PlayStation

NTSC U/C

PlayStation

EVERYONE

CONTENT RATED BY ESRB

SLUS-01129
40010

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MICRO MANIACS™ RACING



Codemasters®

GENIUS AT PLAY™

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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 game 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 game 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.

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- This compact disc is intended for use only with the PlayStation® game console.
- 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.

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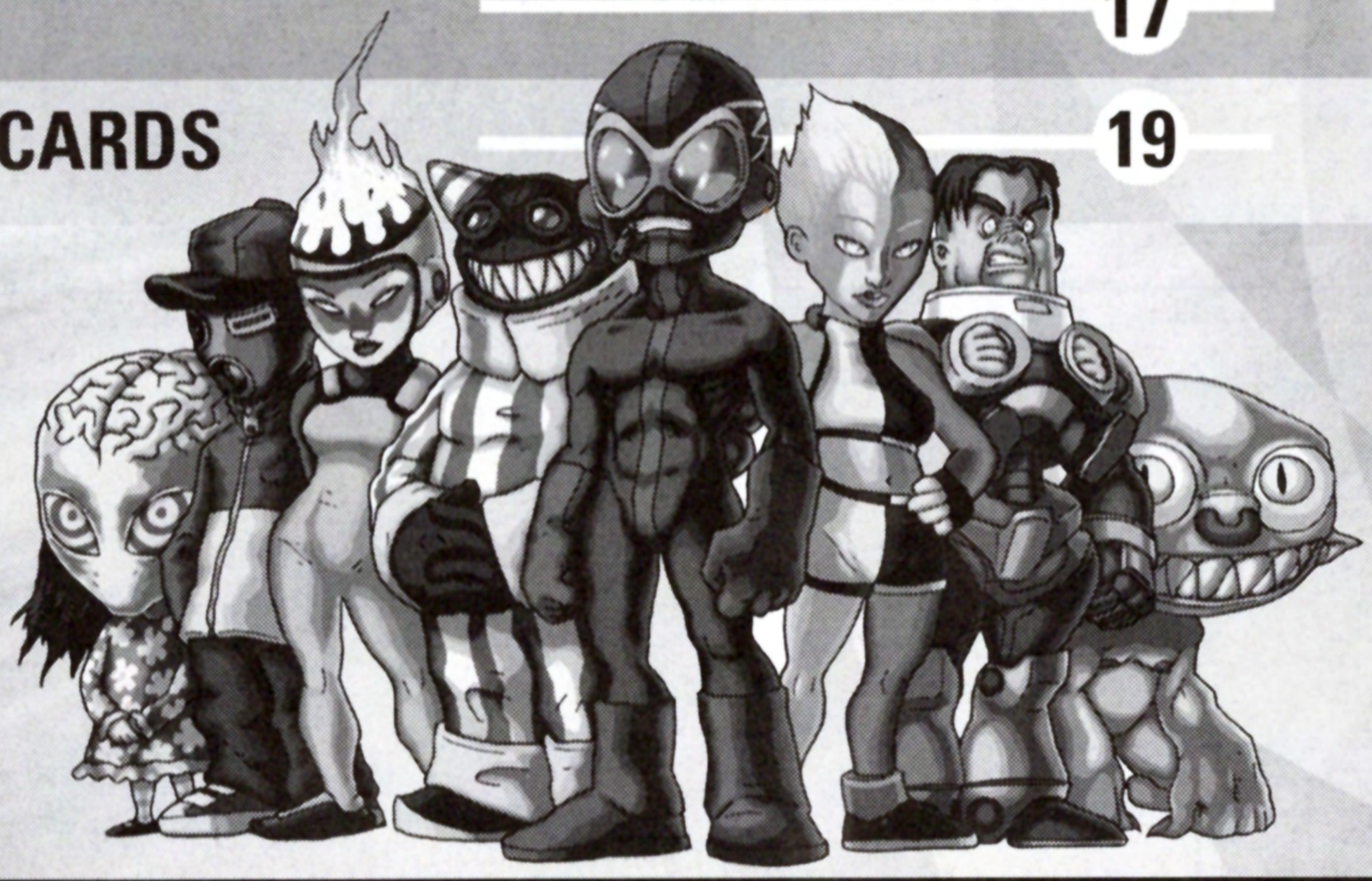
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The Journal of Dr. Minimizer

To whom it may concern:
The world as we know it is on the verge of crisis - oil and food shortages abound. Economic chaos looms over the horizon, bringing with it war. However, I have a vision, a vision to save humanity from certain collapse. I will minimize the people of earth to 1/360th of their original size thus creating a world of plenty for all.

In order to realize this dream, I must first create a super soldier that can colonize and cultivate the land in readiness for it's future inhabitants.

To this end I have enlisted the services of 8 special individuals to take part in an experiment. They will undergo a series of endurance tests so that I may ascertain the best abilities with which to equip my super soldiers.

Some may call me mad, perhaps even evil but I hearby swear that I am motivated by the noble urges that prompted Prometheus to risk damnation in an attempt to extend the sphere of human knowledge.

