Hot Wheels™

BEAT THAT!

EVERYONE

E

CONTENT RATED BY ESRB

ACTIVISION®

⚠ WARNING: PHOTOSENSITIVITY/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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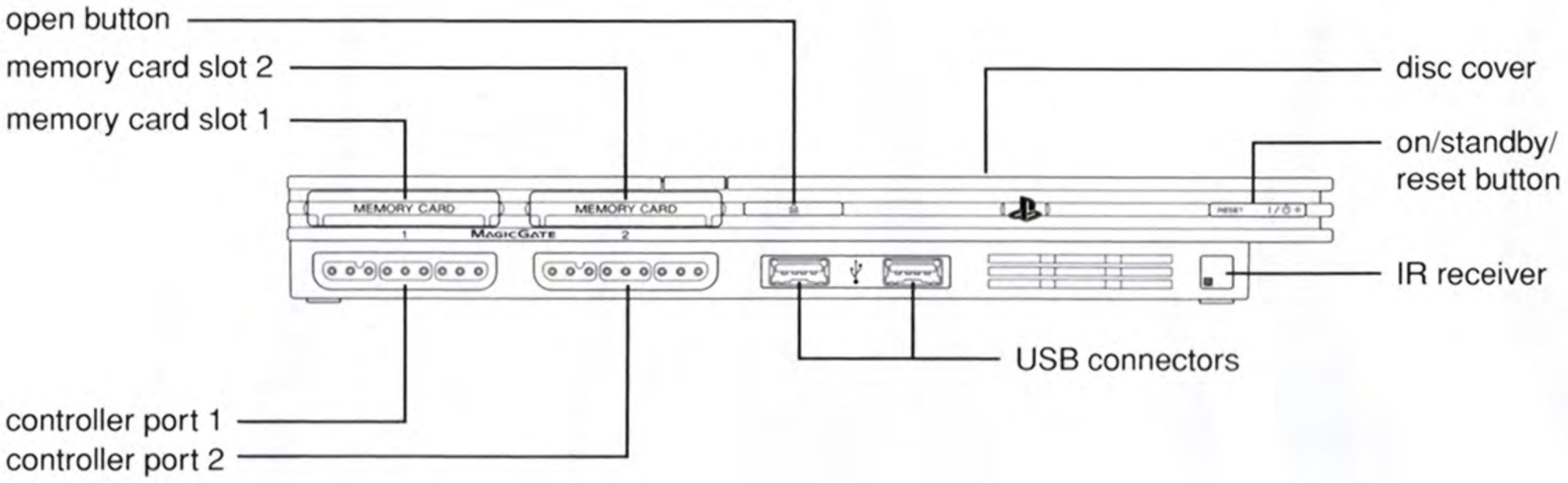
GETTING STARTED



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 Hot Wheels™ Beat That 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

L2 button
L1 button
directional buttons
left analog stick (L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick (R3 button when pushed down)
R2 button
R1 button
△ button
○ button
× button
□ button

CONTROLS

Default In Game Controls

R1	Use Weapon
R2	Supercharge Weapon
L1	Drift
L2	Look Back
directional button / left analog stick	Steer
⊗ button	Accelerate
◉ button and ▣ button	Brake / Reverse
right analog stick	Accelerate / Brake / Reverse
START	Pause / Access Menu

PLAYING THE GAME

Starting Boost: At the beginning of an event, get ready to boost by pressing the X button when the needle lights up green. Then hold down the acceleration button to get the boost on GO!

Drafting: Get directly behind a rival driver and use his slipstream to get points and fill your Hot Wheels™ Power Bar.

Drifting: Use the drift button to put your car into a drift. This allows you to corner without losing speed and gives you points to fill your Hot Wheels™ Power Bar.

Jumps: By hitting jumps in the environment and getting air, you'll fill up your Hot Wheels™ Power Bar. You'll get an extra bonus if you can rotate your car and a double bonus if you can land it!

