

Hot Wheels™
INTERACTIVE

VELOCITY

MAXIMUM JUSTICE™



EVERYONE



CONTENT RATED BY
ESRB



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.



MAXIMUM JUSTICE™

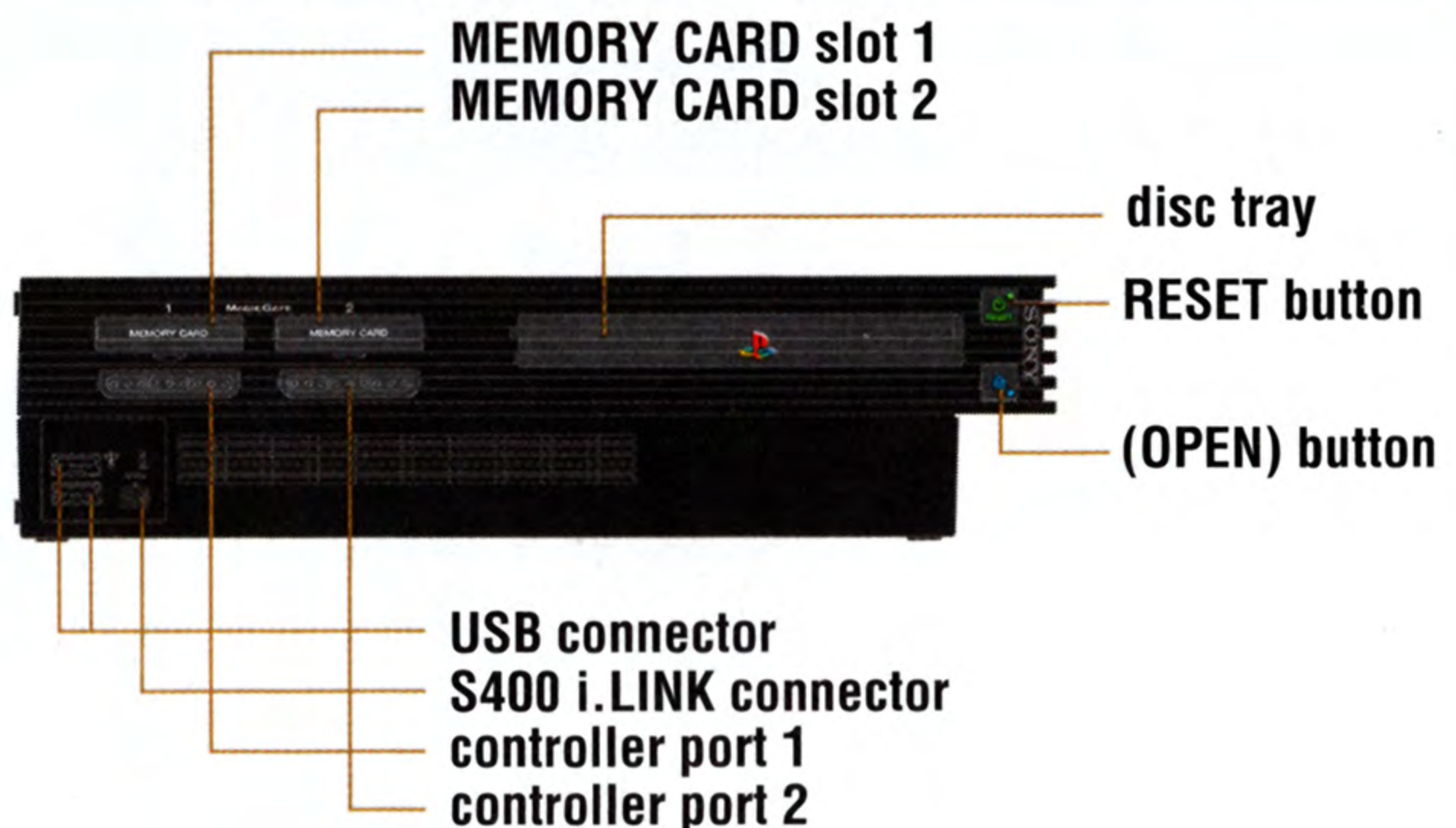
TABLE OF CONTENTS

Getting Started	2	Gameplay Screen	9
Memory Cards	2	Mission Completed Screen	9
Controls	3	Pause/Quit	9
Introduction	4	Mission Failed Screen	10
Main Menu	5	One Player	10
Options Menu	6	Adventure	10
Playing A Game	6	Challenge	10
Vehicle Selection Screen	6	Drag Race	10
Gadgets	6	Battle	11
Unlocking Vehicles and Gadgets	7	Joyride	11
Stunts	8	Multiplayer	11
Helper Arrow	8	Save and Load	11
Points	8	Credits	12
		Limited Warranty	16

GETTING STARTED

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 standby/RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **Hot Wheels™ Velocity X Maximum Justice™** 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.