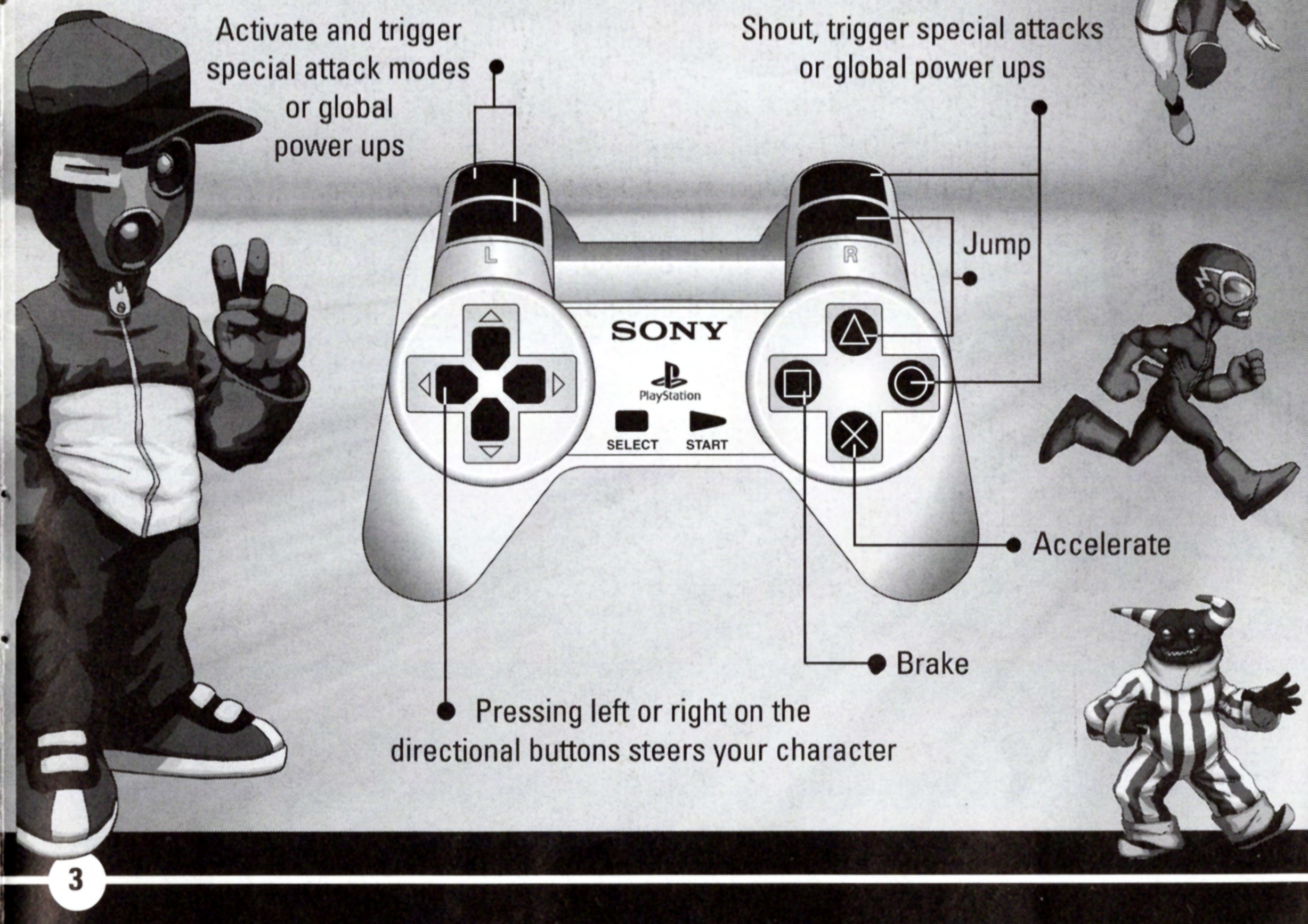
Yours,

Dr. Minimizer

CONTROLS

GETTING STARTED

It is advised that you do not insert or remove peripherals or Memory cards once the power is turned on.



Digital

Pressing left or right on the directional buttons steers your character.
Left directional button - Turns your character COUNTER-CLOCKWISE
Right directional button - Turns your character CLOCKWISE

× **button** - Accelerate
□ **button** - Brake
△ **button** or R1 **button** - Jump
○ **button** or R2 **button** - Shout, use special attack or global power-ups
L1 **button** - Activate and use special attack 1 or global power-ups
L2 **button** - Activate and use special attack 2 or global power-ups

DUALSHOCK™ analog controller

If you have a DUALSHOCK™ analog controller you can press the ANALOG mode switch to activate ANALOG mode (LED:RED). The left stick is used to control the direction and speed of your character. The further you push it, the faster your character will run.

× **button** - Accelerate
□ **button** - Brake
△ **button** or R1 **button** - Jump
○ **button or** R2 **button**- Shout, trigger special attack or global power-ups
L1 **button** - Activate and trigger special attack 1 or global power-ups
L2 **button** - Activate and trigger special attack 2 or global power-ups

Multi Tap

You can use a Multi Tap if you are having a Multi-Player game and want to use more than 2 Controllers. Please make sure a Controller is always inserted in Multi Tap Controller port 1-A. It is recommended that any additional Controllers are inserted in sequential Controller Ports (1-A, 1-B, 1-C etc.)

Split Controllers

In Micro Maniacs Racing™ it is possible for 2 players to use the same Controller. One player uses the buttons on the left of the Controller, the other uses the buttons on the right.

Split Controller Controls

Player 1 - Game		Player 2 - Game	
↑	Rotate counter-clockwise	× button	Rotate counter-clockwise
↓	Rotate clockwise	△ button	Rotate clockwise
←	Brake	○ button	Brake
L1 button	Jump	R1 button	Jump
L2 button	Activate and use special attack 1	R2 button	Activate and use special attack 1

Player 1 - Menu Screens		Player 2 - Menu Screens	
→	Up	□ button	Up
↓	Right	△ button	Right
←	Down	○ button	Down
↑	Left	× button	Left
L1 button	Select	R1 button	Select
L2 button	Cancel	R2 button	Cancel

Controller

When 2 players are using a Controller, their characters will accelerate automatically.

DUALSHOCK™ analog controller

When 2 players are using the same DUALSHOCK™ analog controller, each player uses one of the sticks.

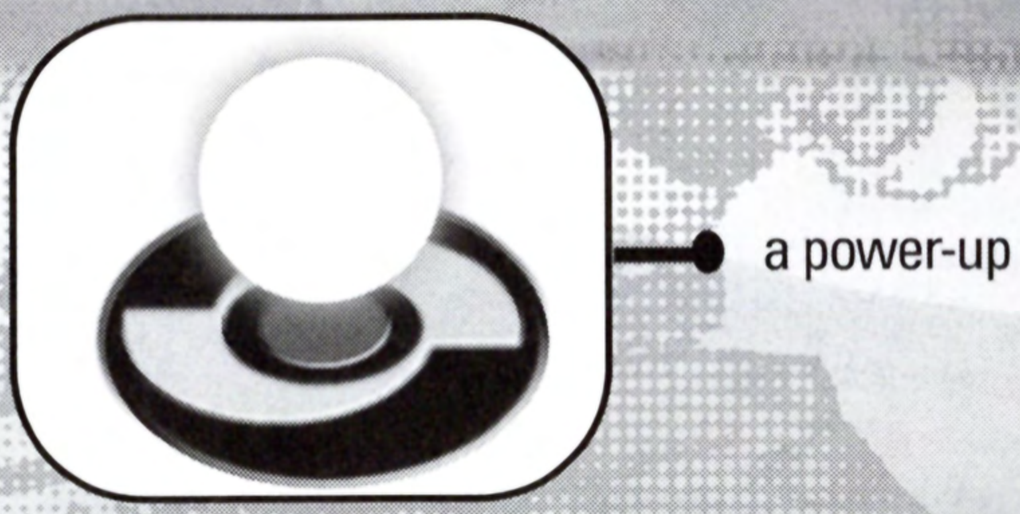
Using special attacks

Each character in the game has two types of **special attack** that can be used against their opponents. To trigger special attack 1, press the L1 button. To trigger special attack 2, press the L2 button. Once an attack is triggered, players can press either the L1 button or L2 button respectively to use the attack or press the R2 button or ○ button.

Tip : *L1 tends to trigger forward or offensive attacks, L2 tends to trigger rear or defensive attacks.*

Each of the special attacks can be used at any of 4 levels. Level 1 is the least powerful, level 4 the most powerful. To begin with, each of the characters can only use their special attacks at levels 1 and 2. As they progress through the game they will be equipped with levels 3 and 4 and you will be able to use them.

To use a special attack you must first collect one or more **power-ups**.



