
PlayStation
NTSC U/C
PlayStation
EVERYONE
E
CONTENT RATED BY
ESRB
SLUS-00625
MN-PSX-648-0
VR SPORTS
POWERBOAT
Racing
VR SPORTS

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.

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.

TABLE OF CONTENTS

Getting Started 2
- Starting the Game 2
- Controller 3

Setup Menus 4
- The Main Menu 4
- Options 5
- Game Options 6
- Race Selection 7
  - Single Player 7
  - Multiplayer 8
  - Password Enabled 9

In-Game Screens 10
- Game Interface 10
- Pause Menu 11
- Saving a Game 12

Racing Tracks 13

The Powerboats 18
- Monohulls 19
- Catamarans 20
- Powertrim 21
- Power-Slide 21

Credits 22

Warranty/Support 23

Web Info 24

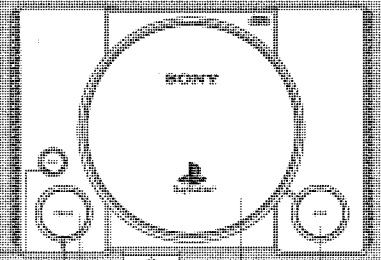
STARTING THE GAME

Set up your PlayStation™ according to the instructions in the PlayStation™ instruction manual. Make sure the power is off and insert your VR Sports Powerboat Racing™ disc. Close the disc cover. Insert any Controllers and Memory card you plan to use while playing VR Sports Powerboat Racing™. Turn on the PlayStation.

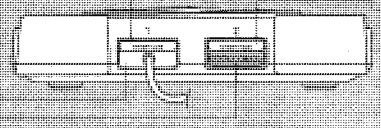
After the start sequence begins, the main menu appears. Additional menus and options will be explained later in this manual. But if you're aching to starting racing, select a boat and track and away you go!

Console

Top View



Front View



CONTROLLER

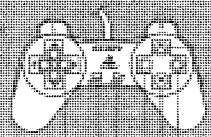
NOTE: Once you have started playing Powerboat, do not insert or remove controllers or Memory cards as this may cause problems with the game.

Controller

Front View



Top View



DEFAULT CONFIGURATION:

Left / Right	Left /Right Directional Buttons
Accelerate	X Button
Trim Up	R1 Button
Trim Down	R2 Button
Change View	L1/L2 Buttons
Power-slide	☐ Button

A NOTE ABOUT ANALOG CONTROLLERS:

When first playing a game with an Analog Controller you may find that the boat is always turning to one side. This is not a problem with VR Sports Powerboat Racing or your Analog Controller and is easily fixed by calibrating your Analog Controller in the options menu. Note: When using the Sony Dual Analog Controller, this game will only work in "green mode."

THE MAIN MENU

This is the starting point for any Powerboat race. From here you can start a race, view your statistics, or go to other screens where you can set various game options. Use the Up/Down Directional buttons to highlight a menu item and press the X button to select it.

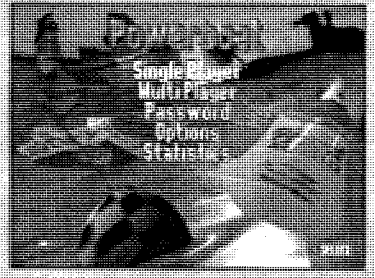
Single Player:
This takes you to all of the available Single Player games. Not all of the games will be available initially. You must complete certain types of races before moving on to others.

Multi Player:
This takes you to all of the available Multi Player games. Multi Player games use an external split-screen view which can be divided horizontally or vertically. The split-screen style can be changed via the Pause Menu (see page 11).

Password:
This is where you can enter the passwords that you have collected after completing various game modes. (Passwords are saved via the Statistics option.)

Options:
This is where you can customize various game options (see pages 5 and 6).

Statistics:
This is where you can view all of the top scores set in various game modes. (Times will only be preserved if they are stored on a Memory card, which you can do from here.)



