



NTSC U/C

MotorToon GRAND PRIX

PlayStation™



SCUS-94355
94355



SONY



COMPUTER
ENTERTAINMENT™

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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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- Do not bend it, crush it, or submerge it in liquids.
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- 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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Hints are available:

Within the US:

1-900-933-SONY (1-900-933-7669)
\$0.95 per minute pre-recorded information
\$1.15 per minute live representative assistance
\$4.95 for mailed out tips

Within Canada:

1-900-451-5757
\$1.25 per minute (US Dollars)

For US callers, game counselors are available Monday-Friday, 8AM-6PM, Pacific Standard Time. Automated support is available 24 hours a day, 7 days a week.

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This hint line supports games produced by Sony Computer Entertainment America and Psygnosis Limited. 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.

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Join eight racy roadsters on the wackiest tracks this side of Toon World! In Motor Toon Grand Prix you'll defy gravity with high speed moves, hairpin turns and high flying action built for racing fans of all ages!

OPERATING THE CONTROLLER

Insert the controller to either controller insertion slot 1 or 2 of your PlayStation™ game console. When controllers are inserted into both slots, the controller that was inserted first will have control.

Directional Keys

These keys are used primarily for steering and for changing the highlighted area when making a selection.

⊗ Button

This is used as the gas pedal during game play and to execute a selection on a menu. If you notice an “X” shaped mark in your thumb after playing, you qualify as a lead-foot.

⊠ Button

Use to brake and to cancel a selection on a menu.

⊙ Button

This will “activate an item slot,” “stop,” and “use an item.”

△ Button

Puts the car in reverse.

L1 Button

Switches the view to a rear view mirror, allowing you to check behind you.

L2 Button

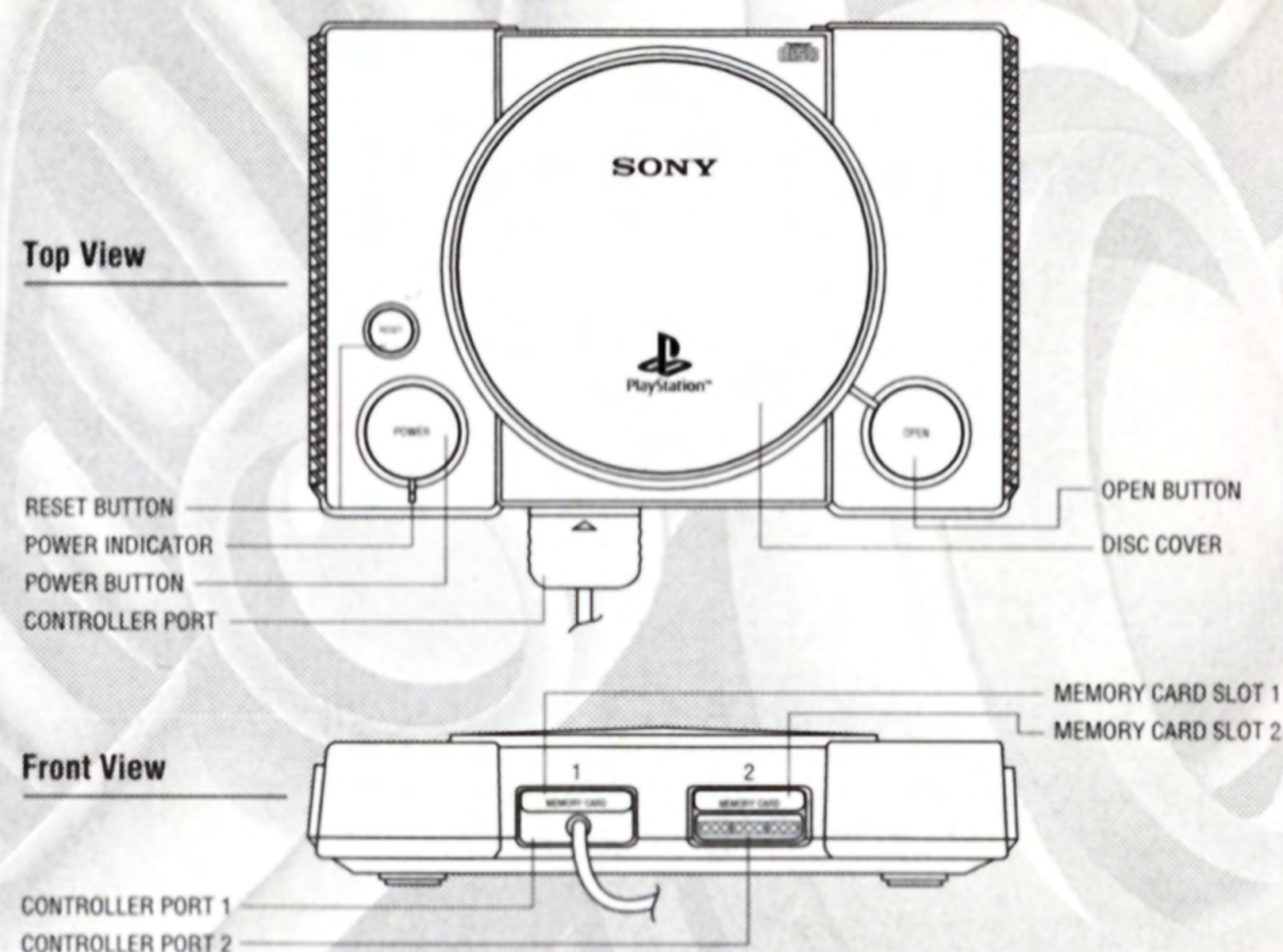
Shifts your view downward during game play.

