



CORVETTE[®]

EVOLUTION GT



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.

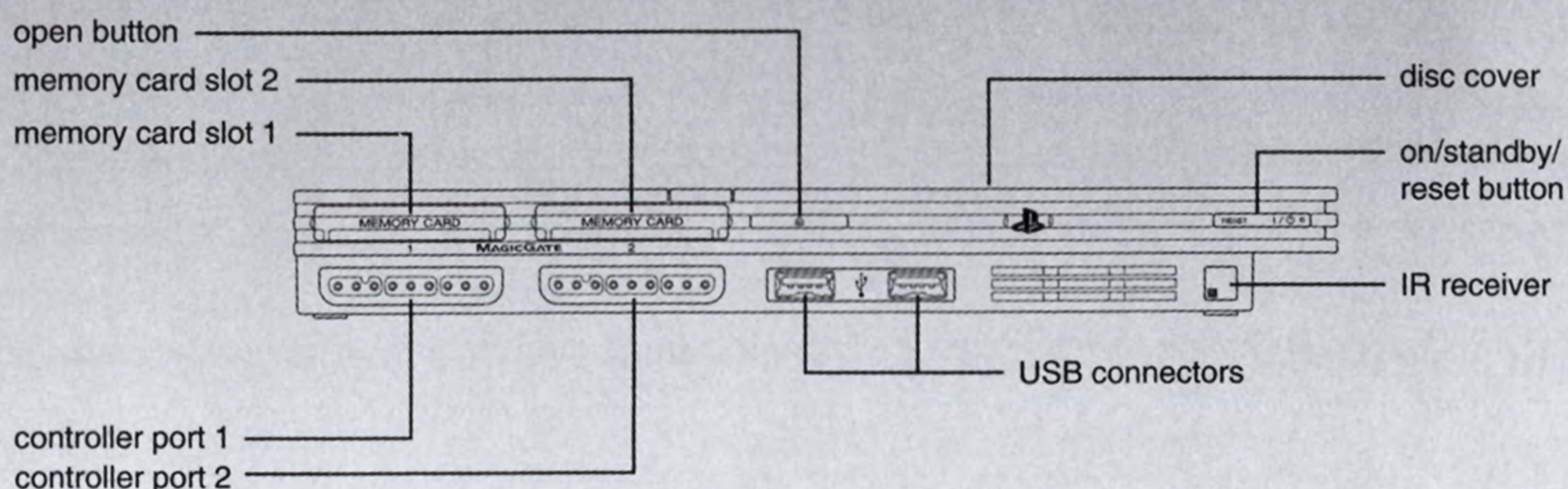
TABLE OF CONTENTS

Getting Started	2
Controls	3
Introduction	4
Profile Management	4
Game Screen	5
First Startup	5
Main Menu	6
Career Mode	7
Opponents	9
Skill System	9
Earning Experience	10
Unlocking Cars & Tracks	10
Replay Mode	10
Tips & Tricks	11
Credits	12
Warranty	13
Legal	13

WARNING

The cars in this game may differ from the actual vehicles in movement and performance. Do not copy or imitate the driving maneuvers shown in this game. Always remember that when driving a car in real life to drive/ride safely and show consideration for other road users. Always obey posted speed limits and traffic signals.

GETTING STARTED



Set up your PlayStation(R)2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the Corvette Evolution GT disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

