
PlayStation
NTSC U/C
PlayStation
EVERYONE
CONTENT RATED BY ESRB
SCUS-94563
94563
Speed Punks
FUNCOM
SONY
COMPUTER 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 peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- 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.

SPEED PUNKS™ Tips and Hints

PlayStation® Hint Line

Hints for all games produced by SCEA are available:

Within the US: **1-900-933-SONY (1-900-933-7669)**

$0.95/min. auto hints, $1.40/min. live, $6.95-$16.95 for tips by mail*,
$5.00-$20.00 for card recharge (*Subject to availability)

Within Canada: **1-900-451-5757**

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For US callers, game counselors are available 8AM-5PM PST, Monday-Friday. Automated is available 24 hours a day, 7 days a week. Live support for Canada not available at this time.

This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

Consumer Service/Technical Support Line: 1-800-345-SONY (1-800-345-7669)

Call this number for help with technical support, installation or general questions regarding the PlayStation game console and its peripherals. Representatives are available Monday-Friday, 7AM-6PM Pacific Standard Time.

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Getting Started

Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the SPEED PUNKS™ disc and close the DISC COVER. Insert the game controllers and turn on the PlayStation game console. Follow the on-screen instructions at the Title Screen to begin.

WARNING!: Make sure there are enough free blocks on your MEMORY CARD before playing. Note that MEMORY CARDS are only supported in MEMORY CARD slot 1.

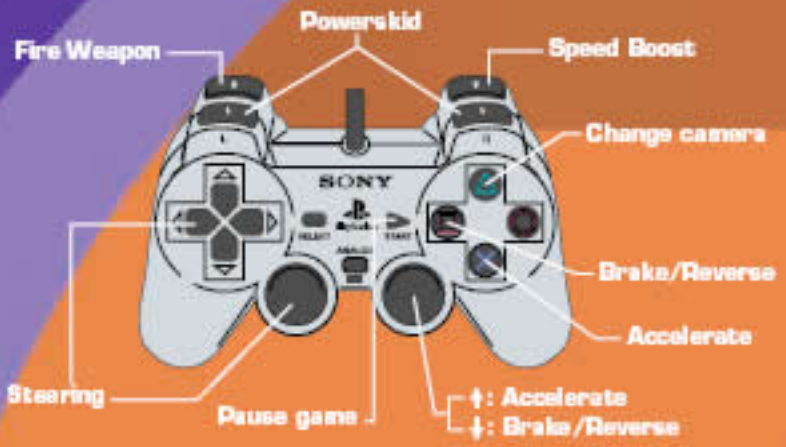
SETTING UP A MULTIPLAYER GAME



Up to four players can play SPEED PUNKS™ at the same time. A Controller is needed for each player. For three or more players, a Multi Tap is required. Insert the Multi Tap into Controller port 1. When setting up the Multi Tap, make sure Player 1's Controller is inserted into Controller port 1-A with the Controllers for the remaining players inserted in order (Player 2's Controller in Controller port 1-B, Player 3's in Controller port 1-C etc). Once a Multi Tap is inserted, it is recommended that you do not use Controller port 2 for the duration of the game.

Controls

Below are the default controls. You can choose from 4 pre-set control configurations in the CONTROLLER menu in OPTIONS (p.16).



SPEED PUNKS can be played using the directional buttons or the left and right sticks on the DUALSHOCK™ analog controller. The vibration function can be toggled ON or OFF in the CONTROLLER menu in the OPTIONS menu or PAUSE menu.

HOW TO USE THE POWERSKID

The Powerskid is a very useful way of taking corners without losing too much speed. To perform a powerskid, press ⬅ or ➡ and the Powerskid button (the default control for this is the L1 or R1 button). To take really long corners keep the Powerskid button held down.

While in a Powerskid you can then make your turning less sharp by counter-steering against the direction of the corner or you can have a medium turning arc by not pressing any direction, simply letting the Powerskid take you around the corner. Break out of the Powerskid by letting go of the Powerskid button.