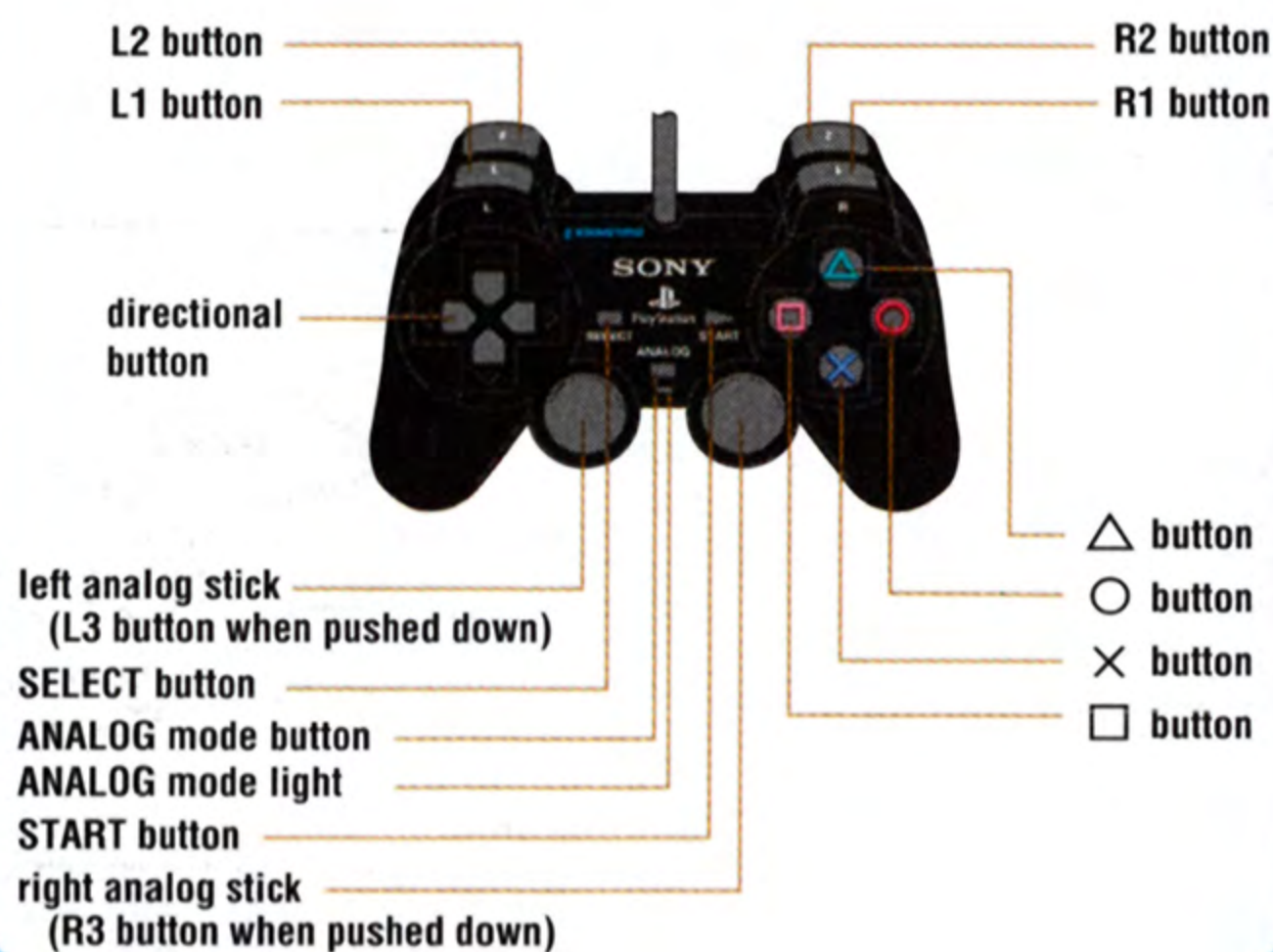


MEMORY CARDS

To save game settings and progress, insert a Memory Card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 or MEMORY CARD slot 2 of your PlayStation®2. You can load saved game data from the same card, or any memory card containing previously saved **Hot Wheels™ Velocity X Maximum Justice™** games. For more information, see SAVE AND LOAD on page 11.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATION



