PlayStation®

NTSC | U/C

PlayStation®

EVERYONE

CONTENT RATED BY ESRB

SLUS-01074
26414-0970

TYCO® R/C

ASSAULT WITH A BATTERY™

MATTEL INTERACTIVE™

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.

USE OF UNOFFICIAL PRODUCT:

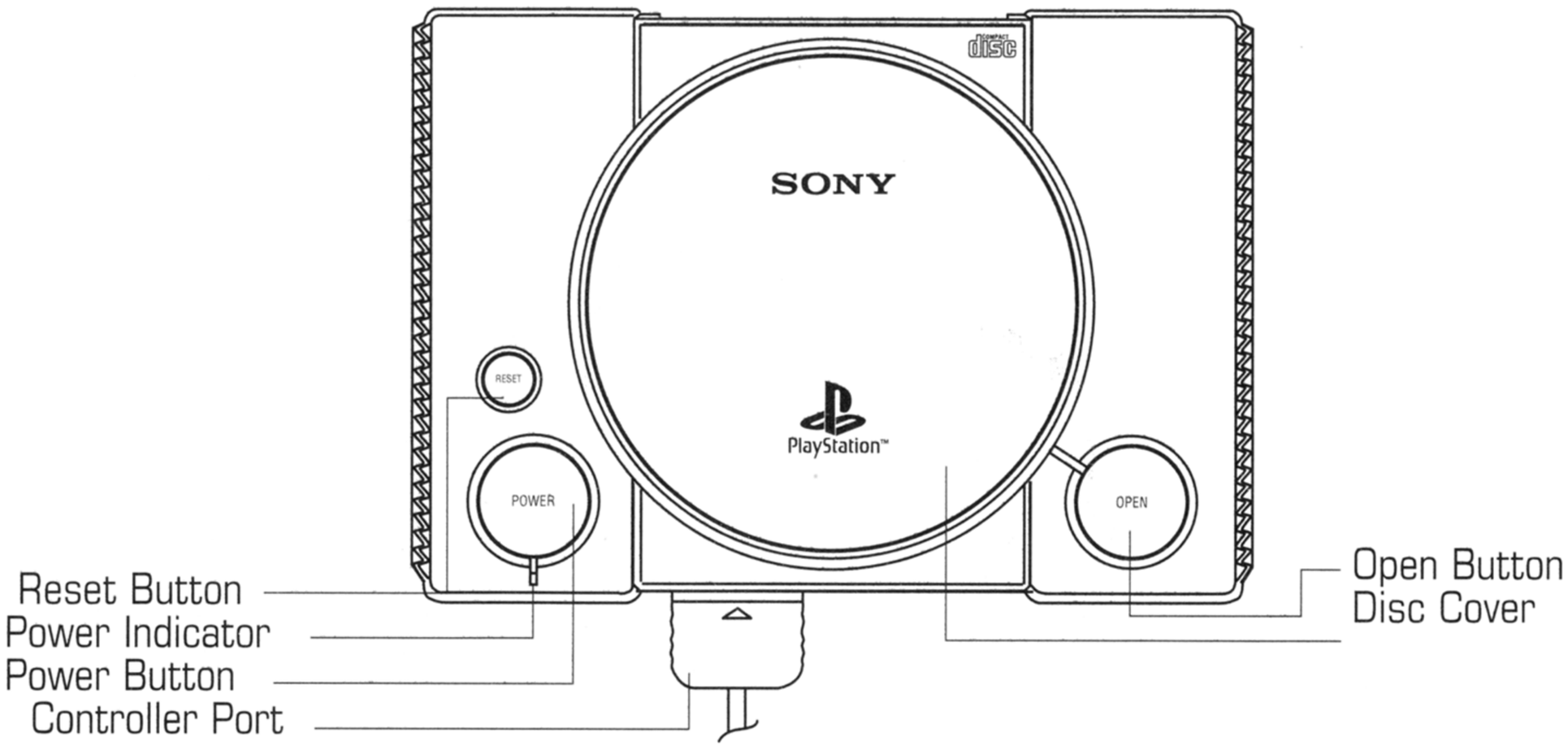
The use of unofficial product or peripherals may damage your PlayStation game console and invalidate your console waranty.

