

A character with a flaming head and a flaming skull on the ground. The character is wearing a dark, sleeveless top and white pants with large, dark, circular patches. They are holding a flaming skull in their hands. The background is dark and industrial, with a circular light source visible on the right.

twisted metal: BLACK™
ONLINE

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.

Twisted Metal:Black™ ONLINE Tips and Hints
PlayStation®2 Hint Line

Hints for all games produced by SCEA are available:

Within the U.S.: **1-900-933-SONY (1-900-933-7669)**

\$0.95/min. auto hints

Within Canada: **1-900-451-5757** \$1.50/min. auto hints

Automated support is available 24 hours a day, 7 days a week.

This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

Consumer Service/Technical Support 1-800-345-SONY (1-800-345-7669)

Call this number for help with technical support, installation or general questions regarding the PlayStation 2 game console and its peripherals. Representatives are available Monday – Saturday: 6AM-8PM (PST), Sunday: 7AM-6:30PM (PST).

www.playstation.com

Our news is always hot! Visit our website and find out what's happening—new titles, new products and the latest information about the PlayStation 2 computer entertainment system.

twisted metal:BLACK™

ONLINE

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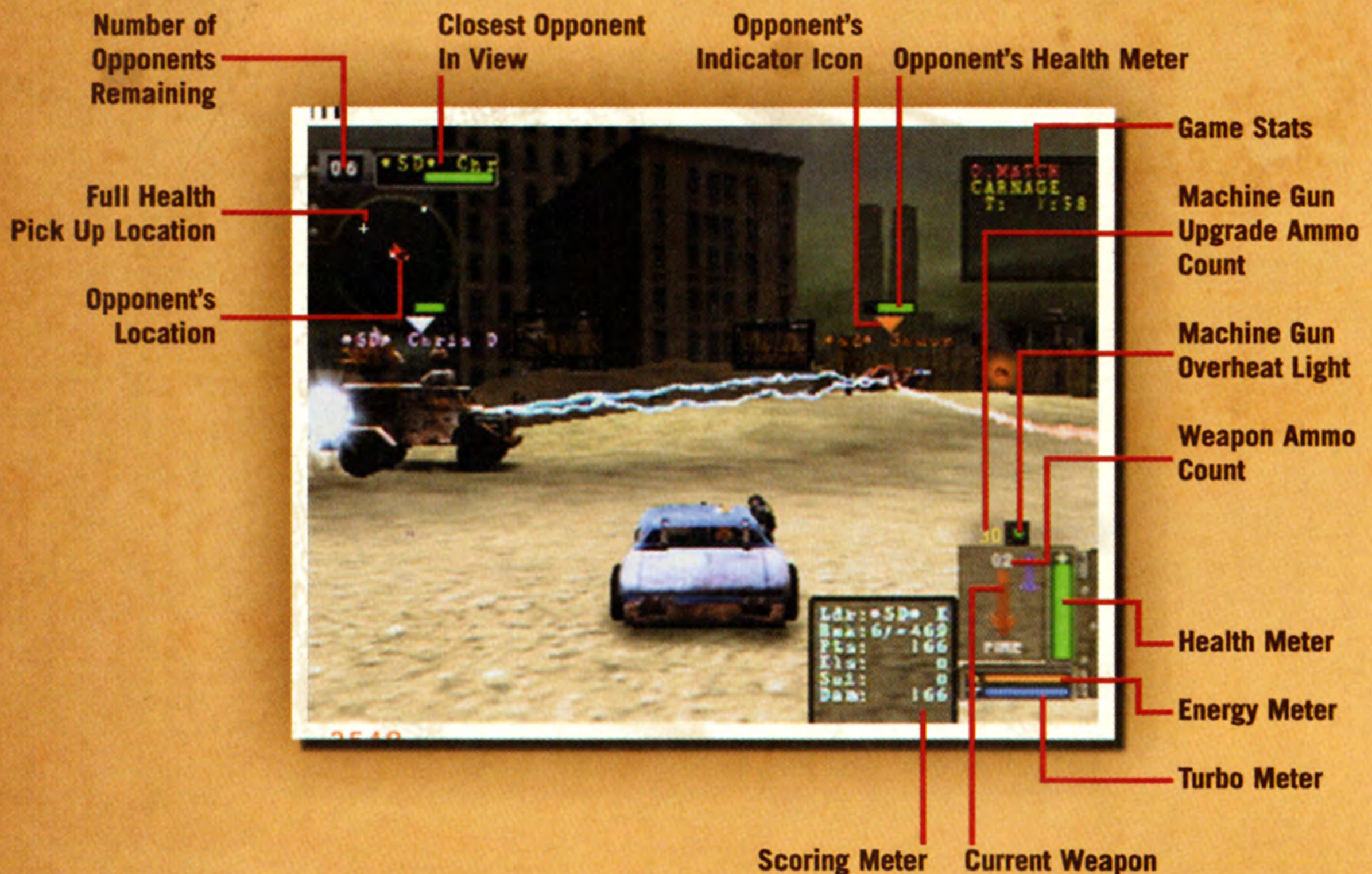
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WHAT'S DIFFERENT ABOUT TWISTED METAL:BLACK ONLINE?

