



PlayStation

NTSC U/C

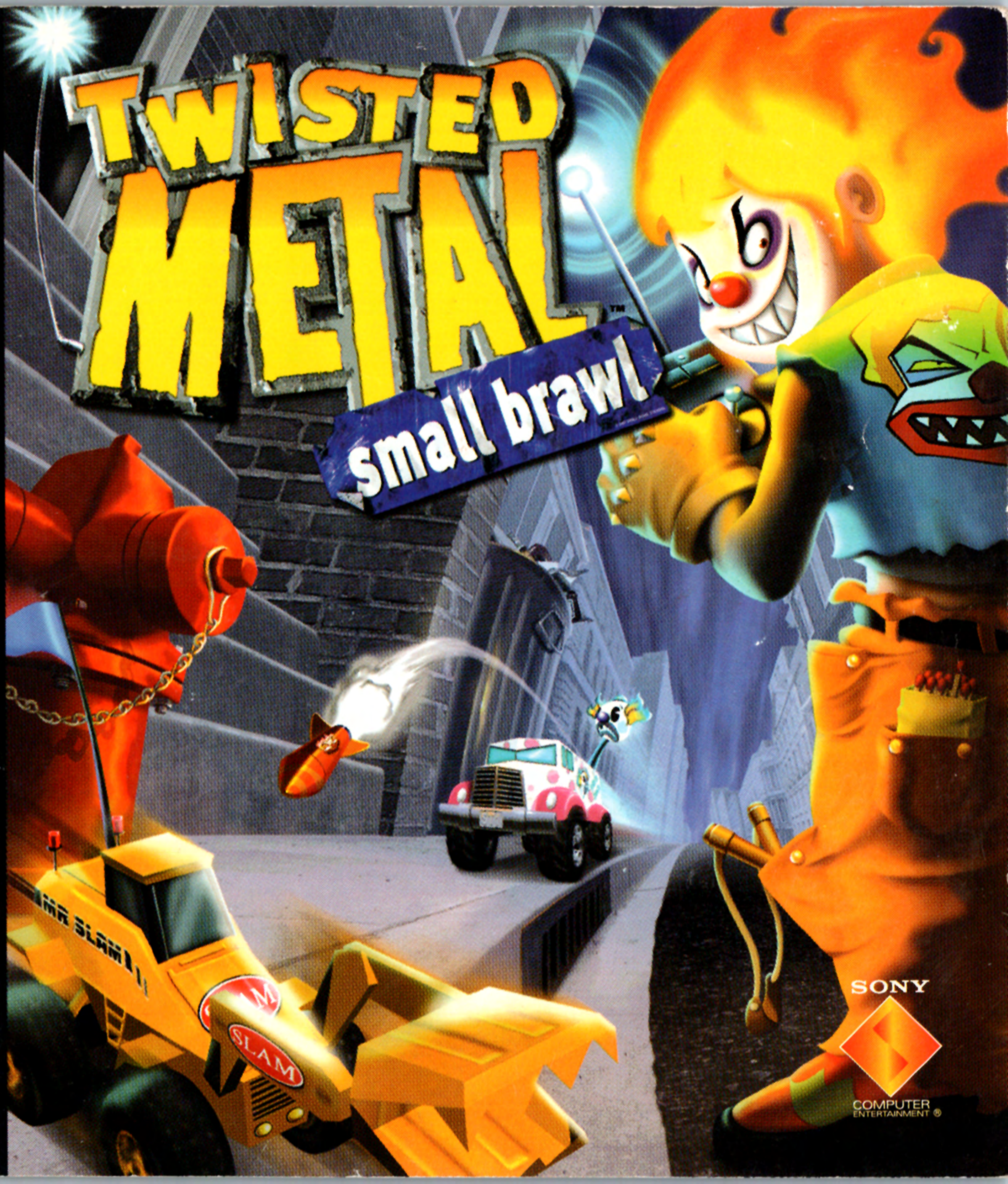
PlayStation®



SCUS-94642
94642

TWISTED METAL™

small brawl



SONY



COMPUTER
ENTERTAINMENT®

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.

USE OF UNOFFICIAL PRODUCT

The use of unofficial products and peripherals may damage your PlayStation® game console and invalidate your console warranty.

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 heater 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.

ESRB RATING:

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

TWISTED METAL: SMALL BRAWL™ Tips and Hints

PlayStation® Hint Line

Hints for all games produced by SCEA are available:

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

\$0.95 per minute auto hints, \$6.95-\$16.95 for tips by mail (subject to availability), \$5.00-\$20.00 for card recharge.

Within Canada: 1-900-451-5757

\$1.50 per minute for prerecorded information.

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

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

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

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

PlayStation On-line - www.scea.com

Our news is always hot! Visit our website and find out what's happening - new titles, new products and the latest information about the PlayStation game console.

