TWISTED METAL®

HEAD-ON

TEEN
T
CONTENT RATED BY ESRB

INSTRUCTION MANUAL

⚠WARNING: PHOTOSENSITIVITY/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.

TWISTED METAL®:HEAD-ON TIPS AND HINTS

Game Hint Guide Information

PlayStation Underground Game Guides For free hints and tips visit us at **www.us.playstation.com**.

Sign up and become a member of the PlayStation Underground and access free hints, tips, and cool moves for games published by Sony Computer Entertainment America.

No hints will be given on our Consumer Service/Technical Support Line.

Consumer Service/Technical Support Line 1-800-345-7669

Call this number for technical support, installation or general questions regarding PlayStation®2 and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

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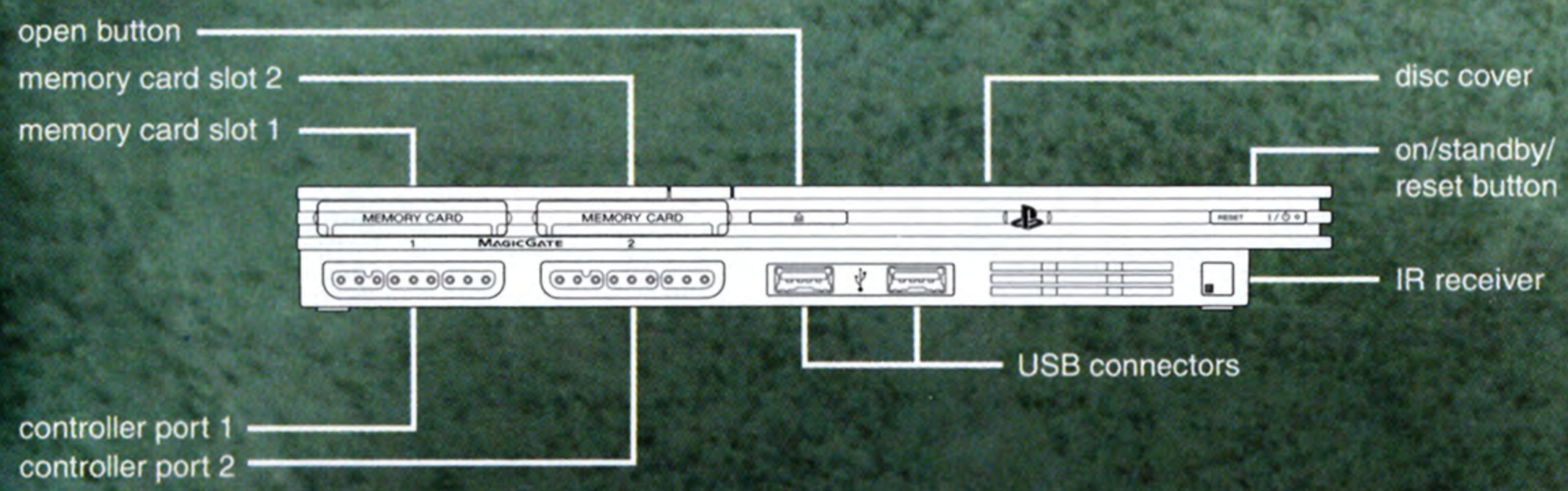
GETTING STARTED



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 **TWISTED METAL®:HEAD-ON** 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)

