

SUPERCAR

STREET CHALLENGE™



DESIGN IT» BUILD IT» RACE IT»



ACTIVISION®

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:

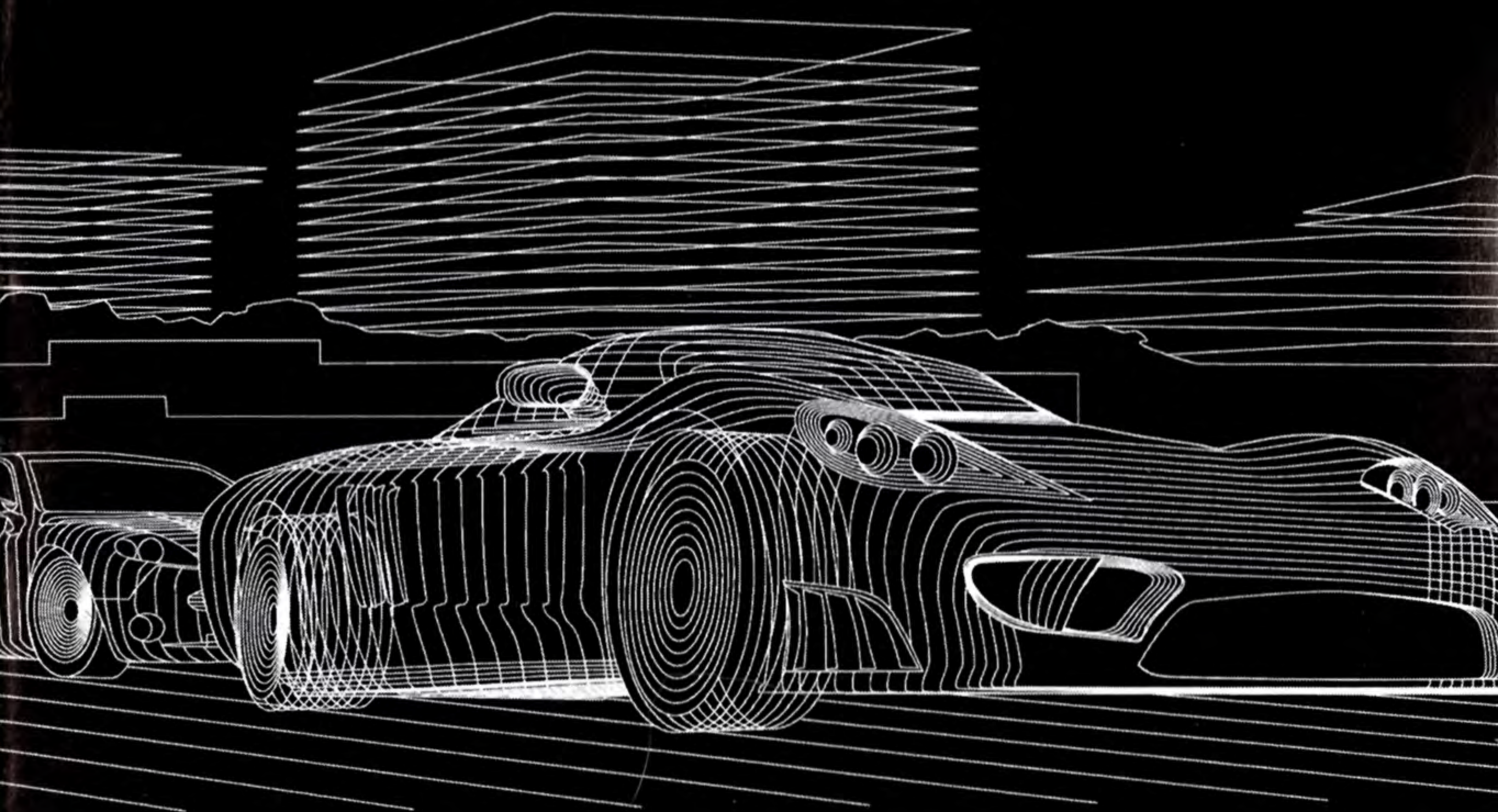
- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep 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.

