

DT CARNAGE



EVERYONE 10+
TM
E
10+
CONTENT RATED BY
ESRB

agetec

⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system 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.

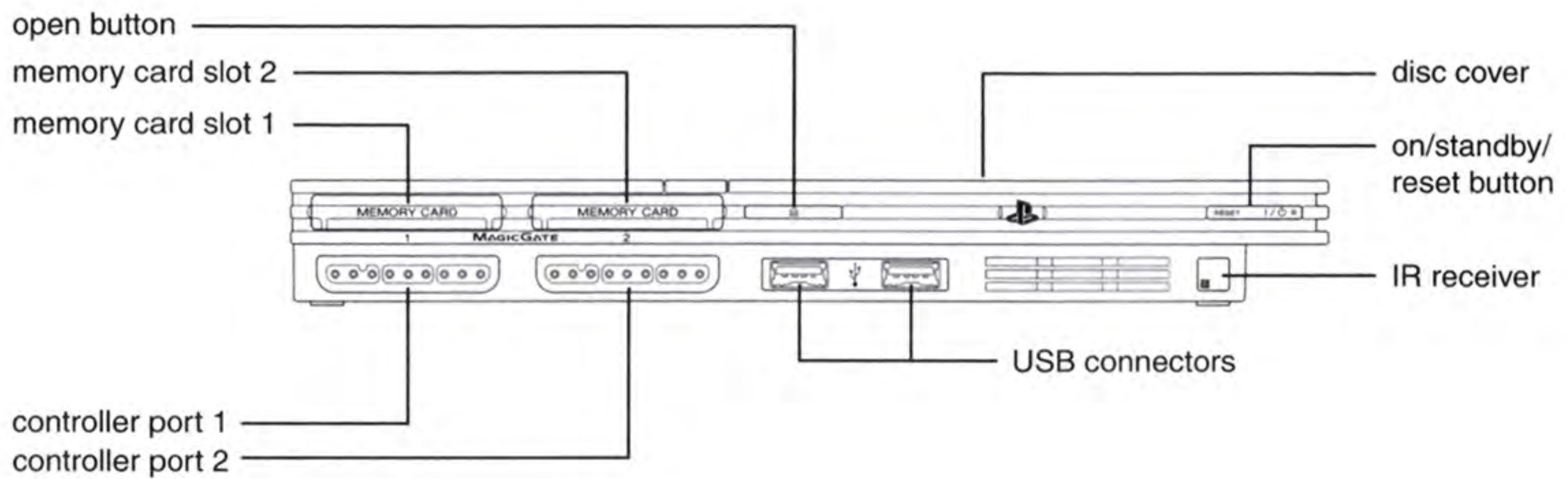
HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- 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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GETTING STARTED