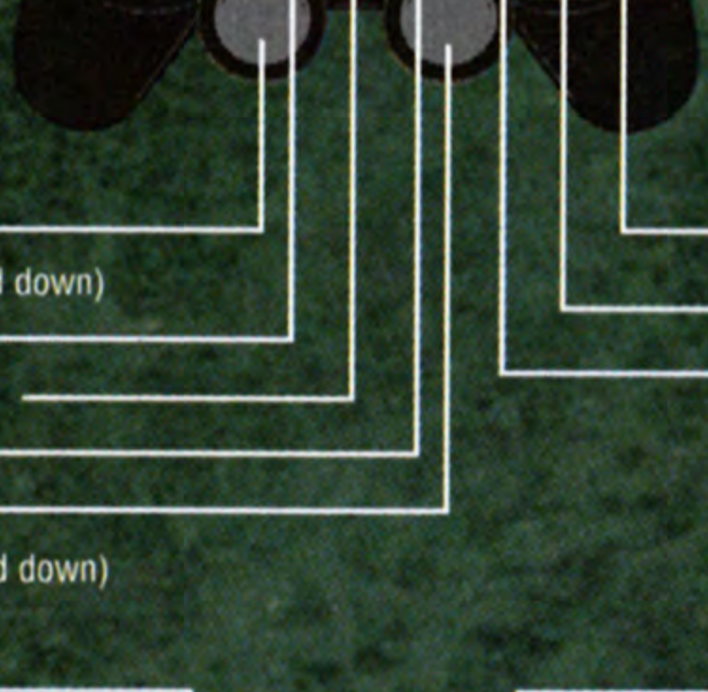
To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

TWISTED METAL®: HEAD ON

Play through Twisted Metal®: Head-On®, the PSP® classic brought to the Playstation®2 for your enjoyment. The following pages will get you started on your journey to becoming the ultimate Twisted Metal champion!

GAMEPLAY CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



THIS BUTTON CONFIGURATION REPRESENTS THE DEFAULT, CLASSIC CONTROL LAYOUT. TWO OTHER CONTROL LAYOUTS ARE AVAILABLE IN THE OPTIONS MENU: HIT-N-RUN AND RUN-N-GUN.

GAME SCREEN and HUD

1 ENEMIES REMAINING

2 CLOSET OPPONENT IN VIEW

3 RADAR

4 OPPONENT'S LOCATION

5 ENEMIES REMAINING

6 WEAPONS BAY DISPLAY

7 HEALTH METER

8 ENERGY METER

9 TURBO METER

10 MACHINE GUN OVERHEAT INDICATOR

11 LIVES REMAINING

12 MESSAGE BAR

OPTIONS

Controls: Select from three controller layout variations

Audio: Customize your audio settings

Difficulty: Choose from four different difficulty settings

Load Game Data: Load a previously saved game

Save Game Data: Change your game save settings

Restore Default Settings: Reset your options to its original settings

Movie Clips: Watch the in-game movies you've unlocked

GAME MODES

SINGLE PLAYER

STORY

Select a character and progress through the game to discover his/her adventure

CHALLENGE

Select your computer controlled opponents and arrange a quick, last vehicle standing, destruction derby

ENDURANCE

Take on an endless onslaught of computer controlled opponents until you can't take it anymore

MULTIPLAYER

2P DEATH MATCH

Battle against a friend to the finish! Select a vehicle and battleground. A one-on-one fight will begin and the first player to destroy the other's vehicle is victorious!

2P SPLIT SCREEN CO-OP

Two players fight as a team to advance through the Twisted Metal competition.

Note: Both players share one set of lives. If there are 0 lives remaining and either player is destroyed, the game is over.

WEAPONS

Run over to pick up an item and it will appear in your Weapon Bay ready for activation.

BASIC WEAPONS

MACHINE GUN

Use these to mow down anything that comes across your path. While your supply is unlimited, keep an eye on the Machine Gun Overheat icon.

HOMING MISSILE

While this missile has the least damage potential, its accuracy on hitting its target is unmatched.

FIRE MISSILE

A well-balanced missile combines damage with accuracy due to its slight homing capabilities.

POWER MISSILE

The most powerful of all missiles, what it lacks in accuracy, more than makes up for in pure destructibility.

RICOCHET DISC

A deadly weapon that can be fired and has the durability to bounce around the environment until it finds a target.

SKILL WEAPONS

NAPALM

This devastating weapon is lobbed forward and either explodes on contact or can be triggered (by pressing the fire button a second time) to drop lethal napalm on your enemies for incredible damage.

REMOTE BOMB

A powerful and strategic weapon, press the fire button to drop the Remote Bomb, then lure the enemy and press the fire button again to detonate. Running over the Remote Bomb will also cause it to detonate so be careful.