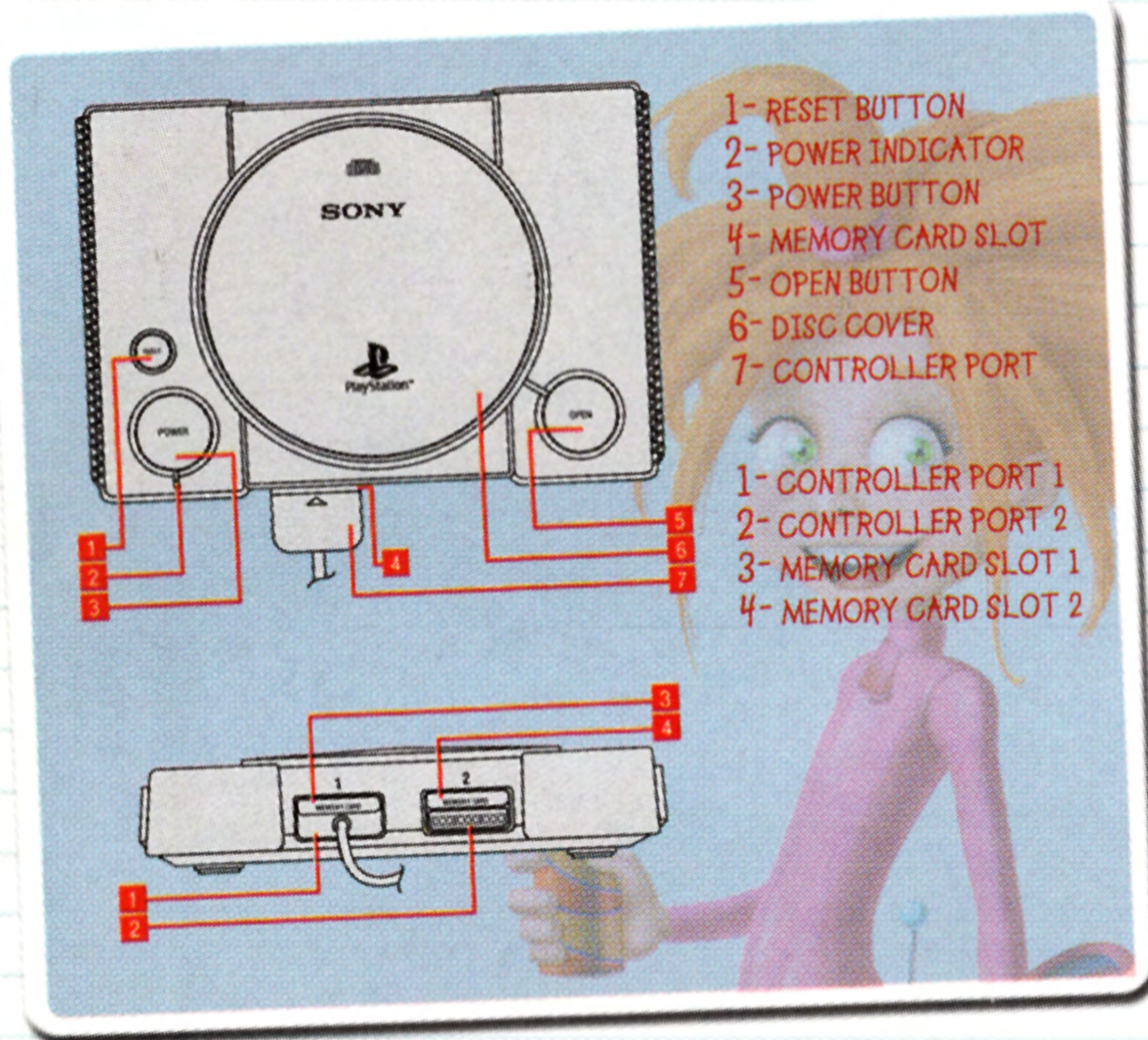


TABLE OF CONTENTS

Setting Up Your Console	2
Controls	3
Who's the Toughest on the Block? ..	4
Gameplay Screen [HUD]	5
Main Menu	6
Options	7
Memory Card	7
Game Modes	8
One Player	8
Two Player	9
Weapon Pick-Ups	10
Other Pick-Ups	12
Battery Attacks	13
Characters and Vehicles	14
Battlegrounds	20
Credits	23



SETTING UP YOUR CONSOLE



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. Insert the TWISTED METAL: Small Brawl™ disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

Note: When playing TWISTED METAL: Small Brawl on the PlayStation® 2 computer entertainment system, if the Disc Speed Driver option is set to "Fast", the music speed will be affected. To avoid any problems, please set the Disc Speed Driver option to "Standard".

CONTROLS

The following describes the default control layout.

