
PlayStation
NTSC U/C
PlayStation
EVERYONE
CONTENT RATED BY
ESRB
SLUS-00717
4108740
"motorhead"
FOX
INTERACTIVE

STARTING THE GAME

To play MotorHead on your PlayStation™

1. Set up your PlayStation in accordance with the instruction manual supplied with the Console.
2. Open the Disc cover and place the Disc into the Console, ensuring the printed side faces upwards.
3. Close the Disc cover, then press the POWER button to load and play the game.

Warning: It is advisable that you do not insert or remove Memory cards, or other peripherals once the power is turned on. A Controller must always be inserted into Controller port 1 in the Console while playing the game. Make sure there are enough free blocks on your Memory card before commencing play. Three free Memory card blocks are required to save the game data successfully. MotorHead only uses Memory card slot 1 in the Console.



DRIVERS REQUIRED...

World class racing teams are looking for new drivers to compete in the Transatlantic Speed League; The fastest, most skilful racing championship ever to grace the roads of this little spinning rock. Thrill seekers, adrenaline junkies, egotistical masochists and the psychotically affected should definitely apply. Delusions of grandeur and immortality could be beneficial. Are you ready for the future of High Velocity Entertainment?

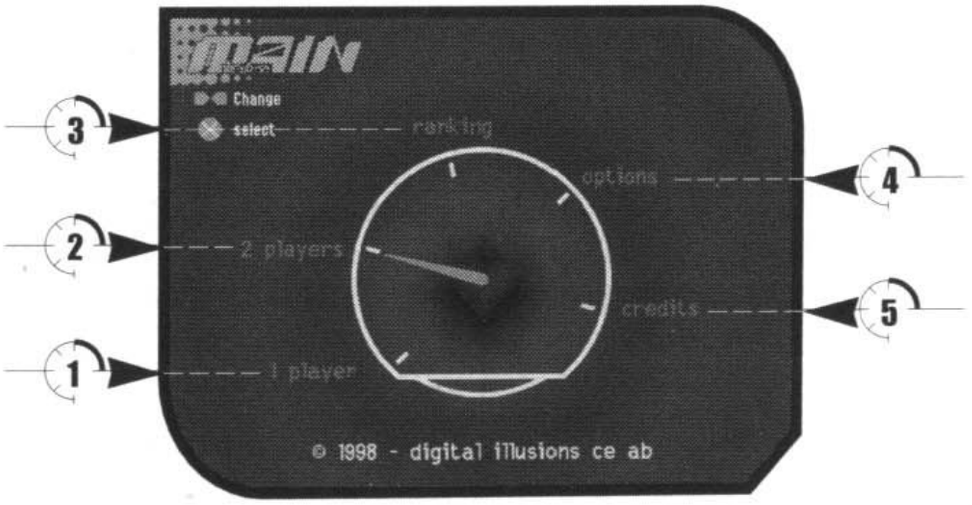
CONTROLLERS

The game can be played using a Controller plugged into Controller port 1 of the PlayStation. Alternative control devices can be used, including the Analog Controller and namco® neGcon™. Ensure that your control device is connected to the Console and operating correctly. Refer to the manual supplied with the device for further details. You can use the additional controls provided by these devices, to operate the steering and throttle of your car, during the races.

Warning: It is advisable that you do not insert or remove any peripherals once the power is turned on. A Controller must always be inserted into Controller port 1 in the Console while playing the game.

THE GAME MENUS

The game menus allow you to access different options and settings, including the type of race and game preferences. Before you start to play, read the rest of this manual and learn how to set up the game options.



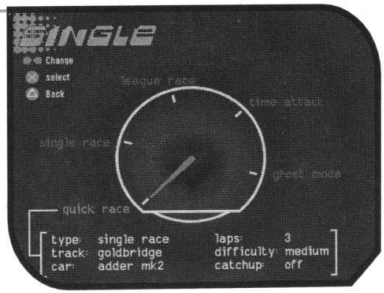
To highlight an option, use the ←↑→↓ Directional button. To select the highlighted option, press the ⊗ button. To exit the current menu, press the △ button.

The Main Menu presents you with the options for accessing further game menus. You can return to this screen from in the game (not the menus), by pressing and holding the SELECT and START buttons.



(1) ONE PLAYER

The One Player menu will present you with several options for the style of race you wish to play.



Quick Race

The Quick Race option will start a race, using the previous race settings. The current settings for the Quick Race are displayed at the bottom of the screen.

