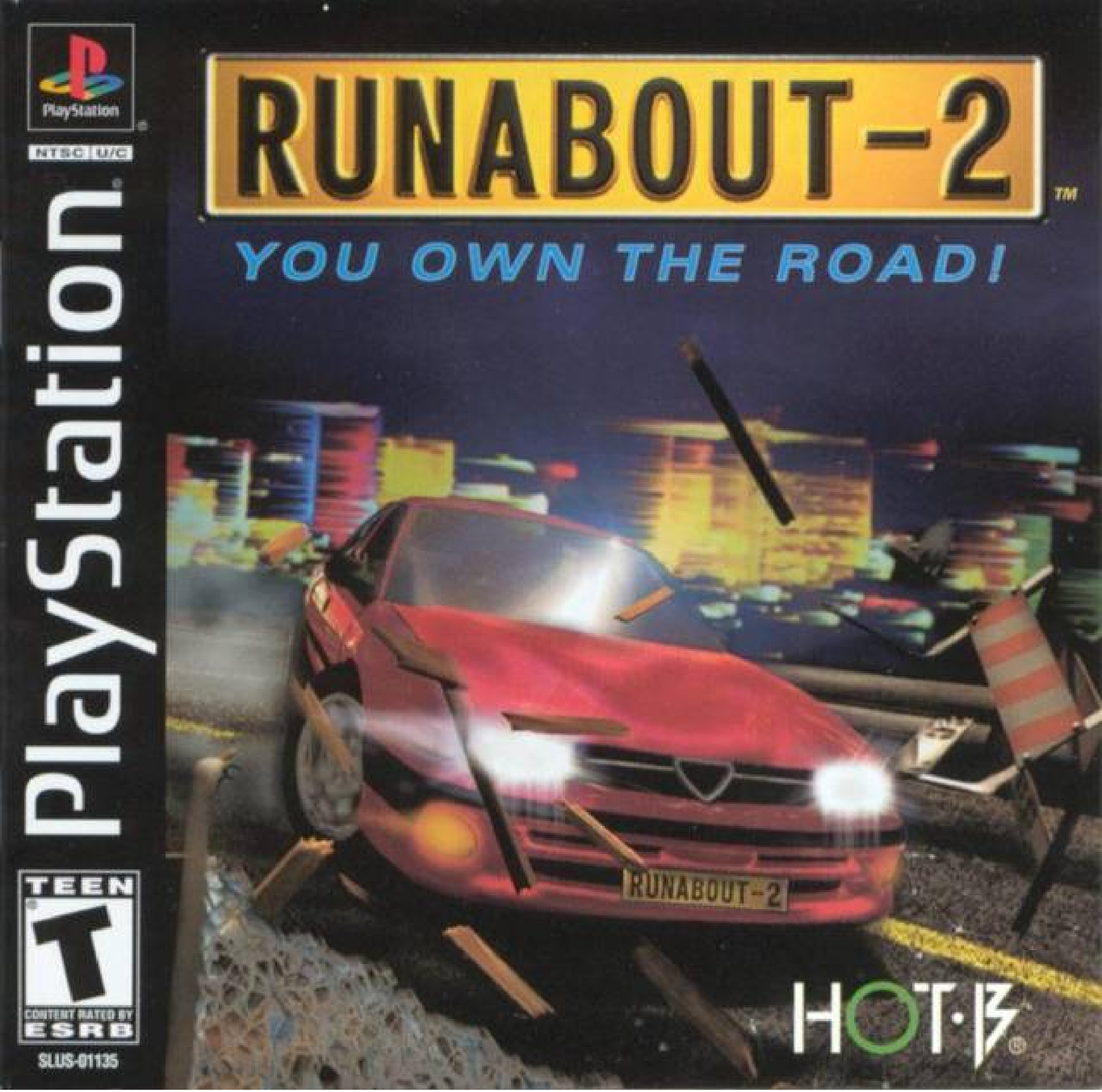

PlayStation
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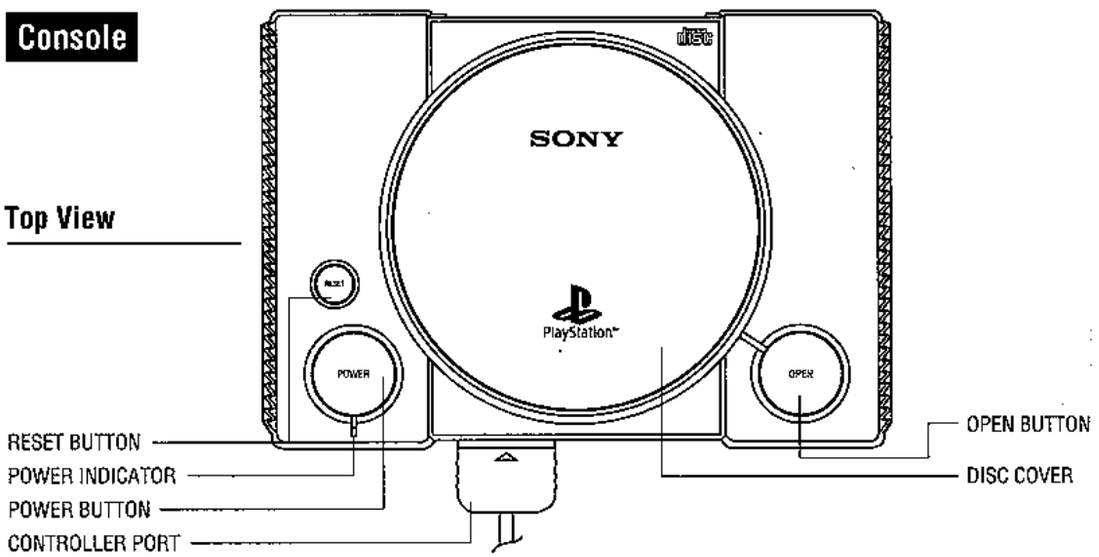
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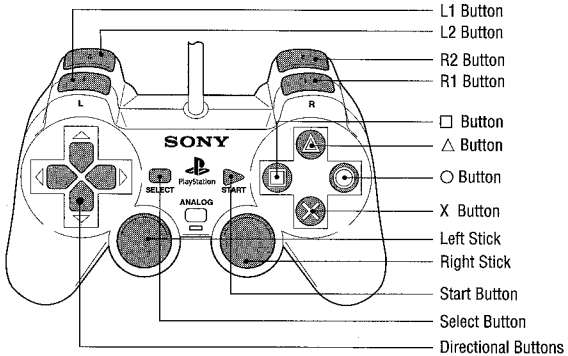
**Top View**




Set up your PlayStation game console according to its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the ***RUNABOUT 2***™ disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

# I. GENERAL PARAMETERS FOR THE CONTROLLER

DUALSHOCK™ analog controller




## *RUNABOUT 2* DRIVING SCREEN

| | |
|---|---|
| Directional Button ← → | Steer Left / Right. |
| X Button | Accelerate. |
| △ Button | Reverse. |
| □ Button | Brake. |
| ○ Button | Hand Brake. |
| R1 Button | Up Shift (Manual Transmission). |
| R2 Button | Use Item. |
| L1 Button | Downshift (Manual Transmission). |
| L2 Button | Adjust Camera Position. |
| Start Button | Pause / Quit. |

# II. GETTING STARTED

After the Introduction movie has finished, press the Start button to proceed.

Select NAME INPUT and select a user name. To input a user name, highlight NAME INPUT on the Mode Select Menu by pressing ↑ ↓ on the Directional button, and press the X button to enter the selection. Use the Directional button to highlight desired characters, and press the X button to enter each highlighted character. When finished entering the desired name, use the Directional button to highlight END. Press the X button to enter the selection.

Once the name input is finalized, the Mode Select Menu will appear. Use ↑ ↓ on the Directional button to highlight RUNABOUT. Press the X button to enter the selection.