-Brake
- ×Tight Turn
-Gas (double-tap and hold for Turbo)
- △Turbo

↑ Directional ButtonForward

↓ Directional ButtonReverse

← or → Directional ButtonSteer

L1 buttonCycle Weapons Left

R1 buttonCycle Weapons Right

L2 buttonFire Weapon

R2 buttonFire Machine Gun

Left analog stickSteering

Right analog stickGas / Brake

R3 buttonTurbo

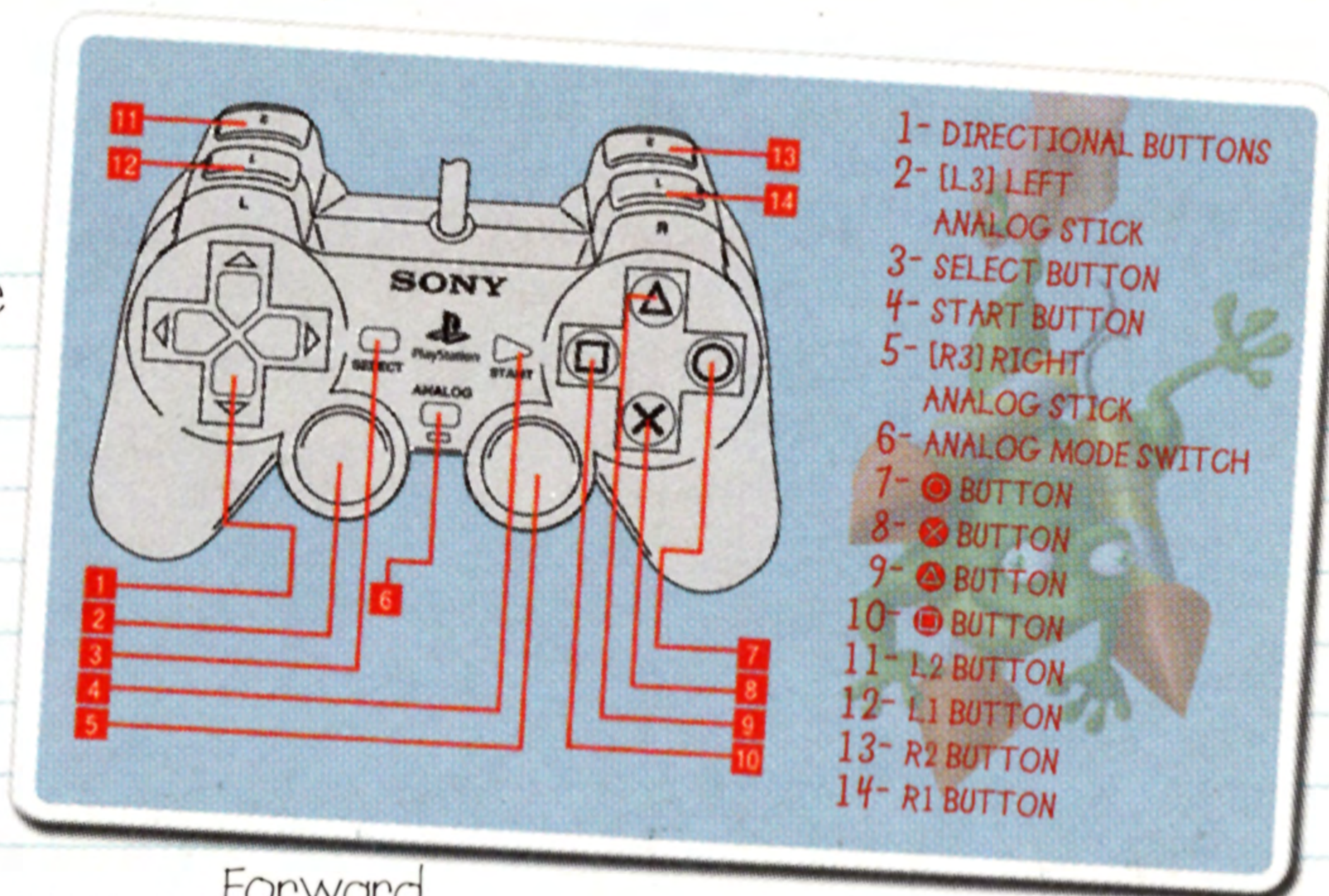
L3 buttonTight Turn

START buttonPause

Select + ↓ Directional ButtonChange Camera View

Select + → Directional ButtonChange Radar Display/
Turn HUD on or off

Select + ← Directional ButtonChange Weapon Display



Who's the Toughest on the Block?

He's stolen their lunch money, shot spit wads at them and sent their pets to the veterinarian. Calypso, the rough and tough neighborhood bully, has gotten bored of simply pushing the local kids around. Calypso thought to himself, "Dude...there's gotta be somethin' or someone for me to kick around..."

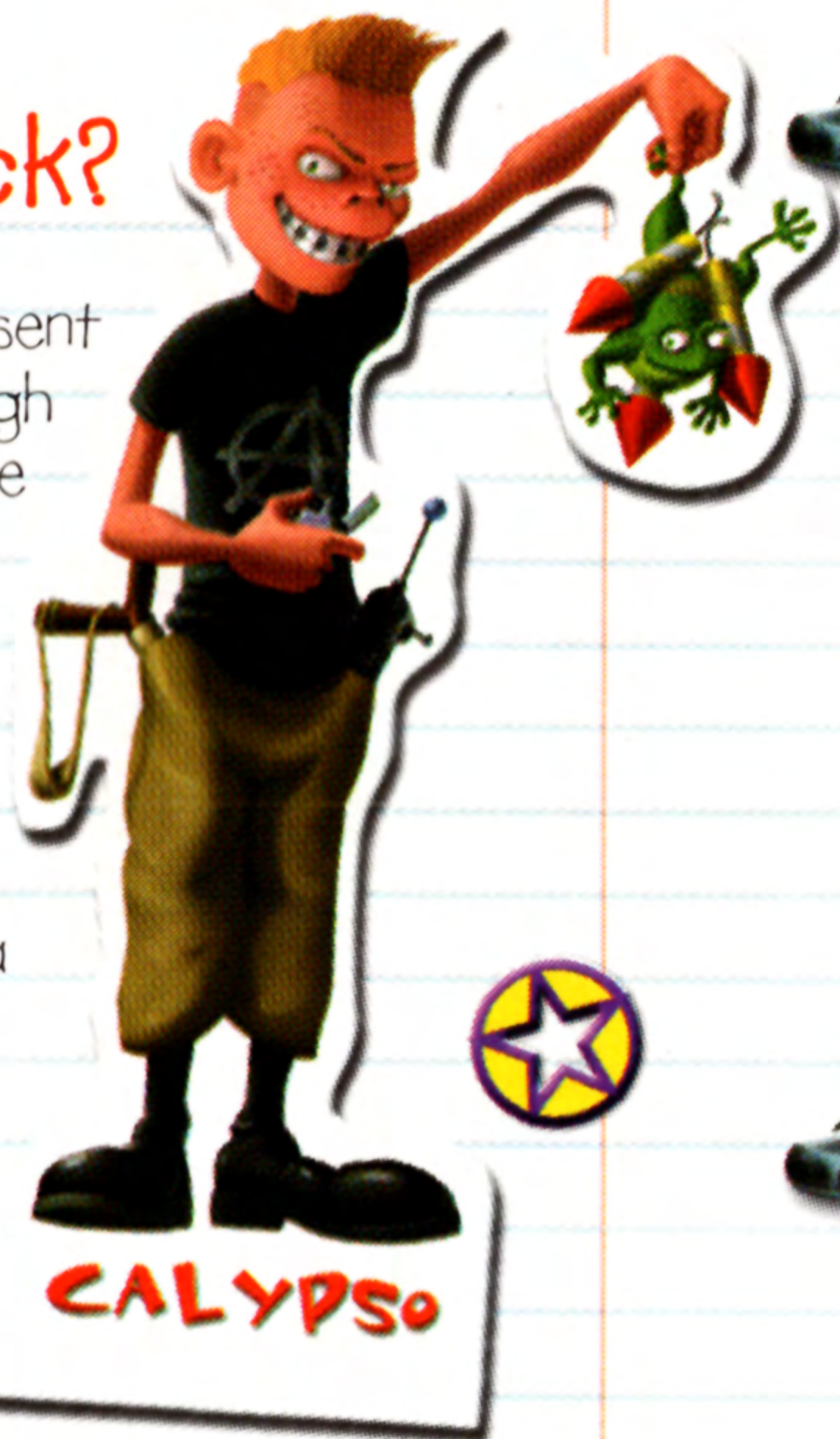
Then one day, while watching a demolition derby on TV, Calypso said, "Cool! If I could just have my own lil' derby, I'd have a blast watching those dumb kids go at it. I gotta have this tournament! It would absolutely rule!"