SWARM MISSILES

After locking onto a target, these Swarmer missiles trace the target with supreme accuracy.

ENVIRONMENT WEAPONS

In many environments, you'll find an Environment Weapon Power-up that triggers a unique attack based on your current environment. Below are the different types of Environment Attacks.

Location	Environment Attack
Big Blue Stadium	Band Attack
Los Angeles	Powerplant Lightning
Paris	Eiffel Top Lightning
Egypt	Tornado
Roman Ruins	Fireball
Russia	Nuke Shockwave
Greece	Zeus Thunder

WEAPONS (CONT.)

SPECIAL WEAPONS

Each character has a unique Special Attack that regenerates over time. Below is a list of Special Attacks.

Character	Special Attack
Twister	Tornado Twist
Crimson	Reticle Pulse Blast
Mr. Grimm	Screaming Soul
Spectre	Ghost Missiles
Outlaw	Tazer
Roadkill	Boomerang
Grasshopper	Body Slam
Thumper	Balls of Fire
Shadow	Soul Shadow
Axel	Shock Wave
Hammerhead	Ram Attack
Sweet Tooth	Napalm Cone
Warthog	Patriot Missiles
Mr. Slam	Bucket Slam Shake

OTHER PICKUPS/ITEMS

Full Health & Partial Health

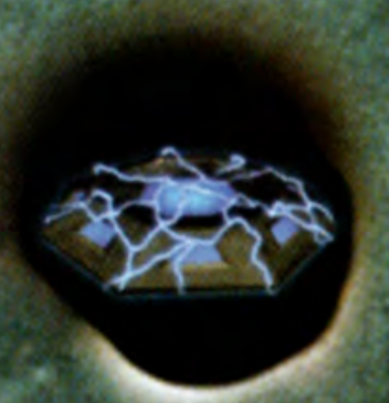
These valuable icons refill your health meter.
Hint: Remember where these pickups are located for those times when you need to run with your tail between your legs.

TURBO

By quickly pressing the gas button twice you can activate a quick speed burst. These pickups replenish your Turbo meter.

HELICOPTERS

Helicopters are deployed to provide random pickups to the contestants. Keep an eye out for these aerial item transports.



TELEPORTERS

Within each environment there are hidden teleporters that will send you to special areas or initiate unique Bonus Mini-games where you can load up on extra items and unlock bonus rewards.

UPGRADE POWER-UP

Destruction has its rewards. After defeating an opponent, an Upgrade Power-up will appear above the debris. Drive over the Power-up to receive a vehicle OR weapon upgrade.

UPGRADE POWER-UPS

ACQUIRING UPGRADES

Each time an enemy vehicle is destroyed, it will leave behind an Upgrade Power-up, run over the power-up and score the upgrade.

UPGRADE STATUS CHECK

Players can quickly check their upgrade status on the Pause Screen.

UPGRADE RULES

- Upgrade Power-ups are only available after you kill a vehicle
- Regenerates only once per killed vehicle
- All upgrades are lost if you get killed
- Upgrades carry over into next level
- Anyone can run over the Upgrade Power-up (not just the killer)
- If you've reached the first six upgrades, subsequent Upgrade Power-ups will randomize between extra health, missile powerups, or turbo & energy regeneration

UPGRADES

1ST: TURBO AND ENERGY REGENERATION UPGRADE

Speeds up the regeneration rate of your Turbo and Energy meters by 10%.

2ND: JUMP HEIGHT UPGRADE

Increases the height of vehicle jumps to double.

3RD: RAM DAMAGE UPGRADE

Adds 10% more damage to any ram attack.

4TH: MACHINE GUN UPGRADE

Upgrade the damage per bullet on machine guns.

5TH: ARMOR UPGRADE

Strengthen the armor of your vehicle 15%.

6TH: SPECIAL WEAPON UPGRADE

Depending on your vehicle, this upgrade maximizes the power of your special weapon. Using the Special Weapon Upgrade requires a charge-up OR button mash mechanic to exploit the full damage potential.