Menu Navigation

left analog stick
directional buttons
X button
triangle button
START button

Game Controls

left analog stick
directional button
X button
circle button
square button
X button + X button
R1 button
R2 button
L1 button
L2 button
START button
SELECT button

Move cursor
Move cursor
Make selection
Return to previous menu
Make selection

Control direction of car
Perform stunts in midair
Control direction of car
Perform stunts in midair
Accelerate
Brake/Reverse
Power slide
Turbo boost
Bash car to the right
Roll right in midair
Use gadget
Bash car to the left
Roll left in midair
Cycle through gadgets
Pause the game
Change camera angle

INTRODUCTION

Criminal racing gangs, gravity-defying stunts, huge loops, insane speeds, spectacular crashes, driving up walls and an arsenal of weapons... Can you handle a typical Hot Wheels® day?



MAIN MENU



Use the directional buttons or left analog stick up/down to highlight the options, then press the X button to confirm.

- **One Player** – Push your Hot Wheels® cars to the extreme in Adventure, Challenge, Drag Race, Battle and Joyride modes. See page 10 for more information.
- **Multi-Player** – Go head-to-head against other Hot Wheels® drivers in Battle or Drag Race modes.
- **Load Game** – Load and play a previously saved game.
- **Save Game** – Save your progress.
- **Options** – Change game settings, cheats, music, sounds, and controller settings to maximize your **Hot Wheels™ Velocity X Maximum Justice™** game experience.
- **Extras** – View these cool extras!

OPTIONS MENU

- **Controller** – Change the configuration of the button commands for the controller.
- **Cheats** – Unlocked cheats can be accessed through this menu.
- **Difficulty** – Choose easy, normal, hard or very hard.
- **Sound Mode** – Select STEREO or MONO.
- **Music** – Select the volume level for the background music.
- **SFX** – Select the volume level for the sound effects.



PLAYING A GAME

Vehicle Selection Screen:

Use the directional buttons or left analog stick to cycle through the vehicles and press the circle button to access vehicle information.

- **Speed** – Determines how fast your car can go!
- **Armor** – The more armor you have, the more enemy attacks you can survive.
- **Stunt** – Perform stunts faster with a high Stunt rating.
- **Grip** – Take tight corners at high speeds with a high grip rating.

Scores ranging from 1 to 100 (100 being the strongest) indicate each car's strengths and weaknesses. Confirm your selection by pressing the X button. There are 33 different Hot Wheels® vehicles to choose from. Try to unlock them all!

Gadgets

Choose your vehicle's default gadget. Use the directional buttons or left analog stick to highlight the gadget, then press the circle button

to test the gadget. Make your selection by pressing the X button. Additional gadgets can be picked up by running over them.



Jet Boosters – Increases your top speed.



Armor Repair – Repairs all damage.



Super Zapper – An impressive energy pulse gadget.



Ripper Wheels – Tear your way out of trouble.



Atom Blaster – Fire a stream of blasting atoms.



Freon Bomb – Cover an area with an explosive blast of Freon.



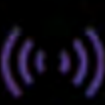
Energy Shield – Temporarily increases shielding.



Magnet Mine – Stick it to your enemies.



Doom Disks – A deadly spray of heavy metal.



Sonic Boom – Takes out everyone within earshot.



Oil Drum – Slippery oil makes enemies slide.



Laser Cannon – Blast your enemies with the power of light.

Before equipped gadgets can be used, the gadget meter must be charged up. Perform stunts and collect power-ups to charge your gadget meter.

Use the L2 button to cycle through gadgets. Use the R2 button to activate the selected gadget.

Unlocking Vehicles And Gadgets

Complete missions and challenges to unlock new Hot Wheels® cars. Unlocked cars have better speed and handling.

Gadgets are also unlocked during missions and challenges. As you progress through the challenge levels, advanced gadgets will become available.

Stunts

Performing stunts allows you to charge your gadget meter and turbo booster. Points are awarded for each successful stunt.

As your vehicle goes over a jump, use the left analog stick/directional buttons and/or the R1 and L1 buttons for special stunts.



Helper Arrow

A helper arrow indicates the right direction to complete missions. If you get lost or don't know what to do, just follow the arrow!

Points

Points are awarded for doing stunts, eliminating enemies, and collecting power-ups. Certain challenges require you to get a specific point total in order to complete them.