But Calypso's idea had a big hole in it - none of the neighborhood kids were old enough to drive. "Shoot! Now what am I supposed to do?!" thought Calypso. After much thought, he bursted out, "Wait! I got an idea."

He devised a plan and "invited" the neighborhood kids to a tournament. Of course they all agreed (some were more willing than others).

Looking at Sweet Tooth, Mr. Grimm, Outlaw and the rest of the unruly pack, Calypso said, "First, you need to get a remote control car. Then, get ready to put your remote control cars to a real test...Any questions? I didn't think so."

"One more thing," heckled Calypso, "to make things interesting, I'll grant the winner one wish...so think about what ya want." Calypso then whispered to himself..."cuz you'll really get it..heh heh..."



GAMEPLAY SCREEN [HUD]



Driving View: You have three different views to choose from: Close Chase, Medium Chase and Far Chase.

Radar: The Radar allows you to locate your enemies. The green cross in the center of the Radar is your location. The color-coded dots represent your opponents and the white "+" symbol indicates Health pick-ups.

Weapon Display: This display indicates the current weapon selected and the amount of ammunition remaining.

Enemies Remaining: This number represents how many opponents are remaining in the battleground.

Red Battery: The Red Battery indicates the amount of Turbo remaining.

Blue Battery: This Battery indicates the amount of Battery Attack power remaining.

Green Battery: This is your vehicle's Health gauge.

Lives Remaining: The green dot indicates the number of lives you have remaining. The red dots indicate how many lives you have already lost.

MAIN MENU



On the Main Menu, you can select a One or Two Player game or Options.

One Player: Play alone against the neighborhood kids to see who's the toughest on the block. You can pick from Tournament, Challenge or Endurance modes.

Two Player: Rumble with a buddy as you compete in Head to Head, Cooperative and Free for all modes.

Options: Adjust the various game settings.



OPTIONS

You can adjust the following game options (default settings are in **bold**):

Difficulty: Select from Easy, **Medium** or Hard.

Memory Card: To load or save your game progress, any unlocked goodies and your game settings, insert a MEMORY CARD into either MEMORY CARD Slot of your PlayStation game console. If Memory Cards are placed in both MEMORY CARD Slot 1 and MEMORY CARD Slot 2, you can toggle between the two Memory Cards by selecting the "Switch" option.

To Load a previously saved file, insert the Memory Card(s) and highlight the appropriate file to load. Then press **X** to load the file.

To Save your game progress, insert the Memory Card(s), select the file or block you wish to save onto and press **X**. To confirm your selection, press **X** again or press **△** to cancel the Save process.

Note: During Tournament mode, with a Memory Card inserted, you can save your progress after successfully completing each level.

To Save your favorite settings and unlocked items, select "Save Settings."

Movies: Select this option to view previously unlocked movies. Highlight the movie you wish to watch and press **X** to play the movie.

Controller: This option allows Player One and Player Two to select from one of three different configurations: **TM:2 Classic**, Small Brawl and SB: Reverse.

Credits: Select this to see the list of talented people that made this game.