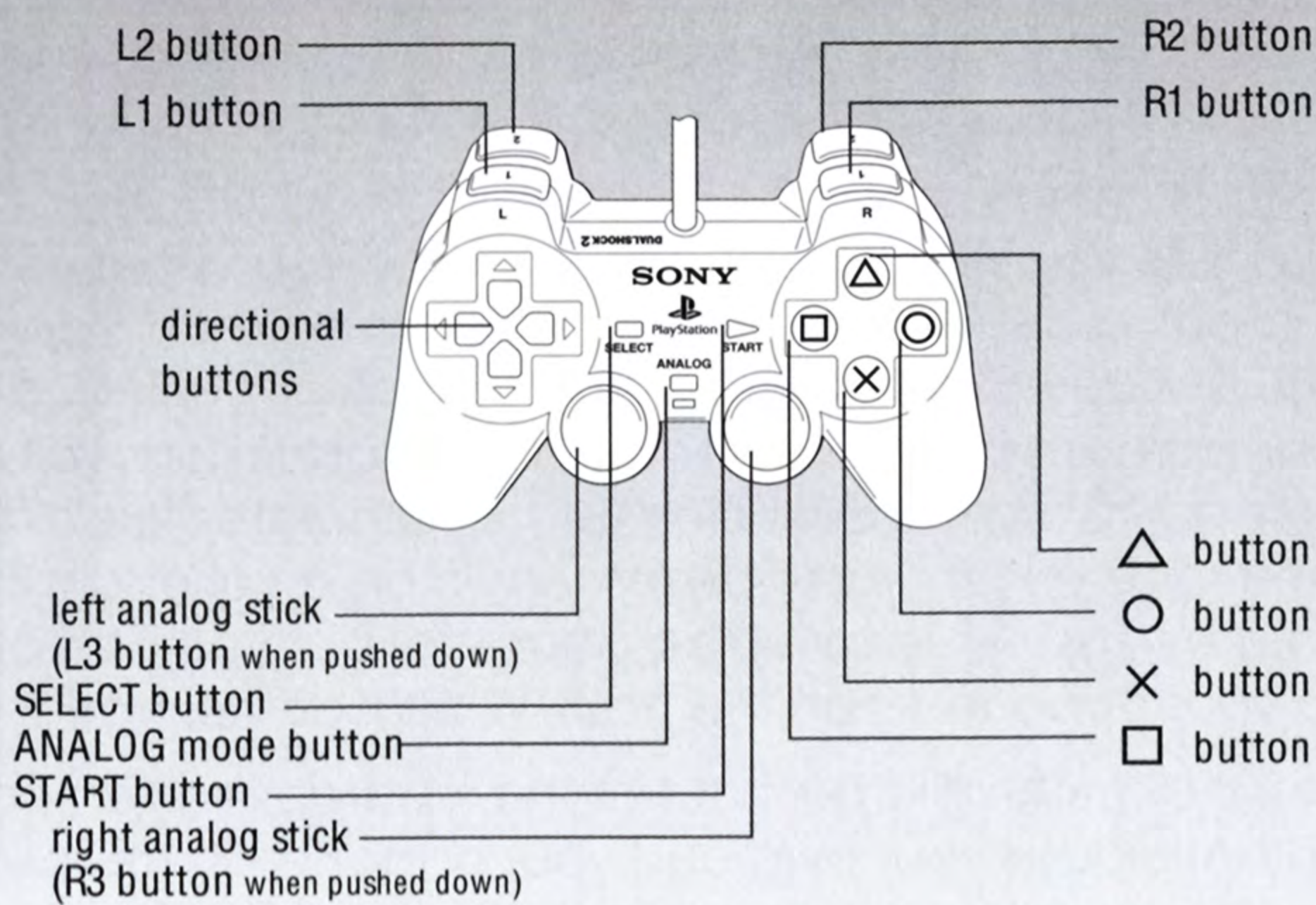
Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

This title will autoload a previously saved game when it first starts, allowing you to continue your progress automatically.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Directional buttons	menu and item selection	Δ button non-race	return to previous screen
Left analog stick	steer car	L1 button	left view
× button	accelerate	L2 button	gear shift down
× button non-race	confirm/select highlighted menu item	R1 button	right view
□ button	brake (also reverse with automatic transmission)	R2 button	gear shift up
○ button	parking brake	L1 + R1 buttons	rear view
Δ button	tiger effect	START button	in-game pause menu
		SELECT button	change in-game view

These are the default controls, and can be changed using the options menu, where you can also select a steering wheel to be the default controller.

Note: If you intend to play two player mode, please ensure that two controllers are attached prior to turning on your console.

INTRODUCTION

WELCOME TO CORVETTE EVOLUTION GT!

In Corvette Evolution GT you will experience the career of a professional driver, from a hard-earned reputation in the rookie years to the fame of the advanced racing seasons.

As a racing driver, you will not only have to race in a variety of fast and exciting cars, but you will have the chance to create and develop your driver until he is ready to turn pro: choose your talent, select a team and take part in races in which only the fastest and most well-rounded driver can prevail. Corvette Evolution GT fully simulates the different abilities that a race driver must possess to win on a variety of circuits: you have to drive fast while avoiding damage, but you can also win by intimidating your opponents on the track while countering their pressure.

Also, you need to make the best out of the slipstream effect, and you have to anticipate your own and your opponents' mistakes. Furthermore, to overtake your opponents you will have to get to know them, understand their driving style and promptly react to it. Yes, the professional racing world is demanding, and the skills that you have to master are many, but the reward is worth every bit of effort!

