

Hot Wheels™

INTERACTIVE

STUNT TRACK CHALLENGE™



EVERYONE
E
CONTENT RATED BY
ESRB

THQ

INSTRUCTION BOOKLET

 **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.

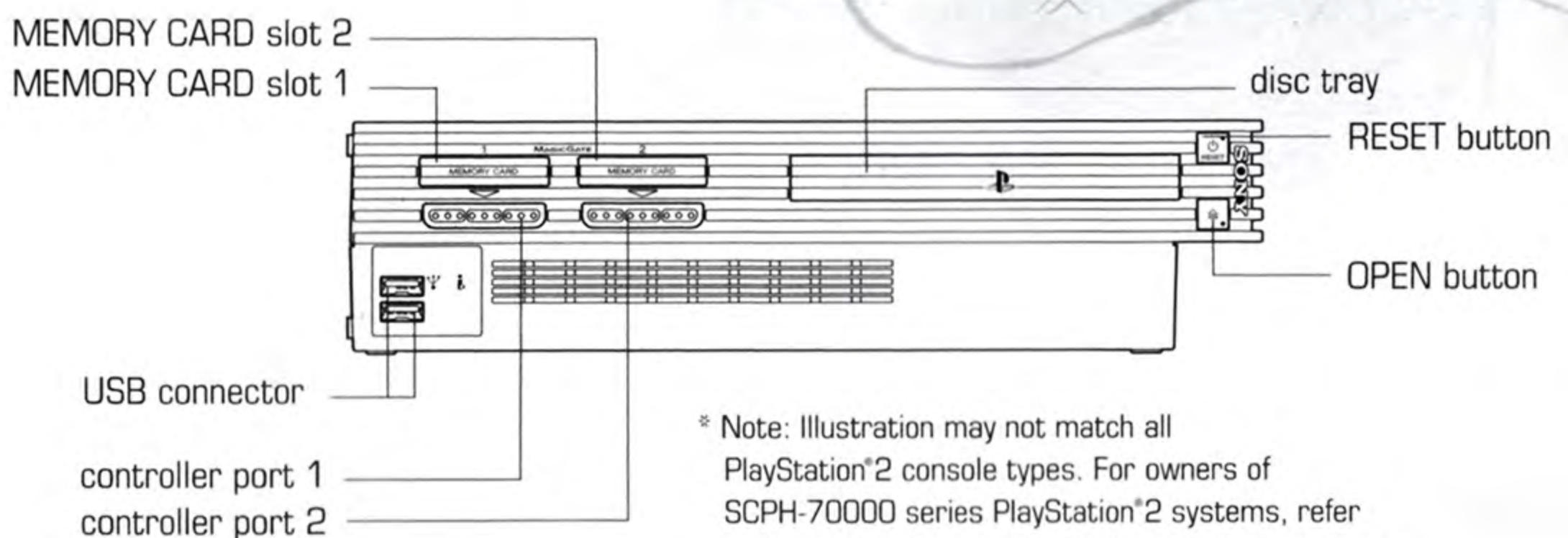


CONTENTS

<u>LOADING THE DISC</u>	2
<u>STARTING THE GAME</u>	2
<u>GAME CONTROLS</u>	3
<u>WELCOME TO THE SHOW!</u>	3
<u>GAME MODES</u>	4
<u>THE GAME SHOW</u>	4
<u>ARCADE MODE</u>	5
<u>ONLINE</u>	6
<u>GARAGE</u>	7
<u>DRIVING BASICS</u>	8
<u>ONBOARD COMPUTER</u>	9
<u>ON THE ROAD</u>	10
<u>CREDITS</u>	11
<u>USER AGREEMENT</u>	12
<u>WARRANTY</u>	13



LOADING THE DISC



Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located in 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 Hot Wheels™ Stunt Track Challenge™ 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.