IR2 Button

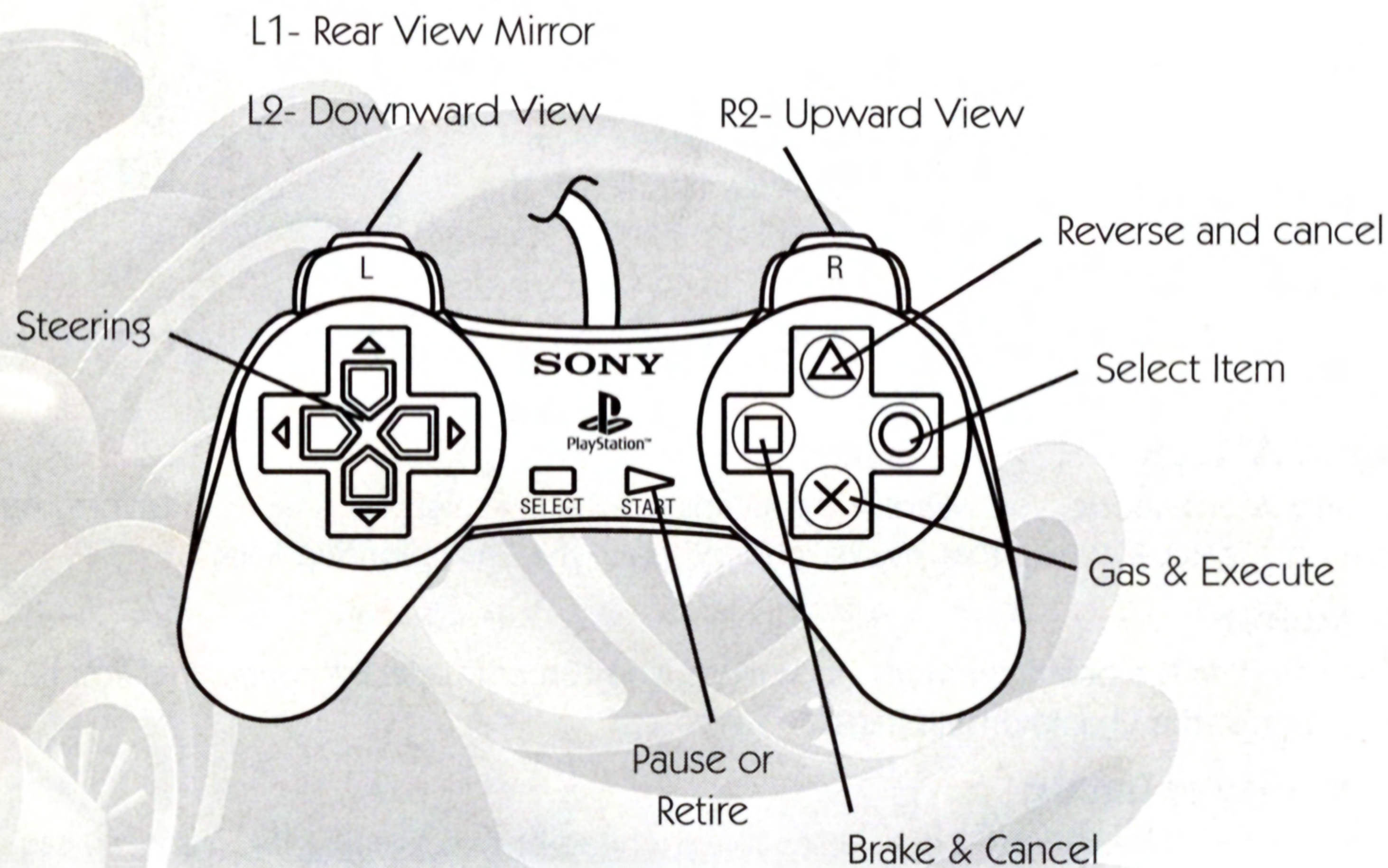
Shifts your view upward during game play.

Start Button

This pauses the game, enabling you to select retire.
Digital (when using a standard controller)



Controller



Note: Motor Toon Grand Prix is also compatible with an analog controller — the Negcon™ for example.

MAIN MENU

Your first stop on the tour is the Main Menu. Select the game mode you wish to play by using this screen. It's the first screen that appears once you've started the game.

Championship Race

This is a point based grand prix system where you race in the individual courses that are provided in Motor Toon Grand Prix. Move on to the next course by finishing in the top 6 of each race.

Single Race

Select just one course to race. As a general rule, you can only select a course that you have raced on in the Championship Race.

Time Attack

In Time Attack mode, you will race three laps competing solely for time. Like before, you can only select a course that you have raced on in the Championship Race.

Free Run

The Free Run is a practice mode. Once again, you can only select a course that you have raced on in the Championship Race.

Two Player Battle

Hook up two PlayStations using a link cable for head-to-head game play. This menu can only be selected when the link cable is connected correctly.

Replay Theater

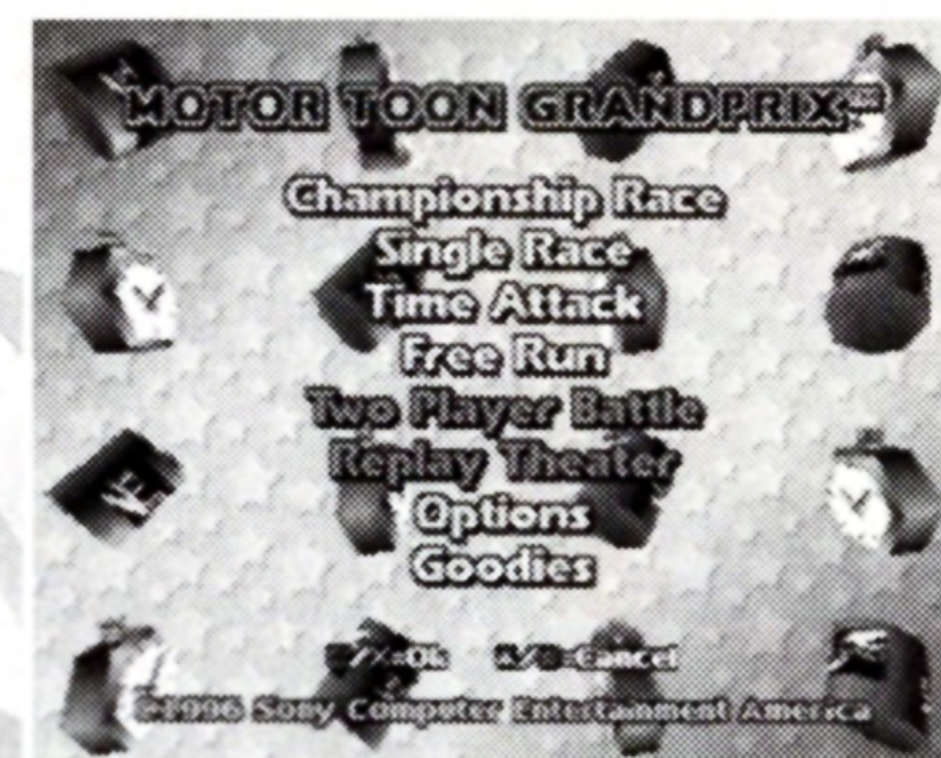
In this mode, the system reads and replays data that you have saved. This menu can only be selected when the memory card (with the replay data) has been inserted.

Options

Control the button and difficulty settings by using this mode. The options set in this mode can be saved onto the memory card along with the record data of each course.

Goodies

This menu is used to select the extra features hidden in Motor Toon Grand Prix (Nothing can be selected in the default settings). Just to let you know, special bonus games and additions that you can earn during game play appear here. Check them out!



CHAMPIONSHIP RACE — Point-Based World Championships

Challenge each of the Motor Toon circuits in order. Depending on your placing, you will receive points based on Table 1. The character with the most total points after all 5 races becomes the world champion and consequently has bragging rights until the next season starts. Points are only awarded to the top 6 finishers. 7th place and below are disqualified and are not allowed to move on to the next course. Even if you are disqualified, you can retry the race for as long as you have any life points left.



TABLE 1

Order	1st	2nd	3rd	4th	5th	6th
Points Awarded	10	6	4	3	2	1

SINGLE RACE — Racing on a Single Course

Select a particular course to race on from this menu. As a general rule you can only select courses that you have raced on in the Championship Race. Are we starting to sound like a nag here?

