
PlayStation
NTSC U/C
PlayStation
EVERYONE
CONTENT RATED BY ESRB
SLUS-01410
Razor
racing
CRAVE
ENTERTAINMENT

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:
Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:
The use of unofficial products and peripherials may damage your PlayStation game console and invalidate your console warranty.

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- 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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The Story

Chad and his Razor Gang went to the ends of the earth to defeat the oversized Evil Robot, and in the process, reversed the insanity that had gripped him by shrinking him down in size. The Robot was astounded by the skills of these young heroes and as a reward, decided to host the first ultimate freestyle competition, which he called the Freestyle Race Circuit (FRC). Most of the Razor Gang went on to other adventures, called away by the desperate cries of those in need, leaving the competition to the new up and comers. So, who will be the "Rulers of the Freestyle Race Circuit"? Only three teams had what it took to make it to the FRC and now they face off - each of them ready to claim the title.

The Cast

ROBOT



Robot is the host of the Freestyle Race Circuit - he recruits the teams and determines the tasks that they must undertake to be considered the Rulers of the Freestyle Race Circuit.

THE FRONT RUNNERS



These athletes know only one thing - how to win! They will stop at nothing until they rule Robot's FRC.

DINO



Dino is the quarterback of his football team and he knows how to be in charge. He is the natural leader of the Front Runners, pushing them to strive their hardest at every turn.



MELISSA

Mel has a reputation for being a clutch player - she never folds under pressure. Not only is she a natural on the soccer field, but she knows her scootin'. She's tough with lightning-fast reflexes.



TANK

Tank is big...real big. And aggressive. He's the goalie for his hockey team for a reason...he never backs down from a confrontation.



REF

Ref is the mentor of the Front Runners, always giving everything he has to help his team win. He loves all sports, but scooter racing holds a special place in his heart.

THE EASTSIDE LIGHTNING



Their mastery of physics is only rivaled by their mad scootin' skills. These brains test the limits of their scooters, pushing them far beyond the realm of the ordinary.

NORMAN



Norm wrote his first master's thesis on bearing friction when he was only 8 years old! Now this super-genius has turned his attention to competing for domination of the Freestyle Race Circuit!

CLAUDIA



Claudia is studying the effects of competition on the pre-adolescent human psyche. In order to complete her research, she must compete and win and she has the skills to do it.



CHIPPY

Chippy is a lab chimp that Norm and Claudia rescued from a research laboratory. This super-intelligent chimp has scooted with the best of them and now is helping his saviors take the championship.



PROFESSOR OTTO VON THRASH

The Professor is a scientific genius and isn't too shabby at the scootin' thing too. He is equal part brains and style.

BAY CITY THRASHERS



They are as tough as they come. These rebels do whatever it takes to win, using skills they learned on the bad streets of Bay City.

ONI



Oni is the self-appointed leader of the Thrashers, and no one is about to argue with her. She's a small girl but she's tougher than nails. She thrashes the competition.

MIKEY



Mikey is a loose cannon that sometimes loses his cool. He defeats all those who stand in his way - no one will ever stop him from winning.



STREAK

Streak is nimble and as quick as a whip! He's won more than his fair share of victories, but he's never one to brag. He lets his winning do his talking.



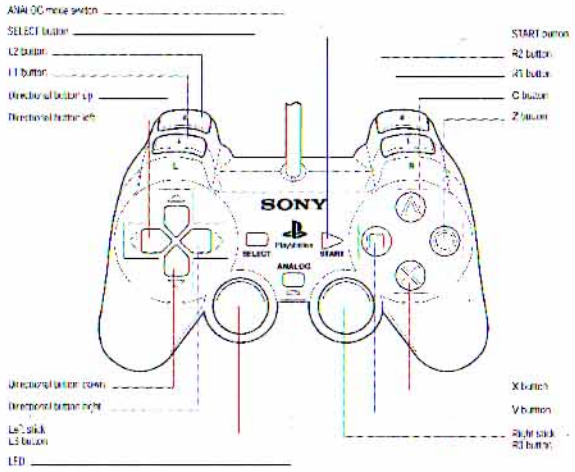
GRANNY

Granny is kind and sweet except when the championship is on the line. She may look innocent, but she's a mad scooter racing demon when she's scooting for a victory.

