
PlayStation
NTSC U/C
PlayStation
TEEN
CONTENT RATED BY ESRB
SCUS-94249
94249
TWISTED METAL III
989 STUDIOS

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 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.

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 the outer edge. Never use solvents or abrasive cleaners.

TWISTED METAL® III Tips and Hints

PlayStation Hint Line

Hints for all games produced by 989 Studios 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 (subject to availability) and $5.00-$20.00 for card recharge

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

$1.50/min. auto hints

For US callers, game counselors are available 8 a.m. - 5 p.m. PST, Monday-Friday. Automated support is available 24 hours a day, 7 days a week. In Canada, automated support is available 24 hours a day, 7 days a week.

This hint line supports games produced by 989 Studios. 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 **1-800-345-SONY**

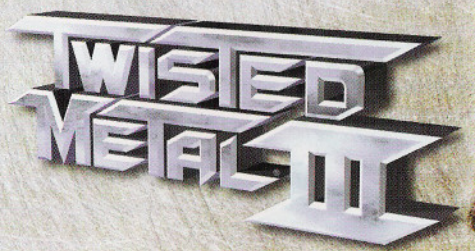
Call this number for help with technical support, installation or general questions regarding the PlayStation game console and its peripherals. Representatives are available Monday-Friday, 8 a.m. - 6 p.m. Pacific Standard Time.

989 Studios On-Line **http://www.989studios.com**

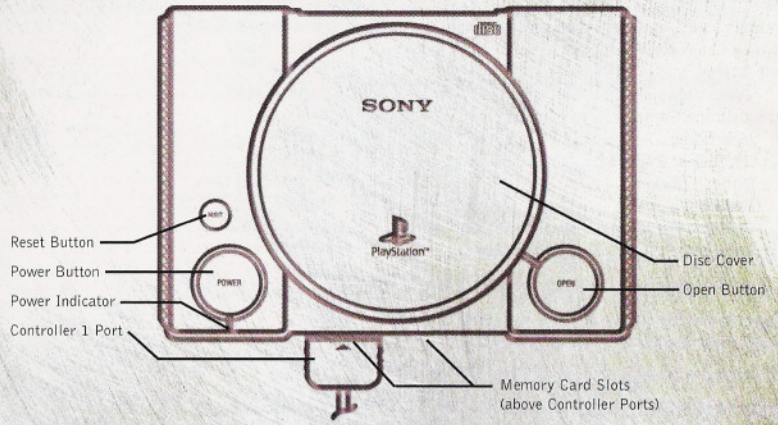
Our news is always hot! Visit our web site and find out what's happening — new titles, new products and the latest information about 989 Studios.

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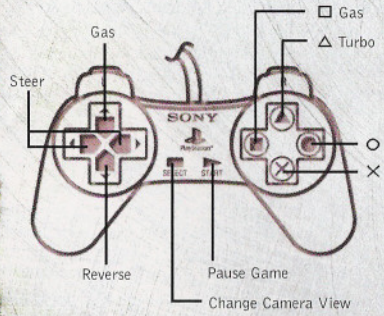


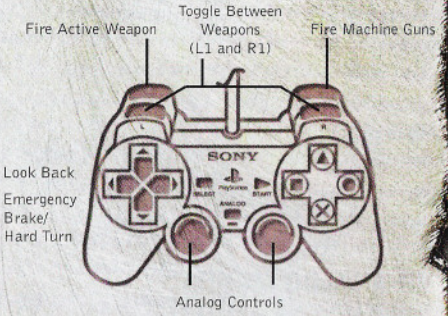
GETTING STARTED



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 TWISTED METAL® III disc and close the CD door. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

CONTROLS





DEFAULT CONFIGURATION

You can adjust your game controls at the Button Settings Menu (see pg. 11). The following control descriptions are the default configuration:

DIRECTIONAL BUTTONS: These control your vehicle's movement. They also execute Special Weapon Attacks (see pg. 17 for examples). Pressing Left/Right steers your vehicle, Up is gas and Down is reverse.

SELECT BUTTON: Changes camera views.

START BUTTON: Pauses a game in progress and lets you adjust the CAMERA, SOUND or MUSIC. To Resume or Quit your game, press the Directional Buttons Up or Down then press START.

CAMERA: Dictate whether your camera shows an IN-CAR, CLOSE, MEDIUM or FAR view.

SOUND: Turn the sound effects down or up by pressing Left/Right on the Directional Buttons.

MUSIC: Turn the music down or up by pressing Left/Right on the Directional Buttons.

