



RACERS 2



Software Manual

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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Game Set-Up

MEMORY CARDS

PLEASE NOTE: Throughout this manual, the term "memory card" is used to describe the memory card (8MB) (for PlayStation®2) - (SCPH-10020 E).

Memory cards (SCPH-1020 E) designed for use with the PlayStation® format software are not compatible with this game. Warning: It is advised that you do not insert or remove a memory card or peripherals once the power is turned on.

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the  /RESET button. When the  indicator lights up, press the  button and the disc tray will open. Place the LEGO Racers 2 disc on the disc tray with the label side facing up. Press the  button again and the disc tray will close.

Attach game controllers and other accessories as appropriate.

After the introductory movie, the Title Screen will automatically be displayed showing the Main Menu.

Introduction



After he was beaten in the first LEGO® Racers game, Rocket Racer was heart-broken - he thought his racing days were over. Then, one day, while trudging sadly through Sandy Bay, he came across an advertisement for the planet Xalax, home of the race-crazy aliens, the

Ramas. "Wow", he said to himself, "a whole planet of racers – sounds like my kind of place!"

He found the intergalactic portal, and he so impressed the Ramas with his driving talents, he earned their respect and friendship. His skills improved, and his confidence returned – he even built a better car and picked out some cool new clothes! Now, Rocket Racer has issued a fresh challenge to the LEGO worlds – come to Xalax and race against him and his alien friends to become Galactic Racing Champion!

You live in Sandy Bay, and when you hear of the challenge, you decide to try and make it to the Championship. But there are four other local inhabitants who would like to go to Xalax to represent the town, so you'll need to beat them first. Then, you must travel to three more LEGO worlds, to improve your skills and to win new parts for your car that together will help you beat Rocket Racer.

Getting Started

Quick Start

If you want to get racing straight away, here's what to do!

After the game has loaded, choose **1 Player** from the **Main Menu** using the Up and Down directional buttons and press the $\times$ button. Choose **Arcade**, then **Sandy Bay**, then any of the available tracks. Choose the number of laps (use the Left and Right Directional buttons), enter your name, choose a racer and finally a car. You'll then be taken to the start of the race!

Menus



To move through the menus in the game, use the directional buttons, and press the $\times$ button to select. To go back, press the $\triangle$ button.

The first menu you'll see is the **Main Menu**, which gives you five options:

- 1 Player
- 2 Player - allows you to play against a friend
- Builder – allows you to build a car or a driver
- Game Options
- Load/Save

There's more information on the 1 Player, 2 Player and Builder options later in this manual.

Getting Started

Game Options

Selecting **Game Options** presents you with five more choices:

- Sound
- Controls
- Language
- Catch Up
- Exit

In the **Sound Menu**, you can control the volume of the music in the game (**Music Vol**) and the sound effects (**SFX Vol**) by using the Left and Right directional buttons.

In the **Controls Menu**, you'll find two more options, that allow each player to choose the Controller Configuration that they would like to use. If you're going to play the game in **1 Player** mode, choose the **1 Player** option. If you're using a game controller with a **Vibration** function, you can switch it On or Off – just use the Left and Right directional buttons. If you select **Choose Buttons**, you will be presented with a list of all the functions in the game to which new buttons can be allocated. Use the Up and Down directional buttons to select a function (e.g. Accelerate), press the **X** button, and then the button you would like to use for that function.

To change the language the game uses, select the **Language** option, and use the Left and Right directional buttons to move through the choices, and then press the **X** button.

Catch Up is a feature which automatically sets the game's difficulty level, based on how well you are playing. Use the Left and Right directional buttons to toggle this feature On or Off.

Load/Save

The **Load/Save** option from the **Main Menu** allows you to save your current high scores, and any cars and characters that you've designed to a MEMORY CARD, or load ones that have already been saved back into the game.

Every time you save, your last save will be overwritten. If you've achieved a new high score during the game, or built a new car, make sure you save before you exit LEGO® Racers 2.

Car and Character Builders

In LEGO® Racers 2, it's easy to build the racing car of your dreams! There are lots of LEGO bricks with which to build. You can also choose your LEGO driver too. When you select **Builder** from the **Main Menu**, after selecting your player number you will be offered two choices:

- Character (see page 9)
- Car

Car Builder

DUALSHOCK™2 analog controller

Select previously placed brick

Rotate brick a quarter turn (90°) left/anti-clockwise

Select next placed brick

Rotate brick a quarter turn (90°) right/clockwise

Cancel/Back/Delete Brick

Select brick/brick category

Cycle through bricks/brick categories
Move bricks

In order to use the left analog stick, the DUALSHOCK™2 analog controller must be in ANALOG mode (mode indicator: red).

Car and Character Builders



In the **Car Builder**, you can choose a pre-built car, or build your own vehicle. First select a set of bricks with which to build – they're organized by the world they belong to and they become available if you can reach that world in the **Adventure** mode.

To select a pre-built car, choose the picture of a garage from the bar at the top of the screen using the Left and Right directional buttons, and press the **X** button. Use the buttons again to cycle through the models and press the **X** button again. Choose the **✓** symbol, and press the **X** button one more time.

Car building is very easy, and Sparky is always on hand to help. Cars are built from the chassis up (a chassis is the name for a car's wheel base). Only the top layer of bricks can be altered. If you need to change a brick that sits below others, all the bricks on top of it must be deleted. At first, only the chassis category is available – choose one using the Left and Right directional buttons and press the **X** button. Chassis cannot be moved or rotated. After choosing your chassis, you can place 19 more bricks. You can see the number of bricks you have left at the bottom of the screen.

To help you place bricks, there are two windows. On the right, you can see a 3D model of your car; on the left, a top-down view. Use Left and Right directional buttons to cycle through the brick categories, and press the **X** button to choose one. The bar at the top will change to show all the available LEGO® bricks in that category.



Rectangular Bricks



Sloped Bricks



Assorted bricks



Windscreens



Accessories

Car and Character Builders

Use the same buttons to choose a brick – it'll appear in the two main windows. Press the  button to cancel the brick and choose another, or press it again to go back to the brick categories.

When you have selected a brick, use the directional buttons to move it around, and the L1 and R1 buttons to rotate it. The **Car Builder** works just like real LEGO – bricks need studs to connect to; if a brick can't connect, it will bounce up and down. Press the  button to place the brick, and it will appear in place. An identical brick is placed under your control. Press the  button to move back up to the **Brick Selection Bar** at the top and choose a different brick. Or, use the L2 and R2 buttons to highlight bricks that have already been placed. The selected brick can be moved in exactly the same way as a new brick. Finally, select the  symbol and press the  button to finish.