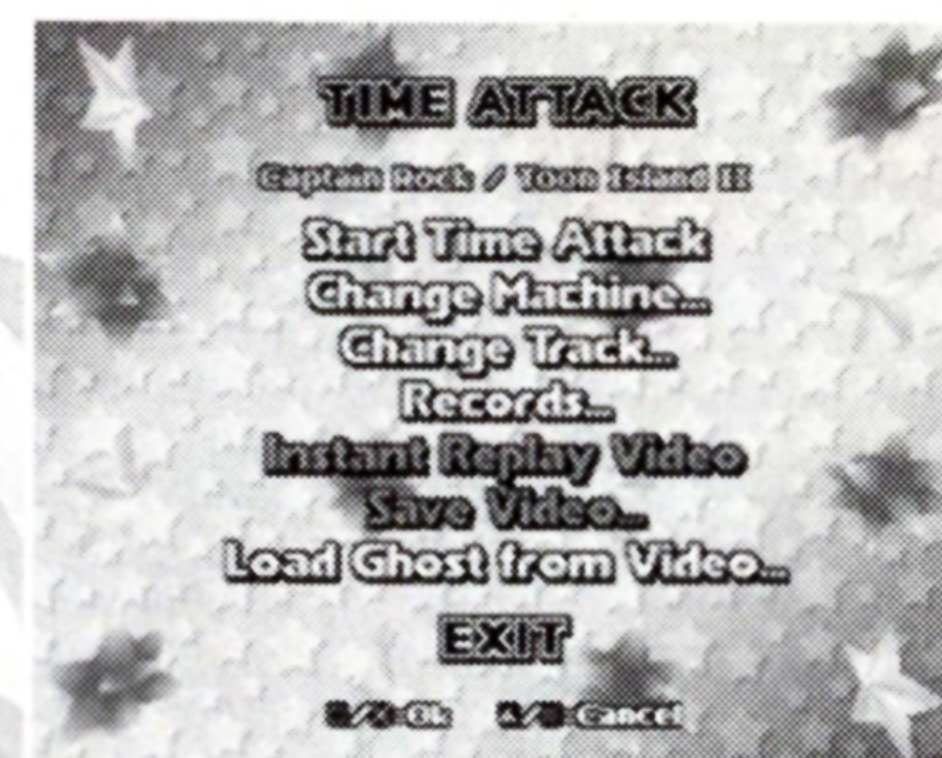
1. Start Single Race - Starts a single race.
2. Change Machine - Changes machines.
3. Change Track - Changes courses.
4. Records - References records.
5. Instant Replay Video - Shows the replay of the previous race.
6. Save Video - Saves the replay of the previous race on to the memory card.



TIME ATTACK — Challenging for the Best Time

Compete for the best total time after 3 laps. Because it is a standing start, having a good or bad start directly affects the time.

1. Start Time Attack - Starts Time Attack.
2. Change Machine - Changes machines.
3. Change Track - Changes courses.
4. Records - References records.
5. Instant Replay Video - Shows the replay of the previous race.
6. Save Video - Saves the replay of the previous race onto the memory card.
7. Load Ghost from Video - Loads replay from the memory card as a ghost car.



FREE RUN — Don't Worry, Just Practice

Drive as many laps as you like on a single course. Use this mode to master course strategies and perfect your timing on using the items.

1. Start Free Run - Starts Free Run.
2. Change Machine - Changes machines.
3. Change Track - Changes courses.
4. Records - Displays top 5 lap times.
5. Instant Replay Video - Shows a replay of the previous run.
6. Save Video - Saves the replay of the previous run on to the memory card.



TWO PLAYER BATTLE - Battling via Link Cable

Enjoy a heated one-on-one battle via link cable. You need two TVs, two PlayStations two game disks and a link cable. All are sold separately.

1. Start Battle - Starts the battle.
2. Change Machine - Selects machines.
3. Change Track - Selects courses.
4. Instant Replay Video - Replays the previous run.
5. Battle Settings - Game options that are specific to the Two Player Battle mode. You can enjoy your battles with the use of various settings.

Changing Battle Settings

In the Battle Setting Menu, you can change various game options to enjoy your head-to-head battles.

2nd Car Boost

Setting the 2nd Car Boost to High gives more speed to the second place car than the first place car. This way, you can enjoy playing against someone that is at a different level than you. Setting this to Low will weaken the effect and turning it Off will eliminate the effect completely, allowing you to enjoy an intense battle with no handicaps. The default setting is High.

Laps

This allows you to set the number of laps for the battle between 2 and 20. The default setting is 3. In a scratch game, this setting changes to "Points" allowing you to set the number of points that determines the winner.

Item

This sets the Item System to either On or Off when playing in the head-to-head battle mode. When set to Off, the item plate will become invalid and the item slot will not appear. The default setting is On.

TWO PLAYER BATTLE - Battling via Link Cable Cont.

Game Style

"Normal" is the regular match race where the first one across the finish line is the winner. In a Scratch Game, 1 point is given every lap to the first player to cross the finish line. The player to accumulate a set number of points first is the winner. (The default setting is 3 points.)

What is a Scratch Game?

In a Scratch Game, the number of laps is not set. In every lap, the first player to cross the finish line receives a point. In the default setting, the player to accumulate 3 points first is the winner. When the score is tied at 2 - 2, the word "Deuce" will be displayed just as in tennis. When one of the players receives 1 point after the next lap (the word "Advantage" will be displayed) and the score becomes 3 - 2, the game will not end until one of the player leads by at least two points.

If the winner cannot be determined after more than 6 deuces, the game will go into a sudden death mode and the player to cross the finish line first at the end of the following lap will be the winner.

Warning: Connect the link cable when the two PlayStations are turned off. When using the link cable, pulling it out during a game start can cause abnormal operations. When this happens, reset both of the PlayStations and restart the game from the beginning.

REPLAY THEATER

The Replay Theater is a mode where you can play back any of the video clips you have stored on your memory card. You can copy and delete video clips and change video folder sizes as well.

Replay Video

This allows you to playback video clips stored on your memory card.

Copy Video

This allows you to copy video clips off of other memory cards.

1. Select this menu after inserting the memory card you would like to copy from into Slot 2.
2. The contents of the replay folder in the memory card in Slot 2 will be displayed. Select the video clip you would like to copy from that list.
3. The contents of the video folder in the memory card in Slot 1 will then be displayed. Select a location to insert the copy.
4. The video will be copied from the memory card in Slot 2 to the memory card in Slot 1. Once the copying is complete, the message "Copying has completed" is displayed.

*Video copying always takes place from the memory card in Slot 2 to the memory card in Slot 1. Please note that it is not possible to reverse the two.

Edit Video Label

This allows you to rewrite the labels of videos that have been saved.

Delete Video

This allows you to delete video that has already been saved.

1. Set the memory card in Slot 1. Select this menu to display the list of video clips in the video folder.
2. From the list, select the video clip you would like to delete.
3. The message "Delete has completed" will be displayed to show that the video has been deleted. Please be careful when deleting video since it is not possible to bring a video back once it has been deleted.



REPLAY THEATER Cont.

Create Video Folder

This creates a new video folder on your memory card to store video clips in.

1. Insert the memory card in which you would like to create a video folder into Slot 1. Select this menu.
2. The system will ask you how many blocks this new video folder should take up. Decide on an appropriate number. A video folder with the specified number of blocks will be created on the memory card. When the screen to determine the number of blocks to create is displayed, press the Start Button to delete all data saved in the memory card from other games. Decide on the size of the replay folder by referring to "Using Memory Cards" section of this manual. This operation cannot be conducted when a video folder already exists in the memory card.

Resize Video Folder

By entering the number of blocks to secure on the memory card, you can change the size of a video folder that has already been created. This process takes between a little over 10 seconds to several minutes to complete. Please follow the instructions on the screen and wait. This is a dangerous process. Never insert or remove memory cards when this menu is selected. Otherwise, all of the video clips may be deleted. When the screen to determine the number of blocks to create is displayed, press the Start Button to delete all data saved in the memory card from other games.

Delete Video Folder

This allows you to delete the Motor Toon Grand Prix video folder itself from a memory card. This is also a dangerous process. Please be careful when deleting a replay folder since it is not possible to bring it back once it has been deleted. Crying won't help.

OPTIONS

Controller Settings

The controller settings are adjustable for you to set them to your preference. This allows you to have the most fun by customizing the button configurations to your favorite setting. Experiment with button assignments to figure out which pattern is best for you.

• When Using a Standard Controller

Select a button of your choice for each function.

