



PRESENTS

MOTOR MAYHEM



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 DVD 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.

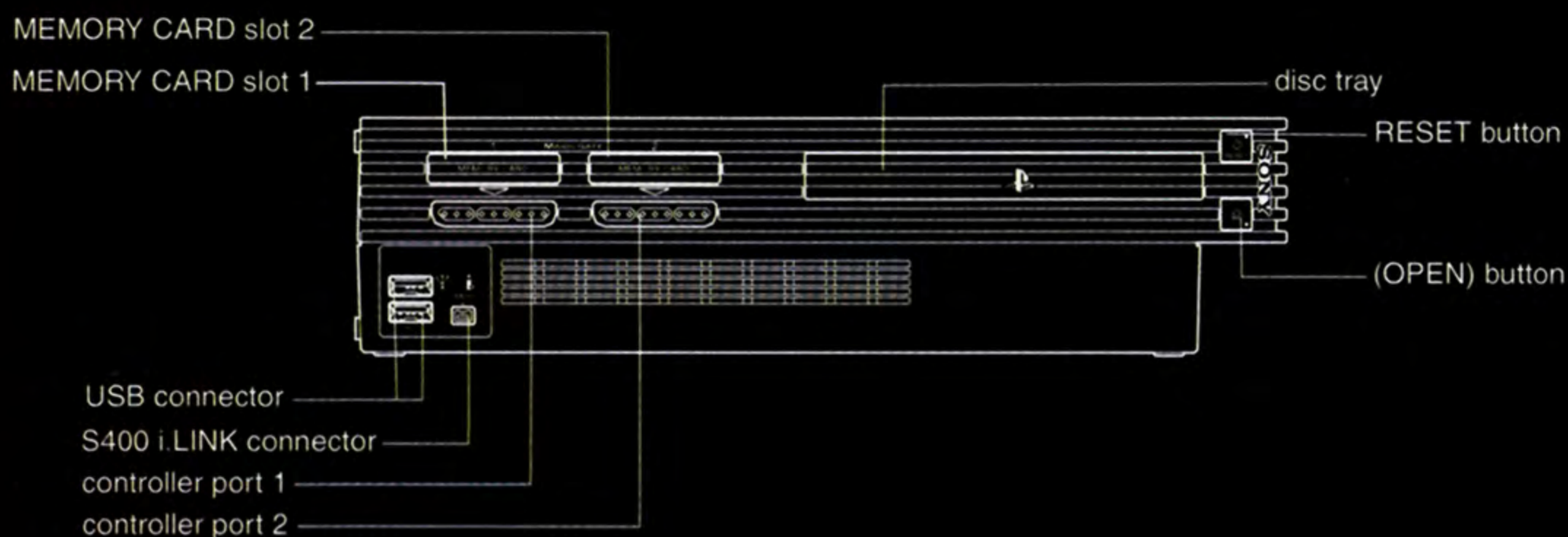


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MOTOR **MAYHEM**™

GETTING STARTED

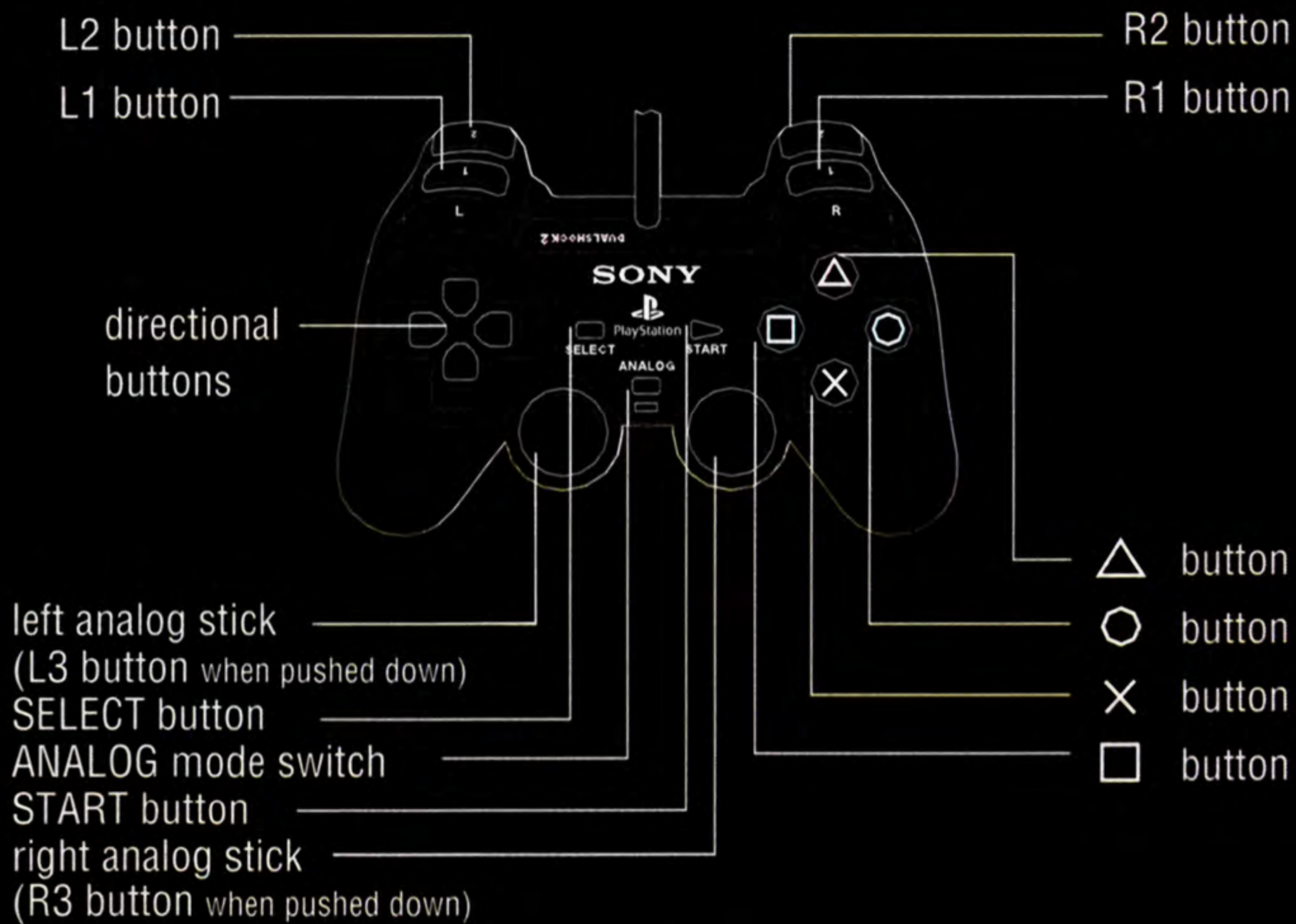


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Motor Mayhem 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 UP

DUALSHOCK™2 CONTROLLER CONFIGURATIONS



NOTE: These are default settings.

- Pause Menu – START Button
- Change Views – Select Button
- Rear View – R3 Button

Driving your vehicle: To steer the vehicle, use the ← and → directional buttons or the Left Analog Stick. You can also accelerate with the ↑ directional button and brake with the ↓ directional button.

- Accelerate – □ Button
- Power Brake – × Button
- Turbo – △ Button
- Brake – ○ Button

Weapons:

- Machine guns – **R1**
- Special Weapon – **R2**
- Cycle through Special Weapons – **L2**

The **L1** Button is used for Special Attacks and to engage Hover Mode. Press and hold the **L1** Button while pressing the required buttons in sequence, then let go to activate the Special Attack or Hover Mode. Press the **L1** button when you are ready to fire the weapon. Special attacks dissipate if not used and Hover Mode drains your energy meter.

ORIGIN OF THE VCL



There are things that live underground, not the things we know about, but a race and culture of things that think differently and live differently from us. They are tunnel and hive builders, an evolved derivation of the insects we see on the surface. Their evolution has paralleled ours, but where we drew ourselves from the primordial cocktail and heaved ourselves to a destiny of dry land and open air, they burrowed deeper into the silt and ooze. They burrowed deeper, until they reached a point where geothermal energy from the Earth's core could drive their development. Their tunnels are everywhere, usually miles below us, whose surface world is prohibitively light and harsh for them to inhabit, but sometimes quite close. They are the Düvo, and in 2006, a deep-sea drilling rig punctured a shallow tunnel wall and triggered the last war on Earth.

Fighting raged across and beneath the surface of the planet for nearly thirty years. For much of that time it seemed inevitable that the Düvo would triumph. They were physically stronger and tougher than the best human soldiers, and their technology was nearly on par with ours. Their hive mind, once applied to military strategy, executed complex and devastating maneuvers flawlessly. Several controversial research projects were inaugurated by the military of the human Allies to combat the Düvo. One, research into the genetic engineering of superhuman soldiers, proved to be our salvation – but nearly cost us our souls.