HANDLING YOUR PLAYSTATION® DISC:

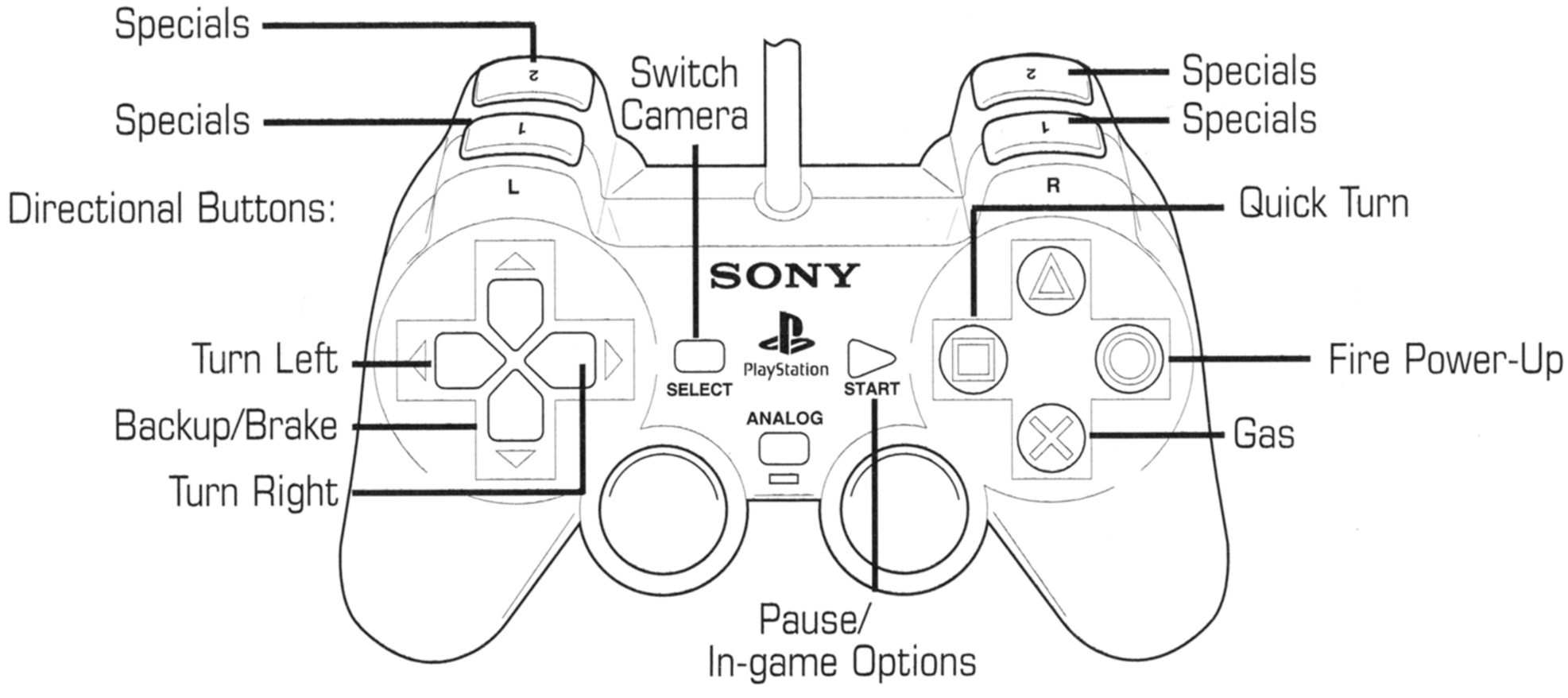
- This compact disc is intended for use only with the PlayStation® game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact 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.