At the end of every race you will gather experience that you can use to enhance your skills. Furthermore, as you win your first races you will be awarded with racing gear that will help you increase your performance. If you want to hone your driving skills to their maximum, you can even tackle a set of skill-specific challenges.

Only the best driver will be able to beat Corvette Evolution GT!

PROFILE MANAGEMENT

You can have up to five profiles saved on one memory card (8MB) (for PlayStation®2). Use the Driver Selection option on the main menu to load, save or delete a profile.

When you finish a race, your current profile is automatically saved with the results, however if you make any changes to your driver or settings, they will not be saved until you either finish a race, or exit from Career Mode and chose Driver Selection and then save your profile.

You can save the same profile in more than one slot. If you do this, use the information in the details window on the right hand side to determine which profile is which.

Highlighting a profile and pressing X will load and use that profile, after a confirmation dialog box.

GAME SCREEN



- 1 - Current lap and how many laps in the race
- 2 - Best lap time for the current race
- 3 - Elapsed time for the current lap
- 4 - Notification area for any experience earned during a race
- 5 - Player's current race position and names of closest opponents
- 6 - Opponent's name and driver condition status
- 7 - Short range course map
- 8 - Indication of your driver condition
- 9 - Indication of your car condition
- 10 - Tiger effect indicator
- 11 - Speedometer/Tachometer and currently selected gear

During a race additional on-screen elements will appear such as, opponent car & driver condition and checkpoint times. The opponent name and driver condition bar will only appear when you are close to an opponent.

FIRST START UP

After having inserted your Corvette Evolution GT game disc into your console, you are requested to select the preferred language. The language selection screen is shown only on the very first time you start the game, as your choice will be saved to the memory card (8MB) (for PlayStation®2) after you create your first profile.

Enter a name for your profile using the left analog controller. Once you are happy with the name, highlight Confirm and press X to create the new profile. This profile will be saved when you finish your first race, or select Save Profile from the Driver Selection menu.

Note: You can change the language used from the Options menu.

MAIN MENU

Quick Race allows you to jump straight into the game and race by picking a car and a track. There are no role-play elements, however the various cars and tracks you can select from are unlocked by completing races in Career mode.

You can select the type of car you want to race, the color, the track, the number of laps and the weather conditions. Use up and down on the left analog stick to highlight an option, and then push right on the left analog stick to pop-up a list the list of settings. Use up and down on the left analog stick to select the setting you want, and then push left on the left analog stick to lock that setting in. When all the options have been set to your liking, press X to begin the race.

Career mode is the heart and soul of the game, where you compete in multiple tours of increasing difficulty. Earn experience and gain levels while unlocking new circuits and cars for the other modes. See page 7 for more details.

Multi-player mode enables you to race head to head against a friend. Ensure that two controllers are attached to your console before attempting to play this mode. You can choose 3 different race types:
Single Race - a standard race with the winner being the 1st to finish.
Tournament - challenge a friend to a series of races across multiple tracks. There are eight pre-set track combinations available, ranging from a short series of 2 laps on 3 different tracks, to an endurance series of 5 laps on 5 different tracks.

Survivor - Race on one track of your choosing with limited car condition. The winner is the player who crosses the finish line 1st, or the player who out-survives the other. You can choose from 4 difficulty settings which determine how much endurance each car starts with.

Options is used to adjust various items in the game, such as audio and video settings. You can also select from 4 different control schemes and enable the use of a Steering Wheel controller, should you have one attached to the USB port. You can also enable or disable vibration for each controller and adjust various driving aids to increase the level of realism and difficulty.

Driver Selection is where you chose which profile to use. See the page 4 for more information on profile management.



CAREER MODE

New Career

When you first start a new Career you will be presented with a tutorial on how to play Corvette Evolution GT and some of the features that make it different from other racing games. This tutorial is only presented when you create a new profile.

When you have finished the tutorial, your profile is automatically saved, and you will now get to choose a talent style for your driver and a team to race for. Each talent type adjusts your starting skills, so review them all and pick one that best suits your driving style. After picking a talent style, you will arrive at the Driver Overview menu. Select Skills and proceed to spend your initial two skill points. Review each skill and make your selection based on your own abilities and strengths.

After spending your skill points, select Season. Now you get to select which team you want to race for. Teams give experience bonuses based on various goals, review each team and their specific bonuses. Pick a team that best suits your driving style.