Those familiar with Twisted Metal:Black should feel at ease with the online version, as most of the controls have remained the same. New features include three new game modes and a variety of new game modifiers. For those new to the Twisted Metal:Black world, see the available control options in the "Options" Menu by selecting "Game Settings".

GAMEPLAY SCREEN DESCRIPTION



ACCOUNT SET-UP AND ONLINE PLAY

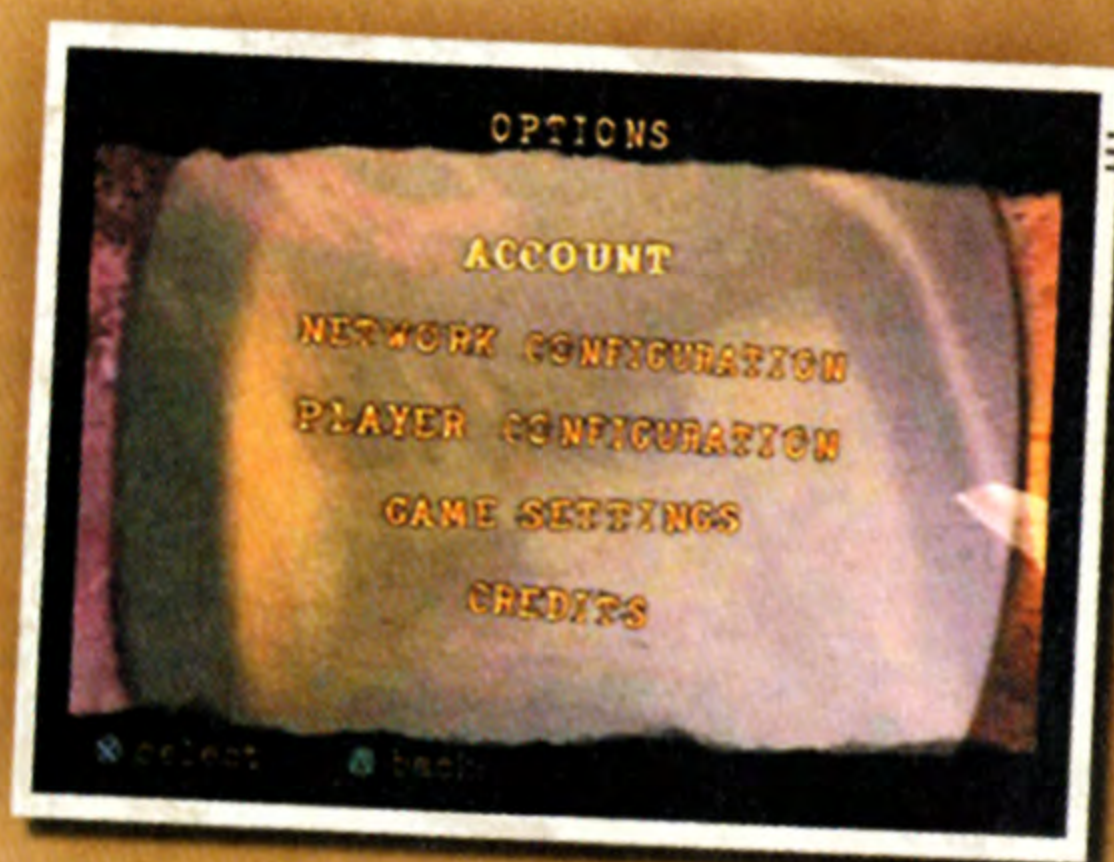
Twisted Metal:Black Online supports up to 8 players with a broadband connection, and up to 2 players with a dial-up modem (analog connection).

Note: This game does not include a timeout function for online play. If you are a dial-up user, you can avoid unnecessary telephone charges by turning off your PlayStation®2 system when you have completed game play.

SETTING UP AN ACCOUNT

To play Twisted Metal:Black Online, you will need to create an account to connect to the Twisted Metal:Black Online server. Once an account is created, you can create a new game or you can find existing games to join.

1. From the Main Menu, go to the "OPTIONS" Screen and Select "ACCOUNT".
2. At this point, the game will initialize your network configuration based on the choices you made during setup with the NETWORK ADAPTOR START-UP DISC. If you have multiple network configurations, a screen will be displayed in order for you to choose the configuration you would like to use. Once the network configuration has been initialized, you will be automatically connected to the TM:B Online server.