Genetic research dovetailed with nanotechnology to give researchers the ability to construct, splice and modify genes with precision. The results were initially recombinants: animal-human hybrids bred in clans with enhanced physical abilities. The engineered beings were called Manufactured Individuals by the military – Minduals by



others. Later experiments led to stranger enhancements, including the Psi-Minduals that so frightened a public hyper-sensitized to the unfamiliar by the Düvo War that it demanded an end to genetic research.

Now, nearly a century later, the victory of the Allies is evidenced in the uniformity of the world's economy, the spread of high technology and the universal hunger for consumer goods and entertainment. The descendants of the super soldiers, the "war babies," are now shunned. A suspicious populace has pushed the passage of the Modified Life Forms Act, which mandates that they spend the rest of their lives behind the walls of military research labs. Bred and trained for combat, they and their descendants pioneered the idea of "combat athletics" in the military labs as a means to maintain their training and exercise their abilities. However, when the bloodthirsty appetites of the world's entertainment consumers finally demanded televised and netcast combat, it seemed as though the Minduals had found their peacetime niche – battling each other publicly in a variety of combat games, tests of strength and reenactments of historic battles. Elements of these first spectacles were brought together by the marketing genius of Dr. Will Pernicious, founder and chairman of the Vehicle Combat League. For the Minduals, the league is an opportunity to free themselves and their clans to start their own communities outside the labs.

Now in its thirteenth season, the VCL has outstripped all other forms of entertainment in terms of revenues, audience share and mass distribution of media. As this season draws to its usual controversial close, eight athletes have qualified to compete in the VCL playoff event, MOTOR MAYHEM. On the line are all three of the VCL championship belts – the Eliminator Belt, the Endurance Belt and the Deathmatch Belt. All three titles are currently held by the deranged former military researcher now known as Buzzsaw. The tournament has been billed as the search for the greatest combatant in the universe. Could this be the first in VCL history when a single athlete steps forward to unseat the champ?

