DRIVE TO SURVIVE

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.
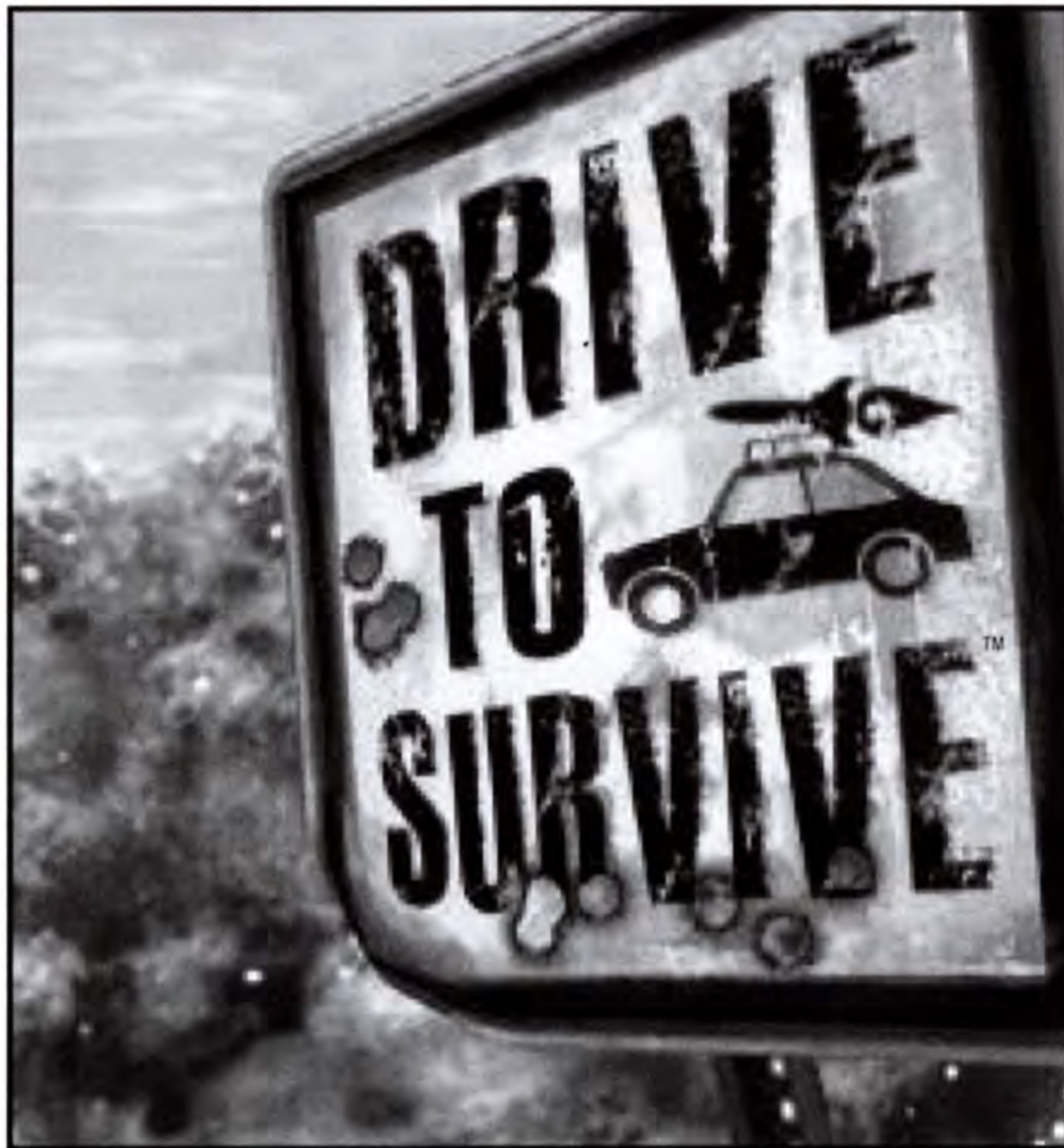