On the left-hand side of the screen are functions such as brakes and gas. On the right-hand side of the screen are the different types of buttons that can be used to operate them. Select a function with the up and down directional keys. Press the button of your choice to assign that button to that particular function.

• When Using an Analog Controller (Negcon™)

Button Configuration - Use this to allocate a specific button to each function, as with a standard controller.

Sensitivity - Use this to adjust the sensitivity of the steering wheel. A bar is displayed on the screen to allow adjustment through seven levels between Sharp and Dull.

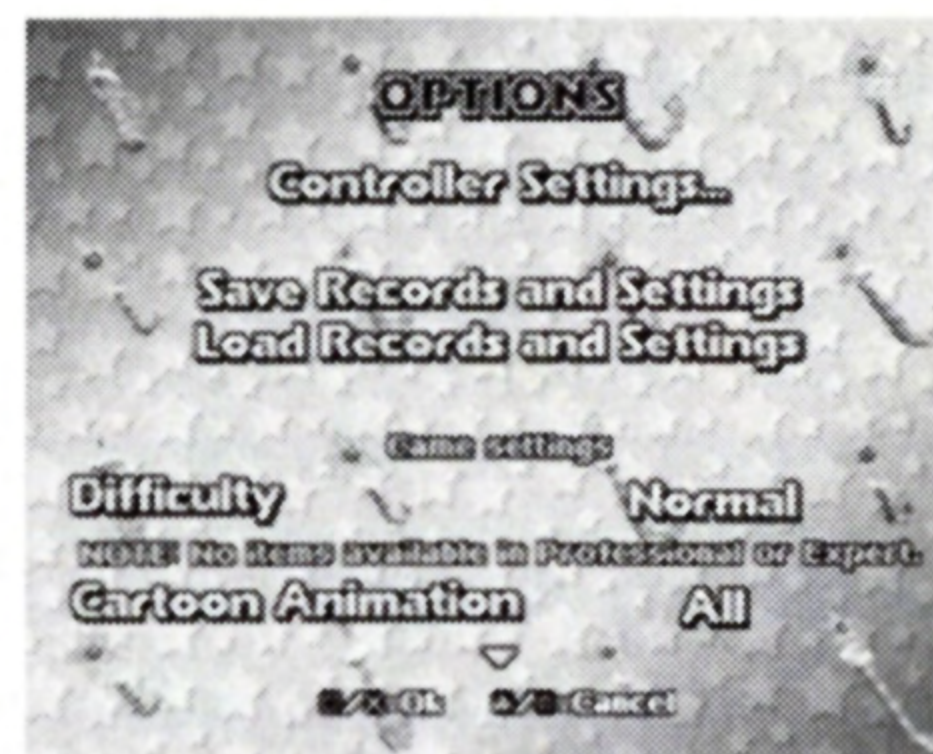
Calibration - Use this mode to adjust the center position of the steering wheel. Adjust the steering to the middle and then execute. The center position of the steering wheel will be recorded.

Save Records & Settings

Details of the current option and records for each course are saved to the memory card.

Load Records & Settings

Details of the current option and records for each course are loaded from the memory card.



OPTIONS Cont.

Difficulty

Sets the difficulty of Championship Races and Single Races to:

Easy, Normal, Hard, Professional * and Expert *

*You cannot employ items in these modes.

Cartoon Animation

Limits or stops exaggerated animation moves that are specific to Toon vehicles. Set this to "Steer Only" to limit animation to that of steering to the left and right only. Set this to "None" for normal car-like actions. The default setting is "All" (perform all animation).

Auto Saving

Time Attack records and other records from races are stored to the memory card automatically when this is set to "On." The default setting is "Off." If you set this option to "On," do not insert or remove memory cards during game play.

Background Music / Sound Effects Balance (BGM/SE)

Changes the volume balance of the audio such as background music during a race and narration and sound effects like the engine and explosion noises. For example, when this is set to 10:0, there will be background music only and no sound effects.

Music

Set this to "Off" to stop the music entirely throughout the game. (Comes in handy during battles.)

Wallpaper

Changes the pattern of the wallpaper used in the menu background.

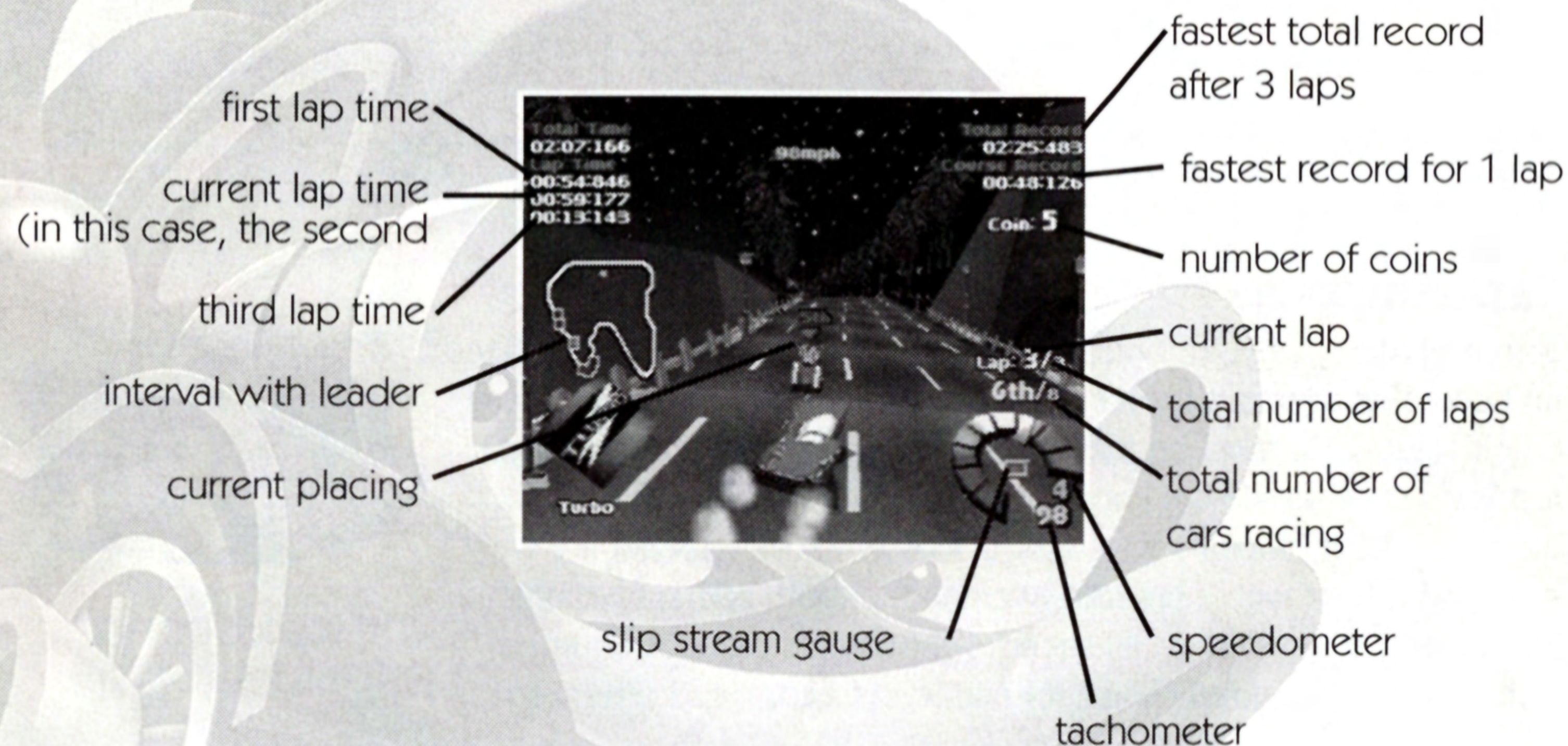
Restore Default Settings

Restores changes in Options settings by changing them back to the state they were in at the time of purchase.