Character Builder

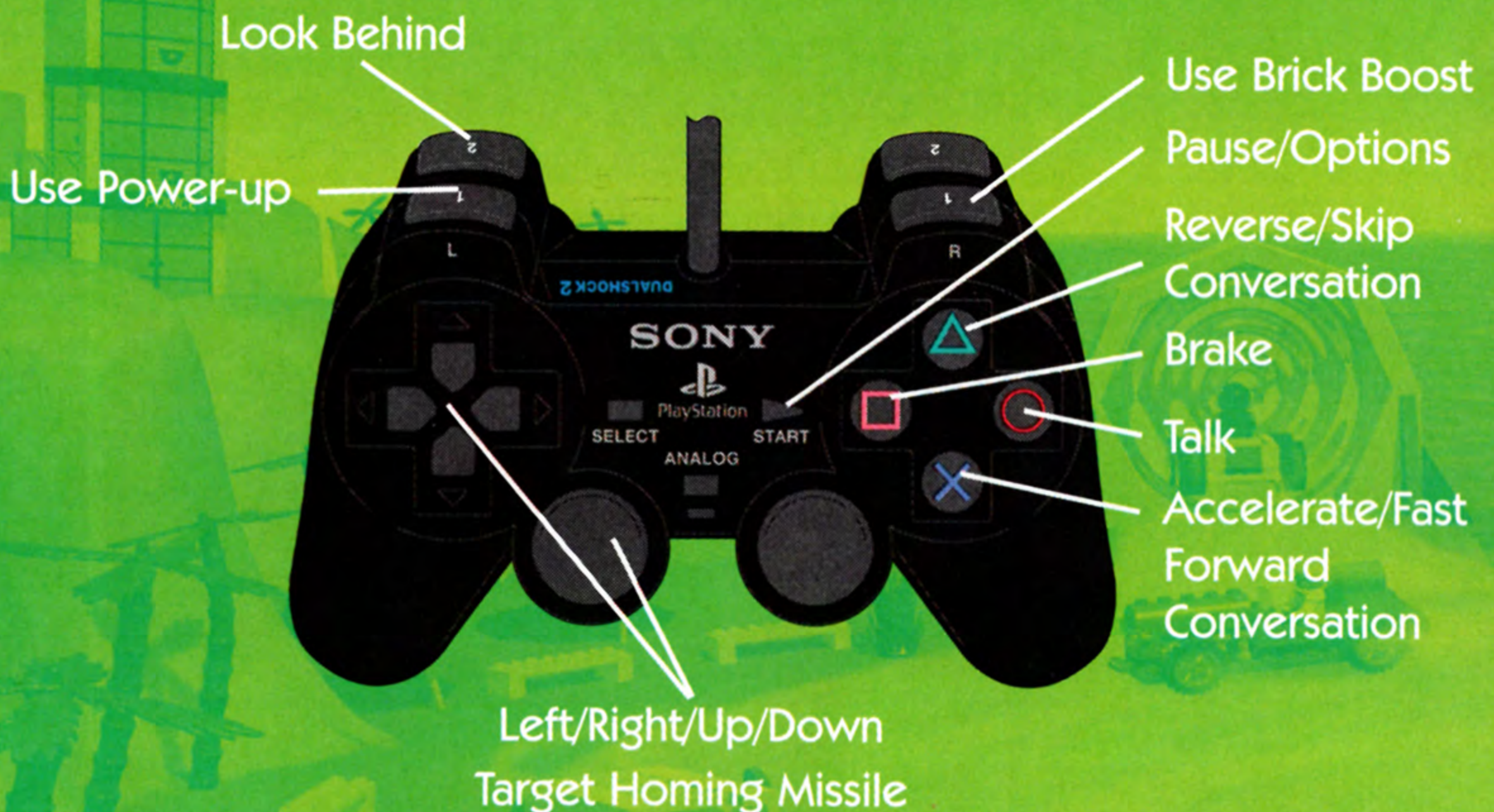


Here, you can design a LEGO® driver for your car. It works in a similar way to the **Car Builder**, and Sparky will again help you through the process.

Start with a head for your driver. Use the Left and Right directional buttons to cycle through the different faces, and press the  button to select it, or the  button to go back. After pressing the  button, you'll move on to the hat, then the chest, and finally the legs.

Racing in LEGO® Racers 2

DUALSHOCK™2 analog controller



In order to use the left analog stick, the DUALSHOCK™2 analog controller must be in ANALOG mode (mode indicator: red).

If you like, you can change the controls by choosing **Game Options** from the **Main Menu**.

Checkpoints

When racing in LEGO® Racers 2, you must make sure that you go through every Checkpoint on the track, in the correct order – it's the only way to win the race! The Direction Arrow at the top of the screen will point you towards the next Checkpoint.

Racing in LEGO® Racers 2

Losing Bricks and Using the Pits

Be careful when you drive around the tracks of LEGO® Racers 2 – if you crash into objects, LEGO bricks will break off your car! Some Power-ups, when used by other drivers, will also damage your car.



You can get bricks back by driving into the Pit Lane on each track. If you lose all your bricks (the car chassis counts as one brick), then you'll have to make your way to the Pits on foot!

Power-ups



During races, you'll find lots of Power-ups floating above the tracks. Drive through them to pick them up. The computer will then cycle through the 7 different types, and will finally settle on one, chosen at random. You can watch this happening in the Current Power-up indicator on your screen. During this cycle, if you see one you like, press

the Use Power-up button as fast as you can. The computer will give you whichever Power-up was shown when you pressed the button.

Press the Use Power-up button to use each one. You can't pick up a new Power-up if you're already carrying one.

Racing in LEGO® Racers 2

Each Power-up has a different amazing effect, and all but one have an advanced use. Some work quicker than others, which affects how soon you can pick up another one. After activating a Power-up, you can see the time it takes to work ticking along in the Power-up indicator on your screen.



This disc travels in a straight line, bouncing off the landscape, until it runs out of power or hits a car.

Advanced use: You can fire the disc at cars that are behind you by holding down the Look Behind button, and then the Use Power-up button.



This Power-up creates a bubble around your car, which grows in size until it bursts unleashing the power of a thunderstorm on other cars!

Advanced use: Rather than just pressing the Use Power-up button, try holding it down for at least a second. The bubble will grow as before, but when you let go, it'll drop on to the track. It will continue to grow, but if another car hits it, it'll explode (and that car will take double the damage of other cars nearby). The longer the bubble stays on the track, the more damage it will do, but your car will not be affected. But be careful – make sure you drop it within five seconds, otherwise it'll explode and your car will take double the normal damage.