– Jimmy Clydesdale for the VCL Newsletter

LET'S MEET THE CONTESTANTS...

INCUBUS



Speed		44
Armor		50
Firepower		77
Handling		86
Mass		15

INSANE AND INTENT ON REVENGE, HE'S THE WORST KIND OF ENEMY.

Name: Sgt. Connor Forsythe

Height: 6' 0"

Weight: 190 lbs.

Born: December 10, 1999

Birthplace: Hell's Kitchen, New York

Rival: Corvalis

Avg. Kills per Game: 4.7

Vehicle: Modified Burn Cycle

Experience: Northern Division Champion

Reportedly a close friend of Corvalis while they served together during the Düvo War, they became bitter enemies when Forsythe was court-martialed and removed from the Marine Corps for reasons that remain classified. Neither man will discuss the series of covert missions that preceded the court-martial trial, but Incubus has admitted in several interviews that he entered the VCL competition strictly to defeat Corvalis, and if possible, to kill him. The opposite was nearly the case two seasons ago, when Corvalis was suspended for three matches after repeatedly running over an unconscious Incubus when his teleporter failed to trigger. While his body armor saved his life, the incident seems to have driven the fervor for revenge in the dark veteran to the borderline of insanity.

Prior to his military service, Incubus was a promising college athlete with aspirations to compete internationally as a triathlete. His physical gifts made him highly sought after for recruitment into several special forces programs, but his love for speed led him to train with the Burn Cycle units charged with underground tunnel-running and demolitions.

Vehicle details: The Burn Cycle is not heavily armored, but is quick and maneuverable. With careful handling, it can penetrate areas inaccessible to other vehicles. Visually, it is practically identical to his rival's Burn Cycle.

Combos

Hold down the Special Attack button and enter combo. Hit Special Attack button again to fire.

Rear: Anti-Matter Mine – Accel

Long-range: Tachyon Torpedo – Power Brake, Brake

Short-range: Brimstone Blade – Power Brake, Power Brake, Power Brake

Hover – Power Brake, Power Brake, Brake, Brake, Accel, Accel, Turbo, Turbo

GROK



**THE COLOSSUS OF CONCRETE.
THE TITAN OF TREMBLORS, THE
GARGANTUA OF GRANITE.**

Name: Terrence Solum

Height: 8' 3"

Weight: 1215 lbs.

Born: Unknown

Birthplace: Unknown

Vehicle: Steamroller

Rival: Rancor

Avg. Kills per Game: 5.2

Experience: Rookie – New Southwest
Division Champion

Speed  55

Armor  100

Firepower  100

Handling  55

Mass  100

While the techniques of gene splicing that produced the Minduals races have been outlawed, corporations with urgent need of technology have been known to operate covert laboratories. Terrence Solum was the result of a series of experiments seeking to produce a being capable of withstanding the pressure of deep-sea mining and salvage operations. Enormously strong and difficult to damage, Grok nonetheless outlived his usefulness to his engineers. Several attempts were made to terminate him before he escaped the complex where he was raised and his whereabouts are currently unknown.

Vehicle details: A powerful construction rig with a pile driver/rock breaker incorporated into the hood. Moderately armored, with average handling.

Combos

Hold down the Special Attack button and enter combo. Hit Special Attack button again to fire.

Rear: Mine – Accel

Long-range: Meteor Strike – Turbo, Accel

Short-range: Seismic Smash – Brake, Power Brake, Accel

Hover – Power Brake, Turbo, Power Brake, Accel, Brake, Accel



WAITING TO TAKE A BITE OUT OF ANYTHING HE CAN SINK HIS TEETH INTO.

Name: Matthew Stellio

Height: 5' 11"

Weight: 225 lbs.

Born: October 23, 2012

Birthplace: Los Alamos, New Mexico

Vehicle: Scorpion Rig

Rival: Grok

Avg. Kills per Game: 3.2

Experience: Two-time Southern Division Champion



Born and trained at the Los Alamos research facility, Rancor was one of many genetic experiments with hybrids that came at the tail end of the Düvo War. Consequently, his whole life has been spent in the confines of laboratories and training grounds, where he developed his unique combat vehicle and an intense drive to break into the VCL competition and destroy his fellow Minduals. He achieved this goal two seasons ago, escaping the confines of Los Alamos and founding the VCL Underworld faction that seeks to overthrow the current management of the league.

Vehicle details: Rancor's combat rig is a medium-armored muscle car with a devastating close-quarters primary weapon. What it lacks in nimble handling it makes up in acceleration.

Combos

Hold down the Special Attack button and enter combo. Hit Special Attack button again to fire.

Rear: Acid Rain – Accel

Long-range: Taser Tail – Brake, Brake

Special: Venom Blast – Power Brake, Turbo, Turbo

Hover – Brake, Brake, Accel, Accel, Accel

ORION



**THE GUY YOU LOVE TO HATE.
ESPECIALLY WHEN HE'S HURTING
YOU.**

Name: Maj. Heath Austin

Height: 6' 3"

Weight: 242 lbs.

Born: June 2, 1990

Birthplace: Vancouver, Canada

Vehicle: Combat Hovercraft

Rival: Chromium

Avg. Kills per Game: 4.3

Experience: Southeast Division Champion

Speed		80
Armor		65
Firepower		94
Handling		64
Mass		31

Major Austin is among the most highly decorated postwar officers currently serving in the International Services. His unit has pursued rogue Düvo units since the close of the war, and they have benefited from the extensive weapons research spawned by a captured technology of the Düvo civilization. He remains quiet and severe and little is known about his past, but speculation on his reasons for entering the VCL are rampant. He retains his military affiliations, and it must be assumed that for whatever reason, he is competing at the behest of his superiors.