RACING DISPLAY INFORMATION

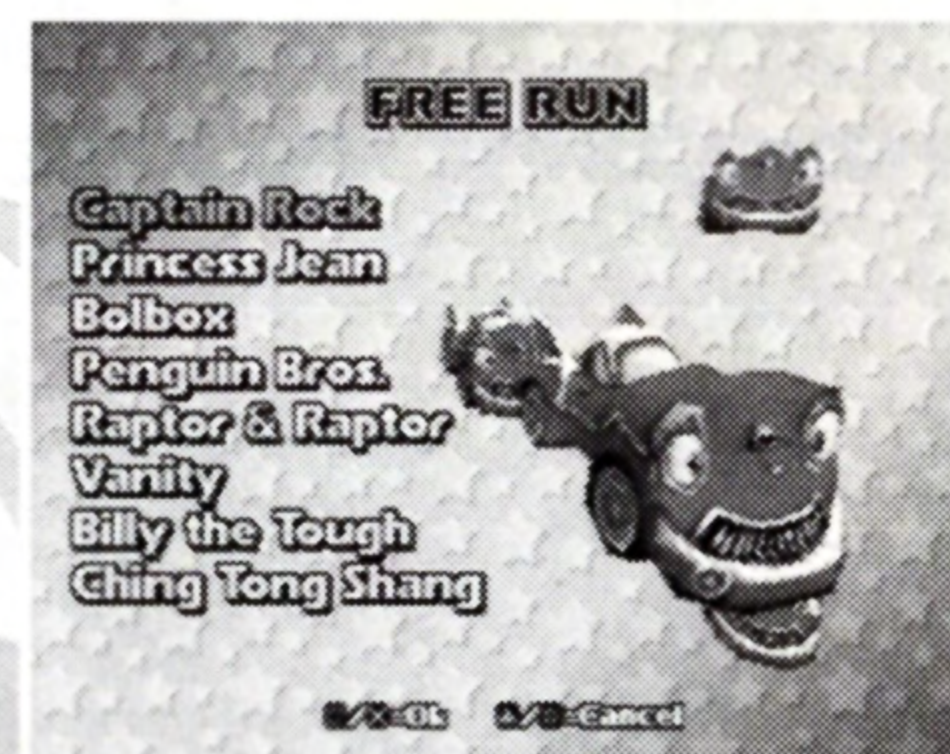
The screen shown is the most commonly viewed racing layout.

View During the Race



MACHINE SELECTION

In each of the main menu racing events you will be offered a selection of vehicles. You can select any machine you like from the menu. Each zany roadster has its own different driving features and capabilities. Run the courses with each of them to see who fits your style of road racing best!



CHARACTERS AND THEIR VEHICLES

Captain Rock

Born August 15, 1981 in Toon World, he is currently 15 years old. Since his father was a famous fighter plane pilot, Rock also flies planes during his off season. He takes on the Motor Toon Grand Prix with his bright red Rock Speeder. He has known Princess Jean, who is two years older than he is, since they were both kids. His Rock Speeder is a well-balanced vehicle with a broad powerband, smooth cornering characteristics and decent maximum speed. Tight corners cannot be turned without drifting. A good choice for mid-level to advanced drivers.



2000cc DOHC
Turbo/Balance Type

Princess Jean

Born May 23, 1979 in Toon World, she is 17 years old. She is the princess of Toon World and loves to win. Despite being a princess, she is serious about her racing. This is because of the influence that Rock, her long time friend, has had on her. It is said that an independence war took place in Toon World during their fathers' time, and that Rock's father and Jean's father were comrades who fought together during that war. She drives the Princess Float, a machine built for cornering! It's one downfall is that it doesn't have a very high maximum speed. The Princess Float is good for beginners since it can produce a fairly decent lap time without worrying about the drift factor.



3000cc
V6/Cornering Type

CHARACTERS AND THEIR VEHICLES Cont.

Bolbox

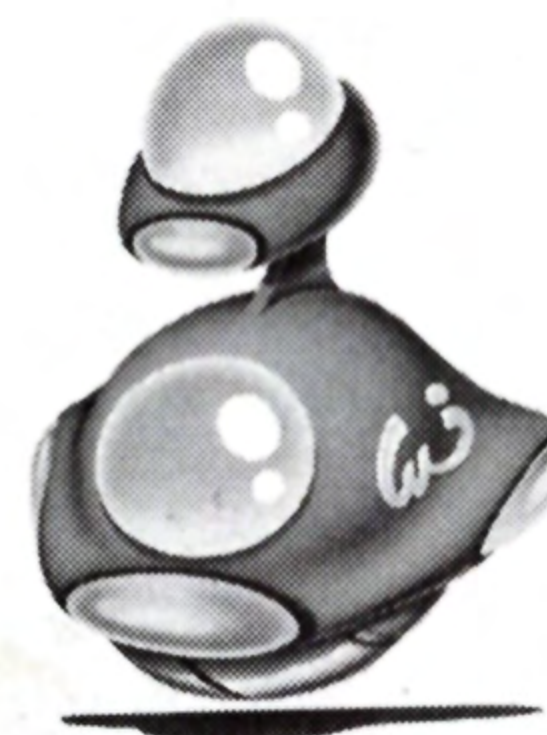
He was created at the Toon World Defense Laboratory on August 22, 1992, as Princess Jean's bodyguard. He is a transformable robot that is made out of a newly developed flexible material. He enters races as Jean's bodyguard, but sometimes ends up spilling bombs in front of her when he gets over-zealous. In that case, he is punished afterwards. In car form, Bolbox is a four wheel driving machine ideal for going off-road. He has a heavy body with deep suspension strokes, enabling him to undergo multiple attacks well. Because of the initial acceleration and cornering performance, he's a good machine for beginners.



000cc OHV
V8/Off Road Type

Raptor & Raptor

They are a pair of aliens from the 8th galaxy of Aquarius who have come to conquer Toon World. We think they are 200 years old, but it's hard to tell with reptilians. They are constantly being outdone by Rock and are his chief racing rivals. They love to attack with fireballs. Raptor's Ship is a special machine that floats through the air. It does not have any tires and does not touch the ground. Unlike other machines it handles like a hover craft. It has excellent start and acceleration, but driving it requires a bit of getting used to. Anyone who has mastered the regular driving machines may want to try this out!



Penguin Bros.

Their age and place of birth are unknown. While the Raptors are outer space desperadoes, the Penguin Brothers are identical twin villains from Earth who are big time burglars. The Penguin Bros. love to gamble and answer most questions with their Tommy guns. For these two as well, Captain Rock is a natural enemy and it is more than evident from their attitudes when they race. The Penguin Mobile is a black limo with a DOHC V 12 cylinder engine loaded in the front. The tail has a tendency to slip because of its poor tires, but it has great maximum speed. It has a 6-speed transmission and is a high-speed machine meant for advanced drivers.



5000cc DOHC
V12/Drift Type

CHARACTERS AND THEIR VEHICLES Cont.