L1 and R1 BUTTONS: Pressing either button toggles between the weapons you've picked up. The icon for the currently active weapon is displayed. See pg. 15 for weapon descriptions.

L2 BUTTON: Fires the currently active weapon

R2 BUTTON: Fires machine guns

△ BUTTON: Turbo

□ BUTTON: Gas

○ BUTTON: Look Back

✕ BUTTON: Emergency Brake/Hard Turn

IN ANALOG MODE

RIGHT STICK: Gas (UP) and Brake (DOWN)

LEFT STICK: Steers Right/Left

R3 (push Right Stick IN): Turbo

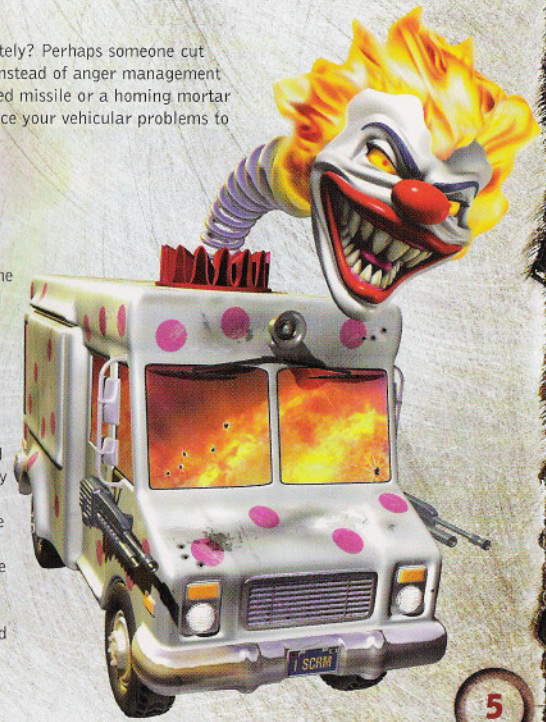
L3 (push Left Stick IN): Reverse

READY TO GET TWISTED?

Been frustrated behind the wheel lately? Perhaps someone cut you off on the highway last week? Instead of anger management classes, may we suggest a sleek speed missile or a homing mortar with a 100-foot blast radius to reduce your vehicular problems to smoking heaps of shrapnel?

Welcome once again to our twisted world where the drivers are insane, the explosions apocalyptic and the weapons hard core. As the ultimate automobile combat simulation for the PlayStation® game console, Twisted Metal® III features ten all new explosive battlegrounds including Hollywood, Hangar 18, Washington D.C. and Egypt. You can also drive one of fourteen revved-up, fully armed vehicles, including old favorites like Thumper, Roadkill and that poor sap Axel, as well as deadly new hooligans like Firestarter, Club Kid and Flower Power. And if you're lucky, maybe Sweet Tooth will toss you an ice cream sandwich before he blows your wheels to smithereens.

Now get out on the battleground and make your momma proud.



GAME SCREEN



RADAR: The green cross in the center of the radar screen is your position. The colored dots are enemy vehicles and the flashing dots indicate that enemy vehicles are located above or below your present position. The name of the enemy targeted appears above the radar screen. The number to the right of the screen indicates the total number of enemies remaining.

LIVES: The number of lives remaining appears only in Tournament games. You begin the Tournament with 3 lives. Total number of lives remaining is indicated in the lower left-hand display with your Health, Speed and Turbo meters.

HEALTH BAR: Indicates how much health you have remaining. When your health meter runs out, you lose a life. You can gain additional health by picking up health icons or laying off the corn fritters.

TURBO: Indicates the amount of turbo energy you have left. Manage your use of turbo energy carefully since it is not unlimited. You can gain additional turbo energy by picking up turbo icons.

WEAPON HUD: Shows your selected weapon and the number of rounds remaining.

ADVANCED ATTACK ENERGY BAR: Indicates how much energy you have so you know when you can execute an Advanced Attack (see pg. 17). This energy bar regenerates slowly so manage your Advanced Attacks for maximum impact.

GAME VIEWS

You can alter your driving view during gameplay by pressing the SELECT button or choosing CAMERA from the Pause Menu to access four different game views in a 1-Player game: IN CAR, CLOSE, MEDIUM and FAR.



In a 2-Player game, you can change the split-screen view from vertical to horizontal at the Pause Menu. You can also choose between three different quad screen setups.

In a 3 or 4-Player game, the game view is a quad screen setup.