Read the mission summary and press the X button to continue. Review the course map carefully; use ← → on the Directional button to highlight YES, and press the X button. The course map shows the Start and Goal areas for the mission and highlights important course landmarks.

Select the desired vehicle, its color and its transmission. Press the X button to enter the selection. Select the desired mission vehicle(s) by pressing ← → on the Directional button. Many vehicles are not available until they are earned. Use the □ button to highlight the desired color. Press the X button to continue. Use ← → on the Directional button to select the desired transmission: AT (Automatic Transmission) or MT (Manual Transmission). Press the X button to continue. Use ← → on the Directional button to select GO AHEAD! or Route Check. The Route Check allows a preview of the course in a non-scoring environment.

TIP: To maximize the performance of the selected vehicle, tune the vehicle by selecting the GARAGE from the Mode Select Menu.

*NOTE: If a MEMORY CARD with RUNABOUT 2 data is detected in MEMORY CARD Slot 1, the Name Option will be skipped.*

# III. MODE SELECT MENU

**RUNABOUT**
All of the accessible missions are shown in this menu. Highlight the desired mission and press the X button.

**TIME TRIAL**
To participate on the mission courses that have been completed, select this option. To start a time trial, select a mission, configure a vehicle and race against the clock.

The elapsed time and section time for the player is shown in the upper-left corner of the screen. The best total time and best section time are shown in the upper-right corner of the screen. The map / navi and fuel gauge are also shown on the screen.