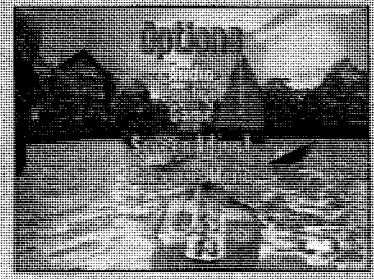
NOTE: If you do not make a choice, the game will enter the demo mode. If the game enters demo mode, you can press the X or Start buttons to return to the main menu.

OPTIONS

This is where you select which options you wish to customize. This menu is accessed from the Main Menu.

Audio:
Select the Audio option to control the Sound Effects volume, Engine Noise and CD music settings.

Control:
The Control option is where you go to select your control configuration. This can be done by pressing the Left or Right Directional buttons on the control pad in order to calibrate an analog device, press the START button and follow the on-screen instructions.

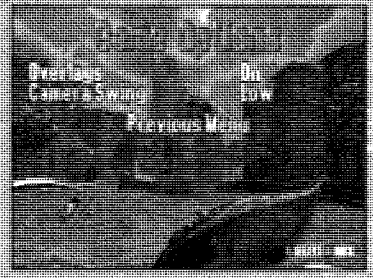


Game:
This is where you set the Controls and Camera Setup. (See page 8.)

Screen Adjust:
If the game is offset on the TV screen, use this option to center it. To move the screen use the Directional buttons and then press the START or X buttons.

GAME OPTIONS

This is where you set various in game preferences. This menu is accessed from the Options Menu.



Overlays:
Toggles the in game overlays (the map and rev counters) on or off.

Camera Swing:
Defines the amount of swing the viewing camera has behind the powerboat. When set to low, the camera remains more tightly behind the boat. When set to high, the camera will swing out further when cornering. Camera Swing is down to personal preference, so experiment to see what level suits you best. The default value is Low (recommended for beginners).

RACE SELECTION

SINGLE PLAYER

When you select the Single Player option from the Main menu you will be given the following race modes to try:

Arcade:
Start the race and try to win it. If you're a Mfenyan, you'll need to place in the top 3, if you're a Pike, then the top 2, and if you're one of those mean Kerrasian, class riders, you have to win—period. If you want to keep racing, you have to keep winning. And if you keep winning, you will be given passwords that will reveal secret tracks and modes. (See passwords, page 9.)

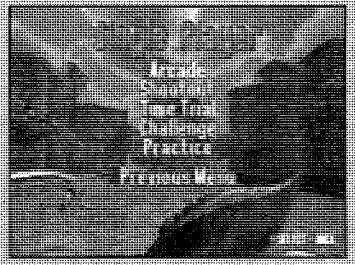
Shoot Out:
"There can be only one!" Whoever is last at the end of the lap gets blasted out. This continues until there is only one boat left (hopefully your own).

Time Trial:
This option allows you to race solo laps and then race again against a Shadow Boat which mimics your driving from the previous two laps. I'm still not used to this one. Because I'm driving one boat, and yet I'm in the other boat, I'm here, but at the same time I'm over there. Weird. This is primarily a training exercise to improve one's skills for the races ahead.

Challenge:
Where true powerracers fight for the best lap times—only the Kerrasians class of boats are allowed to enter Challenge. The challenge: must race two laps of one track, the starting lap, and the flying lap, against the current champion. If you have the quickest time over the two laps, you win the challenge. Should you want to save the time and Shadow Boat (see Time Trial) for your lap record, use a Memory card and pass it on to a friend to see if they can beat it.

Note: Because of the large amount of data saved this will take up FOUR Memory card blocks as opposed to the ONE necessary card block used by other game modes.

RACE SELECTION



SINGLE PLAYER

CONTINUED

Practice:
Use this mode to try out the different boats and how they handle. It's also a great opportunity to inspect the layout of each track so you can learn where the bends are in order to shave those seconds off your lap time.