This Power-up is a powerful homing missile that finds its target, just like a bloodhound. When you gain this Power-up, you'll see a target appear on the nearest car in front of you. Press Use Power-up to shoot the missile at this car. The car doesn't need to be directly in front of you – the missile will find its target!

Advanced Use: Press the Up or Down directional buttons to target the car of your choice then press the Use Power-up button to shoot the missile. This way you can target any car in the game.

Racing in LEGO® Racers 2



This Power-up sends a big rocket with a spinning drill at the front after your opponents. When fired, it will shoot off in a straight line, damaging every car in its path, until it hits the landscape or a building.

Advanced use: This Power-up can also be used as a speed-boost. Rather than pressing the Use Power-up button and letting go, keep holding it. Your car will become attached to the rocket and you'll be dragged down the track until you let go of the button. Be careful where you use this function, as you will have no control over the direction of the rocket. Also, make sure you let go of the button before it explodes, otherwise your car will be damaged.



This Power-up makes you invisible for a little while. Other players will find it harder to hit you, and the homing missile won't be able to lock on to you. Also, you'll be able to overtake other players unnoticed.

Advanced use: While in stealth mode, you'll have the ability to steal another player's Power-up by bumping into them; don't worry, you won't lose any bricks from your car when you do this. To help you choose, you will be able to see an icon of the Power-up that each player is carrying (if they've got one) over each car.



This Power-up creates a spinning whirlwind that drops onto the track behind your car. It will then start growing, but if nobody drives into it, it will disappear after 5 seconds. When a car hits the vortex, it will spin around, out of control, and will also take some damage. This Power-up can be very effective if you drop it somewhere where it's difficult for other drivers to see it, such as after a bend.

Advanced use: Instead of just pressing the Use Power-up button, hold it down. The whirlwind will stay attached to your car, and as it gets bigger, it will act as a shield. But make sure you let go, and drop the vortex within 5 seconds, otherwise you will get caught up in it - you will lose control of your car and it will be damaged too.

Racing in LEGO® Racers 2



With this Power-up, all of the other cars in the race will begin de-constructing when you press the Use Power-up button. It will last for 6 seconds, and every 2 seconds, a layer of LEGO® bricks will disappear from your opponents cars!

As this Power-up is so powerful, it doesn't have an advanced use.

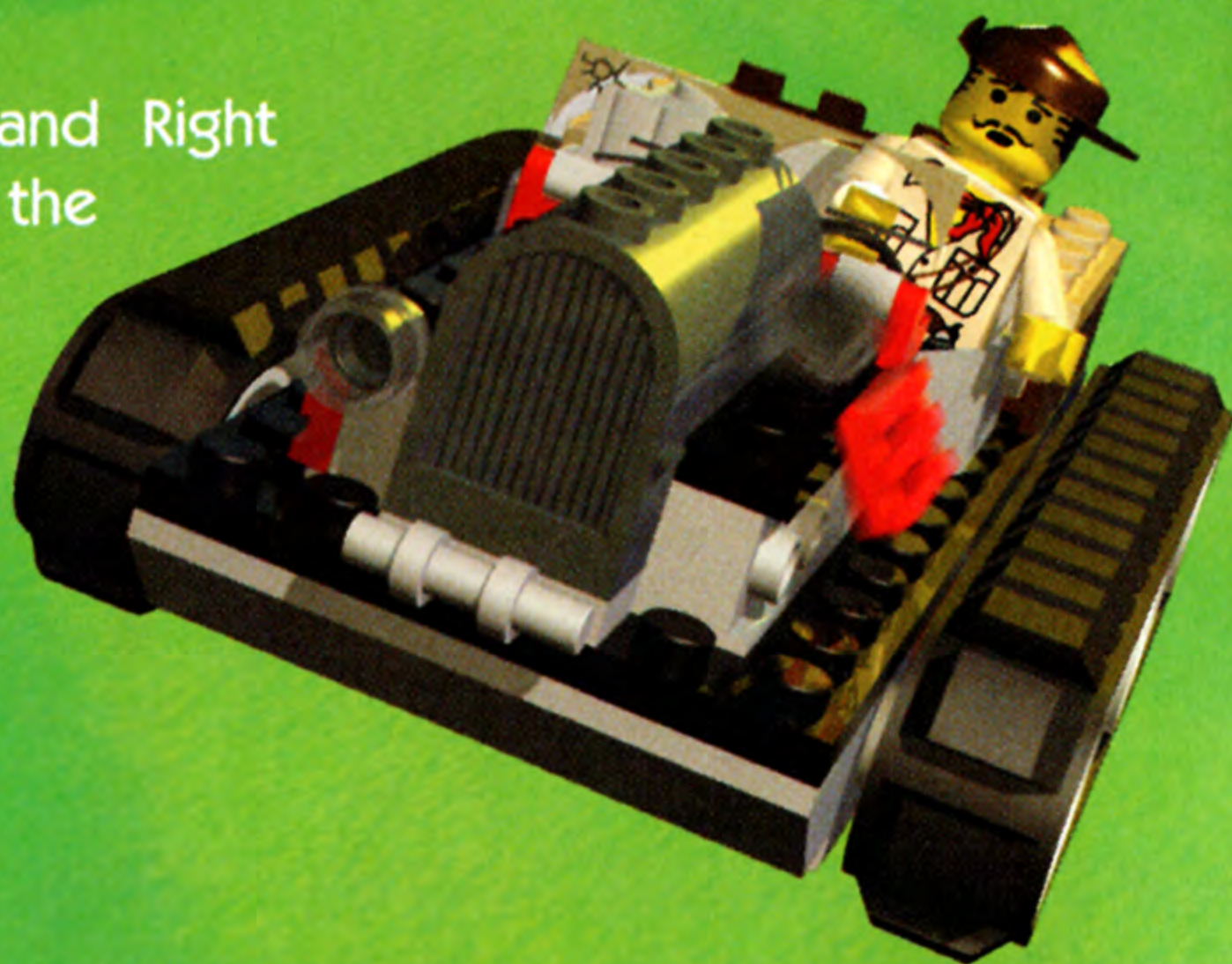
Brick Boost

In LEGO® Racers 2, as you lose bricks from your car, points will be added to the line of LEGO bricks at the top of the screen – we call it the Brick Boost. When there are points in the Brick Boost, you can press and hold the Use Brick Boost button, and you will get a sudden burst of speed. If you want to return to normal speed before the Brick Boost runs out, let go of the button. If you wait until the Brick Boost is full, you'll get a mega-speed-boost!