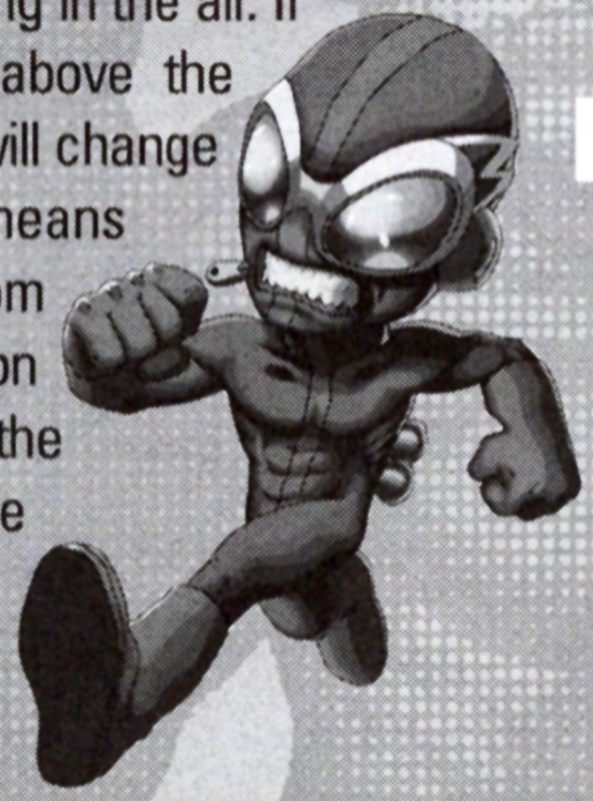
All characters can carry up to 4 power-ups and will use as many of these as possible when they activate each special attack. The more power-ups you have, the more powerful the attack. To do a level 2 special attack you will need to collect 2 power-ups. If your character has been equipped with a level 4 attack, then you will need to collect 4 power-ups in order to launch the full level 4 attack.

Once a special attack has been triggered, it can work in one of three ways:

Targeted attacks

Once a targeted attack has been triggered, a rotating radar-disc will appear under your character's feet. The number of rotating lines indicates the number of opponents you can target. The targets will appear over your opponents if you get close enough behind them. You can then press L1 button or L2 button again to attack them. You only have a limited time to target and attack an opponent - if you fail then you will lose one power-up.

If an opponent is targeting you, then you can avoid being attacked by jumping in the air. If you are high enough above the ground then the target will change appearance, which means that you are safe from attack. However, as soon as you come close to the ground you will be vulnerable again.



Constant attacks

The attack will activate immediately and will stay active for a limited period. You don't need to press the L1 button or L2 button again.

Shooting attacks

When a shooting attack is triggered you have a limited period to press L1 button, L2 button R2 button, or ○ button repeatedly to fire off shots.

You will see a rotating 'ammo' disk beneath your character's feet. The number of lit segments indicates how many shots you have left and the timer bar shows how much time you have left to use the shots.

Global Power-ups

In Vs. mode you may encounter special power-ups that temporarily equip all players with special abilities.

Tanks
All players are driving tanks. Press the L1 button, L2 button or R2 button to shoot mortars.

Mallets
All players are equipped with huge mallets. Press the L1 button, L2 button or R2 button to smack it down and try to flatten your opponents.

Bubbles
Everyone is trapped in bubbles and is forced to bounce.

Jet pack
Everyone has jet packs and hovers above the ground.

Reverse controls
Suddenly everyone's controls are reversed.

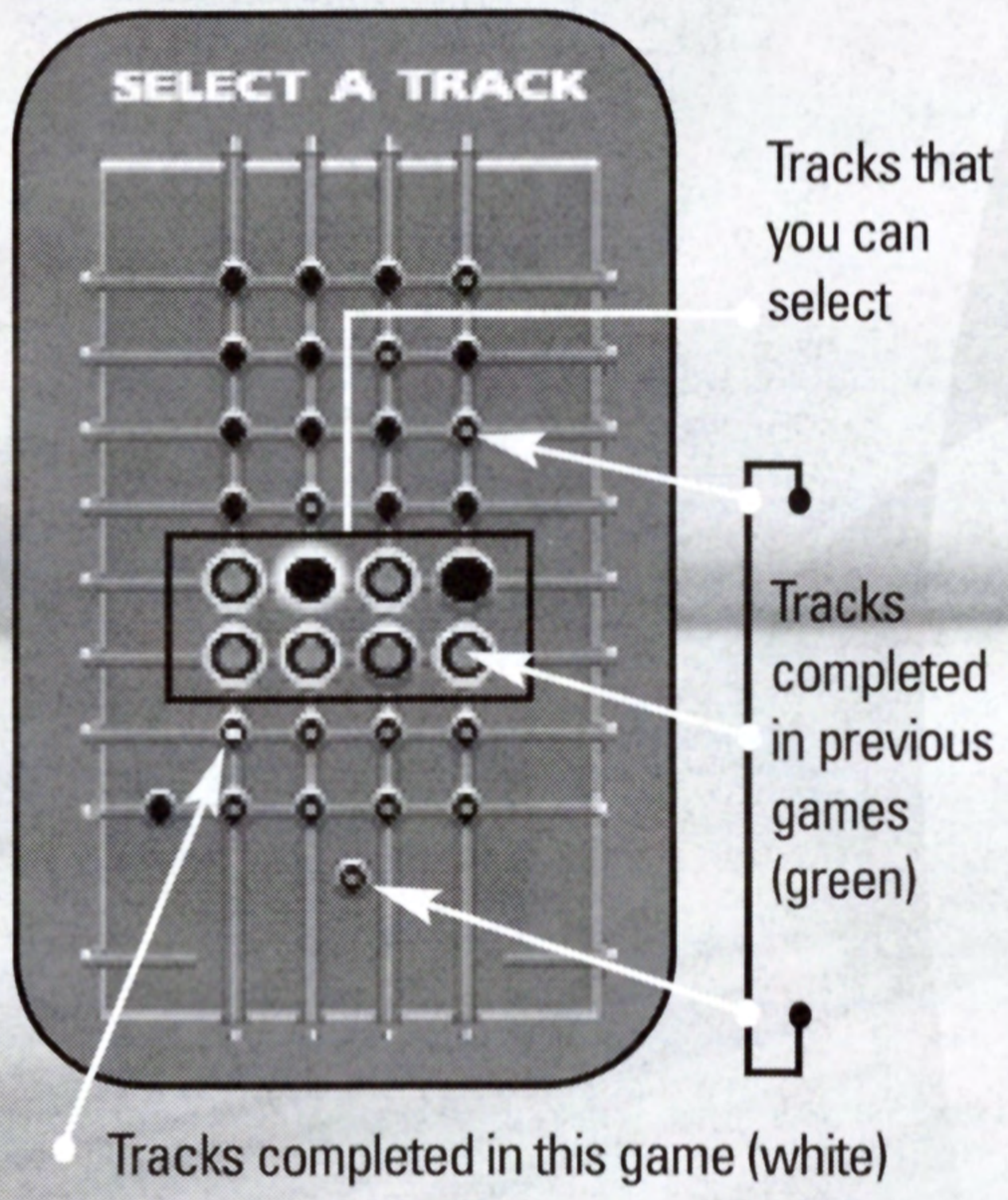
Climbing

In some tracks you will come across places where your character will climb a vertical surface. You can climb faster if you use the jump button - try to get the rhythm right for maximum speed.