**GARAGE**
*RUNABOUT 2* vehicle selections and characteristics are shown in this menu. Use ↑ ↓ on the Directional button to highlight menu options. Four options are available from the GARAGE Menu: Item Set, Tuning, Rename and Test Run.

ITEM SET - To attribute items to a specific vehicle, select a car, highlight an item using ← → on the Directional button, and press the X button to enter the selection.

TUNING - Tune up the suspension, brakes, tires and acceleration of a vehicle. Press ↑ ↓ on the Directional button to select the element to be tuned; press the X button to show detail. Use ↑ ↓ on the Directional button to adjust the chosen element. Use ← → on the Directional button to switch between the front and rear of the vehicle. Select Default to restore factory settings. Use the △ button to return to the previous screen.

RENAME - Change the name of a vehicle.

TEST RUN - After tuning a vehicle, take a test drive on a short or a long course. Press the □ button to view the Test Course. Highlight the desired course and press the X button. Select Automatic Transmission (AT) or Manual Transmission (MT) for the timed circuit. Elapsed time, section time, fastest lap time and fastest section time are displayed on the screen. The map / navi and the fuel gauge are also shown.



**PC ROOM**
The PC Room selection from the Mode Select Menu contains five sections: E-mail, Ranking List, Goodies, Rename and Options.

**E-MAIL**
E-mail received during the game is shown on this screen. Important information and clues that are needed to complete the missions are contained in the e-mail.

RANKING LIST - The fastest time and vehicle used to complete the mission, the Black List or "wanted" list and the Car Data which shows the cars and the percentage of time used in *RUNABOUT 2* are shown on this menu.

GOODIES - The list of goodies collected or earned are shown on this screen. A brief description of how to collect each goody is listed. Goodies can be added to vehicles in the Item Set section of the Garage Menu.

RENAME - The user may change the login name from this screen.

**OPTIONS -**
Many game settings can be modified in this section. These settings include Output, Volume Balance, View, Display and Controller settings.

Output options allow for stereo or mono modes.

Volume balance for Background Music (BGM), Sound Effects (SE) and Engine modes can be set in a range from 0 to 20.

View can be switched from "Behind" to "Driver."

Display can be set for "Follow," "North" or "Off."

Controller configurations can be set in seven different patterns.

The vibration function of the controller can be switched On or Off.

**ACCESS DATA**

To load data from a MEMORY CARD, insert desired MEMORY CARD into MEMORY CARD Slot 1 and use← → on the Directional button to highlight LOAD. Press the X button and use ← → on the Directional button to highlight YES. If a saved block for RUNABOUT 2 is present, the block(s) will be loaded. Press the △ button to return to the Mode Select Menu.

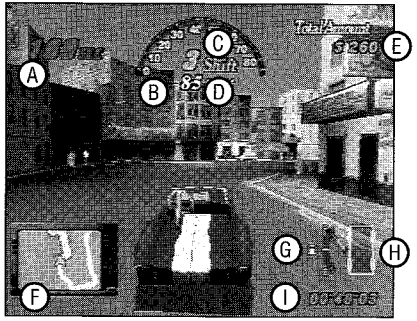
# IV. PAUSE MENU

Press the Start button to pause *RUNABOUT 2*. The options available are listed below. Use ↑ ↓ on the Directional button to highlight menu selection, and press the X button to enter the selection. The △ button returns you to the previous screen.

CONTINUE Resume game play where the game was paused by selecting this function.
RESTART To restart a game at the beginning of the current mission, select this function.
OPTIONS Once selected, the Camera function can be switched to On or Off and the Navi (course map) can be set to Follow, North or Off.
SOUND Volume levels for Background Music (BGM) and Sound Effects (SE) and Engine sound can be adjusted to levels between 0 and 20.
END The player may select End to leave the current mission and go back to the Mode Select Menu.

**DRIVING SCREEN**

**A** Time
**B** Tachometer
**C** Current Gear
**D** MPH
**E** Total Amount of Damage Inflicted
**F** Navi / Course Map
**G** Fuel Gauge
**H** Damage Level
**I** Running Time