Pause Mode/Options Menu

You can pause the game during a race by pressing the START button. This will also bring up an Options Menu, with five choices:

- Resume – Continue the race
- Restart
- Music Vol – Use the Left and Right directional buttons to adjust the music volume
- SFX Vol - Use the Left and Right directional buttons to adjust the volume of the sound effects in the game
- Quit Race



1 Player Mode

When you select **1 Player** from the **Main Menu**, another menu will appear with five new options:

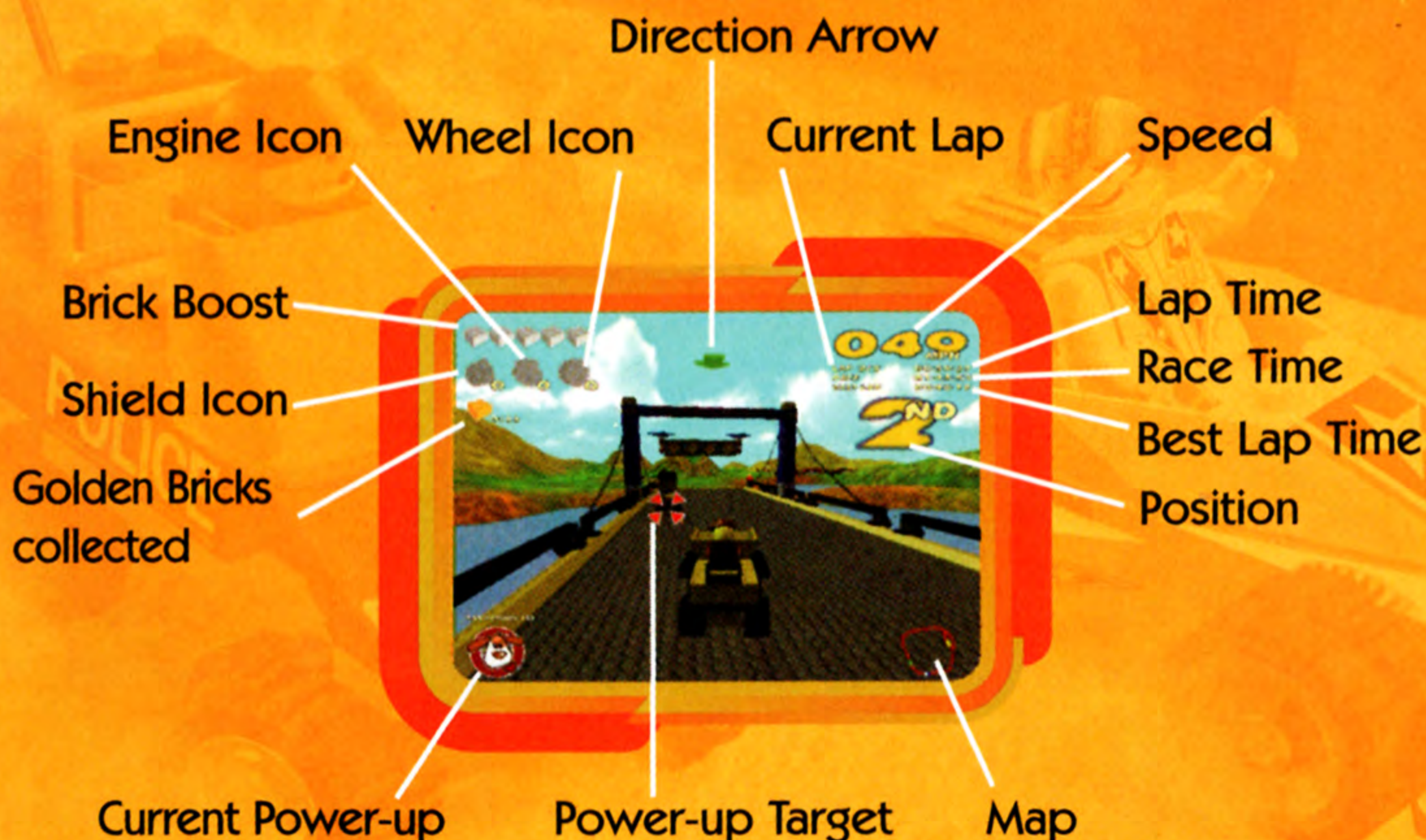
- Adventure
- Arcade
- Best Times
- Time Attack
- Bonus Games

Adventure

The **Adventure** mode is the main game in LEGO® Racers 2. It's here that you will move through the LEGO worlds in your quest to challenge Rocket Racer on Xalax. By winning races in **Adventure** mode, you will unlock tracks to play in other modes.

You will first be given the choice of starting a new game or continuing one that you saved earlier. If you start a new game, you will be asked to enter your name, and be given the chance to design a driver and build a car before you start. If you would like to choose a pre-built car, select the garage symbol from the bar at the top of the screen.

Racing Screen



1 Player Mode

We'll explain a few of these in more detail.