3. The "SCEA Usage Policy" screen appears whenever you access the TM:B Online server. Select "YES" to agree to the policy and continue.
4. Select "CREATE" to make a new account (all new users need to create an account). Select "EDIT" to make changes to an existing account. Select "DELETE" to remove an account you previously created.
5. You should now be at the "Create Account" Screen. Press the  button to bring up the virtual keyboard and type in an account name. When finished, select "ENTER." Then use the directional buttons to scroll down to the "Password" box. Press the  button again to bring up the virtual keyboard and type in a password. You can always go back and edit your account information later.
6. Once you've entered your Account Name and Password, press the  button to confirm. A screen will appear stating that you were able to create a TM:B Online Account.
7. Press the  button to continue and you'll return to the main "OPTIONS" Screen. Now you need to set up your default player configuration. If you choose to skip this part, the game will choose a screen name (i.e. "Player 1") automatically for you.



SETTING YOUR DEFAULT PLAYER CONFIGURATION

1. From the Main Menu, select "OPTIONS", and then select "PLAYER CONFIGURATION".

2. A screen similar to this will appear. Press the  button to bring up the virtual keyboard. Type in your desired screen name (This will be the name all your opponents in a game will see.). Press "ENTER" to continue.



3. Use the directional buttons to scroll down to "DEFAULT CAR." Press the left or right directional button to scroll through the list of vehicles. Whichever one you choose will be automatically selected for you when you create/enter a game*.

***Note:** You can always change your vehicle each time you create/enter a game. This is an added convenience if you prefer to play with the same vehicle each time.

4. Press the  button to accept these settings. You will return to the "OPTIONS" Screen.

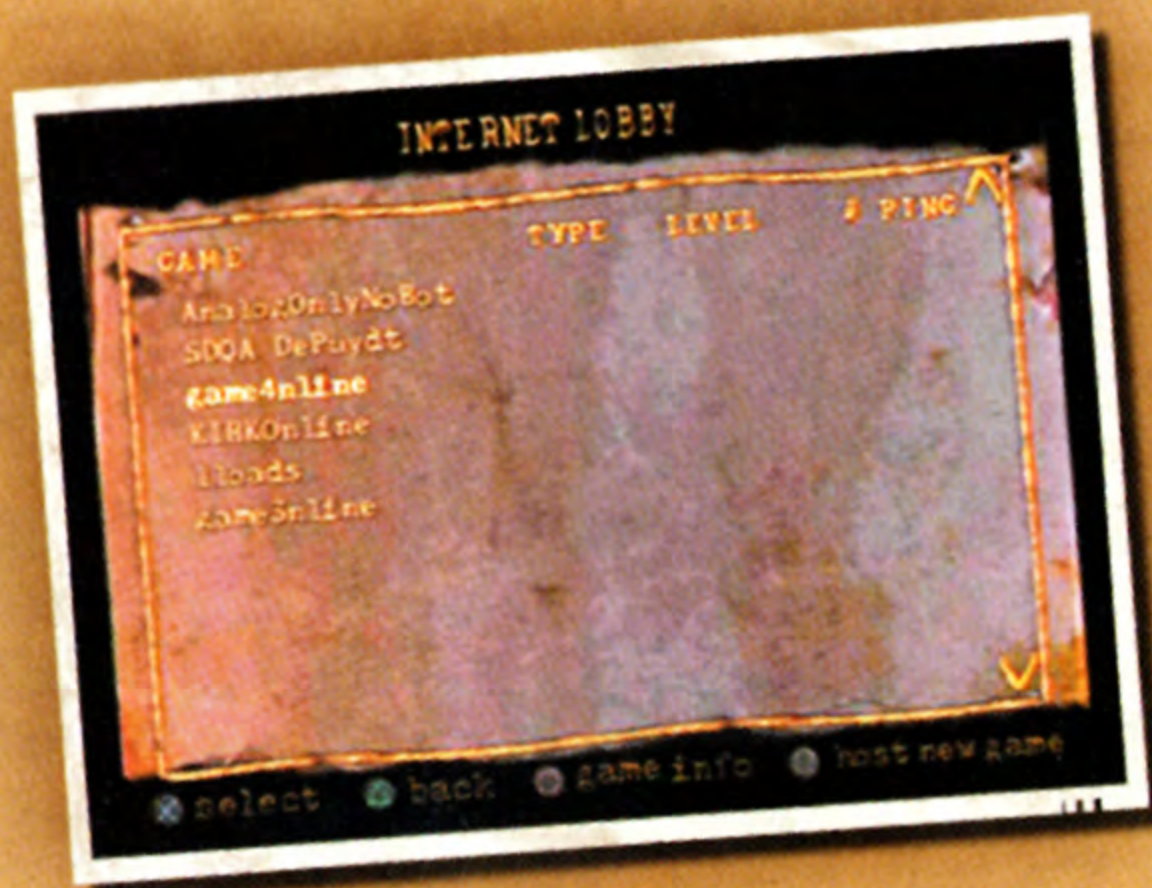
SETTING YOUR DEFAULT NETWORK CONFIGURATION

1. From the Main Menu, select "OPTIONS", and then select "NETWORK CONFIGURATION".
2. Use the directional buttons to select your default Network Configuration. The network configuration(s) were saved to the MEMORY CARD (8MB)(for PlayStation 2) when you previously used the NETWORK ADAPTOR START-UP DISC to configure your PlayStation 2.
3. Select "Auto Connect Default". You can set this to "Yes" or "No".
4. Select "Show Diagnostics". You can set this to "Yes" or "No".
5. Press the  button to accept these settings. The settings will be saved to the MEMORY CARD (8MB)(for PlayStation 2). You will return to the "OPTIONS" Screen.



