PlayStation®

NTSC U/C

PlayStation®

EVERYONE

E

CONTENT RATED BY ESRB

SLUS-00964

ELECTRONIC ARTS™

HOT WHEELS®

TURBO RACING

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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.

HANDLING YOUR PLAYSTATION DISC:

- ✦ 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.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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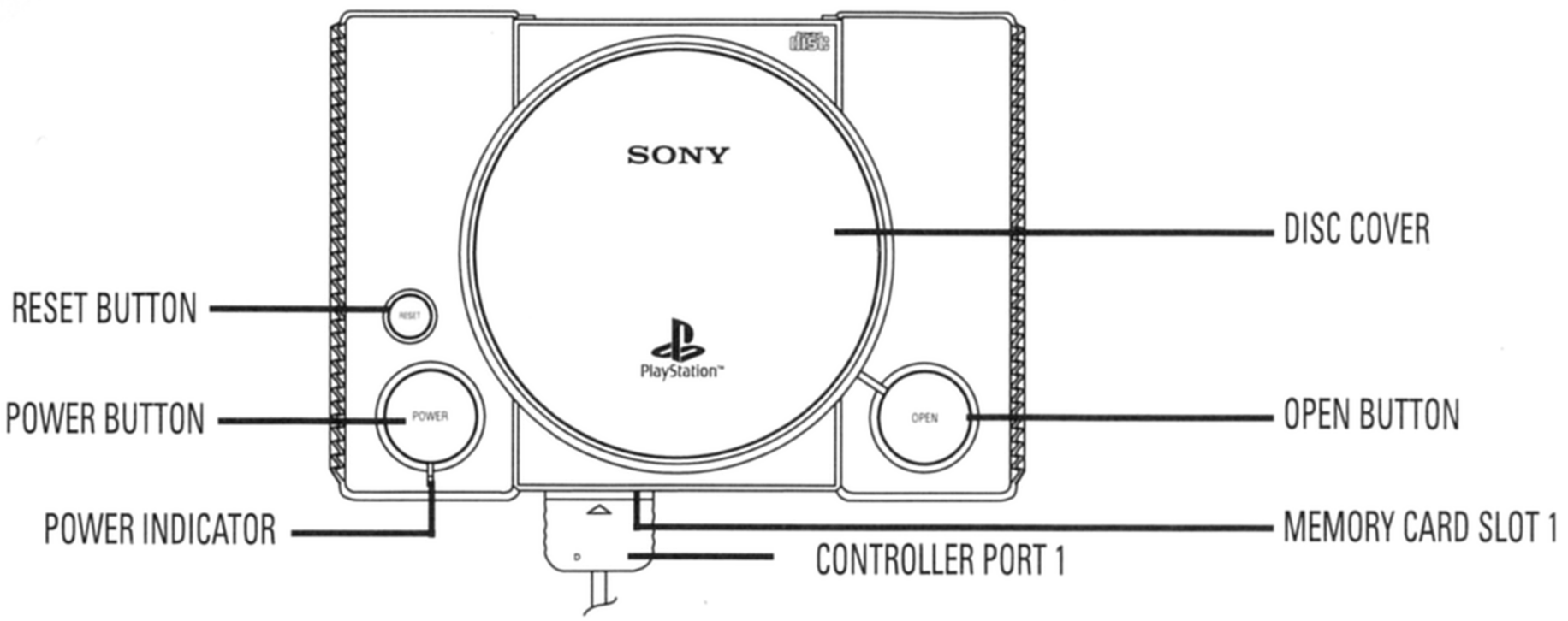
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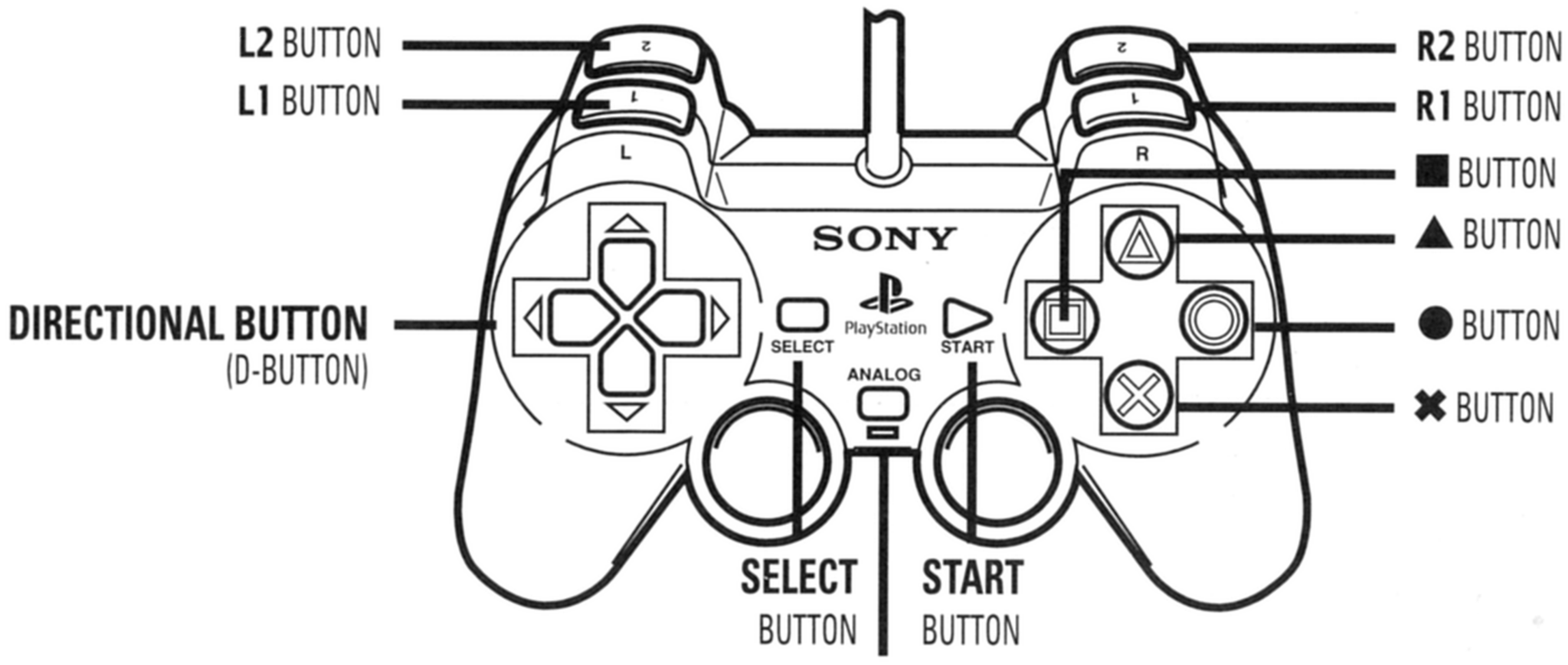
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STARTING THE GAME



