

ANTZ™

EXTREME
RACING



LSP
light & shadow
production

User Guide

EMPIRE
INTERACTIVE

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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 2 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 2 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 UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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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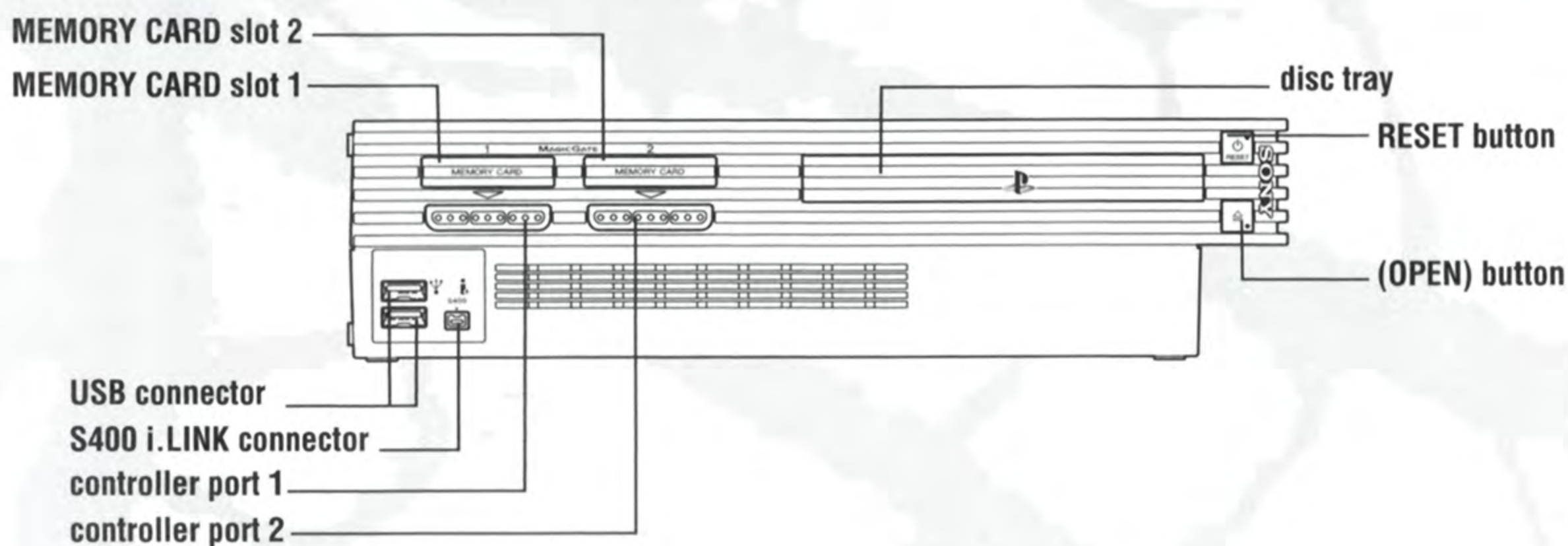
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Thank you for purchasing ANTZ™ EXTREME RACING software, designed for use with the PlayStation®2 computer entertainment system. Please read this manual carefully before playing the game, especially those sections that cover operating instructions and safety considerations.