7TH: RANDOM POWER-UP UPGRADE

Once you've achieved the first six upgrades, the seventh Upgrade Power-up will randomize between 15% health, extra missiles and turbo and energy bar replenishment.

ENERGY ATTACKS

Every vehicle can perform Energy Attacks as long as there is enough charge in the Energy Meter. Each Energy Attack requires a certain amount of energy.

To perform each of the following, quickly press the directional button or Analog Stick in the indicated order.

Energy Combo	Effect	Command
Freeze	Temporarily freezes opponents in their tracks. To break a freeze, rapidly press any controller button.	↑, ↓, ↑
Mine	Drops a land mine behind your vehicle that explodes upon impact of another vehicle.	→, ←, ↓
Shield	A temporary energy shield that can withstand all opponent attacks.	→, →, ↓, ↓
Cloak	Renders your vehicle invisible.	←, ←, ↓, ↓
Rear-fire	With a Weapon selected, entering this command allows some weapons to be rear-fired.	↑, ↑, ↓, ↓
Flak	An energy burst that intercepts and destroys any incoming missile AND will knock back any enemies that are in close player proximity.	↑, ↓, ←, →
Napalm	Adds a napalm projectile to any weapon fired.	→, ←, ↑, ↑ + Fire Weapon button

ENVIRONMENTS & BATTLEGROUNDS

BIG BLUE STADIUM: Play Ball! What better way to annihilate the competition than in a stadium filled with fierce competitors?

LOS ANGELES: Welcome to Smog Central. Don't let the busy freeways trigger your road rage – your opponents will do that for you.

PARIS: Romance is in the air...as well as numerous missiles, rockets and napalm.

EGYPT: The great pyramids of Egypt await you, just be careful not to be entombed in them.

ROMAN RUINS: The historic site of great gladiators now makes home to "Twisted" warriors.

RUSSIA: You'll be seeing red as you enjoy the surroundings of the Kremlin wall and Red Square.

GREECE: Take a cruise to the relaxing Greek Isles... just don't sink the ship that took you there.

MONACO: Start your engines and bring chaos to a famed race track in Monte Carlo.

TOKYO STREETS: Chaos hits the busy streets and bright lights of Tokyo.

TOKYO ROOFTOPS: Fear of heights? Reckless drivers might want to be a bit more careful.

TRANSYLVANIA: Creepy...and Twisted!

BONUS MINI-GAMES

Explore the different battlegrounds and look for destructible entrances hiding a special 'Teleporter". These will take you away from the contest to engage in a variety of Bonus Mini-games ranging from a Shooting Gallery to a Combat Race.

Keep your eye out, as you can earn extra lives, obtain bonus vehicles, Power-ups, unlock new levels and more.

Location	Bonus Mini-Game	Description
Big Blue Stadium	Demolition Derby	This is a classic Demolition Derby contest with taxi cabs. Ram your vehicle into the five cabs and destroy them in *three minutes or less to earn the bonus reward. Destroyed cabs will leave behind a power-up.
Los Angeles	Freeway Slalom	Survive the Freeway obstacle course featuring hazards such as falling debris, swinging wrecking balls, nitro barrels and rush hour traffic within *two minutes to earn the bonus reward. Collect power-ups as you dodge your way to the finishline.
Paris	Chopper Shoot	Launch Napalm Bombs from the Paris rooftops to destroy the helicopters. Destroyed helicopters drop bridges that connect the rooftops to the Eiffel Tower finishline. Collect power-ups along the way. Finish the course within *two minutes to earn the bonus reward.
Egypt	Balance Beam	Dodge your way thru a gauntlet of fire pits, crushers, and electric force fields while balancing on the narrow track. Finish the course within *three minutes to earn the bonus reward. Collect power-ups along the way.