SUPERCAR

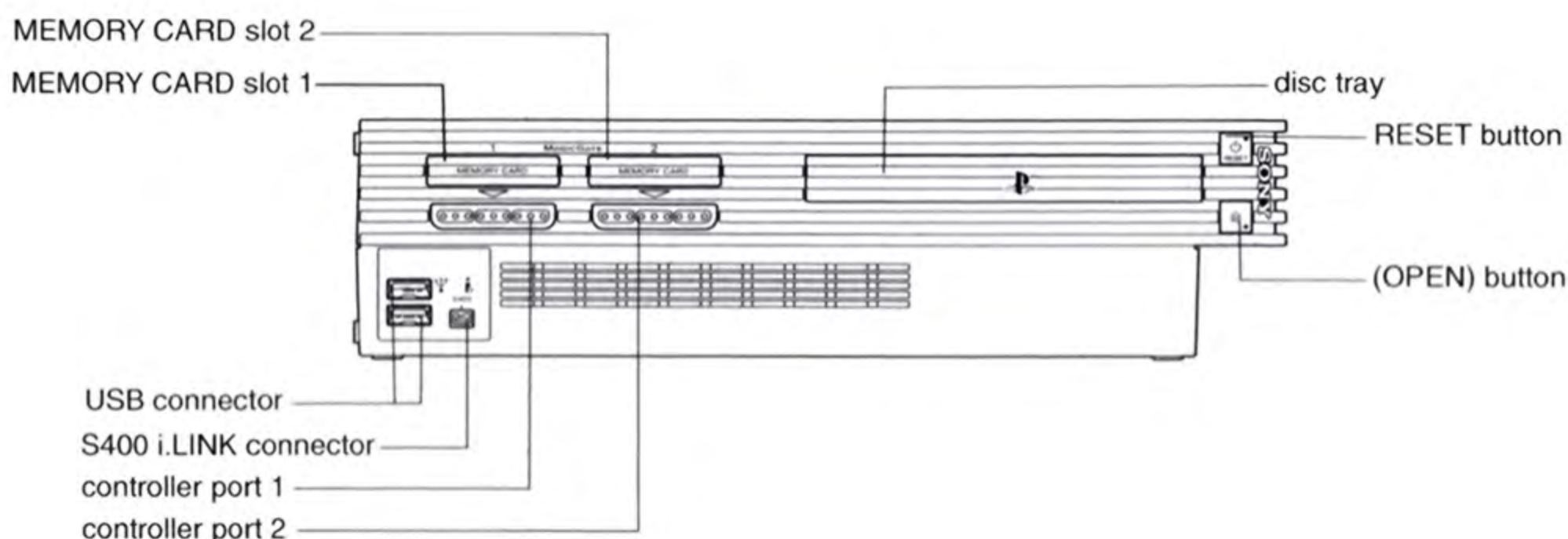
STREET CHALLENGE™

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GETTING STARTED



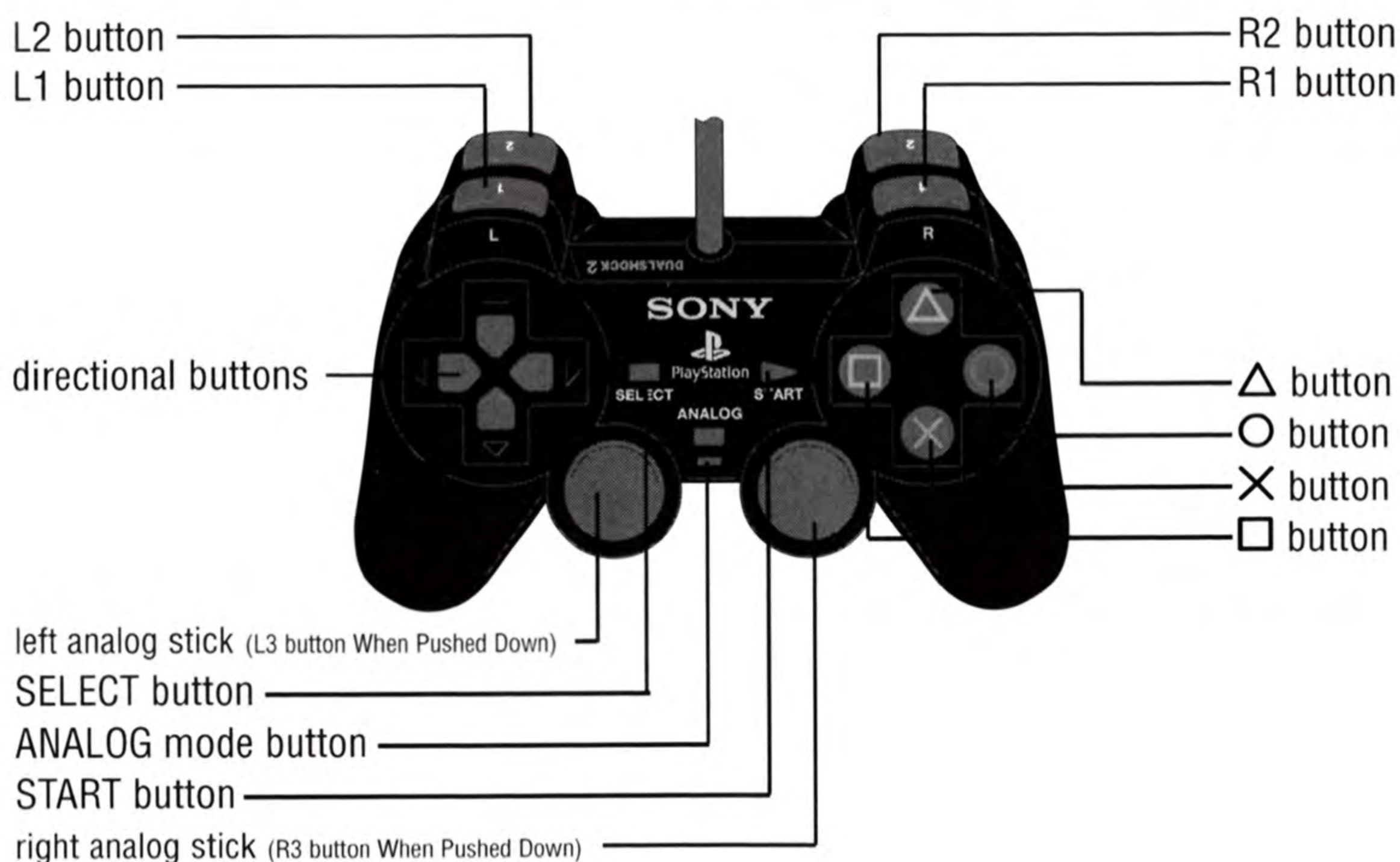
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Super Car Street Challenge disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