INTERNET GAME

1. From the Main Menu, select "INTERNET." You will again be presented with the "SCEA Usage Policy Screen". Select "YES" to agree to the terms of the usage policy.
2. The account information you entered from the "OPTIONS" screen should appear as the default account name and default password. If you wish to enter a different account name and password, use the virtual keyboard to enter the new information.
3. A server announcement will appear. Press the ☒ button to accept and move on to the next screen.
4. You will now be in the "INTERNET LOBBY," which should be similar to this screen.
5. The Internet Lobby will give you a list of games that are currently in session. At this point you can either choose to join one of these games or press the ☐ button to create a new game. (See "Creating a New Game" and "Joining an Existing Game" sections.)

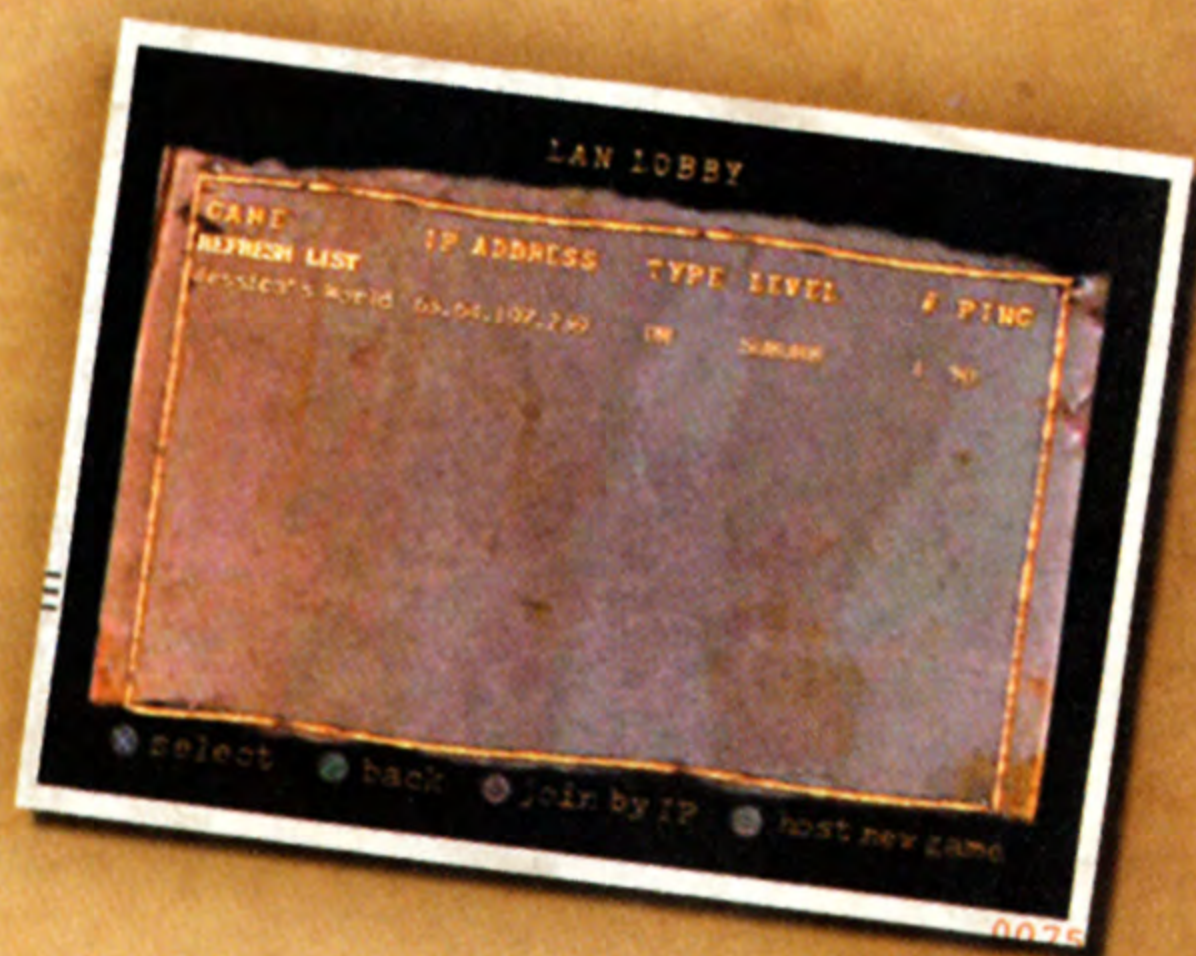


Note: When existing games are not available in the Internet Lobby, you can still play against opponents by creating a New Game (Deathmatch only) and using BOTS (see p. 12 for more information).