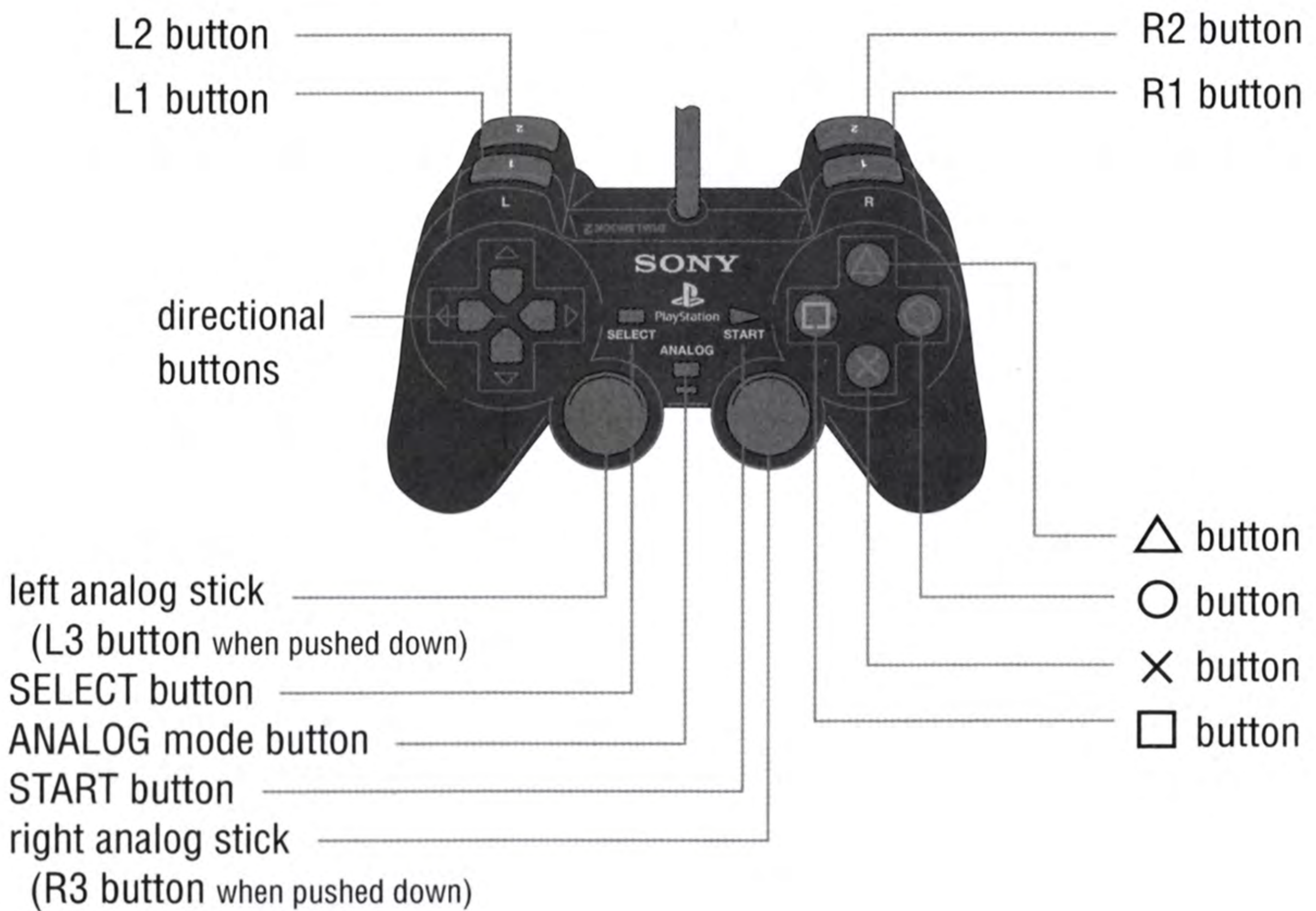
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the DT Carnage disc in the system with the label side facing up. Attach game controllers and other peripherals 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.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Keys	In Race	In Menu
Left Analog Stick	Control car	Make selection
Directional Buttons	(Left/Right) Steer Left/Right (Down) Rear view	Make selection
□ Button	Boost	Confirm selection
× Button	Acceleration	Confirm selection
○ Button	Reverse	Cancel selection
△ Button	Brake	Cancel selection
L1 Button	Toggle Skill/Item forward	Previous Page
R1 Button	Use Skill/ Item	Next Page
L2 Button	Toggle Skill/Item backward	Not Used
R2 Button	Not Used	Not Used
Select Button	Change Camera View	Not Used
START Button	Pause Menu	Skip Movie/Tutorial

Main Menu



LEAGUE CONQUEST

The objective of this game mode is to conquer all DT-Racing Local Leagues around the world. By playing this game mode, you can unlock courses and cars which can be used in other game modes.

PICK UP & PLAY

Arcade type race mode. You can set several race conditions and compete against COM opponents. You can select the race type, car, course, difficulty, and using skill/item manually, or you can set everything randomly.

Additional courses and cars are unlocked by conquering local leagues in the League conquest mode.

TIME ATTACK

Compete against the clock to improve your skills.

Additional courses and cars are unlocked by conquering local leagues in the League conquest mode.

2 PLAYERS

Compete against your friend. Additional courses and cars are unlocked by conquering local leagues in the League conquest mode.

* To play this game mode, you need two analog controller (DUALSHOCK®2) connected to PlayStation®2 system.

REPLAY THEATER

View saved replays or copy/delete them.

BONUS GAMES

You can play 3 Bonus Games.

Bowling

Play Bowling with a car instead of a bowling ball.

Liberty Square Parking Lot

Explore a deserted underground parking lot in Liberty Square.

Ghost Busters

Exorcise the ghost cars wandering around the course.

OPTIONS

You can adjust the camera view, vibration setting, key configuration, sound settings or set everything back to default.

LOAD/SAVE

Load/Save the game data.

Basic Game System

GAME SCREEN

1. **Race Information** - Race Laps, Lap Record, Lap Time, Total Race Time
2. **Corner Indicator** - Displays corner indicator.
In League Conquest mode, you must equip "Corner Indicator" skill in your skill book if you want to use this feature.
3. **Rank** - Displays position
4. **GPS** – Displays Minimap
In League Conquest mode, you must equip "GPS" skill in your skill book if you want to use this feature.
5. **Position and HP Indicator** – Displays positions and HP
6. **Skill / Item Window** - Displays selected item or skill
7. **Vehicle Status** – Displays vehicle status , HP and skill energy
8. **Dashboard** – Displays Fuel (Yellow), Boost Fuel (Red), current speed and current gear.