1. Set up your PlayStation game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**
2. Insert the *Hot Wheels® Turbo Racing* disc and close the Disc Cover.
3. Insert game controllers and turn on the PlayStation game console.
   - ➥ If you want to bypass the video, press any button
4. After choosing YES/NO to create a save file, the *Hot Wheels Turbo Racing* title screen appears.
5. At the title screen, press **START** to access the Main menu.

BASIC CONTROLS



BASIC COMMAND SUMMARY

Turn Left/Right	D-Button ↔
Accelerate	✖
Brake	■
Stunts	D-Button ↕ ↔ (In Air)
Turbo Boost	**R2**
Emergency Brake	**L2**
Barrel Roll	**L2** + D-Button ↔

For a more detailed list of commands, ➢ On the Track on p. 9.

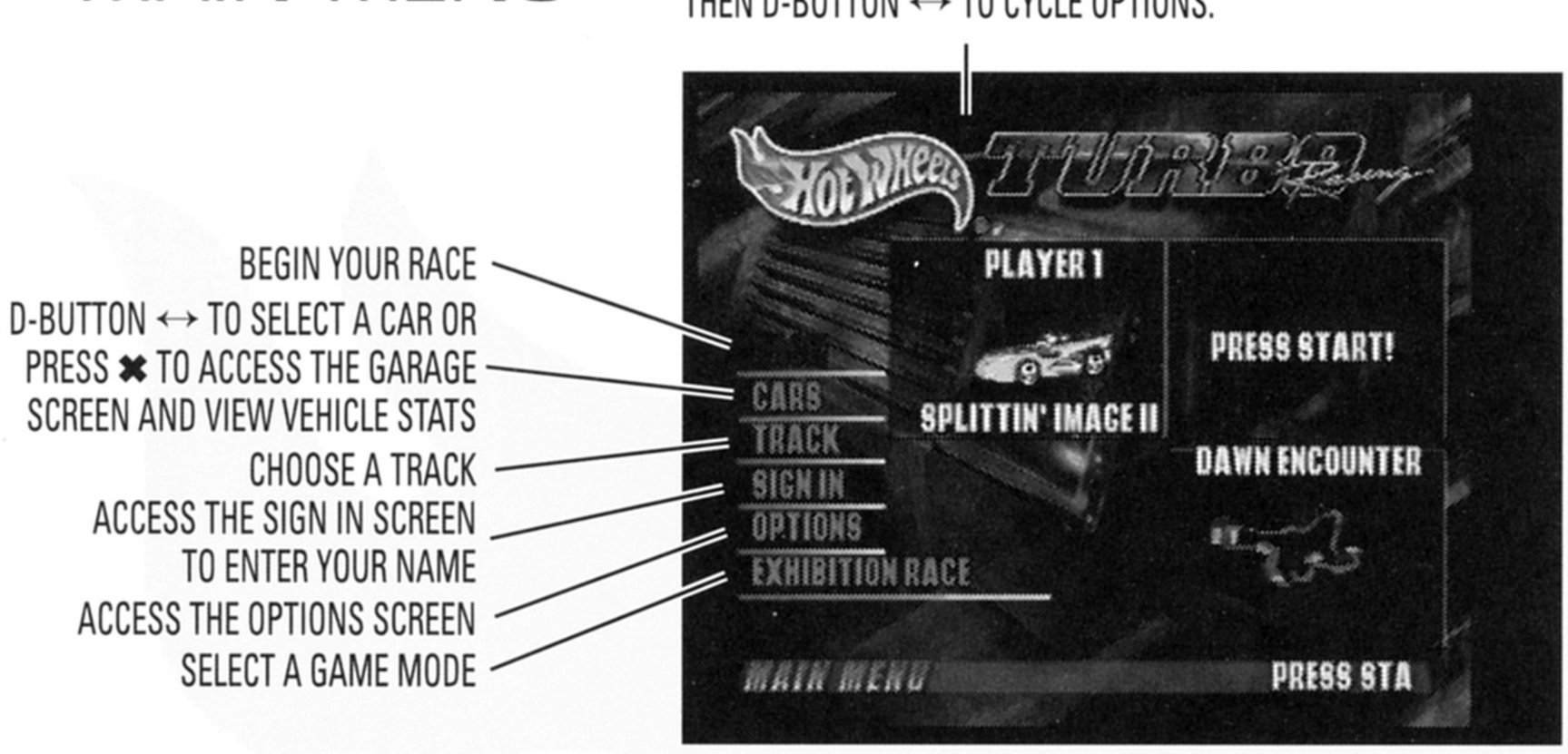
HOT WHEELS ROCKS!

Power. Performance. Attitude. For over 30 years, these characteristics have been associated with Hot Wheels®, one of the world's most popular toy lines. Now with Hot Wheels Turbo Racing, it's your chance to get behind the wheel of some of your all-time favorites including the Twin Mill™, Red Baron™ or one of 40 Hot Wheels cars. Hot Wheels has defined high-speed, white-knuckle racing action for countless fans and now you can race some of the most powerful Hot Wheels cars in four wild worlds where crazy stunts, high-speed and wicked crashes combine for the ultimate racing fun. Hit killer mid-air tricks, flips, barrel rolls, 360's, you name it! Shortcuts, hidden cars, power-ups and multiplayer modes enhance your racing excitement. It's hot cars and hot racing action. It's Hot Wheels.

For more info about this and other titles, check out EA on the web at www.ea.com.