GAME MODES

One Player

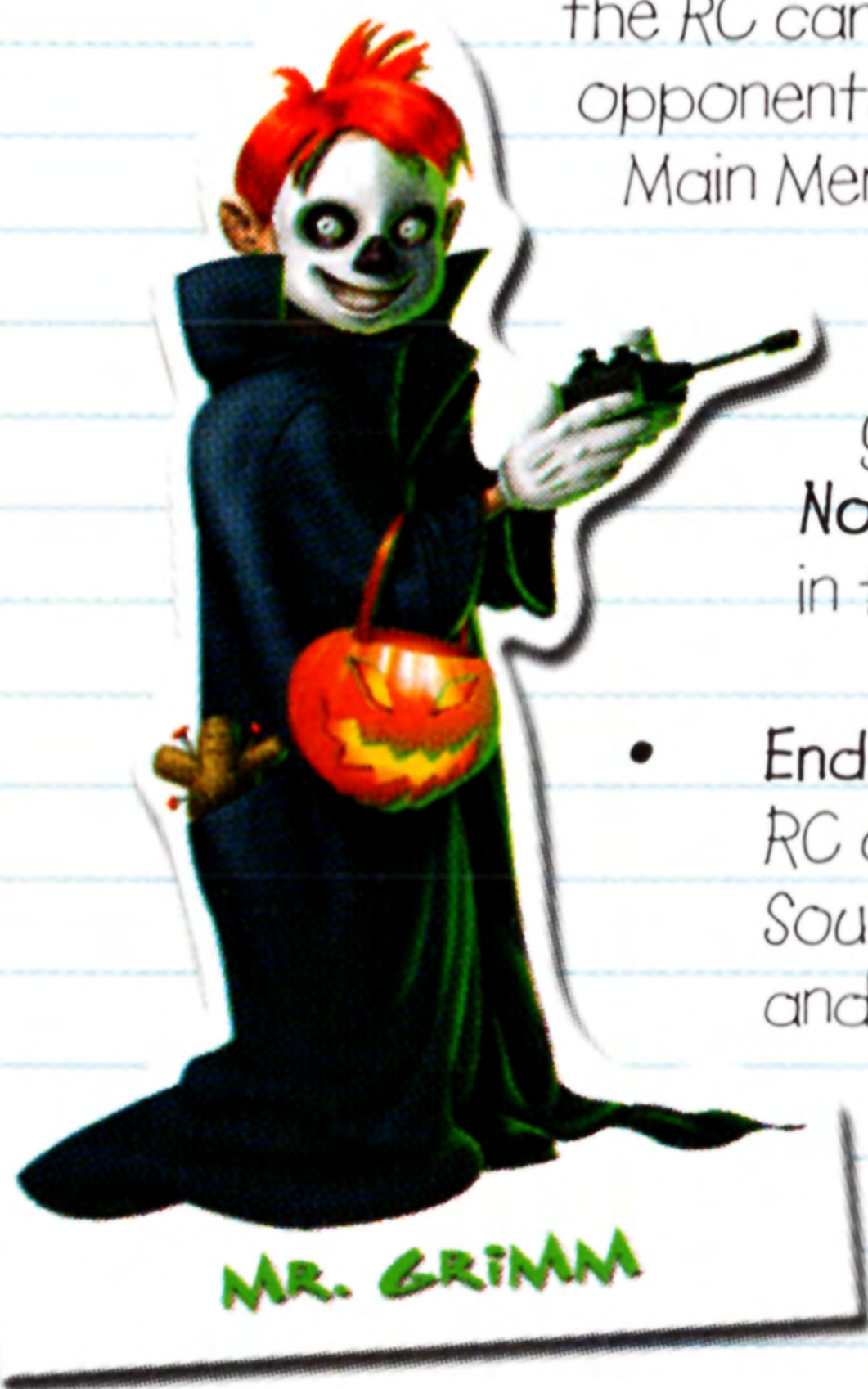
- **Tournament:** Ready to compete in Calypso's tournament? In this mode, you must battle through each battleground filled with opponents of Calypso's choosing.

Press the Directional button ◀ or ▶ to cycle through the available vehicles and press ⊗ to confirm your selection. To clear a level in the Tournament Mode you must destroy all of your opponents. Enemy vehicles are chosen automatically and their skills increase with each level you successfully complete. You will be given the option to save your progress upon each level's completion.

- **Challenge:** Up to a challenge? In this mode, you select a battleground and the RC cars you wish to fight against. Once you defeat all of your opponents, you have the option to restart the level or exit out to the Main Menu. To begin the match, select your vehicle, the level of your choice, and up to five computer-controlled opponents. Press ⊗ to confirm your selections and then ○ when you are ready to start.

Note: You will not be able to save any data in the Challenge Mode.

- **Endurance:** How long can you last? Select a battleground and a RC car and defeat each opponent as they come out one by one. Sound easy? It would be except that you only get one life to use and none to spare.



Two Player

- **Head To Head:** Bragging rights to the winner! You and a friend battle it out to the end and the winner is the player who successfully destroys their opponent's vehicle 5 times.

Scoring: You will be awarded 2 points for each of your opponent's vehicles you destroy, but you will lose 1 point every time your vehicle is destroyed.

Each player chooses a vehicle and then Player One chooses a battleground. Press the Directional button ◀ or ▶ in order to cycle through the available vehicles and battlegrounds. Press ⊗ to confirm your selections.

Note: There are no computer-controlled vehicles in this mode.

- **Cooperative:** Sometimes you just want to help a buddy out and in Cooperative mode, you get to do exactly that. Two players fight as a team to advance through the various battlegrounds. To proceed to the next battleground, all computer-controlled opponents must be destroyed. Players share one set of lives. If there are "0" lives remaining and either player is destroyed, the game ends.
Note: You will not be able to save your progress in Cooperative Mode.

- **Free For All:** It's everyone for themselves as two players fight against each other and against computer-controlled opponents.

Scoring: You will be awarded 2 points for each of your buddy's vehicles you destroy, 1 point for each computer-controlled vehicle you destroy and you will lose 1 point every time your vehicle is destroyed.

Note: You have unlimited lives until all computer-controlled opponents are destroyed. Once that happens, you and your buddy must duke it out to the end!



WEAPON PICK-UPS

To keep things interesting, Calypso has created a wide assortment of weapons for the neighborhood kids. Each of these weapons, though small, still packs a huge punch!



Fire Missile: This firework rocket is your basic missile. For the most part, it flies straight forward, but it does have a slight homing capability.



Homing Missile: This bottle rocket flies out and homes in on your opponents! This rocket does less damage than the Fire Missile, but its strong homing ability makes it much easier to score a hit!



Power Missile: This big fireworks rocket does devastating damage. But to obtain its sheer strength, sacrifices were made in its design (i.e. lacks homing properties).



Roman Candle: This rapid-firing weapon lobbs explosive bouncing balls around the battleground. Their arc height and travel distance is dependent upon the location of your opponents. The farther your opponents are from you, the higher the arc and the farther the projectiles will travel before exploding.



Ricochet Bomb: This ground bloom firework spins out in a straight path. Once it makes contact with any RC car, it immediately explodes and causes massive damage to its target. Keep in mind however, that if you miss, it will continue to ricochet off of walls and other battleground objects for a short period of time, being just as deadly when it was first launched.