Vehicle details: He drives an armored, custom-built hovercraft. It has been filled with a variety of special weapons.

Combos

Hold down the Special Attack button and enter combo. Hit Special Attack button again to fire.

Rear: Afterburner – Accel

Long-range: Mega Missile – Turbo, Power Brake

Special: Concussion Cannon – Brake, Accel, Power Brake

Hover – Power Brake, Power Brake, Brake, Brake, Accel, Accel, Turbo, Turbo

CHROMIUM



CAN'T TAKE YOUR EYES OFF THOSE TASERS? NOBODY CAN!

Name: Eva Lutska

Height: 5' 10"

Weight: 135 lbs.

Born: October 20, 2001

Birthplace: Krakow, Poland

Vehicle: Mirrored Sports Car

Rival: Orion

Avg. Kills per Game: 2.8

Experience: Northwest Division Champion

Trained and employed by the secretive black-budget commission on corporate espionage of the European Union, Lutska's dossier describes her as perhaps the finest hand-to-hand combatant on Earth. Her specialty is infiltrating heavily defended corporate headquarters and research stations to investigate the abuses of military technology. Consequently, her own skill with vehicles and weapons is superb. As her activities often call for stealth, she wears reflective mimetic body armor that can camouflage her against the environment for brief periods. Her objective in the Trials is to investigate the media conglomerate hosting them – only as a participant could she gain access to their facilities and determine the origins of each of the Minduals participating. Her investigation still isn't complete, and now that the Trials are actually beginning, she is forced to compete. Relying on her weapons and martial arts skill to sustain her in combat, her priority is to survive to unearth the secrets of the VCL.

Vehicle details: Chromium's jet-assisted race car has the highest top speed of any vehicle in the Trials and it's lightly armored.

Combos

Hold down the Special Attack button and enter combo. Hit Special Attack button again to fire.

Rear: Tesla Mines – Accel

Long-range: Thunderball – Power Brake, Turbo

Short-range: Super Shocker – Turbo, Brake, Brake

Hover – Brake, Accel, Brake, Brake

VOLCANA



BURNING UP TO TORCH ALL CONTENDERS!!!

Name: Daria Caminus

Height: 5' 7"

Weight: 124 lbs.

Born: July 24, 2005

Birthplace: Barcelona, Spain

Vehicle: Fire Engine

Rival: Void

Avg. Kills per Game: 4.0

Experience: Three-time East Coast
Division Champion

Speed		72
Armor		70
Firepower		83
Handling		80
Mass		49

A third generation Mindual, Volcana is a descendent of the Caminus clan of genetically enhanced combat units. Engineered to possess the psychic gift of pyrokinesis – the ability to create and project fire from the body – she is the last of her kind. Her clan was a part of the sac-sweeping fire teams that struck the Düvo breeding chambers beneath Ontario, Norway and the Himalayas. She is determined that her abilities will die with her. If she is victorious in MOTOR MAYHEM™, she will continue dedicating herself to the destruction of the Caminus research.

Vehicle details: Volcana's fire engine is engineered to start fires, not put them out. She drives it and directs its weaponry from a standing position. Heavy and heavily armored, it is cumbersome but lethal.

Combos

Hold down the Special Attack button and enter combo. Hit Special Attack button again to fire.

Rear: Napalm Mine – Accel

Long-range: Inferno Cannon – Brake, Power Brake

Special: Fire Storm – Turbo, Accel, Brake

Hover – Brake, Accel, Brake, Brake,

WORLD



Speed		76
Armor		80
Firepower		99
Handling		50
Mass		52

TALL, DARK AND NOT EVEN REMOTELY HANDSOME.

Name: Emil Algor

Height: 6' 6"

Weight: 110 lbs.

Born: July 1, 2014

Birthplace: Langley, Virginia

Vehicle: Black Limousine

Rival: Volcana

Avg. Kills per Game: 5.1

Experience: Northeast Division Champion

The pinnacle of the Mindual experiments was the development of the Psi-Minduals – the Algor class genetic recombinants whose mental and latent psychic abilities were enhanced in sometimes horrifying ways. Their penetration of the hive mind of the Düvo was instrumental in winning the war, but it was the disturbing and sometimes uncontrollable abilities of the psychics that led to the termination of human genetic engineering and the confinement of existing Minduals. While most accounts of paranormal accidents involving Algors are shrouded in military secrecy, it is reasonably certain that some reports of mass hysteria, waking nightmares and poltergeist activity associated with Psi-Minduals are credible. No confinement strategy has ever kept an Algor class psychic for more than 24 hours, and it is known that those remaining have established a community remote from human civilization.

Emil Algor was previously unknown to the military, so it is believed he is a second generation Psi-Mindual. He is a living psychic conduit between the waking and dreaming worlds; a wormhole stretching back to the void of primal, unformed consciousness.

Vehicle Details: A menacing black stretch limo that combines quick acceleration and heavy armor at the expense of handling.

Combos

Hold down the Special Attack button and enter combo. Hit Special Attack button again to fire.