STARTING THE GAME

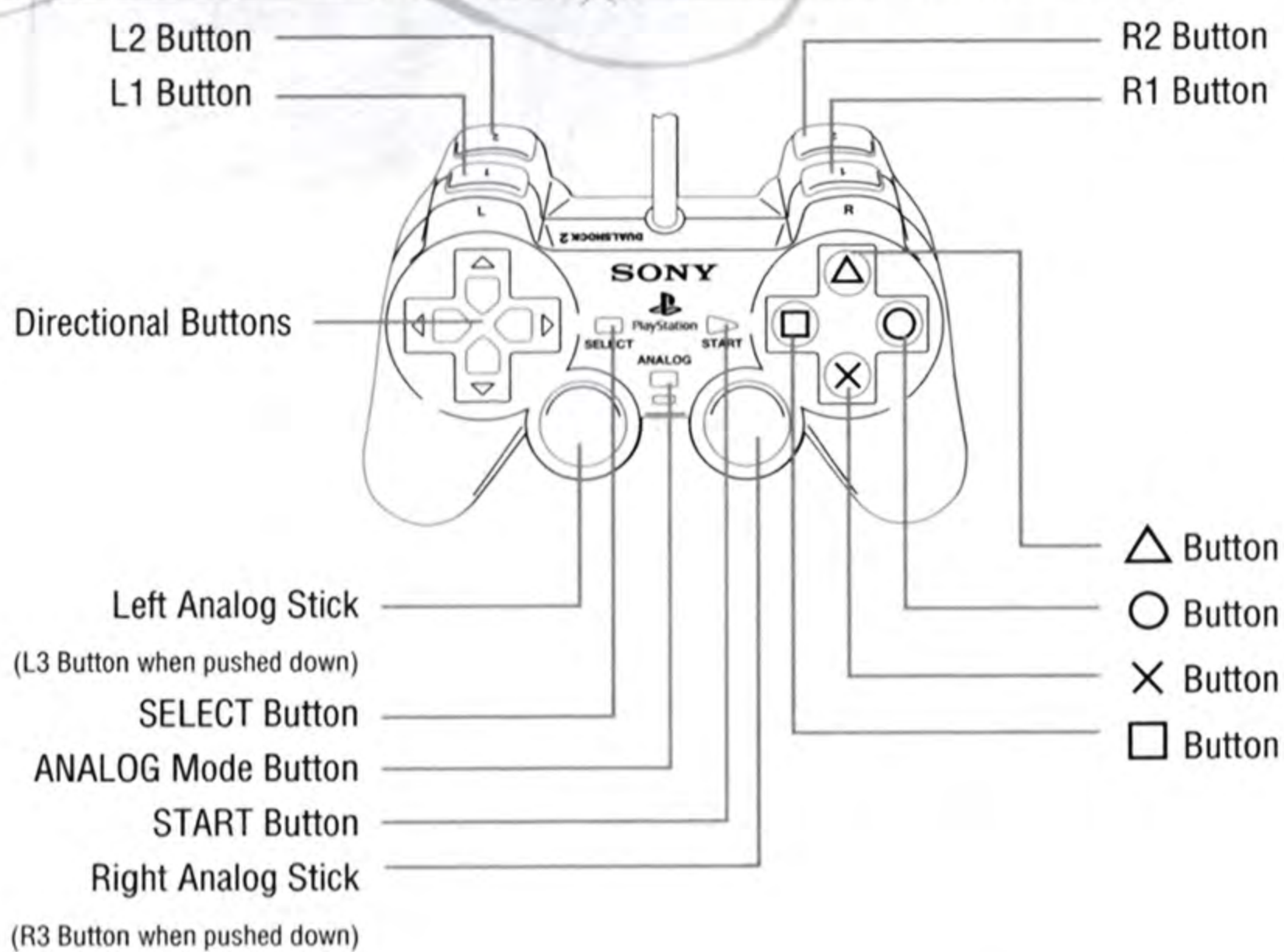
Getting started is easy. The game uses an autosave feature and will check that you have a memory card (8MB)(for PlayStation®2) in your console. If you do, the autosave feature will be turned on, and the game will save automatically as you play. If you want, you can turn off autosave – this will prompt you regularly and ask you whether you want to save your game.

Before you can start playing, you need to create a profile – this will save all of your game progress: how far you've gotten, the items you've unlocked etc. Choose 'Create Profile' and enter your name, then choose 'Use Profile'. Afterwards, when you load the game you should choose your profile from the list.

After the name entry, the main menu will then appear. Try going to 'Options' first and select the options menu to customize your game settings.

GAME CONTROLS

DUALSHOCK 2 ANALOG CONTROLLER CONFIGURATIONS



Directional buttons:	Steering / Stunts in air	△ button:	Change Camera
Left analog stick:	Steering / Stunts in air	R1 button:	Boost
Right analog stick:	Accelerate / Brake / Reverse	L1 button:	Handbrake
⊗ button:	Accelerate	R2 button:	Look Behind
⊠ button:	Brake / Reverse	L2 button (+ left/right):	Bicycle
○ button:	Boost	▶ button:	Pause

NOTE – other controller set-ups are available in the options menu.