Game Screen

The layout of the game screen may differ slightly depending on which game mode you are using. However, the basic layout is as follows:



Current Standing

Current Lap

Speed Boost Bar

Current Item Held

Lap-Time

Track Map

Current Speed

PAUSE menu



Press the START button during a race to open the PAUSE menu, where, depending on the mode you are in, you'll find a selection of the following options:

Continue the race

Restart the race

Toggle vibration feature

Exit to MAIN menu

Race Modes & Options

After the introduction, you'll reach the Title Screen. Press the START button to open the MAIN menu. Here you will find the following game modes.



TOURNAMENT: This is a one-player game where you race against computer-controlled characters. Work your way through the Tournament to be crowned SPEED PUNKS champion.

SINGLE RACE: Choose from the first 4 tracks in EASY mode. You'll be able to select harder tracks once they've been unlocked in TOURNAMENT mode.

TIME ATTACK: Race against the clock.

VS.: Race against another player. You must have a Controller inserted into Controller port 2 to play VS. games.

MULTIPLAYER: Race against two or three other players. You must have a Multi Tap and at least 3 Controllers to play.

OPTIONS: Customize your game here.

BONUS: As you win leagues and progress through the game you'll receive bonuses. Look here to find out what you've won.

NOTE: If you are using a DUALSHOCK™ analog controller, you can make selections from the menus by using either the directional buttons or the left stick.

Choose Your Character

Once you've picked a race mode, you'll go to the SPEED PUNKS' club house, where all the kids hang out and prepare for their next race. Move around the room by pressing ⬅ or ➡, then press the ⊗ button to select a character. If you wish to race as that character, press the ⊗ button again, or else press the △ button to cancel the selection.

After you've picked your character, you'll go to the arcade machine in the SPEED PUNKS' club house, where you can choose your difficulty level and track.



Tournament

SELECT YOUR LEAGUE AND RACE TRACK

Race your way through the three levels of difficulty: EASY, MEDIUM or HARD. If you place in the top three in the EASY league races you will move on to the first of the MEDIUM league tracks. From here, each time you gain a top three placing you will gain access to another MEDIUM track. After you've worked your way through the MEDIUM league you will face the final four HARD league tracks.



Success in the Tournament will also give you access to the new tracks in SINGLE RACE, TIME ATTACK and VS. modes.

NOTE: If you select RESTART TRACK from the PAUSE menu in TOURNAMENT mode you have up to three chances to qualify. If you fail to qualify after these three attempts, then you will be disqualified.



CUSTOM

In TOURNAMENT mode, you can also customize your leagues. On the track selection screen select the CUSTOM option and, from the available tracks list, select as many or as few tracks as you wish.

All the tracks available will be shown; use the directional buttons or left stick to highlight each track then press the ⊗ button to enter each track into your selection. Once you've finished, selecting SAVE will store your new league onto a MEMORY CARD while OKAY will proceed without saving—you'll have to use the SAVE option in the OPTIONS menu to store your settings.

Add track: ⊗ *button*
Clear all tracks: ○ *button*
Delete previous track: □ *button*
Cancel: △ *button*





Single Race

In SINGLE RACE mode, you can race against the other SPEED PUNKS on any available track. This is a great way to familiarize yourself with the tracks.

More tracks can be unlocked by racing well in TOURNAMENT mode.





Time Attack

This is a 1-player game pitting you against the clock. Before you can select your character you must set up the race.

TIME ATTACK SET UP

Use ⬆ or ⬇ to highlight different options. Press ⬅ or ➡ to toggle the options to your preferred setting.



Set the number of laps from 3 LAPS to FREERUN, where you can race for as long as you like.

Switch on-track pick-ups ON or OFF.

This records your previous best track and places a ghost image of your best time. You can save the RECORDED LAP to a MEMORY CARD—you will need one MEMORY CARD block for each track you would like to save.

Confirm your changes and advance to the SPEED PUNKS' club house to select your character.

After you've picked your character, enter your initials. Press ⬆ or ⬇ to change letters, and ⬅ or ➡ to advance to the next letter window, then press the ⊗ button to confirm your name. Now you'll go to the arcade machine in the SPEED PUNKS' club house, where you can choose your difficulty level and race-track.

