

Super PickUps™



⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation 2 system.
Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

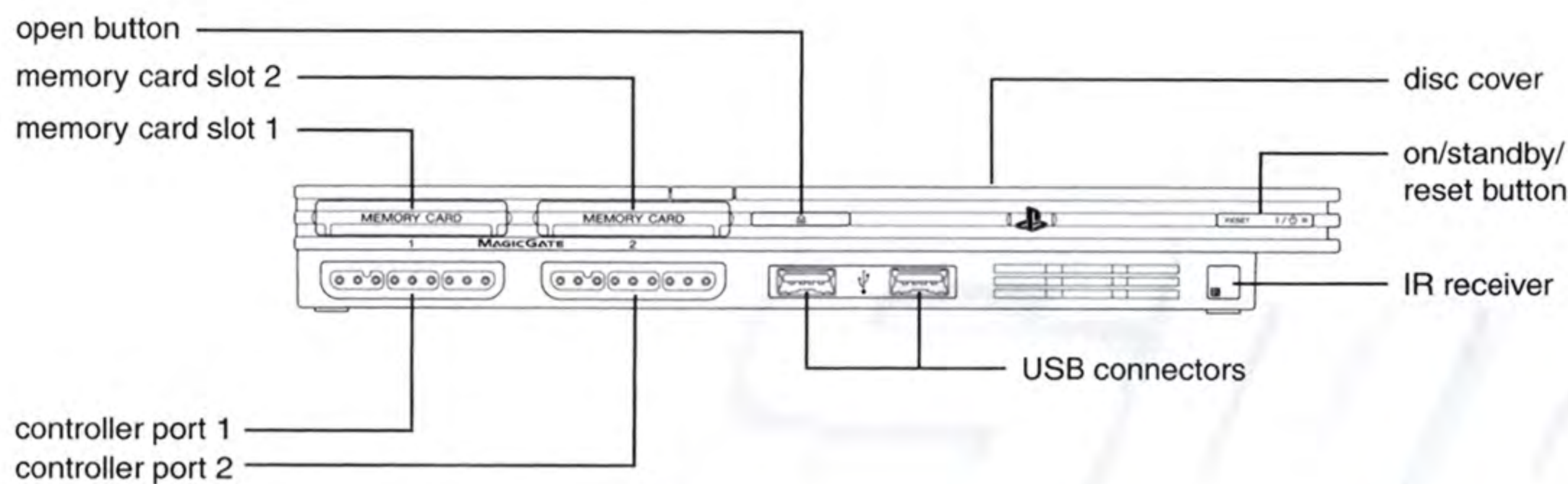
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

INTRODUCTION	004
GETTING STARTED	005
FIRST START-UP	005
IN-GAME MENU NAVIGATION	005
OPTIONS	006
-CONTROLLER SETUP	006
-DRIVING AIDS	006
-AUDIO	006
-VIDEO	006
-CREDITS	006
DRIVER SELECTION	007
-NEW DRIVER	007
-DELETE DRIVER	007
-SAVE DRIVER	007
UNLOCKING VEHICLES	007
RECOMMENDATION	007
MEET THE SPONSORS	007
MAIN MENU	014
QUICK RACE	015
CAREER MODE	016
-SEASON	017
-CHALLENGES	018
-PRACTICE	018
-GARAGE	018
-TUNING	018
-STATS	018
MULTIPLAYER	018
-SINGLE RACE	019
-TOURNAMENT	019
-SURVIVOR	019
SUPER PICKUPS CREDITS	024

GETTING STARTED



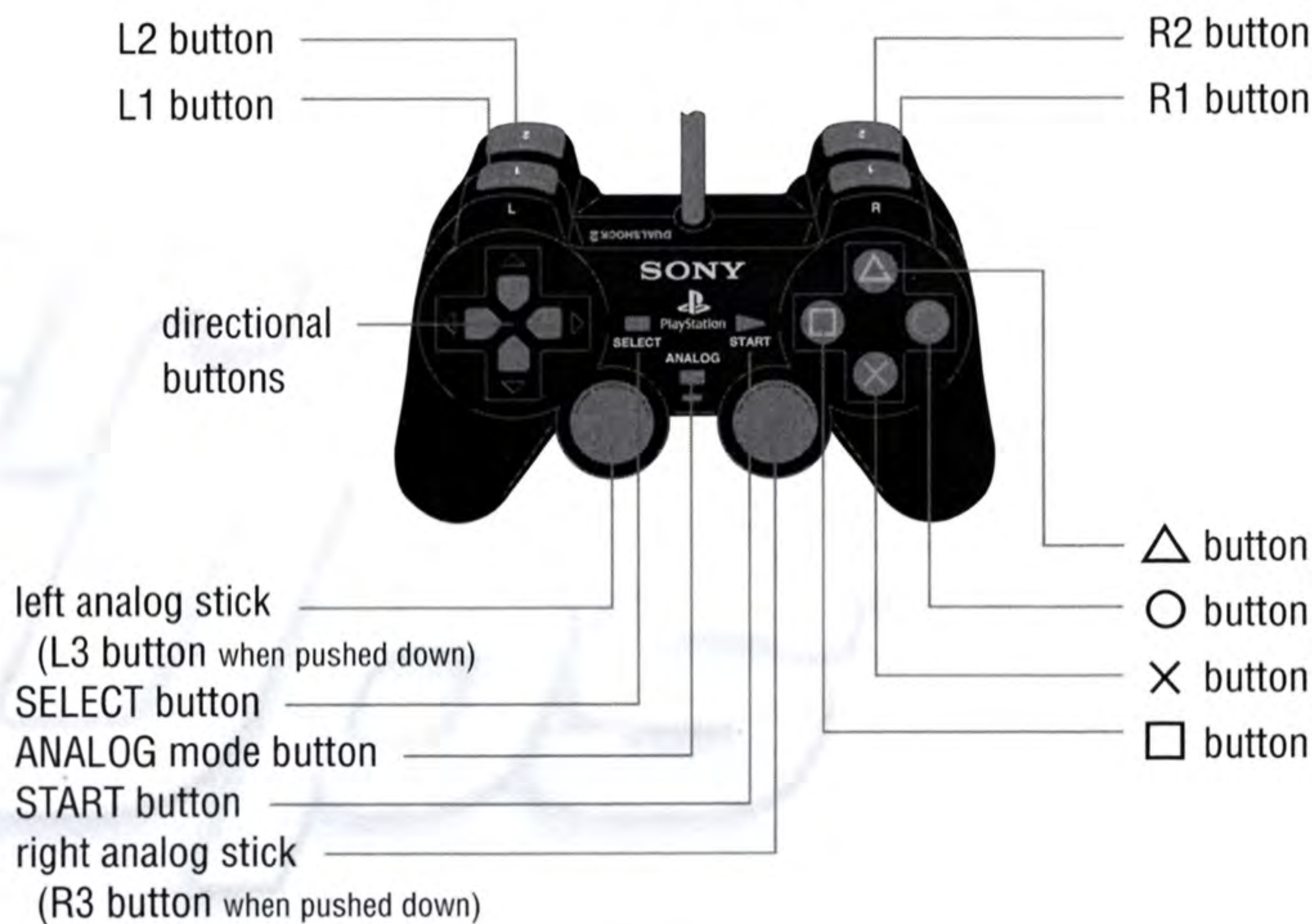
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the Super Pickups™ disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK[®]2 ANALOG CONTROLLER CONFIGURATIONS



Game Controls:

- L1** Button - Rear view
- L2** Button - Shift Down
- R1** Button - Nitro
- R2** Button - Shift Up
- △** Button - Change view/previous menu
- Button - Handbrake
- ×** Button - Acceleration/confirm selection
- Button - Brake/Reverse

left analog stick; directional buttons- Steer/Navigate through Menus
right analog stick - View left-right

- SELECT** Button - Not used
- START** Button - Pause

INTRODUCTION

WELCOME TO SUPER PICKUPS™!