GETTING STARTED

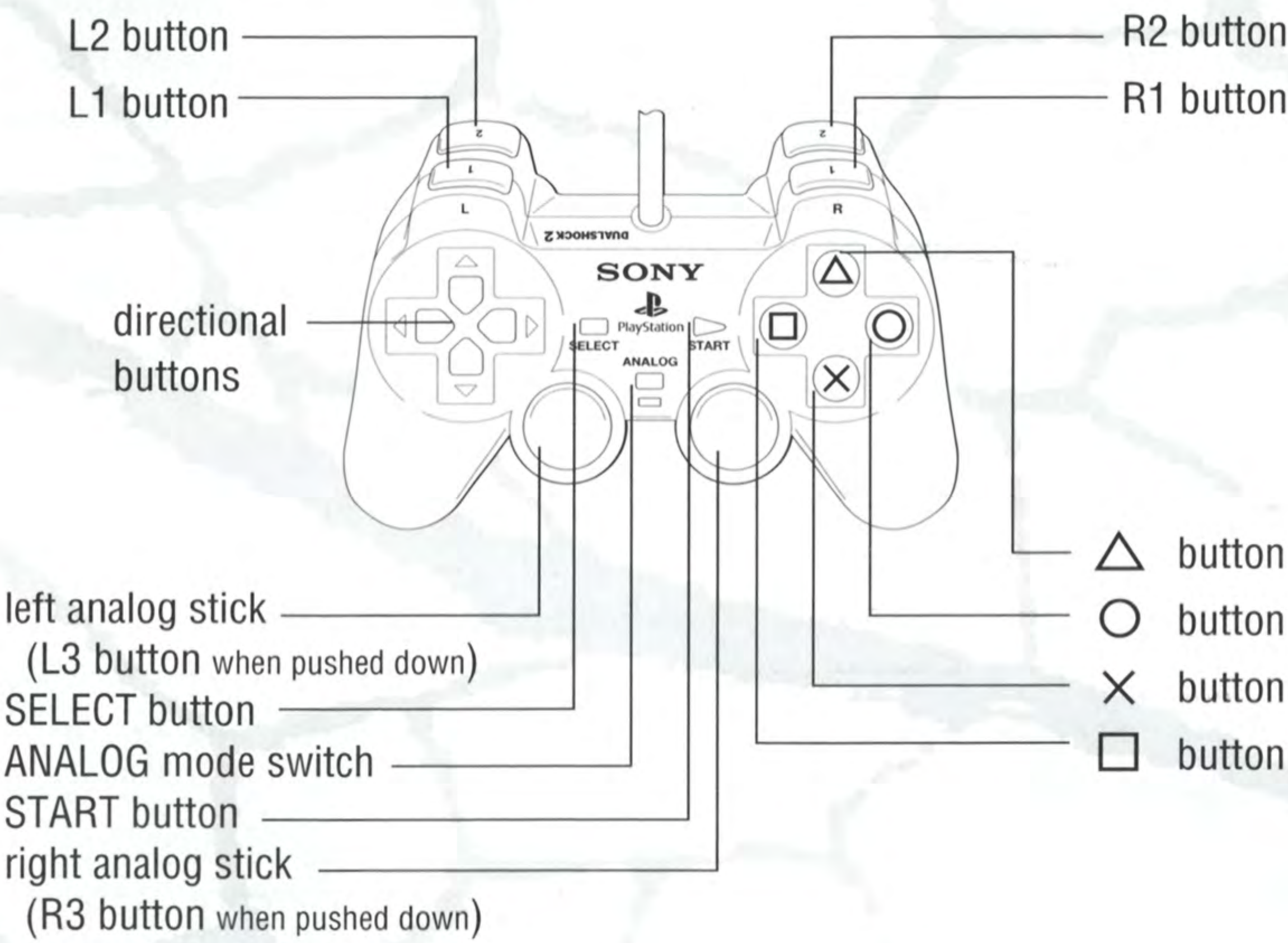


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the ANTZ™ EXTREME RACING disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

A memory card with at least 82KB of free space is required to save game data. Please make sure you have the memory card inserted into MEMORY CARD slot 1 (or 1-A if you have a multitap connected) before turning on the console, as inserting a memory card after the game starts may cause game data to be overwritten. You can save up to six players' worth of data (contained within the one 82KB file) to one memory card.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



MENU NAVIGATION

When navigating through the game's menus, make selections by highlighting them using the directional buttons and then pressing the **×** button. To go back to the previous menu screen, press the **△** button. The basic moves for the game are listed on the following pages.

Please familiarize yourself with this diagram. These buttons will be referred to throughout this manual.