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STREET CHALLENGE TM

STARTING UP

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



CONTROLLER SETTINGS

You can change the control method and button configuration by selecting CONTROLLER from the Options menu (See page 16). The explanations in this manual are based on the default settings.

The vibration function can be turned ON or OFF by selecting VIBRATION in CONTROLLER from the Options menu (See page 16).

CONTROLS

menu navigation

Select Menu Option

directional buttons or
left analog stick

Accept menu selection

× button or L3 button

Cancel Menu Selection

△ button

Start/Pause Game

START button

in-game controls

This is the default controller configuration. You can change the controller configurations in the Options menu (page 16).

Steer

left analog stick or
directional buttons

Accelerate

right analog stick
or × button

Shift Up

R1 button

Shift Down

L1 button

Brake

□ button or
right analog stick

Handbrake

○ button or L2 button

Change Camera View

△ button

Rear View

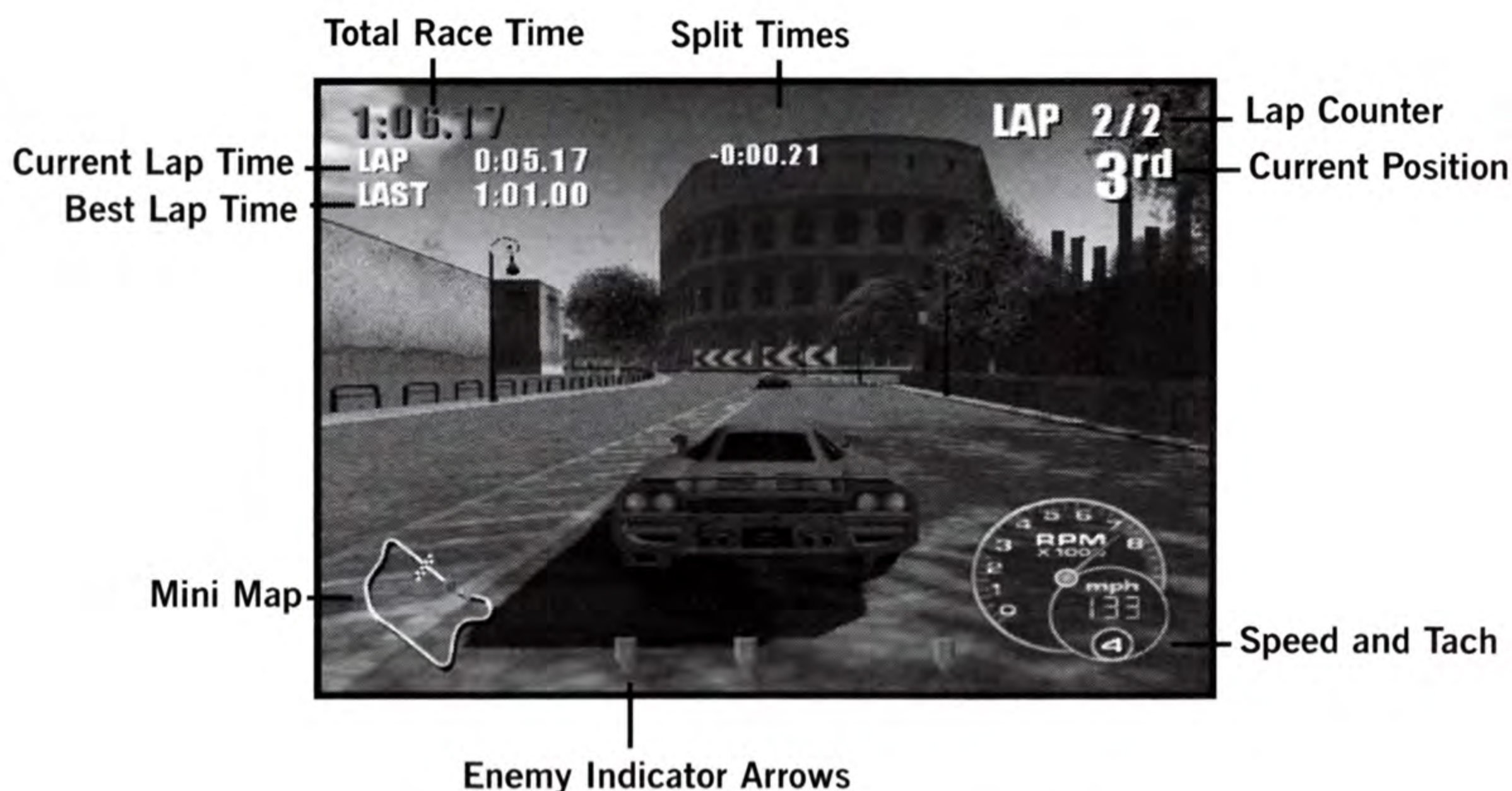
R2 button

Reset to Title Screen

START button + SELECT button

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GAME SCREEN

Current Lap Time: Your current lap time.