THE COURSE GRID

All the courses in the game are selectable from the course grid.



Each space on the course grid represents a different course. There are two ways of selecting courses, depending on the game mode you are playing:

Progressive choice

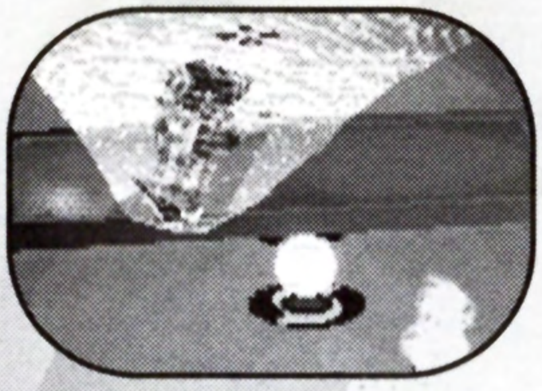
In all single player modes you have 3 lives and your goal is to work your way from the bottom to the top of the grid. For each race you will be asked to select a course from one row of the grid. If you succeed in that race, then for the next race you can select from the next row up - if you fail, then you lose a life and have to select from the same row again.

Note: *If you clear all the tracks on any of rows 1 to 4, then when you reach that row again in the next game you will be allowed to select tracks from the next row up as well. However, for rows from 5 onwards, you have to run at least one track from each row before you can move up, whether the row is complete or not.*

As well as showing courses cleared in the current game, the course grid will also show courses that you've cleared in previous games. If you manage to clear every course in a horizontal or vertical row, then special things can happen...

As you progress up the grid your character will have his special attacks equipped to higher levels. The first time your character clears a course on these rows he will be equipped with the power-up level.





Row	Special attack	Level
1	1	3
3	2	3
5	1	4
7	2	4

Free choice

In Multi-Player modes and TT Free Play you can freely select from any of the **unlocked** courses on the grid. To begin with, all of the bottom 4 rows of tracks will be unlocked, but the others will be unavailable. To unlock those tracks you need to complete them in any progressive choice mode.

If there are several players then the first player to move their directional buttons on this screen will be the one who will select the track. The other players will be temporarily locked-out.

In Free choice play modes you can choose the speed of play before each race. After you choose a track you are asked to choose a speed setting: Normal, Expert, or Maniac.

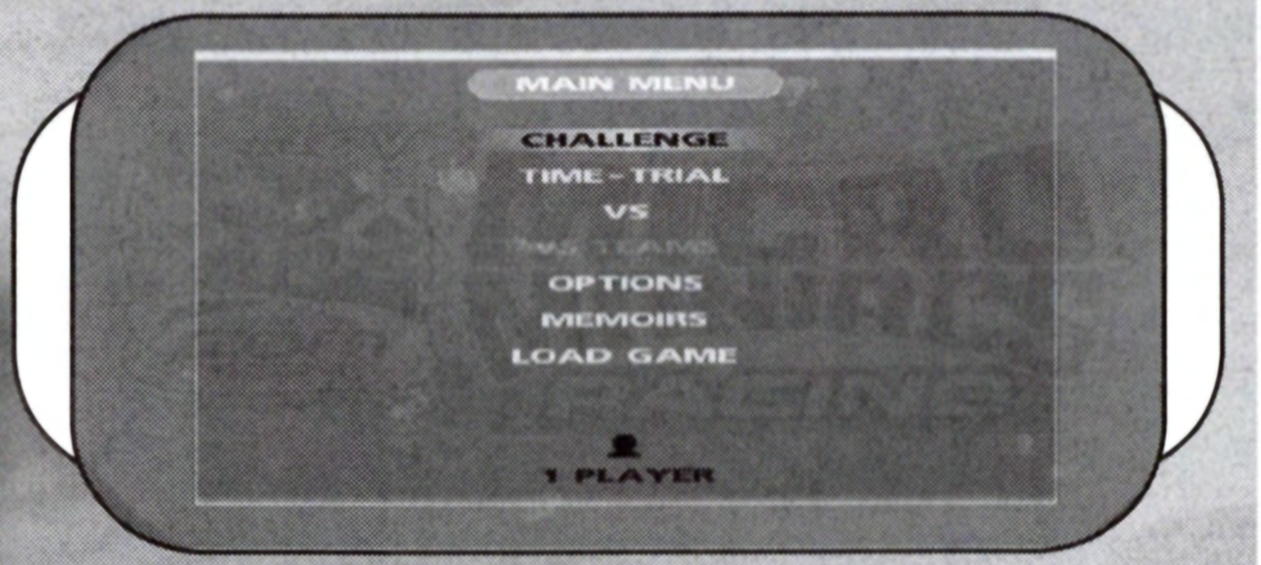
When you have mastered the game at Normal speed then you may want to try Expert speed. Only a real Maniac would want to go any faster.



MAIN MENU

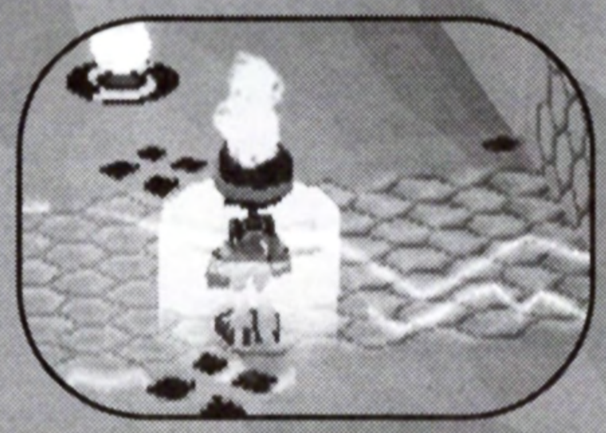
From here you can select the type of game you want to play, or you can enter the options or Load Game screens.

Move the cursor up or down using the directional buttons and press the ✕ button to select a game type. At any time during the menu screens you can press the △ button to move back to the previous menu.