Attach a game controller (one controller is required for one-player mode, two-player mode requires two controllers, three- or four-player mode requires a multitap and three or four controllers, respectively) and a memory card (8MB).

STORY

The antz are hosting a racing tournament to commemorate Her Majesty's golden jubilee.

The tournament is open to every member of the colony from worker to soldier, the humble to the aristocracy. All an ant has to do to win the cup is ascend the rankings from ten millionth to first by completing all the challenges Her Majesty has devised.

From all over the colony, antz make their way to the challenge registration. They bring with them their boards, insect-powered cars, or just their own four feet, for this tournament is no ordinary racing tournament. Every ant must compete in a variety of different contests—driving, running, flying and boarding—so the winner will have to be a very special ant indeed.

On hearing the news of a racing tournament, Bala, in her impetuous manner, rushes over to Z's quarters to ask whether he will be entering. No sooner does Bala arrive at the now-flustered Z's quarters than in run Azteca and Weaver waving flyers advertising the competition.

After much shouting, Bala, Azteca and Weaver manage to convince a very nervous Z to enter the tournament alongside them. Little do they know that, at the other side of the colony, General Mandible and Colonel Cutter are planning exactly the same thing ...

CHARACTER DESCRIPTIONS



Z

In a world of assembly-line toil and breakneck labor, one ant looks around at the happy conforming faces of the workers and raises a cynical protest. Our reluctant hero uses his intellect and individuality to find happiness, get the girl, and help the very colony that made him miserable.

BALA

A vain, sheltered princess, who is not necessarily comfortable with the prospect of becoming the colony's next baby machine, she is dreading her forced marriage to General Mandible. Bala's perspective on the working class and colony life is transformed by her adventures with Z.



WEAVER

Z's soldier friend has more muscle than brains, but he has a very good heart. Weaver is a straight arrow who plays by the colony's rules. After Z returns a hero from the termite war, Weaver becomes the main supporter of Z's radical ideas of individualism.

AZTECA

Azteca, Z's co-worker digging in the tunnels, is a protective friend. She is a staunch supporter of the colony's rules until Z shows her that she has a choice, and Weaver enters her life.



COLONEL CUTTER

Colonel Cutter is General Mandible's ultra-efficient military aide and a well-trained commando. He shares General Mandible's vision of a stronger colony until Z's actions show him the true strength of the colony's workers.

GENERAL MANDIBLE

The military leader of the colony, this general believes in the letter of the law. His world is about protocol and efficiency. This master manipulator has plans to remake the colony in his own image of perfection.



GAME MODE

Please select one of the two available game modes displayed on the main menu.



SINGLE PLAYER

Challenge the characters from the film ANTZ™ in a series of races to move through the ranks from 10,000,000th to 1st.

MULTIPLAYER

Race against up to three of your friends on a variety of tracks.

OPTIONS

Change the game options.



NEW/LOAD GAME

NEW GAME

Select this option to begin a brand-new game.

LOAD GAME

Select this option to continue a previously saved game.

CHARACTER SELECT

Once you have started a new or saved game, you may choose your character. Move left or right to select the character you wish to play. Each character has to complete a different set of challenges, taking place on a variety of terrains and levels.

NOTE: At the start of a new game, not all of the characters will be selectable. Other characters become available after completing certain stages of the game.



CHALLENGE SELECT

After you have chosen your character, you are taken to the character's Challenge Select menu. Move left or right to select the challenge you wish to tackle. The challenges will increase in difficulty as you progress.