In Super Pickups™ you will experience the career of a professional driver!

As a Super Pickups™ driver, you will not only have to race in a variety of fast and exciting vehicles, but you'll associate yourself with a select team and take part in racing events in which only the fastest and most well-rounded driver can prevail.

You have to drive fast while avoiding damage, but you can also win by intimidating your opponents on the track while countering their pressure.

You have to anticipate your opponent's mistakes as well as your own.

Furthermore, to overtake your opponents, you will have to get to know them by getting under their skin, understanding their driving temperaments and adapting on the fly. Yes, the professional racing world is demanding and the skills that you have to master are in abundance! As you win your first events, you will be awarded with racing upgrades that will assist in increasing your performance.

GETTING STARTED

FIRST START-UP

After having inserted your Super Pickups™ game disc into your console, Super Pickups™ initial screen will be displayed.

IN-GAME MENU NAVIGATION

The navigation within the Super Pickups™ Menu is pretty simple and intuitive: by utilizing your analog controller (DUALSHOCK®2) directional buttons you can move upwards and downwards (and, where possible, to the right and to the left) among the various menu items. The  button is used to confirm your selection and the  button cancels your selection.

OPTIONS

CONTROLLER SETUP

Here you find several Controller configurations and settings to choose from.

- Controller port: Identify the controller you want to set up
- Vibration: turn the vibration function on/off
- Controller layout: choose from different profiles for the most suitable controller configuration

DRIVING AIDS

- ABS
- Traction Control
- Auto-Transmission
- Ghost
- Units

AUDIO

Here you can manage the following options:

- Music Volume
- Sound Effects Volume
- Audio Mode

VIDEO

Here you can center the viewing area for your TV if necessary.

CREDITS

You can check the game credits in this mode.

DRIVER SELECTION

Here you can select, create, edit, or delete driver profiles. In the beginning of the game when no profiles are stored in the memory card (8MB) (for PlayStation®2), you will only be able to create a New Driver profile.

NEW DRIVER

Use the on-screen keyboard to choose Driver name. Use the left analog stick to move through the virtual keyboard. Press the  button to confirm a character. When you're done with the name, press the  button on the analog controller (DUALSHOCK®2) to proceed.

DELETE DRIVER

Here you can select the profile to delete.

SAVE DRIVER

Here you can save your current Driver profile. Select a slot and then confirm your choice pressing the  button.

UNLOCKING VEHICLES

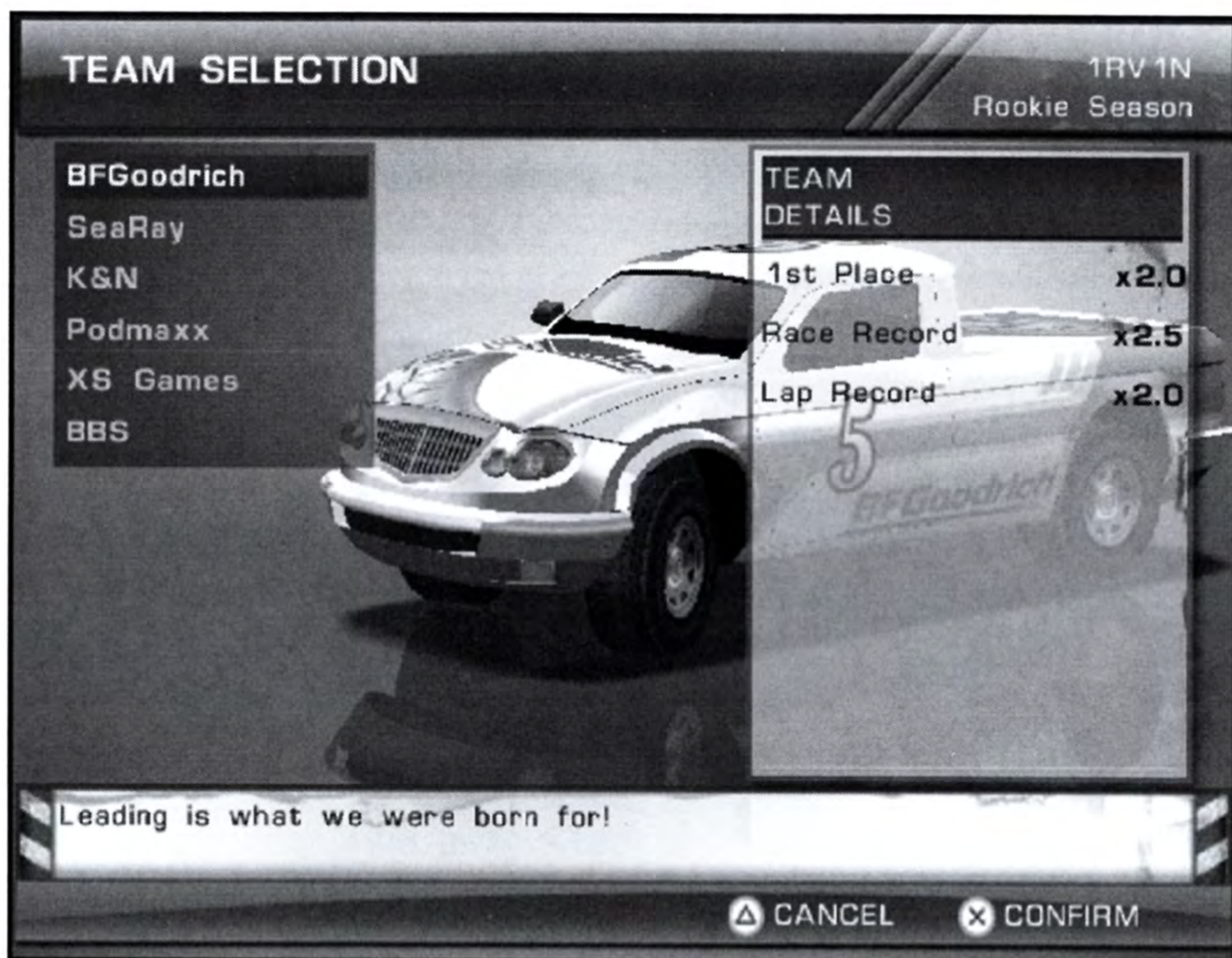
You can unlock vehicles by winning specific races and completing seasons in the Career Mode.

RECOMMENDATION

In order to increase your proficiency playing Super Pickups™, it is advisable to play all the challenges first in order to become accustomed to the pace and challenges that the game will present.

MEET THE SPONSORS

When starting a new career, you will be asked to select a Sponsor for your vehicle. Sponsors will reward you if you race in a style that they feel best reflects their brand. Be careful, as you want to ensure that you select a sponsor that will reward your style of racing.