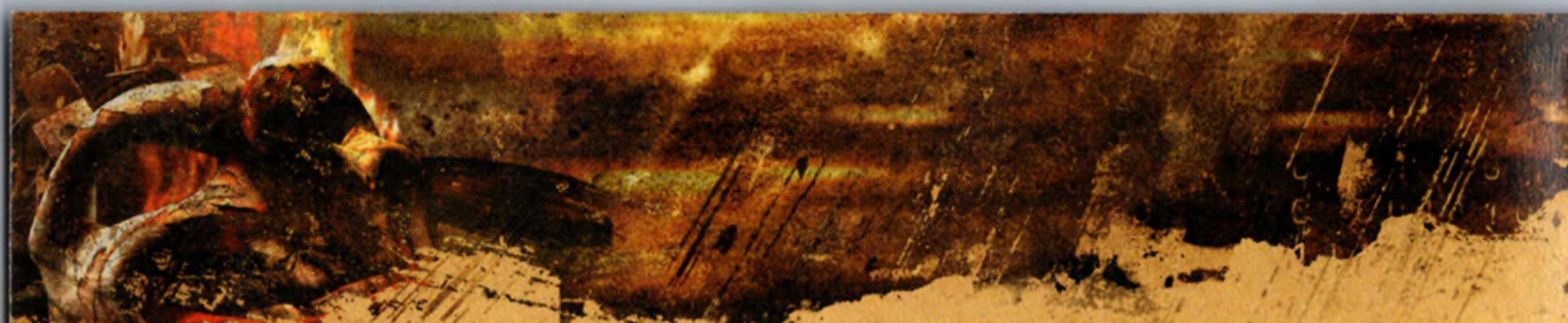
LAN GAME

In a LAN (Local Area Network) game, you play against other players without the use of an Internet Service Provider or the Internet. Instead, you connect the PlayStation 2 computer entertainment systems through an Ethernet hub and Ethernet cables.

1. From the Main Menu, select "LAN."
2. You will now be in the "LAN LOBBY." The game screen should be similar to this:
3. The LAN Lobby will give you a list of games that are currently in session (if there are any). At this point you can either choose to join one of these games or create a new game. (See "Creating a New Game" and "Joining an Existing Game" sections.)



Note: When existing games are not available in the LAN Lobby, you can still play against opponents by creating a New Game (Deathmatch only) and using BOTS. (See p.12 for more information.)



CREATING A NEW GAME

1. From the Lobby, press the  button to host a new game.
2. You will be prompted to enter a password.
 - a) If you wish to put a password on your game so that no one else can enter without knowing that password, then press the  button to bring up the virtual keyboard and enter a password now. Once finished, press the  button to continue.
 - b) If you would like to leave the game open for anyone to join, then leave the password box empty, and press the  button to continue.
3. You will now be in the "WAITING ROOM" which should be similar to this screen (see right):
4. You can now set up the type of game you would like to host [ex: Mode, Mods (Game Modifiers), Level, etc.]. All this information will be displayed in the "GAME SETTINGS" and "MODS" boxes of the Waiting Room for other players to see as they join your game.