Napalm: This flaming doll's head travels out in a lobbing arc from your car and explodes on impact! If your car is hit with this weapon, it will burst into flames, causing continuous damage until extinguished. Also, if it impacts the ground, a wall of fire will burn for a short time, causing any car that drives through it to catch ablaze.



Remote Drop Mine: This huge cherry bomb is more powerful than you'd expect! Drop it on the ground behind you then press the fire button again to detonate the explosive upon unsuspecting opponents!



Environment Weapon: Be on the lookout for the Environment Weapon hidden in some levels. Once activated, a battleground specific weapon will strike down your opponents.



Mystery Weapon: The "?" pick-up will give you a randomly selected weapon.



Special: Each vehicle is equipped with a unique Special Weapon that can severely damage an opponent's RC car.

Note: This weapon recharges over time.



OTHER PICK-UPS

To keep your RC car running throughout the tournament, Calypso has included the following aids:



Green Battery

This battery is used to repair your RC car. Pick this up when your car starts to show signs of damage. If you wait too long, your car will be toast!



Red Battery

The Red Battery is used to recharge the Turbo boost of your vehicle.



BATTERY ATTACKS

Each RC car is equipped to perform Battery Attacks. Once a command is entered, energy from the RC car's battery pack is converted and a battery attack is created! Each attack requires a different amount of energy, so if you run out of energy, you won't be able to perform certain attacks. But don't worry, the Battery Attack gauge (the blue gauge) will slowly recharge.

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

- Freeze:** A blast of ice is sent to temporarily freeze your opponent. (↑, ↓, ↑)
- Shield:** A temporary energy shield to withstand any attack. (→, →, ↓, ↓)
- Rear fire:** Launch your weapons backwards! (←, →, ↓, **L2**)
- Drop Mine:** A mine is perfect to stop someone that's chasing you. (→, ←, ↓)
- Jump:** Use this move to jump over low flying projectiles. (**L1** + **R1**)

Note: To execute Battery Attacks with the Left Analog Stick, move the Left Analog Stick in the order indicated and immediately press the L3 Button. To rear fire your weapons with the Left Analog stick, perform the following: ←, →, ↓, L3, **L2**.

CHARACTERS and VEHICLES

Calypso has gathered the neighborhood's toughest kids in the hopes of relieving the boredom that's set in. But more importantly, he's hoping to see some of the fiercest, craziest brawls ever. Oh yeah, he's also looking forward to granting the winner one wish...he's expecting to get a big kick out of that.

Sweet Tooth

The youngest & the most mischievous of all the kids in the neighborhood! He enters the contest wanting a little ice cream.

Vehicle: Frosty Treats Ice Cream Truck

Beware of this ice cream truck's Special Weapon - a tasty, yet deadly, ricocheting frozen treat with auto target re-acquisition action! If Sweet Tooth misses the first time, watch out for the rebound!

Agent Stone

A young gentleman who fancies himself to be a British secret agent! He enters the contest undercover to bring an end to the bullying ways of Calypso!

Vehicle: Crimson Fury Sports Car

This red sports car's Special Weapon involves 3 flaming paper airplanes with deadly homing accuracy! But they don't just explode on impact, they'll set your car ablaze too!



Mr. Grimm

An overzealous youngster who is obsessed with Halloween! If he wins the contest, he wants Calypso to show him the portal to a mystical place where it is Halloween every day of the year.

Vehicle: Grimm's Stunt Motorcycle

Watch out for Mr. Grimm's Special Weapon – a pair of evil jack-o-lanterns launched straight ahead.



Mortimer

Mortimer is more concerned with solving math problems and performing science experiments than playing with the other kids. So it's not surprising that when Calypso steals his pet frog, Mortimer "willingly" enters the contest to win him back.

Vehicle: Shadow Hearse

Think your sister's dolls are scary? You obviously haven't seen Shadow's "scary action figure"! Once fired, it moves along the ground towards your opponent. If you want maximum damage, score a direct hit. But if you're going to miss, press the Fire Weapon button [**L2** button] to immediately detonate it. It won't cause as much damage, but it's better than nothing!



Vinnie and Bruce

Vinnie & Bruce, the tag team homeboys are in search of the ULTIMATE sound system and they think Calypso can show it to them. Will Calypso really show them the phattest sound?

Vehicle: Thumper Lowrider

That stereo in your room is nothing compared to Thumper's Special Weapon. Fire it and 3 ricocheting super sonic shockwaves will blare out towards your opponents. Plug your ears!



Officer Roberts

Little Officer Roberts enters the contest in search of justice for the neighborhood! He is out to put a stop to Calypso's bullying ways once and for all!

Vehicle: Outlaw Police Car

Equipped with the latest in law enforcement weaponry, Outlaw fires an electrocuting taser beam capable of latching onto nearby opponents. Once attached, rapidly pressing the Fire Weapon button [L2 button] will send jolts of punishing electricity while stealing some of your opponent's health!



Warthog

This little soldier is tired of being picked on by Calypso. After one last trip into the school trash can, he decided he's had enough. If it's a war Calypso wants, then it's a war Calypso's gonna get!

Vehicle: Warthog Off-road Assault Vehicle

Warthog fires off a barrage of 3 red, white and blue homing missiles.



Twister

This girl isn't exactly the brightest bulb in the pack, but she is one of the best drivers! She LOVES going fast (her car is the fastest in the contest) and enters the contest seeking the ultimate hi-speed ride!

Vehicle: Twister Race Car

Fire Twister's Special Weapon and watch as a spinning whirlwind captures opponents and whips them around until they rattle apart!



Slam

The oldest & tallest of the contestants, he enters the contest seeking revenge because Calypso had destroyed his tree house! This is one little construction worker not to be messed with!