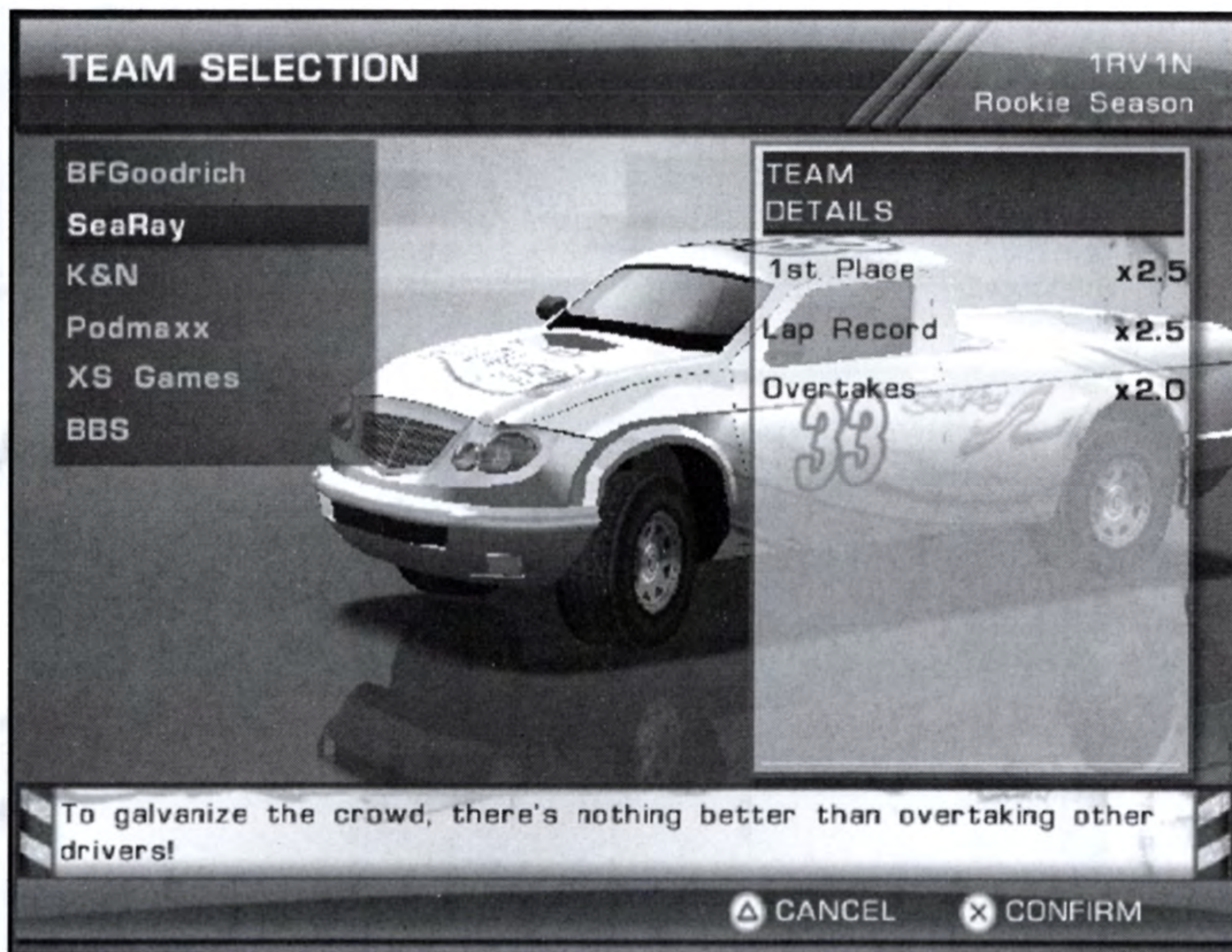
BF Goodrich

Sponsor Rewards:

Come in first place: Make sure you finish the race in first place for an added bonus.

Set a Race Record: Each race has a best time. Your job is to beat it. Doing so will result in a cash reward.

Set a Lap Record: Each track has a record for completing a lap. Beat that record for some extra cash.



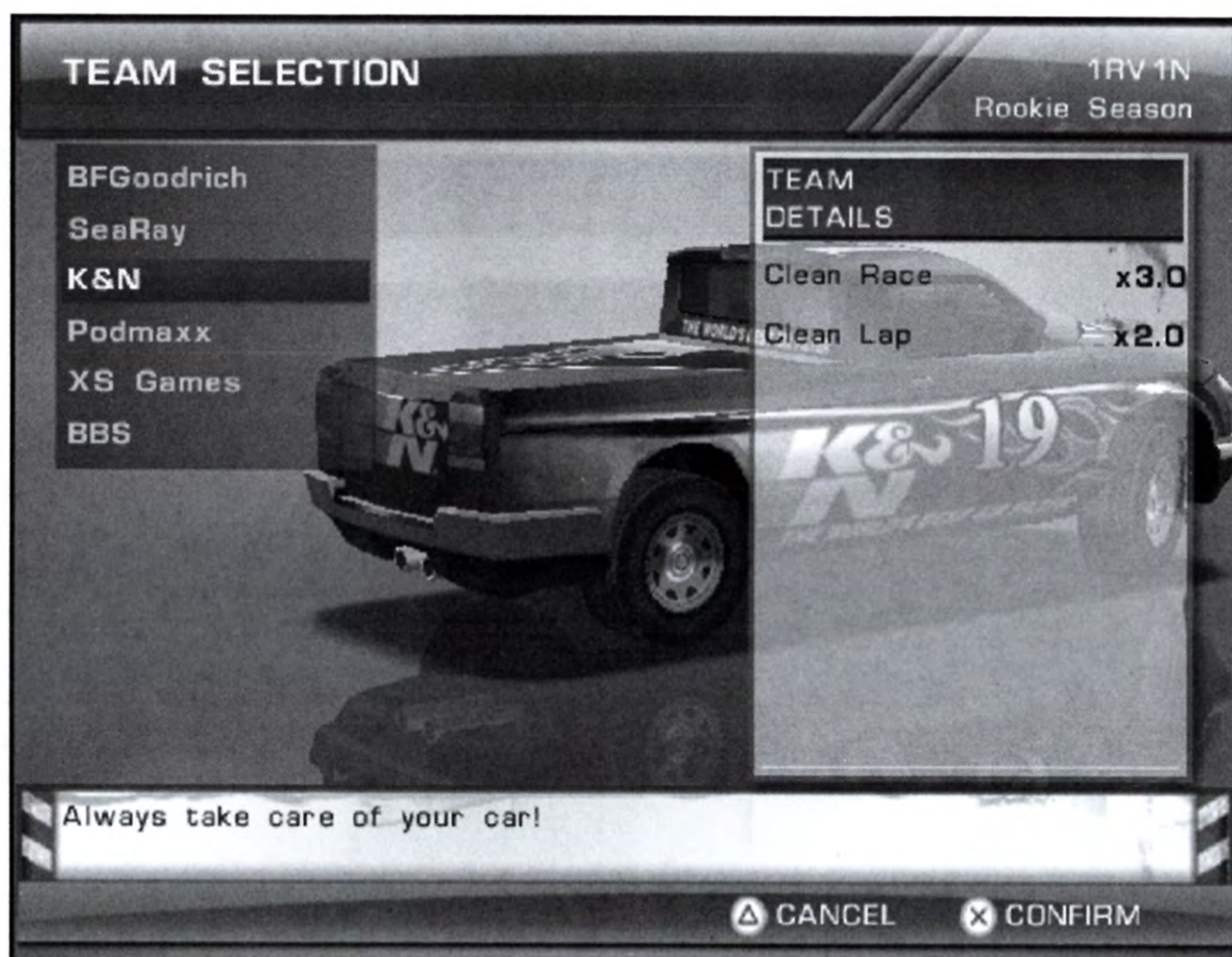
Sea Ray

Sponsor Rewards:

1st Place: Make sure you finish the race in first place for an added bonus.