MULTI PLAYER

When you select the Multi Player option from the Main menu you will be given the following race modes to try. (The Multi Player option only appears if 2 controllers are plugged in.



Head To Head:
This is raced over 1 track, with either 3,4, or 5 laps depending on the class of boat being raced. (See Championship under Password Enabled races.)

Shootout:
This is the same as the Single Player version except that it is over after 1 lap.

RACE SELECTION

PASSWORD ENABLED

As you complete the various arcade races, you will be given passwords which will unlock the game modes below. To activate, enter the password in the password option on the main menu then return to the Single Player or Multi Player Menus and select the race.

Championship:
In a Championship you must complete a set number of races in a season. When competing in a Championship, you may want to save and load your position onto a memory card after each race. When starting a new championship, you will enter the championship selection screen. Here you must select the sort of championship you wish to race. Choose from the following:

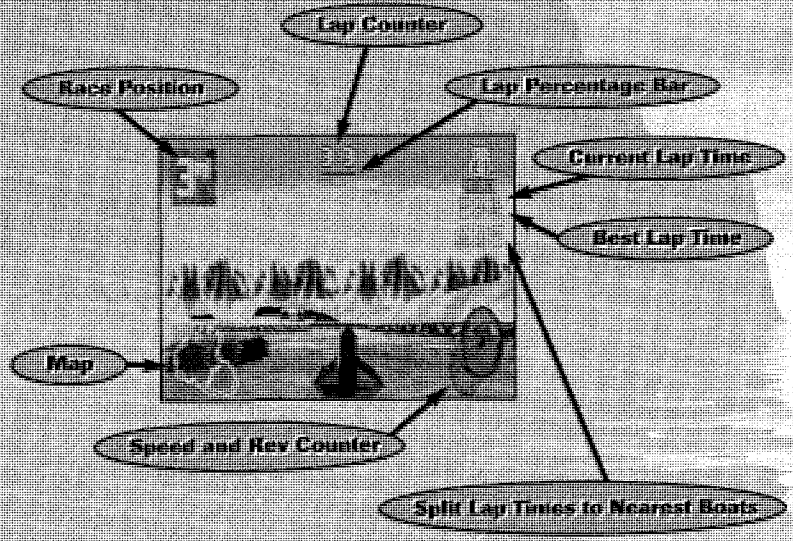
Number of Tracks	
Novice	3 Tracks
Amateur	6 Tracks
Professional	9 Tracks

Skill Level	
Minnow	3 Laps
Pike	4 Laps
Barracuda	5 Laps

Scoring			
1st	6 pts.	4th	2 pts.
2nd	4 pts.	5th	1 pts.
3rd	3 pts.	6th	0 pts.

Slalom:
You have 1 lap of the track to get around as quickly as possible while passing each buoy on the correct side of your boat. 5 penalty seconds will be added on to your lap time for each buoy missed. Remember you must pass the Green and Black buoys on the left hand side and the Black and White buoys on the right. Arrows will also appear on screen to indicate which side the player must pass the next buoy on.

GAME INTERFACE

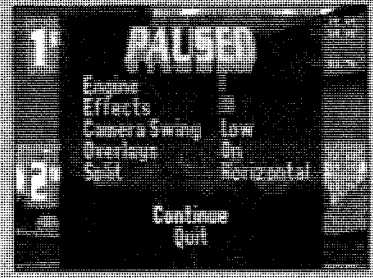


PAUSE MENU

During the game, you can bring up the Pause Menu by pressing the Start button. If you are playing a Multi Player game, only the player who pauses the game will have control of the options in this menu.

Effects:
Changes speech and sound effects audio level.

Engine:
Changes engine audio level.



Note:
To exit to the title screen, press START during gameplay to pause the game, highlight and select QUIT, highlight and select YES, and highlight and select MAIN MENU.

Camera Swing:
Changes amount of "swing" of the viewing camera.