Vehicle: Slam Construction Vehicle

This construction truck is ready to "deconstruct" its opponents. When close to opponents, press the Fire Weapon button [**L2** button] to grab them in the front loader's jaws and pound them into submission! Watch out for the earthquake created when Slam misses!



Spectre

This quiet & shy young boy enters the contest looking for his long lost father. Little does he know that there is some strange connection to a past contest...

Vehicle: Spectre Sports Car

Spectre's Special Weapon taps into the supernatural. Three little ghosts launch out and scare your opponents to death! Opponents beware, they can travel through objects for a limited time.



Hammerhead

This teen rocker wants nothing more than to be a hardcore rock star! If he wins, Calypso will make this wish come true!

Vehicle: Hammerhead Monster Truck

This monster truck is meant for crushing cars! Its tires can grow spikes and shred other cars to pieces. Get close to your opponents and press the Fire Weapon button [**L2** button] for car crushing action!



Billy Calypso (non-playable character)

Calypso's a rude, despicable boy, who only picks on the smaller kids in the neighborhood. A true bully to the core, he takes lunch money and extorts homework assignments. Calypso's the kid that everyone avoids at school and wishes he would get expelled or put in detention forever...now's your chance to get even!



TWISTER

Bonus Characters and Vehicles?

Rumor has it that Calypso's invited a few more kids from another neighborhood to join in the contest...but be careful, these kids are supposedly experts in RC car combat...do you think you can find them all?

BATTLEGROUND

Calypso's Small Brawl contest was designed to make use of some of his favorite hangouts. It seems that he's gotten a little tired of seeing them everyday and thought that a little remodeling was in order. Do you recognize any of these places?

Playground Peril

Calypso's been kind enough to take over one of the local playgrounds for you to battle in. The jungle gym in the center is perfect for hurling bottle rockets at opponents below and your RC car's just heavy enough to ride the seesaws.

Carn-O-Maul

Hey, the Bumbling Brother's Carnival is in town! House-O-Mirrors - been there. Super Slide - done that. Coaster of Death - last year's news. But you've never been to the Carn-O-Maul and it seems like it's a good place for some down and dirty RC car combat. Just watch out for the Saw Blade-O-Doom!



Easy Death Oven

Your mom asked you to watch the plumber fix the kitchen sink. But the poor guy looks like he's stuck under there! Whatever you do, just avoid the hot stove. Your RC car's plastic probably won't stand up to the heat very well.



Minigolf Mayhem

Wish you could be the best professional golfer around? Well everyone has to start somewhere and what better place than the miniature golf course? But this isn't your ordinary course. Watch out for the erupting volcano, protruding spikes and other jungle-themed obstacles.



Meat Your Maker

Ever fancy hanging out in a meat locker? Here's your chance! It seems that the local grocery store has left the freezer door open and you just so happened to find it. But if you didn't know this, a meat locker's a dangerous place to be. A word of advice - you might want to steer clear of the meat grinders at the end of the conveyor belts. They tend to chew things up a lil' bit.



Gridiron Gore

It's halftime at the high school football stadium, so the stadium's packed with fans! Groundskeeper Joe has been waiting all day to mow the lawn. Unfortunately, it seems that he has fallen asleep at the wheel. Watch out for his runaway lawn mower and try to keep the football field free of tire tracks.



Tree Top Rumble

A big battle's going to take place in the trees above. Be careful not to fall off or get pushed off the walkways. If luck's on your side, your car will land on the trampoline in the center and bounce right back into the action. But if you miss it, it's a long drop to the bottom and your RC car's not strong enough to survive the fall.



Now Slaying

Your favorite movie house has decided to show a boring love story and it's got you sick to your stomach! What happened to all the great horror and action flicks from last summer? Well it's intermission time, so it's the perfect time to clean up this theater before it shows any more mushy movies!



CREDITS

INCOG INC. ENTERTAINMENT

Executive Producer
Scott Campbell

Producer
Mike Bartholomew

**Lead Designer/
Art Director**
Dave Goodrich

Game Programming
Mike Bartholomew
Konrad Behrens
J. Scott Edwards
Karl Graham
Nathan Martinez
David Robinson
Jess Walker

**Additional Game
Programming**
Mike Badger
John Crocker
Steve Poulson
Randy Zorko

Software Consultant
Lunt 3D Consulting

Concept Artist/2D Artist
Lori M. Hollifield

3D Graphic Artists
Daniel R. Green
Matthew Harrison
Chad Liddell
Karl Loveridge

Additional 3D Graphic Art
Benjamin Harrison

Project Coordinator
Angelic Quintana

Production Assistant
Raimee Hunt

Test Lead
Mike Snow

Tester
Daniel Kuhn
Ben Bartholomew

Network Administrator
Mike Schmidt

Special Thanks

Argonaut Films, Origin Studios Inc., Big Idea Music, Shuhei Yoshida, Allan Becker, Digital Artists Mangement, Spouses/Significant Others and families of the development team.



**SONY COMPUTER
ENTERTAINMENT
AMERICA
PRODUCT
DEVELOPMENT**

Producer
Linda Jo

Game Director
Steve Ceragioli

Creative Director
Mike Giam

Concept Art
Lee Wilson
(Famous Frames)
Martin Mercer
(Merciful Designs)

Additional Concept Art
Steve Ceragioli

Audio Director
Buzz Burrowes

Music Director
Chuck Doud

**Director of
Product Development**
Allan Becker

VP Product Development
Shuhei Yoshida

Senior Producer
Barbara House

Technical Director
Jon Steele

Production Coordinator
Jessica Brunelle

Sound Design
Tommy Tallarico Studios

Original In-Game Music
Mike Reagan and
Gregory J. Hainer of
SCORPIO Sound, LLC

Additional In-Game Music
Riptide Music, Inc.