Lap Records: Each track has a record for completing a lap. Beat that record for some extra cash.

Overtakes: The more cars you pass in a race, the more money you'll make!

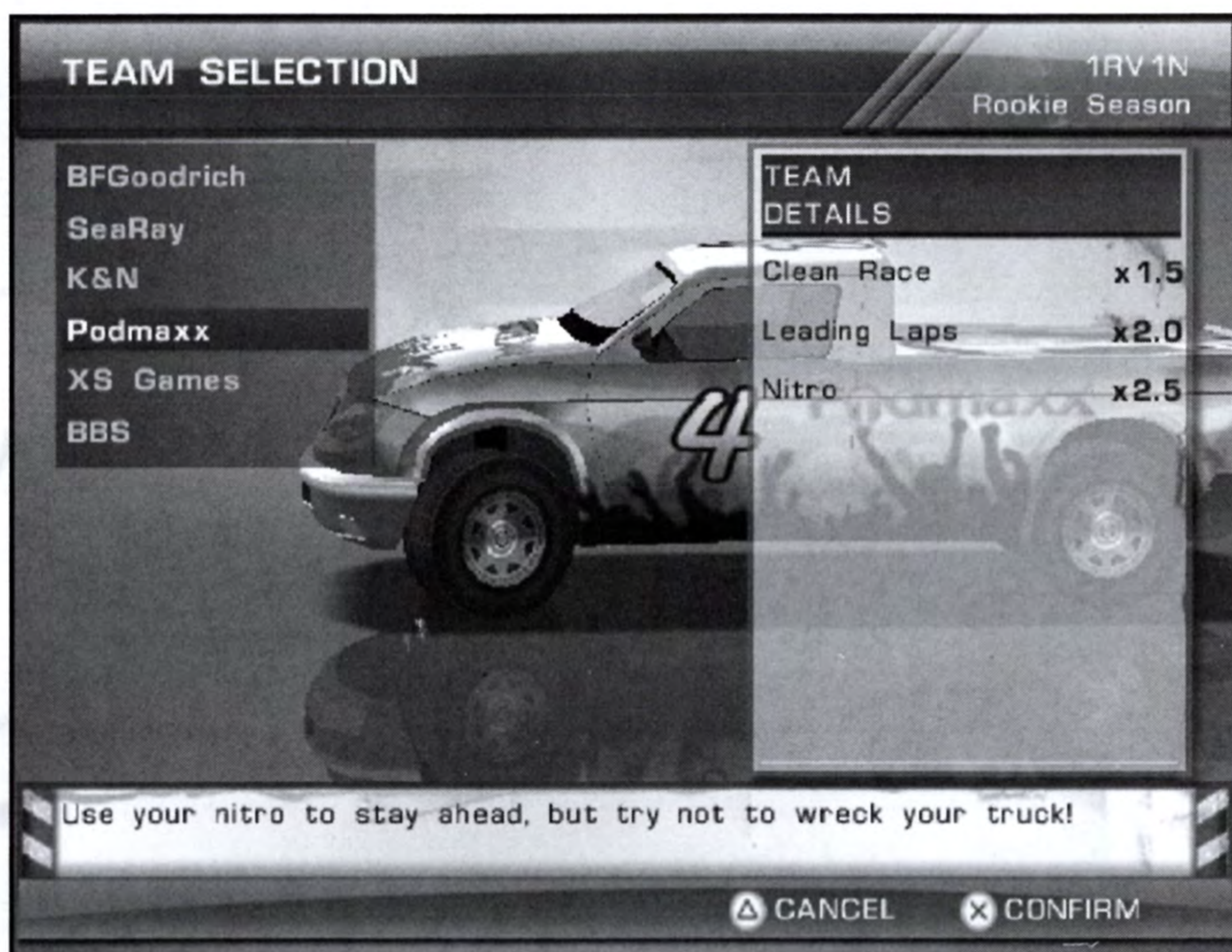


K&N

Sponsor Rewards:

Clean Race: Make sure you complete the race without hitting another racer. Doing so will earn you a cash bonus.

Clean Lap: Complete a lap without hitting anyone, and earn some bonus cash.



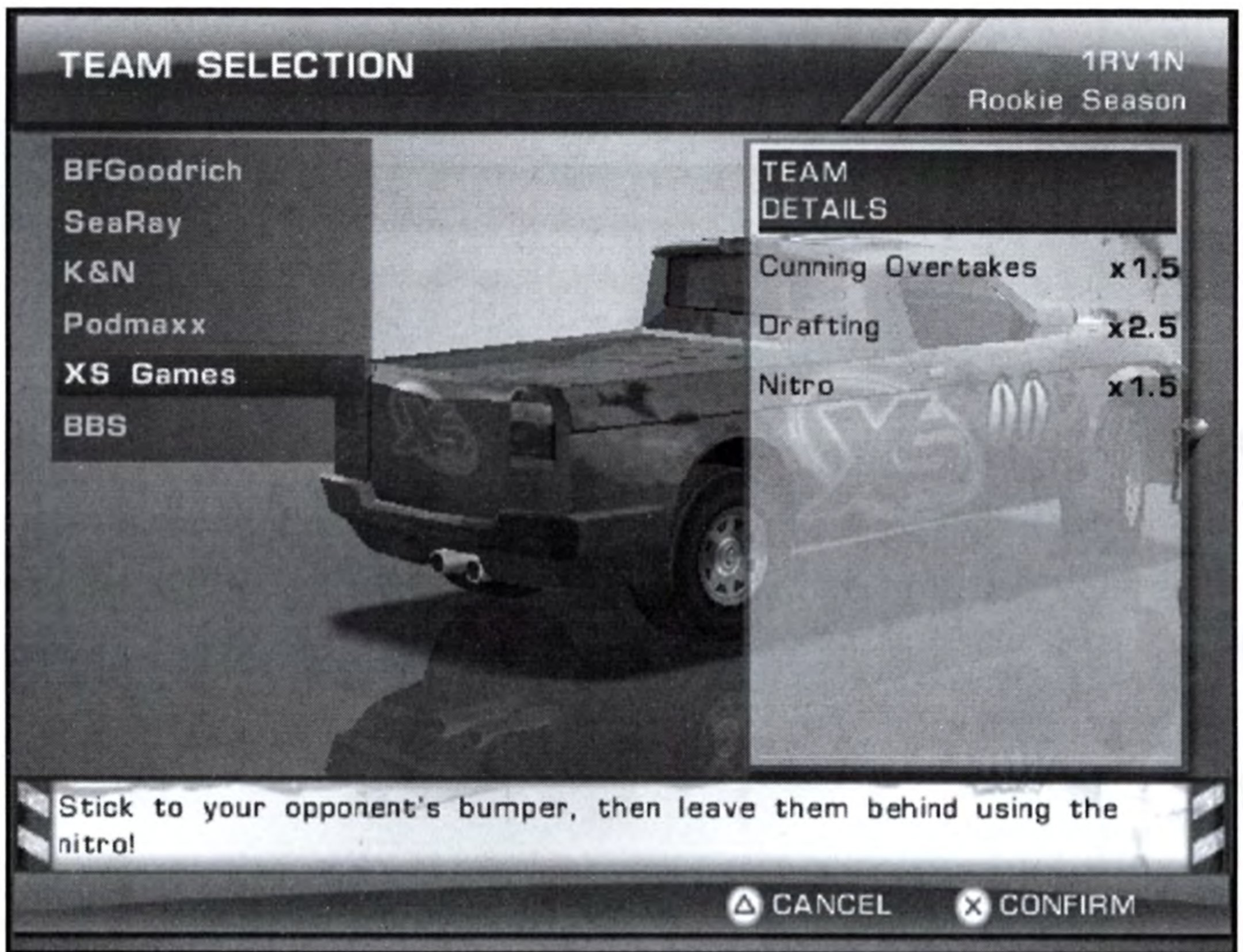
PodMaxx

Sponsor Rewards:

Clean Race: Make sure you complete the race without hitting another racer. Doing so will earn you a cash bonus.