GETTING STARTED

MAIN MENU



NOTE: ***Default settings in this manual appear in bold type.***

Mode

Select a game mode to race in.

EXHIBITION RACE Go head-to-head with a friend or the CPU in an all out race. ➢ *Exhibition Race* on p. 14.

AIRTIME CHALLENGE Compete in an aerial acrobatics display in a battle for points. ➢ *Airtime Challenge* on p. 14.

HOT WHEELS CUP Put your skills to the test in the ultimate driving competition. ➢ *Hot Wheels Cup* on p. 14.

PRACTICE Fine tune your race driving skills on any available track. ➢ *Practice on p.* 15.

PRACTICE AIRTIME Sharpen your stunt driving prowess on any available track. ➢ *Practice Airtime* on p. 15.

Cars

Select from an array of classic Hot Wheels road machines. Each car has its own unique strengths and weaknesses. Experiment with each to find the car that best suits your driving style. Collect hidden cars scattered throughout the various worlds or win the Hot Wheels Cup series to unlock new dream machines. Increase your vehicle collection so you can choose the best car for each track!

As you race, you'll find that different strategies can be applied to the various vehicles. Some vehicles are extremely fast and can simply outpace the competition. For instance, the Twin Mill is easily the King of Speed, leaving all competitors in the dust. Others, like the Go Kart, are built for stunts and tricks, which earn extra Turbo Boosts. And finally, the large and heavy vehicles like the Super Van are capable of smashing the competition by battering anything that gets in their way. Imagine going head-to-head with 5000 pounds of terror! Always play to your vehicle's strengths.

Track

Race a familiar Hot Wheels track! Each track has multiple paths and shortcuts, so keep your eyes open for the best paths and areas to perform stunts in.

➥ To begin your race, press **START** or highlight **RACE!**, then press ✖.

Sign In Screen

Enter your name for record-keeping purposes.

To enter your name:

1. D-Button to highlight a letter or number, then press ✖ to select. The selected character appears in the Player Name box.

   ◆ Player names may be up to ten characters long.

2. When you have entered the desired name, press **START** or highlight DONE and press ✖. The Main Menu screen appears.

Options Screen

Choose the desired gameplay options to race with.

DIFFICULTY	D-Button ↔ to set the difficulty level of the CPU-controlled racers.
MUSIC	D-Button ↔ to set the volume level of the music.
SOUND FX	D-Button ↔ to set the volume level of the sound effects.
AUDIO MODE	D-Button ↔ to toggle MONO/**STEREO**.
CONTROLS	Press ✖ to access the *Controls Screen.* ➢ p. 7.
HI-SCORES	Press ✖ to access the *Hi-Scores screen.* ➢ p. 8.
CREDITS	View the game credits.
BOOMBOX	D-Button ↔ to select the music play mode you want to hear: **RANDOM**, DEFAULT, & SELECTED.
SONG	When SELECTED is highlighted in the Boombox option, the Song option appears. D-Button ↔ to select the song you want to play during your race.

NOTE: ***Even when set to the lowest level, Sound FX still play on menu screens.***

Controls Screen

Access the Controls screen to view the command button for each racing action. You can remap the buttons if the default configuration doesn't feel right for your racing style.

To remap a control function:

1. D-Button ↕ to highlight the action you wish to change, then press ✖. The "Choose" text appears.

2. Press the button or D-Button direction you wish to use for the action. The new control function symbol appears.

Hi-Scores Screen

The Hi-Scores screen contains the best race times and point totals for each track, as well as a list of the Top Cup Winners. How do you rank against the best?



D-BUTTON ↔ TO TOGGLE **BEST TIMES**, HIGH SCORES, AND TOP CUP WINNERS RECORDS

SELECT THE TRACK TO VIEW THE BEST TIMES FOR

THE CHOSEN CATEGORY'S BEST COMPETITORS

➥ To return to the Options screen, press ▲.