WELCOME TO THE SHOW!

With ratings off the chart, Hot Wheels™ Stunt Track Challenge™ is the hottest, as well as the most extreme game show out there, and Ryan Storm™ is the cool presenter. In each show, drivers compete in death defying stunt challenges and win sizzling fast races to stay on the show. Fearless drivers impress the audience by beating the competitors and performing cool stunts to win episodes, and better cars. At the end of the season, the driver with the most guts will cruise away in a Gold Plated Car as the Hot Wheels™ Stunt Track Challenge™ World Champion.

OPTIONS

Customize the game settings from the Options menu. Profile allows you to change to a different player or change the current settings for saving the game.

Change profile – Switch to a different player.

Save Game – Manually save your progress. This requires a memory card (8MB) (for PlayStation®2). Note: If you are playing the game with Autosave turned on, the game will regularly save automatically, and you do not need to use this 'Save Game' option.

Autosave – Turn autosave on or off. To turn autosave on you must have a memory card (8MB)(for PlayStation®2) in your system.

AUDIO OPTIONS

Select the volume sliders by pressing **↑** or **↓** on the directional buttons or left analog stick, and press **←** or **→** to change the volume.

Sound Effects Volume – Set the level of the sound effects with this option.

Music Volume – Set the level of the game music with this option.

Speech Volume – Set the level of Ryan Storm's™ commentary with this option.

GAME MODES

There are three different types of events in Stunt Track Challenge™ Races, Stunt Challenges and Game Breaks.

Stunt Challenges – Contestants take turns to play the stunt challenge one at a time. The aim is always to get as many points as possible. There are many different ways to earn points! Each challenge has its own tasks and most of your points will come from meeting those tasks, but in most challenges you can pick up extra points from performing stunts.

Races – You and five rival contestants battle it out to be first over the finish line. You are awarded points after the race depending on how you placed. You don't get any points during a race – only winning matters!

Game Breaks – In the Game Show ad breaks, you have the chance to escape from the competition and collect decal tokens that have been left lying around. You can swap these tokens for cool Hot Wheels™ decals that you can use in the garage to customize your car. In the Game Breaks you see the action from above, to help you find those elusive tokens. Game Breaks are only seen in Game Show mode.

THE GAME SHOW

Brought to you by superstar presenter Ryan Storm™, the Game Show takes place in the Stunt Track Challenge™ Stadium, a giant arena surrounded by six Danger Parks. Each episode takes place in the Stadium and one of the Parks.

In Stunt Track Challenge™, six contestants compete in two races and four stunt challenges, playing through them in order. In each event, you'll need to finish in the top three to go on to the next event. The best score you managed to get will be added to the Episode Leader Board.

Target Score – In the challenge events, the score you need to pass the challenge and get on to the next event is shown under 'Target', in the top right of the screen. Once you've passed the challenge, the Target score changes to show the score you need to get into a higher position for the event, or if you've finished it in 1st place, your record score to beat. You can go back to any challenge that you've passed, to try to beat your record score and improve your total score for the episode.

At the end of the show, the top three contestants on the Leader board go through to the next episode, and the rest are sent home, to be replaced by three new rivals in the next episode.

Once you've finished an episode, you can go back to the episodes you've completed and play the events in any order, as many times as you want, to try to increase your score on the Leader Board. The game will continue to record the best score that you manage to get for each event, so every time you beat your own score for an event you get a bit closer to the gold trophy!

In each episode, you can win decals in the Game Breaks, new wheels by winning races, and new cars by winning a silver or gold trophy for that episode. If you want the coolest customized Hot Wheels™ car out there, you need to take on the Game Show! The Game Show also 'unlocks' tracks to play in Arcade mode. Before any track can be played in Arcade mode, it must be played in Game Show mode first.

If you get a gold trophy in every episode, you win the ultimate star prize. The Hot Wheels™ Stunt Track Challenge™ Gold Car! This fully playable prize can be used in the races to show everyone that you are the Stunt Track Challenge™ Master!

Only the first episode is unlocked when you start the game, but here's a teaser for all the episodes...

Jurassic Jam™ – Go back in time to when the dinosaurs rule... and the mechasaurus too!

Spider Alley™ – Creepy crawlies are everywhere, and a certain giant spider can't wait to meet you.