Lead Laps: The more laps you lead during a race, the more money you get.

Nitro: Use your nitro boost as often as possible to earn bonus money.



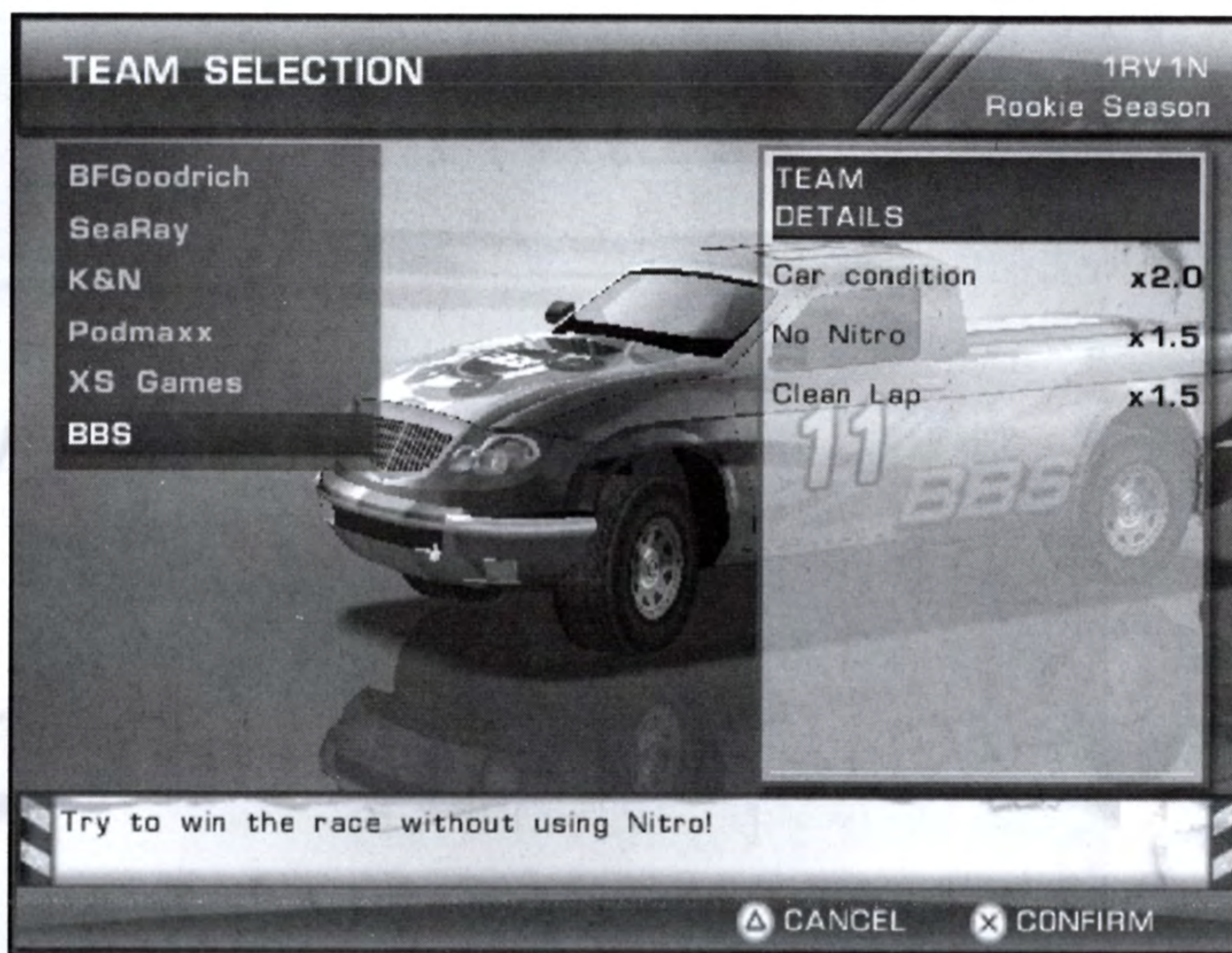
XS Games

Sponsor Rewards:

Cunning Overtakes: Use a draft to come up behind an opponent's vehicle before passing him with no contact. Doing so will yield a bonus.

Drafting: The more you draft (drive directly behind an opponent vehicle's bumper at high speed) an opponent's vehicle, the more money you'll get.

Nitro: Use your nitro boost as often as possible to earn bonus money.