Single Race

The Single Race option allows you to compete in a race, using any of the available cars and tracks. The Track Selection and the Car Selection screens will be presented, allowing you to define the options for this race. Refer to the Additional Game Menus section later in the manual for further details.

League Race

Becoming the Transatlantic Speed League Champion is the primary goal of MotorHead. By selecting League Race, it is possible to enter a competition, consisting of several races. The default league places you against three other competing drivers. This can be increased to seven drivers in the Options menu. Refer to the Options menu later in the manual for further details. The League Race menu will present you with the following options:

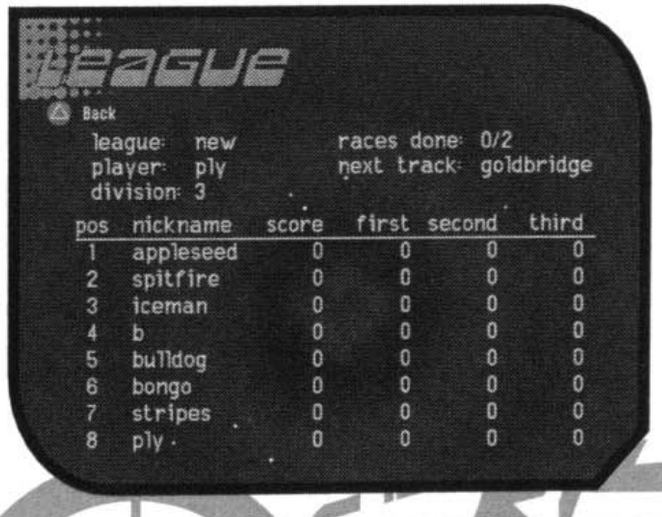


Continue League

Highlighting and selecting this option will allow you to continue with the next race, in the current league. Before each race of the league, you will be able to select a car from the Car Selection screen. Refer to the Additional Game Menus section later in the manual for further details. All of the competing drivers will race for the highest possible finishing position and the valuable race points. Points are awarded to each driver based upon their finishing position:

1st	12 Points
2nd	10 Points
3rd	8 Points
4th	6 Points
5th	4 Points
6th	3 Points
7th	2 Points
8th	1 Point

The entire league consists of three divisions. When you first start a new league, you will be entered into Division-3. From here you can earn promotion through Division-2 and up to Division-1. When competing against three other drivers, you must complete all of the races and finish first in the league table, to win a division and earn a promotion. If you are competing against seven opponents, then you must finish either first or second in the league table. This will give you the chance to win the TSL Championship title and earn some special bonuses! Be careful though, finishing at the bottom of the league table, will force you to be relegated and you may have to re-qualify in order to continue.



Each division of the championship contains a set of races, featuring specific tracks and cars. As you progress through the divisions, the tracks and your opponents will become more demanding.

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Division-3 features two tracks:

Goldbridge The first race is a perfect opportunity to test the real power of your chosen car. This is a short, fast track, with a couple of tight corners. The European setting provides a scenic view, but try not to be distracted for too long!

Red Rock The dusty, hot straights provide the setting for this fast desert track. The sheer speed of this track does have the effect of making the gentle corners seem terrifyingly tight.

Division-2 features the two previous tracks, plus:

Neo City The downtown location provides a varied course. The combination of large open motorways and tight city streets, come together to create a track requiring your complete attention.

Atlantika Located on an artificial island, just off the southern coast of France, this is one of the shorter tracks with some ridiculously fast lap times. The fast, wide roads are set against several difficult turns and narrow passages found throughout the sunlit marina.

Division-1 features all four of the previous tracks, plus:

RuhrStadt Based within a small German harbour town, this track proves to be one of the most testing for your driving skills. It's tight and littered with obstacles, leaving little opportunity for you to push the car's top speed.

Olympos Situated along the Mediterranean coastline, this long sweeping track leads you on a pleasant scenic tour along the coastline, before veering back into the mountains. Don't be fooled by the early sweeping bends, the built up areas have their own surprises in store.

As you qualify for the higher divisions, the new tracks and cars will become available for the other race styles, such as Single Race and Time Attack. Winning Division-1 and the TSL Championship title will earn you the chance to... ***Editors snip***

View Stats

This option will present you with the League Table for the currently selected competition.