SETTING UP THE GAME

At the Main Menu, you can choose from New Game, Password, Settings or Credits. Press the Directional Buttons Up or Down, then press the ⊗ button to make your selection. If you do not make a selection in 30 seconds, a self-running demo begins. Press the START button to return to the Title Screen.



NEW GAME

At the New Game Menu, choose your Game Type (Tournament or Deathmatch), Number of Players and Difficulty Level.

NUMBER OF PLAYERS

Choose how many players will be competing in the game (between 1 and 4). To play a 3 or 4-Player game, you will need a Multitap.

DIFFICULTY LEVEL

You can choose from three difficulty levels: Cream Puff (the easiest), Twisted Metal (average difficulty) or Pure Lunacy (the hardest). In Cream Puff, you can play through the entire game, but you won't earn the ending movies. Players who complete all eight levels of the game in Twisted Metal or Pure Lunacy modes will be rewarded their ultimate wish, compliments of the mighty Calypso.

TOURNAMENT

A Tournament consists of an eight level game. To clear a level you must destroy all opponent vehicles. Enemy vehicles are automatically chosen and their skill increases with each level you successfully pass. The Tournament continues until all your lives have expired or you have completed all levels. You can specify YES or NO to:

CPU ALLY: Lets you play with a computer-assisted ally to help you annihilate your competitors. You will not see ending movies when using a CPU Ally.

POOL LIVES: Lets you share your total number of lives with your co-op player. When either player dies, the collective number of lives decreases.

DEATHMATCH

A Deathmatch is a 1 through 4-Player game. You fight head-to-head against other players, but you can also have other enemy cars join you in the battle. The Deathmatch ends when one player successfully destroys all other player vehicles, after which the match resets for another battle. Depending on the level, you may select up to seven enemy cars by pressing the ⊗ button.



At the Deathmatch Menu, Player 1 can specify:

WORLD: Select your battleground. See pg. 12 for descriptions.

CPU CARS: Dictate how many enemy cars you want to compete against. You can choose a maximum of 7.

CUSTOM: Press ⊗ to enter the Custom Menu and specify:

CHOSEN WORLD REPEAT OR ADVANCE: When you opt to REPEAT, you will play a level over after you've beaten it. ADVANCE lets you progress to the next level after you eliminate all opponents.

CPU CARS CHOSEN: Decide whether to choose enemy cars ONCE RANDOMLY (the CPU will select which cars you fight), RANDOMLY EVERY WORLD (the CPU randomly selects cars after every battle), or ONCE BY THE PLAYER (lets you choose exactly who you want to fight).

GAME ENDS WHEN: Choose how many matches you want to play, from 1 to Infinite.

MATCHES ARE PLAYED OR WON: PLAYED mode lets you set the Deathmatch to end after a number of matches you specify. In WON mode, the Deathmatch will end when one of the players wins the number of specified matches. Tiebreakers are possible in WON mode.

PASSWORD

You are awarded a password once you complete a level in Tournament mode (you may press START to pause the game and see the password for that level). To enter a Password, select PASSWORD from the Main Menu. Then enter the Password.

SETTINGS

Lets you adjust: SOUND VOLUME, MUSIC VOLUME, SCREEN, DITHERED DISPLAY, IN-GAME MENU and SKIP DISPLAY FRAMES.

SOUND VOLUME: Use Right and Left Directional Buttons to adjust the sound effects volume.

MUSIC VOLUME: Use Right and Left Directional Buttons to adjust the music volume.

ADJUST SCREEN: Allows you to manually realign your display centering.

DITHERED DISPLAY: A dithered display provides a smoother picture. A non-dithered display is sharper and crisper.

IN-GAME MENU: Choose YES to enable a text-only version of the front-end menus. This allows you to make selections faster.

SKIP DISPLAY FRAMES: Choose YES to keep the gameplay at a constant 30 frames per second with up to 8 cars on screen.

VEHICLE SELECTION

After selecting your game type, the Vehicle Selection Screen appears. Choose from VEHICLE, INFO and PLAYER SETTINGS.

VEHICLE: Choose your vehicle for battle. Press the Directional Buttons Left or Right to display a vehicle, then press the ⊗ button to select it. Vehicle descriptions begin on page 20.