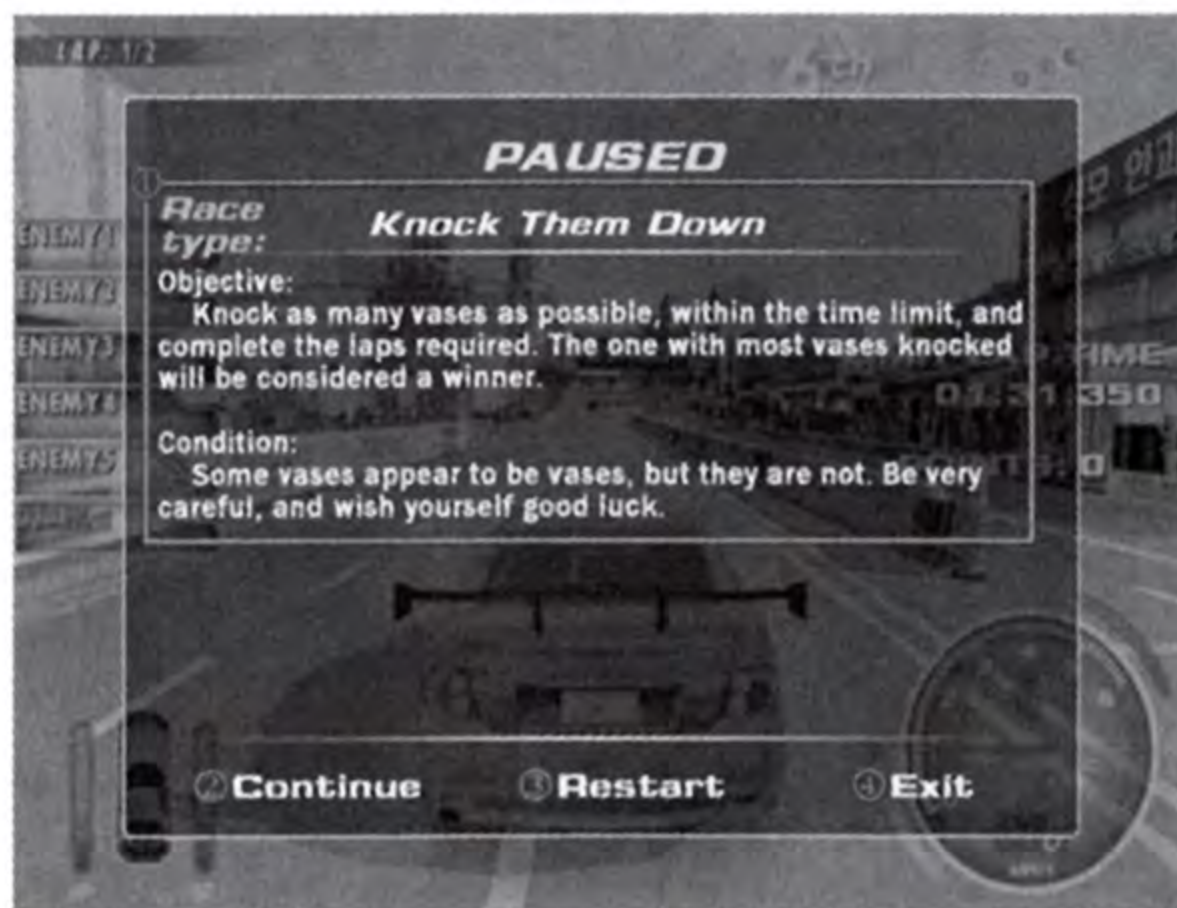
PAUSE MENU

Pause Screen – Displays race type, objective and condition of current race.

Continue – Resume the race.

Restart – Quit the current race and restart.

Exit – Quit race and exit to the race result menu.



DRIVING

Basic Control

Use left analog stick or directional button to steer the car. Use X button to accelerate and Δ button to brake. Use O button to boost.

Drift

In order to drift, release the acceleration and turn sharply in the direction you wish to drift in. Reverse the direction and stabilize the car to complete drifting.

BOOST SYSTEM

There are two types of boost.

The available boost depends on the type of car.

Boosting time and boost fuel quantity is limited.

Standard Boost

Standard boost increases acceleration.



Drift Boost

Drift boost increases acceleration while drifting.

Drift boost consumes more fuel compared to standard boost. The type of boost may be used outside drifting; however the boosting power is reduced.