Total Race Time: Your total time for all laps combined.

Best Lap Time: Your current best lap of this session.

Lap Counter: Number of laps finished/left.

Mini Map: Overall map of the race course, additionally shows the location of all cars in the race.

Current Position: Your current position in the race.

Speed and Tach: The speedometer and tachometer for your car.

Enemy Indicator Arrows: These arrows show you the relative location of the competition if they are close behind or to your side. As a rival vehicle approaches you from behind, a transparent yellow arrow marker comes into view at the bottom of the screen. The arrow becomes less transparent and changes to red as the vehicle gets close to you and drives along side of your car. The arrow will disappear from the screen once the competitor passes you, and will reappear if you pass their car.

Split Times: These times are shown in relation to the first place car when you do not hold the first place position. When you occupy the first place position, these times are based on the second place position. The splits will show negative numbers when you are behind, and positive numbers when you are ahead.

PAUSE MENU

Continue: Takes you back into the current game.

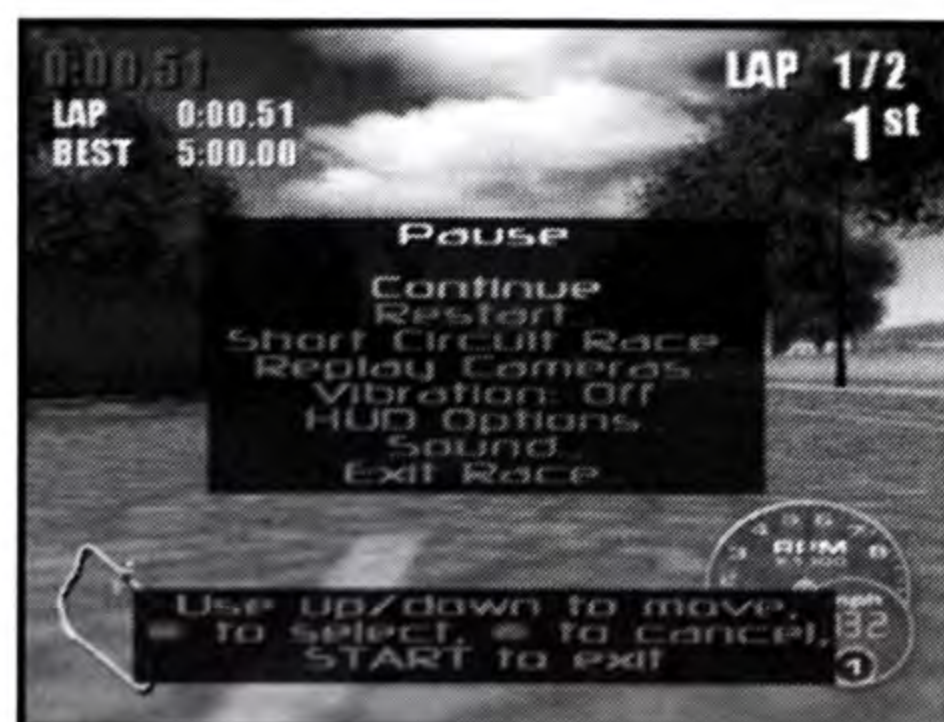
Restart: Restarts the current race.