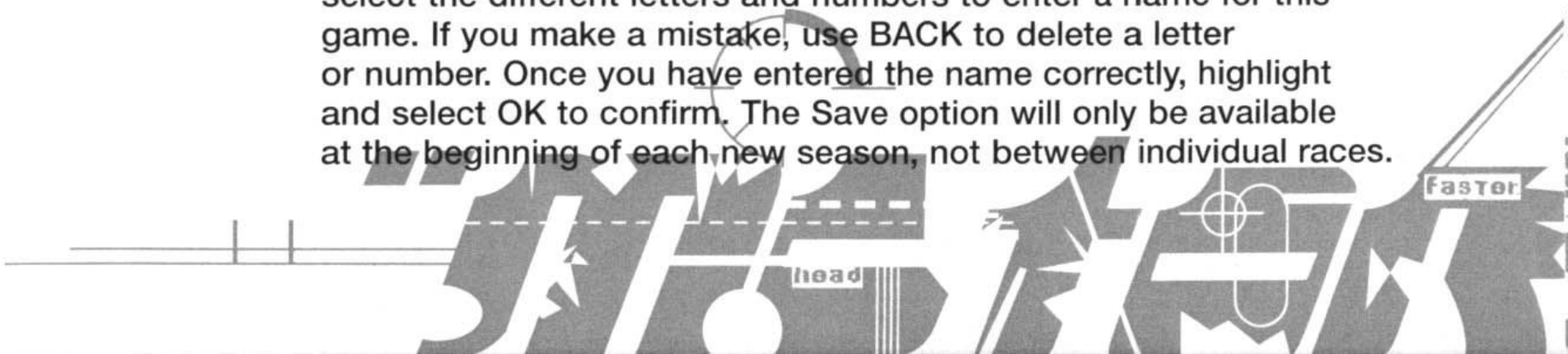
Load/Save League



The Load/Save League menu will present you with the options for loading and saving game data using a Memory card. This allows you to store and recall your league. If you do not save your data to a Memory card, it will be lost once the PlayStation is turned off or reset. To operate this menu, use the ⬆⬇ Directional button to highlight the different options, then press the ⊗ button to select. If you wish to cancel an action or exit the current menu screen, press the △ button.

Load League The Load option will allow you to reload your previously saved league competition. Once you have highlighted and selected this option, you will need to select a MotorHead game from the game list. Loading data from the Memory card will over-write any settings and changes that have been made during this session. Remember to use the Save option if you wish to keep these.

Save League When you highlight and select this option, you will be asked to choose a save position on the Memory card where this game data is to be stored. You can either save the game into the next free position in the game list, or highlight and select a previously saved MotorHead game to over-write. You will then be presented with a series of letters and numbers. Highlight and select the different letters and numbers to enter a name for this game. If you make a mistake, use BACK to delete a letter or number. Once you have entered the name correctly, highlight and select OK to confirm. The Save option will only be available at the beginning of each new season, not between individual races.



Warning: It is advisable that you do not insert or remove the Memory card once the power is turned on. Make sure there are enough free blocks on your Memory card before commencing play. Three free Memory card blocks are required to save all of the game data successfully. MotorHead only uses Memory card slot 1 in the Console.

New League

Highlighting and selecting this option will clear the current League competition and restart you in Division-3.

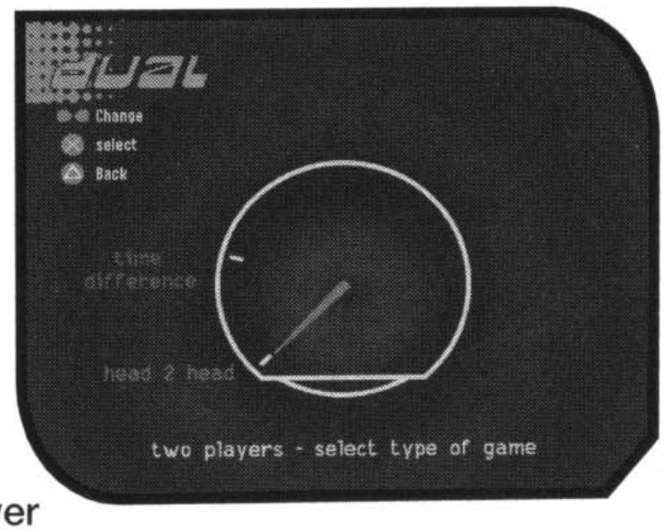
Time Attack

The Time Attack gives you the chance to break the lap records for one of the tracks, without any problems from the other dirty drivers. The Track Selection and Car Selection screens will be presented before the race starts. Refer to the Additional Game Menus section, later in the manual for further details.