Rear: Graviton Mine – Accel

Long-range: Nightmare Missile – Power Brake, Accel

Special: Psychic Maelstrom – Brake, Brake, Brake

Hover – Brake, Accel, Brake, Brake

BUZZSAW



Speed		71
Armor		67
Firepower		90
Handling		83
Mass		67

HARD ON THE OUTSIDE, HARDER ON THE INSIDE

Name: Dr. Lincoln Curry

Height: 7' 1"

Weight: 722lbs.

Born: May 13, 1985

Birthplace: Montserrat, West Indies

Vehicle: Bladed Tractor

Rival: Everyone

Avg. Kills per Game: 3.1

Experience: Western Division Champion

Lincoln Curry's life as a research scientist ended with the success of the Mindual program during the Düvo war. His focus on bionics and the development of military-grade human exoskeletons was critical to intelligence operations in the first years of the war, when operatives would wear his Buzzsaw armor to penetrate shallow Düvo tunnel networks protected by the root systems of dense forests. The genetic engineering of Psi-Minduals such as Void made such intelligence operations obsolete – there was no need to reconnoiter enemy tunnels when the enhanced psychic perceptions of the new breed of military intelligence could provide more complete information remotely. Determined to vindicate his research and demonstrate the superiority of exoskeletal systems over genetic engineering, Dr. Curry appropriated his most sophisticated Buzzsaw prototype and coupled it with a military tree-clearing vehicle and competed in the unregulated vehicle combat deathmatches that predated the VCL. It is unknown what enhancements he's made to the Buzzsaw armor in recent years, but he has claimed in the press to have assimilated into the bionics completely. Dr. Curry is thought by many to be the most disturbed and unpredictable combatant in the VCL.

Combos

Hold down the Special Attack button and enter combo. Hit Special Attack button again to fire.

Rear: Sentry Mine – Accel

Long-range: Buzz Blade – Power Brake, Accel

Short-range: Saw Fury – Brake, Turbo, Turbo

Hover – Brake, Brake, Accel, Accel, Accel

ITEMS & SPECIAL WEAPONS



Health



Machine Gun Upgrade



Cheat Key

Energy



Shield



Extra Life



SPECIAL WEAPONS



Rockets

Mines



Artillery

Flak Cannon



Chain Gun

Missile Salvo



Pulse Laser

Homing Missiles



Heat Seekers

Gauss Cannon



EMP Missile

Mini Nuke



HEADS UP DISPLAY

This is your key to success. Understand the Heads Up Display and you can better understand your battlefield. The HUD contains the following information:

SPECIAL ATTACK

When performing a special attack, the name of the attack is displayed here.

SCORE

The kills you earn are tallied and shown here.



HEALTH METER

This shows how much damage you can take before your vehicle is destroyed.

ENERGY METER

This shows how much special fuel is available to use for special attacks and hovering.

SPECIAL WEAPON

Shows you which special weapon, if any, you have equipped.

RADAR

This shows where your opponents are in relation to your location. This is the most important display. Never take your eyes off your opponent.

MACHINE GUN UPGRADE

This shows the level of your machine gun upgrade






WEAPON AMMO

How much ammo you have left of your currently equipped special weapon.



QUICK BRAWL

Quick Brawl matches are for those who want to get in some fast-paced action. From here, you can start a quick game of Deathmatch. Choose your arena and choose your opposition, then choose the match settings. Your results in the Quick Brawl mode do not affect your tournament rankings in the VCL. Win or lose, it's just practice for the real match down the line. Practice the arenas and switch around your opponents to better prepare yourself for the matches that really count. Get to know the arenas and your opponent's tactics.






CONTESTANT SELECTION

Saddle up for a quick game of Deathmatch. Select your combatant and press the  Button to confirm your selection. Press the  Button to see the Bio/Info. On the Contestant Bio screen, press the  Button to see the Vehicle Info. Press the  Button to return to the Contestant Selection screen. Press the  Button to exit back to the Main Menu.







ARENA SELECTION

Choose the battlefield for your match. Select the arena and press the  Button to confirm your selection. Press the  Button if you wish to return to the Contestant Select Screen.



OPPONENT SELECTION

Choose your opponents. Select your rival and press the  Button to confirm your selection. You can change each of the combatant's skill level by pressing the  Button. Skill levels can be set for Normal, Hard or Very Hard. Press the directional buttons  or  to choose your opponents. Select the static screen to remove a computer controlled player from the match. Press the  Button if you wish to return to the Arena Selection screen.

MATCH SETTINGS

In this menu, you can choose set the Score Limit, Time Limit and number of rounds you wish to play, as well as what item and secondary weapons can be found in the arena and the quantity of each. Press the directional buttons  and  to adjust the settings, then press the directional buttons  or  to move to a different setting. Press the  Button when you are satisfied with the settings to start the match. Press the  Button to return to the Opponent Selection screen. Once the match is completed, the results are recorded and you can see how well you've done. The scores are ranked by number of kills and other statistics: Accuracy, Combos, Weapons and Wins, are also tallied.

STARTING A NEW CAREER

Start your career in the Trials. Here you begin your campaign for the top. In order to reach the top, you must complete each of the Trials. Eliminator, Deathmatch and Endurance. The current title holder is the dreaded Buzzsaw. Select the Trial you wish to participate in and press the  Button to confirm your selection. Press the  Button to return to the Main Menu. You may enter any contest at any time and you can save your progress after a match and enter a different mode.



VCL ELIMINATOR

You must be the last man standing in order to advance to the next arena. You explode, you lose. No respawns. You must also complete the match within the allotted time. You have three tries to win the tournament. When those retries are exhausted, you must either load a previously saved game, or return to the Main Menu and start the tournament over. When a match is finished, you have the option to either continue, save your progress or return to the Main Menu.