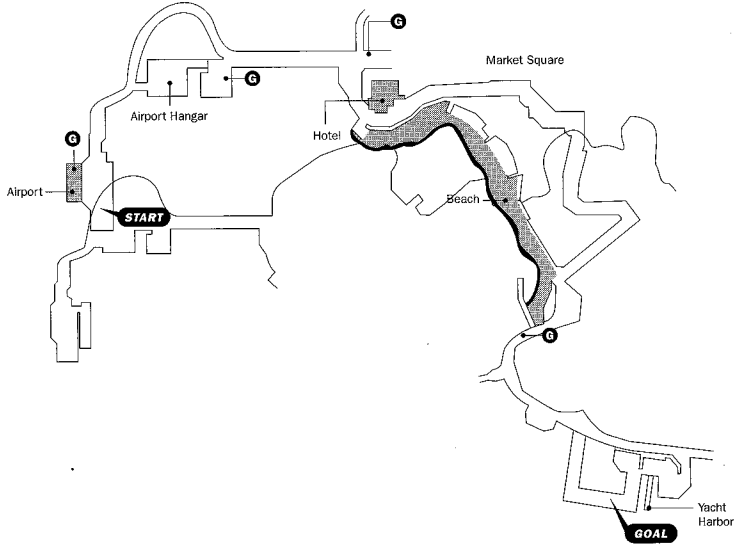





# V. *RUNABOUT 2* MISSIONS

## MISSION #1

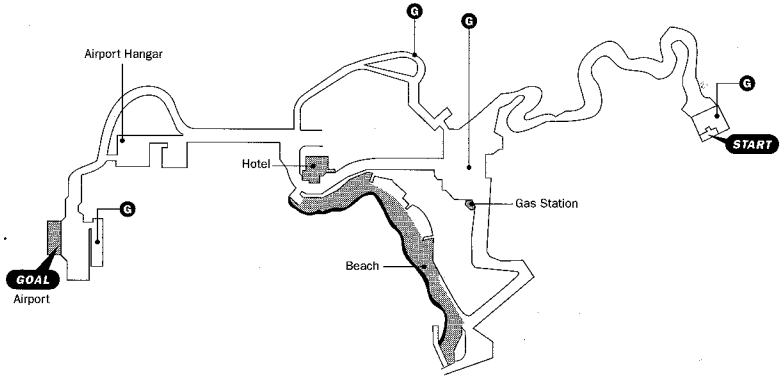
**OBJECTIVE:** Transport the Dragon's Fang to the exhibition center at the Yacht Harbor before the time limit expires. ■ **HINTS:** Smash through the airport hangar doors and drive onto the beach as a shortcut. ■ **GOODIES AVAILABLE:** 2,3, 36, 52 and 66. ■ **RECOMMENDED VEHICLE:** Select a vehicle that will that not spin out on the sand. Maintain speed while on the sand even if you hit an object.




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# MISSION #2

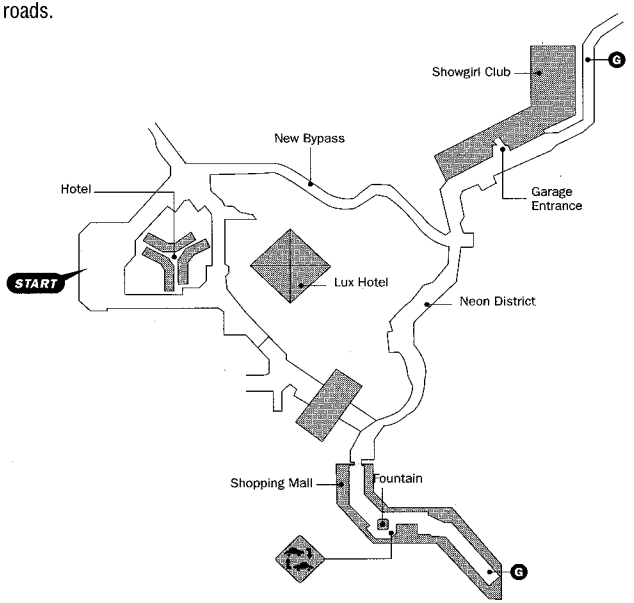
**OBJECTIVES:** 1) Smash the enemy's car and reclaim the Sacred Cup. 2) Reach the airport terminal before 14:03. ■ **HINTS:** After hitting the enemy's car in the market plaza at 14:02, proceed immediately to the airport by cutting through the airport hangar. ■ **GOODIES AVAILABLE:** 4, 5, 29, 47, 50, and 60. ■ **RECOMMENDED VEHICLE:** Select a vehicle that will not slide on dirt roads.