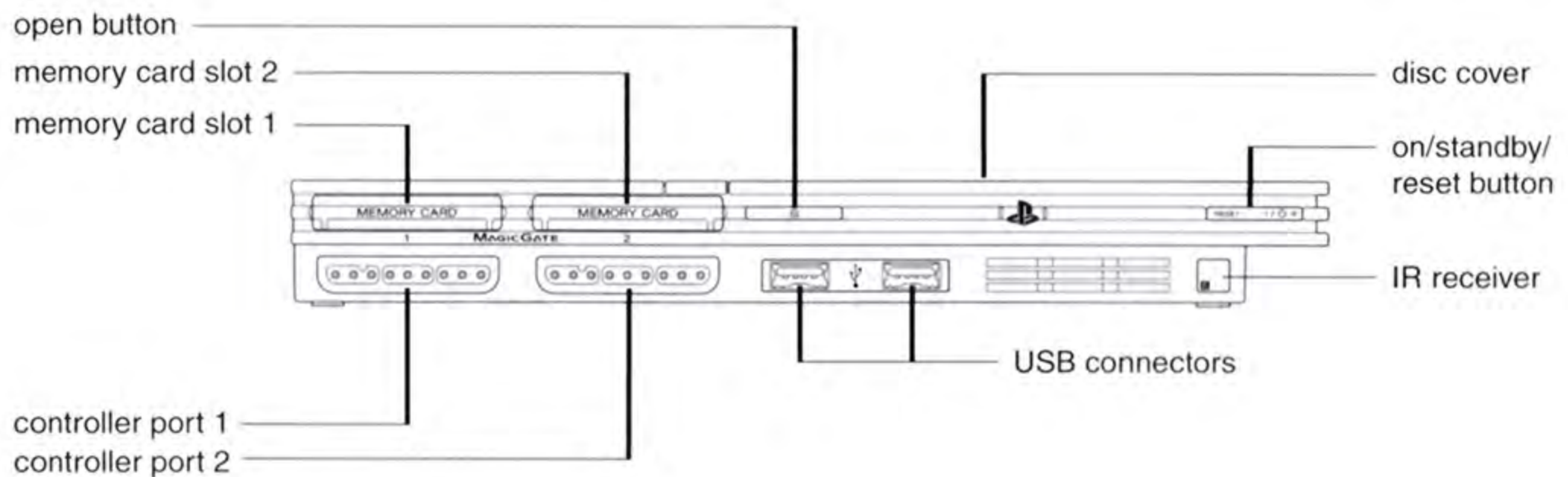
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GETTING STARTED