Gameplay Screen

The gameplay screen has a timer, score box, speed indicator, gadget meter, helper arrow, health meter, turbo boost meter and radar.



Your currently selected gadget is shown in the lower-left circle. The lit blue line shows your gadget power. Before gadgets can be used, the gadget meter must be charged. Charge the gadget meter by successfully completing stunts or picking up power-ups.

Mission Completed Screen

Use the directional buttons or left analog stick to highlight CONTINUE, RESTART, SAVE, or MAIN MENU. Press the X button to confirm.

Pause/Quit

Press the START button to pause the game. When paused, choose RESUME, MISSION INFO, RESTART, CONTROLLER, SAVE or QUIT and press the X button to confirm.



Mission Failed Screen

Use the directional buttons or left analog stick to highlight **RETRY** or **MAIN MENU** on the Mission Failed Screen. Press the **X** button to confirm.



ONE PLAYER

There are five awesome modes for single players.

- **Adventure** – Story mode with mission objectives.
- **Challenge** – Develop your driving skills with exciting challenges.
- **Drag Race** – Compete against the best drivers in your favorite car.
- **Battle** – An extreme demolition derby free-for-all.
- **Joyride** – Explore unlocked levels and search for special collectibles to unlock secret cars.

Adventure

Each mission begins with an onscreen message giving you the mission and time allowed. It's your job to race through the area and fight off enemy cars while trying to complete the mission on time. If your car blows up or you run out of time, the mission ends. Complete the mission in the time allowed to unlock new vehicles and gadgets, and to progress to the next mission.

Challenge

Work on driving skills by completing different challenges throughout the different Adventure Mode environments. Go from one checkpoint to another while picking up items, avoiding barrels and/or performing stunts to complete a challenge.

Drag Race

Compete against Hot Wheels® cars in an extreme race using your favorite unlocked car.



Battle

Can you survive in a free-for-all match against enemy cars? Disable more cars than your opponents to win.

Joyride

Drive around the levels you've unlocked to practice stunts, learn shortcuts, and find alternate routes without time limits or enemy attacks. Search for secret Keys and Gears to unlock special Hot Wheels® cars!

MULTIPLAYER

Compete in two action-packed Multiplayer modes: Drag Race and Battle!

- **Drag Race** – Race your friends throughout the different unlocked environments using any of the unlocked cars.
- **Battle** – Go head-to-head against your friends in this combat mode. Get gadgets and try to take each other out!

SAVE AND LOAD

Before turning on **Hot Wheels™ Velocity X Maximum Justice™**, insert a memory card into MEMORY CARD slot 1. You must save your progress after each completed Mission, or after a car has been unlocked. Choose SAVE GAME from the Main Menu or the Pause Menu to save your progress.

Choose LOAD GAME from the Main Menu to load any previous game that has been saved to a memory card.



CREDITS

THQ Inc.

Product Development

VP – Product Development

Michael Rubinelli

Executive Producer

Brian Christian

Producer

Mark Morris

Assistant Producer

Josh Austin, Dana Dispenza

Quality Assurance

Lead Tester

Byron Guerrero

On Site Lead Tester

Ryan Winterholler

Testers

Jonathan McMullen,
Bobby Munguia, Alex Allper,
Dennis Hong, Kevin Yang,
Ryan Darden, Ken Bartlett,
Jason Throop, Joe Lerman,
David Wilkinson, Niais Taylor,
David Lauritzen, Chuck Torres,
Nicholas Saliani

Q.A Technician

Mario Waibel, Brian McElroy

Q.A. Database Administrator

Jason Roberts

Q.A. Manager

Monica Vallejo

Director of Quality Assurance

Jeremy S. Barnes

Marketing

VP – Marketing

Peter Dille

Group Marketing Manager

John Ardell

Associate Product Marketing Manager

Paul Naftalis

Publicity

Kathy Mendoza

Director, Creative Services

Howard Liebeskind

Senior Manager, Creative Services

Kathy Helgason

Creative Services Manager

Kirk Somdal

Special Thanks

Brian Farrell, Jeff Lapin,
Alison Locke, Germaine Gioia,
Robert Riley,

Gordon Madison,
Jack Suzuki, Ricardo Fischer,
Brandy Carrillo, Lil' Jerome

Voice Over Talent

David Kaufman, Max, Nitro
Neil Ross, Dr. Justice,
Opponent, Wally Wingert,
Gearhead, Slick, Metacog,
Joe Alaskey, Rupert,
Backroads, Opponent,
Noah Nelson, Otto,
Allison Levine, Fastlane