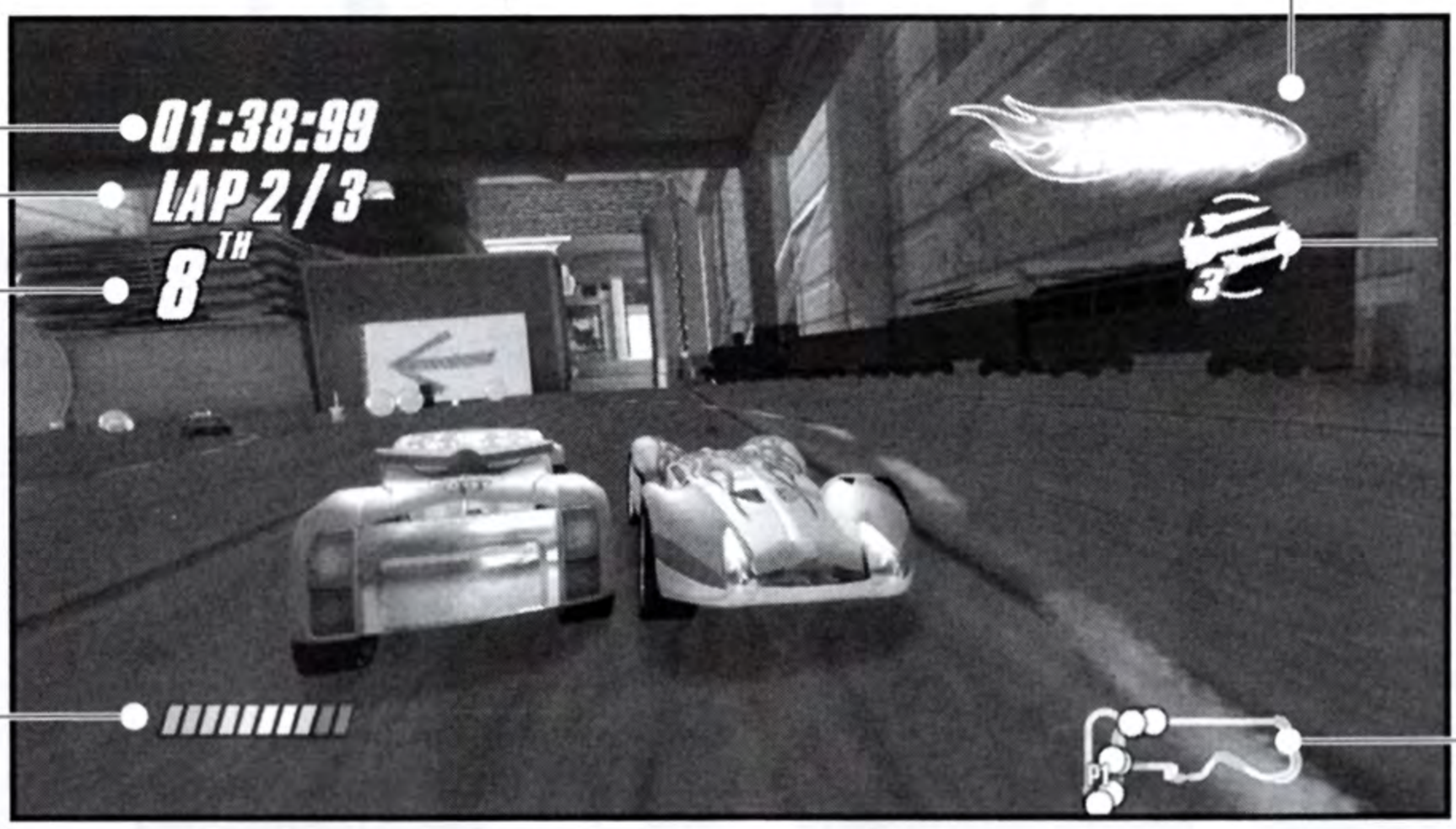
Filling th Hot Wheels™ Power Bar: Hitting opponents with certain weapons will cause them to lose Hot Wheels™ points, which appear as flame crystals on the track. By driving over and collecting the crystals, you'll be filling up your Hot Wheels™ Power Bar.

Boost Vortexes: Drive through boost vortexes to get an extra boost of speed.

Weapons: Drive or jump through the rings of orange fire to get a random weapon. If you jump through a blue ring of fire, you'll receive a supercharged weapon.

Shortcuts: Unlock hidden routes by using your missiles, mortars, or boost to smash through signs marked with a bull's-eye.