Vibration: Turn the DUALSHOCK™ 2 analog controller vibration on or off.

HUD Options: Here you can toggle on or off individual parts of the HUD, including the mini map, times, tachometer/speedometer, laps/position, and the enemy indicator arrows.

Sound: Here you can toggle the sound or music off or on. You can also select between stereo or mono sound.

Exit Race: Quit the current race and return to the Main menu.



GAME MODES

championship

Design Series

Design, build, and race your own Concept Car as you take it through its paces in the Design Series. Eight challenging courses await you, along with the unique challenge of developing your own Concept Car in the Steve Saleen™ Styling Studio.

Manufacturers Cup

Select your path from the three available driving styles. Grip offers a more forgiving race experience and is a good place for beginners. Balance is a step up from Grip, and while it presents its own set of challenges, it is still relatively forgiving. Drift is the hardest of the styles to master. Faster than the other cars, but tough to handle through the turns, the Drift Series will push your skills to the limit. Each style offers eight races across three classes of vehicles, and a special prize at the completion of each one.



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Quick Race

Compete in a custom race against A.I.-controlled opponents. Select your track, race options, and car, and hit the road.

Time Attack

In this mode, you can set the number of laps to learn the course and perfect your time.

Head to Head

Compete head-to-head in split-screen competition using cars unlocked in championship mode. You can also race your own concept cars against each other in this mode.

CHAMPIONSHIP DETAILS

Championship is the main mode of the game. By winning a variety of races, you'll earn new cars and Design Studio parts and increase the number of tracks on which you can compete.

Qualifying Position

Each class has a minimum position the player can finish in to move on to the next race. This is called the "Qualifying Position."

For example: If the QP is second place, and you finish in fourth place, you must run that race again, trying to finish in second place or above. Check the QP before starting your race on the Race Preparation screen.



Design series

When you start the Design Series, you are given access to the Steve SaleenTM Styling Studio. The Steve SaleenTM Styling Studio allows you to not only create your very own racing machine, but also customize it with various accessories, name it, paint it, and upgrade it along the path of the Design Series.

STEVE SALEEN™ STYLING STUDIO

styling studio controls

Select Menu Option

directional buttons or
left analog stick

Accept Menu Selection

× button

Cancel Menu Selection/Car Changes

△ button

Camera Movement

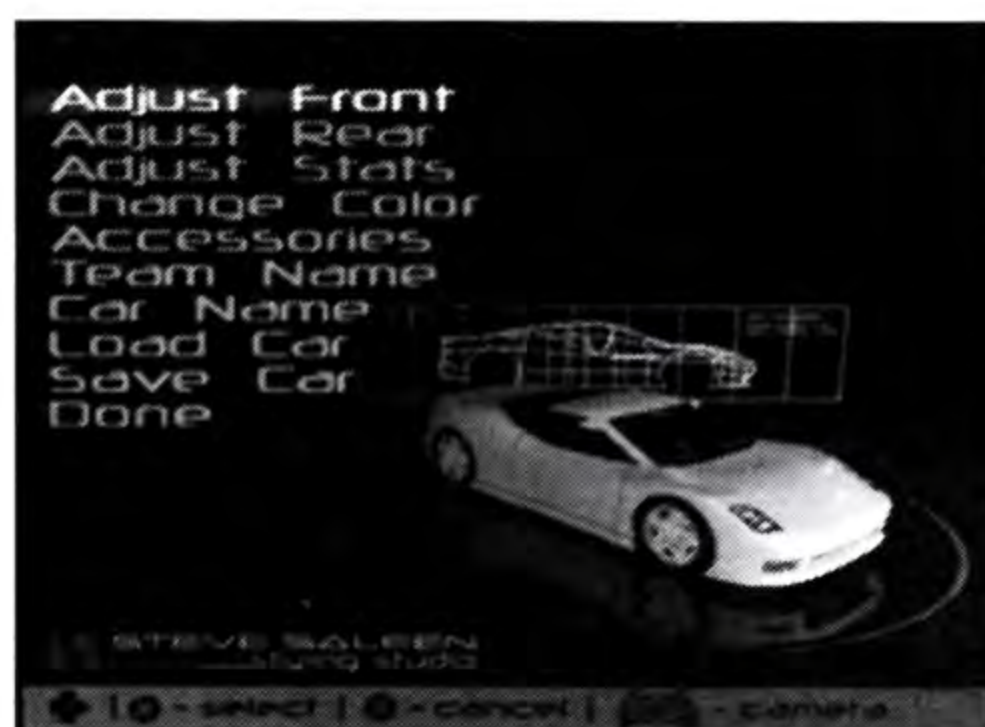
right analog stick

Refine Styling

left analog stick or
directional buttons

select your parts

Select Front or Rear from the menu. This will bring up a window with all of the unlocked pieces you have attained so far. When the piece you want to use is in the window, press the × button to confirm.