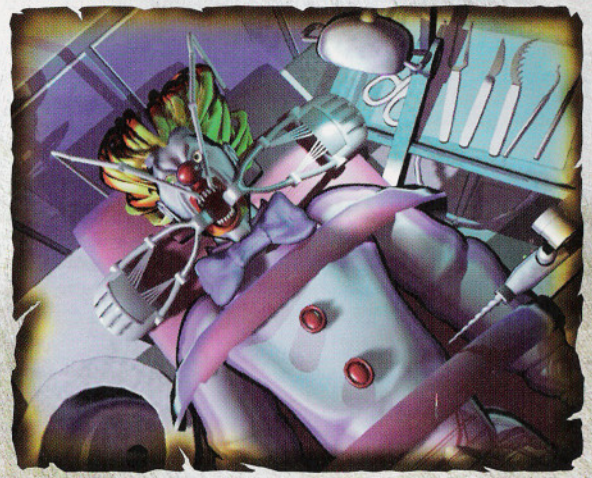
INFO: Provides additional information on vehicle handling, speed and power. It also gives you an idea of just how twisted the drivers are. Press the ⊗ button to access INFO.

PLAYER SETTINGS: Press the ⊗ button to enter the Player Settings Menu. You can adjust BUTTON SETTINGS, VIBRATION and ABBREVIATED DISPLAY.

BUTTON SETTINGS: You can designate any function or number of functions to any one button, but you must assign each function individually. To assign a button to a function, press ⊗ followed by the new button where you want the function assigned. Note: you can assign multiple functions to one button (for example, machine guns and accelerate can both be the ⊗ button). To remove a button command, press START. To restore the default controller configuration, press the R1 button. Once you have configured your controller to your preference, press △ Back. Use Directional Button Up to accept changes and ⊗ to continue.

VIBRATION: Turn Dual Shock™ Analog Controller vibration ON/OFF.

ABBREVIATED DISPLAY: Choose ON to have a text-based HUD in multi-player games.



BATTLEGROUNDS

The interactive environments in Twisted Metal® III allow you to roam the battlefields with few restrictions. Seek out hidden passageways and feel free to destroy everything in sight, including the occasional set of switches that will ultimately help you defeat your opponents.



HOLLYWOOD

The Great Earthquake of 2007 shook up Tinsel Town and left the rich and famous in a tizzy. The roads are crumbled ramps that will let you catch some serious air and a bird's eye view of the unglamorous contestants you're competing against. The Walk of Fame may be blown to bits, but you can still make your opponents see stars with your missiles.



WASHINGTON D.C.

Red-tinted explosions. White machine gun flashes. Blue missile trails. Patriotism was never so glorious or fun. Do your part for the government and help them push some paper through the Capitol Building with a well-placed speed missile.



HANGAR 18

Parked smack dab in the middle of Hangar 18 is a flashy little craft that confirms millions of tabloid conspiracy theories in one fell swoop. If you're slick, you can drive right into it and relive all your space wrangler fantasies on the upper deck. Disclaimer: we are not responsible for alien probing that may result from your close encounter.

If you conquer these first three battlefields, Calypso will increase your challenge and teleport additional contestants into your game. Sorry, but cheerleaders aren't included.



NORTH POLE

Destroy some elf igloos and plow down snowmen, but don't expect anything under your Christmas tree this year except reindeer dung. The jolly fat man won't be so jolly once he hears that you've totaled his workshop with your explosive toys. He should be thankful you didn't get ahold of his reins.



LONDON

Here's your chance to ruin this tourist trap for everyone. Isn't it high time you sent a mortar crashing into Big Ben's face? Who really needs a clock that big anyways? It's amazing how a few well-placed explosives will loosen a conservative city up.



TOKYO

Tokyo hasn't seen this much action since the great green goliath smacked a mutated moth around the city streets. You may be one tenth his size, but you have a slew of weapons that can total a building as fast as his footstep. Roar across the rooftops and use the radar dish to vaporize your opponents.



EGYPT

Nothing makes those sand dunes glitter like twisted metal and machine gun casings. Help those mummified pharaohs roll over in their graves by roaring through the landscape and raiding a tomb or two. Take a moment to rearrange the Sphinx's mug and discover who those crafty Egyptians really carved.

CALYPSO'S BLIMP

Picture this, fly guy. You're swooping around cloud nine in the main man's dirigible, destroying his cargo and your last round of enemies. But lo and behold, toasted opponents miraculously regenerate to test your patience and deplete your ammunition. Take out Calypso's Regenerator if your final wish is to prance about in a victory crown.



PICK-UPS & WEAPONS



FIRE MISSILE
A standard projectile missile with slight homing capability and moderate damage rating.