open button ——— disc cover

memory card slot 2 ——————————————————————

memory card slot 1 ——————————— on/standby/
reset button

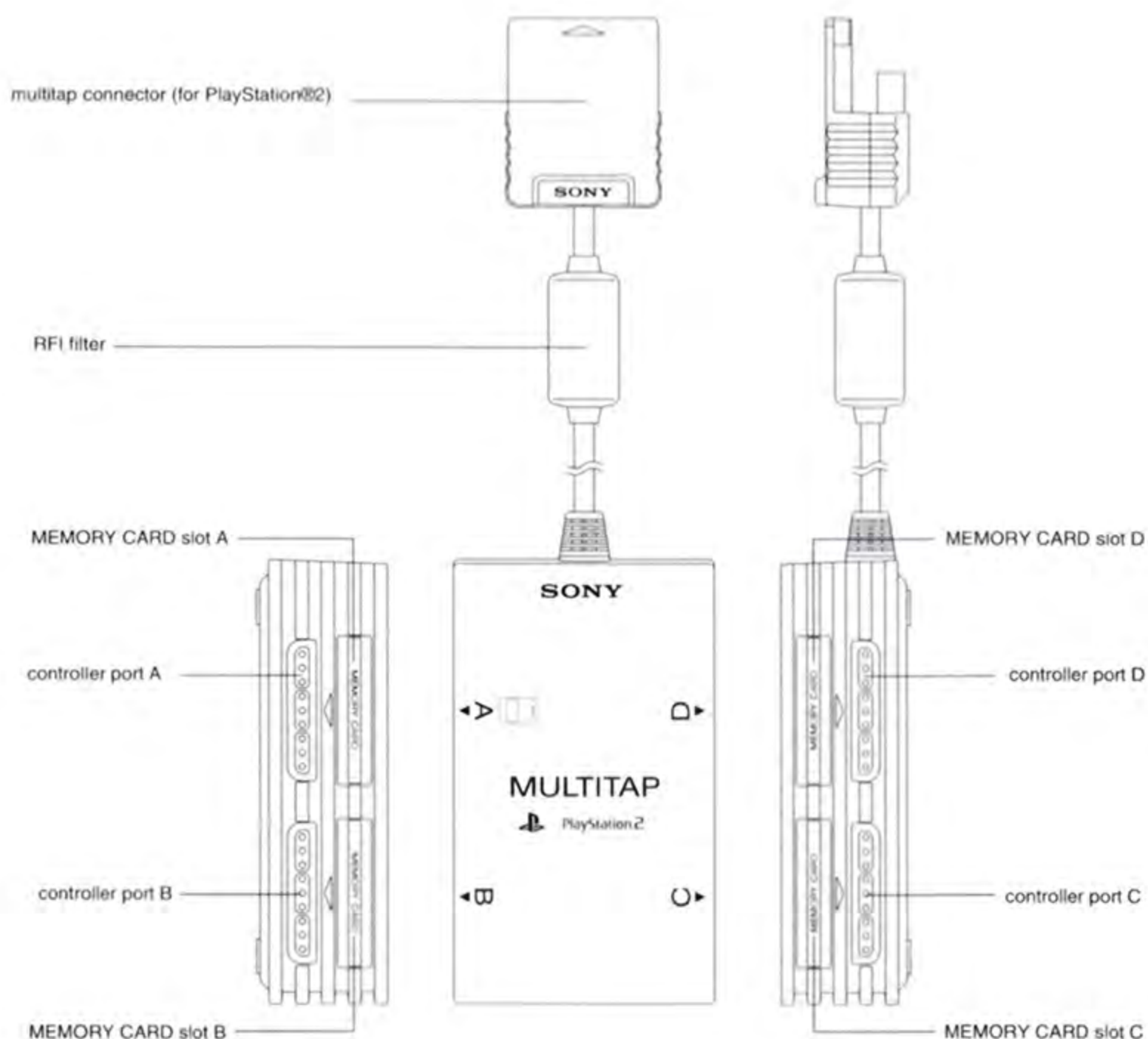controller port 1 ——————————

controller port 2 ——————————

USB connectors

IR receiver

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). Press the OPEN button to open the disc cover. Place the **Drive To Survive** 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.