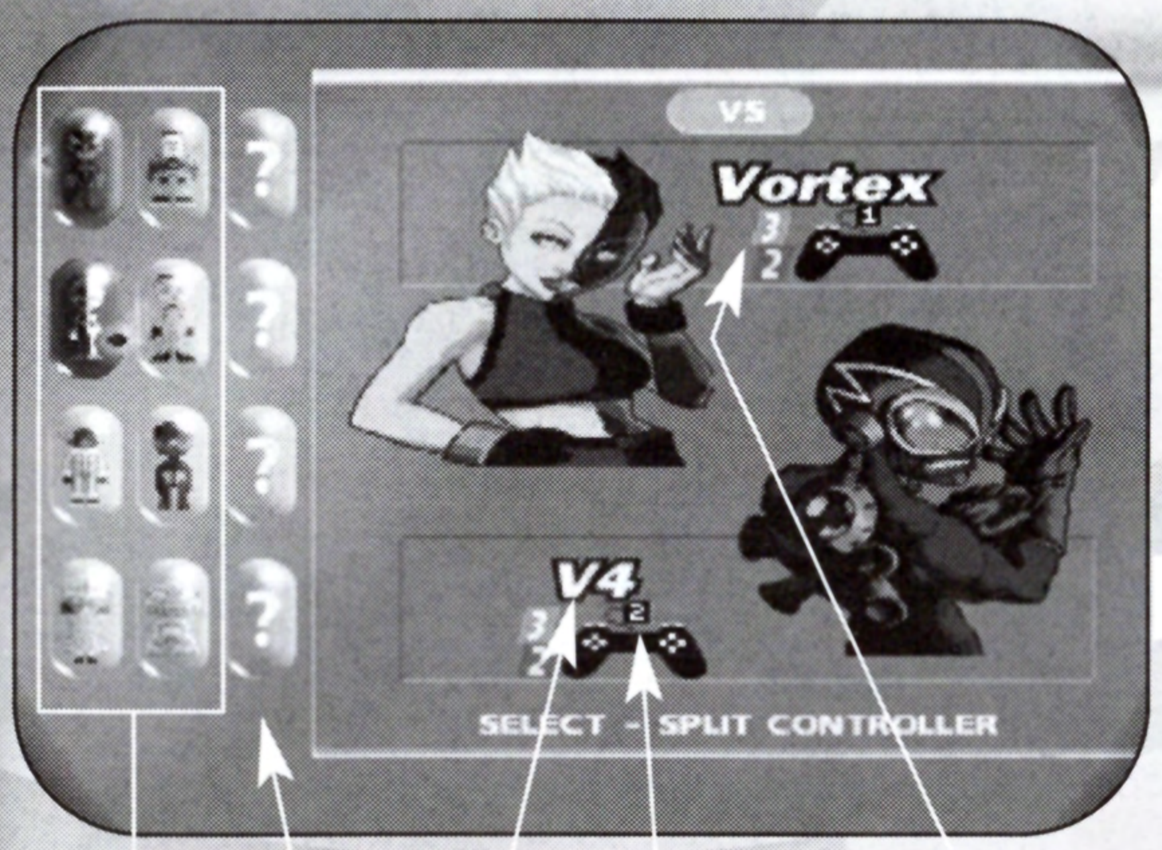


GAME MODES

Vs.

Vs. mode is the classic Multi-Player mode of Micro Maniacs Racing™. It can also be played as a single player mode.

Once you have selected Vs. mode you will be asked to select a character.



If any other players want to join in, then they should press any button on their Controller. Move your cursor around the selection of characters at the left of the screen. Press the ✕ button to select your character.

You can only choose up to 5 unique characters - so if there are more than 5 players, get in quick!

If two players want to use the same Controller, then they should press the SELECT button. This will cause their Controller to 'split'. Each of the players will then be using one end of the Controller.

Multi-Player Vs.

If there is more than one player, you can play as many races as you want. A tally will be kept of how many races each player has won. You will have a free choice of available courses from the course grid.



Note: *You can only choose unlocked courses. The other courses can be unlocked by playing other game modes.*

After each race, the winner's color will be marked on the course grid.

If any players want to drop out or change their characters, they should wait until they are asked to select a track and then press the △ button on their Controller. Any new players who want to join in can press ANY button on their Controllers at this point.

Tournaments

If you want a longer competition, then you can try a **Tournament**. A Tournament is a special pre-set selection of courses to race on. The winner is the player who reaches the set number of wins first.

To select a Tournament, move your cursor to highlight the Tournament option at the bottom of the course grid, press the ✕ button and then choose a tournament from the list you are given.

Single-player Vs.

If you are playing Vs. mode on your own, then you will select tracks in progressive choice mode. You will play each race against a computer-controlled opponent, and if you beat him you can progress to the next row. The goal is to work your way from the bottom to the top of the course grid.

Playing Vs. mode

The idea of Vs. mode is to race against a number of opponents and attempt to race them off the back of the screen. This is called a 'screen-out'. The last character left wins the **bonus** point. If you are screened-out or killed, then you will stay out of the race until the bonus has been won. After this, everyone will be reset together and the race will continue. You have a row of lights on the screen, and half of them are lit at the start of

the race. To win the race you need to light them all up. Every time you win a bonus some of your lights will be lit. The number of lights lit varies depending on how many players are involved in the race. The number of players also affects how many lights you need to have lit to win the race overall. If you do not win the bonus, then you may lose lights depending on your position in that particular bonus. Check the chart below to see how it works in each Multi-Player race.

Note: *To win the race you need to be the player that wins the last bonus. You can't light up the last of your lights unless you are first to the final bonus.*

If you see a crown flashing above a character's head as they start to run, then it means that they can win the race if they win the current point.

Bonus points awarded in order of position

Number of players	Position 1st	2nd	3rd	4th	5th	6th	7th	8th
2	1	-1						
3	1	0	-1					
4	2	1	-1	-2				
5	2	1	0	-1	-2			
6	3	2	1	-1	-2	-3		
7	3	2	1	0	-1	-2	-3	
8	4	3	2	1	-1	-2	-3	-4

Play-off

If there are 2 players (including computer-controlled characters) in a Vs. game, then there is a special feature which comes into play at the end of the last lap. When the players cross the finish line, the race is instantly awarded to the player who has the most lights lit. If both players have the same number of lights lit, then the game goes into a play-off. This means sudden death - whoever wins the next point wins the race.

Vs. Teams

In this mode you can group players together into teams. It's the same as Vs. mode except that instead of scoring for yourself, you score for your team.

Once you have selected Vs. Teams mode, you will be asked to choose your team. Other players can join in at this point by pressing ANY button.

Note: *There must be at least 2 teams, so don't put everyone in the same team. We want a competition here!*

Once everyone has chosen their team then each side takes turns to choose their characters. Every member of a team has to choose a different character.

Challenge

In Challenge mode you're racing against four computer-controlled opponents in a three-lap race.

First select your character, then select a course to race on. Challenge is a progressive choice mode, so you choose from one row at a time. The goal is to work your way up from the bottom of the course grid. Finish 1st or 2nd in a race to progress to the next row.

You have 3 lives to complete the challenge, and if you don't come 1st or 2nd in a race then you will lose a life. So be careful.

Tip: *You can unlock courses for Vs. mode by clearing them in Challenge mode.*

Bonus levels

If you are playing any progressive choice mode and you place 1st 3 times in succession, then you will be given the chance to win an extra life by playing a bonus level. You'll be placed in an environment where there's a whole load of items scattered about. If you collect them all within the time limit, then you win an extra life. Don't worry if you fail - you don't lose anything.
You can also encounter bonus levels in single player Vs and TT challenge modes.

Time Trial

In Time Trial (TT) it's just you against the clock.

First you choose your character, as with the other modes, other players can join in if they wish. In TT mode several players can take it in turns to use the same Controller. After you have selected a character you will see a message asking if you want other players to use that Controller - choose 'yes' to allow them to choose their character.

If you are the only player, then you have a choice of game modes. You will be asked to select between **TT Free Play and TT Challenge**.

