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PlayStation

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Acclaim MAX SPORTS

PlayStation

NTSC U/C

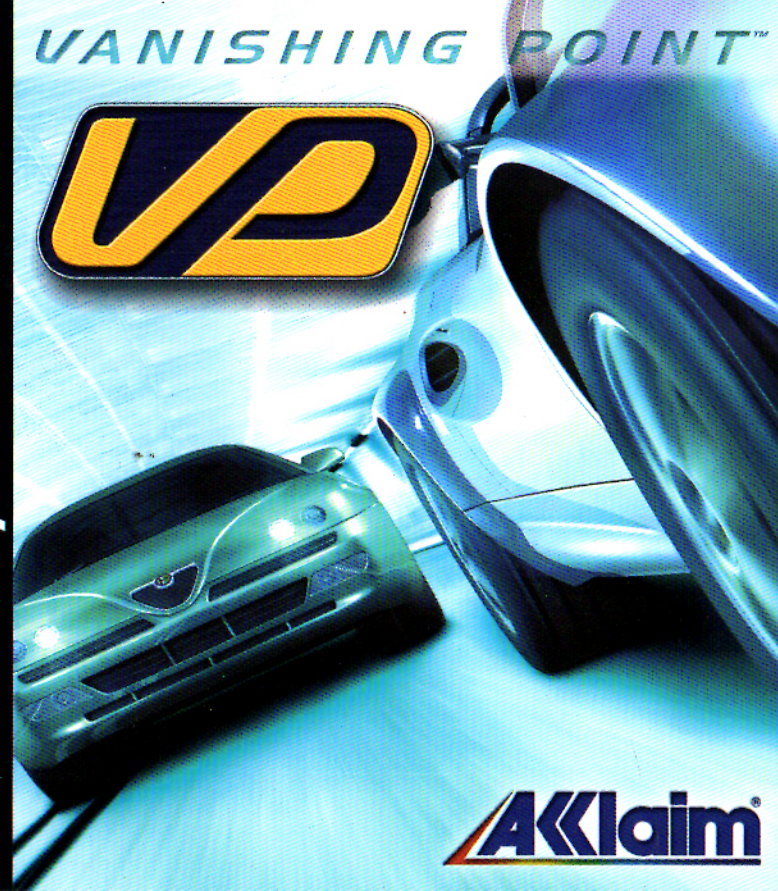
PlayStation

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SLUS-01109
#21212

VANISHING POINT™

VP



Acclaim®

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.

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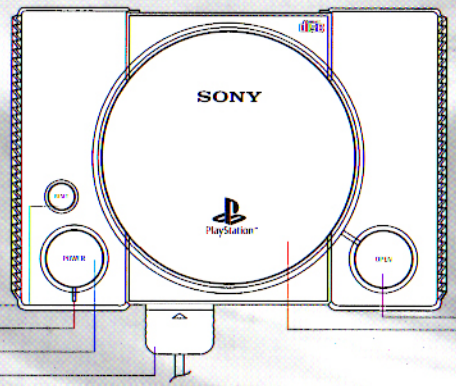
GETTING STARTED

1. Set up your PlayStation® game console according to the instructions in its Instruction Manual.
2. Make sure the power is **OFF** before inserting or removing a compact disc. Insert the **VANISHING POINT™** disc and close the Disc Cover. If you wish to save your game, insert a Memory Card (sold separately) into Memory Card Slot 1.
3. Insert game controllers and turn on the PlayStation® game console. Follow on-screen instructions to start a game.

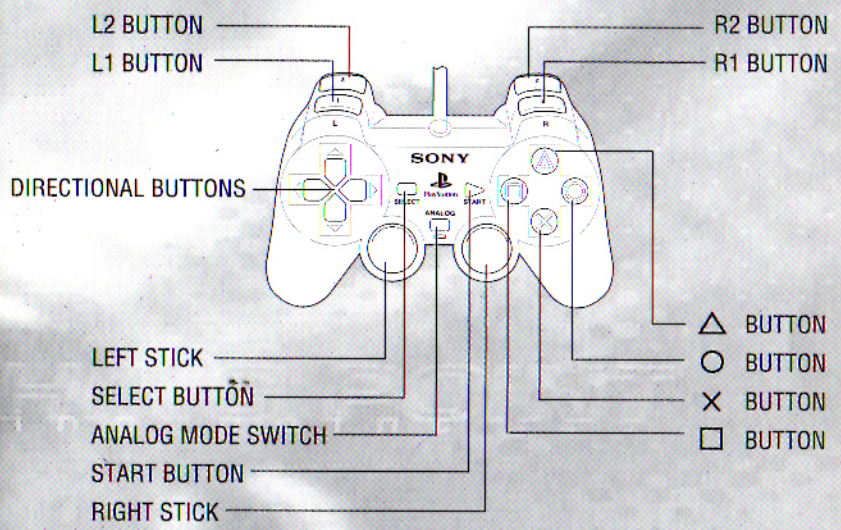
This game supports the **DUALSHOCK™ analog controller.**

Note: VANISHING POINT™ is for up to 8 players.