POWER MISSILE
The most powerful missiles in the game, these cause major damage to enemy vehicles and fighting environments. No homing capability.



RICOCHET BOMB
When released, these bombs bounce around in the environment until they strike a vehicle (including yours!). The longer the bomb is in play, the more powerful it becomes.



LIGHTNING
Lightning originates from a powerful electrical source in certain battlegrounds. Be sure you're far away or the results can be quite shocking!



HOMING MISSILE
Capable of zeroing in and tracking down an enemy vehicle from a distance.



NAPALM
An enemy struck by napalm instantly catches fire. But watch out because burning cars can ignite other cars.



RAIN MISSILE
As the name implies, rain missiles explode in a shower of firepower. After you fire one, press L2 to detonate it.



REMOTE BOMB
The most powerful of all weapon pick-ups, remote bombs do not explode until you detonate them. After you drop a remote bomb, press L2 to detonate it. If an enemy runs over it, it automatically detonates. Great for laying traps!



SPEED MISSILE
The fastest missile this side of the Mississippi. Within seconds of firing, the speed missile hits home and puts a hurtin' on your enemies.



MORTAR
An incredibly powerful homing explosive with an enormous blast radius that lets you incinerate enemies near and far.



UFO
Special weapon pick-up available in Hangar 18 only.



PYRAMID
Special weapon pick-up available in Egypt only.



RADAR DISH
Special weapon pick-up available in Tokyo only.

PARTIAL HEALTH FULL HEALTH





HEALTHS
These pickups are essential for maintaining your health during a battle. Their availability may be limited so use them before your enemies do. There are both full and partial health pick-ups.



TURBO
Replenishes your turbo energy supply.

ATTACKS

Each vehicle can execute three categories of attacks: SPECIAL WEAPON ATTACKS, ADVANCED ATTACKS and COMBO ATTACKS.

SPECIAL WEAPON ATTACKS

Special Weapon Attacks are unique to each vehicle and are described in the "The Vehicles" beginning on pg. 20. Special weapons are unlimited, but they will need time to recharge if you use them repeatedly. In general, a vehicle's Special Weapon Attack does more damage than conventional weapon pick-ups.



ADVANCED ATTACKS

Twisted Metal® III has many possible Advanced Attacks and maneuvers. Since your vehicle's direction and acceleration may be affected when executing these, be sure to familiarize yourself with your car controls before attempting them. Advanced Attacks allow you to attack your enemy when you are out of weapons, but they are only possible when your Advanced Attack Energy Bar is fully charged. They also enable your car to maneuver in unusual ways, creating Combo Attacks when used with other weapons. Most Advanced Attacks require 3 or 4 button sequences and some require more. Practice with the sequences below, then experiment and try to find your own.



ATTACK/MANEUVER	DIRECTIONAL BUTTON SEQUENCE
FREEZE BURST	← → ↑
HIGH JUMP	↑ ↑ ←
REAR ATTACK	← → ↓

COMBO ATTACKS

These special moves combine Advanced Attacks and maneuvers with your weapon pick-ups. Since Twisted Metal® III is an open environment game, there are many possible combos and strategies to invent and discover.



1) Charge at your enemy at full speed.



2) Plant a remote bomb (a weapon pick-up) at a short distance in front of him.



3) Use your jump Advanced Attack to hop over him. On your way down, detonate the remote.



1) Freeze an unsuspecting opponent (Advanced Attack).



2) Have your speed missiles armed and fire as fast as you can.



3) Right before you leave (about 2-3 seconds), drop a remote bomb and back away quickly.

Combo Attacks can also be performed with your vehicle's special weapon:



1) As Auger, activate your special weapon drill.



2) After you have thrown your enemy away from you, freeze him (an Advanced Attack).



3) Fire away at your chilled opponent then launch a power missile.



THE VEHICLES

There are fourteen vehicles of destruction to choose from in Twisted Metal® III. There are details and handling information available on each vehicle in the game under INFO at the Vehicle Selection Menu.

Car name/Type: AUGER / CRANE-CAB with DRILL
Driver name: BUSTER COBB
Driver info: Male, 27 yrs, born in Omaha, Nebraska



Buster Cobb is Auger, an enraged construction worker and dental school dropout who has graciously volunteered to do some roadwork for the Twisted Metal Tournament. Buster enjoys tearing up the pavement with his "auger" vehicle and brushing his teeth with machine grease. Buster's crane-cab has a giant drill mounted on the front that ever-so-gently impales his victims then tosses them into the air like pancakes.