On-going Career

After you have finished creating your driver, or if you return to continue a previously saved session, you will find yourself at the Driver Overview. From here you can progress your career.

Season - from this option you can select one of the events in any of the available series. Use up and down on the left analog stick to select a championship series, then push right on the left analog stick to pop-up the event selection menu. The circles to the right of the displayed events show your current achievements, with a gold circle representing 1st place. Use up and down on the left analog stick to select an event, and then press X to enter it. To successfully complete an event you must place 1st, 2nd or 3rd.

Challenge - use this option to select from the available challenges. Each challenge will improve a particular skill directly if you successfully complete it. There are 8 challenges, and 3 difficulties per challenge.

Practice - use this option to try out the different cars on any available track. You can compete against the clock or opponents.



CAREER MODE continued

Skills - this option is used to spend any skill points you've earned. Review each skill and read its description before you spend any points. Once spent, points can never be refunded.

Gear - use this option to select which items your driver will wear in the upcoming race. More than just fashion, different items provide different skill bonuses and penalties, so choose wisely.



Season Details

There are four Championship Series within each Season. Each Championship consists of 3 or 4 races. In order to complete a Championship you will need to place 1st, 2nd or 3rd in every race within the Championship.

During each race you will earn experience points (XP) and Gear. Gear is won when you complete a Championship Series. You can earn better Gear by placing 1st in every race of a Championship Series than by placing 3rd in each race.

When a race is finished, you will see a results screen and a menu giving you the option of watching a replay of the race. When you proceed, you'll come to a Race Result screen, detailing experience earned during the race for various events. You can also see the experience earned by your opponents, and an exclamation point beside their name will indicate they have just gained a level.

RACE RESULT

DRIVER PROGRESS	
Race XP	1173
Total XP	9953
ACCOMPLISHMENTS	
1st place	400
Race Record	187
Lap Record	0
Car condition	9
1st Clean Lap	75

X PROCEED

GLOBAL LEVEL PROGRESSION		
Driver	Level	Race XP
Colin	5	
Trueman	5	
O'Keefe	5	
Akiyama	4	
Vanelli	3	
Fourier	3	
Tomislav	3	
Cullen	3	

Upon returning to the Driver Overview screen, your current profile will be saved if auto-save is enabled. At this time you can spend any skill points you may have earned or equip any gear you have won. Note that your profile is not automatically saved after spending skill points or equipping gear, but you can do that either by finishing another race, or using the Save option in the Driver Selection menu.

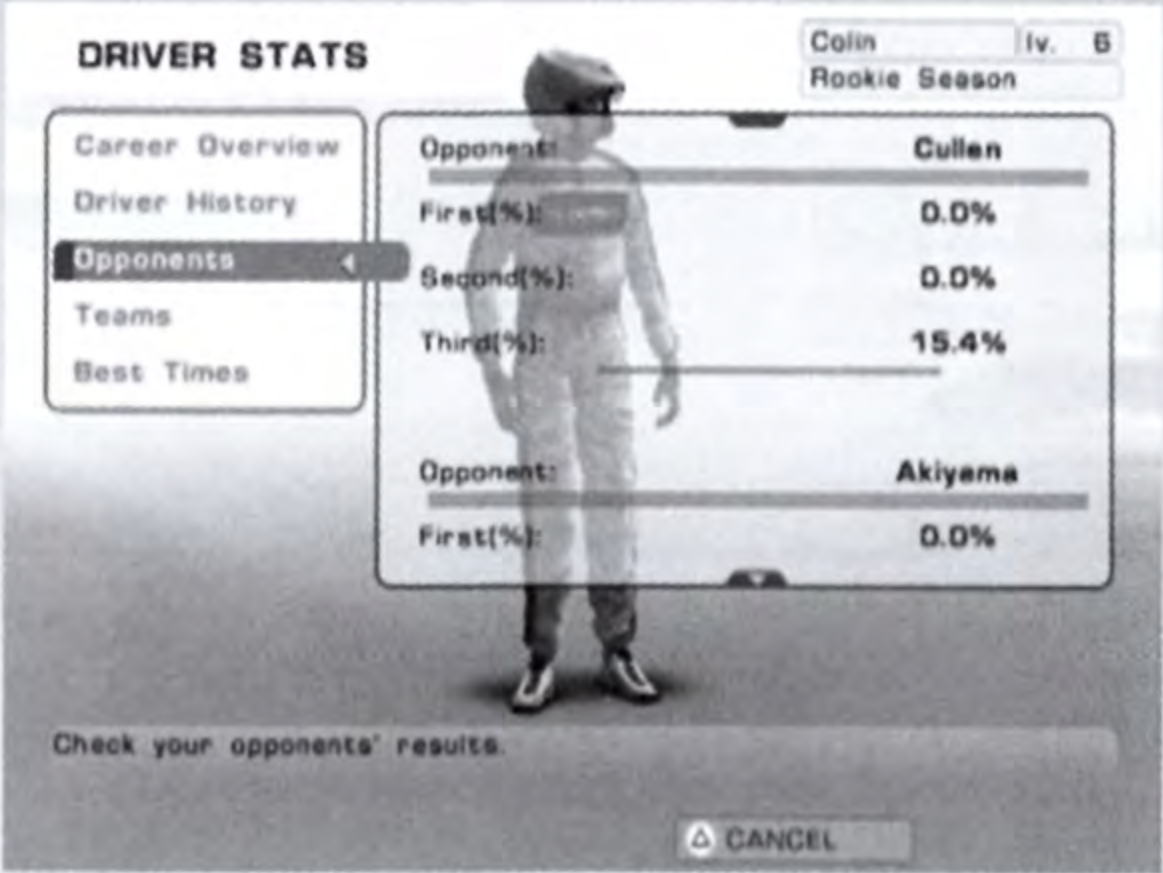
See Page 4 for more information.