multitap connector (for PlayStation®2) ——————

RFI filter ——————

MEMORY CARD slot A ——————

MEMORY CARD slot D

controller port A ——————

controller port D

SONY

MULTITAP

PlayStation 2

controller port B ——————

controller port C

MEMORY CARD slot B ——————

MEMORY CARD slot C

STARTING UP

L2 button — R2 button
L1 button — R1 button

directional buttons

△ button
○ button
✕ button
☐ button

left analog stick
(L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick
(R3 button when pushed down)
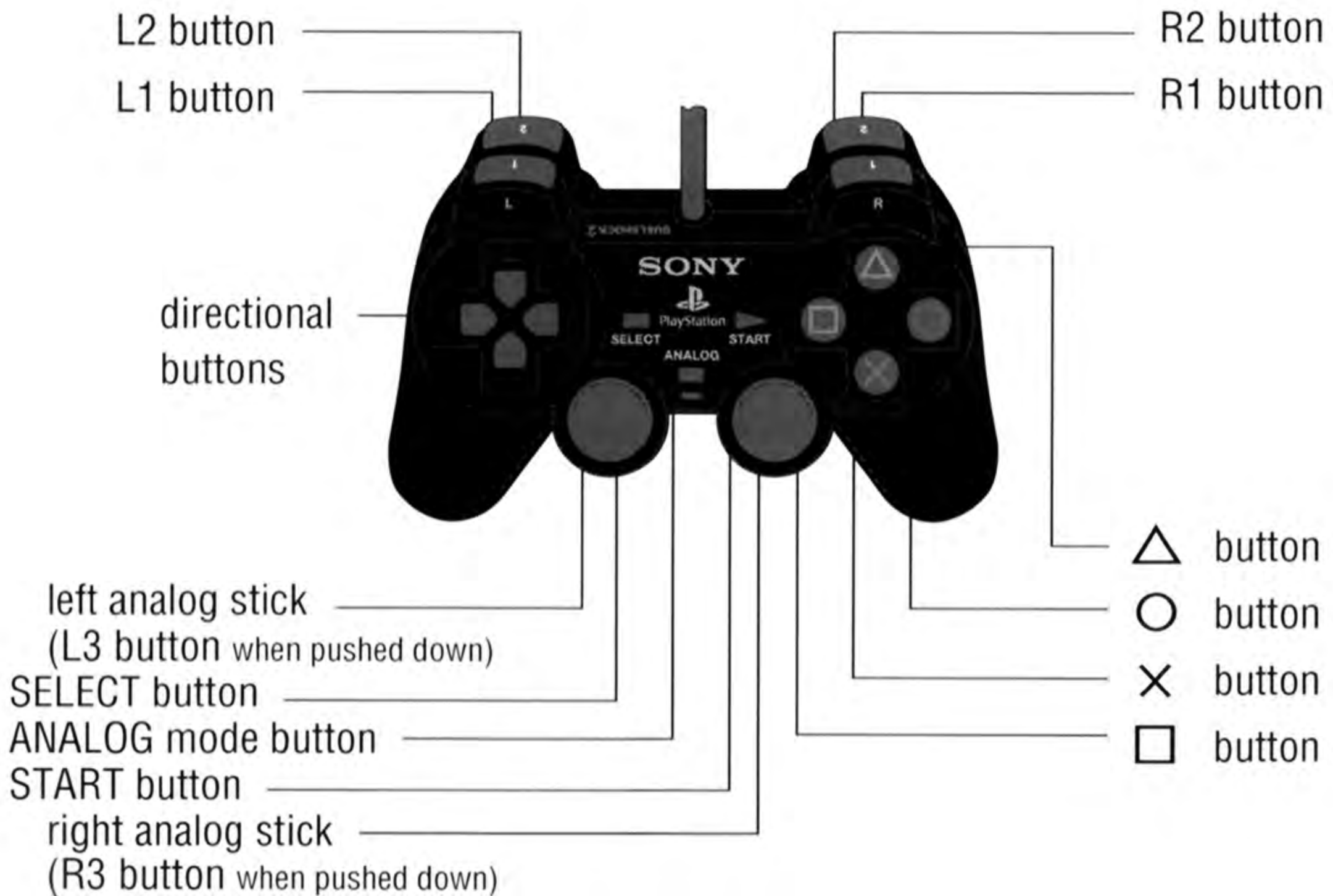
INTRODUCTION

Drive To Survive is a combat racing game that pits up to four players against each other across 13 challenging tracks. Compete in the Single Player Challenge Cup or the Multiplayer Battle and use any means necessary to batter and bruise your opponents into submission and snatch victory for yourself. Use the array of weapons and your driving prowess to unleash your fury, cause absolute carnage and grind your enemies into dust!

CONTROLS

All menus within *Drive To Survive* are navigated in the same way.

Use the up and down directional buttons or the left analog stick to highlight a menu item and press the ✕ button to select an option. Press the △ button to go back to the previous menu screen. Use the left and right directional buttons or the left analog stick to cycle through choices or move sliders.

Basic Controls

Command	Menus	In-Game
left analog stick	Navigate Menu options	Turn Left/Right
directional buttons	Navigate Menu options	Turn Left/Right
✕	Select Menu Option	Accelerate
☐	Change Stat (Race Results)	Brake (Hold for Reverse)
○	--	Brake (Hold for Reverse)
✕ + ☐ or ✕ + ○	--	Handbrake
△	Go Back a screen	--
R1 button	--	Fire Weapon/Fire Air Strike
R2 button	--	Drop Weapon
L1 button	--	Shout Insult

Dual Controls – Left

NOTE: Dual Controls allows you to play a 2-4 multiplayer game with only 1 or 2 controllers. The controller is split in half so one player has control over the left side of controller and another player has control over the right side of the controller!