Car name/Type: MR. GRIMM / MOTORCYCLE
Driver name: MR. GRIMM
Driver info: Male, age and birth unknown



Mr. Grimm is the Grim Reaper, a.k.a. Death, a.k.a. That Dude with a 'Tude who can ruin your weekend. He rides on a highly modified hog with a sidecar that his top demon occasionally co-pilots. Mr. Grimm's special weapon is the Screaming Soul, a giant skull that shoots out from the front of his bike and smacks into his enemies with a hellish explosion.

Car name/Type: SPECTRE / SPORTS CAR
Driver name: LANCE WYLDER
Driver info: Male, 29 yrs, born in Dayton, Ohio



Lance is God's gift to women (or at least he thinks so). He cruises in the hottest sports car, wears the coolest clothes and sports the slickest shades. Lance is so obsessed with being famous that he's entered the Twisted Metal Tournament to make a name for himself. He may, however, be making a cameo on the obituary page if he can't stop admiring his reflection in the rearview mirror. Mounted to his sports car is the Ghost Missile, a highly efficient homing explosive that can travel through anything and everything.

Car name/Type: FIRESTARTER / HOT ROD
Driver name: DAMIEN COLES
Driver info: Male, 27 yrs, born in Houston, Texas



Damien is a total FREAK. In fact, he gives pyromaniacs everywhere a bad name. As a child, he torched his four-story house, the local middle school and the county fire station. This untreated deviant has also mastered the fine art of spontaneous combustion (rumor has it he has lighter fluid coursing through his veins). Damien drives a tricked out hot rod filled with flammables. It's extremely fast and features the Torch, a giant flame thrower that scorches his victims to crispy-coated perfection.

Car name/Type: FLOWER POWER / ECONO CAR
Driver name: AMBER ROSE
Driver info: Female, 22 yrs, born in Portland, Oregon



Unlike most environmentalists, Amber doesn't mind a little twisted metal cluttering the landscape if it means she can eventually reverse the damage. After gagging on sludge-filled water and coughing up smog-clogged air, she's all about dishing out a 100% all-natural butt-kicking to her opponents. Following an intense firefight, Amber has been known to creep out onto the ravaged battlefield to collect scrap metal for recycling. Her special weapon is the Flower of Power, a giant flower that seeks out her victim and delivers a powerful, pollenated blast.

Car name/Type: THUMPER / LOW RIDER
Driver name: BRUCE COCHRANE
Driver info: Male, 33 yrs, born in Los Angeles, California



Bruce grew up in da hood. He drives a bulky pink low rider with some hip-hop hydraulics and window-rattling bass. Bruce is a Twisted Metal veteran, so he just wants to keep it real by beating down his opponents then kicking back in his crib. His special weapon is the Sonic Blast, an ultra-loud wedge of energy that ripples out from beneath his car and launches his victims into the air like human rockets.

Car name/Type: HAMMERHEAD / MONSTER TRUCK
Driver name: GRANNY DREAD
Driver info: Female, 97 yrs, born in Miami, Florida



This little lady isn't fixing peach cobblers for her grandchildren; she's looking for revenge. The last Twisted Metal competition blazed through Granny Dread's neighborhood and left it smoldering rubble. She's anxious to restore the peace so she can watch daytime TV while she knits tight-fitting sweaters for her cuddly pit bull Fang. Like most grandmothers, she drives a monster off-road vehicle that comes in handy when she needs to pick up her tea-sipping biddies for Bingo night. Granny's special weapon is the Stomp, which is useful for ramming opponents and sending these foul-mouthed hooligans running back to their mommies.

Car name/Type: AXEL / DADDY'S REVENGE 209
Driver name: AXEL
Driver info: Male, 38 yrs, born in New Orleans, Louisiana



When Axel was a boy, his father strapped two giant wheels to his son's arms and legs. For twenty years Axel has lived a tormented life filled with daily retread and challenging trips to the bathroom. He's back to win Twisted Metal® III and become one with his machine forever. Axel's special weapon is the Supernova Shockwave, a ring of powerful energy that radiates out and electrocutes any victim nearby.

Car name/Type: ROADKILL / JUNK CAR
Driver name: MARCUS KANE
Driver info: Male, 36 yrs, born in Tuscaloosa, Alabama

Marcus is a deranged homeless guy who drives an old clunker he slapped together from junkyard scraps. Though he is a diagnosed schizophrenic, we can confirm that everyone is indeed out to get him. After all, this is Twisted Metal! Insanity required! Marcus plans to win the tournament then crawl into the forest to frolic with the wildebeests. His special weapon is the Spike Bomb, a nasty little tool that arcs out from his car and hits home with frightening impact.