CPU Voice

Anndi McAfee, Sparky

Writer

David Wohl

Voice Over Casting and Directing

Margaret Tang / Womb Music

Voice Over Engineering/Editing

Rik Schaffer / Womb Music

Voice Over FX Design

Rik Schaffer / Womb Music

Mattel Boys New Media Producer

Brian Ullinger

Associate Producer

Jason Fay

Director of Licensing and Development

Jeff Goodwin

Senior Vice President

Amy Boylan

Sr. Manager, Marketing

Debra Shlens

Assistant Product Manager

Leslee Pitschke

BEYOND GAMES: PRODUCTION TEAM:

VEHICLE MANUFACTURING AND CORPORATE SPONSORSHIP:

President & Brainstorm Engine Architect

Kris N. Johnson

Vice-President

Clark Stacey

Director of PD & Game Designer

Jeff Peters

Creative Director

D. Christopher Salmon

TECHNICAL STAFF & PIT CREW:

Dir. of Technology

Peter Dalton

Generic Lead & Physics Programmer

Daryl Tung

PC Programmer

Bruce Johnson

Lead Programmer

Kennett Galbraith

Tools Programmer

Brad Ledbetter

GameCube Lead Programmer

Ryan McBride

AI Programmer

Shane Smit

Programmer

Curtis Coalson

Tools Manager & Interface Scripting

Joe Hansen

CONCEPTUAL DESIGN AND RACE TRACK MAINTAINENCE:

Art Director & Game Designer

Neil Melville

3D Level Artist

Lyle Thompson, James Torrens,
Josh Vaughan, Gabriel Avila

3D Artist

Manny Rangel, Albert Alejandro,
Rodney Olmos

Asst. Art Director

Tom Hudson

3D and Texture Artist

Bently Knight

Mkt. Production Coordinator

Dave Neale

3D Character Artist

Ryan Peterson

Conceptual Artist

Chris Hawkes

D Vehicle Construction

Zygote Media, Stuart Ashton,
Tony Avila, Ken Bishop.

MeshWerks

FMV 3D Art
Juston Pazen,
Dimitri Bourdos,
Kevin Scheidle

PYROTECHNICS AND SAFETY MEASURES:

Lead Effects & Interface

Scripter
Darren Healey

Scripter

Adam Howard

Mission Scripter

John Tran

Director of H.R.

Jill Poe

IT Manager

Jeff Smith

ENGINE TUNING AND CROWD CONTROL:

Audio Director & Composer

Rick Jackson

Audio Scripter & Sound Designer

Jeff Crosby Audio Scripter &
Sound Designer

TEST DRIVERS:

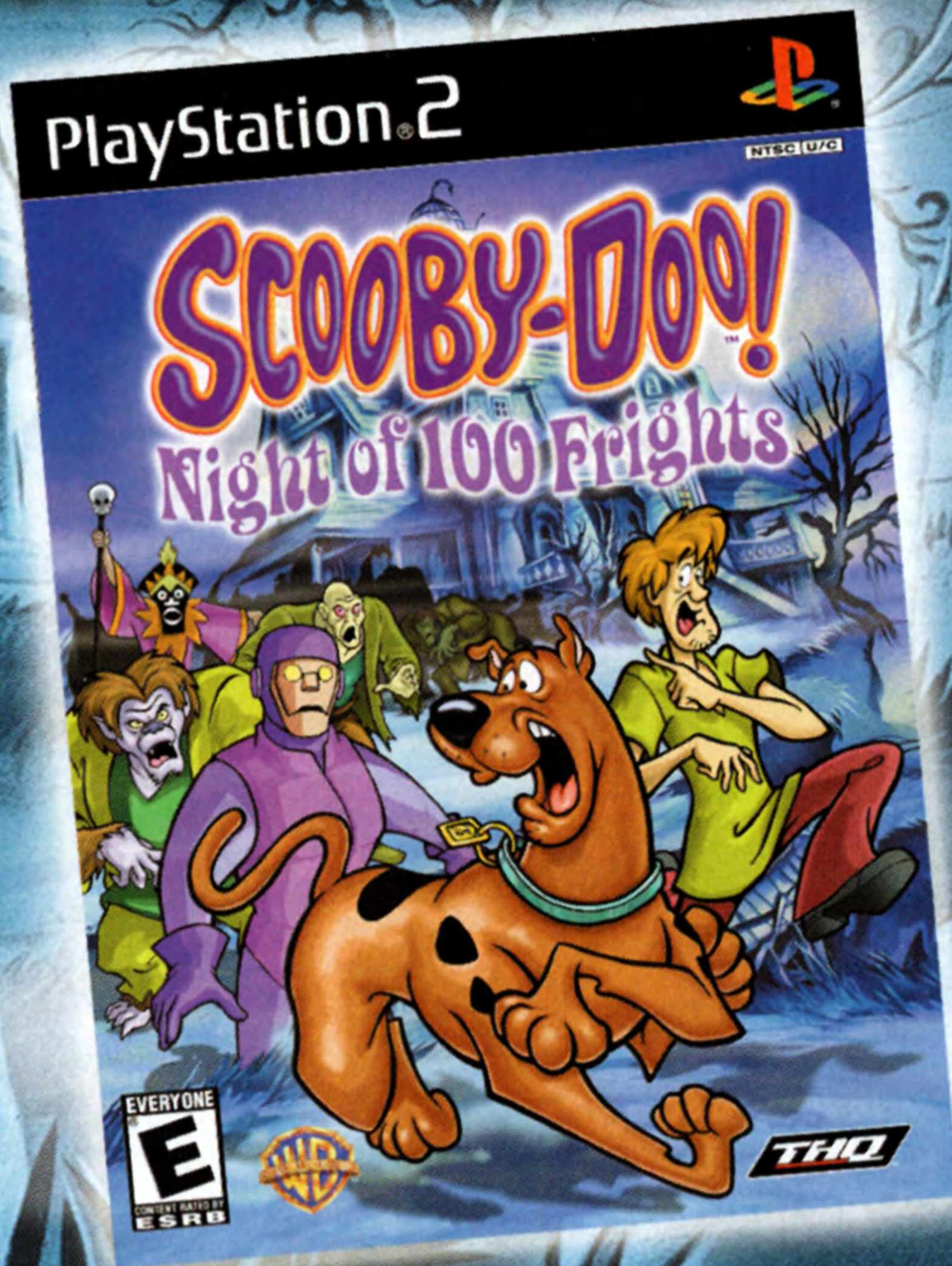
Tester

Dale Meier, Lorin Cook,
Aaron Zundel, Travis Bauer
Brandon Montrone,
Dan Lloyd

SPECTATORS:

Jeff Knight, Brad Anderson,
David G. Wohl, Mindy &
Bailey Dalton,
Margaret McFarland,
Quinn Melville, Tricia Melville,
Glynis & the Kidz,
Nick Warren, Leanne and
Riley Peters, Logitech for
lunch, Carlos Coronel,
Julian Stacey,
Tyler and Keith Jackson, Cori,
Sierra, Haley, Forest, The
Human Fly, Squirtles, Jacek
Yerka, Bravo, Loki, Thor and of
course, all of the loved ones
that waited patiently for us to
stop playing with the toy cars
and come home. As long as
we're thanking everyone in
the world, we'd like to thank a
guy we know named Earl.

RAGGY, RAPHNE, RELMA, RED?
WHERE ARE YOU?



Comic Mischief

SCOOBY-DOO and all related characters and elements are trademarks of and © Hanna-Barbera.
WBIE LOGO: TM & © Warner Bros.
(s02)

Scooby-Doo: Night of 100 Frights, Game and Software, excluding Scooby-Doo materials, © 2002 THQ Inc. Used under exclusive license by THQ Inc. THQ and the THQ logo are registered trademarks of THQ Inc. All Rights Reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.