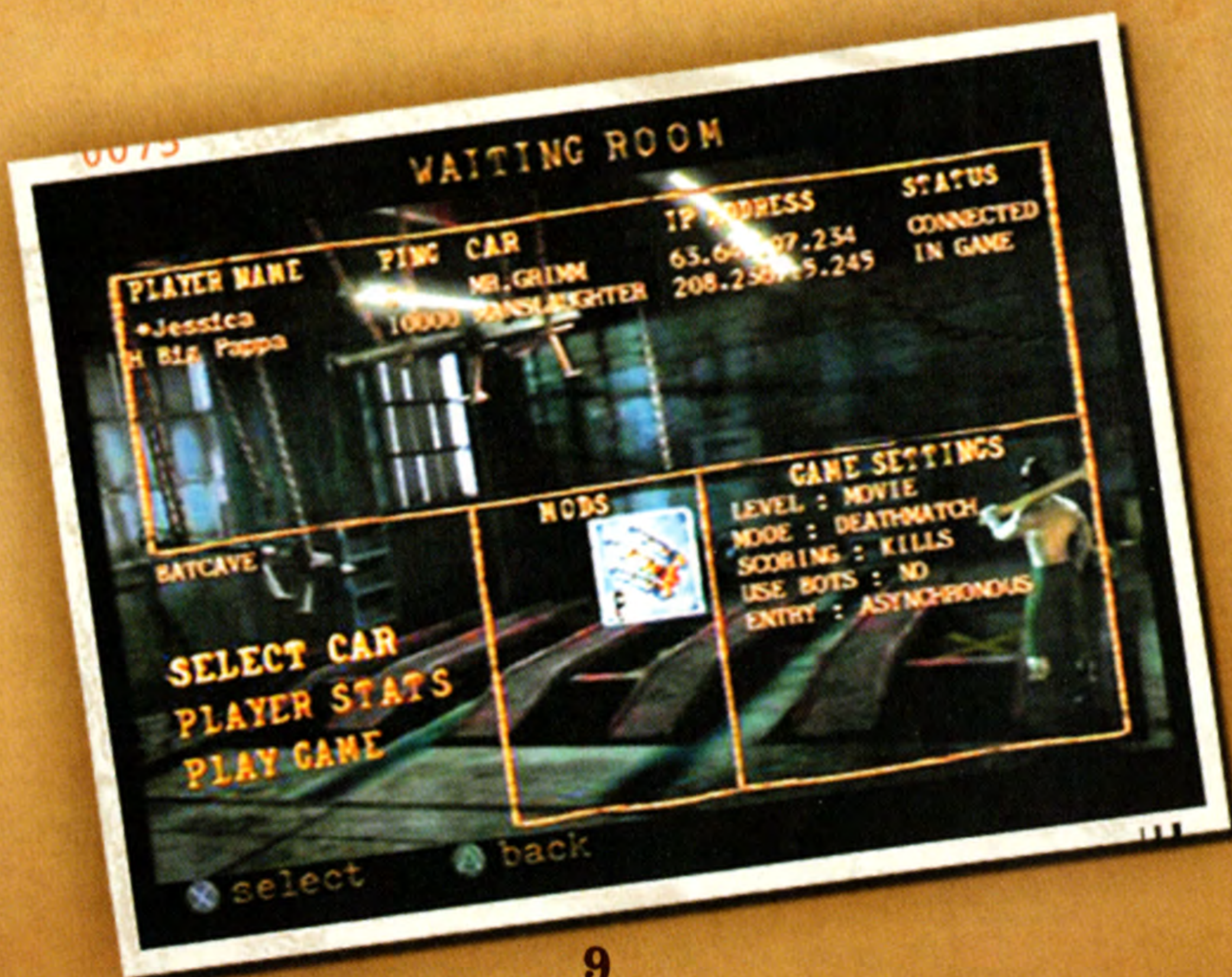
Note: If you have chosen "ASYNCHRONOUS" as the Entry setting, then other players may join at any time (8 players total with a broadband connection or 2 players total with an analog connection). If you have chosen "SYNCHRONOUS" as the Entry setting, then players cannot join once the game has started. They must wait for the start of the next game.

5. Once all the settings are to your liking, select "PLAY GAME" to begin.

Note: You may quit the game at any time. If you leave the game while other players are still connected, then one of those players will become the Host and the game will continue without you.

JOINING AN EXISTING GAME

1. From the Lobby, use the directional buttons to scroll to the game you wish to join. Press the **X** button to select the game.
 - a) If the Host HAS set a password for the game, then you will be prompted to enter the correct password to join. An error message will appear if you attempt to join without entering the password (or enter an incorrect password).
 - b) If the Host HAS NOT created a password, then you will proceed to the "WAITING ROOM" Screen.
2. Once you find a game you can join, you will be brought to the "WAITING ROOM."
 - a) Notice that there is no "GAME SETUP" option. Only the Host of the game can choose the game parameters. If the Host of the current game has set the Entry setting to "ASYNCHRONOUS," then the game screen should appear like this:



3. If the Host of the current game has set the Entry setting to "SYNCHRONOUS," then you will NOT have the "PLAY GAME" option. Instead you will have a "WATCH GAME" option, like this:



- a) You cannot enter a Synchronous game if it is already in progress. You may wait for the current game to finish then join at the start of a new game or you can try to find another game.
- b) If you would like to wait for a new game to start, then you may watch the current game in progress until it is over. To do this, select "WATCH GAME."
- c) The current game will load and you will now have a spectator's view of the game. You can choose to watch other players by holding down the Select button and pressing up on the directional button. This will toggle you through the different players in the game so you do not have to watch the same player the entire time.
- d) Once that game has finished you may return to the "WAITING ROOM" and enter the next game.
4. You may now select your car (the vehicle from your "Player Configuration" setting is selected as the default vehicle).
5. Select "PLAY GAME" and the "Loading Screen" will appear. Once the game has loaded you will have joined the current game and you can now begin play!