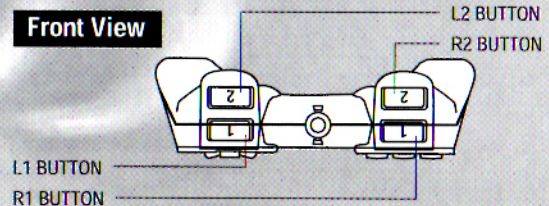
Console



DUALSHOCK™ analog controller



Front View



INTRODUCTION

Welcome to Vanishing Point™.

In order to maximize the enjoyment and challenge that you will get from playing **Vanishing Point™**, we would like to explain a few things to you and give you a little insight on what you are about to play.

Vanishing Point™ is not *just* about racing but more about driving *on the limit*. For most of us, it is hard to really appreciate what driving *on the limit* is all about. We usually only drive on public highways at safer, lower speeds. To drive *on the limit*, we must learn where a car's performance limit is and how to stay in control at this limit. In essence, we have to learn how to drive on a 'knife edge'.

When a car increases its speed, its rolling weight and inertia increases. As a car approaches the limit, the tires struggle to hold all of this weight and start to lose grip. The car starts to slide. We can control the direction and speed by careful use of the steering and, more importantly, the throttle. It is the artful balancing of steering and throttle that guide that car through the slide as smoothly and as fast as possible. With practice, you'll be able to anticipate the traffic and the road much better and drive more smoothly. Ultimately this will result in greater driver satisfaction and much faster lap times!

We hope this helps you understand what **Vanishing Point™** is all about and we hope that you enjoy the game more because of it. Thanks for playing and we'll see you at the finish line!

The Vanishing Point™ team

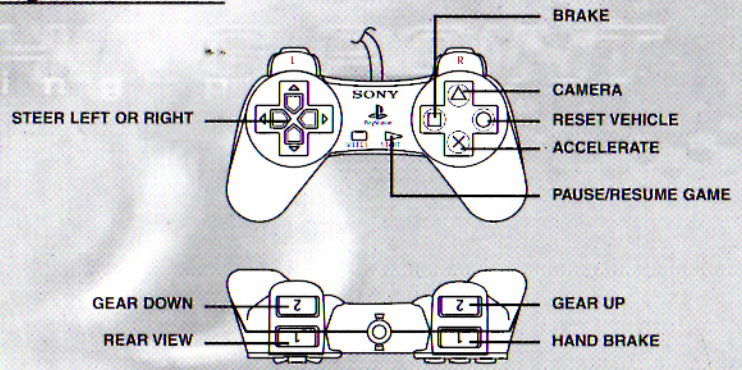
MAIN MENU

To select options and navigate through the menu screens, use the **DIRECTIONAL BUTTON** to highlight an item. Press the ⊗ **BUTTON** to confirm a choice/go to the next screen. Press the △ **BUTTON** to return to the previous screen.

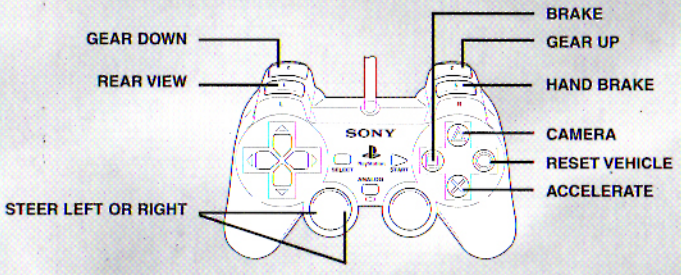


DEFAULT CONTROLS

Regular Controller



DUALSHOCK™ Analog Controller



NOTE: See Controller on page 13 for a description of how to reconfigure your controller any way you like!

EXPLANATION OF CONTROLS

Please see the **Hints and Tips** section for details on controlling the different vehicles.

Steer, Brake and Accelerate

The Steer, Brake and Accelerate buttons do exactly as their name suggests.