Location	Bonus Mini-Game	Description
Roman Ruins	Top Down Driver	Turbo, dodge and jump your way thru the course above the clouds... with a stuck accelerator. Finish the course within *two minutes to earn the bonus reward. Collect the power-ups along the way but don't get greedy.
Russia	Shooting Rink	The Shooting Rink Bonus level is a classic "old school" top down shooter. The objective is to destroy six enemy tanks using only machine guns within *three minutes to earn the bonus reward. Once a tank is destroyed, a power-up is left behind and a new, larger tank re-spawns.
Greece	Jump Skill	The Jump Skill Bonus requires patience and plenty of classic platformer skills. Survive this course of platforms that move in every direction within *2.5 minutes to earn the bonus reward. Collect the power-ups along the way.
Monaco	Death Race	This Death Race Bonus requires players to race the Wrong Way! Survive two laps and destroy ten racers with your Fire Missiles to earn the bonus reward- three crashes with the racers and its Game Over. Collect power-ups along the way.
Tokyo Streets	Subway Gauntlet	The objective of the Subway Gauntlet is to destroy all of the Sweet Tooth Heads and collect all the stars within *two minutes to earn the bonus reward. You must also dodge mini Sweet Tooth Nitro Buggy's that are racing around the subway course.
Tokyo Rooftops	Sky Track	The Sky Track bonus is a combat race on a futuristic course that "figure-8's" the Tokyo Rooftops level. The objective is to survive a high speed combat race for three laps competing with the nitro-charged future bikes. Power-ups are placed around the track and you must win the race to earn the bonus reward.

* Times are based on Normal difficulty setting.

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REPAIR STATIONS

Located in each battleground are Repair Stations (look for the "+" symbol on the Radar). Drive up the ramp and the vehicle's structure will be restored.

ENERGY ATTACKS

Every vehicle has the ability to perform Energy Attacks with energy drawn from a constantly recharging Energy Meter.

To perform each of the following, quickly press the buttons in the order indicated.

Energy Attack	Description	Command
Freeze	An ice-based projectile that temporarily freezes opponents in their tracks.	△, ↑
Mine	A rear-dropped land mine that explodes upon impact.	△, ←
Invisibility	Once executed, your vehicle temporarily "disappears" from sight and radar.	←, ←, ↓, ↓
Shield	A temporary energy shield that can withstand all opponent attacks.	△, →
Rear-fire Weapon (does not require energy to execute)	Rear-fires the selected Weapon (functions only if a Weapon pick-up is available).	△, ↓

SPECIAL

The Special Attack is different for each of the vehicles. Some can even be fired backward.

OTHER PICK-UPS

HEALTH

To make quick, minor repairs to your vehicle, collect the Health pick-ups.

TURBO

Each vehicle is equipped with Turbo boost. Activate it by quickly pressing the Gas button [default: ■] two times and watch your vehicle surge forward. Pay close attention to your Turbo Meter and make sure to pick up bottles of Nitro to refill it.

HELICOPTERS

A group of helicopters have been sent by Calypso to deliver pick-ups to the contestants. Be careful not to destroy the helicopters before you've taken the pick-up they carry.

Note: Helicopters are only available in Lost - Suburban Terror.

REMOTE BOMB

A powerful and strategic weapon, press the fire button to drop the Remote Bomb, then lure the enemy and press the fire button again to detonate. Don't get too close as it is a range based damage weapon. Running over the Remote Bomb will also cause it to detonate, so be careful..

WEAPONS

MACHINE GUN

The standard Machine Gun is good for cutting down any minor obstacles that cross your path.

WEAPON PICK-UPS

MEGA GUN UPGRADE

The Mega Gun Upgrade increases the Machine Gun's rate of fire and inflicts slightly more damage than the standard Machine Gun.

HOMING

The Homing missile has great tracking ability. Fire the weapon and it will relentlessly hunt down the nearest opponent.

FIRE

The Fire missile strikes a balance between the lethality of the Power missile and the tracking ability of the Homing missile.

POWER

Fire the Power missile and anything in its path will be destroyed.

GAS CAN

In the right hands, this explosive weapon can be extremely devastating.This is a 2 fire weapon, press L2 to launch the can, then press L2 again to trigger the det-onation when it's over the intended target

RICO

The Ricochet weapon's disc-shaped design gives it the unique ability to reflect off walls without exploding. Though hurling it forward will crush any opponent, the Ricochet weapon's main power lies in skillfully ricocheting it before impact.