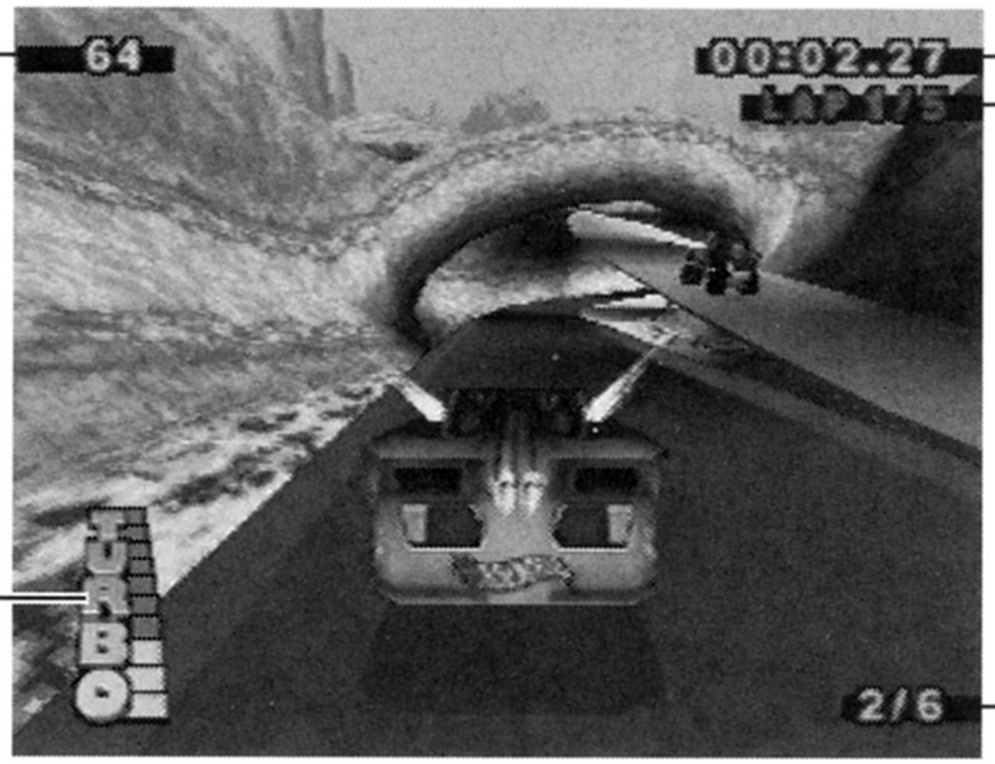
ON THE TRACK

Your race loads with your Hot Wheels car idling at the starting line. When the countdown ends, hit the accelerator and see what your Hot Wheels dream machine can do!

DEFAULT DRIVING COMMANDS

- To **accelerate**, press ✖.
- To **steer** left/right, D-Button ↔.
- To **brake**, press ■.
- To **reverse**, press and hold ■.
- To cycle through **camera views**, press ●.
- To activate the **panic/recover button**, press **R1**.
- To toggle **HUD ON**/OFF, press ▲.
- To **turbo**, press **R2**.
- To pull the **emergency brake**, press **L2**. Use this for tight turns and power slides at high speeds.
- To perform a **barrel roll stunt** while in the air, press and hold **L2** and D-Button ↔.
- To perform a **backflip stunt** while in the air, D-Button ↓. To perform a **front flip stunt** while in the air, D-Button ↑. To land safely, D-Button in the opposite direction of your spin.
- To perform **a spin stunt** while in the air, D-Button ↔.

Display/Game Screen



Pause Menu

➥ To access the Pause menu, press **START** during gameplay.

➥ D-Button ↕ to select an option, then press ✖ to select.

CONTINUE	Resume the race.
RESTART RACE	Start the race over.
OPTIONS	Access the Options menu to adjust **SOUND VOLUMES** or the BOOM BOX. To return to the Pause menu, press ▲.
ABORT RACE	End the race and return to the Main menu.

Race Results

At the end of the race, the game displays a Race Summary overlay and shows a highlight reel of the best stunts and crashes from your race.

➥ To advance to the Main menu, press ✖.

STUNTS

Stunts play an important role in Hot Wheels Turbo Racing. A stunt is a specific trick that you pull off in midair. Besides the fact that they look cool, they can also be used to collect Turbo Boosts. In addition to the stunt performed, you also are credited for the airtime you get on a jump. The longer the hang time, the more Turbo Boosts you get.