NOTE: The game cannot be played using the Dual Control System when playing with a Digital Controller.

| Command	Menus	In-Game
left analog stick	Navigate Menu options	Turn Left/Right
up directional button	--	Shout Insult
down directional button	--	Accelerate
left directional button	--	Brake (Hold for Reverse)
right directional button	--	Brake (Hold for Reverse)
down and left directional buttons or down and right directional buttons	--	Handbrake
L2 button	--	Drop Weapon
L1 button	--	Fire Weapon/Fire Air Strike

Dual Controls – Right

Command	Menus	In-Game
right analog stick	--	Turn Left/Right
✕	Select Menu Option	Accelerate
▣	Change Stat (Race Results)	Brake (Hold for Reverse)
◉	--	Brake (Hold for Reverse)
✕ + ▣ or ✕ + ◉	--	Handbrake
▲	Go Back a screen	Shout Insult
R1 button	--	Fire Weapon/Fire Air Strike
R2 button	--	Drop Weapon

MAIN MENU — SINGLE PLAYER

There are three variations of the Single Player game: Challenge Cup, Quick Battle and Time Trial.

Challenge Cup
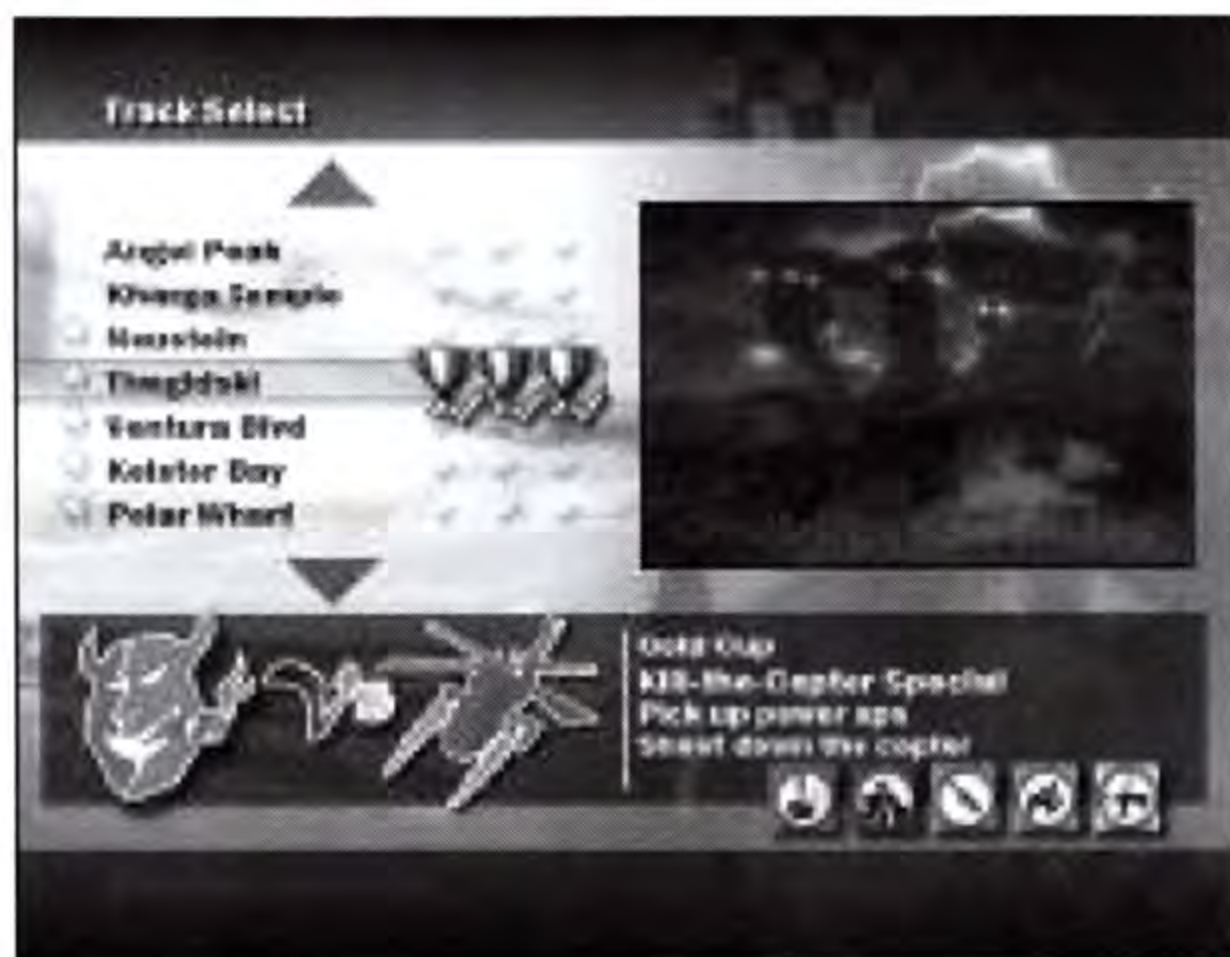
Challenge Cup is the main Single Player Mode in *Drive To Survive*. This is where you will unlock all the features and tracks for the other game modes. Select your preferred color for the Challenge Cup from the Player Color Select screen.