NOTE: When you complete or quit out of the TIME ATTACK race you will be able to save your Time Record (records are saved onto your MEMORY CARD as part of your main system save) and your Recorded Lap (which is saved onto a separate MEMORY CARD block). If you wish to save your records and Recorded Lap, make sure you have at least two empty blocks on your MEMORY CARD before you begin to play.

VS. (Two-Player Games)

Challenge a friend in the split-screen VS. mode. Again, you must set up your race before selecting your character.



VS. SET UP

Press ⬆ or ⬇ to highlight different options. Press ⬅ or ➡ to toggle the options to your preferred setting.



Select the number of laps from 1-9.

Choose from SINGLE RACE or TOURNAMENT.

Switch on-track pick-ups ON or OFF.

Confirm your changes and advance to the SPEED PUNKS' club house to select your character.

Next, each player selects their character and enters their initials. Player 1 must then select the difficulty and track for the next race. You can race all the tracks that are currently available to you in TOURNAMENT mode.

MULTIPLAYER (3 or 4-Player Games)

MULTIPLAYER games run on a different track setting from the TOURNAMENT mode. Designed purely for high-adrenaline thrills and built specifically for the chance to reach impossible speeds, the MULTIPLAYER tracks are the perfect way to challenge the driving skills of your friends and family.

To play MULTIPLAYER games, a Multi Tap is required (see "Getting Started" p.5).

MULTIPLAYER SET UP

Press ⬆ or ⬇ to highlight different options. Press ⬅ or ➡ to toggle the options to your preferred setting.



This indicates how many players are currently set up to play.

Select the number of laps from 1-9.

Choose from SINGLE RACE or TOURNAMENT.

Switch on-track pick-ups ON or OFF.

Confirm your changes and advance to the SPEED PUNKS' club house to select your character.

Next, each player selects their character and enters their initials. Player 1 must then select the difficulty and track.



Options



On this menu you'll find five sub-menus that allow you to customize your game. Use the directional buttons to highlight an option and the ⊗ button to select the sub-menu.

CONTROLLER



Use this option to set the configuration of your Controller. Press the ⊗ button at the CONTROLLER SET UP screen and each player then takes turns to configure their Controller.

CONFIGURATION

Choose from four preset controller configurations.

VIBRATION

Toggle the vibration function ON or OFF.

SOUND

Press ⬆ or ⬇ to highlight MUSIC or SFX (Sound Effects). Press ⬅ or ➡ to raise or lower the volume of each option.





ADJUST SCREEN

Move the screen with the directional buttons or left stick, then confirm the setting by pressing the ✕ button. Use the △ button to exit without saving changes.

RECORDS



Use ← or → to view the records for each track, then press the ✕ button to return to the OPTIONS menu. Press the △ button to return to the OPTIONS menu without viewing records.

MEMORY CARD

Enter this menu to save or load previous game settings and records:



- *To save your game settings, highlight SAVE SETTINGS and press the ✕ button. This will overwrite any existing SPEED PUNKS setting saves on your MEMORY CARD—select YES to continue with the save or NO to cancel and return to the MEMORY CARD menu.*
- *To load data from a previous game, highlight LOAD SETTINGS and press the ✕ button.*
- *Select USE DEFAULT SETTINGS to reset your options to their original settings.*

WARNING: Make sure you have at least one free block on your MEMORY CARD before starting. Do not insert or remove MEMORY CARDS once the power is turned on. Make sure your MEMORY CARD is inserted into MEMORY CARD slot 1.

Weapons & Power-Ups



Speed Boost Tokens: *Each time you drive into one of these it will fill a cell on your Speed Boost Bar. When a cell is filled, you can hold down the R2 button to get a speed boost; the fuller the Speed Boost Bar is, the more of a speed boost you'll achieve. If you manage to completely fill the bar, you'll get an extra Max Speed boost, the lightning bolt will flash on the Speed Boost Bar to denote this.*



Max Speed Boost: *When activated, this fills up your Speed Boost Bar to the max.*



Speed Boost Bar: *You can race past your rivals even faster by using your Speed Boost. The amount of Speed Boost is indicated by the cells in the Speed Boost Bar.*

WEAPON BOX



During a race, drive into these to obtain various weapons to help you defeat your rivals.