The Controls

Highlight menu option / Up and Down on the Directional Button
Confirm / open selection X button
Back to previous screen / cancel selection / Δ button

DUALSHOCK™ analog controller



During Game

Acceleration / Press and hold X button
Pause Game / START button
Brake (while on ground) / O button (while on ground)
Jump / Press and release X button
Hold Tricks / O button + Directional Button (while in the air)
Spin Tricks / □ button + Directional Button (while in the air)
Rail Tricks / △ button + Directional Button
Spin / Left or Right on Directional Button (while in the air)
Exit half pipe / Directional Button Up (hold) before reaching the lip or the quarterpipe transition

NOTE: See a quick reference of the tricks during the game by pressing the START button, and selecting TRICK LIST by pressing the X button.

Main Menu

1P Circuit

From the main menu, select 1P Circuit by highlighting it and pressing the X button. You will then go through a series of option screens that are as follows:

Choose your Team

Choose whether you wish to represent the Front Runners, Eastside Lightning, or the Bay City Thrashers. To choose, press left and right on the Directional Button and press the X button to make your selection.

Choose your Rider

Choose the rider that you wish to use from your selected team. When you first start, there will only be one rider available for each team - more will be unlocked as you progress. To choose, press left and right on the Directional Button and press the X button to make your selection.

Choose your Scooter

Choose the color of the scooter that you would like to use. To choose, press left or right on the Directional Button and press the X button to make your selection.

Choose a Level

Choose the level that you would like to play. More and more levels will become available as you progress through the game. This screen will also show exactly what tasks you must complete during the level to progress through the circuit. After you have made each selection, press the X button on the "Choose a Level" screen to start the game.

Freestyle Race Circuit Progress

There are three cities in which the Freestyle Race Circuit takes place, each of which has a track and a park. Your first objective for each city will be to complete a time trial for the track. Once you have qualified, you will then race against the opponent teams in a Circuit Race in which you must come in 1st place to continue. Finally, after you have won, you will need to prove your freestyle scooting skills by getting a specified score in the city's Scooter Park. Once you have passed the time trial, won the race, and beaten the score in the scooter park, you will then progress to the next city.

Secondary Goals

Each event in the Freestyle Race Circuit has secondary goals which do not inhibit your advancement through the circuit race, but award you with new characters and rewards. The secondary goals are as follows:

The Time Trial's secondary goal is to beat a specific score by pulling off tricks. You must, however, still complete the Time Trial in order for the score to count.

The Circuit Race's secondary goal is similar to the time trials. You must beat the score required, as well as come in 1st place.

The Scooter Parks are point based to begin with. You will need to beat a specific score in the time given to unlock your teammates.

Upon completion of all the secondary goals for a particular city, you will achieve X-Treme Status for that area and Robot will award you with an X-Medal. If you receive all the X-Medals in the game, you will be awarded with something extra special.

Modes

1P Practice

This mode allows you to play on each level of the unlocked levels without the constraints of achieving a certain score or a time limit. It's the perfect place to brush up your skills and try out different tricks, routes, and strategies without worrying about running out of time. Only the levels that you have unlocked in the 1P Circuit will be available in this mode.

2P Versus

This mode allows you to choose a racetrack or park from one of the three cities (tracks will only be unlocked if you've unlocked them in 1P Circuit mode). After both players choose their teams, riders, scooters, and a level, Player 1 will start. He will run the race as fast as he can completing tricks along the way. After he completes the course, he then passes the controller to Player 2 who will then attempt to beat Player 1. The player with the best score and time on the track wins!