TT Free Play

In this mode you can choose any unlocked track and simply try to get the best time you can. See if you can beat the track record!

TT Challenge

Like Challenge, this is a progressive choice mode. Choose a track from each row on the course grid - if you beat the set time for that track then you will move up to the next row. Your goal is to reach the top of the grid. You have 3 lives - if you fail to beat the set time, then you lose a life and have to choose another course from the same row.

TT Multi-Player

Like Vs. mode you select an available track from the course grid, but instead of racing together they take turns to attempt to get the best time. Whoever records the best time wins that course and their color will be marked on the course grid. A tally is kept of how many wins each player has.

TT Tournament

In a TT multi-player game you can select the Tournament button on the course grid to reveal a selection of tournaments. You play on a pre-set selection of courses and the winner is the first to reach a set number of wins based on the best time per track.

Hidden Characters

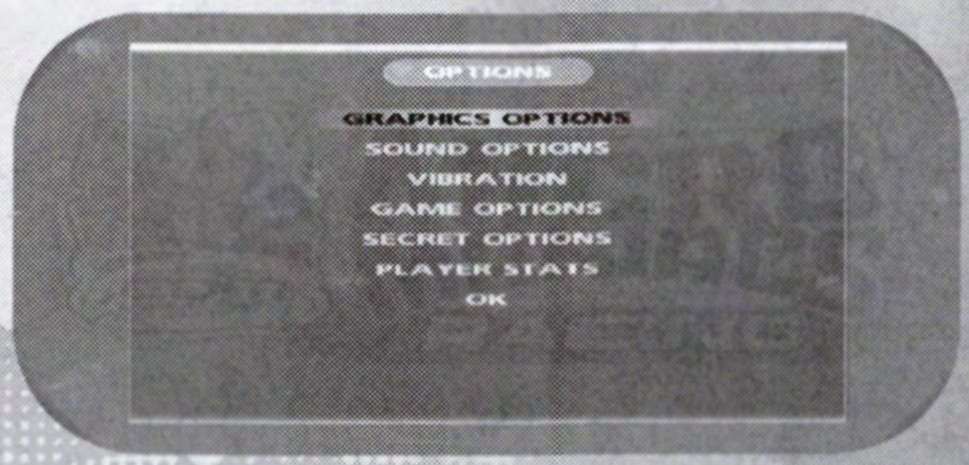
When you start playing the game you have 8 characters to choose from - but there are 4 others hidden in the game. Once they are revealed you can use them – but you can only reveal them by playing the game in single player modes.

Hidden courses

There are a few special courses in the game that can only be played in Multi-Player mode, but to start with these courses are hidden.

Tip: *Try completing horizontal rows in the course grid in single player modes.*

OPTIONS



You can access the options menu from the main menu. You can select some other option menus from within this one. Press the ✕ button to select a menu item and press the left and right directional buttons to change item values.

Graphics Options

Position screen
This option allows you to adjust the position of the graphics on your screen.

Widescreen
Set this option to ON if you are using a widescreen television. The in-game graphics will be drawn to fit the wider screen.

Sound Options

Music volume
Adjusts the volume of the music in the game.

Effects volume
Adjusts the volume of the sound effects in the game.

Stereo
Allows you to choose between stereo or mono sound.

Vibration

If any players are using an DUALSHOCK™ analog controller, then they can activate or de-activate the vibration feature from this screen.

Game options

Minimum racers in Vs. mode
This sets the number of computer-controlled characters in a Vs. game. If the amount of human players in a game is less than this number then the shortfall is made up with computer- controlled characters.

For example, if the figure is set at 3 and 2 human players want to race, then there would be 1 computer-controlled character, and if 1 player wants to race there would be 2 computer-controlled characters.
The default setting is 2.

Laps in Vs. mode
This sets the number of laps in a Vs. mode race with 2 human players.

Note: *If there are more than 2 players (including computer-controlled characters) or 2 teams in a race, then there are an unlimited number of laps.*

Auto Jump
If you find it difficult to jump as well as steer, set this option to ON and jumping will be done for you.

Power-ups
If you would rather race without special attacks, then you can switch off all power-ups using this option.

Secret Options

This menu contains some special options that are hidden at the start of the game.

Tip: *Try completing vertical rows in the course grid to reveal these options.*

Player Stats

Choose the Controller of the player whose statistics you want to see by pressing the up and down directional buttons on your Controller.

1P Progress
This will show you what you have achieved in each of the single player modes.

Time Trial records
When you set a record time in a time trial race then it will be recorded for you to view on this screen. Press the up and down directional buttons on your Controller to page through all the available tracks.