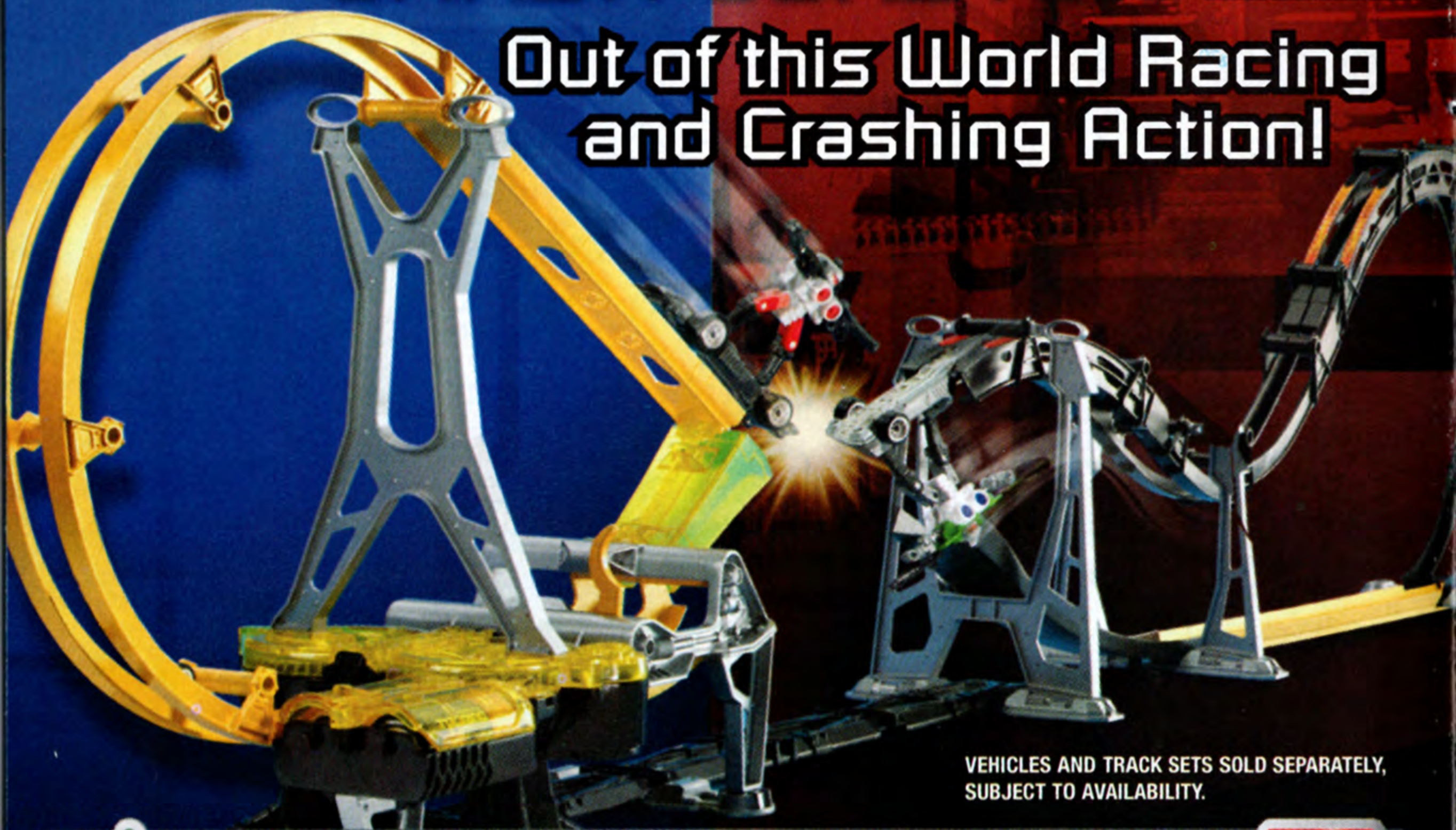
www.thq.com



ROBO WHEELS™

CRASH COASTER™ track set

Out of this World Racing
and Crashing Action!



VEHICLES AND TRACK SETS SOLD SEPARATELY,
SUBJECT TO AVAILABILITY.



POSITRONS™



NEGABOTZ™



Robo Wheels™ are cool-looking, super-fast vehicles that transform into battle-ready robots and work on Hot Wheels® track. Positrons™ and Negabotz™ are battling each other in their quest for Hyper-Energy. The ultimate battle takes place on the Crash Coaster™ set, featuring upside-down, zero-g racing! Watch out for the crash zone or you could be Robo-trashed!