If you already have one weapon and drive into another, the contents of the second weapon will also be displayed for a short time. If you use your current weapon immediately, you'll keep hold of the second weapon. If you don't use your current weapon, the second one will simply disappear. If you collect a weapon of the same type as the one currently held then the second weapon will be stored and a number will appear on your current weapon icon to tell you how many you currently hold. You may hold up to three items of the same type.

The available weapons are:



Bomb: *This will drop a bomb behind you which will explode on contact with a racer or certain weapons (single missile, triple missile, homing missile, other bombs). When a bomb is placed on the track, it is surrounded by a red circle which indicates the danger area around it—enter this and you'll detonate it!*

- *If you keep the FIRE WEAPON button held down briefly as you release a bomb, the bomb will turn red. This denotes the fact that your bomb has been primed. Detonate it whenever you want by pressing the L2 button again.*



Remote Bomb [VS. or MULTIPLAYER mode only]: *When a player uses this it will drop a bomb in front of the player who is in 1st place. It will explode one second after it is dropped or if another player drives over it.*



Basic Missile: *This fires a single missile, which travels in a straight line until it hits either a racer or object, or simply dies out.*

- *Can also fire backwards (press ⬇ + the L2 button simultaneously).*
- *Can be used to explode bombs on the road.*



Triple Basic Missile: *This fires a wide burst of three missiles. These can be particularly useful if there are several characters in front of you, as they have a wide hit area. Also if you hit a character or object with one of the Triple Missiles, the remaining two missiles will continue on.*

- *Can also fire backwards (press ⬇ + the L2 button simultaneously).*
- *Can be used to explode bombs on the road.*





Homing Missile: *This fires a heat-seeking missile. When fired, the homing missile will lock onto the nearest character and a target will appear on that character. This, however does not guarantee a hit, especially if your enemy is doing a lot of sharp cornering. The target will be green if the missile is far from the character, and will go to red as it gets closer and closer. When the target turns red and the upper and lower triangles on the target begin to join together, the player will have a short amount of time just before the missile is due to hit in which to do a powerskid and avoid the missile.*

- *If you fire a backward firing weapon, you just might be lucky and hit the in-coming homing missile.*
- *Also, if you drop a bomb just before the homing missile is due to hit, the homing missile may hit the bomb and explode.*
- *CANNOT fire backwards.*
- *Will explode a bomb if it collides with it, but will not seek the bomb out.*



Machine Gun: *When activated, this fires a round of 8 bullets. Also, when you have this weapon, a crosshair will appear on an enemy player when they come into its line of fire. If you hit an enemy player with 4 of those 8, it will cause the enemy to spin out.*

- *Can also fire backwards (press ⬇ + the L2 button simultaneously).*



Shockwave: *This fires an impressive arc of electricity, which travels along the track path. Any driver caught in its path will be electrocuted and lose speed. They'll also lose their weapon and the contents in their Speed Boost Bar. Although it is quite wide, it may be possible for a player to travel on the left or right of the track and avoid its effect.*



Slime: *This releases a single blob of slippery slime behind you. If you or a rival player drives over the slime you'll lose control slightly and lose speed. If this happens, it is helpful to use the Speed Boost to minimize speed loss.*



Stealth Mode: *This provides invincibility to any other weapons for a limited amount of time. If you bump into an enemy character while in this mode, you spin them out and also steal the contents of their Speed Boost Bar.*



Tire Pop: *When activated, this inflates your opponents' tires until they burst, slowing down the opponent considerably. If you are very quick, you can counter the wheel inflation by quickly pressing the accelerate button.*

- *Even if your tires have begun inflating, you can use the stealth mode weapon to counter-act it.*