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- Set up your PlayStation® game console according to the instruction manual.
- Make sure the power is off before inserting or removing a compact disc.
- Insert the Tyco® Assault with a Battery™ disc and close the disc cover.
- Insert game controller(s) and Memory Card and turn the PlayStation game console on.
- Follow the on-screen instructions to start a game.



GAME CONTROLS

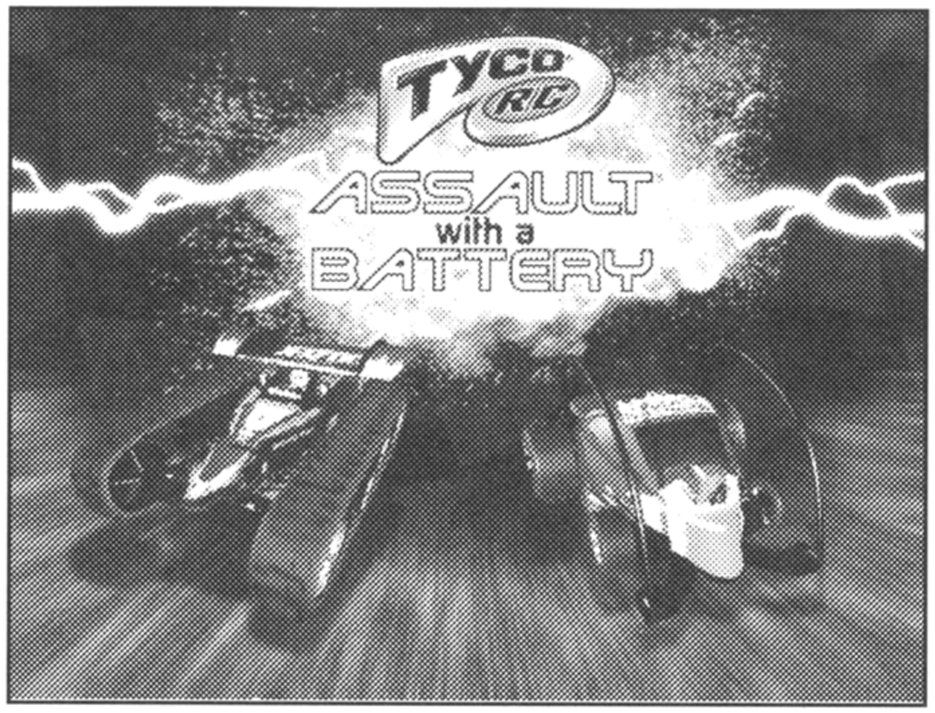
The default controller configuration is shown here. All references to button selection in this manual refer to the default controller configuration.

Tyco® Assault with a Battery™ supports the DUALSHOCK™ analog controller. When the Analog button is on, the left analog stick works the same as the directional buttons.

To select menu options, use the directional buttons up/down to navigate through the menu options, highlight the desired option, and press the X button to accept. Screens without menus will list buttons to press at the bottom of the screen.

START THE CRASHING & BASHING!

The object of the game is to crash and bash your way through hazard-filled environments. All the real-world excitement and fun of remote controlled cars is not just in the street anymore. Smash and bash your way through places like a forest filled with massive trees and crashing waterfalls. Wherever you go, unexpected obstacles pop up and demand unprecedented driving skill. Grab power-ups along the way that turn a remote controlled car into a demolition derby mobile! Just like at home, you'll have to keep your car charged up with power or get knocked out of the race. Get super-charged with bonus power and watch your power-ups become even crazier! Every one of the R/C cars has unique abilities. Unlock bonus cars and levels by winning the game in Tyco® Challenge mode. There can be up to four cars on-screen at one time for smash and bash car-nage!