VCL DEATHMATCH


The first contestant to reach the target number of kills advances. With each arena, the number of opponents grows. Unlimited respawns. You have three tries to win the tournament. When those retries are exhausted, you must either load a previously saved game, or return to the Main Menu and start the tournament over. When a match is finished, you have the option to either continue, save your progress or return to the Main Menu.



VCL ENDURANCE

Each battle pits you against a non-stop succession of 1-on-1 battles. Survive the onslaught to advance. There are no respawns. Once an opponent is defeated, the next one spawns on the map, no rest for the wicked. You have three tries to win the tournament. When those retries are exhausted, you must either load a previously saved game, or return to the Main Menu and start the tournament over. When a match is finished, you have the option to either continue, save your progress or return to the Main Menu. Once you have completed Endurance, you must also complete the Eliminator and Deathmatch modes to become the VCL Champion.

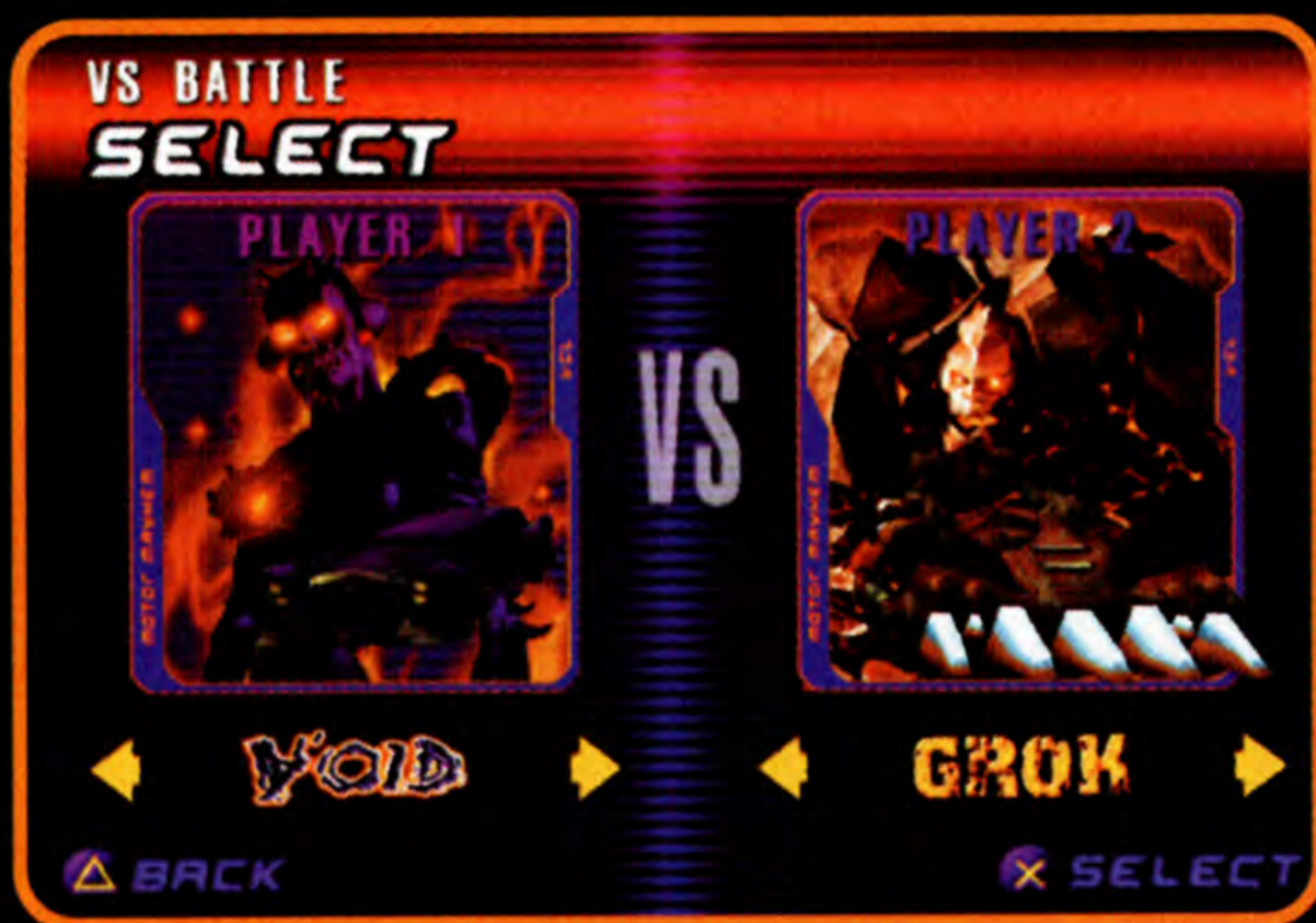
COMBAT SUMMARY

When a battle is won or lost, the Combat Summary displays the results of the match. Your kills, accuracy, combos, weapons collected, opponent damage and your match status are shown here. The number of continues you have left to compete in the tournament is displayed above your Combat Summary options. You can continue the tournament, save your game or exit to the Main Menu. Highlight your selection and press the  Button to confirm.

VS BATTLE

DEATHMATCH

Go head-to-head with a friend in a round of Deathmatch. This mode is identical to the Quick Brawl and VCL Deathmatch modes except that you are competing with a friend. Your results in the Multi-Player mode do not affect your tournament rankings in the VCL. Win or lose, it's just practice for the real match down the line. Practice the arenas and pummel your friends to better prepare yourself for the matches that really count.