Camera

Pressing the △ **BUTTON** will cycle the in-game camera through the following types.

- Internal Camera > External Camera 1 (Near) > External Camera 2 (Far) > Internal Camera

Gear Up and Down

The gear change buttons do exactly what their names suggest. Press the **R2 BUTTON** to shift **UP** and the **L2 BUTTON** to shift **DOWN.** You'll cycle through gears in the following orders.

- **Automatic Transmission**
  Reverse Gear (DOWN) < Neutral > (UP) Forward Gears
- **Manual Transmission**
  Reverse Gear (DOWN) < Neutral > (UP) 1st > (UP) 2nd > (UP) 3rd > (UP) 4th > (UP) 5th > (UP) 6th

Note: The number of forward gears is dependent on what car you are driving.

Reset Vehicle

If your car flips or you find yourself horribly off course, just hit the Reset Vehicle button (● **BUTTON**) to turn you right-side up and drop you on your wheels. You will incur a brief time penalty for using the Reset Vehicle button but sometimes it's necessary!

THE GAME SCREEN



1 Speedometer
This displays the current speed of the car in either MPH or KPH.

2 Tachometer
This displays the speed of the engine in Revolutions per Minute (RPM). The higher the RPM, the more power the engine will have. Keep an eye on the Rev Counter, as this will indicate when to change gear. For optimum use of each gear, change up or down when the RPM needle is just before the red line (the RPM cut-off point).

3 Lap Number
This indicates your lap position in the form, {current lap} of {total number of laps}.

4 Split Time
Each track has three invisible checkpoints; each one positioned roughly 1/3 of the way round. As you pass through a checkpoint, your previous split (position at last checkpoint) and split time is displayed. The split time shows how far ahead (time display is yellow) or far behind (time is red) the best time you are. When the split time shows the time in white, you are matching the current best time.

5 Previous Split
The moment you cross a checkpoint, this display indicates where you are currently placed in relation to the Top 40 Standings. The display updates only when you cross the next checkpoint.

6 Time to Beat
The Time to Beat display changes depending on your current game mode. In a Tournament, the Time to Beat shows the current race leaders time (the person in first place) for the current stage. In Single Race mode, the Time to Beat displays the best current time with the given car on that particular track/stage.

7 Rival Markers
When turned on (under Options), triangle-shaped Rival Markers appear above cars who are also racing for their best times. Rival drivers are more aggressive than civilian traffic, and often require more skill to over take.

8 Stage Time
This is your current stage time which begins counting from the moment you cross the starting line. Pay close attention to this time compared to the Time To Beat. The difference between these two times is your Split time. See Split Time on page 8.

9 Stage
This indicates what stage you are on out of the total number of stages.

10 Current Gear
This is your current gear. The AT indicates automatic transmission and the MT indicates manual transmission.

CAR SELECTION



The Car Selection screen is split into two showrooms, 1 and 2. Showroom 1 is where you can find the Player Cars and Showroom 2 is where you can find the Secret Cars. When you first start playing **Vanishing Point**™, the majority of the cars in both showrooms are unavailable. Unavailable cars are gradually unlocked as you progress through the Tournaments. Note that Secret Cars are not available for Tournament play, and can only be accessed from the other modes. When a new car is unlocked you will be notified on the Race Results screen that is displayed after a race has been completed.

To select a car, follow the instructions at the bottom of the screen. Once you've selected your car you are asked to choose **MANUAL** or **AUTOMATIC** transmission. Once selected, you progress to the next screen. If, however, the 'wrench' icon in the top right of the screen is highlighted, this means that there is a custom set-up available. In this instance, you will be asked to choose between **DEFAULT** or **CUSTOM** car set-ups.

DEFAULT will give you the manufacturers default car set-up. **CUSTOM** will give you the car set-up as specified in the Tune-up Shop. For details on custom car set-ups, please refer to the Tune-up Shop on page 19.

When you are choosing a car for a tournament game, there are three additional icons in the top right of the screen. The **BRONZE VP** represents Heat 1, the **SILVER VP** represents Heat 2 and the **GOLD VP** represents Heat 3. If any of these icons are highlighted, this indicates that you have completed the corresponding heat with that car.

OPTIONS

This area gives you access to the following in-game settings and options.



MEMORY CARD

Load
Load saved game configuration data.

Save
Save your current game configuration data.

Memory Card Slot
Here you can select the location of the **MEMORY CARD** slot you've chosen to save your game.