Refine styling

By moving the left analog stick or the directional buttons left or right, your car will use more or less influence from the piece in the window.

Color

Use the left analog stick or the directional buttons to cycle through the color swatches, confirm your choice with the × button.

Accessories

Here you can change your car's wheels, side view mirrors, headlights, and wings.

Team Name

By selecting this option, you are able to name your racing team. This name will be used to identify your team on the Car Select menu.

Car Name

By selecting this option, you are able to name the vehicle you create.

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Load Car

By selecting this option, you can load a previously created and saved concept car.

Save Car

By selecting this option, you can save the concept car you created to the memory card. Up to three separate concept cars can be saved.

Adjusting stats

Upon finishing the visual design of your vehicle, and prior to entering the first C-class race, you are given the chance to allocate points towards making your car a true supercar. The Styling Studio offers you the chance to give your car more or less ability in the following areas:

Handling

From springs to struts, the more points that are allocated, the better your car will handle the tight turns out there. If this option is left on a lower setting, your car will have more of a tendency to understeer and slide when taking turns.

Brakes

Bigger is better, and the more points you put towards your braking ability, the better you'll be able to stop in any situation. If you neglect this setting, you'll find yourself going faster, but needing much more space to slow down. Remember, some races are won or lost in the turns.

Acceleration

Off the line, how does your car perform? This option allows you to go from zero to one hundred almost faster than you can blink, it's also great for regaining that lost place if you find yourself in the wall on a turn. Lower acceleration settings might be compensated by higher top speeds, but sometimes that burst of speed at the low end is needed more than sustained high speed.

Top speed

The need for speed is strong for racers, and you're no exception. Your top speed can be the cause for a last-minute straightaway victory, or the reason why you can't perform on those tight, twisty tracks. If you forget about speed, you better have the skills to outperform the competition in all other areas, or the lack of speed might come back to hurt you.

All of these attributes are equally important, and the upgrade path you take will ultimately mold your racing style. Make wise decisions that match your racing style, and you'll rise to the top of the winners podium in no time.

CARS

CLASS C

Bertone™ Pickster™

Half roadster, half pickup, the Pickster infuses the spirit of Grand Touring in the pickup ideology, with an extreme styling that wraps complex muscular surfaces around a highly tuned performance chassis. The Pickster arouses curiosity with its chameleon personality and stands as a true original.



Lotus™ Concept Vehicle M220™

Conceptual art brought to life—The Lotus M220 has been tuned to its peak performance and is positioned to set the circuit ablaze. With its 3.5 liter Lotus V8 engine, legendary Lotus racing brake system, and distinctive styling, there's nothing on the M220 that's less than stellar.



Rinspeed™ E-GO Rocket™

Traditional beauty blended with technology—the Rinspeed E-GO Rocket embodies the ideal of total control. While the smooth lines and open cockpit firmly hold the elegance of a racing era gone past, the E-GO Rocket is planted firmly in the present and future of racing.



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CLASS B

CallawayTM C12TM

Unique strength and exclusivity-the art of engineering is demonstrated with the Callaway C12 Coupe. A powerful and expertly tuned V8 engine gives the car its amazing speed. The fusion of flowing lines with sweeping shapes across its body define the C12 Coupe's distinct character.



Pontiac[®] Concept GTOTM

The original and greatest muscle car has returned. The Pontiac Concept GTO holds an attitude of aggression within its looks. Strong and exotic lines that convey a sense of power and motion are prevalent on the Concept GTO. With a tweaked out suspension and lots of power, the Concept GTO is a force on the racetrack.



Vision IndustriesTM CTEK K/2TM

Distinct looks with raw power, the K/2 Vision is an amazing supercar. It's state-of-the-art suspension and powerful 6.0 liter V12 engine give it a sense of ferocity rarely seen in vehicles of its class. The CTEK K/2 is an imposing vehicle that is ready to take on any race circuit.



CLASS A

Fioravanti™ F100™

Smaller, lighter, easier to control—as a tribute to the prancing horse, the Fioravanti F100 is an intense and attractive concept. Its V10 engine may be less powerful than some other supercars, but the remarkable control the driver possesses in this vehicle more than makes up for it.



Pagani Zonda™ C12-S™

An alluring form with passion for racing—elegantly ultra-modern, the Pagani Zonda C12-S is an evolutionary step in vehicle development. With a 7.0 liter 12 cylinder engine purring under its sculpted surface, the Zonda C12-S™ stands out as one of the most awe-inspiring supercars in recent years.