Overlays:
Toggles map and bar indicators on/off.

Split (Multi Player Only):
Toggles between horizontal and vertical split screen view.

SAVE GAME

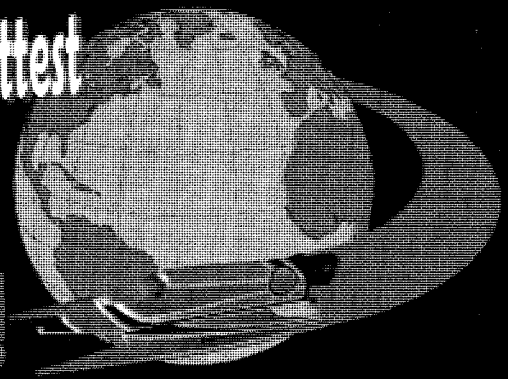
With a Memory card, you can save your championship status, best lap times or even how your boat achieved its lap time so that somebody else can race against it.

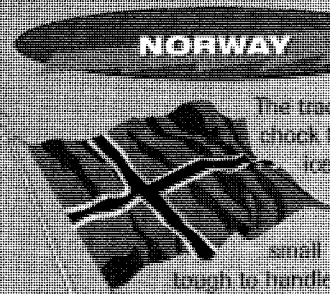
When selecting the save option, you will be taken to the Memory card screen. From here you can view what is already on your Memory card and decide to save, overwrite or delete other saved games in order to make space. Follow the on-screen instructions to save your game.

In order to delete saved games that are already on your Memory card, press the Start button and the game will swap to Delete mode. Follow the on-screen instructions.

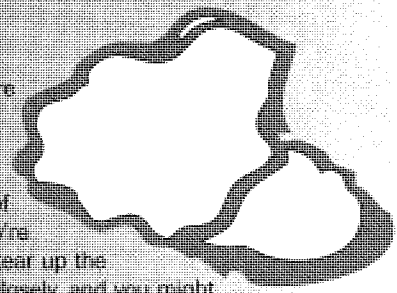
NOTE: Saving the Championship data and lap times will take up **ONE** block on your Memory card. However, if you wish to save in Challenge Mode, then this will require **FOUR** blocks on your Memory card.

The World's Hottest (And Coolest) Racing Tracks!

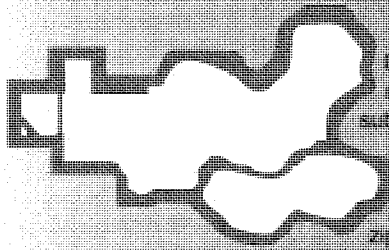


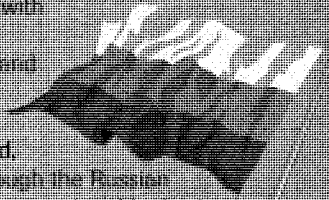


The tracks here are chock full of cool ice caves. But beware of small bergs–they're tough to handle and can tear up the bottom of your boat. Watch closely, and you might notice a whale racing next to you!



RUSSIA

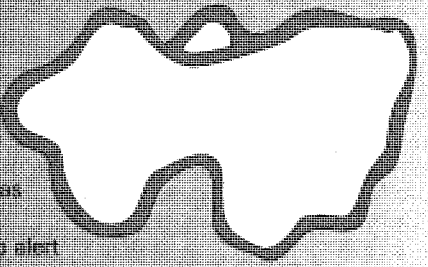




Complete with nuclear submarines and Migs flying overhead, zipping through the Russian harbors makes for an exciting ride. Look out for toxic spills!