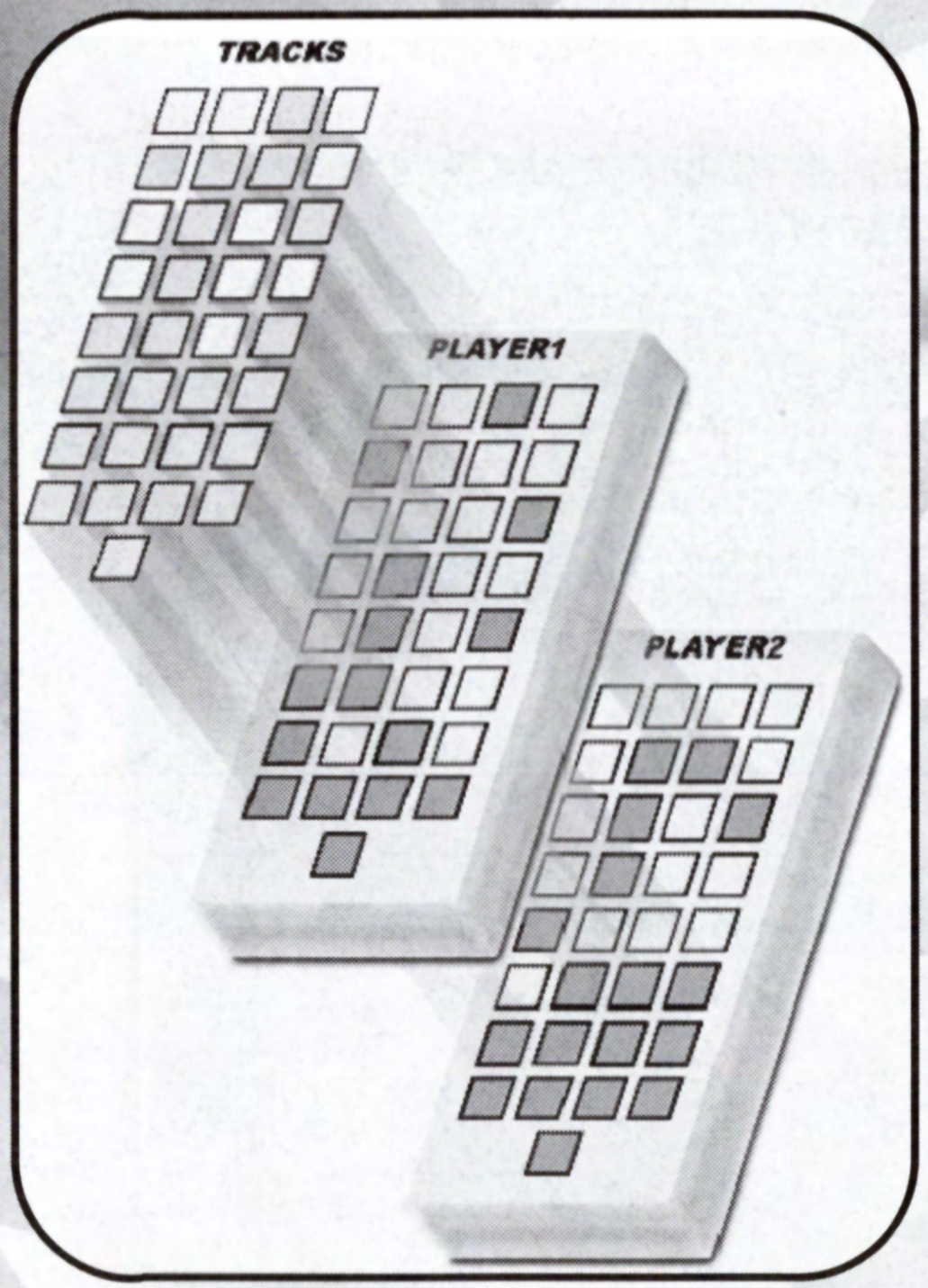
MEMORY CARDS

When you enter the LOAD GAME screen from the main menu you will see a list of all MEMORY CARDS currently inserted and whether they contain Micro Maniacs Racing™ game data. To load a file, select the MEMORY CARD by pressing the up and down directional buttons and then pressing the ✕ button. If you want to load all valid files that are present then select the **load all** option.

Only one Micro Maniacs Racing™ game file can be stored on each MEMORY CARD. You can continue the saved game if you load it from the MEMORY CARD above the Controller port of the Controller you are using. If there are several players, they can plug in their MEMORY CARDS and each player can have their own saved game file.

IMPORTANT: *Make sure that the MEMORY CARD with your saved game is in the same numbered MEMORY CARD slot as your Controller.*

After each single player game you will be asked whether you want to update your MEMORY CARD file. Select YES to update your file. If you haven't created a file yet, then you will have the option to create one. Make sure there is space on your MEMORY CARD - a Micro Maniacs Racing™ file uses 1 block.



MEMORY CARDS and multiple players

When you are playing Multi-Player Vs. or Time Trial modes you can select from the tracks which you have unlocked in any progressive choice modes (like Challenge). If several players have loaded their MEMORY CARD files, then each of those players will have a pattern of unlocked tracks in their course grid. These patterns are merged together to give the combined pattern of unlocked tracks that you can select from.





V4

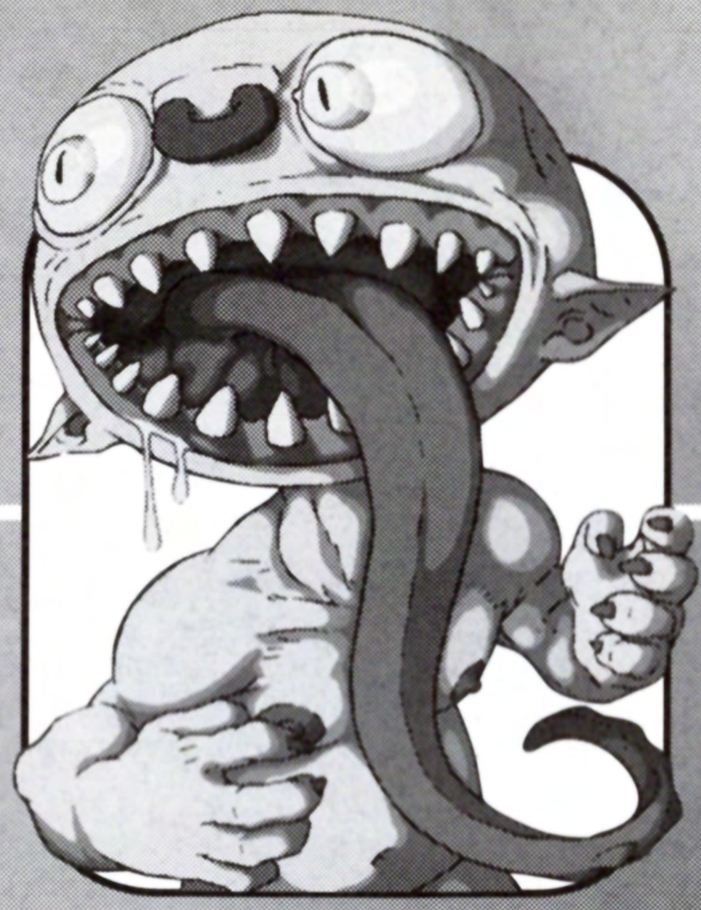
Part man, part motorbike.

Attack 1: Plasma Punch

(Targeted attack) Press the L1 button to activate the punch then press the L1 button again to launch it when the desired target is highlighted.

Attack 2: Energy Trail

(Constant attack) Press the L2 button to immediately create an energy trail behind V4 that obstructs opponents.



Maw Maw

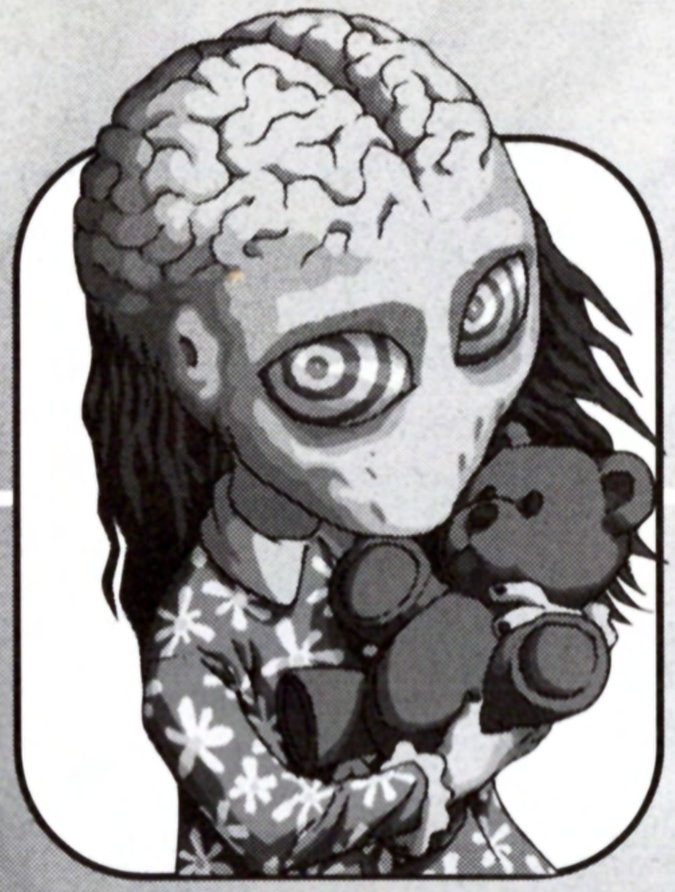
Voracious genetic hybrid created by Minimizer to guard his lab.