Ghost Mode

The Ghost Mode allows you to race against yourself. Firstly, you must select a car and track, then compete in a race against the CPU car. If you beat the CPU car (not too hard!), you'll be able to race against a ghostly version of your own car. The ghost car can be seen, but you cannot crash into it. This car will repeat all of your actions from your fastest race, allowing you to learn from your mistakes. The ghost mode has a recording limit of 8 minutes, so you'd better put your foot down!

(2) TWO PLAYERS



Highlighting and selecting this option will start the game for two human players. Player One will operate almost all of the menu screens. Player Two will be able to select their car and type of transmission (refer to the Car Selection screen, later in the manual for further details). Once you have started a race, the screen area will split horizontally into two halves. Player One's car is displayed in the top half of the screen, while Player Two's car is displayed in the lower half. A Controller must be connected to Controller port 2, otherwise the Two Players option will be unavailable from the Main Menu. There are two different race modes available:

Head 2 Head

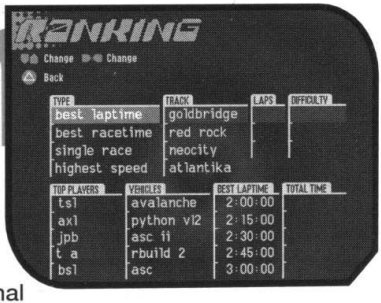
This is a simple head-to-head race around one of the available tracks. The first player across the finish line will be the winner!

Time Difference

This race mode is similar to the Head 2 Head, but a time limit is added. As the first car crosses a checkpoint, a countdown will start. The player in second place must cross the same checkpoint before the countdown has finished, otherwise they will be disqualified and the race will be over. As every lap is completed by the two players, the countdown will be reduced by one second, gradually making the race much tighter. e.g. After completing two laps of a race, a five second countdown will have reduced to only three seconds! When there is only one player remaining they will be declared the winner and the race will finish.

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(3) RANKINGS

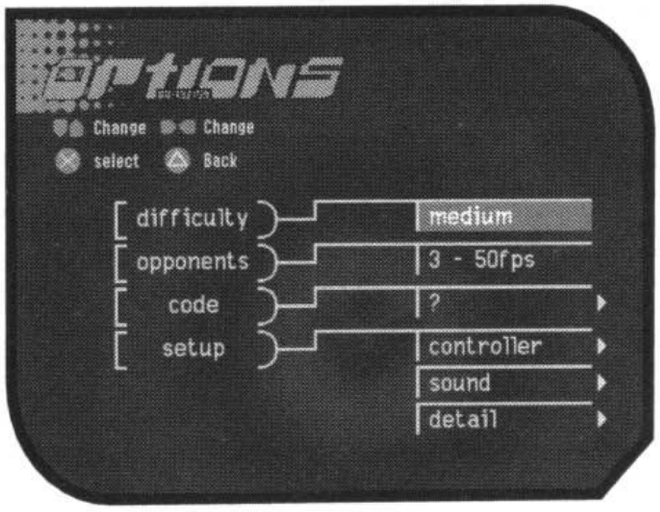


The Rankings menu presents a series of tables, displaying the best times and speed records, for the various tracks and race modes. Each table displays the driver's name, vehicle, best lap time and best total time or speed record. To switch between the different tables, use the options in the top section of the screen. These options allow you to select the type of race, the track, the number of laps and the difficulty level. Use the ⬅ ➡ Directional button to highlight a column, then use the ⬆ ⬇ Directional button to highlight one of the options. As you highlight these options the Rankings table will change accordingly, showing the best times. When you have finished viewing the game rankings, press the △ button to exit. The Rankings tables will be automatically saved to the Memory card. If this Memory card has not been used to save the Rankings, then two free Memory card blocks will be required. If the Rankings have been saved to this Memory card before, then the existing data will be updated.

Warning: It is advisable that you do not insert or remove the Memory card once the power is turned on. Make sure there are enough free blocks on your Memory card before commencing play. Three free Memory card blocks are required to save all of the game data successfully. MotorHead only uses Memory card slot 1 in the Console.

(4) OPTIONS

This menu allows you to access several further menus for adjusting and setting different game options. Highlight the option you wish to adjust using the ⬆ ⬇ Directional button, then press the ⬅ ➡ Directional button to toggle through the settings. An arrow pointing to the right indicates that a further menu is available. This can be accessed by pressing the ⊗ button. Pressing the △ button will exit the current menu screen.