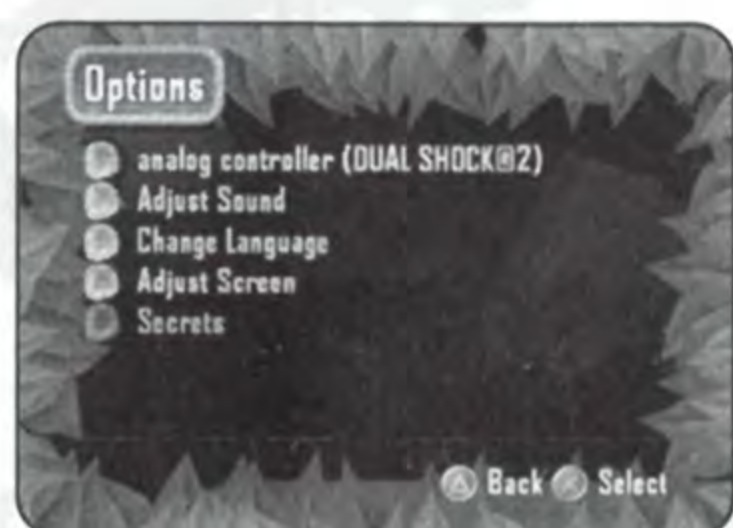
NOTE: Challenges only become playable when you have achieved particular rankings. To move up the ranks, try to get the maximum points for each challenge.



If a challenge is outlined in **GREEN**, it means it has been completed (although you may not have the maximum number of points possible for that challenge).

If the outline of the challenge is **GRAY**, it means that the challenge is playable, but has not been completed.

If the challenge is **RED**, it means it is locked. You will have to gain a higher ranking. If you have come in second or third in a challenge, you may have to go back and try to win it to increase your ranking.



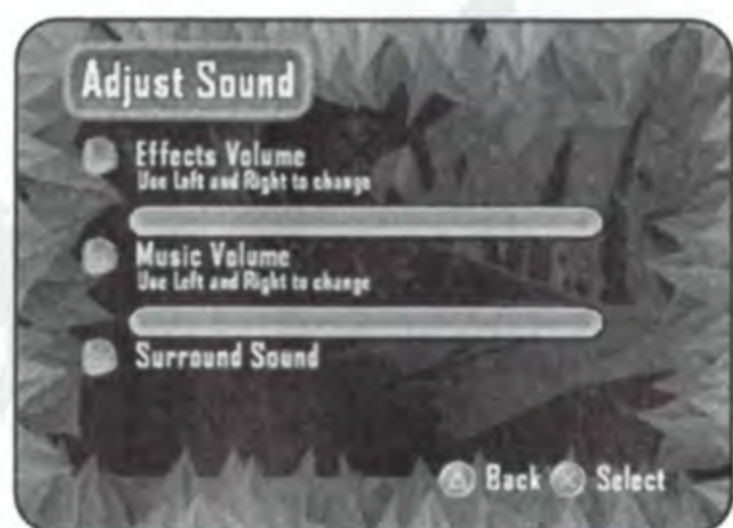
OPTIONS MENU

During game play, pressing the **START** button will bring up the Game Paused menu. From here you can adjust game settings by selecting Options from the menu.

DUALSHOCK®2 ANALOG CONTROLLER

Set the Vibration feature to ON or OFF.

OFF is the default setting.



ADJUST SOUND

Adjust the music and/or sound effect levels and switch surround sound ON or OFF.

OFF is the default setting.

PLAYING THE GAME

ANTZ™ Extreme Racing features four types of races—Driving, Running, Boarding, and Flying—each with its own control method. Furthermore, within each race type there are several challenges.

RACE TYPES

DRIVING

The driving challenges show your character in an insect-powered vehicle or seated on an insect.

CONTROLS

Use either the directional buttons or the left analog stick to steer. Use the **X** button to accelerate, the **□** button/**○** button or back on the right analog stick to brake, and the **R1** button to use or fire your power-up.

RUNNING

The running challenges are just you and your four feet.

CONTROLS

Use the directional buttons or the left analog stick to control both your speed and direction. The  button makes you jump and the **R1** button uses/fires your power-up.

BOARDING

The boarding challenges feature you on an ant-made "snowboard." You will be boarding down a variety of surfaces from moss to sand, so pack the bandages!

CONTROLS

Use either the directional buttons or the left analog stick to steer and accelerate. Pressing forward will make you go faster; pressing back will slow you down. The  button makes you jump and the **R1** button uses/fires your power-up.