Tips

- *If you hit the accelerator button between the second to the last beep and last beep at the starting lights, you will receive a speed boost start. Depending on how accurate your timing was, you will get either a GREAT START, EXCELLENT START, or if you timed it exactly, a PERFECT START!. A perfect start will fill your Speed Bar Boost and give you a Max Speed Boost.*
- *Try to keep some energy on your Speed Boost Bar as you can use this to recover more quickly from crashes, being hit by weapons, etc.*
- *The more full the Speed Boost Bar is, the more speed gain you will get when you use it. Try to fill the Speed Boost Bar as much as possible before using it to get the Max Speed boost.*
- *Remember you can change direction in the air. This is particularly handy after long or sharp jumps.*
- *If you are stopped on the track, hold down accelerate and brake at the same time. When you let go of the brake, you will get a little speed boost to help you on your way.*
- *If you are stopped on the track, hold down accelerate and brake at the same time. Press ⬅ or ➡ to spin around. After you do 2 full circles, when you let go of the brake (but keep the accelerate button held down) you will get an even bigger boost to help you on your way.*
- *Nearly every track has shortcuts and hidden sections and loads of ways to cheat and shave valuable seconds off your best lap times. You should spend some time exploring the tracks to find all the secrets.*

Montgomery "Monty" Carlo



What Monty doesn't know about racing isn't worth knowing; he knows all the jargon and he's got top-of-the-range racing leathers and a super-cool crash helmet. He's determined to be in pole position all the way, and he is the most dedicated of all the SPEED PUNKS.

The only thing that can break his concentration is his pet dog, Cosworth. Cosworth loves nothing better than a long drive on a Sunday afternoon, the wind flapping his ears and waggling his floppy tongue. The only thing is, the dog insists on doing the driving!

STATS

Weight: Medium
Top Speed: Average
Acceleration: Average
Collision recovery: Good

Tabitha



The youngest of the characters, Tabitha wanted to join the SPEED PUNKS so much she sulked and held her breath until her face went red. She's a spoiled little madam who thinks that often the best way to get your own way is to throw a tantrum bigger and louder than ever before. One day, her head will explode with the pressure.

STATS

Weight: Light
Top Speed: Low
Acceleration: High
Collision recovery: Excellent

Buster & Wedgie



Buster looks like a complete thug. He's been held back in school so many times he's older than some of the teachers and he takes his role of School Bully very seriously. Everyone thinks he joined the SPEED PUNKS so he could nudge all the others off the tracks, but really it's because he loves the ticklish feeling he gets in his stomach every time he soars over a jump point on the track. Despite the fact he's hated by the other kids, Buster's mother thinks he's her "Little Angel".

A natural coward, Wedgie loves to help Buster pick on the other kids. He refuses to leave Buster's side, not because it makes him look tough but because, like all bullies, he knows that everyone would beat him up if he were on his own—even little Tabatha!

STATS

Weight: Very Heavy
Top Speed: High
Acceleration: Low
Collision recovery: Poor

Monica

Monica has a strange effect on boys. For some reason, as soon as she drives by they lose control and become babbling idiots. They think she's so sophisticated and totally cool. She's collected, confident and loves speeding past a rival racer just to see the look of horror on their faces at being beaten by a girl. Monica thinks boys are pathetic.



STATS

Weight: Medium
Top Speed: Average
Acceleration: Average
Collision recovery: Good

Tempest



Tempest is a manic, over-excitable problem child—a pyromaniac, kleptomaniac, and natural rebel. He's the one that encourages all the others to ditch school to go racing. The naughtiest thing Tempest has done recently is stealing the Kart of a rival driver, Tetsuo, a foreign exchange student from Japan. For a man of honor like Tetsuo, this is by far the worst thing he could ever imagine—but then he doesn't know Tempest!!

STATS

Weight: Heavy
Top Speed: High
Acceleration: Low
Collision recovery: Poor

Brains

Brains is a scientific genius who loves computers, chemistry sets and The X Files. He's not really that sociable, preferring to be left alone to his experiments, but secretly he wants to win the admiration of the other SPEED PUNKS so they won't think he's a complete geek. He's currently working on a brand new project—a robot racer (code-name BEEMER) which he plans to use to help him test his driving skills.



STATS

Weight: Light
Top Speed: Low
Acceleration: High
Collision recovery: Excellent

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Multi Tap

"With three racers on my tail via the durable Multi Tap from Sony Computer Entertainment America, I had no choice but to burn rubber and make them all eat my dust!"

—Monty Carlo





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PlayStation®

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