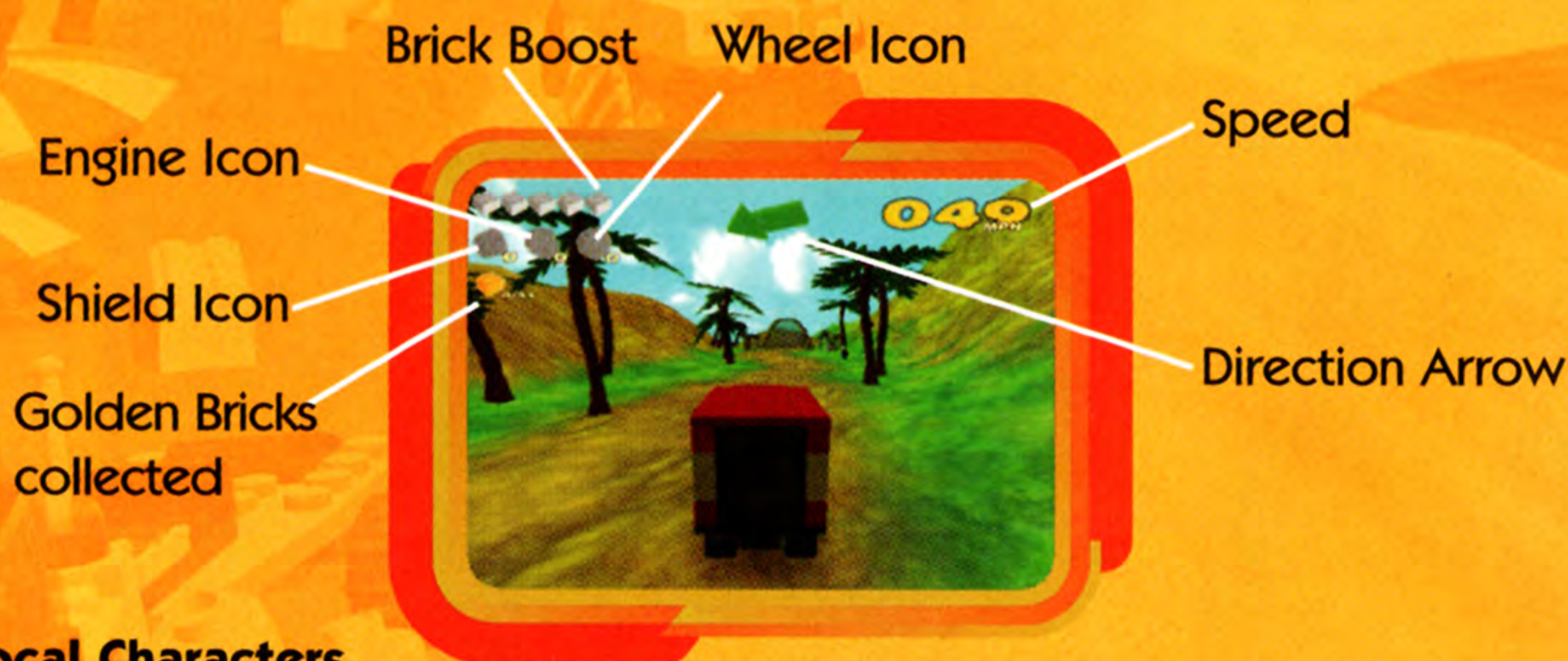
Best Lap Time – After you load a game from a Memory Card, the best time recorded for this lap will be shown.

Power-up Target – this shows the car that the homing missile is targeting.

Direction Arrow – this arrow points towards the next Checkpoint (in a race) or your next goal (such as a jump point or an important character). When you're really close, the arrow will zoom off and point to its position on the screen, so you know exactly where you need to go.

Engine, Shield and Wheel Icons – When you have won one of these items, it will appear in one of these positions. The numbers next to each icon show the number of Car Bonus points that you have allocated to each item (Car Bonus points are won by completing Bonus Games).

Non-Racing Screen



Local Characters

In Adventure mode, you'll meet Sparky, Sandy Bay's mechanic, who'll help you build a car, design your character and show you how to drive around. There are lots of other people to meet in Sandy Bay and the other LEGO® worlds. If you see someone, drive up to them – if they want to talk to you, you'll see a speech bubble appear above them. If you'd like to talk to them, press the Talk button. If you've already met them, press the $\times$ button to fast forward through it, or the $\triangle$ button to skip it altogether (you won't be able to skip a few important conversations).

1 Player Mode

Golden Bricks



You'll have to beat the four Sandy Bay drivers before you can move on to other LEGO® worlds. To buy tickets to each world, you'll need to get some Golden Bricks. One Golden Brick is awarded for winning a race (except for Boss races), but in each world, there are also three hidden Golden Bricks for you to find. Try talking to the locals – they

may be able to give you some clues to help you. If you collect all the Golden Bricks (there are 35 in all) and complete the game, Sparky will give you a special surprise when you go back to Sandy Bay!

Jump Points

After you've beaten all four Sandy Bay racers and won enough Golden Bricks, you will be able to go to the jump points to the other LEGO® worlds. To find them, follow the Direction Arrow at the top of the screen. Providing you have enough Golden Bricks, you can go to any world you wish.

Bonus Games



Each world in LEGO® Racers 2 has its own Bonus Game. To reach them, you'll have to find the hidden portals – there are two on every world. The first one you find will take you to the normal version of the game; the second one will take you to a tougher version. You don't have to complete the normal game to be able to find and play the

harder version. Once you've found a vortex, it will appear in the Foyer of that world so that you can play the game any time you like (except on Sandy Bay).

1 Player Mode

- **Sandy Bay: Taxi Service.** The local taxi driver has asked you to stand in for him. Use the on-screen Map to pick up passengers and take them to their destinations.
- **Dino Island: Fuel Hunt.** The Research Outpost is almost out of fuel, and soon they won't be able to run their vehicles and protect the dinosaurs. Help the Adventurers by collecting fuel barrels from around the island, using the on-screen Map. You can only carry 5 barrels at a time, though, so you'll need to drop them off at the Research Outpost every so often before collecting more.
- **Mars: Power Crystals.** Doc is trying to re-power the crashed Shuttle, and needs a few Martian power crystals to do so. Help collect them, but drop them off at the Shuttle every so often so that you've got room for more.
- **The Arctic: Weather Balloons.** There's a storm coming into the Arctic Base. Help the scientists collect their missing weather balloons, but drop them off every now and again, otherwise your car will become lighter, and harder to control, until eventually you'll float away!
- **Xalax: Drones.** Intercept moving drones, and drop them off every so often at the Drop Point, so that you've got room in your car for more.

You must complete each challenge before the time limit runs out. To collect objects, just drive over them. Some are guarded; if a guard catches you, you'll drop all of the items you're carrying, and you'll have to pick them all up. If some of the items fall into water or lava, they will be lost; if the number of items that you can collect becomes less than the number needed to complete the game, then the game is over.

When you first complete each **Bonus Game**, at both difficulty levels, you will be awarded a Car Bonus point. These are small improvements that can be added to either the Engine, Shield or Wheels prizes. You must decide where you would like to allocate the points, but each has a maximum of 10. You don't have to have won an item in order to allocate points to it, and the Car Bonus points will still help you, even without the item.

1 Player Mode

Foyers

When you travel to a new LEGO® world, you will start in the Foyer – a large room that allows you to go to each of the tracks and the **Bonus Games** (if you've found them!). Sparky will also be here too, and he can save the game for you. There's also a doorway that will take you back to Sandy Bay. Each world has four tracks, and you can race them in any order you like. Each track has its own doorway – just drive through it to go to the start of the race. If you win a Golden Brick on a track, a picture of the Brick will appear above the appropriate Foyer doorway – that way, you'll know which tracks you've completed. When all four Golden Bricks have been collected, another door will open in the Foyer which leads to the Boss Track.