Attack 1: Tongue Grab

(Shooting attack) Press the L1 button to activate the Tongue Grab and then press again to flick Maw Maw's tongue at opponents, with mouth-watering results.

Attack 2: Fireball Fart

(Shooting attack) Press the L2 button to activate the attack and then repeatedly press the L2 button to fart fireballs from Maw Maw's behind.



Mesme

Mute orphan possessing immense psychic abilities.

Attack 1: Nightmare Projection

(Targeted attack) Press the L1 button to conjure up ghostly visions and press it again when the desired target is highlighted to release them to chase down targeted foes.

Attack 2: Psychic Grab

(Targeted attack) Press the L2 button to activate the grab and then press it again when the target is highlighted, forcing opponents to follow powerlessly.



Waldo

Megalomaniac rival of Dr. Minimizer.

Attack 1: Laser Cannon

(Shooting attack) Press the L1 button to activate the cannon and then press again to blast opponents with energy bolts.

Attack 2: Laser Mines

(Shooting attack) Press the L2 button to activate the mine attack and then press again to drop proximity mines.



Pyra

Minimizer's sultry lab assistant.

Attack 1: Fireball Attack

(Shooting attack) Press the L1 button to activate the fireball and then press again to unleash flaming meteors.

Attack 2: Flamethrower

(Constant attack) Press the L2 button to char grill opponents within range.



Vortex

Minimizer's beautiful and enigmatic student of astrophysics.

Attack 1: White Hole

(Shooting attack) Press the L1 button to activate the white hole and then press again to create a repelling force, useful as both an aggressive and defensive weapon.

Attack 2: Black Hole

(Shooting attack) Press the L2 button to activate the black hole and then press again to drop deadly holes that suck up unwitting racers.



Twister

Insane yo-yo wielding funny man.

Attack 1: Spinner

(Shooting attack) Press the L1 button to activate the spinner and then press again to use Twister's personal yo-yo with attitude.

Attack 2: Tornado

(Constant attack) Press the L2 button to create a whirling dervish capable of sucking foes in and then spitting them out.



Beatbox

Rhythm king turned microscopic M.C.

Attack 1: Sonic Boom

(Constant attack) Press the L1 button to blast out a wall of sound capable of stunning opponents.

Attack 2: Shatter Notes

(Shooting attack) Press the L2 button to activate the weapon and then press again to drop waves of notes unlikely to prove music to opponents' ears.

Hall of Fame

If you have access to the Internet and have a Time Trial time that you want the whole world to see, then visit the Codemasters web site at:

http://www.codemastersusa.com

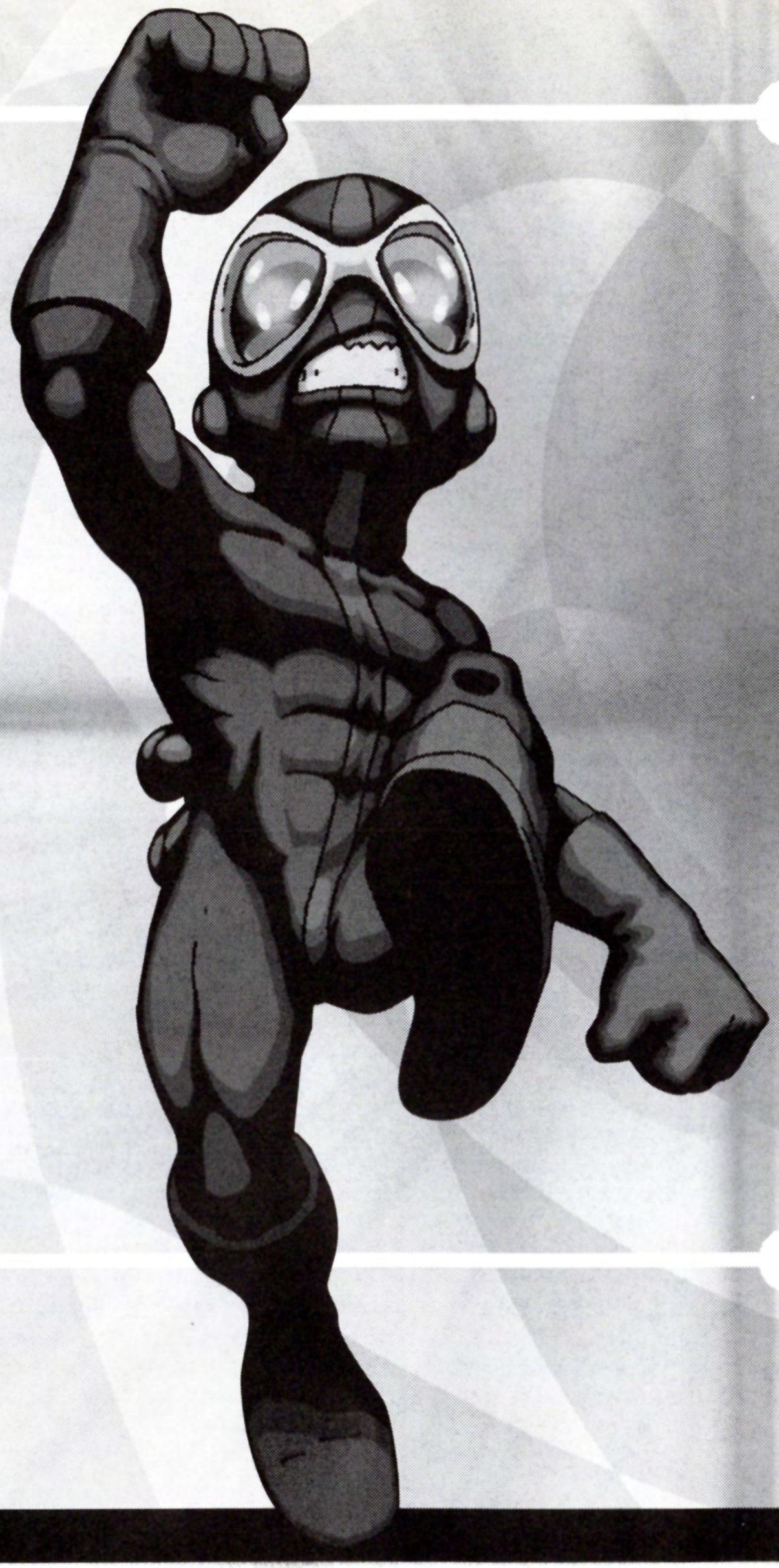
There you will find the illustrious Micro Maniacs Racing™ Hall of Fame where you can register your best times. In order to do this you will need the validation code shown underneath your time in the Time Trial Records screen of the Player Stats mode.

If your time is good enough it will then be displayed with the other best times for all to see - the ultimate Micro Maniacs achievement!

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Game cheats galore: Infinite power-ups, beefed up close combat attacks, players driving tanks and many more fantastic features are revealed on the Micro Maniacs™ hotline.

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