Intro & End Movies

Production
Argonaut CG Films

Stories
Steve Ceragioli
Mike Giam
Dave Goodrich
Benjamin Harrison

Storyboards
Martin Mercer
(Merciful Designs)

**CG Modeling
and Texturing**
Viewpoint

CG Animation
Mitch Stevens,
Maggot Angyle

Music & Sound
Big Idea Interactive

**Post Production
Video Production Artist**
Aaron MacFarland

**First Party
Quality Assurance**

Director
Michael Blackledge

Senior Manager
Ritchard Markelz

Technology Manager
Kevin Simmons

Lab Technician
Vince Loughney

Project Manager

Nicole Nokes

Project Coordinators

Fred Dodson

Eric Ippolito

Core Manager

Mike Veigel

Usability Manager

Doug Damron

Supervisor

Adrien Langlois

Core Lead Analyst

Kyle Zundel

Lead Analyst

Aly Farrow

Usability Lead Analyst

Vernon Mollette

Analysts

Carlos Chang

Max Clauss

Philippe Conway

Chris DePuydt

Gary Fisher

Armando Garcia

Rick Kane

Nick Louie

Nick Moya

Conrad Noche

Joe Price

Monty Rimorin

Ben Skelton

Jabari Sims

Scott Taylor

Kirk Watson

Jason Yarnell

Special Thanks

Kaz Hirai

Scott Campbell

Angelica Quintana

Dave Jaffe

Tanya Page

Doug Kelley

Shannon Studstill

Alexander Stein

Tobin Russell

Scott McMahon

Chuck Meyers

Sandy Geary

Joey Kuras

Ara Demirjian

Marion Metz

Stacey Ceragioli

Bingo

Taku Imasaki

Masa Ogawa

Mr. & Mrs. Matt Vincent

TMA (especially Mortimer,

EvilEd & Nightshade)

The Toygodd

Talker

Matthew Short

Patricia Giam

Connor and Travis

Tianyi Han

**SONY COMPUTER
ENTERTAINMENT
AMERICA
MARKETING**

**Senior Manager,
Product Marketing**

Susan Nourai

**Product Marketing
Specialist**

Grant Luke

Public Relations Manager

Charlotte Panther

**Creative Services
Manager**

Quinn Le

**Director, Product
Marketing**

Ami Blaine

Director, Promotions

Sharon Shapiro

Director, Public Relations

Molly Smith

**Director, Direct &
Online Marketing**

Steve Williams

Director, Creative Services

Ed DeMasi

**Vice President, Loyalty &
Channel Marketing**

Marilyn Weyant

Senior Vice President

Andrew House

SCEA Marketing Team

Janeen Anderson

Donna Armenton

Shelley Ashitomi

Josh Bingham

Ryan Bowling

Omar Brodrick

Marv Cabanero

Karen Calura

Tina Casalino

Jesse Caid

Lori Chase-Nardi

Aimee Duell

Ron Eagle

Blair Elliot

Allan Frankel

Michele Freeman

Peggy Gallagher

Sheri Hockaday

Darren Horwitz

Ted Jalbert

Bob Johnson

Jennifer Jones

John Koller

Chuck Lacson

Johanna Legarda

Ed Loonam

Marie Macaspac

Troy Mack

Natasha Mirosnkoff

Letha Moore

Dayton Paiva

Jonathan Ries

Maggie Rojas

Tracy Ryder

Patrick Seybold

Sarai Sequeira

Jack Siler

Noel Silvia

Cyril Tano

Mary Thomas

Jamie Tica

Mark Valledor

Ben Wallace

Kim Yuen

**Packaging &
Manual Design**

Origin Studios, SLC

Special Thanks

Mark Alice
John Aspinwall
Gary Barth
Carisa Bianchi
Nathan Bosia
Sevda Bulut
Pele Burgess
Claudette Castillo
Jeannine Deming
Christine DeNezza
Brian Dimick
Scott Duchon
Butch Freedhoff
Jerry Gentile
Brian Hale
Kaz Hirai
Jeff Hutchinson
Julie Iverson
Ian Jackson
Grace Kao
Julian Katz
Kenneth Law

Rich LaRocca
Melissa Lowe
Lisa Lurger
Michelle Manahan
Kaytie Mandell
Sam Messler
Christine Mouchamel
Glenn Nash
Susan O'Driscoll
Frank O'Malley
Michael Panico
Doug Mukai
Mike Meyers
Amanda Peters
George Richard
Debra Robins
Rick Rooney
Riley Russell
Jack Tretton
Saul Villegas
Joe Ward
Richard Watts
Alana White
Jim Williams
Lew Willig
Zugara



Need more "Twisted Metal?"

Get your hands on these Twisted Metal Greatest Hits to complete your collection!



Twisted Metal is a registered trademark and 989 Studios and the 989 Studios logo are trademarks of Sony Computer Entertainment America Inc. © 1995 -1999 Sony Computer Entertainment America Inc. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc.

Limited Warranty

Sony Computer Entertainment America (SCEA) warrants to the original purchaser of this SCEA product that this software is free from defects in material and workmanship for a period of ninety (90) days from the original date of purchase. SCEA agrees for a period of ninety (90) days to either repair or replace, at its option, the SCEA product. You must call 1-800-345-SONY to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the SCEA product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SCEA.

ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SCEA BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SCEA SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.



PS one™ LCD Screen

Wish you could play
TWISTED METAL: Small Brawl™
at all your favorite hangouts?

Get the LCD Screen (for PS one™)
and take your PS one game
console almost everywhere!

wherever,
whenever,
forever.



PS one™



"PlayStation" and the "PS" Family logo are registered trademarks and PS one is a trademark of Sony Computer Entertainment Inc. The Sony Computer Entertainment logo is a registered trademark of Sony Corporation.

* LCD screen for PS one sold separately. Screen shows simulation of actual game play.