Buccaneer Bay™ – There's treasure everywhere in this pirate playground, me hearties! Aarrrrr!

Tiki Island™ – Tiki heads and giant snakes; the ultimate rumble in the jungle.

Zero Gravity Zone™ – The closest you'll get to outer space without your own rocket. Be careful though, in space there's a long way to fall.

Lava Land™ – Things are really heating up for the final showdown in Lava Land™. Only one contestant will walk or drive unscathed from the smoke and flames – make sure it's you!

ARCADE MODE

There are a bunch of different games in Arcade Mode:


Quick Play – Once you've played a Race or Challenge in Game Show mode, it's open for you to practice. The best time or score for each race or challenge is saved, along with the name of the record breaker who set it. To play a race, choose Race mode, choose a car, then choose a race track. Before racing, you can change various race settings (see below).

VS – If you have another controller in controller port 2, you can race against a friend. The game will keep score of all the points you both earn, and show who's winning and losing. Before racing, you can change various race settings (see below).

Quickplay and VS race settings

Laps – How many laps the race will last, between 3 and 9. (nine laps makes for a long race, so only choose this if you're a serious racer!)

AI on/off – You can turn the computer-controlled cars off so you and your buddy can race head to head, with no interference. Nice for those serious grudge matches.

Stunt Battle – You and up to five friends can pick a bunch of Stunt Challenges and take turns playing through all to see who is the Stunt Master! First pick the number of players. Then, each player must choose the control pad they will be using by pressing the  button - any number of players may share the same pad. Every player can enter their own name or change one of the existing names.

Once everyone has chosen their pad and their name, it's time to choose some challenges! You can pick up to eight, but you can pick less if you like. You can only play challenges that have been unlocked in Game Show mode. When you have selected the challenges you want, select "Start Battle" to begin. You play through one challenge at a time, keeping the same turn order. After everyone has played a challenge, the Leader Board will be updated with everyone's scores. After playing through all the challenges, the winner is the player with the most points!

ONLINE

You must have a valid Your Network Configuration file saved to the memory card (PS2) in MEMORY CARD slot 1 to connect to Online game play. Your Network Configuration file can be created/edited with the Network Adaptor Start-Up disc. For information on how to create/edit Your Network Configuration file to play Online mode, please refer to the instructions included with your Network Adaptor (Ethernet/modem) (for PlayStation®2). To play online, you must have both of the above as well as an online gaming account.

In order to host or serve a game from behind a FIREWALL with NAT (Network Address Translation), or a FIREWALL, you may need to enable PORT FORWARDING. You will need to route, or forward, all data on ports 41457 or 41458 UDP/TCP to the IP address assigned to your PlayStation®2. If you have trouble hosting a game, or connecting to GameSpy, please check your connection settings, or firewall settings, and try to connect again.

In Online mode, you first choose whether you want to play Online or LAN (Local Area Network). Whichever you choose, the Lobby screen will be shown:

LOBBY

The Lobby lets you see what games are in progress or set up your own game. You have the following options:

Choose Car – Before joining or starting a game, you need to choose the car that you will take online. If you haven't chosen a car, the other options will not be available. Once you are in a game, if you want to change your car, you need to quit the current online game, then change your car and rejoin.

Active Game list – This part of the screen shows you all the games that have been detected. If you see a game you want to join, select the Join Game button and choose the game from the list.

Create Game – If there aren't any games that you want to join on the list, the Create Game button allows you to set up a game, and choose the track, number of laps, etc, the same as in Arcade VS mode.


Update – Selecting this updates the list of games in progress, in case any new games have

started or old games have finished. Once you've joined or created a game, you'll go to the Staging Room:


Staging Room



In the staging room you can see who else has joined the game. When the host is ready to start the race, they can select the Start Game option. Nobody else can start the game except the host. The host can also change the game options.

GARAGE



When you go to the Garage from the main menu, you can customize any of the cars you've unlocked so far (you unlock race cars by getting silver or gold trophies in the Game Show). First, choose a type of car – Sports, Muscle, Heavy, Challenge or Gold (only available once you've won the Gold Car). You can then move the directional buttons or left analog stick left or right to choose between the cars you've unlocked. When you've found the car you want, press the  button and then choose Customize.



Your customization options are:

Colors – Pick a color for your car with the directional pad or left analog stick, then press the  button to keep it. If you press the  button you'll revert back to the old color.