Saleen™ S7™

Grand Touring Class speed with a futuristic look—the Saleen S7 is born of a desire to create a machine that competes at the highest possible level. More than 17 years of racing experience has gone into the S7, producing a highly tuned 7.0 liter V8 with top-of-the-line performance, and a visual presence that is pure beauty.



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CITIES

LOS ANGELES

Playground of millionaires and moviestars—where the downtown skyline pierces a cityscape so dense it has become synonymous with urban sprawl. Speed down Figueroa Street and weave through the towering skyscrapers in the heart of the financial district. This is your chance to hit 200+ mph on freeways normally clogged with commuters and skid past the Staples Center™ beneath a vibrant orange sky that blankets the city as the sun slowly sets over the Pacific.



LONDON

A city filled with intrigue and life—while difficult to navigate, this city serves as a home to Big Ben, Trafalgar Square and the famous Tower of London. Even the most skilled of racers have a tendency to meet their match in the throes of London's myriad of roads and age-old bridges. The streets are made for driving on the left, but on this rainy afternoon, you'll be lucky to just stay on the road.



MONACO

Adrenaline for the racer's soul—fans from all over the world focus on Monaco every summer. Its fast and famous harbor straight and dangerous hairpins are just a few of the sights to see as you speed though the seaside course. This town is a playground for the over-indulgent tourist, home for the gloriously rich, and a testing ground for a racer and their skills.



munich

Darkness embraces the Altstadt tonight. Munich is home to a duo of tracks that will take you through the Marienplatz in the heart of the city. The boarded up fountains are just one of the signs that winter has come to pass and, though no snow lies on the ground, there is certainly a chill in the air.



Paris

A distinct and challenging city that is ready to test any racer—variety is the spice of life and it shows in the diversity of this city's visuals. From the amazing Eiffel Tower overlooking the quaint and quiet bridges, to the imposing Notre Dame, the city feels like no other city can.



ROME

A warm city that beckons to new racers—as ancient as the hills, but still has the life and breath of a modern city. Racers on the circuit consider this their stomping grounds. From amateur to professional, with its smooth turns and long straights, it's an easy choice. The Vatican gives this city honor, the ruins give it its history, and the races give it excitement. You will give Rome your respect.



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Turin

A historically rich city in the northwest part of Italy—the city is steeped in a legacy of royalty and sensibility. A storm has emptied the normally bustling streets, and the road has become slick and dangerous to drive on. The sharp right angles of the city roads serve as dangerous turns that will stretch the limits of your car and your skill.



SAVING/LOADING

Load/save

Save and load your games from the Main menu. Select the Load/Save option and select your function. Follow the on-screen prompts to guide you through the process.

Deleting cars

When in the Load/Save menu you will have the option to delete your previously created and saved concept cars.



OPTIONS

SOUND

In this menu, the volume levels can be moved left or right to the desired setting. Pressing the ☐ button will mute the music or effects. Press the ☐ button again to un-mute.

Press the X button on the Stereo icon to select Mono or Stereo sound.



CONTROLLER

This menu allows you to toggle the DUALSHOCK™ 2 analog controller vibration on or off (see page 6). This screen also allows you to select what type of control scheme you would like to use.

RECORDS

This is where you can view the recorded times for all of the tracks. Both the best lap times and the best overall race times are recorded here.

DRIVING TIPS

- Slamming on the brakes will simply lock up your tires. Feather the brakes to stop effectively and smoothly.
- Sometimes the right amount of gas through a turn is no gas at all.
- At the start of the race, keep your RPMs at about 3500 and you'll get a slight speed boost right off the line.
- The smoothest racing is often the fastest.
- Using the handbrake can scrub speed at a higher rate than normal brakes, but at the cost of vehicle control.
- Experiment with using the shortcuts to maximize their effectiveness.

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STREET CHALLENGE™

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Eran Rich

Creative Director

Ed Watts

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MUSIC CREDITS

"Genesis"

Performed by Prizm and Eclipse;
Written, Arranged & Produced by Jay F.
Salts & Brian A. Johnston; © 2000
Millenium Records, Inc.; Courtesy of
Millenium Recordings.com

"Purple Overdose"

Performed by The Captain & Max Alien
Thing; Written, arranged, and produced
by Jon Bell & Barmak Hatamian; ©
2000 Tinrib Music; Courtesy of Tinrib
Recordings Ltd.

