League game, or save your current League game, including your score and everything you've won so far.

QUIT: Stop playing in the league, and lose all the progress you have made since your last Save.

ROOKIE LEAGUE: Choose and customize the look of your "easy" vehicle. Race in four demolition-style circuit races. Your car will be refurbished before each new race. After you've placed at least fifth in all the races, face your new challenges with your winner's rewards.

SEMI-PRO LEAGUE: Choose and customize the look of your "medium" vehicle. Race in six demolition-style circuit races. Place at least third in every race to face new challenges and receive better rewards.

PRO LEAGUE: Customize the look of your Predator. Race in eight demolition-style circuit races. You must place first in every race in order to advance in the League.

ENDURANCE LEAGUE: Choose and customize the look of your vehicle. Race in ten demolition-style circuit races. Make your car choice wisely – you'll be using it over a wide variety of tracks. You must place first in order to advance.

ARENA LEAGUE: Choose an unlocked vehicle, personalize your paintjob, and compete in three back-to-back demolition bowl events. Score points by running into your opponents, but try to keep your vehicle running as long as possible. Remember that being fast lets you score. You must place first in order to advance.

NOTE: You will only be included on the High Score table if you win a race in Single Race mode.

• ***TWO PLAYER***

Choose from six different two player settings.

TEAM DEMOLITION: You and a buddy pair up against all comers. Your two scores are added together and compared to the scores of all your surviving opponents.

HEAD 2 HEAD DEMOLITION: Face off against another player to test each other's skills in a demolition race.

CHASE: Race against each other in a standard to-the-finish race. Damage isn't accumulated in Chase – only time matters.

CHICKEN: Race in the opposite direction from the other racers on the same track. You're racing against the clock – damage doesn't count in this event.

LAST MAN STANDING: It's you against your buddy in this slammin' bowl game.

SUICIDE: First player to destroy his car... WINS!!

• ***OPTIONS***

LOAD/SAVE: Select this option from the Options Menu to access your Memory Card that is plugged into Memory Card slot 1 of your PlayStation game console. The Memory Card sub-menu is detailed below. Use the directional buttons to select an option and then press the ✕ button.

NOTE: Do not remove a Memory Card during a Load or Save.

LOAD: Select the Load icon to load the current state of all aspects of the game. This includes all the bonuses you have unlocked, your game settings, and all your high score information. Follow the on-screen instructions to load a game.

SAVE: Select the Save icon to save the current state of all aspects of the game. This includes all the bonuses you have unlocked, your game settings, and all your high score information. Follow the on-screen instructions to save a game.

AUDIO: Select this option to make alterations to the volume of the sound effects and background music.

SFX VOLUME: This sets the sound effects volume.

MUSIC VOLUME: Set the volume of the background music.

CD TRACK: Choose which background music you want to play.

SCREEN CONFIGURATION: Use the directional buttons to center your game screen on your television.

GAME SETTINGS: The sub-menu allows you to set various parameters for gameplay. Press the ✕ button to select the option you want to change, and toggle the options using the right/left directional buttons ;

POWER-UPS: Toggle this option to play with (or not) the the four power-up crates that appear randomly on your race course.



If you see the black box with the skull, try to keep from driving through it! It will explode and do damage to your vehicle.



The white box with the red question mark has nothing but raw POINTS. Run it down and see what you find.



Need a quick fix? Slam into the green box with the wrench and get some of that damage wiped from your vehicle.



Slam into this and your damage meter turns blue. You'll be invulnerable to damage for a short time. Take advantage of it!

CHASE LAPS: Choose the number of laps for the Chase.

SPLIT SCREEN: Toggle between vertical and horizontal split screen when playing a two player race.

VIEW CREDITS: See who made this madness possible.

CONTROLLER CONFIGURATION: Select alternative control configurations. Use the directional buttons to select and change an option.

HIGH SCORES: View your standings in each game mode on each track.

VISUAL DISPLAYS

TIME/POINTS: The timer in the upper right corner displays your elapsed time in the current race, or the counter in the same place displays your accumulated points.

LAP COUNTER: The upper left of the screen lists, in the form of a fraction, the lap you are racing over the total number of laps for your race.

RACE POSITION: The numbers on the top middle of the screen show your current place in the pack and the current total number of functioning vehicles in the race.

SPEEDOMETER/TACHOMETER: The dial in the lower right hand corner shows current engine RPM. The number on the left in the digital readout is your speed, and the number on the right of the digital readout is the gear you are currently using.

BRAKES: The taillights come on as a visual indication that you are braking. The brake is a valuable tool; it will help you win if you learn to use it wisely.

CAMERA: You have a choice of several camera positions in and around the car. It is helpful to find an angle that you are comfortable with at the beginning of the race, and sticking with it as you drive. Some practice will tell you what works best for you. Press the ▲ button to alter the camera view of your vehicle; press the R2 button for a view of what is behind your vehicle.

DAMAGE METER: On the bottom left of the screen is a graphical representation of your car. You start with 100 points, and as your vehicle takes damage, the number gets smaller, and the car outline begins to fill with red. The more red the silhouette becomes, and the smaller the number gets, the more damaged your vehicle is. When the icon begins to blink, it means your car is nearly destroyed.

RACING TIPS

DAMAGE

As long as your car is going to get banged up, or even wrecked, you might as well do it yourself. Drive offensively, and score points for the damage you take – but watch your damage meter in the lower left corner. If it goes to red, your car is about to die. You have only one hope: avoid any crashes at all and make it to the finish line. As you can see, your tactics must change if your car gets too damaged. If you totally destroy your car, then you are out of the race and you will be shown as "DNF" or "Did Not Finish" on the Results screen.

SCORING

The scoring system rewards you for: 1) bashing opponents and; 2) placing well in the race. To get a winning score you must do both. You are awarded points for finishing first, second, third, etc. You are also awarded points for damaging opponent cars. These two numbers are multiplied together to yield your final score. All the players are ranked by this final result to determine the winner.

COLLISIONS

The faster you collide, the more points you will get. You can receive points for hitting a car into a wall as well as spinning an opponent's car from the force of the impact. Landing on an opponent's vehicle is a sure way to take him out of the race with one hit. And it's worth a heck of a lot of points!

WINNING

For the first few laps, stay in the pack and collide as much as possible. Don't drop too far back or else you won't be able to finish near the top of the pack. On the last lap, race for the finish line and try to come in first. If you rack up lots of crash points, you can frequently win overall even though you came in only third or fourth across the finish line. If you come in first, but do not score any crash points, then you'll lose. If you score a lot of crash points but come in last, then you'll lose. You must do well in both areas - scoring crash points and finishing well.