There's no Foyer on Sandy Bay, so you must use the **1 Player Menu** to access the **Bonus Games**, or find the hidden vortices again.

Bosses

There are three Boss drivers in LEGO® Racers 2, and, if beaten, each will give you a car part that will help you in your quest to beat Rocket Racer.



On Dino Island, you'll meet Sam Sanister. He'll use all the Power-ups, but he can be hurt by your Power-ups too! If you beat him, he'll give you a much better engine that will increase your speed.



On Mars, you'll race against Riegel, the head Martian. He drives a Giant Mech with amazing shields. That means he can't be hurt by Power-ups, but he can't pick them up either – this race is about pure speed! If you beat him, Riegel will give you a Martian shield generator to make your car tougher.



In the Arctic, you'll be challenged by The Berg, a large ice-monster who doesn't even need a car! Like Riegel, he can't pick up weapons, nor is he affected by them. The Berg can create giant ice stalagmites behind him, though, so drive carefully! If you beat him, he'll give you super-grip wheels.



1 Player Mode

In order for Rocket Racer to invite you to Xalax, you must beat all three Bosses.

Xalax

Like Rocket Racer, you'll need to travel to Xalax via the intergalactic portal on Sandy Bay. When you're invited to go, the Direction Arrow will show you how to find it. On Xalax you will first race against the very best Ramas racers on four qualifying tracks; only after completing these will you be worthy to take on Rocket Racer, the greatest driver in the galaxy!

Pause Mode/Options Menu

Even when you're not racing, you can **Pause** the game and access the **Options Menu** by pressing the START button. It works in much the same way as the menu that appears when you press the same button when racing. You can adjust the volume of the game through this menu.

You can also save your progress in the **Adventure** to a MEMORY CARD - use the **Save Game** option, and next time you play the **Adventure**, select **Continue Game** from the **Adventure Menu**. Each time you choose **Save**, you will over-write your last saved game.

Select **Resume** and press the (X) button to return to the game. To leave **Adventure** mode and return to the **Main Menu**, select **Quit Adventure** and press the (X) button.

- Continue
- Play Again
- Action Replay
- Explore - In every world except Sandy Bay, you can choose to explore off-road
- Quit Adventure

Arcade

When you first play LEGO® Racers 2, all four Sandy Bay tracks will be available in **Arcade** mode. After that, all the tracks from any of the worlds you can reach in **Adventure** mode can be played in **Arcade** mode. Boss tracks can also be played in **Arcade** mode, as long as the Boss has been beaten in **Adventure** mode but you will not be able to race against the Boss himself.

1 Player Mode

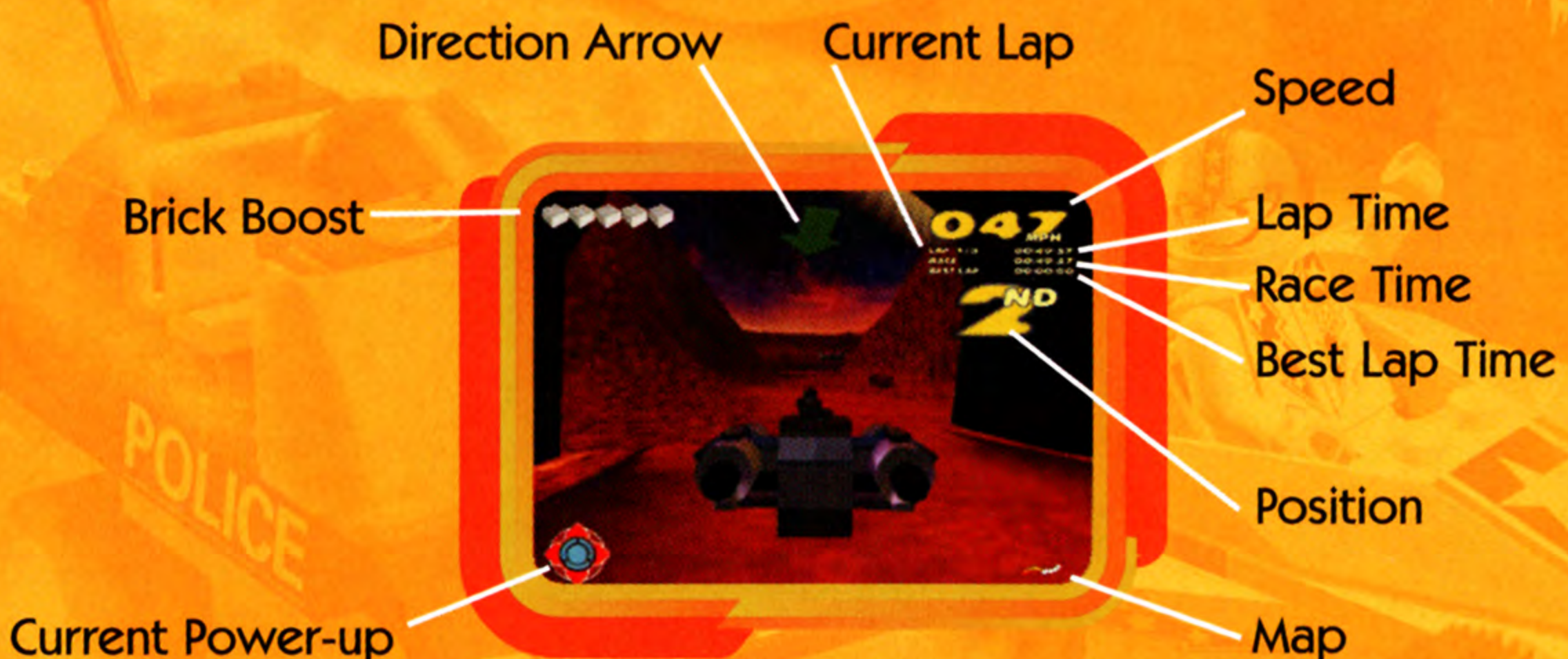
Choose a world, then a track, then the number of laps (use the Left and Right directional buttons), and enter your name. Then choose a driver and a car, and enter the race. Use the Left and Right directional buttons to move through the cars, and the  button to select one. Then choose a driver, from either your character in the story, other characters that you have designed, or a range of other racers. If you make a mistake, don't worry – you will be given the chance to go through the sequence again before you race.

You won't be able to talk to other LEGO characters in **Arcade** mode, nor will you win Golden Bricks for finishing first. There are no hidden Golden Bricks and **Bonus Games** in **Arcade** mode either.