Car name/Type: WARTHOG / ARMY VEHICLE
Driver name: CAPTAIN ROGERS
Driver info: Male, 107 yrs, born in Washington D.C.

Captain Rogers is a highly decorated war hero who looked much better in his youth. When he lost a deal with the devil, he was cursed with the shriveled face of a ghoul. Even though he saves money on Halloween, Rogers wants to regain his boyish good looks and lose his "Mangled" nickname. He drives a heavily armored vehicle, featuring three Patriot Missiles that swarm their target like killer bees.



Car name/Type: CLUB KID / MICRO CAR
Driver name: CLUB KID
Driver info: Male, 19 yrs, born in London

Club Kid is the ultimate raver who spends his nights partying and his mornings washing down cocktail weenie breakfasts with warm powdered milk. He usually wears the same clothes for weeks because when you're rushing from club to club, who really has the time to change? Club Kid drives a tiny, nimble micro car emblazoned with a misleading yellow happy face on its hood. His vehicle sports a nifty weapon called the Vortex, a psychedelic whirlwind that sucks cars in and spits them out after it reaches terminal velocity. Club Kid thinks it's way cool Rob Zombie kicked in some tracks for Twisted Metal® III.



Car name/Type: OUTLAW / POLICE CAR
Driver name: BUZZ and JAMIE ROBERTS
Driver info: Male and Female, 26 and 29 yrs, born in Los Angeles, California

Buzz and Jamie are frustrated Los Angeles police officers who have been trying to stop the Twisted Metal contest for several years. They plan to end the tournament, cuff its drivers and eradicate crime everywhere, right after they pick up three dozen donuts at the local quickie mart. This dynamic duo packs some serious heat—their patrol car is armed with a roof-mounted Omni Taser that swirls around the car, zapping all punks that swerve into range.



Car name/Type: SWEET TOOTH / ICE CREAM TRUCK
Driver name: NEEDLES KANE
Driver info: Male, 42 yrs, birthplace unknown

If only all clowns were as sweet as Sweet Tooth, the world would be a much more psychotic place. This demented concessionaire bops around in his ice cream truck spreading merriment and salmonella. You'll also note that Sweet Tooth is down with the good humor: he'll be laughing the entire time he's launching the explosive head off the top of his truck. You'll have to earn this treat because Sweet Tooth is a hidden character available only after winning the game.



Car name/Type: DARKSIDE / SEMI
Driver name: MR. ASH
Driver info: Male, eternally undead, born in Hell

Play chicken with this Mac Daddy and you'll be scraping yourself off the side of the road. Mr. Ash has entered the contest to throw around his weight in Washington D.C. and ruffle your feathers with his bad attitude. His special weapon is the Freeze Flame-thrower, because simply freezing or burning your sissy butt wouldn't satisfy this guy. Don't forget. That's MISTER Ash to you.



Mr. Ash does not reflect light so he can't be photographed.

Car name/Type: MINION / TANK
Driver name: MINION
Driver info: Male, age unknown, born in Hell

Minion is a demon Calypso enslaved for release just when you thought you were invincible. When you clear the London level, Minion comes out to play with his arsenal of toys. Consider yourself warned; Minion is one bad-ass evildoer who can move extremely quick and will crumple your vehicle in seconds if you don't evade his giant tank.



Car name/Type: PRIMEVAL
Driver name: PRIMEVAL
Driver info: Male, age unknown, born in Hell

Primeval is the mightiest of Calypso's demon henchmen. He is the guardian of the big guy's blimp and the boss of the level. He is highly maneuverable, his special weapon is incredibly powerful and he has access to all special weapons in the game. Primeval's vehicle surrounds him with a roll cage so he's also not afraid to take a tumble.

Photo not available—Primeval was busy tormenting souls when photos were taken.