Vanity

Born on March 9, 1970, Vanity is a mysterious woman who rides an American bike with a large capacity engine. During the off season when she is not racing, she is said to work with the Penguin Brothers rather frequently. She does not get along at all with her Grand Prix rival, Princess Jean. Vanity drives a huge cycle with a 1.1 liter V6 engine which has an unusual layout with a 6-3-2 combined muffler. Because of the large torque, it requires caution during start and acceleration. Handling-wise, it is geared towards advanced riders, but once you get the hang of it, it is the number one candidate in a Time Attack.



1100cc DOHC V6/Motor
Cycle Type

Billy the Tough

Born on February 11, 1967, he is 29 years old. He is a crazy, muscular locomotive driver who challenges the race with an extremely well-tuned steam locomotive. His ambition is to defeat Ching Tong Shang's high-tech machine with his retro machine. His steam locomotive has steel wheels, no transmission and only one speed. Being much heavier than a car, starting and braking can be difficult. Okay, nearly impossible, but you should be able to master it. Due to its steel plating, it's great against attack machines. It's an easy machine to ride and is meant for beginners.



Powered by Steam

Ching Tong Shang

He was born on April 24, 1955 in Denno City on the northwestern part of Toon Village. Ching's father was an inventor and Ching received special education under his tutelage. He has displayed his talents as a mad scientist to its fullest and takes on the Grand Prix with his rule-breaking, six tire, 3.5 liter V10 engine, high-tech machine. This is a pure racing car with open wheels, ultra light-weight body, and a high revolution, high output engine. It has high top speeds, but because its rear tires are bigger than its front tires, it's difficult to turn. Make sure you decelerate properly at the corners. Take advantage of the fast acceleration at the start. This is a difficult machine to handle and is meant for advanced drivers.



3500cc DOHC V10/
Formula Type

TRACK SELECTION

Select a course from the menu. In the Single Race, Time Attack or Free Run modes, you can only select a course that you have raced on in the Championship Race. Your initial choices for tracks include:

1. Toon Island II
2. Toon Village
3. Crazy Coaster
4. Gulliver House II
5. Haunted Castle

Note: These five are not the only courses provided in the game. You can make hidden courses appear once you have cleared certain requirements. Try and discover what these are as you play. Look under the Goodies screen to see new games and selections that you have earned.



TRACK INFORMATION

Toon Island II - Southern Island Grand Prix

This course is set in the early evening on a scenic island of the south seas. The highlights of the course are the atmosphere and sense of color that are specific to the tropics and are reminiscent of Tahiti. In general, it is a fast circuit, but you should be aware of the hairpin curves in the second half of the course.

Toon Village - Midnight Town Grand Prix

In this course, you will race down the village of Toon at night under a star-lit sky. This is a distinguished course representative of Motor Toon Grand Prix. It has low-speed, medium-speed and high-speed corners. To achieve a good time, you better not take any of the corners lightly (unless, of course, you like the taste of concrete).

TRACK INFORMATION Cont.

Crazy Coaster - Sky Road Grand Prix

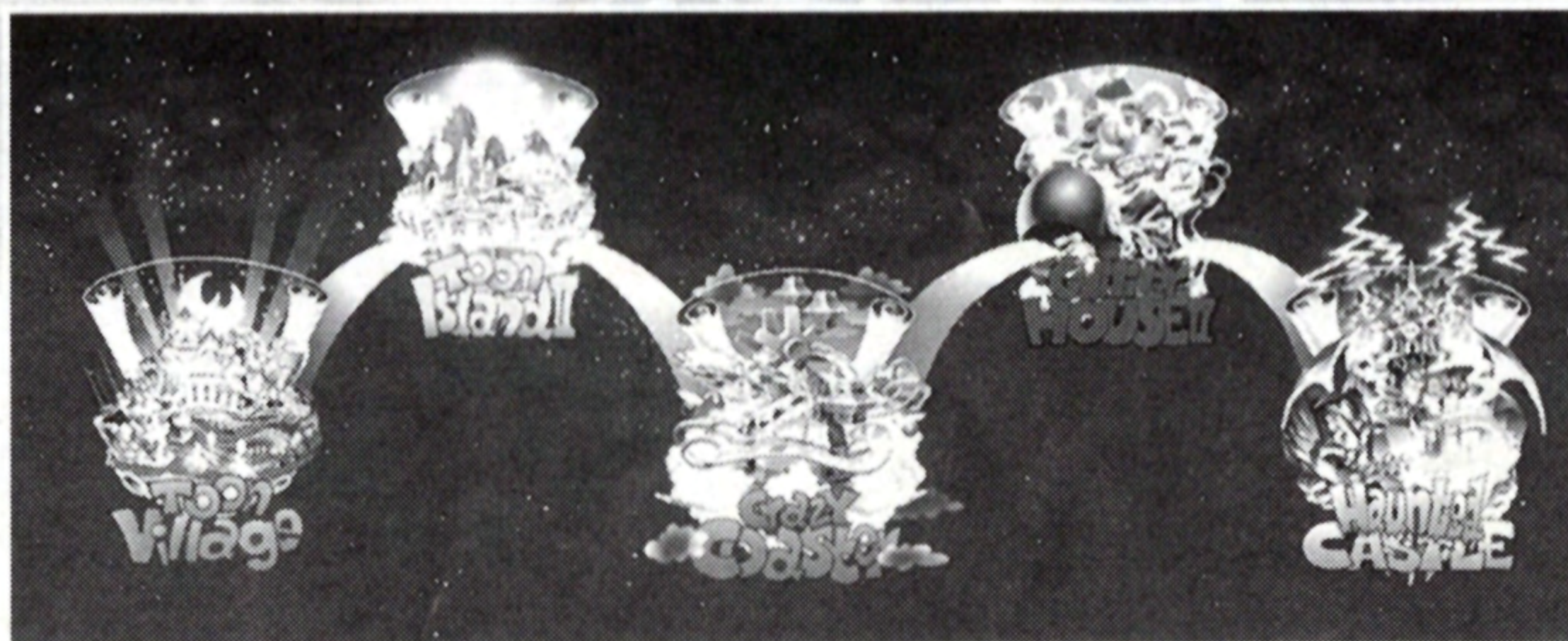
An enormous circuit that soars into the sky, it prides itself of its numerous hills and the fastest average maximum speed amongst all of the courses. Its layout will make you nervous since once you go off the course, you are sure to drop immediately off the cliff. (can you say Geronimo?) Because of this, the key to succeeding on this course depends on how well you can control your machine's speed as it tries to rise.

Gulliver House II - Grand Prix in the Land of the Giant

The Lilliputian Road Co. of Lilliput designed this track to give you a new perspective of things. It takes practice before you can understand the complexity of the course layout and how to attack each corner. NOTE: The key to improving your time lies in the S-shape corner from the pancakes to the chess board.

Haunted Castle - Dragon Mountain Grand Prix

This course runs through a bizarre, haunted castle. It is an extremely difficult course with the hills continuing wildly and roads that run alongside cliffs without any railings. Bottomless pits await those of you who prefer speed to safety. The key to mastering this course lies in the S-shape curves of the dragons and the long fast turn at the spiral tower which is the final corner.



ITEM GUIDE - Names and Effects of 17 Weapons

The Items listed here allow you the opportunity to throw a few zingers at your competitors all in the name of strategy and good fun. Since you are racing against other Toon types, nobody gets hurt. Just slowed down a bit.