- The stunt you perform is always displayed onscreen, but sometimes your airtime is not. However, the Turbo Boosts credited to you are always based on the stunt performed + airtime.

EA TIP: ***Obtaining and using Turbo Boosts is the key to winning races. Without them, most cars don't stand a chance.***

TO PULL OFF A STUNT:

1. Build up your speed and hit an inclined surface to catch some air.

2. In the air, use the D-Button to maneuver your vehicle.

EA TIP: ***Only clean landings count, so don't hit any walls while performing a stunt or you won't get the credit you deserve.***

- In Practice, Exhibition Race, and Hot Wheels Cup modes, stunts are performed to gain Turbo Boosts. The more complicated the stunt, the more power-ups you receive.
- In Practice Airtime and Airtime Challenge modes, stunts are performed to gain both Turbo Boosts and points. The more complicated the stunt, the more power-ups and points you receive.

STUNT TYPES

There are four basic types of stunts that you can perform.

AIRTIME — For this stunt type, you are rewarded for the length of time you spend in the air. The more air, the more turbos are added to your Turbo Meter. For example, a Compressed Air stunt is worth a single Turbo Boost, while a Nuclear Air stunt is worth more.

FLIPS — These stunts consist of basic backflips or front flips. Nail multiple flips on a single jump to score more Turbo Boosts.

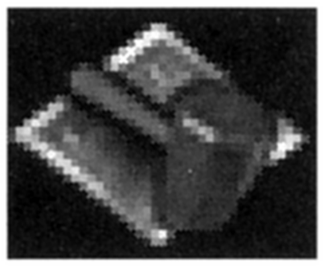
SPINS Similar to the flips, spins in the air, or tabletops, are measured by the number you can pull off before hitting the ground.

ROLLS Rolls are more advanced stunts. To nail barrel rolls, use the emergency brake and D-Button in tandem.

- Stunts can also be chained together in combinations. For example, perform a 360-degree spin in one direction, then immediately perform a second in the opposite direction to complete a Nac Nac.

POWER-UPS

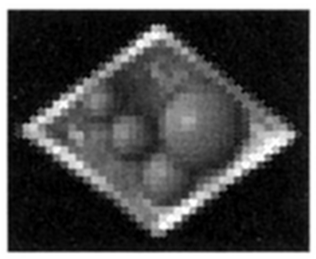
Spread throughout each race track are a number of useful power-ups that temporarily boost your vehicle's performance.



CAR OF STEEL: Temporarily provides your vehicle with maximum durability. This is useful for ramming into other cars.



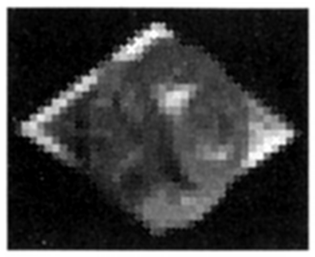
GYRO: Enhance's your vehicle's ability to perform stunts by allowing it to spin like a top.



RUBBER CAR: Forces cars that bash into you to bounce off.



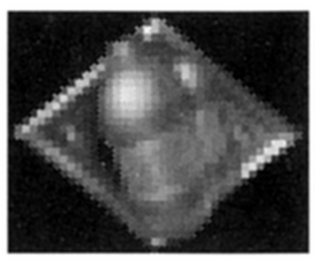
STICKY TIRES: Improves the grip of your vehicle's tires.



SUPER BRAKES: Significantly improves your braking ability, allowing you to stop on a dime.



SUPER HANDLING: Increases the grip, downforce, engine power, and center of gravity of your vehicle resulting in greater handling capacity.



TURBO BOOST: Collect to add more turbos to your Turbo Meter.



4X4: Allows your vehicle to drive through the slippery or muddy shortcuts without being slowed down. It also allows you to break through some walls and objects other vehicles cannot.

Turbo Meter

The Turbo Meter displays the number of available Turbo Boosts you possess. You begin with a set number of Turbo Boosts, and with every trick you successfully perform, you earn extra Turbo Boosts. Use the Turbo Boosts to gain ground on the leading racers. The more you collect, the better your chances for victory.