Wheels – Select a wheel using the directional buttons or left analog stick. You can only select wheels that have been unlocked. The others will remain as a black outline and are not selectable. Press the  button to keep the selected wheel, press  to keep the wheels you had already.



Decals – Pressing Decals will bring up the following options:



Hot Spot – Select this then press  or  on the directional buttons or left analog stick to choose where on the car you want to put a new decal.

Change decal – Select this and then move around the decals using the directional buttons or left analog stick. The decal you have selected will get bigger to show it's selected, and the car will show the decal in the main window. Press the  button to keep the current decal, press the  button to go back to the decal you had previously.

Place Decals – Selecting this will bring up the decal placing options:

Move decal – Select this and then use the directional buttons or left analog stick to move the decal around. Press the  button to keep the current position, press the  button to go back to the position you had previously.

Scale decal – Select this and then use the directional buttons or left analog stick to change the length and height of the decal. Press the  button to keep the current size, press the  button to go back to the previous size.

Rotate decal – Select this and then use the directional buttons or left analog stick to spin the decal around. Press the  button to keep the current angle, press the  button to go back to the previous angle.

Select the Accept option whenever you are happy with the changes you've made.

On the main customization screen, the Done option will save the customization you've made to your car. Go into a race with the car to check out your cool customization in action!

DRIVING BASICS

Speedometer – This shows your current speed.

Boosting – If you have enough Boost Energy (see Boost Bar below), when you press **R1** your car will be given a temporary speed boost. You can use this to get past your rivals or to get going again quickly if you crash. You can also use it on jumps. If you are boosting you will jump further, which may enable you to reach secret routes or shortcuts.

Boost bar – This shows how much Boost Energy you have. When you have a small amount, but not enough to boost, the bar will be blue. When you have enough to boost, the bar will turn red – now you can activate a speed boost! Flames on the Boost Bar show how long the boost lasts. When the flames go out, your speed returns to normal.

Note – *You start off with a small Boost Bar but you can win cars with bigger Boost Bars in Game Show mode.*

Stunts – Pulling spins and flips in the air during a jump is the best way to keep the crowd happy, and earn some more Boost Energy. To perform a stunt, press **←**, **→**, **↑** or **↓** on the directional buttons or left analog stick and the car will spin in that direction. Keep holding that direction in the air, and the car will keep spinning. Let go when you want the stunt to end. The more spins you do, the more Boost Energy and points you'll earn (Challenges only). Make sure you land the car properly, though – if you mess up the landing, you don't get the rewards. Try to vary the direction of your stunts as well. If you keep doing different stunts, you are awarded bonus Boost Energy.

Two Wheels – Pressing **L2** plus **←** or **→** on the directional buttons or left analog stick will make the car drive up onto two wheels and do a Bicycling maneuver. When performing a Bicycling maneuver, your car turns a bit better so you can get around corners more easily. In challenges you also get points – the longer you can maintain a Bicycling maneuver, the more points you'll get. If you hit a wall or try to drive up some of the more extreme parts of the race tracks, you'll fall back onto all four wheels. Watch out - if you do a Bicycling maneuver into a wall on the edge of the track, you might even fall off!

Power slide – Hitting the **L1** button while turning will swing the back of your car out and help you do a cool slide round those tight corners. Power sliding on straight or easy corners will slow you down more than you need it to, so watch where you use it!

Checkpoints – Whenever you go through a checkpoint you will have some time put on your 'Time Remaining' counter. If this runs out before you get to the next checkpoint, you're out of the event!

Choosing a car – There are different types of Hot Wheels™ cars to be won and used, each with their own style – experiment with different cars to find the right one for you! The three main types of cars are:

Sports – Quick off the mark and good at cornering, but with a low top speed. Sports cars like 24/Seven™ are ideal for beginners.

Muscle – Good all-arounders, not as good at cornering as the sports cars but a bit faster. Take a muscle car like Rodger Dodger® for a test drive and see how it compares.

Heavy – These big boys are the true expert's car – slow off the mark, but if you can get a heavy car like Mega Duty® 'round those tight corners you can open up a serious lead over your rivals.

ONBOARD COMPUTER

Your car has an onboard computer that shows you how you are doing by displaying info on your 'heads up display', or HUD for short. Your onboard computer will also give you instructions for each event. It changes depending on whether you're playing a Race, a Stunt Challenge or a Game Break.