Difficulty

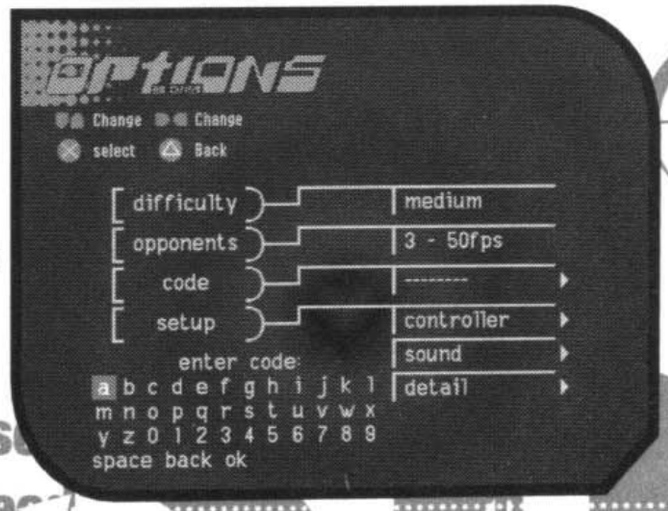
The Difficulty option will change the overall difficulty level of the game. Highlight and select this option to toggle through the available settings. This will not affect the League game.

Opponents

This will change the number of CPU opponents featured within the races. This can be set to either three or seven. The Opponents option will not affect a currently running League game.

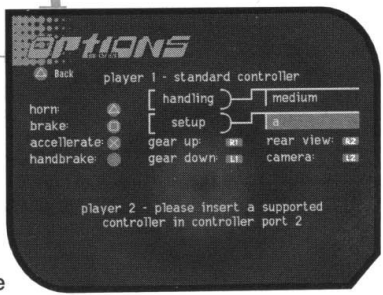
Code

If you do not have a Memory card to save your league position, then you will be presented with a code. The Code option allows you to re-enter the code at a later date, which will unlock the cars and tracks that you had previously qualified for, in the league. As you highlight and select the Code option, you will be presented with a series of letters and numbers. Highlight and select the different letters and numbers to enter your code. If you make a mistake, use BACK to delete a letter or number. When you have entered the code correctly, select OK to confirm.



Setup - Controller

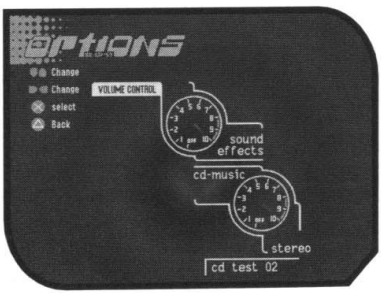
This menu will present you with several options for adjusting the game controls. The game will automatically detect the type of Controller connected and display several options. The list of options available, will vary depending on the type of Controller connected. These will allow you to adjust the sensitivity of the Controller.



When you are using a namco® neGcon™, there are several options for calibrating the device. The Twist control can be calibrated in two ways. The Max Twist option displays a percentage level, which will change according to the amount of twist applied to the namco® neGcon™. Alternatively, it is possible to calibrate the Max Twist option using the separate calibration screen, which can be entered by pressing the A button. Use the Twist control to move the calibration bar to the desired level, then centre the Twist control and press the B button to confirm the changes. The Max Throttle option can be adjusted by pressing the I button, to set the sensitivity of the accelerator. The Max Brake option can be adjusted by pressing the II button, which will change the sensitivity of the brake control.

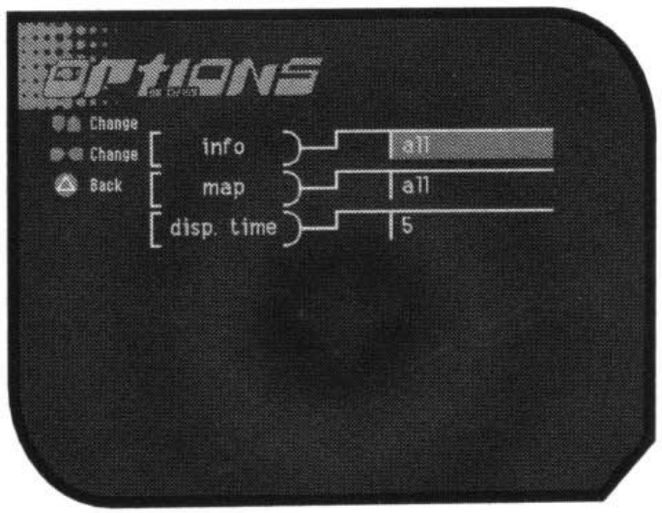
Setup - Sound

The Sound menu presents you with several options relating to the sound settings in the game. The Sound FX and Music volume levels are indicated by two dials. As you highlight and adjust one of these, the corresponding dial will move to indicate the new volume level. There are two further CD options available on this screen. The sound output can be toggled between Stereo and Mono, depending on the specification of your monitor or amplifier. The final option allows you to test the CD music. Toggle between the different CD tracks, then press the ⊗ button to test the music.