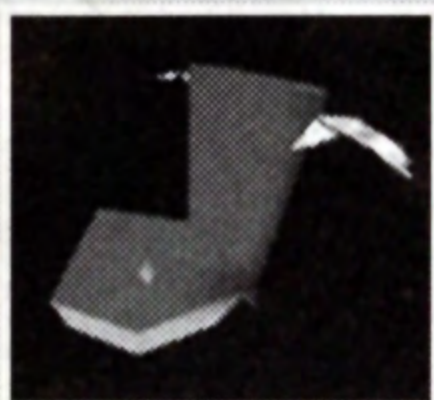
Bombs

These are scattered along the roads and explode on contact. When multiple bombs are touched at the same time, the effect is multiplied by the number of bombs. The number of bombs that can be placed on the roads is restricted to three at a time.



Fire Ball

Hurl these fire balls to blow away the car in front of you. They have a slight homing capability and can lock-on to enemy vehicles. If someone is hot on your tail, you know what's coming!



Jump

Use this to jump over obstacles such as bombs or to take a shortcut in a course. Hey, anything to shave seconds off the clock can't be all bad.



Missile

An automatic homing device which has phenomenal powers. The bad news is during its flight, your view is shifted to that from the missile. During this time, your machine will be put on automatic pilot. Because of this effect, you should be careful of when you use it.



Crazy Mushroom

When hit with this mushroom, left and right on your opponent's steering wheel will be reversed. It is really effective when playing in the two-player mode.

ITEM GUIDE - Names and Effects of 17 Weapons Cont.



Dynamite

Use this delayed type bomb by rolling it behind you to generate a large fireball on the course for a certain period of time. Anything that touches that fireball will be blown upwards.



32 Ton Weight

Drop a 32 ton weight onto the machine in front of you. If it hits its mark, your opponent's machine runs in slow motion for a while. (Until his head clears.)



Stealth Field

This cancels out the homing effects of attack weapons such as missiles and fireballs for a limited period of time. In the two-player mode, your opponent will not be able to see you.



Turbo

Your machine accelerates suddenly for an instant. The maximum speed changes depending on the ability of your particular vehicle.



Big-Bigger-Biggest

Your vehicle will be enlarged increasing its air resistance. This slows you down and makes it more likely to be hit by bombs and other items. Treat this like a penalty item.



Tiny Tiny Tiny

This is a penalty item that shrinks and slows down your vehicle.

ITEM GUIDE - Names and Effects of 17 Weapons Cont.



Oil Can

By leaking oil onto the race course, you can weaken tire grips and make a tail slide continue on for a while. During a race, the oil remains on the course until someone drives over it.



Pandora's Box

This is a powerful item that makes all vehicles, except yours, spin at once.



Wonder Clock

This stops time in other worlds besides yours for a fixed period of time. Not only does this make other machines stop, it makes missiles and fireballs stop as well.



Magic Hand

In the two-player mode, this steals items away from your opponent.



Power Up

By getting hold of this item, your engine power increases making it possible to accelerate faster. Having one of these will increase the engine power by 1.5, two increases it by 2, three increases it by 2.5 and four increases it by 3. Having five or more will have no effect.



Super Shield

Not only does this increase maximum speed and shield you from all enemy attack, it also lets you blow your enemy away when you drive into them. This item is invincible and an awful lot of fun!

USING MEMORY CARDS

Motor Toon Grand Prix is made to make full use of memory cards. NOTE: Do not insert or remove memory cards during play as it may damage data.

Save Files That Are Created on a Memory Card

Two types of save files can be created on the memory card. The first is the "Motor Toon Grand Prix Record File." This file is used to save records and option settings for each of the courses. It takes up one block of the memory card. The other file is the "Motor Toon Grand Prix Video Folder." This file is used to store video and takes up an arbitrary number of blocks between one and fifteen, depending on the memory card space that is available.

Saving Records and Options

Select "Save Records and Settings" from the "Options" menu on the main menu. When selecting this menu for the first time, create a new file on the memory card by following the directions displayed on the screen. The file "Motor Toon Grand Prix Records" will be created taking up one block. Once this file has been created, records automatically are saved to the memory card each time "Save Records and Settings" is selected. If you would like to perform automatic saves, go to the "Options" menu and turn the "Auto Saving" option "On."

Creating a Video Folder

In the Single Race, Time Attack or Free Run modes, by selecting "Save Video" after a run, you can save the most recent video clip on to your memory card.

When selecting "Save Video" for the first time a "Motor Toon Grand Prix Video Folder" must be created on the memory card as a container for the video clips. When creating this folder, the system asks you how many blocks it should take up on the memory card to create this video folder. Press the Start Button at this point to delete saved data from other games in the memory card.

USING MEMORY CARDS Cont.

Creating a Video Folder (cont.)

The size of the video clips that are created during the course of the game depends largely on the type of controller you are using. Refer to Table 1 (below) to determine the number of blocks your video folder will need. As a guideline, when using a digital controller like the standard controller, over 10 video clips can be stored inside a video folder that is two blocks in size. When using an analog controller like a Negcon™, you should be able to store approximately 5 video clips in a video folder with five blocks. Compared to a digital controller, an analog controller has a lot more information it needs to store and cannot store as many video clips. With Motor Toon Grand Prix, up to 100 video clips can be stored as long as enough space has been secured on the memory card.

The Size of a Video Folder and the Number of Video Clips It Can Store

The figures shown here for the number of video clips that can be stored are only guidelines. Depending on the condition of play, it may be possible to store more or less. Make sure to set up a video folder that is large enough.

TABLE 2

Video Folder Size (Unit: Blocks)	2	5	10	12	15
Digital Controller (standard controller)	15	35	70	85	100
Analog Controller (Negcon™ controller)	1	5	10	12	15

Saving Video

Once you have determined the size of your video folder and have created one inside your memory card, a list of videos that are stored inside the video folder appears on the screen. At first, the whole list should read "Empty." Make the section that you would like to save and make it with the O and X Buttons. You will be able to enter a memo for that clip. Your video clip has been saved once the message "Saving Video has Completed" appears. The video that was just saved can be replayed through "Replay Theater."

TIPS FROM THE TRACK

Stuck on a course you can't figure out? Having no fun with your bombs? Well we've included these fine tips on a wide selection of topics that pertain to your racing enjoyment. Remember, it's only a game (but hey, who likes losing?).

Replay Feature

Enjoy replays of your previous games when playing in the Single Race, Time Attack, Free Run or Two Player Battle modes. During replay, you can change camera angles by pressing on the appropriate button. If you retire during a play, the replay shows up to the point when you retired. Showing and saving replay can only be done while the menu immediately following that play is displayed. You will not be able to see a replay or save a replay if you come back to the current menu after having gone back to the main menu first. Important replays should be saved immediately by using "Save Video" feature.

Button Settings for Replay

⊗ / ⊙ Buttons: Switches between auto camera work / manual camera work.

□ / △ Buttons: Changes directions during manual camera work.

L1 / R1 Buttons: Changes camera height during manual camera work.

*When using Negcon™,

⊗ = I Button,

□ = II Button

Recommended Play Environment

Connecting your console to a large screen TV using a S-pin cable is recommended in order to experience the mind-numbing wonders of the true 3-D play featured in Motor Toon Grand Prix. Also, since the sound FX are in stereo, you'll definitely want to hook up your stereo speakers (or headset) and crank it!

Understanding the Records Screen

Select the "Records" menu to look at past records of the same course in the same mode. It displays the top 5 names for total time and the top 1 for the fastest lap time. Name entry initiates recording onto the records screen.

TIPS FROM THE TRACK Cont.