Each track consists of three challenges, Bronze, Silver and Gold. Initially, only the first Bronze Cup on Angel Peak will be available to play. You must complete the available challenges to open up new ones.

Every Challenge has a specific set of variables and objectives. Check the information panel at the bottom of the screen for the Challenge information.

Completing a Bronze Challenge will unlock the Silver Challenge and also the Bronze Challenge on the next track. Completing a Silver Challenge will open up the Gold Challenge.

Ten tracks can be unlocked in this way; the remaining three are harder to open. You must complete all Bronze Cups to unlock the eleventh track, all Silver Cups to unlock the twelfth and all Gold Cups to unlock the final track.

Most of the Challenges have a time limit of 5 minutes. Once this limit is reached, the End Game mode will be initiated. When this happens, points will no longer be taken away from your score if you lose; they will just be added if you win.

Quick Battle

Quick Battle allows you to play against computer opponents on any unlocked track. This is a great way to practice a particular track at your own leisure.

The following options are available:

Power Ups
Difficulty Level
Vehicle Select
Opponent Select
Game Mode

Power Ups can be set up in three ways: Standard, Chaos and Off. Standard places power ups in a set location on each level. If you prefer a little more carnage, the Chaos power up placement adds a greater number of power ups to the level.

Difficulty Level allows you to change the difficulty of the AI cars.

Vehicle Select allows you to change which vehicle to drive. This will be limited to what has been unlocked through the Challenge Cup.

Opponent Select allows you to customize your opponents.

Game Mode allows you to change between One-against-all, where all the AI players race as a team, and All-against-all, where all players race as individuals.

Time Trial

The Time Trial allows you to complete a lap of any available level in the shortest time possible. There is only one challenge, to beat your personal best!

A shadow car of your best time will appear after you have completed your first Time Trial lap on a track. The shadow car will be saved when you next save the game.

NOTE: Time Trial is a locked feature. You will need to play through part of the Challenge Cup to unlock the Time Trial mode.

MAIN MENU — MULTIPLAYER

Multitap (for PlayStation®2) allows you to play *Drive To Survive* with 2-4 players. This can be achieved by either using a Multitap (for PlayStation®2) or by using the unique Dual Control system. This is where up to 4 players can play with only 2 controllers! Please refer to the Controls section on page 4 for a list of the controls.

There are two types of Multiplayer game, Standard Play and Team Play.

Select either Standard Controls (2-4 players with or without a multitap (for PlayStation®2) or Share Controllers (2-4 players with one or two controllers).

Note: If using a multitap (for PlayStation®2), please ensure it is inserted into controller port 1. Insert controllers sequentially into controller port 1-A, controller port 1-B, controller port 1-C and controller port 1-D.