"Caterpillar (Crystal Method Remix)"

Performed by Keoki; Composed by
Aude and Lopez; © 1996 Moonshine
Music; Courtesy of Moonshine Records

"Time's Running Out"

Performed by Cirrus; Composed by
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"Nassau"

Performed by Cirrus; Composed by
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"La La La (Dave Aude Remix)"

Performed by The Freshmaka;
Composed by Hollander and Schomme;
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Moonshine Records

"Captain Cocktail"

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"Love Start Living"

Performed by Rise; Composed by
Baxley; © 1996 Moonshine Music;
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"The Sound Barrier (Deepsky Mix)"

Performed by DJ Micro; Composed by
M. Marsicano; © 2001 Moonshine
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biz, David Morales and John Acosta for
the magic that they do, Arron Johnson,
because the legend never dies

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Note: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

Internet: <http://www.activision.com/support>

Our support section of the web has the most up-to-date information available. We update the support pages daily so please check here first for solutions.

E-Mail: support@activision.com

A response may take anywhere from 24-72 hours depending on the volume of messages we receive and the nature of your problem.

Note: Internet/e-mail support is handled in English only.

Phone: (310) 255-2050

You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 am and 5:00 pm (Pacific Time), Monday through Friday, except holidays.

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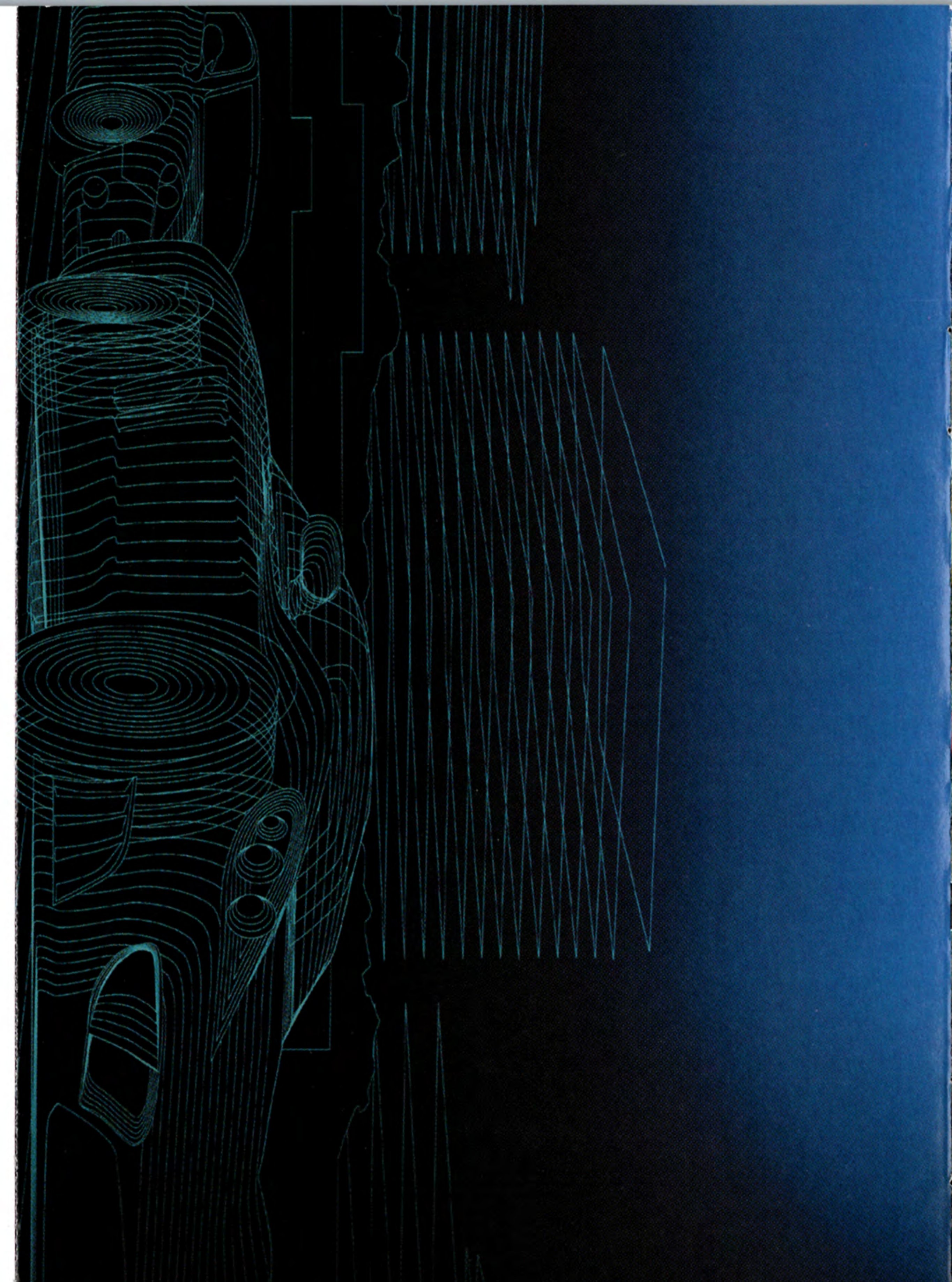
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