THE GAME SCREEN



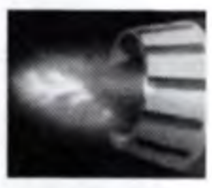
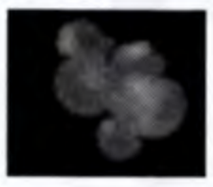
WEAPONS

Getting a Weapon: Jump through the rings of orange fire to get a random weapon. If you jump through a blue ring of fire, you'll receive a supercharged weapon.

Multiple Shots: Some weapons will give you multiple shots. When multiple shots are available, the number of shots available appears next to your weapon. For example, when you get the rockets, the number 3 appears to indicate you have three rockets.

Supercharging Your Weapon: All weapons can be supercharged which makes them more powerful or gives them enhanced effects. Earn Hot Wheels™ points by jumping, drifting, drafting, or picking up flame crystals that spill onto the track. As you do, you will fill your Hot Wheels™ Power Bar. Once the meter is full and on fire, press the supercharge button to charge your current weapon. But watch out! If you get hit by a rival, you will lose flame crystals and deplete your meter.

TYPES OF WEAPONS

Weapon	Name	Effect	Supercharge Effect
	Boost	Burn rubber with a boost of speed.	Three boosts!
	Rockets	Shoot three unguided rockets.	Shoot three devastating homing rockets.
	Mortars	Lob three arching mortars.	Lob a barrage of mortars.
	Parachute Darts	Three unguided parachute darts that slow down your rivals when they deploy. If you get hit with one of these, shake the analog stick to break free.	One homing darts that deploy 3 parachutes instead of one. If you get hit with one of these, shake the analog stick to break free.
	Smoke Screen	Blind your rivals with a trail of smoke.	Blind your rivals and pelt them with explosives at the same time.
	Ice Shooter	A rapid-fire ice shooter that will slow rivals down or freeze them. If you become frozen, shake the analog stick to break free.	Three homing ice shots that will instantly freeze rivals. Use the analog stick to break free.
	Shield	A ring of fire protects you from attack.	The ring of fire protects you from attack and it will allow you to steal weapons from rivals that shoot you.
	Shock Mines	Drop a mine on the track.	Drop three mines on the track.
	Tesla	Electrify your rivals with a bolt of lightning, which temporarily disables steering.	This more powerful lighting bolt affects steering and slows rivals down.
	EMP	Temporarily disables all rival weapons and destroys all active mines and missiles on the track.	Destroys all rival weapons and destroys all active mines and missiles on the track.
	Air Strike	A jet fighter flies to the first-place position and strikes.	The jet fighter attacks all opponents on its way to the first place rival.

Hot Wheels™ Cars

There are many Hot Wheels™ cars to choose from, each with their own handling, acceleration, speed, and charge. Choose the car that's right for you.

Speed: The vehicle's top speed.

Acceleration: How quickly the vehicle accelerates.

Handling: This affects the steering of the vehicles, especially around turns.

Charge: This represents your Hot Wheels™ Power Bar. The better your charge is, the faster your Hot Wheels™ Power Bar will fill up.

Single Player Events

Quick Race: Run a three lap race. The first car to cross the finish line wins.

Eliminator: In this race, there is a countdown timer. When the timer reaches zero, the car in last place is eliminated. The timer then resets and begins counting down again. This continues until one car is remaining.

Rampage: Hit as many cars as you can with rockets before time expires. Score enough points to win.

Tournament: Run through a series of races and earn points to win the tournament. Placing higher in a race allows you to earn more points.

Multiplayer Events

In multiplayer, you can play Quick Race and Eliminator, plus these two exclusive events:

Stock Battle: Score points by using weapons against the other player. The first player to reach a specified point total wins.

Timed Battle: Score points by using weapons against the other player. The player with the most points when time runs out wins.

Flame Points

Earning flame points is the way to unlock new cars, new events, and winning the game. Flame points are earned by placing first, second, or third in an event, and by completing primary and secondary goals. Your primary and secondary goals are available on the loading screen.

Media Gallery

Unlock concept art by playing through the game, and then view the art at the media gallery located on the main menu.

Customer Support

Online Support

Internet: support@activisionvalue.com or http://www.activisionvalue.com

Other contact methods

Fax

(952) 918-9560, 24 hours a day

Mail

Activision Value, Customer Support

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COMING FALL 2007!

EVERYONE

Mild Violence

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