OPPONENTS

In Corvette Evolution GT you will find yourself racing against the same opponents with every race. The opponents are set when you start a Season, and grow with you as the season progresses. This way you can get to know them, know their tendencies, know their weaknesses.

Each driver has specific traits that you can look for, such as Vanelli, he always chooses the right time to brake, and is a master at cornering, however if you are faster he'll let you go ahead. Or, MacSweeden, a nervous driver who is easily confused in crowded situations.

By studying the different driving styles of your opponent you can determine the best way to pass them.



SKILL SYSTEM

The core of the skill system is the distribution of skills that characterizes the player's character.

Skill Name	Description	Effect
Intimidation	The ability to intimidate an opponent	Determines opponent's driving condition and rate of loss
Confidence	The ability to resist intimidation	Determines maximum driver condition and rate of loss
Concentration	The ability to recover from intimidation	Determines driver condition and rate of recovery
Hindsight	The ability to avoid mistakes with the benefit of hindsight	Determines the amount of Tiger Effect available
Anticipation	The ability to regain potential hindsight	Determines the rate at which Tiger Effect is regenerated
Steer Precision	The ability to drive with greater effectiveness	Increases steering precision and shifting speed
Throttle Control	The ability to react quicker to changes in speed	Increased accelerating capabilities
Brake Timing	The ability to brake less	Increases braking effectiveness
Cunning	The ability to use drafting to one's advantage	Increased the slingshot effect when a drafter overtakes

EARNING EXPERIENCE

While you play through a season, your driver will earn XP for various achievements as well as finishing a race in 1st, 2nd or 3rd position. As the driver gains experience, they will also gain levels. With an increase in level comes an increase in skill points. These skill points are spent on the different skills listed on the previous page to customize your driver's abilities according to your play style.

XP is awarded for the following achievements:

Overtaking	Cunning Overtake
Intimidation (per second)	Knockout
Drafting (per second)	Clean Lap
Clean Race	Tiger Effect (per second used)
Best Lap Time	Best Race Time

The amount of XP earned per achievement will depend on your team selection, as each team has different reward multipliers for each achievement.

UNLOCKING CARS AND TRACKS

Cars and tracks are unlocked for Practice mode within a Season, or Quick Race and Multiplayer by completing a Championship Series. By completing all the Championship Series in a particular season you will unlock the following season. Can you progress from Rookie to Veteran? Can you discover the hidden season and hidden cars?

REPLAY MODE

When a race is completed, you can watch a replay, or proceed to the next screen.

During a replay you have various controls available to you, use left and right to select the different controls, and press X to activate the highlighted control. Note, that the control display will remove itself from the screen after a short period without input. Pressing left or right will bring it back.

You can select different views, watch different cars and also fast forward or pause the display. During fast forward, the sound effects are disabled.

TIPS AND TRICKS

Follow these tips to improve your abilities!