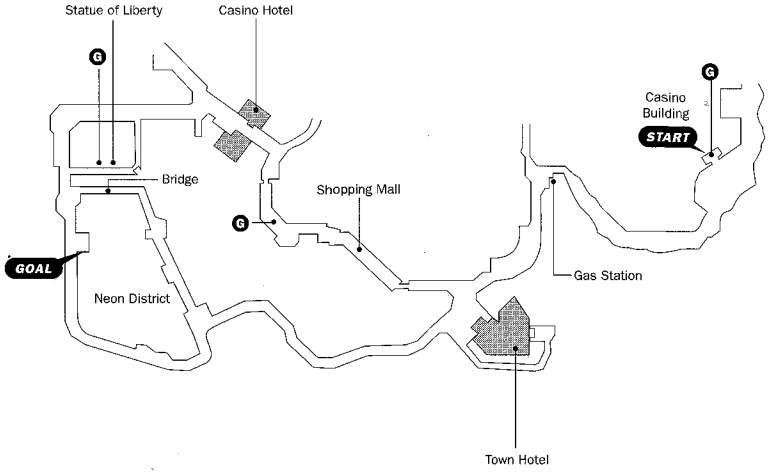

# MISSION #3

**OBJECTIVES:** 1) Change to the motorcycle parked near the shopping mall fountain. 2) Reach the emergency elevator on level B4 of the Showgirl Club parking garage before the time limit expires. **HINTS:** Change to the motorcycle in order to open the gate of the parking garage. You must reach the Showgirl Club parking entrance with at least 80 seconds remaining. Release the detector unit on level B2 to reveal the location of the traps. ■ **GOODIES AVAILABLE:** 6, 7, 34 and 73. ■ **RECOMMENDED VEHICLE:** Select a small vehicle that is fast and capable of driving on narrow roads.



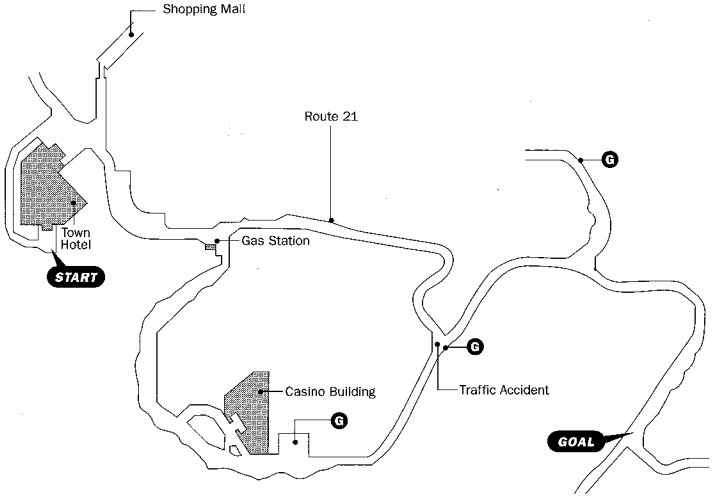
# MISSION #4

**OBJECTIVES:** 1) Smash the enemy's car and capture the Crystal Skull. 2) Drive to the tent near the Neon District. ■ **HINTS:** When the enemy's car passes you near the Town Hotel, smash the side of his vehicle and capture the Crystal Skull. ■ **GOODIES AVAILABLE:** 1, 8, 39 and 53. **RECOMMENDED VEHICLE:** Select a maneuverable vehicle that can drive on narrow streets.



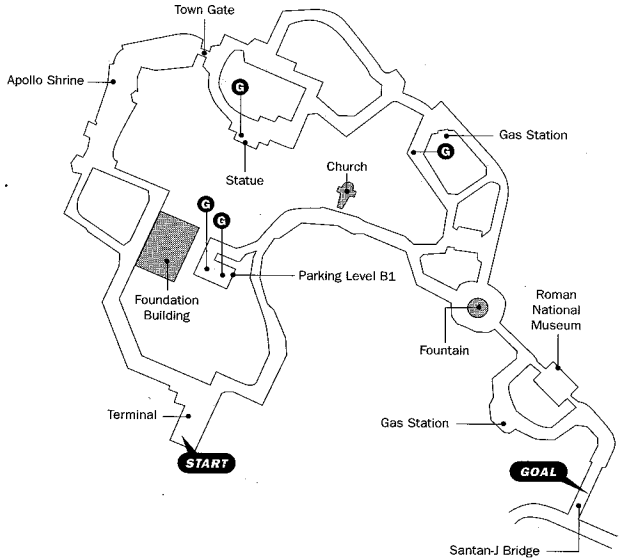

# MISSION #5

**OBJECTIVE:** Reach the edge of town before the time limit expires. ■ **HINTS:** Follow Route 21, but be aware of an enemy car that will chase you. Outrun the enemy vehicle or pull over and let the enemy pass. Another enemy car will be waiting for you near the goal. ■ **GOODIES AVAILABLE:** 10, 11, 30, 37 and 55. ■ **RECOMMENDED VEHICLE:** Select a fast vehicle.