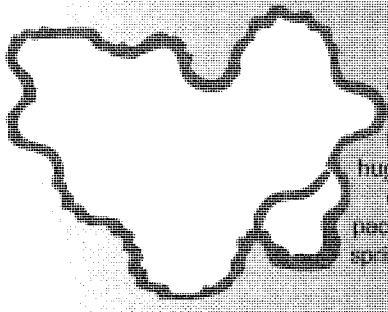
AMAZON

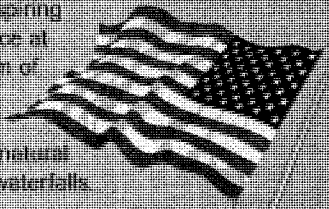




Immerse yourself in the sounds of jungle wildlife as you race around ancient Inca ruins. But keep alert for falling tree branches.

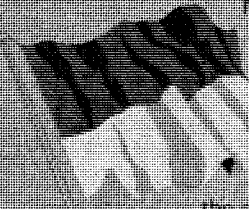
NEVADA

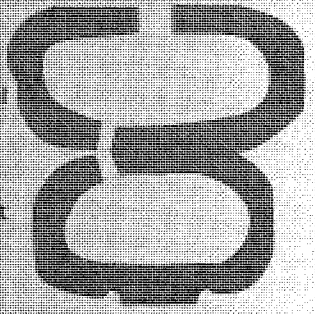




A truly inspiring track. Race at the bottom of huge desert canyons, packed with natural springs and waterfalls.

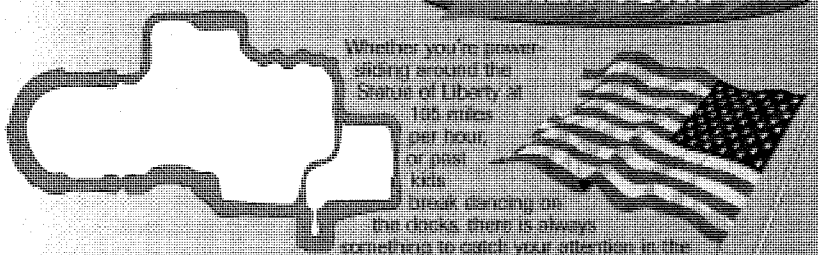
MONACO





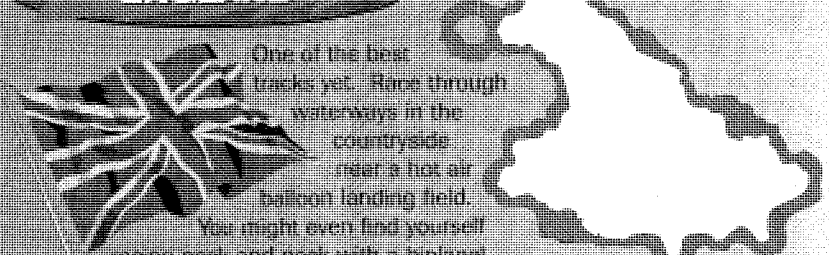
Monaco offers beautiful crystal harbors with wide open spaces to maneuver. This track is a great place to start if you're new to the racing scene.

NEW YORK



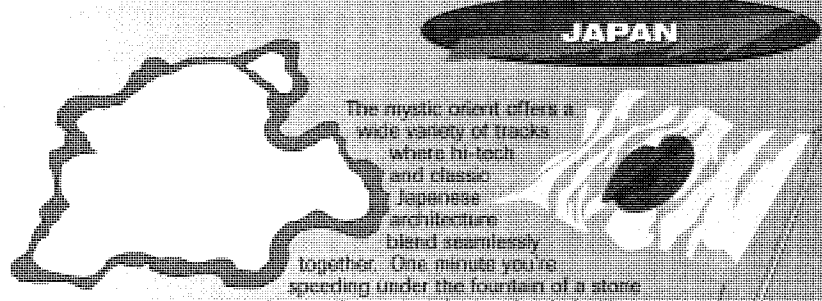
Whether you're powering around the Statue of Liberty at 185 miles per hour, or just trying to break dancing on the docks, there is always something to catch your attention in the Big Apple. New York's waterways are a little cluttered at times, but make for a challenging race.