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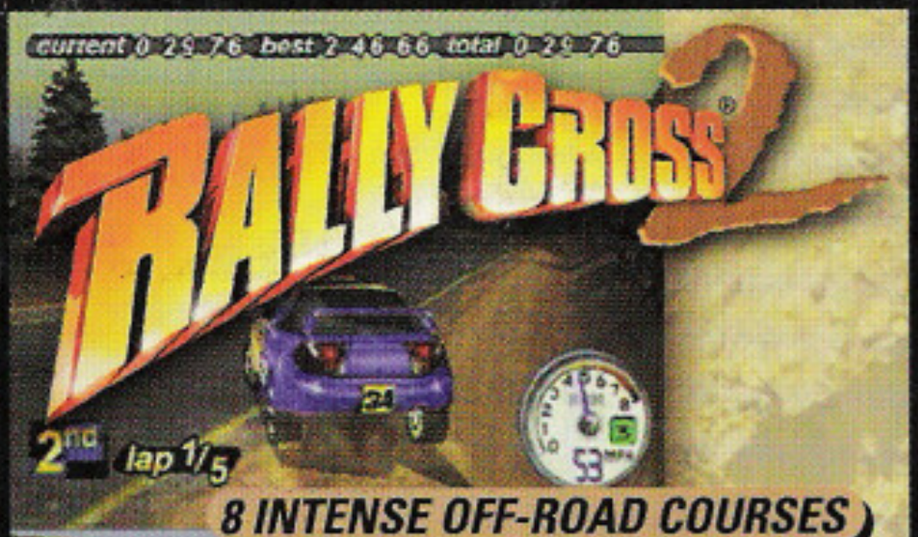
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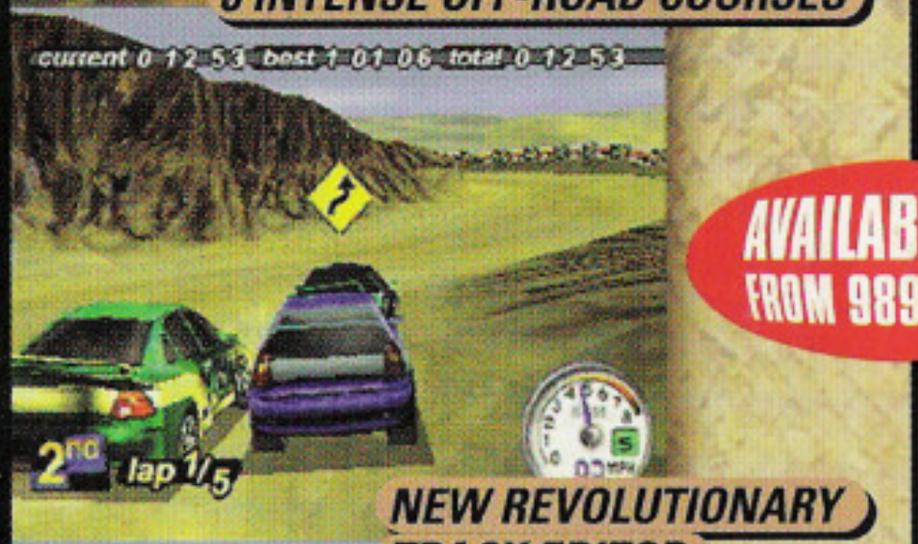
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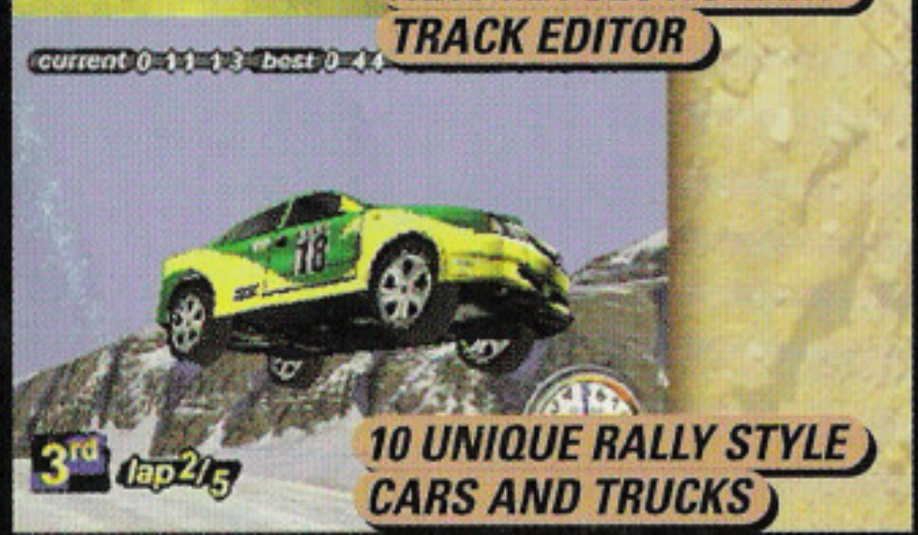
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