Standard Play

The Standard Play mode allows you to set up a fully customizable Multiplayer game with your friends on any track that has been unlocked through the Challenge Cup. By default, the first 4 tracks are available to play.

The following options are available:

Power Ups
Game Length
Extra Opponents
Vehicle
Air Strike
Game Mode

Power Ups can be set up in three ways: Standard, Chaos and Off. Standard places power ups in a set location on each level (the same placements from the Single Player Challenges). If you prefer a little more carnage, the Chaos power up placement adds a greater number of power ups to the level.

The Game Length determines the amount of time before the End Game mode is initiated. This can be changed to 5, 10 or 20 minutes.

Selecting Extra Opponents will add computer-controlled opponents to the Battle if less than four human players are present. Select a Skill Level to enable them.

There are three Game Modes available in Multiplayer—Battle, Hold the Flag and Chase the Fugitive—however, only the Battle mode is open by default. Hold the Flag and Chase the Fugitive must be unlocked via the Challenge Cup. Please see Game Modes for further details.

NOTE: The Air Strike feature is only available when three or more players are present.

Team Play

The Team Game allows you to set up a fully customizable game where players can select to play each other in teams.

All customizable options available in the Standard Multiplayer are available in the Team game.

The Game Screen

Red's points bar →

Yellow's points bar ←

Blue's points bar →

Green's points bar ←

PLAYING THE GAME

There are two important aspects to playing the game: Driving and Air Strikes.

Driving

You're going to have to drive like a demon to leave your opponents in the dust!

Driving is easy! Press the ✗ button to accelerate. Use left and right on the directional buttons or the left analog stick to steer left and right. Press the ■ or ◉ button to brake. To do a handbrake turn, press the ✗ button and the ■ button together (or the ✗ button and the ◉ button together). Handbrake turns are particularly useful around some sharp corners.

TIP: You can also use the Handbrake to pivot your car when stationary. Use the Handbrake, then steer left or right to turn your car on the spot.

To use Power Ups, press the R1 button. If you've picked up a Power Up that you don't want to use, press the R2 button to drop it.

While driving, you can also press the L1 button to shout insults at your opponents. They deserve them!

Air Strikes (Multiplayer only)

When you're knocked out of some battles, you'll get the chance to blast your opponents away using Air Strikes.

To use the Air Strike, first aim your sight over the car you wish to attack. You will see that as it locks on to the vehicle, it morphs into a circle. Once it has morphed into a circle you are locked on. Now smileas you press the R1 button—you've just launched your Air Strike at your opponent. Another Air Strike is only available when the previous shot has exploded.

GAME MODES

There are seven game modes available in the Challenge Cup. There is also one extra Multiplayer specific mode.

Battle

A Battle game is played over many rounds. There is no limit to the amount of rounds in a Battle, but, after a certain amount of time (usually 5 minutes), the game will enter the "End Game" phase. When this happens, points will no longer be taken away.

The goal in each round is to race to the edge of the screen. Since all vehicles are kept on-screen at the same time, you have to make sure you don't get left behind or you will be eliminated from the round. The round is over when there is either a clear winner (no other opponents left) or all remaining cars are destroyed or have fallen off the track! All players start with the same amount of points. Points are decided by your position and by how many opponents there are. Please refer to the table for a list of points and positions.

	1 Opponent	2 Opponents	3 Opponents
1st Place	+1	+1	+2
2nd Place	-1	0	+1
3rd Place	N/A	-1	-1
4th Place	N/A	N/A	-2

NOTE: There are certain circumstances whereby these rules don't apply. For example, if all remaining cars are destroyed or fall off the track at the same time before the round is over, no points will be given to these cars.

When you are close to winning the game, a small Crown will appear next to your points bar. This will alert you and the other players that you could win the game, and will make you a prime target for the next round!

NOTE: A Battle game can only be won by coming in first on the final point(s). For example, if you are 1 point away from winning against 3 opponents, coming in second will not win the Battle.

Team Battle

A Team Battle follows the same rules as Battle. However, since there are only ever 2 teams (effectively 1 opponent), the points are allocated as though it were a 1 opponent Battle. See table above.