5408102935



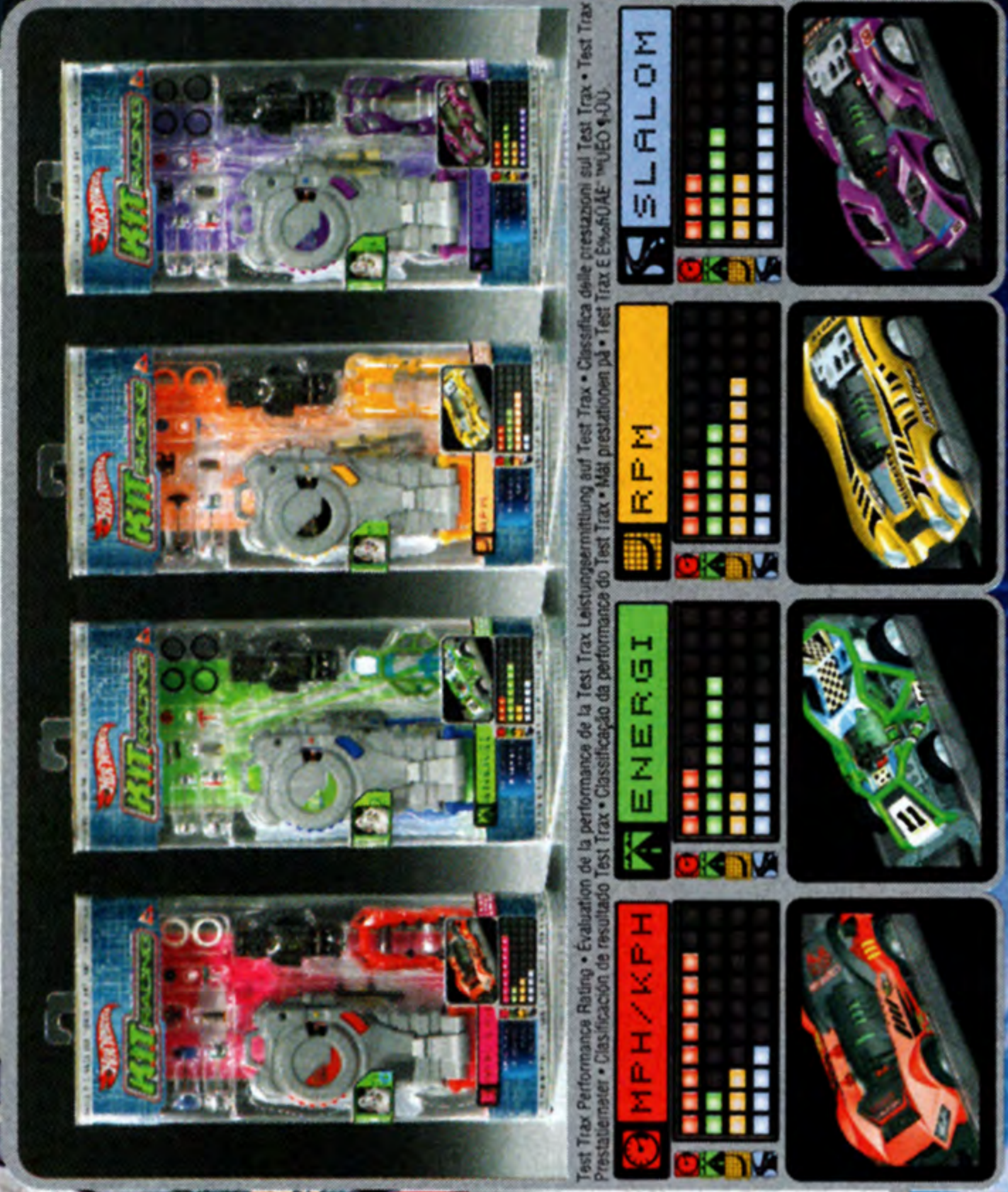
CHANGE PARTS TO CHANGE PERFORMANCE

Build and race your own custom cars



VEHICLES AND TRACK SETS SOLD SEPARATELY,
SUBJECT TO AVAILABILITY.

What's cool to K.I.T. Racing™ is its universe of interchangeable parts. Each K.I.T. Racing™ car comes in one of four performance packs to mix, match and create your own ultimate race cars. Then race and compete on one of the K.I.T. Racing™ Performance Test Trax™ sets.



Test Trax Performance Rating • Evaluation de la performance de la Test Trax • Classifica delle prestazioni sul Test Trax • Test Trax Prestationsmeter • Clasificación de resultado Test Trax • Classificação da performance do Test Trax • Mät presattionen på • Test Trax E Eszközök Mérés • Test Trax E Eszközök Mérés



© 2002 Mattel, Inc. All Rights Reserved.
Used under license by TOMY Company, Ltd.

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 **46018**. 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.

MX SUPERFLY™

FEATURING
RICKY CARMICHAEL

**IN STORES
NOW**



www.mxsuperfly.com



PlayStation®2



Mild Lyrics

THQ Inc., 27001 Agoura Rd. Suite 270, Calabasas Hills, CA 91301
Hot Wheels, flame logo, the color "Hot Wheels blue" and associated trademarks are owned by and used under license from Mattel, Inc.
© 2002 Mattel, Inc. All Rights Reserved. © 2002 THQ Inc. Ricky Carmichael used under exclusive license by THQ Inc. THQ, the THQ logo and the MX Superfly logo are trademarks and/or registered trademarks of THQ Inc. All other trademarks and logos are property of their respective owners. All Rights Reserved.

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.