GAME MODES

With a mix of white-knuckle racing and high-flying stunt driving, *Hot Wheels Turbo Racing* offers five unique play modes.

Exhibition Race

One or two players participate in one complete race. Test your track knowledge and driving skills against a single human competitor or a field of computer-controlled racers.

- ◆ In Two-Player Exhibition Race or Practice mode, only the Turbo Meter fills after completing a stunt.

Airtime Challenge

A one- or two-player stunt battle. In one-player mode, the player races against the clock to score the most possible Trick points in a given amount of time. In two-player mode, players go head-to-head to see who can score more Trick points. The driver that accumulates more points is declared the winner.

- ◆ In Two-Player Airtime Challenge mode, only points appear onscreen after a player performs a stunt.

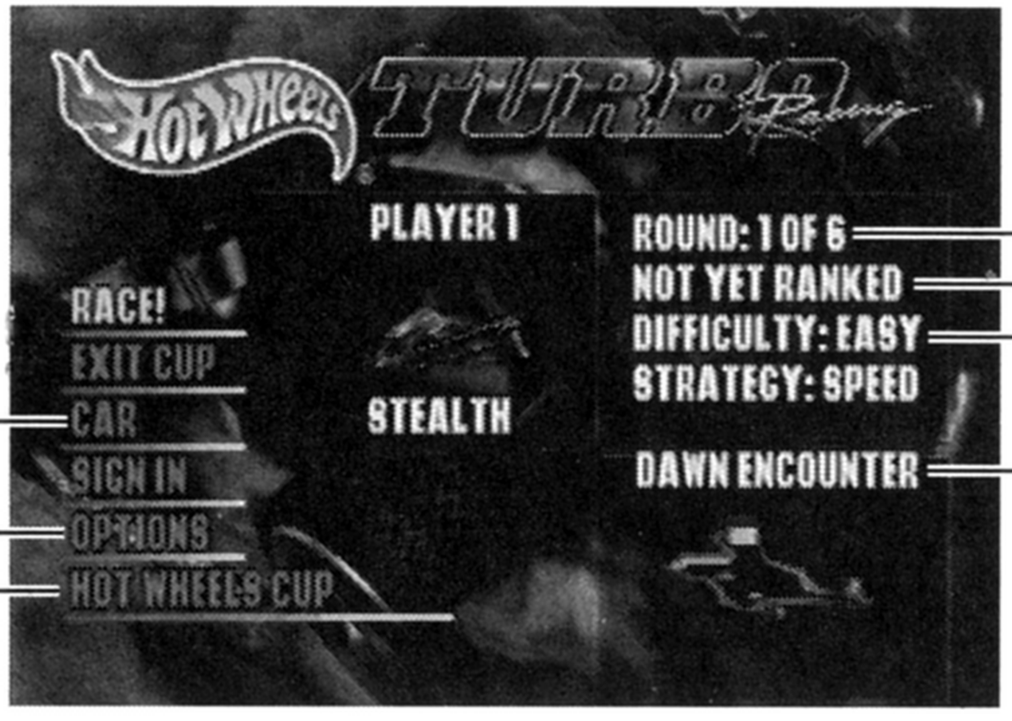
Hot Wheels Cup

A prestigious racing tournament made up of a series of various tracks. The better you perform in a race, the more points you earn. At the conclusion of the event, the driver with the most points wins the Hot Wheels Cup.

➥ To enter the Hot Wheels Cup, highlight HOT WHEELS CUP on the Main Menu screen, then select ENTER CUP!. The Hot Wheels Cup screen appears.

Hot Wheels Cup Screen

The Hot Wheels Cup screen appears before each race.



Hot Wheels Cup mode offers a number of racing circuits to compete in. Finish first in the Hot Wheels Cup series to win the Cup and unlock hidden cars, tracks, and more!

➥ To begin your race, highlight **RACE!** and press ✖.

NOTE: ***In Hot Wheels Cup mode, Track options cannot be adjusted.***

Standings Screen

Upon completion of a race, the Standings screen appears. The Standings screen displays the current position of each competitor in the race for the Hot Wheels Cup.