# MISSION #6

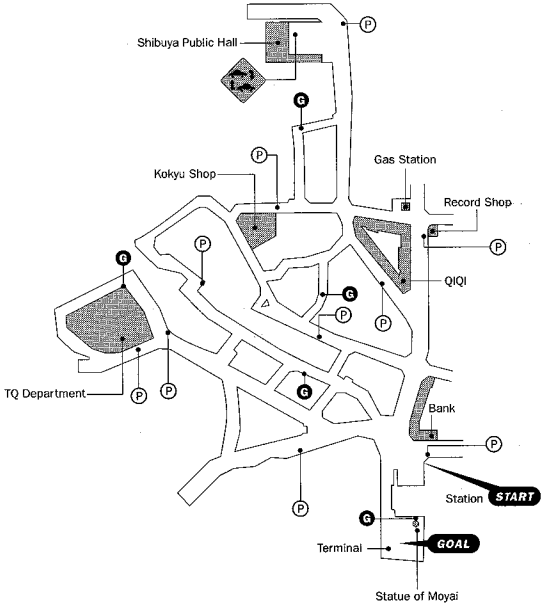
**OBJECTIVES:** 1) Gather information at four different curio/antique shops. 2) Reach the bridge before the time limit expires. ■ **HINTS:** Drive through the Apollo Shrine and locate the four curio/antique shops as fast as possible. After obtaining information from all four shops, drive through the gate behind the fountain plaza. This gate will open only if all of the information has been gathered. Drive through the inside of the Roman National Museum and proceed to the bridge. ■ **GOODIES AVAILABLE:** 12, 13, 32, 49, 67 and 71. ■ **RECOMMENDED VEHICLE:** Select a fast vehicle that is maneuverable on narrow streets.





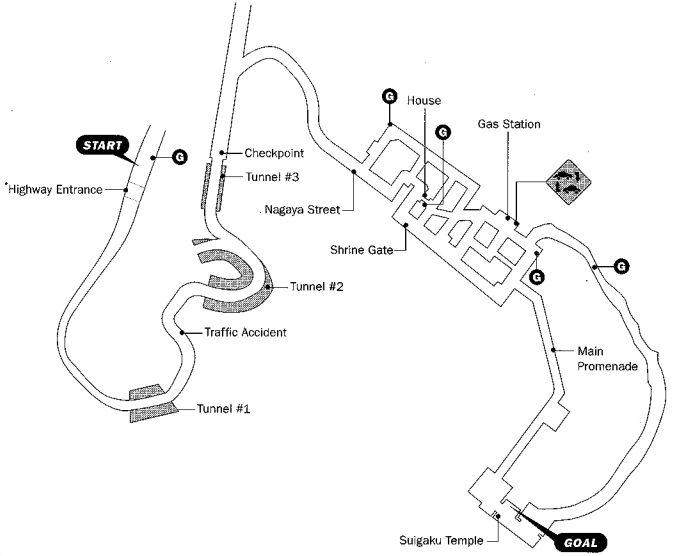

# MISSION #7

**OBJECTIVES:** 1) Access all 10 phone booths in the order instructed. 2) Arrive at the back of the plaza before the time limit expires. ■ **HINTS:** To access all 10 phone booths before the time limit expires, a clear understanding of the route and efficient driving are necessary. A time limit on the interval between each of the phone booths must be met. ■ **GOODIES AVAILABLE:** 14, 15, 28, 45, 48, 58 and 62. ■ **RECOMMENDED VEHICLE:** Select a vehicle that can make a U-turn on a congested narrow street.



# MISSION #8

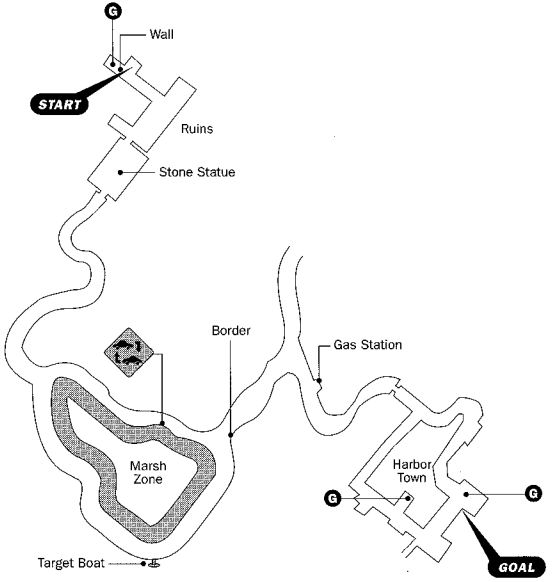
**OBJECTIVES:** 1) Destroy all eight shrines on Nagaya Road. 2) Smash the statue of Sanju at the Suigaku Temple. ■ **HINTS:** Driving fast in the first half of this mission is essential if you are going to reach the Temple before the time limit expires. After entering Nagaya Street, smash all eight shrines quickly and drive to the Temple. ■ **GOODIES AVAILABLE:** 9, 17, 31, 40, 61, 69 and 74. ■ **RECOMMENDED VEHICLES:** Select a small vehicle that is fast for the first part of the mission. For the second vehicle, choose a maneuverable vehicle that is capable of making a U-turn on a narrow street.