VS BATTLE SELECT

Saddle up for a quick game of Deathmatch. Select your combatant and press the **X** Button to confirm your selection once both players have chosen their characters. Search the contestants by pressing the directional buttons **←** and **→** and press the **X** Button to confirm your selection. Press the **△** Button to exit back to the Main Menu.

ARENA SELECTION

Choose the battlefield for your match. Select the arena by pressing the directional buttons **←** and **→** and press the **X** Button to confirm your selection. Press the **X** Button if you wish to return to go back to the VS Battle Select Screen.

MATCH SETTINGS

In this menu, you can choose set the Score Limit, Time Limit and number of rounds you wish to play. Press the directional buttons **←** and **→** to adjust the settings, then press the directional buttons **↑** or **↓** to switch select the different settings. Press the **X** Button when you are satisfied with the settings to start the match. Press the **△** Button to return to the VS Battle Select screen. Once the match is completed, the results are recorded and you can see how well you've done. The scores are ranked by

number of kills and other statistics: Accuracy, Combos, Weapons and Wins, are also tallied.

PAUSE MENU

In the Pause Menu, under the Options, you can change the view to suit your liking. There are three split screen views available, horizontal, vertical and quad. This option is only available in Multi-Player. Press the directional buttons ← and → to choose a splitscreen view and press the ⊗ Button to confirm your choice.



LOAD CAREER

In order to save your progress in the tournament and your options settings, you must have at least 63kb of space on your MEMORY CARD (8MB) (for PlayStation®2). Be sure you have enough space prior to starting a tournament.

LOAD

To load your game, make sure the MEMORY CARD (8MB) (for PlayStation®2) is inserted in the MEMORY CARD slot 1. Press the ⊗ Button to load from the MEMORY CARD (8MB) (for PlayStation®2). To return to the Main Menu, press the ▲ Button.

SAVE

To save your game, make sure the MEMORY CARD (8MB) (for PlayStation®2) is inserted in the MEMORY CARD slot 1. Press the ⊗ Button to save. To return to the Main Menu, press the ▲ Button.

NOTE: Do not insert or remove a MEMORY CARD (8MB) (for PlayStation®2) while saving or loading a game.

OPTIONS

The Options Menu is where you can change various game settings. You can adjust the audio volumes, turn available cheats on or off, set your controller configuration and change the difficulty settings for the VCL Tournaments. Select the option you wish to adjust and press the **X** Button to enter the menus. Press the **△** Button to return to the Main Menu.



AUDIO

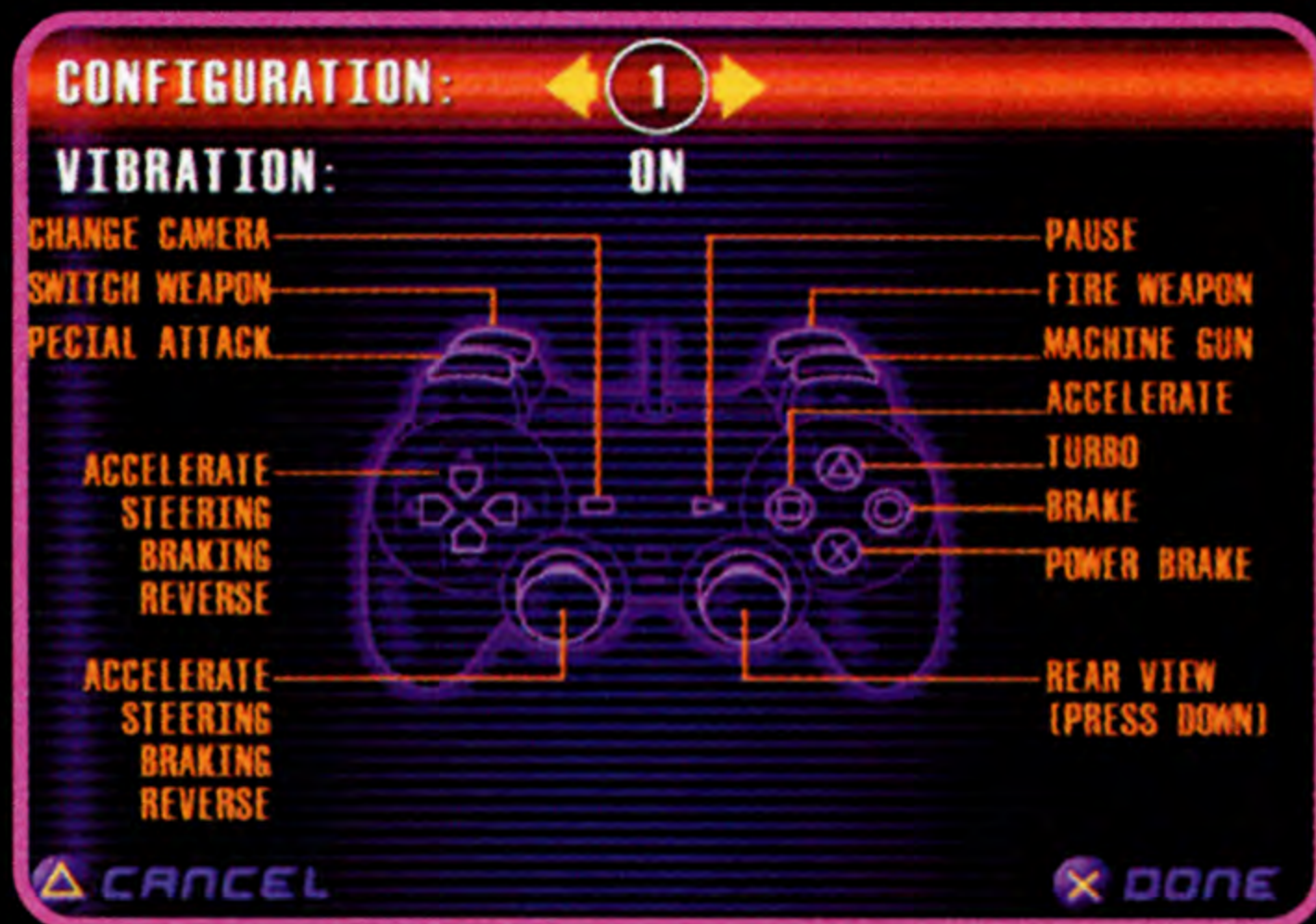
SFX Volume, Music Volume and Output can be adjusted by pressing the **←** and **→** directional buttons. Once satisfied with your settings, press the **X** Button to confirm your selections or press the **△** Button to return to the Options Menu with your previous settings intact.