GAME MODES

One Player

Single Player: Choose a vehicle and compete in the Twisted Metal competition originally created for Twisted Metal®: Harbor City. While still incomplete, this mode is a testament to the skill of the original developers before cancellation of the project.

Challenge: Choose a vehicle and battleground. Then challenge computer-controlled opponents in a fight to the finish. This mode is great for learning the intricacies of the battlegrounds and the way each opponent fights.

Endurance: Choose a vehicle, a battleground and fight an endless series of opponents using a single vehicle.

Multi-Player

2-4P Death Match: Select a vehicle and battleground, then battle each other to the finish!

2P Co-Op Story: Two players fight as a team to advance through the battlegrounds.

Note: Both players share one set of lives. If there are 0 lives remaining and either player is destroyed, the game ends.

Special Attacks (Special Cases)

CHARACTER	DESCRIPTION
Crazy 8	You need to be near an enemy to connect. Once connected, press L2 rapidly to do double damage.
Junkyard Dog	This is a 2 stage weapon. Press L2 once to launch the projectile. A target will appear on the ground. Press L2 a second time to drop the projectile onto the target.
Yellow Jacket	You can either ram enemies with spikes out for extra ram damage or press L2 to use spikes as missiles.
Outlaw	You can press L2 rapidly while the special is active to do more damage (missiles fire along with machine guns).
Shadow	This is a 2 stage weapon. Press L2 once to launch the weapon, press L2 again to detonate when it's near the target.
Roadkill	This is a charge up weapon. Press L2 once to fire a single missile or charge up and release for a barrage.

MAIN MENU

Select from one of the following list of options.

Single Player: Battle alone in the Story, Challenge, or Endurance Mode.

Multiplayer: Battle a friend in a 2 Player Death Match Mode or join forces in 2 Player Co-Op.

Options: Adjust the game settings.

Load Game: Load a previously saved game. To load a saved game, select the memory card slot of the memory card (8MB) (for PlayStation®2) with the saved game to be loaded. Press the ⊗ button to load the saved game.

NOTE: Upon boot-up, with a memory card inserted, the game will auto-load any saved options settings, unlocked items, and Endurance Mode High Score.

OPTIONS MENU

Controls: Classic, Run-N-Gun, or Hit-N-Run. Press left or right to view the alternate control layouts.

Audio: Customize your audio settings.

Difficulty: Choose from four different difficulty settings.

Load Game Data: Load a previously saved game.

Save Game Data: Change your game save settings.

Restore Default Settings: Reset your options to its original settings.

Movie Clips: Watch the in-game movies you've unlocked.

Save to Memory Card (8MB)(for PlayStation®2)

To save the Option Settings, Endurance Mode High Score and any unlocked Movies, select the memory card slot of the memory card (8MB)(for PlayStation®2) to be saved to. Press [⊗] to save the game. When saving the game for the first time, ensure that the memory card (8MB) (for PlayStation®2) has 82KB of space or more available.

CONTROLS

The following describes the CLASSIC [default] control layout.

left analog stick . . . . . Steering

right analog stick . . . . . Gas / Brake / Reverse

directional button ⬆ . . . . . Forward

directional button ⬇ . . . . . Reverse

directional button ⬅/➡ . . . . . Steer

□ . . . . . Gas [press twice and hold for Turbo]