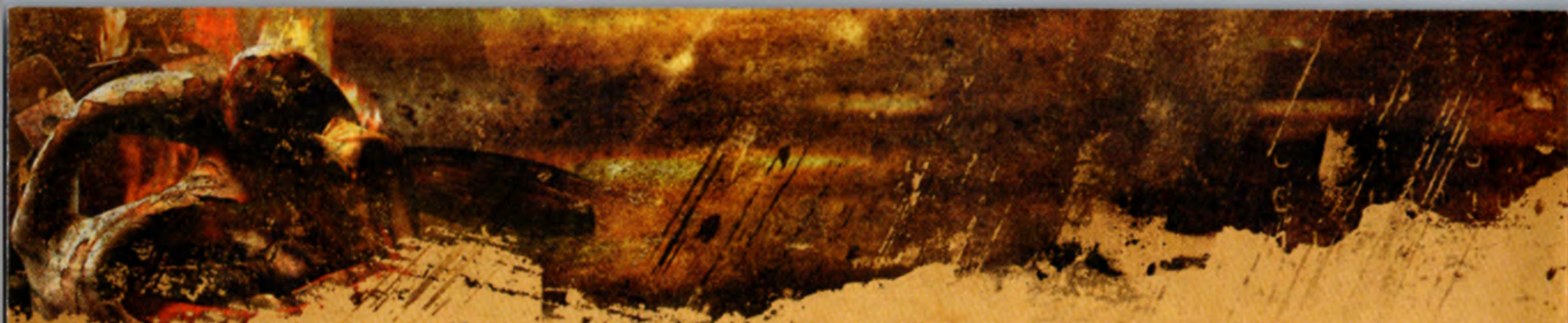
GAME MODES

DEATHMATCH

Classic Twisted Metal® free-for-all mode in which every player is against every other player. Players battle until their car is destroyed and then regenerated at a random location to battle again. The following parameters allow players to customize games.

DEATHMATCH PARAMETERS:

- **Time Limit** - The game ends when the user-set Time Limit expires. A value of "0" indicates no Time Limit and the game will continue until another "Limit" is triggered or until all players have left the game.
- **Score Limit** - The game ends when any player's score reaches this user-set value. The score is calculated using the scoring method described below. A value of "0" indicates no Score Limit and the game will continue until another "Limit" is triggered or until all players have left the game.
- **Kill Limit** - The game ends once the user-set Kill Limit reaches this value. A value of "0" indicates no Kill Limit and the game will continue until another "Limit" is triggered or until all players have left the game.
- **Damage Limit** - The game ends when the user-set Damage Limit reaches this value. A value of 0 indicates no Damage Limit and the game will continue until another "Limit" is triggered or until all players have left the game.
- **Scoring Method** - The score can be calculated in many different ways. Setting the scoring method will determine which player is winning. The default value is "Kills Only".
 - Kills Only (Kills)
 - Damage Only (Damage Done)
 - Net Kills (Kills minus Deaths)
 - Net Damage (Damage Done minus Damage Received)
 - Carnage [Damage Done plus (Kills x 10)]

- 
- **Use Bots** - A BOT is a computer-controlled opponent. When this user-set parameter is enabled, 2 BOTs may be in the game to ensure at least 3 players. This parameter can be set to "Yes" or "No." The default value is "No." As players enter the game, the BOTs will disappear. BOTs can only be used in an Asynchronous Entry game.
 - **Synchronous Entry** - When enabled, all players are forced to enter the game at the same time. Players that join the game after it has started must remain in the Waiting Room until the next game starts. This parameter can be set to "Yes" or "No." The default value is "No."

LAST MAN STANDING

Players battle similar to Deathmatch but each player is only allocated X lives, where X is some predetermined number (see below). The last player left alive is declared the winner. All players are forced to enter the game at the same time (synchronous) in this game mode. If a player joins the game after it has started, they must remain in the Waiting Room until the next game starts.

LAST MAN STANDING PARAMETERS:

- **Number of Lives** - This user-set parameter limits the number of times a player can regenerate. When the player uses all of their allocated lives, they can no longer regenerate and can only observe the game in spectator mode.

COLLECTOR

The objective is to be the first player to collect all of the artifacts scattered throughout the environment. Players can take an artifact from another player in two ways: 1) Deliver enough damage to a player and they will lose an artifact or, 2) Kill the player causing them to lose all the artifacts they were carrying. When a player dies, they regenerate at a random location and can attempt to collect artifacts again. If an additional game ending parameter is imposed, the player with the most artifacts collected at the end of the game is the winner.