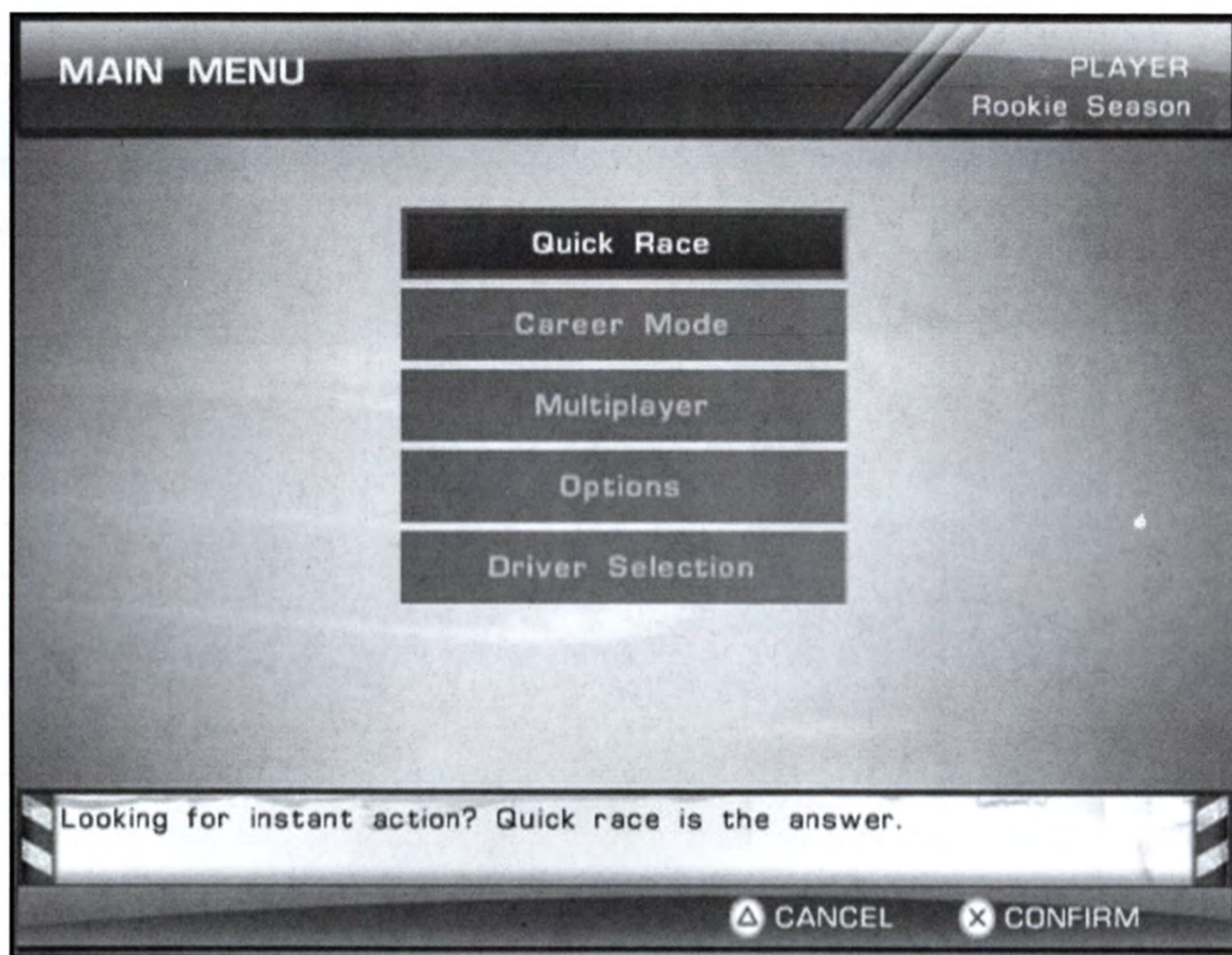
BBS

Sponsor Rewards:

Car Condition: Try to take as little damage as possible during a race. Take no damage for the best possible bonus.

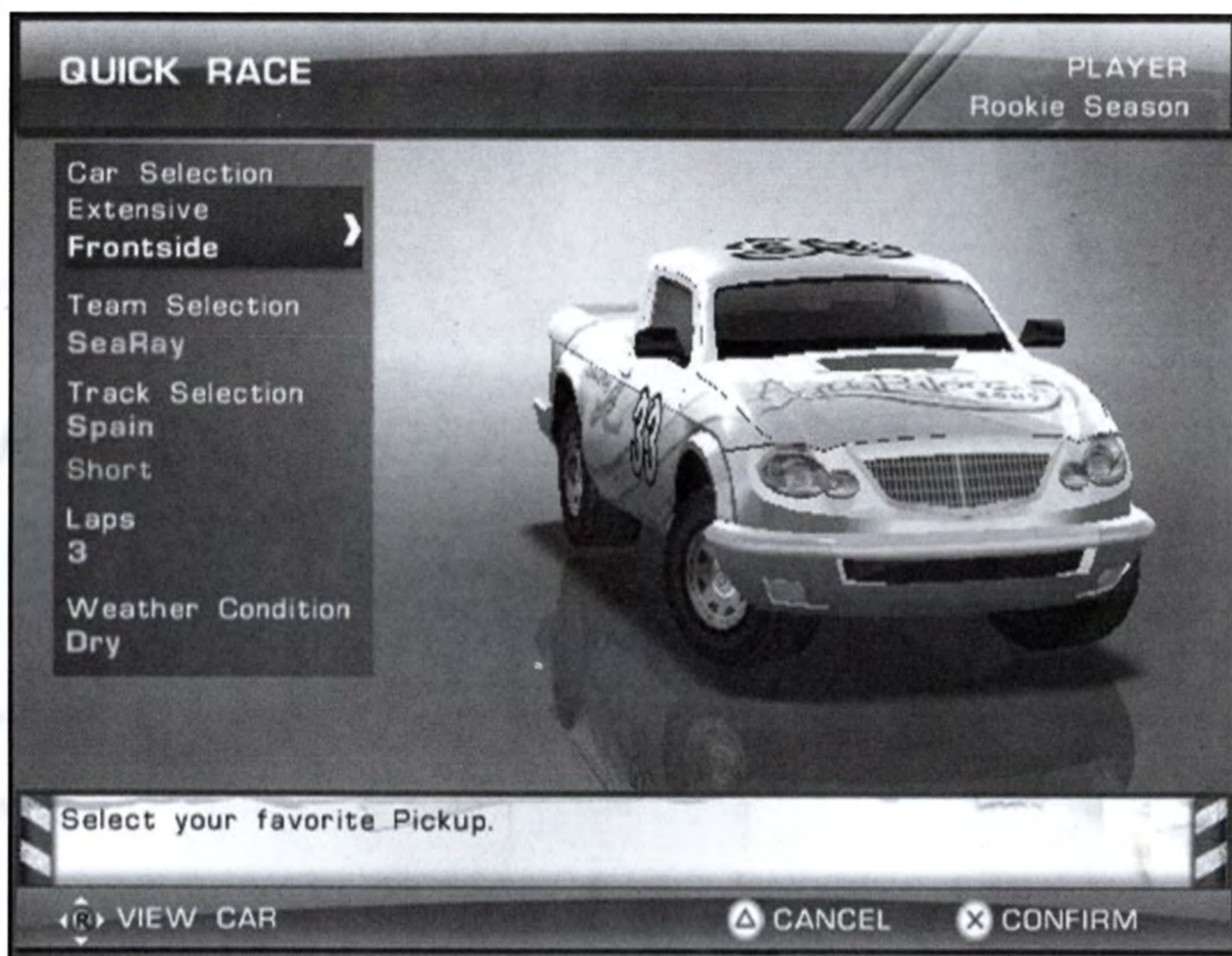
No Nitro: Keep your finger off the nitro for some extra cash.

Clean Lap: Complete a lap without hitting anyone, and earn some bonus cash.



MAIN MENU

The Main Menu allows you to choose among different modes.