FLYING

Take to the skies on the back of your favorite insects.

CONTROLS

Use either the directional buttons or the left analog stick to steer; pressing forward pushes you down and pressing back pulls you up. Use the  button to accelerate, the  button/ button or back on the right analog stick to brake, and the **R1** button to use or fire your power-up.

GENERAL CONTROLS

In all of the game-play modes, you can use the following controls:

The  button changes viewpoints:

Hold the **L1** button to look behind you (useful to keep an eye on your opponents). The **L2** button is used to show the positions of your opponents on the track.

CHALLENGE TYPES

You will come across several types of challenges.

TIME TRIAL

Can you beat the course record? As you continue to try to beat the record, your previous best attempt will race against you as a ghost opponent to help you measure your progress.

RACE

Compete in races with up to five other ants. Try to come in first and gain as many points as you can!

SLALOM (Boarding only)

Compete in a slalom time trial. Can you beat the record while going through all the slalom gates? If you miss five gates, you will be disqualified.

COLLECT 'EM UP (Flying only)

Collect the required number of gnats and finish the race within the time limit to gain valuable ranking points.

POWER-UPS



During the game, you will be able to drive over flowers and collect special features you can use to gain an advantage.

Different combinations of the following power-ups will be available.



RED BUGS

Red bugs that hover around your head can be released to home in on your opponents and slow them down.



GREEN BUGS

Green bugs that hover around your head can be released in a straight line at opponents to slow them down.



SHIELD

This power-up makes you invulnerable against your opponent's power-ups. (Note that the shield does not protect against map hazards such as birds and frogs.)



SMOKE SCREEN

A smoke screen is dropped directly behind you. Anybody behind you will find it hard to see the track!



TURBO

This bug provides you with a temporary speed boost. Activating this power-up causes the screen to blur and propels you faster through the level.

ROAD HAZARDS

Two varieties are available: Aphid and Sticky.



The Aphid is dropped on the track behind you and puts your opponents into a spin if they hit it.



Sticky creates a sticky patch on the road surface that will slow down players that drive over it.

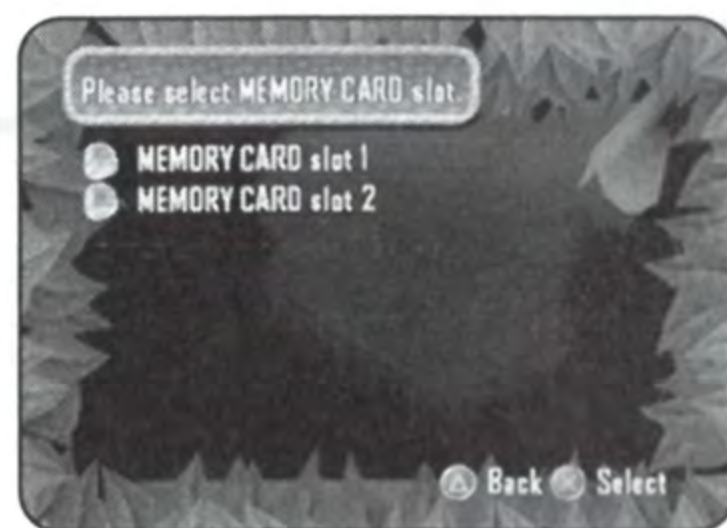
AFTER A RACE



If you successfully complete a challenge, you will have the option to save the game. If you fail to successfully complete the challenge, you will have the option to race again. Select Yes to go back to the last race and try again. By selecting No, you will be returned to the Challenge Select screen.

SAVING A GAME

When you select this option, you will be asked to select the MEMORY CARD slot you wish to save to. The game will look for existing saved data and display any previous saves. Select the file you wish to save the game to. You can then name the file if you wish. (If you leave the name blank, a name will automatically be supplied.) Then select Enter to save the data.



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NOTES

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