COLLECTOR PARAMETERS:

- **Time Limit** - The game ends when the user-set Time Limit expires. A value of "0" indicates no Time Limit and the game will continue until another "Limit" is triggered or until all players have left the game.
- **Score Limit** - The game ends when any player's score reaches this user-set value. The score is calculated using the scoring method described below. A value of "0" indicates no Score Limit and the game will continue until another "Limit" is triggered or until all players have left the game.
- **Scoring Method** - The score can be calculated in many different ways. Setting the scoring method will determine which player is winning. The default value is "Possession".
- **Possession** - First player to collect all artifacts is the winner. If another ending condition is imposed, the player with the most artifacts collected, at the end of the game, is the winner.
- **Domination** - Players get points for the time of possession of each artifact. The more artifacts a player holds, the more points they accumulate. The winner is determined by who held the most artifacts the longest.
- **Synchronous Entry** - See Deathmatch Parameters on p.12 for an explanation.
- **Number of Artifacts** - This user-set parameter designates the number of artifacts that will be in the game. This can be a value from 3 up to 20.

MAN HUNT

One player is designated as the "Prey", and the remaining players are the "Hunters." Hunters get points for damaging and killing the Prey. The Prey gets points for evading, killing, and damaging the Hunters. If the Prey is killed, the Hunter that made the kill then becomes the Prey.

MAN HUNT PARAMETERS:

- **Time Limit** - The game ends when the user-set Time Limit expires. A value of "0" indicates no Time Limit and the game will continue until another "Limit" is triggered or until all players have left the game.
- **Score Limit** - The game ends when any player's score reaches this user-set value. The score is calculated using the scoring method described below. A value of "0" indicates no Score Limit and the game will continue until another "Limit" is triggered or until all players have left the game.
- **Scoring Method** - The score can be calculated in many different ways. Setting the scoring method will determine which player is winning. The default value is "Prey Time".
 - Hunt Kills (Prey Kills)
 - Hunt Damage (Prey Damage)
 - Prey Time (Prey Time)
 - Hunt Carnage [Prey Time + Prey Damage + (Prey Kills x 10)]
- **Starting Prey** - The Host selects which player will start as the "Prey." Default value is the "Host" player.
- **Synchronous Entry** - See p.12 - Deathmatch Parameters for an explanation.

GAME MODIFIERS ("MODS")

SINGLE WEAPON MOD (ONE GUN)

Players are limited to a single weapon type as chosen by the Host. Players all have unlimited ammunition for the chosen weapon. All pick-ups are turned off except Health and Turbo. The following icons will be displayed in the waiting room in order to designate which single weapon the Host has selected.



Machine Gun



Gas Can



Special
All players
are limited to
the Special
Weapons
specific to
each vehicle.



Mega Guns



Ricochet



Homing Missile



Reticle



Combo
All players
are limited to
Energy Attacks
triggered by
combo moves.



Fire Missile



Satellite



Power Missile



Zoomy

SINGLE VEHICLE MOD

Players do not get to choose their vehicle. Instead, all players use the same vehicle chosen by the Host. The following icons will be displayed in the waiting room in order to designate which single vehicle the Host has selected.



Junkyard Dog



Crazy 8



Yellow Jacket



Brimstone



Spectre



Axel



Outlaw



Darkside



Warthog



Mr. Grimm



Shadow



Manslaughter



Roadkill



Sweet Tooth



Minion

POWER RELICS MOD



When this Mod is selected, the game adds a set of unique pick-ups that gives the possessor of the pick-ups extra powers. Players can pick-up a Relic just like they would any other pick-up in the game - simply run over it. Only one Relic can be held at a time. Players may drop their current Relic in order to acquire another. Press the button to drop a Relic.



Defiance - Partially blocks incoming damage. The player possessing the Defiance Relic cannot be frozen or caught on fire.



Restoration - Sets player's max health at 200%. The player slowly regenerates Health points.



Slayer - All weapons do double damage.



Mega Guns - Gives player Mega Gun bullets which slowly regenerate up to a maximum of 100 shots. When Mega Gun bullets run out, the vehicle will shoot unlimited enhanced machine guns.



Special Regen - Regenerates the vehicle's Special Weapon at a faster rate. The possessor also regenerates Energy and Turbo.



Backlash - When shielded, weapons fired at the possessor will reflect back upon the player who fired them. As an added bonus, the possessor's Shields consume the normal Energy amount.



Assassin - This relic allows the player to cloak when motionless. The possessor's vehicle will decloak if a weapon is fired.



Evade - Prevents weapons from locking on the vehicle except at extremely close range.



Relic Buster - This Relic will dislodge a Relic from any vehicle that it hits.



Blitzkrieg - Doubles the firing rates for all weapons. The possessor gets double the pick-up amount.



Parasite - Returns a portion of damage done to opponents back to the possessor as Health. This Relic will also transfer some Energy and Turbo from the hit opponent.



Demolition - Applies area effect damage to all weapons.



UNLIMITED WEAPONS MOD

Players have an unlimited supply of weapons.

HUD MODS

The following icons will display in the waiting room if HUD modifications have been specified.



No Health Bar



No Indicators
(No indicators and No Health Bar)



No Radar
(Vehicles do not show on Radar, No Indicator and No Health Bar)



NEW ONLINE PICK-UP

Full Health - Refills the player's entire Health bar.

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