TIGER EFFECT: the light green portion of the Tiger Effect bar indicates the maximum amount available in a single shot. When you find yourself in a situation where you think about using the Tiger Effect, do not hesitate. A delay in using the effect will reduce it's effectiveness -- be decisive!

KO: Use this to slow down an AI driver in front of you, however be careful as a KO'd driver will begin to drive somewhat erratically.

CUNNING: The cunning overtake effect is immediately lost if you collide with a barrier or another car, so take care when you have this bonus.

CHALLENGES: use the challenges to improve your skills as needed. If you find a particular race to tough, take time to use the challenges to improve your skills which should make the race easier for you.

GEAR: wear the best gear you can for each challenge, remembering that a challenge is focused on a particular skill, as should your gear.

TEAM: choosing the right team is important as it can help you level up much quicker. You can select a new team at the start of each season, so pick a team that will reward accomplishments you do most often.

OPPONENTS: get to know your opponents. You'll race a full season against them, pay attention to their behavior and attitudes to anticipate their moves.

INTIMIDATION: if you find a particular AI driver tough or challenging, take advantage of your intimidation and force them into making a mistake.

WEATHER: sometimes you'll find yourself racing on a wet track. This will require you to take additional care with braking and steering as the rain reduces your traction. Try to brake ahead of the corners and while you are driving straight. If you do find yourself in a slide, try steering in the opposite direction to get the car back under control.

PRACTICE: don't forget to use practice mode to learn a new track, and compare your best times. You can use 'race against ghost' to do multiple laps and see how you improve.

CREDITS

Valcon Games: Glenn Halseth, Colin Gordon

Special thanks to: Anthony Pereira, Mark Beaumont, Hiroshi Tobisawa, David Sheffels, Lisa and Valerie.

Blackbean/Lago: Marco Minoli, Marco Boldini, Daniele Mucci, John Holder.

Developed by Milestone - PRESIDENT Antonio Farina - OPERATIONS MANAGER Giovanni Bazzoni - PRODUCER Simone Bechini - DATA & CONTENT MANAGER David Yerkess - GAME DESIGN MANAGER Nicola Aitoro - LEAD GAME DESIGNER Marc D'Souza - GAME DESIGN Massimo Maietti - ADDITIONAL GAME DESIGN Matteo "Visore" Sciutteri - PROGRAMMING MANAGER Andrea Martinoli - LEAD GAME PROGRAMMER Stefano Buora - LEAD 3D ENGINE PROGRAMMER Tiziano Sardone - 3D PROGRAMMERS Paolo Milani, Alessandro Monopoli, Christian Orlandi, Marco Trivellato - GAME PROGRAMMERS Alessandro Giuliani, Michele Caletti, Fabio Zinno, Gianluca Barbera, Stefano Sampietro - PHYSICS, AI & RPG PROGRAMMERS Marco Geddo, Paolo Maninetti, Cristian Marastoni, Samuele Rigamonti - LEAD ARTIST Marco Spitoni - 3D/2D ARTISTS Alessandro Baldasseroni, Riccardo Minervino, Marco Carta, Rachele Doimo, Gianpietro Fabre, Giacomo Giannella, Nicola Neri - CAR MODELS Giovanni Bianchin, Massimo Bottega, Andrea Lazzarotti, Filippo Lottici, Stefano Maddio, Antonio Mossucca, Andrea Orioli, Fabio Riboli, Andrea Sanna, Scata Studios - MENU GRAPHICS Luca Fadigati, Stefano Pietra - QA MANAGER Simone Magni - QA TEAM Aldo Barosso, Paolo Laganà, Emanuele Mari, Irvin "Cinghio" Zonca - MANAGEMENT ASSISTANT Alba Labagnara - OFFICE MANAGER Chiara Accoto - IT MANAGER Giulio Pipitone. ENGINE & TRANSMISSION SAMPLES Alchemy Audio Lab. ADDITIONAL SOUNDS AND TUNING Gianni Ricciardi. Milestone wishes to thank Michele Bosi, Daniele Castagna, Luca Ferrara, Marco Marconi, Gianluca Miragoli, Fabio "Lo Smerigliatore" Paglianti and Gian Marco "Lo Smerigliatore Bis" Zanna.