After a race, press any button to move on. You will see another menu with three choices:

- Play Again
- Action Replay – Play back the last race using this option. During the replay, press the START button to bring up a menu that allows you to **Quit**, return to the replay, or watch it from the start again.
- Quit – Returns you to the **Main Menu**

Racing Screen



1 Player Mode

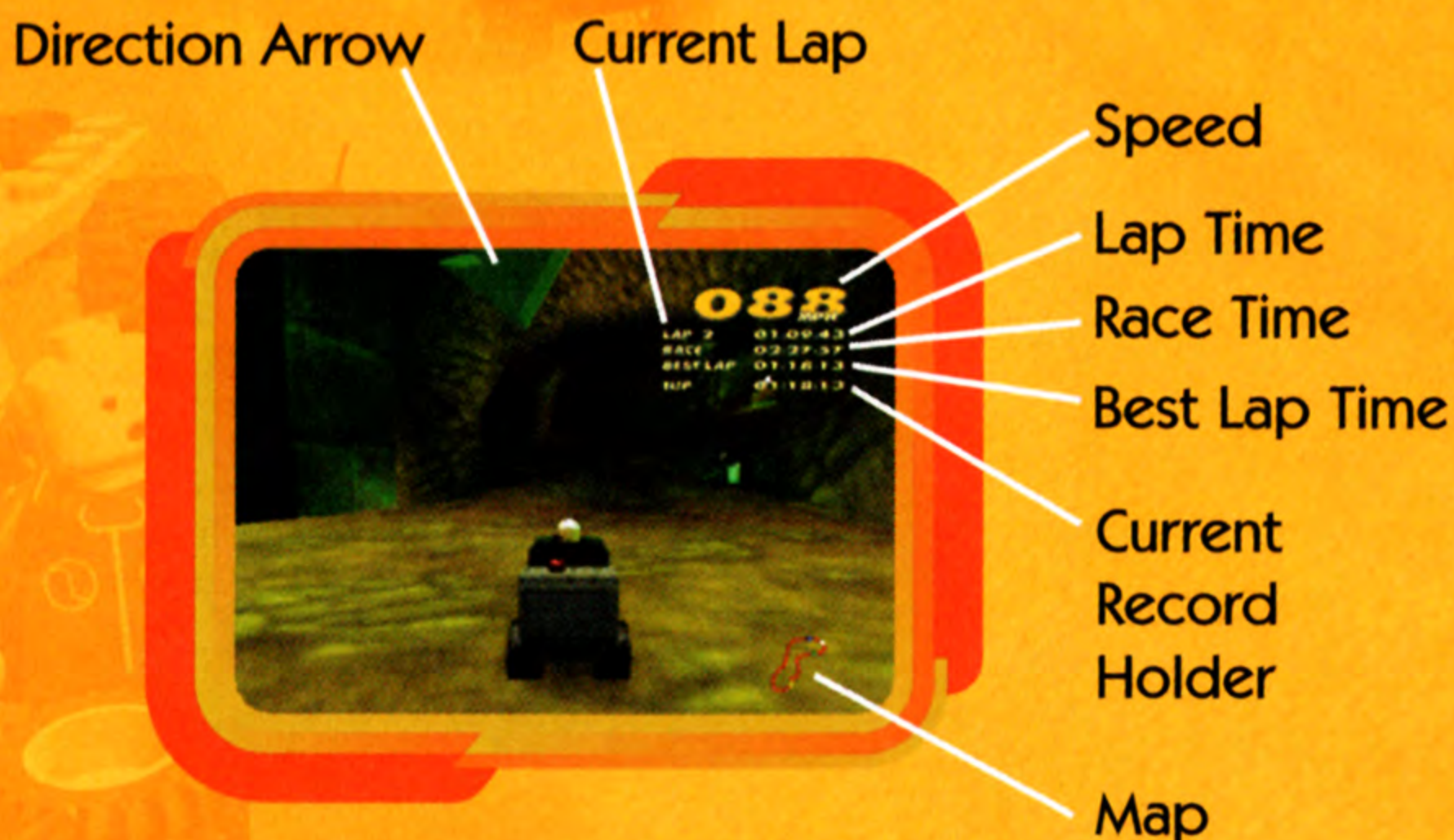
Best Times

Select **Best Times** from the **1 Player Menu**, and choose a LEGO® world. Then, highlight one of the tracks, and the best lap time will be displayed. Select the **Exit** option to go back.

Time Attack

Time Attack mode allows you to try and beat the current fastest lap time you have saved to Memory Card for each track. You can take as many laps as you like to try and beat the car. After the first lap, you'll be joined by a 'ghost car' that you can race against; the car represents the fastest lap you've achieved since you entered **Time Attack** mode. Like **Arcade** mode, you can only race on tracks from worlds that you can reach in **Adventure** mode. When you first load the game, all four Sandy Bay tracks will be available in **Time Attack** mode. Choose a world and track, enter your name, and then pick a racer and a car.

Racing Screen



1 Player Mode

Bonus Games

Using this option, you can play any of the **Bonus Games** that you have found during the **Adventure**. Choose the game you'd like to play (select **Sandy Bay**, for example, if you would like to play the game found there, Taxi Service), then choose the difficulty level. Press the ⊗ button to start playing.

After the game, you can choose from two options:

- Play Again
- Quit Bonus Game – which takes you back to the **Main Menu**

For more information on the **Bonus Games**, please turn to page 17

Racing Screen

Objects being
carried

Objects
delivered to
base



Speed

Time remaining

Map

Dino Island, Arctic, Mars, Xalax

Customer being
carried

Satisfied
customers



Speed

Time remaining

Map

Sandy Bay

2 Player Mode



When you choose **Multiplayer** from the **Main Menu**, you will be able to play against a friend in the **Arcade** mode, **Battle** mode and **League**.

The preparation for each race is slightly longer in **Multiplayer** mode. After you've chosen the world and track, Player 1 should enter their name, choose a character and then a car. Player 2 should then do the same.

Arcade

Arcade mode plays in exactly the same way as **1 Player** mode.