ENGLAND



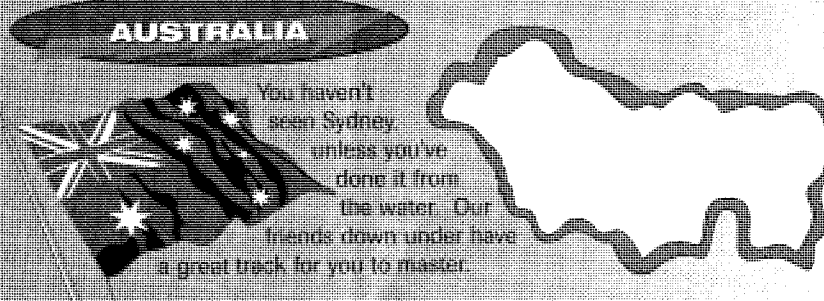
One of the best tracks yet. Rare through waterways in the countryside near a hot air balloon landing field. You might even find yourself racing neck and neck with a biplane!

JAPAN



The mystic orient offers a wide variety of tracks where hi-tech and classic Japanese architecture blend seamlessly together. One minute you're speeding under the fountain of a stone dragon, the next you're bombarded with billboards.

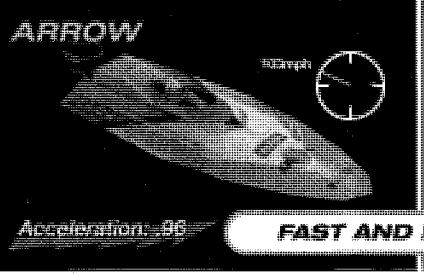
AUSTRALIA



You haven't seen Sydney unless you've done it from the water. Our friends down under have a great track for you to master.









Acceleration: .94 **QUICK ACCELERATION** Acceleration: .94

Acceleration: .96 **FAST AND POWERFUL** Acceleration: .96

THE POWERBOATS

There are two main classes of powerboats to choose from: Monohulls and Catamarans. (Catamarans need to be unlocked with a password). Monohulls are smaller and slower than cats, but are less likely to wipe out if a corner or jump is taken too quickly. Catamarans, with their twin hulls and more powerful engines, are more difficult to control, and thus better suited for advanced racers. Here is a brief run down of the boats along with some tips on Powertrim and Power-slides.

MONOHULLS

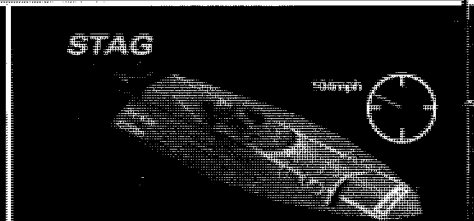
The Laserbuoy and Falcon Racing are easily among the quickest ships around, both boasting an impressive .94 acceleration! These are the boats that will most on windy tracks with lots of obstacles.

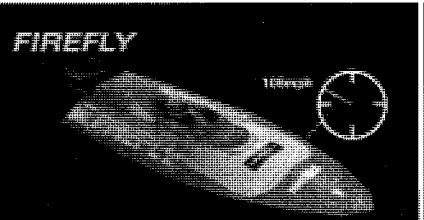
Looking for the perfect mix of power and speed? We highly recommend the Arrow or Bulldog. Boasting top speeds of 103, they also harbor an impressive .96 acceleration.

If 103 just isn't quick enough for you, then try out the Pacer or Stag! Both handle amazingly well and offer a good balance of speed and power.

If you've got nothing but steam blue ahead of you, and want to run out of it faster than anyone, then the Firefly and Prometheus are the powerboats for you. They may be a little slow in reaching their top speed, but when they do, they're screaming across the waters at an unheard of 105 miles an hour!