Setup - Detail

The Detail menu presents you with a list of miscellaneous options for the game. This includes race options and the amount of information that is displayed during the game.



(5) CREDITS

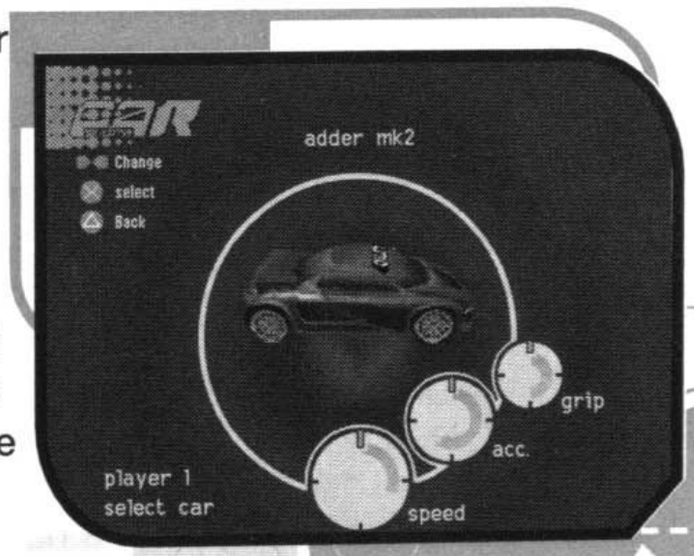
Highlighting and selecting this option will present you with details of the team that brought you this game.

ADDITIONAL GAME MENUS

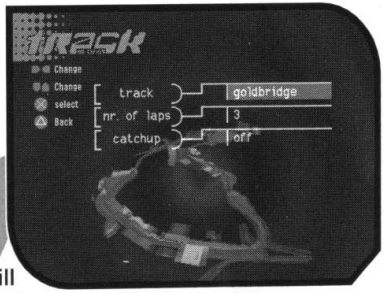
Throughout the game, various menus will be presented allowing you to define certain options.

Car Selection

The Car Selection menu allows you to select a car to drive in the race. Press the ⬅ ➡ Directional button to toggle through the available cars, then press the ⊗ button to select. The cars available will be limited to those which have been awarded to you in the Transatlantic Speed League. Once you have chosen a car, you can decide whether it is to have Automatic or Manual transmission. Use the ⬅ ➡ Directional button to toggle between the settings, then press the ⊗ button to select.



Track Selection



The Track Selection menu allows you to select a track and adjust certain race options. Highlight an option using the ↑↓ Directional button, then press the ← → Directional button to toggle through the available settings. Press the ⊗ button to confirm the settings and start the race.