RACE HUD



CHALLENGE HUD



GAME BREAK HUD

Time remaining



Pickups collected

ON THE ROAD

There's more on the road besides Hot Wheels™ cars! You'll also see the following features on most tracks:



Boost pickup – This adds Boost Energy to your Boost Bar.



Trigger – When you drive through these trigger pickups, the force field blocking a shortcut up ahead will be lowered. Races only.



Crates – Smash these for points. If you smash all the crates in a level you get a big points bonus. Challenges only.



Decal tokens – Only seen in the Game Breaks, you need to collect these to open the exit and to trade for new decals. These look different in each episode but you should be able to spot them okay.



Bombs – Watch out for these! If you hit a bomb your car will skid out and lose some speed. The effects only last for a few seconds, then your car returns to normal.



Barriers – Barriers have been placed on the track to 'help' players take the right racing line – at least that's what Ryan Storm™ says! These obstacles won't damage your car, but might slow you down slightly.



Zip Strips – Blue arrows on the track will speed up your car. Try to get on these!



Rumble Strips – Red strips on the road will slow your car down. Try to stay off these!

CREDITS

CLIMAX

Producers:

Alys Elwick
Nick Rodriguez
Agostino Simonetta

Team Lead:

Tom Williams

Lead Programmer:

Tom Williams

Programmers:

Kim Burrows
Rick Coles
Ben Crossman
Mark Flanagan
Pete Gartside
Rab Hallett
Phil Yard

Code support:

Julian Adams
Jim Callin
Matt Flowers
Sean Hammond
Dan Harrison
Balor Knight

Lead Designer:

Max Williams

Designers:

Adam Board
Max Harvey
Jon 'Killidge' Millidge
Luke Smith

Lead Artist:

Mark Knowles

Artists:

Jason Brashill
Justin Bravery
James Frith
Ryan Guy
Ned Langman
Ben McGrath
Guy Mills
Mick McMahan
Steve Sampson
Robin Scott
Athina Seitani
Phil Williams

Video Artist:

Nik Faulkner

Scriptwriter:

Adam Board

Audio Designer and Musician:

Steve Rockett

Additional Music:

Jason Knight/Thus Music

Ryan Storm™:

Alan Marriott

QA Lead:

Chris Bowles

QA Testers:

Tim Birkbeck
Chris Melsher

Admin:

Lynn Horton
Mel Ward

MIS:

Guy Mayhew
Rupert Mills
James Chapman

Studio Head:

Tony Beckwith

Development Director:

Nick Baynes

Art Director:

Craig Gabell

Technical Director:

Greg Michael

COO:

Gary Liddon

CEO:

Karl Jeffery

Special Thanks:

Julia Hinks
The pupils and teachers of
Durrington First School and
Durrington Middle School
Ghy
Kaos
Keith Burrows
Caroline Carter

David Chambers
Pam Diplock
Sarah Faulkner
Aleks Krotoski
Gemma Love
Senor Mayhem
Willow McGrath
Priscilla McGrath
Shervorn Monaghan
Ruth Ratner
Jane Tyler
Lola Rockett
Catherine Scott
Augustina Tetsola
Sam Tolton
Nicola

Congratulations to:

Pete and Claire,
Phil and Gemma

MATTEL INTERACTIVE GAMES

Senior Manager:

Patty Masai

Producer:

Jonathan Bradbury

Art Director:

Dan Owen

Special Thanks:

Ben Spayd

THQ INC.

Director, Project Management, Europe:

Roger Carpenter

Head of Product Development, Europe:

Mike Gamble

Executive Vice President, Worldwide Studios:

Jack Sorenson

Submissions Manager:

Florence Kum

CREDITS

Assistant Submissions

Coordinator:

Simon Deal

Director of Quality

Assurance:

Monica Vallejo

Test Supervisor:

Ryan Camu

PS2 QA

Test Leads:

Mike Korpi

Ryan Rothenberger

Testers:

Mayra Serpa

Jason Mahanes

Peter Svenkerud

Danilo Francisco

Ryan King

Fox English

Christopher Simon

First Party Supervisor:

Ian Sedensky

First Party Specialists:

Lori Arrowood

Robin Scofield,

Marc Durrant

Arielle Jayme

QA Operations Manager:

Mario Waibel

QA Technicians:

James Krenz, Brian

McElroy

Mastering Lab Technicians:

Charles Batarse, Glen

Peters

and Jon Katz

Database Applications

Engineer:

Jason Roberts

Game Evaluation Team:

Sean Heffron, Matt Elzie

and Scott Frazier

Senior Vice President,

Worldwide Marketing:

Peter Dille

Director of Global

Brand Management:

John Ardell

Product Marketing

Manager:

Kevin Hooper

Associate Product

Marketing Manager:

Ali Bouda

Director of

Creative Services:

Howard Liebeskind

Creative Services Manager:

Stephanie Barr

Senior Press

Relations Manager:

Jennifer Campana

Packaging Design:

Origin Studios

Special Thanks:

Brian Farrell

Phil Wright

Iain Riches

Kish Hirani

Leslie Brown

Brandy A Carrillo

Tami Aversa

and Jenni Carlson

USER AGREEMENT

This Software uses "DNAS (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. ("SCEI"). "DNAS" retrieves information about a user's hardware and software for authentication, copy protection, account blocking, system, rules, or game management and other purposes. The information collected does not identify the user personally and will not be shared with any non SCE company. A PUBLISHER CAN COMBINE THIS INFORMATION WITH PERSONALLY IDENTIFYING INFORMATION FROM THE PUBLISHER'S RECORDS IF THE USER PROVIDES THE PERSONALLY IDENTIFYING INFORMATION. BEFORE PROVIDING ANY PERSONAL INFORMATION TO A PUBLISHER, PLEASE BE SURE TO REVIEW THE PUBLISHER'S PRIVACY POLICY AND TERMS AND CONDITIONS OF USE. DO NOT PROVIDE PERSONALLY IDENTIFYING INFORMATION TO A PUBLISHER UNLESS YOU ACCEPT THE CONDITIONS OF USE AND TERMS OF THEIR PRIVACY POLICY. SCEI, Sony Computer Entertainment America ("SCEA") and their affiliates cannot guarantee the continuous operation of the "DNAS" servers. SCEA shall not be liable for any delay or failure of the "DNAS" servers to perform. If you receive a message during login identifying a "DNAS" authentication error, please contact SCEA Consumer Services at 1-866-466-5333. For additional information concerning "DNAS", visit www.us.playstation.com/DNAS. In the event of a systems incompatibility or inoperability with DNAS, the sole liability of SCEI, SCEA and their affiliates shall be limited to the repair or replacement of the user's affected game software, console or peripherals at the option of SCEA. SCEA, its parents, affiliate, or licensed Publishers shall not be liable for any delays, system failures, authentication failures, or system outages, which may, from time to time, affect online game play or access thereto.

LIMITED WARRANTY

Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is **46051**. Please use this code to identify your Product when contacting us.

Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.

Customer Service Department
27001 Agoura Road, Suite 270
Calabasas Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by SCEA or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$25.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

Warranty Limitations

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ 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 only. Some states do not allow limitations on how long an implied warranty lasts or exclusion 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 also have other rights, which may vary, from state to state.

Warning

Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.

This software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. to provide security and to help protect copyrighted content. The unauthorized transfer, exhibition, export, import or transmission of programs and devices circumventing its authentication scheme may be prohibited by law. For additional information, see www.us.playstation.com/DNAS

-RSA BSAFE® SSL-C and Crypto-C software from RSA Security Inc. have been installed. RSA is a registered trademark of RSA Security Inc. BSAFE is a registered trademark of RSA Security Inc. in the United States and other countries. RSA Security Inc. All rights reserved.



DRIVE THE IMPOSSIBLE!

HOT WHEELS INTERACTIVE™

WORLD RACE™

EVERYONE
TM
E
Visit www.esrb.org
for more ratings
information.
ESRB CONTENT RATING www.esrb.org

HOT WHEELS
COM™
cool cars, games and more!

CLIMAX
PlayStation®2



THQ Inc., 27001 Agoura Road, Suite 270, Calabasas Hills, California 91301
HOT WHEELS and associated trademarks and trade dress are owned by and used under license from Mattel, Inc. © 2004 Mattel, Inc.
All Rights Reserved. Developed by Climax Studios (Brighton) Ltd. Climax Studio and its logo are trademarks and/or registered
trademarks of Climax Studio (Brighton) Ltd. Exclusively licensed to and distributed by THQ Inc. THQ and the THQ logo are trademarks
and/or registered trademarks of THQ Inc. All Rights Reserved. All other trademarks, logos and copyrights are property of their
respective owners. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

THQ
www.thq.com

104795