Options

You can navigate through the options menu by pressing UP, DOWN, LEFT or RIGHT on the Directional Button and selecting appropriate items with the X button. Once an item is selected, you will be taken to a sub-menu. To accept changes, that you make in the options, you must press START. Options available are as follows:

- **Sound Volume** - Can be set between 1 through 10
- **Music Volume** - Can be set between 1 through 10
- **Vibration** - Can be set to ON/OFF (This option is not available when not using a DUALSHOCK™ analog controller.)
- **Autosave** - Turn Autosave on or off.
- **Records** - View the high scores.
- **Save** - Allows you to save your progress at any time.
- **Load** - Allows you to continue a previously saved game.
- **Credits** - Select this from the main menu to view the game's credits.

The Game Screen

Balance Meter
Keep the mark in the center of the balance meter. Also tracks number of feet ground.





Timer
Displays the amount of time remaining.

Trick Performed
Displays the name of the last trick performed.





Trick Points
Displays the number of points received for the tricks. Tricks are multiplied by performing extra spins and combo-ing tricks together.

Total Points
Total score for the current run.



The Pause Screen

When the game is paused, the player will be presented with a menu with six options:

- **Continue:** This will resume the game.
- **Trick List:** This will show the player a list of all the tricks in the game and how to perform them.
- **Restart Level:** This will restart the current level.
- **End Run:** This will take the player to the results screen.
- **Quit Game:** This quits the player out to the title screen

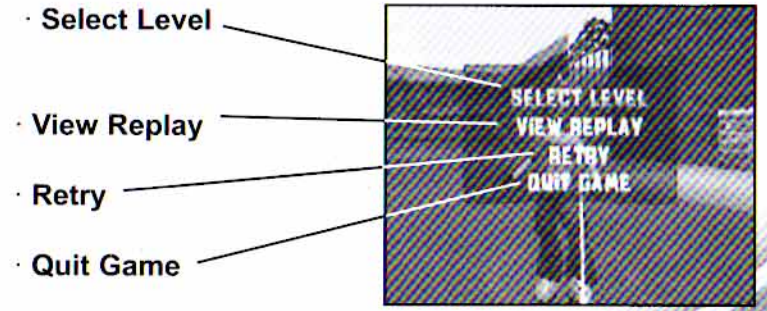
The Trick List

The Trick List shows all the moves a rider is able to perform during gameplay. To see the Trick List during gameplay:

1. Press START, highlight TRICK LIST and press the X button to open the list.
2. Press left or right on the Directional Button to select a trick category or up and down to scroll through the tricks.

The End Level Screen

After each run, the End Level screen appears with the following menu options:



Face it, you're stumped, so make the call...
Hints, Tips and Tricks all a phone call away!

U.S.: 900-903-HINT(4468)
$0.95 / U.S. Dollar per minute

Must be 18 years of age or have parent's permission.
Touch tone phone required.



Credits

Vision Scape Interactive, Inc.

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Executive Producer
Tammy McDonald

Producer
Andy Kreiser

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Patric Starr

Sr. Programmer
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Game Artists
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Cinematic Producer / Artist
Clayt Ratzlaff

UI Design
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Texture Artists
Tom Hussmann
Howard Springsteen

Sound Design
Jason Ritz

Music
Andrew Wilson

Testing
Brad Nelson

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Steve Lennox

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Assistant Producer
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When returning the program for warranty replacement please send the original product disc(s) only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountering and the system on which you are running the program; (4) if you are returning the program after the 90-day warranty period, but within one year after the date of purchase, please **include check or money order for $15 U.S. currency per disc replacement. Note: Certified mail recommended.**

In the U.S. send to:

Warranty Replacements
Crave Entertainment, Inc.
19645 Rancho Way
Rancho Dominguez, CA 90220

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Customer Support

You may need only simple instructions to correct a problem with your product. Call the Customer Service Line at 970-392-7022, 24 hours a day, 7 days a week.