ITEMS & SKILLS

Items and skills are used to destroy or interfere with opponents.

Skill

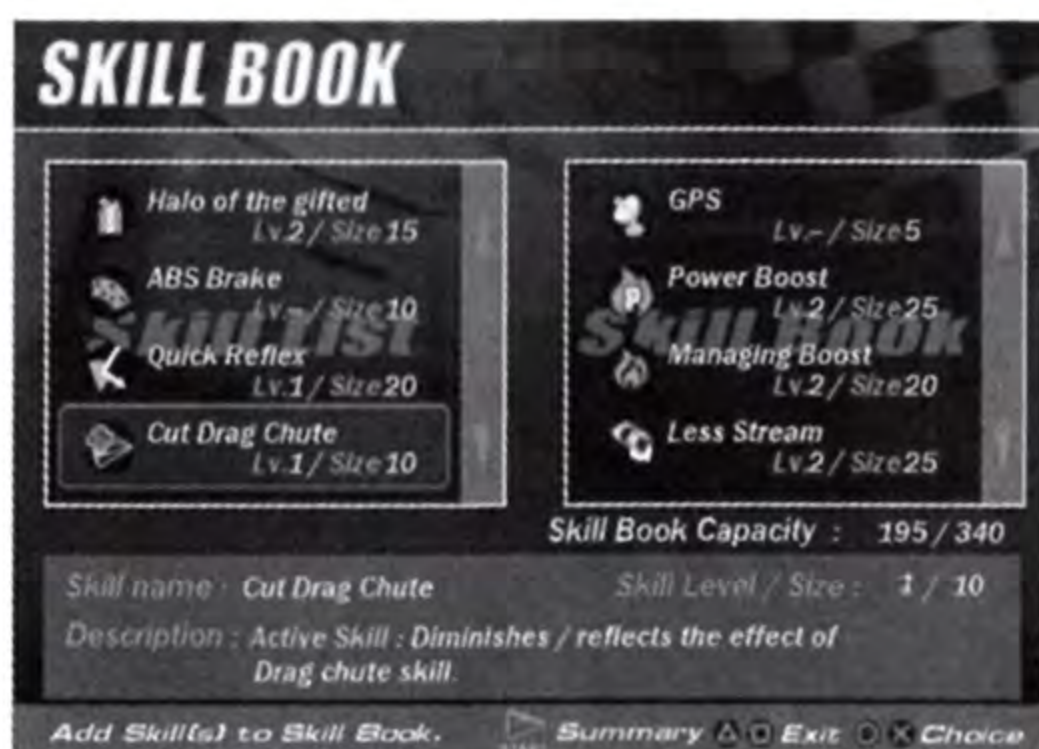
Skills are special abilities the character can use. Skills provide positive effects for the player and negative effects for their opponents.

Skills cost "Skill Energy."

In order to use skills they must be placed in the Skill Book before the race.

There must be enough space in the skill book to equip a skill. The maximum space the skill book has is called "Skill Capacity." The space a skill occupies is "Skill Size."

The total number of the skill sizes equipped in the skill book can't exceed the maximum skill capacity.



Items

Items are obtained by passing through an "Item Gate" located throughout the courses.

According to the type of Item, it can be used to inflict damage or interfere with opponents.

How to use Skills & Items

First, select a skill or item you want to use by pressing L2 button or R2 button. Then press R1 button to use it.

If the skill/item needs a target and you fail to acquire a target, then you can't use it. (If no target is acquired, the item/skill is deactivated and displayed in grey).



Targeting

Basically, if a target is ahead of the player's car and within targeting range, the target is automatically obtained. Some skills and items can be used without a target.

Items which attack from behind don't need targeting. There's a rear target indicator which displays how close a car is behind you. This indicator provides support to plan your attack.



RETIRE FROM THE RACE

A car is retired from the race when it fails to move.

Destroyed – If a car's HP drops to "0" by being attacked or colliding with other cars or objects, the car explodes and can no longer move.

Flipped – If a car is flipped on its top and remains in that condition for a short duration it's retired from the race.



NOTES

Agetec, Inc. Limited Warranty

Agetec, Inc. warrants to the original purchaser of this Agetec, Inc. product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Agetec, Inc. agrees for a period of ninety (90) days to either repair or replace, at its option, the Agetec, Inc. product. You must call (408)736-8001 to receive instructions to obtain repair/replacement services.

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Agetec, Inc. Customer Service Department/Technical Support Line (408)736-8001. Call this number for help in installing or operating our products and for general product questions. Representatives are available Monday, Friday, 9:00a.m.- 4:00p.m. U.S. Pacific Time.

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