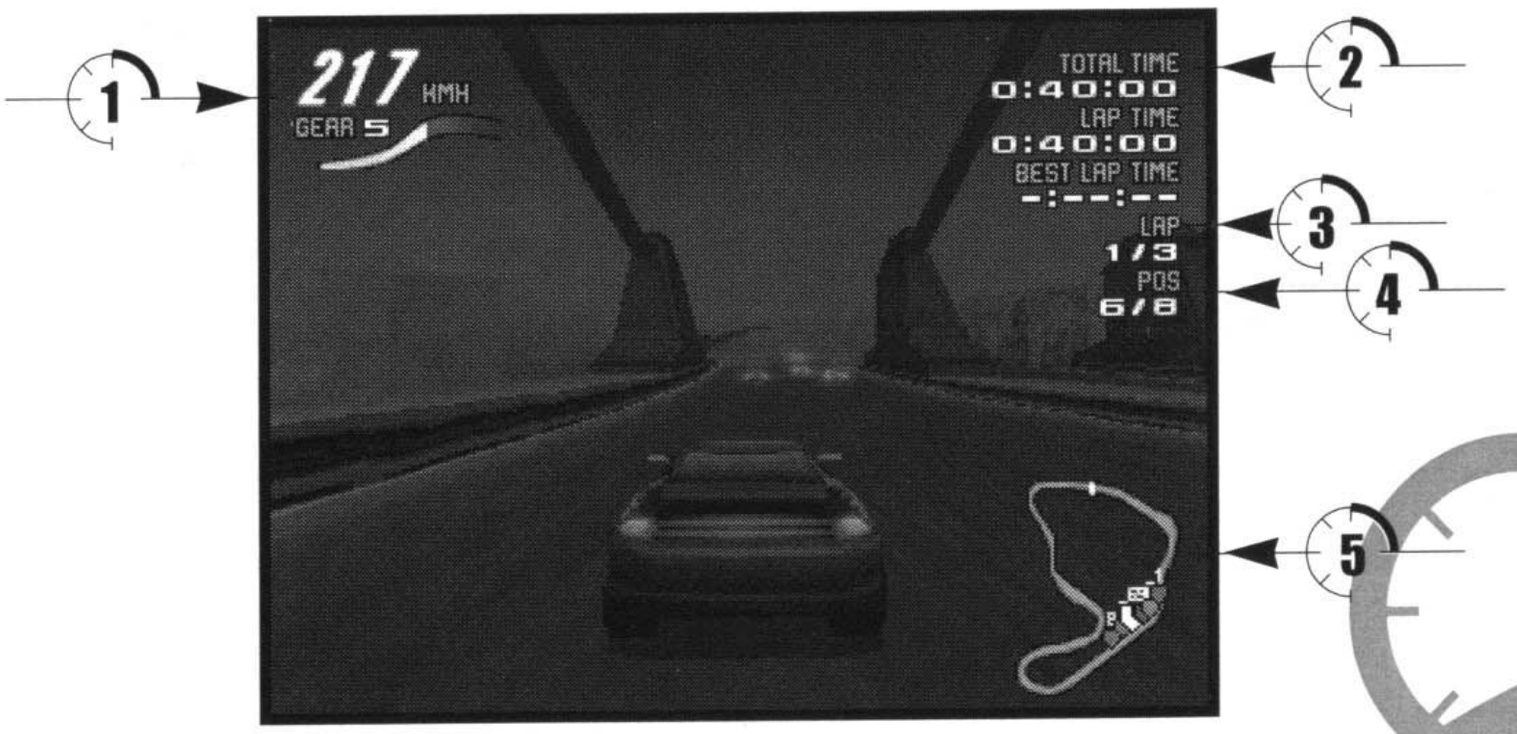
Track This allows you to select a track. The tracks available will be limited to those which you have qualified for, in the Transatlantic Speed League.

Laps This option will set the total number of laps that must be raced.

Catch Up While this option is switched ON, the computer cars will be handicapped or improved, according to the skill of the human player. This means that if you are performing badly in a race, the CPU cars will slow down, giving you a competitive chance. This will also act in the opposite manner. If you are speeding ahead, then the CPU cars will receive a gentle boost, just to keep you on your toes!

RACE TIME

The objective of racing is to complete the required number of laps in the fastest possible time. During this process, you will have to compete against several opponents, in order to win vital race points. Your starting position on the grid will be last, except during a League competition. In these races, your standing within the league table will determine your starting position on the grid. The better position you have in the league table, the further back you will start in the next race. By placing the better drivers further back on the grid, the competition is made more even. The very best drivers will find themselves having to work much harder and deal with more traffic, just to win the race points.



1. **Speed, Current Gear, Engine Rev Counter**
2. **Total Race Time, Current Lap Time, Best Lap Time**
3. **Lap Number**
4. **Current Race Position**
5. **Track Map**

While driving, you will be presented with details about the car and your current performance within the race. These items can be limited or turned off entirely within the Setup - Detail menu. Refer to the Setup - Detail section earlier in the manual for details.

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IN-GAME CONTROLS

All of the controls can be adjusted within the Setup - Controller menu. Refer to the Setup - Controller section earlier in the manual for exact details. The default controls for the game are:

Controller

⬅ ➡ Directional button	Steering
⊗ button	Accelerate
■ button	Brake/Reverse
● button	Handbrake
△ button	Car Horn
R1 button	Up Gear
L1 button	Down Gear
R2 button	Look Back
L2 button	Toggle Cameras
SELECT button	In-Game Options menu
START button	Pause

Analog Controller (Red) mode

Left stick	Steering
Right stick forward	Accelerate
Right stick back	Brake/Reverse
● button	Handbrake
△ button	Car Horn
R1 button	Up Gear
L1 button	Down Gear
R2 button	Look Back
L2 button	Toggle Cameras
SELECT button	In-Game Options menu
START button	Pause

Namco® neGcon™

Twist ⬅ ➡	Steering
I button	Accelerate
II button	Brake/Reverse
R button	Handbrake
⬅ Directional button	Car Horn
⬆ Directional button	Gear Up
⬇ Directional button	Gear Down
L button	Look Back
B button	Toggle Cameras
A button	In-Game Options Menu
START button	Pause

You can set Acceleration and Brake/Reverse to Digital while in Analog (Red) mode by switching analog throttle to 'off'. Your Acceleration and Braking/Reverse will use the same button configuration as stated in Controller.