CHEATS

The cheats can be turned on or off by selecting the cheat you wish to change and pressing the **X** Button. Toggle the setting by pressing the **←** and **→** directional buttons. Once satisfied with your settings, highlight the Exit Menu selection and press the **X** Button to confirm your selections. Press the **△** Button to return to the Options Menu with your previous settings intact. To unlock cheats, you must enter the VCL Tournaments and find the key to unlock each of the different cheats available. Once you place in the match, the cheat is available for you to use in the Options Menu under Cheats. (See the section on Unlocking Cheats.)

CONTROLLER CONFIGURATION

The controller configuration for each player is adjusted separately. Press the ← and → directional buttons to select either player's controller when the Controller Configuration option is highlighted and press the ⊗ Button to enter the Configuration Menu. There are eight settings to choose from; select the one you wish to use and press the ⊗ Button or press the △ Button to return to the Options Menu with your previous settings intact.



DIFFICULTY

There are three difficulty settings for Motor Mayhem. Normal, Hard and Very Hard, with Normal as the default setting. If you feel up for the challenge, a harder setting might suit you. The difficulty settings only affect the VCL Tournaments, as Quick Brawl has individual settings for your opponents and Multi-Player difficulty is determined by the person behind the second controller.

DEFAULT SETTINGS

Press the ← and → directional buttons to play with the default settings or those of your choosing.

UNLOCKING CHEATS

Motor Mayhem contains a number of secret arenas, secret cheats and a secret character that can be unlocked by finding the key in each level. To unlock a cheat, you must complete the two actions described below while playing the game in either Hard or Very Hard difficulty modes (see the option menu). First look for an item that resembles a purple key. They are well hidden but not impossible to find. As a token of our appreciation, here is a clue where to look for the key located in the Coliseum. Look up, it's somewhere up in the air. As for how to reach it, the jumbotron plays a role. Second, collect the item. A message saying which cheat was unlocked will appear at the bottom of the screen along with an audio message.

By finding the key in each level you can unlock several new arenas like Downtown, Canal and Park Hill. You'll have to find the rest for yourself. Buzzsaw, the current Endurance Belt title holder, can be unlocked as well.

NOTE: There are no keys in Quick Brawl, Multi-Player or Normal mode.



DVD EXTRAS

A little extra something from the VCL. Play the CD music, play the music videos or watch the credits roll from this menu. Highlight the extra you wish to check out with the Up and Down directional buttons and press the **X** button to confirm your choice. Press the **△** Button to return to the Main Menu.

PLAY CD MUSIC

Listen to Crystal Method's "Keep Hope Alive" and Methods of Mayhem's "Hypocritical" from here. Choose the track you wish to play by pressing the **←** and **→** directional buttons. Press the **X** Button to play the tune. Stop the track by pressing the **X** Button. Press the **△** Button to return to the Main Menu.

RYEBOT AND LONO

Watch the music video from the musicians of MOTOR MAYHEM™. Press the **X** Button to play the video. Stop the video by pressing the **X** Button and return to the Main Menu.

BEHIND THE SCENES

Check out the Making of Motor Mayhem behind the scenes production video. Complete with conceptual art and video of your favorite VCL stars. Press the **X** Button to play the video. Stop the video by pressing the **X** Button. Press the **X** Button to return to the Options Menu.

2000 GAME TRAILER

Take a look at the promotional video for Motor Mayhem. The video features several Motor Mayhem combatants doing what they do best. To view the trailer, simply press the **X** Button. To leave the trailer at any time, press the **X** Button to return to the Main Menu.

CREDITS

Behind the scenes at the VCL. These are the guilty, the ones responsible for this tournament, the ones you know and love. Sit back, eat some popcorn and watch the credits roll! To view the credits, simply press the **X** Button. To leave the Credits section at any time, press the **△** Button to return to the DVD Extras Menu.

THE GUILTY – CREDITS

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Sincere thanks for helping us
make this game happen. We
all know what we've been
through and achieved
together. SJ over and out.

Methods of Mayhem
"Hypocritical"
Written by Lee/Murray
Published by:
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Under License From
Universal Music Enterprises

The Crystal Method
"Keep Hope Alive"
Written by Ken Jordan and
Scott Kirkland
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