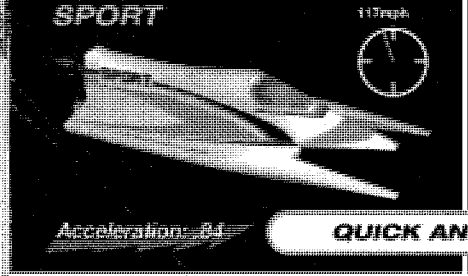






Acceleration: 1.00 **TIGHT HANDLING** Acceleration: 1.00

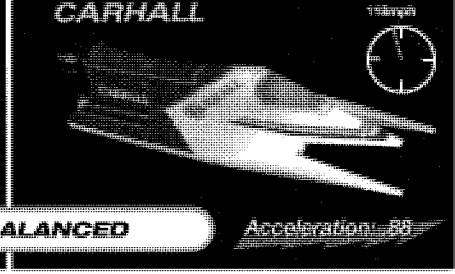
Acceleration: 1.06 **SUPER SPEED** Acceleration: 1.06





Acceleration: 84 — **QUICK AND NIMBLE** — Acceleration: 84





Acceleration: 88 — **WELL BALANCED** — Acceleration: 88

CATAMARANS

Tired of trouncing the competition in a Monohull and want a greater challenge? Power up a Catamaran.

If you're looking for maneuverability, then try out the Sport and Bauer Raccar. With the fastest accelerations of the bunch, their top speed of 117 is also nothing to sniff at.

Still can't make up your mind? Then Kencom, Carhall, Team Harwood and Energy are the catamaran's to check out. All four models sport impressive accelerations and top speeds ranging from 116-119 miles an hour. You're sure to make some wakes!

If you are still searching for the ultimate in speed, look no further. The Rising Sun and VR Sports are the fastest powerboats on the track. Both handle a little sluggishly, but we doubt you'll be wanting to turn tight corners at a whopping 120 miles an hour.

POWERTRIM

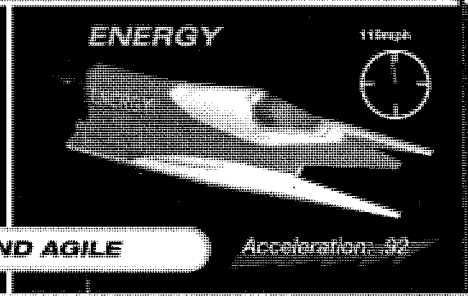
Powertrim controls the angle of the nose of the boat's hull. The aim is to get as much of the boat up out of the water without flipping over or taking off!

Trim up and the nose of the boat rises, trim down and the nose will drop back into the water. You have less control of the boat when the trim is up, but you go a lot faster. The simple rule to remember is to trim up for the straight waterway sections and to trim down for sharp bends and turns. Only practice will show you the best use of Powertrim.

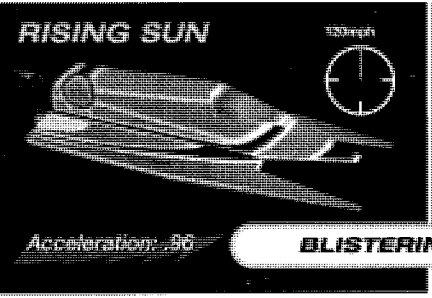
POWER-SLIDE

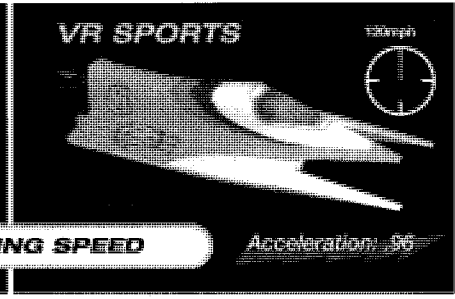
Power-sliding swings the boat around corners much faster than normal—useful for tight turns or quick, turning adjustments. However, overusing the Power-slide in a Catamaran will roll it over.





Acceleration: 92 — **FAST AND AGILE** — Acceleration: 92





Acceleration: 96 — **BLISTERING SPEED** — Acceleration: 96