○ . . . . . Brake

✕ . . . . . Tight Turn

L1 + R1 . . . . . Jump

L1 / R1 . . . . . Weapon Select

L2 . . . . . Fire Weapon

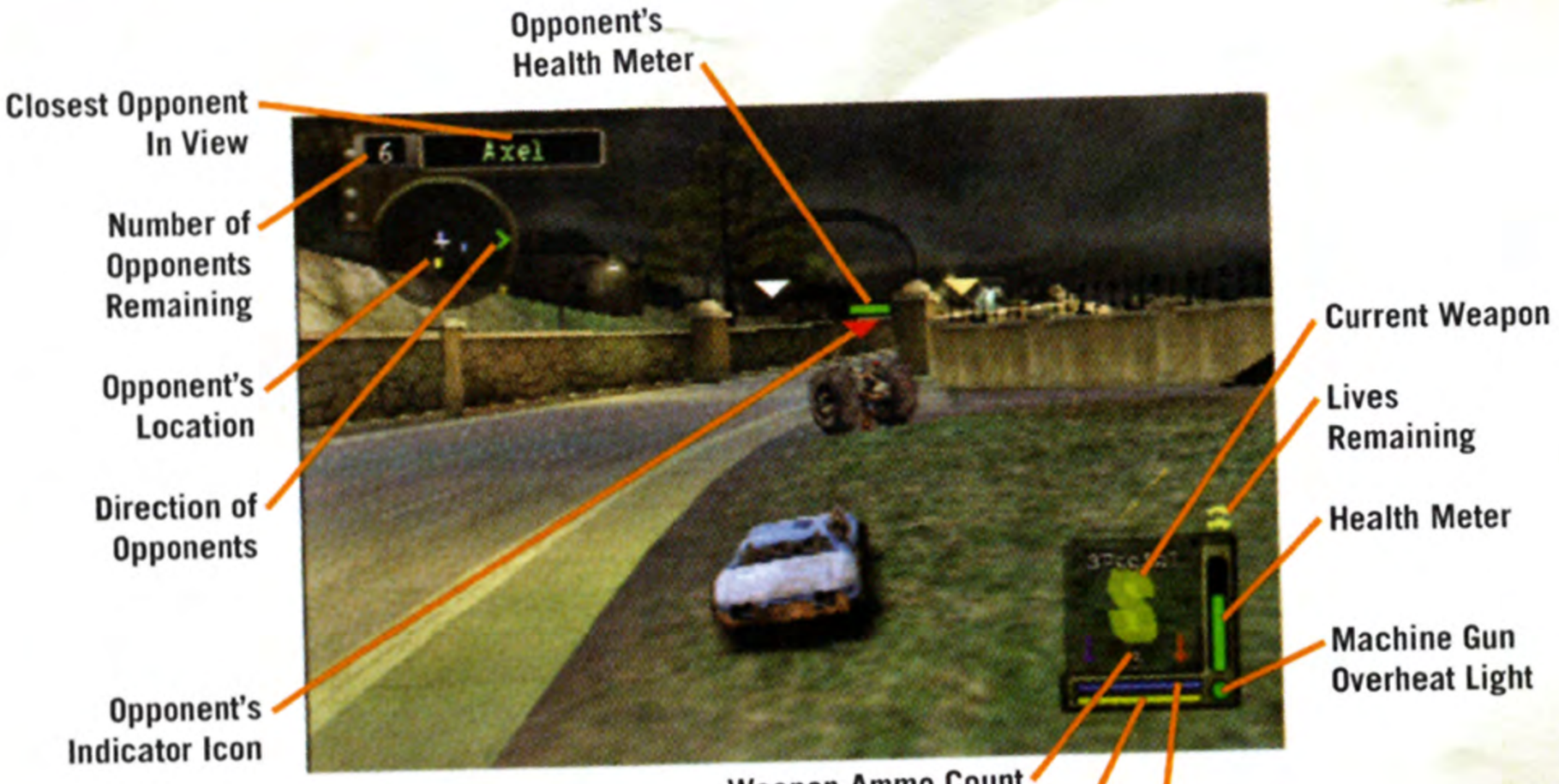
R2 . . . . . Fire Machine Gun

L1 + △ . . . . . Rear View

START . . . . . Pause

SELECT + directional buttons ⬆/⬇ . . . . . Camera Zoom

GAMEPLAY SCREEN DESCRIPTION [HUD]



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Twisted Metal®: Lost

Released in honor of the six key developers of the project Twisted Metal®: Harbor City who passed away before the game could be finished, the levels in Twisted Metal®: Lost™ represent the work they had completed. While no storylines had yet been developed for the characters or the world of the game completed, the work that had been finished has been released for your enjoyment and tribute to the developers' hard work.

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twisted metal

LOST

INSTRUCTION MANUAL