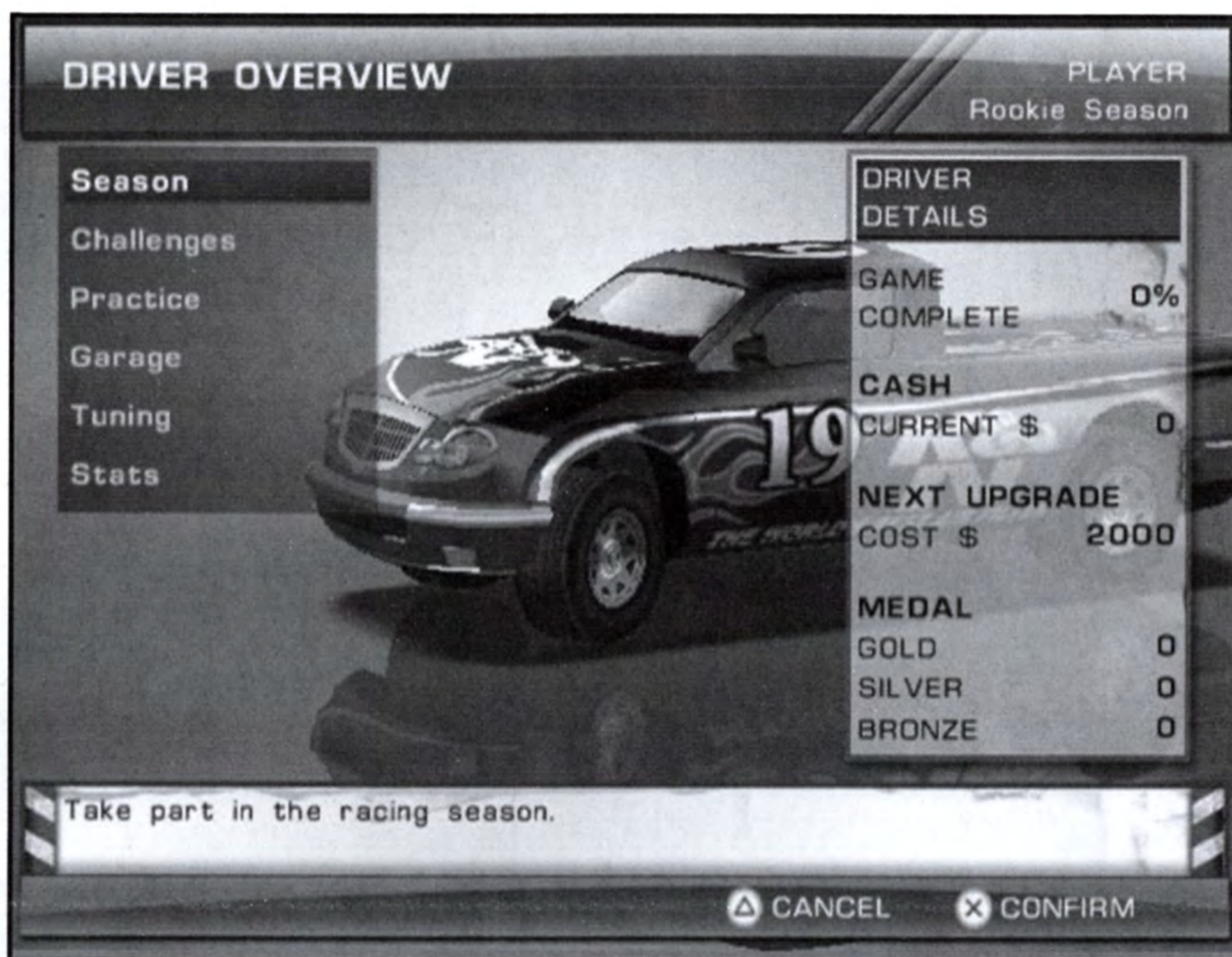
QUICK RACE

The Quick Race mode is designed to give the player the opportunity to enter a race immediately.

Using the left analog stick you can customize your race by choosing the car, team, track, number of laps and weather condition combination.

Just confirm your choice with the **X** Button.

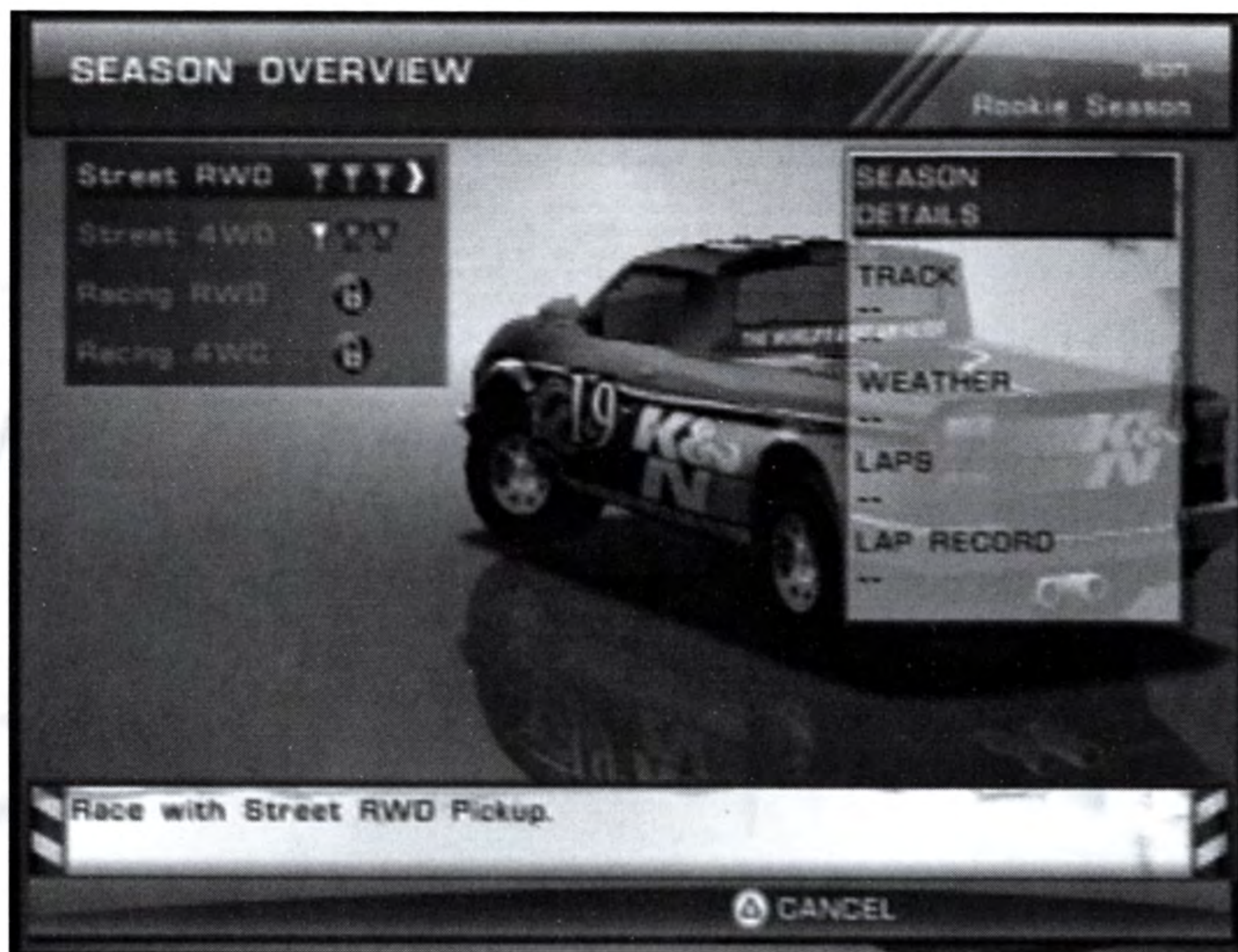
The available Tracks and Cars depend on the Career mode progress (see Unlocking Vehicles).



CAREER MODE

The Career Mode represents the heart of Super Pickups™. Once selected, the user must choose to represent one of six teams. Each team has their own special attributes that will enable the player to reap benefits as they progress through their career. Career Mode is divided into the following sections:

- Season
- Challenges
- Practice
- Garage
- Tuning
- Stats



SEASON

There are four Championship categories for each Season. At the beginning of your Career you can only choose to participate in races in the first available championship. Each championship consists of 3 to 4 races. Placing 1st, 2nd or 3rd in any of the races will unlock the next Championship race. In order to complete the Season and go to the next one you will have to place 1st, 2nd or 3rd in all of the races. The Championship Seasons are as follows:

Rookie
Amateur
Professional
Veteran

CHALLENGES

Challenges are ability tests. The racer earns money by competing in specific events.

PRACTICE

In Practice mode you can choose to race against opponents or against the clock.

GARAGE

Here in the garage, you can select the truck that fits the style of racing that the event dictates.

TUNING

This section presents the upgrades you have gained along with its modifiers which enhances the characteristics of your vehicle.

You can find the detailed effect of the selected upgrade in the information box at the bottom of the screen.