Race

The Race Game puts you in a three-lap race against your opponents. There is only one rule, win!

Beat The Bomb

A Bomb has been placed on top of your car! The only way to stop it from detonating is to complete two laps of the track before the bomb timer ticks down. There are checkpoints dotted around the track that will increase the amount of time that you have. You better drive fast and, whatever you do, stay on the track!

Chase the Fugitive

You have three laps to chase down the fugitive. Hit the fugitive with your car just once, and you will win.

Kill the Copter

It's you against the Helicopter. You have to pick up the power ups and blast the helicopter out of the sky before he does the same to you. If you fall off the track, you lose!

Survival

In this mode, the other cars only have one target—you! You have to survive three laps without being pushed off the track by your opponents.

Hold the Flag (Multiplayer only)

One of the players will start the race with the flag. They must try to move out of reach of all the other opponents. However, if another opponent touches them, the opponent will take the flag and will then have to try to make a getaway as the flag bearer.

You can only win a point if you hold the flag and drive out of reach of your opponents. If you do this, you retain the flag for the next round and will only relinquish it when you fail to win a point.

Note: Hold The Flag mode can be played in either direction around the track. You need to keep an eye on the flag bearer to see which way they are going! Good use of your handbrake can be the difference between winning and losing.

WEAPONS

There are nine devastating weapons at your disposal in *Drive To Survive*. Don't be scared to use them!

PROXIMITY MINE

This weapon allows you to place up to two proximity mines behind you. When you place a mine, it takes one second to arm itself. When armed, proximity mines are colored red. The mine will explode when a vehicle drives over it or passes close by.

MORTAR

This long distance weapon gives you three shots. The best thing about this sucker is that it has some homing capability, making it very dangerous in the right hands.

HOMING MISSILE

This is the most powerful weapon available in *Drive To Survive*. It uses a laser sight that, when locked onto an enemy, turns from the color green to red. When it's locked on fire away!

MACHINE GUN

This baby allows you to gun down any foe in front. It uses a laser sight that turns red when locked on. Every bullet that hits will make it harder for your enemies to control their cars while causing damage.

SHOTGUN

This unique sideways-firing weapon allows you to attack two enemies simultaneously. Just pull up next to an enemy and blow the sucker away. Do it right, and it'll throw most cars in the air.

FLAMETHROWER

This rear-firing weapon deals in napalm death! Toast the car behind you and watch them burn!

FLASH BANG

This weapon can be particularly effective on the turns. If you fire it when your opponents are trying to negotiate a precarious corner, they won't be able to tell where they are going. Just be careful when you use it because you'll be partially blinded as well!

OIL SLICK

This allows you to pour oil over the road behind you—again, great for corners. Oil on the road makes driving a car very difficult!

BARRELS

This weapon allows you to throw devastating exploding barrels behind you. The explosion can often be enough to take out a whole pack of drivers behind you.

MAIN MENU — OPTIONS

The Options menu is divided into sub-menus, allowing you to change display, autosave and control options. It is also possible to load and save the game.

Sound

The Sound menu displays sliding bars that allow independent control of the volume of the music, SFX and Insults.

You can set the Insults for the human-controlled cars to be triggered manually, automatically or off. If the option is set to automatic or manual, the AI cars will automatically use Insults.

Position Screen

This option allows you to position the screen to suit your television.

Load Game

This option allows you to load a game and its preferences.

Save Game

This option allows you to save the current game and preferences.

Autosave

Switch the autosave on/off.

NOTE: If the autosave has been disabled at boot up, you will need to enable it again from the Options menu in order for the game to autosave.

Controllers

The Controllers menu allows you to turn the vibration function on and off. This is available for each controller individually.

THE PAUSE MENU

Pressing the **START** button while playing the game will bring up the Pause Menu.

To resume the game, press the **START** button again or select Continue.

The following options can also be found here:

Options - Access the options.

Restart Race - Restart the race from the beginning.

Quit Race - Quit the race and go back to the Track Select screen.

Quit Game - Quit the current game and return to the Main Menu.

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"Just one more go…"

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