Cornering for Out-In-Out

Steering too much when you are cornering will kill the speed on your vehicle. Even if you step on the gas, your car will hardly accelerate at all if you are turning your steering wheel. Therefore, go around each corner in as big of a circle as you can. It is necessary to turn the corners in a straight line manner with as little steering as possible. To explain this further in detail, when going into a corner, go in as close to the outer curve as possible. When you get to the middle of the corner, get as close as possible to the inner curve and as you come out of the corner, once again bring your vehicle as close to the outer curve as possible. This type of cornering will make full use of the width of the course. This is called the out-in-out cornering and is an important technique for finishing with a good time.

How to Perform a Rocket Dash

Whether you have a good or bad start will be a key factor in a Time Attack or in a Two Player Battle. The clutch goes into place with the start sign. In order to perform a Rocket Dash, it is necessary to not overspin your wheels but at the same time to not have your engine stall in order to have the ideal rpm when the clutch meets. Moreover, it is necessary to make minor adjustments with the gas pedal after the clutch meets. Practice repeatedly to master the Rocket Dash.

Time Attack That's Only Possible with Free Run

The fastest run in the Free Run mode (fastest lap time) is also recorded. Unlike in a regular Time Attack, in a Free Run, you are allowed to use items while you drive. Therefore, by utilizing items well, you can record excellent time that would not be possible in a Time Attack. Challenge yourself to some excellent times by considering the effects of each item and the structure of the course.

TIPS FROM THE TRACK Cont.

Utilizing Slip Stream

When you trail directly behind the car in front of you at high speed, the air resistance decreases, increasing your maximum speed. This is called a slip stream effect. In a race situation, this effect is taken advantage of to pass the car in front. In Motor Toon Grand Prix, you can check the effect of a slip stream by referring to the Slip Stream Gauge at the bottom right corner of the screen. The speed you gain as a result of the slip stream effect continues for a while even after the slip stream ends.

Drift Like A Pro

Drifting (fish-tailing) is controlled through steering, braking and gas. When your machine starts to spin and slide after you turn the steering wheel, lift off the gas, step on the brakes and shift the weight balance of your car to the front tires. By doing so, the weight on your rear tires will decrease, making them slide. If your rear tires start to slide as you brake (while your machine is spinning), they will continue to slide unless you step on the gas again. When the drifting settles at the appropriate level, hit the gas to shift the weight balance of the machine back towards the rear. This enables the rear tires to regain their grip and the machine will move from the unstable drift condition to a stable grip condition. In other words, by braking and using your gas, it's possible to create optimal drifting for each corner.

Using Bombs For Fun And Defense

The objective of bombs is to blow away the cars coming from behind you. You can do this by dropping bombs along the course as you drive. However, dropping these bombs can also protect you from attacks from behind such as from missiles and fireballs. Placing multiple bombs in one spot strengthens the power of the explosion by the number of bombs that are placed. It also thrusts the cars higher into the air for more damaging and humorous landings.

CREDITS

Producer: Brian Wiklem

Assistant Producer: Darren Yager

Executive Producer: Perry Rodgers

Test Supervisor: Mark Pentek

Lead Analyst: Alben Pedroso

Analysts: Tricia Gray Jeff Foody
Lap Kei Chan Sam Ford
Eric Molina Bruce Cochrane
Jeremy Caine Frank Vilorio
Jason Paek Neil Musser

Marketing Management: Susan Nourai
David Bamberger

Marketing Specialist: Nemer Velasquez

General Manager: Shuji Utsumi

Project Manager: Etsuko Kobata

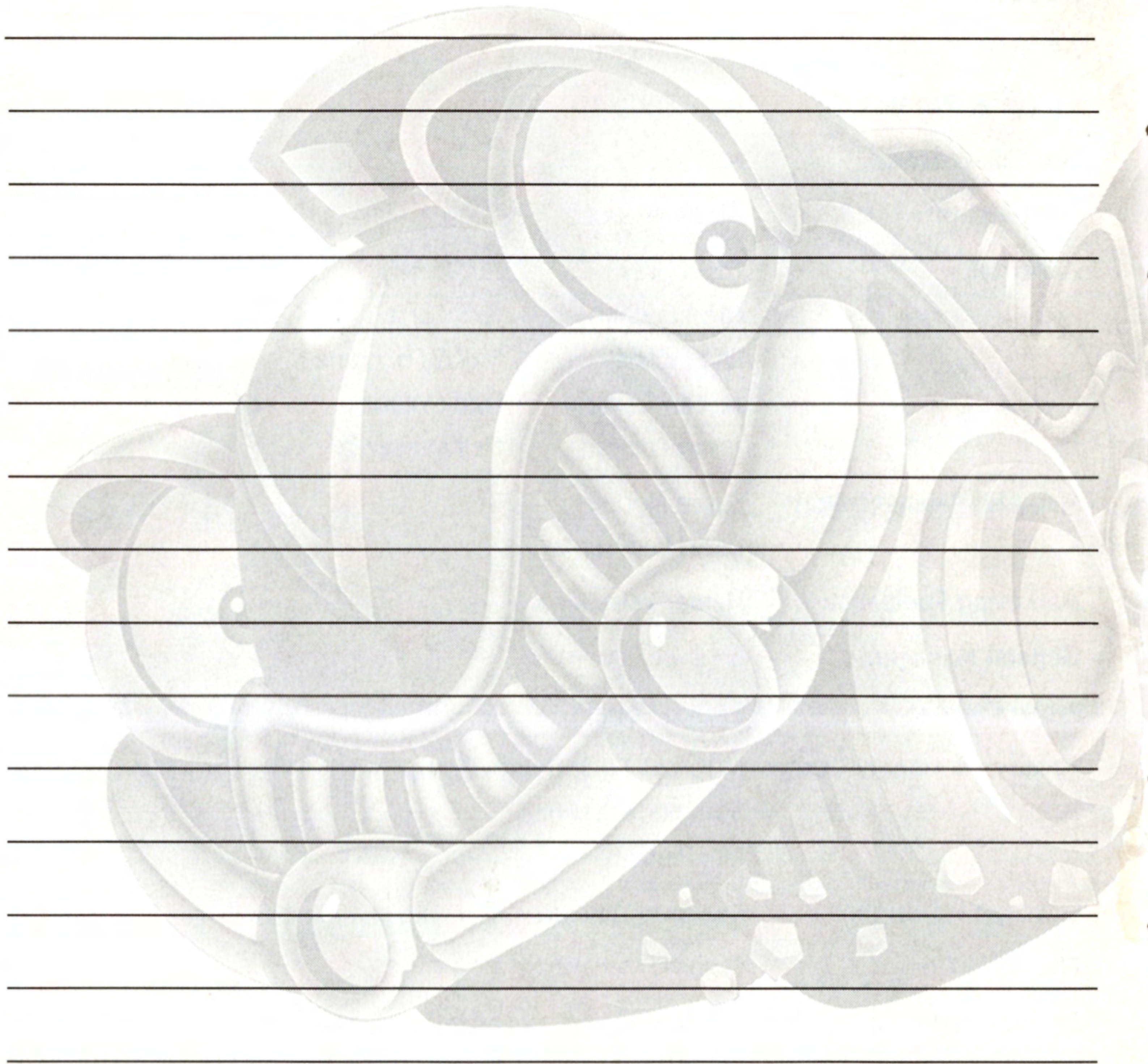
Package & Manual Design: Moore & Price Design Group, Inc.
Susumu Matsushita
Kim Passey

Concept & Design: Kazunori Yamauchi

Character Design: Susumu Matsushita

Special Thanks to: Andrew House Allan Becker
Peter Dille Kerry Hopkins
Sachiko Tsuchiya Howard Liebeskind

NOTES



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