Warning: It is advisable that you do not insert or remove any peripherals once the power is turned on. A Controller must always be inserted into Controller port 1 in the Console while playing the game.

DRIVING TECHNIQUE

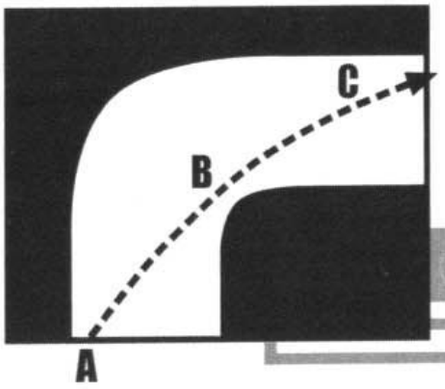
The TSL Championship brings together the different disciplines of the exhilarating speedways and the tight city circuits. This kind of racing requires a careful balance of skill and intelligence, but devious and down-right dangerous tactics can also be useful.

Before you can even consider racing, you must learn how to handle your car, especially when pushed to an extreme. Find out exactly what happens when it starts to slip out of your control, then learn how to bring it back together. As you begin to understand how your car 'feels', you can start to build up knowledge of the tracks. Learn the corners, how one bend drifts into another, where the best over-taking positions are located, and how to approach that gut-wrenching hairpin. As you learn each track, you can work out the best "racing line". This is the shortest and fastest possible route through the course. Keeping your speed up and cutting corners as tight as possible is crucial.

(a) Start as wide as possible on the corner,

(b) Brake gently into the tightest point of the corner,

(c) As you pass through the other side of the corner, accelerate and sweep outwards.



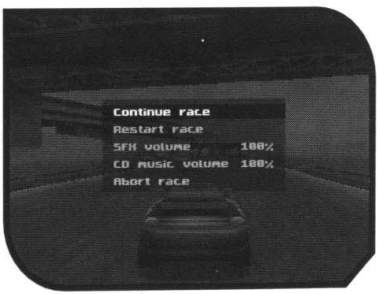
The harder you push the car into the corners, the more likely you will start skidding or sliding. Controlling this sliding motion will help avoid dangerous and time consuming situations. This can also be used to your advantage when negotiating the short, tight hairpins! A handbrake skid shouldn't be a regular occurrence, but there are one or two drastic situations that require drastic measures. Getting a good balance of traction and slide is the key to this manoeuvre; Too much slide and you could slow down too drastically; Not enough slide and you could be leaving the track for an unscheduled stop!

Once you've mastered the tracks, you'll still have to beat your opponents in order to win the TSL Championship. Over-taking can be either an extremely calculated manoeuvre, or just a matter of using somebody else's misfortune. Can you pull out of a corner faster than the driver in front? Can you slip down the inside? Can you slam them into the wall without suffering yourself? Just remember, you're all competing for the same goal...

FINISHING THE RACE

If you do well in a race, you will be able to enter your name for the Ranking tables. Highlight and select the different letters to enter your name. If you make a mistake, press the △ button to highlight your previous letter. Your entered name will automatically be confirmed when you select the third letter. The Race Results screen will then be presented, where you can check out your competitors and their race times. All of the race points will be awarded and, should you be in a league competition, the updated league table will be presented.

IN-GAME OPTIONS



The In-Game Options menu can be accessed by pressing the SELECT button. Press the ↑ ↓ Directional button to highlight an option, then press the ⊗ button to select, or the ← → Directional button to toggle through the settings.

Highlighting and selecting the Continue Race option will exit out of the In-Game Options and continue with the race. The Restart Race option will stop the current race and restart everyone on the grid. This option is disabled during league races.

The Sound FX and CD Music volumes can be adjusted within the game. As you highlight and adjust the volumes, the percentage levels will also change accordingly. If you wish to quit the race and return to the front-end menus, highlight and select the Abort Race option.

CREDITS

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Car Physics Programming
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Andreas Axelsson
Mattias Gruvman
Sound System Programming
Andreas Axelsson
Main Programming
Andreas Axelsson
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Mattias Gruvman
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