STATS

By entering this section, you will be able to browse through different categories of stats:

- Career Overview
- Driver History
- Opponents
- Teams
- Best Times

MULTIPLAYER

In this mode you'll be able to challenge the most unpredictable opponent: a human player! Split-screen races with friends can be customized in the same way as a Quick Race. Therefore, the Track and Car combination depends on the Career Mode progress (see Unlocking Vehicles). There are 3 multiplayer game modes:

- Single Race
- Tournament
- Survivor

SINGLE RACE

In Single Race mode, players can customize their race in the same way as in Quick Race. Each player can also choose a different pickup color.

TOURNAMENT

Tournaments are a pre-defined series of races which players can choose from. There are 8 Tournaments available and each of them is different in terms of track length or track setting. Once the Tournament is chosen, players will be asked to choose the pickup and the pickup color. The player who wins the most races during a Tournament is the Tournament winner.

SURVIVOR

Survivor races are special races in which players initially set the maximum level of Car Condition available (from 100% to 1%). Therefore, during these races players will have to pay special attention to the Car Condition gauge as wrecking the car will result in losing the race.

NOTES

Super
Pick

Press

NOTES

30
Upas

Start

NOTES

SUPER
FLICK

Press

NOTES

ER
Upas

Start

CREDITS

MILESTONE

www.milestone.it

Executive Producer
Antonio Farina

Operations Manager
Simone Bechini

Producer
Fabio Paglianti
Gian Marco Zanna

Data & Content Manager
David Yerkess

Lead Game Designer
Irvin Zonca

Game Design
Diego Malinverni

Additional Game Design
Simone Magni
Matteo Sciutteri

Development Manager
Andrea Martinoli

Lead Programmer
Gianluca Barbera
AI Programmer
Paolo Maninetti
Game Programmers
Michele Caletti
Giuseppe Campana
Luca Ferrara
Marco Geddo
Stefano Sampietro
Fabio Zinno

3D Programmers
Christian Orlandi
Angelo Pesce

Lead Artist
Giovanni Bianchin

3D Artists
Barbara Ceccato

CREDITS

Rachele Doimo
Gianpietro Fabre
Riccardo Minervino
Andrea Orioli

UI Graphics
Luca Fadigati
Paolo Laganà

3DModels by
Elite3D

QA Team
Aldo Barosso
Stefano Bellino
Emanuele Mari
Sasha Telari
Simone Vettori

Management Assistant
Alba Labagnara

Office Manager
Ludovica Di Bernardo

IT Manager
Angelo Inzoli

Sound Design
Gianni Ricciardi

Milestone wishes to thank for
their help and assistance
Alessandro Baldasseroni,
Massimiliano Bottega, Stefano
Buora, Marco Carta, Giacomo
Giannella, Cristian Marastoni,
Paolo Milani, Alessandro
Monopoli, Simone Pauletto,
Nicola Neri and Marco Spitoni.

Localization of International
Versions
Synthesis International Srl

CREDITS

MUSIC

"Rude Boy Stomp"

Performed by: The Kolab
Written by: K. Haldeman/J.
Cast/J. Fabregas
Published by MonkeyFactory

"Eastside Emerald"

Performed by: The Kolab
Written by: K. Haldeman/J.
Cast/J. Fabregas
Published by MonkeyFactory

"Field Goal"

Written & Performed by:
Darren Wilsey
Published by: pigFACTORY
USA

"Houston Highway Jam"

Written & Performed by:
Darren Wilsey
Published by: pigFACTORY
USA

"Messed Up"

Written & Performed by:
Darren Wilsey
Published by: pigFACTORY
USA

"Barely Legal (pigmix)"

Performed by: Cosmic
Ballroom
Written by:
Nilsson/Sjöberg/Sörewall
Published by: pigFACTORY
USA & Scandinavian
Songs/Roastinghouse Music

"Fast Lane"

Written & Performed by: Peer
Taraldsen
Published by: pigFACTORY
USA

"The Knot"

Performed by: The Kolab
Written by: K. Haldeman/J.
Cast/J. Fabregas
Published by MonkeyFactoryz

"Touching Down"

Performed by: The Kolab
Written by: K. Haldeman/J.
Cast/J. Fabregas
Published by MonkeyFactory

"Hit Me"

Written & Performed by:
Darren Wilsey
Published by: pigFACTORY
USA

CREDITS

"Boys and Girls (pigmix)"

Performed by: Mon Roe

Written by:

Andersson/Svensson/Berlin,/Sundmark/Vainionpää

Published by: pigFACTORY

USA & Scandinavian

Songs/Roastinghouse Music

"Eternal"

Written & Performed by: Josh Crocker

Published by: pigFACTORY
USA

"Nothing Is Left"

Written & Performed by: Josh Crocker

Published by: pigFACTORY
USA

SPONSORS

All names and logos are used by permission and are the exclusive property of their respective copyright owners.

RenderWare is a trademark or registered trademark of Criterion Software Ltd or its affiliates. Portions of this Software are Copyright 1998-2007. Criterion Software Ltd. and its Licensors.

Some tracks sky bitmaps from www.1000Skies.com

CREDITS

XS GAMES

Executive Producer
STEVE GROSSMAN

Creative Director
CINDY K. MUI

Creative Assistant
SANDY "SOSA" LAMARRE

Director of Product Development
HULLS CHARLES JR.

Quality Assurance Supervisor
ALEJANDRO K. "SPENCER" BROWN

Quality Assurance Senior Analyst
MCCONNELL "BK BEAR" LAMARRE

Quality Assurance Lead Tester
GEORGES "PG" BARTHOLIN

Quality Assurance Testers
SANDY "SOSA" LAMARRE
PHILIP JOSEPH

Special Thanks
THE SPECTACULAR TEAM AT A.Q. EAST (July, 2007)

Presented by: XS Games LLC. <http://www.xsgames.biz/>

WARRANTY

LIMITED WARRANTY - XS Games warrants to the original purchaser of this software product, for period of ninety (90) days from the date of original purchase (the "Warranty period"), that under normal use, this medium on which this computer program is recorded is free from defects in materials and workmanship. This software program is sold "as is" without express or implied warranty of any kind and XS Games is not liable for any losses or damages of any kind resulting from use of this program. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in this software product has arisen through abuse, unreasonable use, mistreatment or neglect.

WARRANTY CLAIMS - To make a warranty claim under this limited warranty, please return the product to the point of purchase accompanied by proof of purchase, your name, your return address, and a statement of the defect, or send the disk(s) within 90 days of purchase to: XS Games, 8800 Global Way, West Chester, OH 45069. Include a copy of the dated purchase receipt, your name, your return address, and a statement of the defect. XS GAMES or its authorized dealer will, at our option, repair or replace the product and return it to you (postage prepaid) or issue to you a credit equal to the purchase price. To replace defective media after the 90-day warranty period has expired, send the original disk(s) to XS Games at the above address with a check or money order for \$15.00.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the software product.

LIMITATIONS - This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate XS Games. Any implied warranties applicable to this software product, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will XS Games be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of this XS Games software product.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

NOTICE - XS Games reserves the right to make improvements in the product described in this manual at any time and without notice. This manual and the software described in this manual are copyrighted. All rights are reserved. No part of this manual or the described software may be copied, reproduced, translated, or reduced to any electronic medium or machine-readable form without the prior written consent of XS Games, 8800 Global Way, West Chester, OH 45069, ATT: GAME MANAGEMENT.