Practice

One or two players race any available vehicles unopposed through any available track. Use this opportunity to learn the Hot Wheels tracks and discover the fastest route to the finish line, including shortcuts that help you compete against faster cars.

Practice Airtime

Practice Airtime mode is a stunt-training mode. As in Practice Race mode, you have any available courses to yourself to perfect sick tricks and psychotic maneuvers. Experiment with different vehicles to find the best areas to launch your wicked stunts.

SAVING AND LOADING

Hot Wheels Turbo Racing allows you to save Hot Wheels Cup mode progress, options, and records with the use of a Memory Card. In order to save game data, you must have a Memory Card in Slot 1 or Slot 2. When you start the game with enough room on your Memory Card, a one-block file is created.

NOTE: ***Never insert or remove a Memory Card when loading or saving files. If your Memory Card is full, please refer to your PlayStation game console manual for instructions on Memory Card management.***

You can manually load and save using the LOAD/SAVE option from the Main menu. If two Memory Cards are available, you can select the Memory Card slot to which you want to save the data. On start up, *Hot Wheels Turbo Racing* auto-loads the last profile used on your Memory card.

NOTE: ***All options are universally saved on the Memory Card, not to individual profiles.***

To Load or Save game data:

1. Highlight LOAD GAME on the Main menu, then press ✖. The Load-Save screen appears.

2. D-Button ↔ to select a Memory Card slot, then D-Button ↕ to highlight a file. Press ✖ to select.

3. D-Button ↕ to highlight **LOAD**, SAVE, or DELETE, then press ✖.

Password Screen

Continue a Hot Wheels Cup series without a Memory Card.

➥ To find a password, complete a race in Hot Wheels Cup mode.

To enter a password:

1. Highlight PASSWORD from the Main menu, and press ✖. The Password screen appears.

2. On the Password screen, use the D-Button to highlight a character, then press ✖ to select.

When the appropriate password is entered, highlight DONE, then press ✖ to confirm your selection.

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"Bat Car"
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Courtesy of John Corrigan (aka "Meat Beat Manifesto")

"Fuel"
Performed by: Metallica
Written by: James Hetfield, Lars Ulrich, and Kirk Hammett
Published by: Creeping Death Music
Courtesy of Elektra Entertainment

"Hamster Style"
Written and Performed by: Primus
Published by: Sturgeon Publishing
Courtesy of Interscope Records, under license from Universal Music Special Products

"HotRacer"
Written and Performed by: C. Bradley Royds & Andrew J. Hay (aka "Androyd")
Published by: C. Bradley Royds & Andrew J. Hay Publishing

"Here Kitty Kitty"
Written and Performed by: Kelp
Published by: Kelptone Publishing

"Mandragora"
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Published by: Zero Point Music (BMI)

"Outee 360"
Written and Performed by: Michael Schwartz (aka "Mix Master Mike")
Published by: Michael Schwartz

"Pride of San Jacinto"
Written and Performed by: The Reverend Horton Heat
Published by: Horton House Publishing
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"The Yellow Flag"
Written and Performed by: Bob Green
Published by: Grassy Nolan Publishing (ASCAP), administered by Bug Music, Inc.
Courtesy of Bob Green

"Smell My Favorite"
Written and Performed by: Steffan Lippman and Allen Whitman (aka "Bil")
Published by: Black Ostrich Publishing and Bugulator Publishers Inc.

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Electronic Arts Customer Warranty, P.O. Box 9025, Redwood City, California 94063-9025

If you have warranty questions, you can also contact Customer Warranty via e-mail at cswarranty@ea.com or by phone at (650) 628-1900.

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In the **US**, dial **900-288-HINT** (4468). 95c per minute.

In CANADA, dial 900-451-4873. $1.15 (Canadian) per minute.

If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone.

Call length determined by user; average length is four minutes. Messages subject to change without notice.

TECHNICAL SUPPORT—If you need technical assistance with this product, call us at (650) 628-4322 Monday through Friday between 8:30–11:45 AM or 1:00–4:30 PM, Pacific Standard Time. No hints or codes are available from (650)628-4322. You must call EA's Hints & Information Hotline for hints, tips, or codes.

EA Tech Support Fax: (650) 628-5999

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