CARS - Trademarks, design patents and copyrights are used with the approval of the owner AUDI AG. - Trademarks, design patents and copyrights are used with the approval of the owner Pagani Automobili SpA. - Alfa Romeo is a registered trademark owned by Fiat Auto S.p.A. Under license from Fiat Auto S.p.A. - RENAULT Official License Products are vehicle models and trademarks protected by intellectual property laws. Used with permission from RENAULT. All rights reserved - All SEAT logos, names and industrial designs of the SEAT models in the game are registered by SEAT, S.A. and licensed under courtesy of SEAT S.A. - "Mercedes Benz" and "Three pointed star in a ring" are trademarks of DaimlerChrysler AG and used under license to Lago srl. - General Motors Trademarks used under license to Lago srl - Trademarks, design patents and copyrights are used with the approval of the owner Bugatti. - Trademarks, design patents and copyrights are used with the approval of the owner Volkswagen AG. - Trademarks, design patents and copyrights are used with the approval of the owner TVR Cars Ltd.

SONGS - "Go Ahead" - Performed by One Light Out is made available by INgrooves - "Never Let Them" - Performed by One Light Out is made available by INgrooves - "Sweat It Out" - Performed by One Light Out is made available by INgrooves - "Had Enough" - Performed by One Light Out is made available by INgrooves - "Post Boogie" - Performed by Mike Devellis is made available by INgrooves - "Misanthropes" - Performed by Renee Heartfelt is made available by INgrooves - "Killer" - Performed by Supertweaker is made available by Ingrooves - "I Scream" - Performed by Supertweaker is made available by INgrooves - "Backslap" - Performed by Supertweaker is made available by Ingrooves - "Rush" - Performed by Renee Heartfelt is made available by INgrooves - "Feel It" - Performed by Von Iva is made available by INgrooves - "The Underground" - Performed by Jonathan Case is made available by INgrooves - "Dirty Sanchez" - Performed by Late Night Sneaky is made available by INgrooves - "Big Chubby" - Performed by Late Night Sneaky is made available by INgrooves - "Muffled Mayhem" - Performed by DJ Quest is made available by INgrooves.

SPONSOR - All the trademarks are used under permission and are property of their respective owners. Lago Srl wish to thank for the permission to use their trademarks: Argo, Bilstein, Blaupunkt, Bosch, Brembo, Champion, Dekra, Diesel, Eibach, Ferodo, ERG, Exide, F.L., Mahle Pistoni, Michelin, OZ Spa, Pepsico Inc, RGZ Group, Sabelt Spa, FL Selenia Spa, SKF, Sparco Spa, Omp Racing Srl, Stand 21, Arai.

RenderWare is a registered trademark. Portions of this Software are Copyright 1998-2005. Criterion Software Limited and its licensors. Development tools and related technology provided under license from Logitech. © 2001-2004 Logitech. All rights reserved. Some tracks sky bitmaps from www.1000Skies.com

WARRANTY

90 DAY LIMITED WARRANTY

Valcon Games LLC ("VALCON") warrants to the original consumer that this PlayStation® game disc ("GAME DISC") from VALCON shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, VALCON will replace the GAME DISC free of charge.

To receive this warranty service:

1. Notify the VALCON consumer service department of the problem requiring warranty service by using our support website at www.valcongames.com/support or via email at support@valcongames.com referencing Corvette Evolution GT warranty in the subject line.
2. If the VALCON service technician is unable to solve the problem by email, he/she will instruct you to return the entire GAME DISC to VALCON freight prepaid at your own risk of damage or delivery. We recommend sending your GAME DISC certified mail. Please include your sales slip or proof-of-purchase within the 90-day warranty period to the address given to you by the service technician.

This warranty shall not apply if the GAME DISC has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to the defective materials or workmanship.

Warranty Limitations

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SETFORTH HEREIN. IN NO EVENT SHALL VALCON BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States and Canada only. Some states and provinces do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights, which vary from state to state or province to province.

LEGAL

Valcon Games LLC, 16771 NE 80th St, Suite 104, Redmond, WA 98052. Published by Valcon Games LLC under license from Lago Srl. (C)2006 Lago Srl. Developed by Milestone. Chevrolet, Corvette, all related Emblems and vehicle model body designs are General Motors Trademarks used under license to Lago Srl. All manufacturers, cars, names, brands and associated imagery featured in this game are trademarks and/or copyrighted materials of their respective owners. All rights reserved. Cars included in this game may be different from the actual cars in shape, colors and performance.



Valcon Games LLC
16771 NE 80th St Suite 104
Redmond, WA 98052

www.valcongames.com