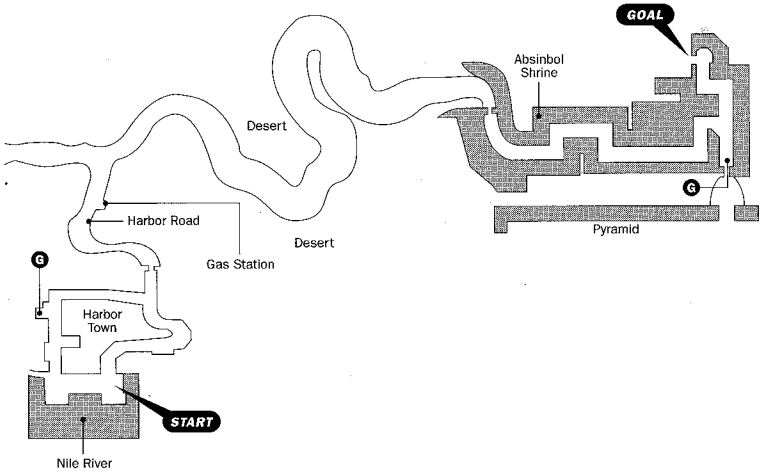

# MISSION #9

**OBJECTIVES:** 1) Deliver the microfilm to the boat that is waiting at the riverbank. 2) Exchange vehicles and drive across the border. 3) Arrive at the Nile River Harbor Gate before 15:00. ■ **HINTS:** Success in this mission is dependent on avoiding attacks by the enemy. After delivering the microfilm to the boat, exchange vehicles and cross the border. The ultimate goal is to reach the Nile River Harbor Gate before 15:00. ■ **GOODIES AVAILABLE:** 18, 19, 41, 63 and 70. ■ **RECOMMENDED VEHICLES:** Select a fast vehicle that does not slide on wet or sandy ground for the first part of the mission. The second vehicle should be small and maneuverable.



# MISSION #10

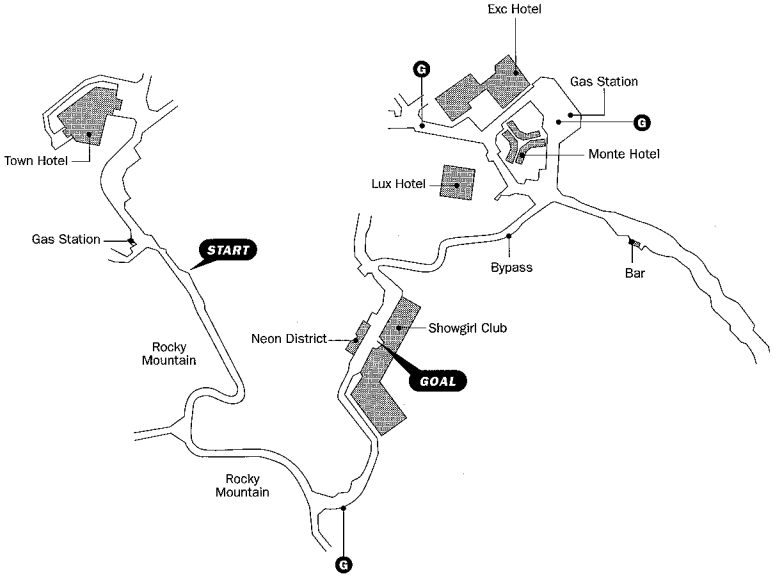
**OBJECTIVES:** 1) Drive inside the Pyramid, find the fresco with three large trees and photograph the painting using the special film. 2) Escape through the entrance of the Shrine. ■ **HINTS:** This mission does not have a time limit, but the player has only one chance to photograph the proper fresco inside the Pyramid. The navigational map in the car will not be available inside the Pyramid. The fresco is located on the left wall of the last room. ■ **GOODIES AVAILABLE:** 20, 21, 57 and 60. ■ **RECOMMENDED VEHICLE:** Select a vehicle that is maneuverable on narrow roads.