Auto Save
Toggle the Auto Save feature **ON** or **OFF.** When **ON,** the Auto Save function will automatically save the game configuration data to your **MEMORY CARD** when entering and returning from the game.

RECORDS

Tournament
View race records by choosing any combination of car or heat.

Single Race
View race records by choosing any combination of track, direction or laps.

Time Trial
View race records by choosing any combination of track or direction.

CWG Rally
View race records by choosing any rally.

SOUND

Game Music
Choose one of the following music options.

Off	Switches off all music.
Random	Play music in random order.
Sequential	Play music in track order.
Tracks	Play the music track of your choice.

Music Volume
Set the volume of all in-game music.

Sound Mode
Choose between **MONO** and **STEREO** sound.

Vehicle Volume
Set the volume of the vehicle sound effects.

Ambient Volume
Sets the volume level for surrounding vehicles and other animated objects like planes, waterfalls, etc.

Misc Volume
Set the volume for menu screens.

CONTROLLER

Config
Choose one of the pre-set controller configurations.

Vibration
Toggles vibration **ON** or **OFF** if you are using the **DUALSHOCK™ analog controller.**

Edit Controls
To edit a control:

1. Highlight the control you wish to change by using the **DIRECTIONAL BUTTON.**
2. Press the ⊗ **BUTTON** to clear the current control.
3. Press the new button you wish to perform the action.

NOTE: All actions must have a button allocated to them.

Accept Settings
Select this option to confirm and accept your new settings.

VISUAL

2P Split-Screen
Choose Vertical or Horizontal split-screen mode for Head 2 Head and Multiplayer games.

Speedometer
Choose to display your speed in miles per hour (MPH) or kilometers per hour (KPH).

Rival Markers
Turn on / off markers over rival cars.

Center Screen
Allows you to adjust the position of the display on your television.

Accept Settings
Select this option to confirm and accept your new settings.

NOTE: The Visual screen lets you adjust the picture settings on your television. Use your television's color, brightness and contrast controls so that the color bars above the white line are visible and the color bars below the line are black.

GAME MODES

ARCADE MODE

This option gives you access to the following single player game modes.

Tournament
Vanishing Point™ is all about racing on civilian roads. So, as well as competing with your rivals, you also have a never-ending stream of unsuspecting civilian drivers to negotiate. Tournament mode is the place to show what you're made of in order to unlock secret cars and game modes that you won't find in any other mode! This is about real, hardcore racing!

However, as your main competitor is the clock, your aim is to be the fastest driver on the road. As such, all of the competitors don't have to begin together on a starting grid. Your attempt will begin on a rolling start so, as soon as you cross the Start/Finish line, you're racing!

As you race around the track you will recognize your Rival Drivers by their aggressive and irresponsible driving style, and the markers over the car should help identify them, as well! Unlike other games, if you overtake an opponent or indeed, get overtaken yourself, you won't necessarily move up or down a place in the rankings. Remember! As you did yourself, drivers started their attempt at a different time and probably on a different lap. Like yourself, they are just trying to get around the track as fast as they can too.

As you negotiate the track, Split Times will pop up in the top center of the screen to inform you of your progress. Concentrate hard. Focus on the road and traffic in front of you and get that best time! When you complete a stage, your finishing time is graded and if you gain enough points to qualify for the next stage, you move on. Your performance on each individual stage contributes to where you lie in the overall Top 40 Standings. Your global objective is to finish each heat in 1st place. You must finish first in order to progress to the next step. With that in mind, it is your overall performance that matters. A combined total of your race placement points will determine your final place. Check the Race Results screen for the amount of points you need to advance to the next level.

There are 3 heats to choose from that progressively become more challenging. As you progress through each heat you will unlock new cars, new tracks and other game modes that are initially unavailable. Each heat differs by the combination of tracks and the number of laps to race. They are set out as follows.

Heat	Tracks	Laps	Difficulty
1	2	2	Easy
2	3	2	Medium
3	3	3	Hard

NOTE: Tournament mode is only available to the cars in Showroom 1. Restarting from the Pause Menu will restart the heat from the first stage.

Single Race

Single Race mode allows you to compete in a 2 or 3 lap race using any of the cars that are currently available. You will be racing against civilian traffic and opponent/rival drivers. You must come in first in order to unlock the next track.

Time Trial

Using any of the cars and tracks that are currently available, Time Trial mode allows you to race on your own without any interference from the civilian or opponent traffic. Use this mode to practice on a track or to break the lap record.