League

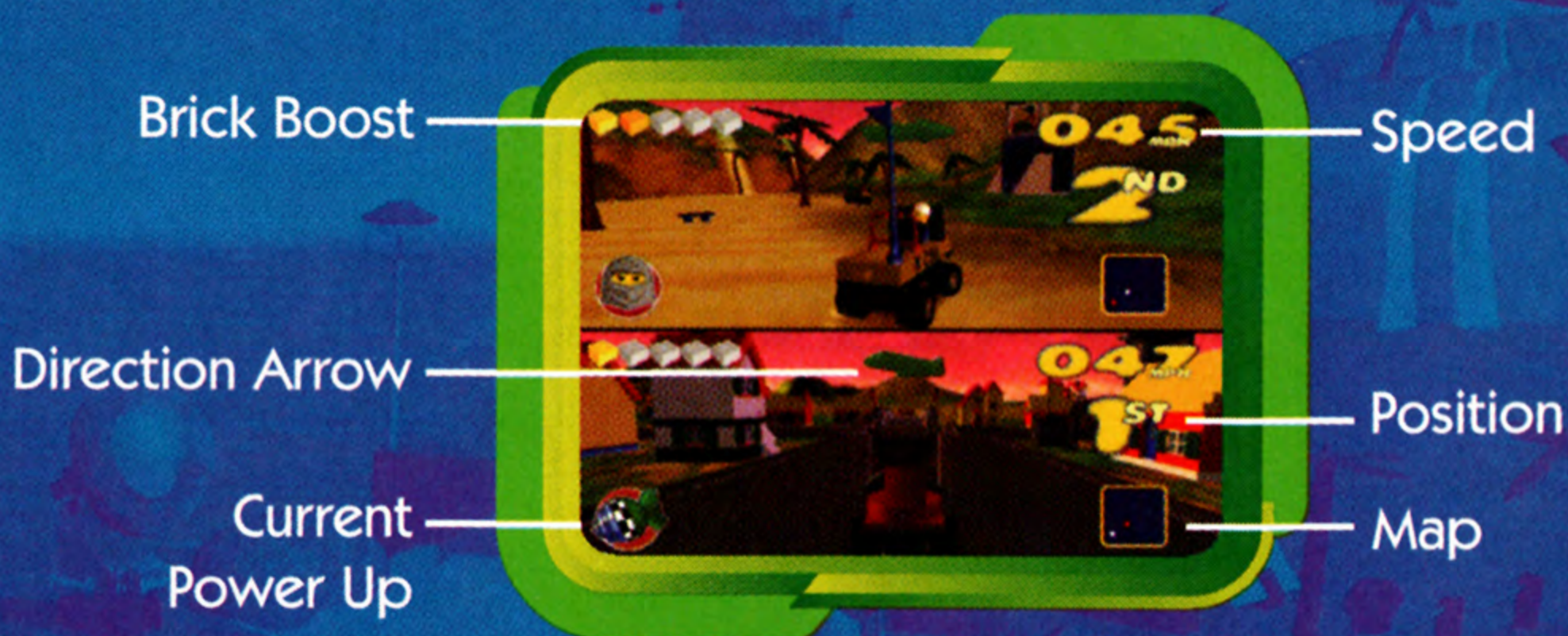
In **Multiplayer** mode, you can choose to race across a number of tracks in sequence. You can choose to race across between 1 and 10 tracks. The player that wins the most races is declared the overall winner.

First, enter your name, choose a character and then a car; Player 2 should then do the same. Then you can choose which tracks make up your **League** – again, the tracks are limited to those that belong to worlds that you can reach in the **Adventure**. Choose a world, then a track, and the number of laps (use the Left and Right directional buttons). You can also remove tracks, change tracks and randomly select tracks. When you're happy with your **League**, select **Start Game**, and press the **X** button.

The racing screen in the **League** displays the same information as in **Arcade** mode (see page 20).

2 Player Mode

Battle



Why not challenge a friend to a battle in each of the LEGO® worlds? There are no tracks – you are free to drive anywhere you like. Both players can collect Power-ups to use on their opponent. The first player to lose all of the bricks from their car is eliminated from the game, and the other player is declared the winner! Choose a world, then each player should enter their name, choose a driver and a car.



Credits

ATTENTION TO DETAIL LIMITED

Stuart Tilley - Producer

Gavin Cooper - Assistant Producer

Tim Swan - Lead Programmer

Steve Bennett - Renderer Programmer

Rob Baker - Renderer and Effects Programmer

Geoff Browitt - Front End Programmer

Glen Watts - Artificial Intelligence

Jon Brightwell - Sound and Installer Programmer

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Designers - Mike McCurdy, Neil Wigfield

Richard Priest - Lead Artist

Artists - Robert James, Tony Heap, Jimmy O'Ready, Chris Oxenbury,

John Dunn

Ben Blethyn - 2D Art

Animation - Alan Paul, Ben Blethyn

John Dunn - Jump Point FMV

John Davies - Game and FMV Sound Design

John Hancock - Audio Manager / Musician

Stafford Bawler - Lead musician

Steve Maloney - Musician

Chris Gibbs - Managing Director

Fred Gill - Technical Director

Dene Landucci - PR Guru

ARTWORLD UK LIMITED

Rob Dorney - Intro FMV

A vibrant red background featuring a detailed LEGO illustration of a desert landscape. In the foreground, a LEGO minifigure wearing a tan shirt and a tan helmet with a visor sits in a custom-built LEGO vehicle. The vehicle has a black and white checkered pattern on its side and large, treaded wheels. In the background, there are rolling red hills, palm trees, and a large, multi-tiered LEGO structure that resembles a temple or a fort. The sky is a deep red, and the overall scene is lit with a warm, golden light.

Credits

LEGO® SOFTWARE

World-wide Managing Director - Mark Livingstone

Product Development

Alex Camilleri - Senior Producer

David Williams - Producer

Gary Simmons - Assistant Producer

Wayne P Gardner - Producer's Assistant

Testing & QA

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Group Lead - Nicolas Doucet

Lead Tester - Neil Delderfield

Testers - Matthew Marriner, Mark Ward, Wayne Malcom Maddison

Desmond Gayle - Code Supervisor

Thanks also to the rest of QA for their valuable input.

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Localization Testers - Fritz Ehlers, Noam Halby,

Pasquale Stacchiotti, Hicham Rakim

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Robert Boyle - Logistics Controller

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Additional Thanks

Special thanks go to all the children who gave their valuable input throughout the development of this title.

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For game play tips and tricks, please visit the LEGO Website at www.LEGO.com

Precautions

Please read before using any video game or allowing your children to use it.

PLEASE TAKE THE FOLLOWING GENERAL PRECAUTIONS WHEN LAYING VIDEO GAMES.

Do not sit too close to the television screen; position yourself with the linking cable at full stretch. Play video games preferably on a small screen. Do not play if you are tired or have not had much sleep. Make sure that the room in which you are playing is well lit. Rest for 10-15 minutes per hour while playing video games.

Notes

Notes

Notes

games.



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