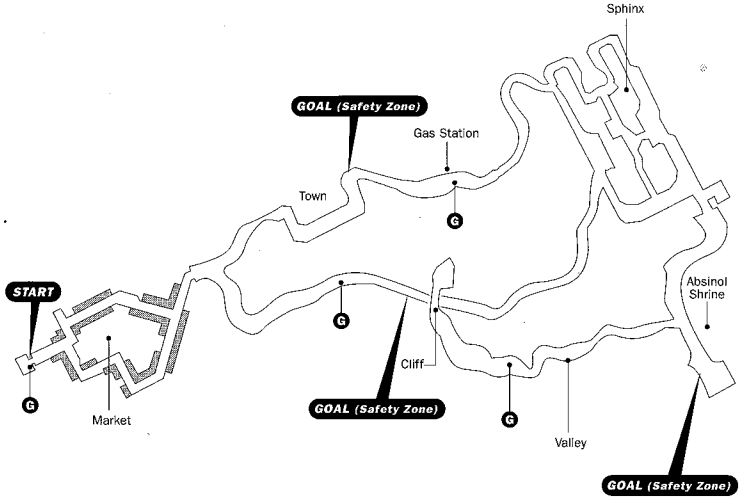

# MISSION #11

**OBJECTIVES:** 1) Chase the limo containing the IRE leaders (enemies). 2) Once the leaders leave the limo, smash the limo and retake the microfilm. 3) Drive to the basement of the Showgirl Club's parking lot before the time limit expires. ■ **HINTS:** If you cannot find the enemies for more than thirty seconds or if you drive too close to them, the mission will be a failure. Once the enemies stop at the Lux Hotel and the counter on the screen turns green, smash the limo to retrieve the microfilm. ■ **GOODIES AVAILABLE:** 22, 23, 43, 54 and 64. ■ **RECOMMENDED VEHICLE:** Select a small vehicle that is capable of catching a fast-moving vehicle.



# MISSION #12

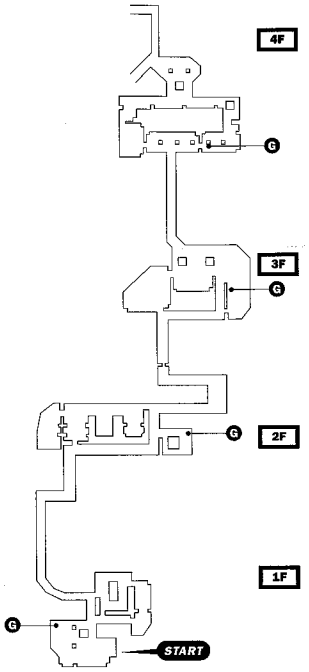
**OBJECTIVES:** 1) Neutralize the main terminal units of the Sphinx. 2) Escape to one of three safe areas before the time limit expires. ■ **HINTS:** In order to clear this mission, memorize the location of all seven main terminal units to be neutralized and the four wrong terminal units. If even one of the wrong terminal units is attacked, this mission cannot be completed. ■ **GOODIES AVAILABLE:** 24, 25, 33, 44, 65 and 72. ■ **RECOMMENDED VEHICLE:** Select a vehicle with good acceleration.

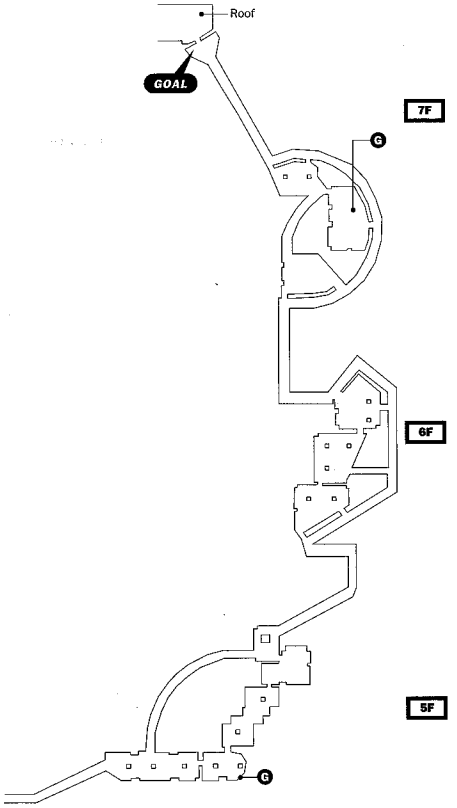





# MISSION #13

SEE NEXT PAGE



# MISSION #13

**OBJECTIVES:** 1) Set explosives in the specified guest room areas on floors one through seven. 2) Escape to the roof before the time limit expires. ■ **HINTS:** Check the course map before starting this mission because there is no navigational map support while driving. Find the guestrooms on each floor by following the signs. Once in the guestroom, locate the appropriate location to set the explosives. If this mission is completed in less than 290 seconds, Mission #13a will be accessible. ■ **GOODIES AVAILABLE:** 16, 26, 35, 38, 42, 51, 56 and 68. ■ **RECOMMENDED VEHICLE:** The motorcycle and scooter are available for this mission. Select the fastest vehicle available.

# MISSION #13A: RESCUE LISA!

**OBJECTIVES:** Reach Lisa in the fourth floor control center before the time limit expires. ■ **HINTS:** Find the shortest route to reach Lisa. The time limit for this mission is equal to the time remaining from Mission #13. The key to clearing this bonus mission is the completion of Mission #13 as fast as possible.


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