Stunt Driver

Stunt Driver Challenge is all about putting your driving skills to the test in a series of increasingly more difficult stunt events.



Each event requires you to complete an objective in a certain time limit. When you complete an objective, Stunt Points are awarded based on how good your performance was. As each event is against the clock, the faster you complete an objective, the more Stunt Points you will earn.

To unlock an event, you must have the required number of Stunt Points. The first few events are fairly easy to unlock but as you progress, you may find that you have to retry a previous event to increase your Stunt Points. If you do need to retry an event, your best performance will always be remembered. You won't overwrite a good performance with a bad one so feel free to keep trying!

For detailed descriptions of the rules, scoring and objectives of each event, please refer to the on-screen help pages.

CWG Rally

This mode is very much like a multi-stage Time Trial. There are no other cars on the track and you only have 1 lap on each stage to race. At the end of the last stage, your overall time is calculated and inserted into the Top 40 Standings. There are 8 different rallies to enter that progressively become more challenging. Your aim is to finish each rally in 1st place. Completing CWG Rally will unlock new features.

Head 2 Head

This option gives you access to the following 2-player, split-screen game modes.

Single Race

This mode is a straight 1-on-1 race. The only cars on the track are you and your opponent.

Balloon Buster

In this game mode, each player is allocated a colored balloon (Blue for player 1 and Red for player 2). A series of balloons are strategically placed around the track. Each player must try and "pop" their color balloon as you try to complete the track in the fastest time possible. With each balloon you pop (of your color) you will have one second taken off your current time. For every opponent's balloon you pop, however, you help them by having two seconds deducted from their current time.

MULTIPLAYER

This option gives you access to the following multiplayer, split-screen game modes. With only two controllers, up to 8 players can join in on the action. Each multiplayer game mode is available as a Single Race or Balloon Buster. Please refer to the on-screen instructions for the set-up of each game mode.

Knockout

(Requires 4 or 8 players)

Each player races an allocated opponent. The winner of each race moves forward to the next round to face another opponent. Each round is played until there is only 1 player left. The remaining player is the winner.

League

(Requires a minimum of 3 players)

In League play, up to eight players compete in a mini-season. You can select up to 13 tracks you wish to race on and the computer will randomly match players and courses until all players have played each other. The first place player in each race earns 10 points, and extra bonus points (up to 10) for every second you beat your opponent by. The League winner is the player with the highest score once all players have competed.

Winner Stays On

(Requires a minimum of 3 players)

This is a simple game mode that lasts as long as you want to keep playing. After a race has finished, the winning player stays on and the losing player makes way for the next contender. Players keep racing in an attempt to 'stay on' for as many races as possible. At the end of the day, the player with the most 'wins' is the overall winner.

TUNE-UP SHOP



Using the cars and tune-up options that are currently available, Tune-Up Shop allows you to modify the manufacturer's default settings to suit your own requirements. All modifications are made with the use of a slider bar that allows you to, as a percentage difference, increase or decrease the desired effectiveness of the option you are modifying. This system has been carefully calibrated so that, while being able to make considerable changes to an option, you can never render the car unusable.

For your convenience, detailed explanations of each option and assistance on how to make modifications are available in the on-screen help.

Test Track

The test track is a special purpose racetrack designed to put all of your modifications to the test. Here you will find a multitude of different road layouts and configurations to test your car's performance. Use this track to analyze your modifications and tune your car's settings to perfection.

Initial Settings

Restore all of the options to the initial factory settings.

Accept Settings

Once you are happy with your modifications, choose accept to store them as your custom car set-up. When you now enter the car select screen from any game mode, you can choose your custom car to race with.

HINTS & TIPS

- Remember that you're racing against time. Forcing your fellow drivers into collisions may be fun, but it will only hurt your lap time.
- Be wary when passing cars. Most drivers are harmless, but some will try to run you off the road. Try turning on the Rival Markers in the Options screen. It will make it easier to distinguish who is likely to be a road menace.
- As you progress, each car you unlock becomes more challenging, requiring greater driving skill. The key to success is learning the handling and power characteristics of each car, which means careful use of acceleration and steering. It also means lots of practice with the same car on the same track. Constantly switching cars will extend the time it takes for you to master one.
- Try this: as you approach a turn at high speed, lay off the accelerator and "coast" into the turn, then slowly give it more gas to complete a powerslide. This is a required technique with the more advanced cars.
- For better throttle control, try configuring your **DUALSHOCK™ analog controller** with steering, acceleration and braking mapped to both **ANALOG STICKS**.

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