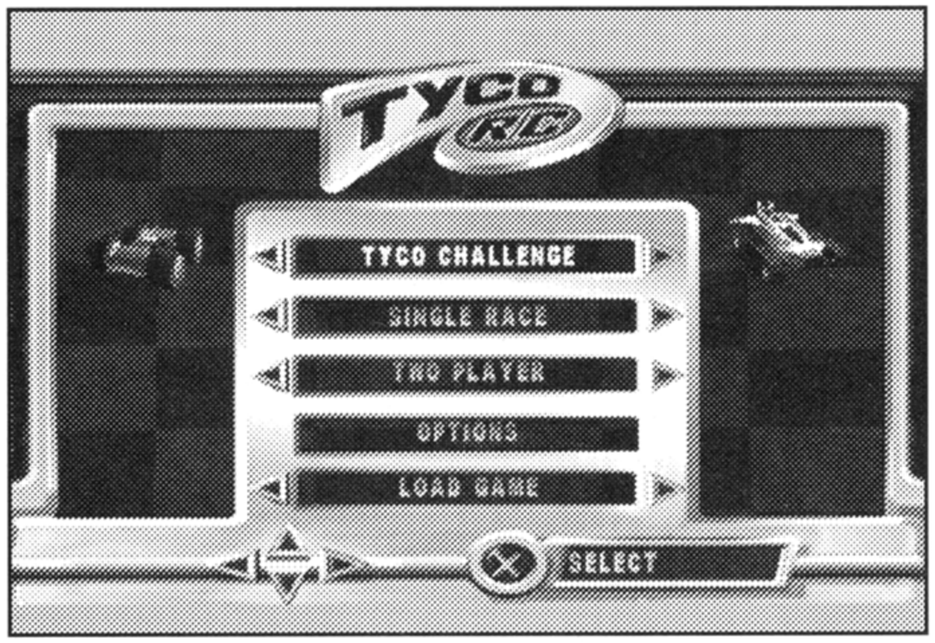
GAME MODES MENU

Begin by choosing either the **6.0V Jet Turbo Starter** or the **9.0V Jet Turbo Master**. In Starter mode, the cars accelerate and drive normally. In 9.0V mode the R/C vehicles move much faster. Use the **directional buttons** to highlight, then press ✕ to select. You will then go to the Game Modes menu.



MAIN MENU

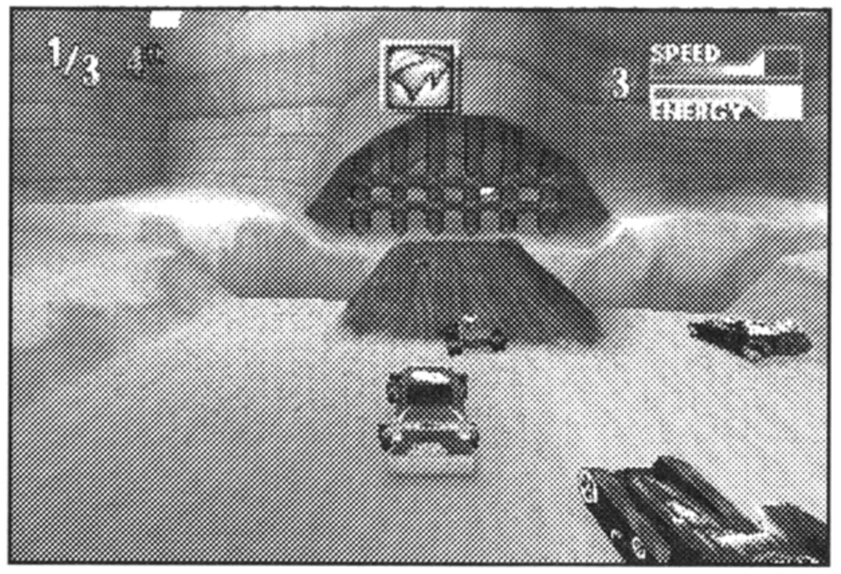
Select **Tyco® Challenge**, **Single Race**, or **Two Player** to get right into the match! Select **Options** to go to the Options menu. Select **Load Game** to load a game from a Memory Card.



MODES OF PLAY

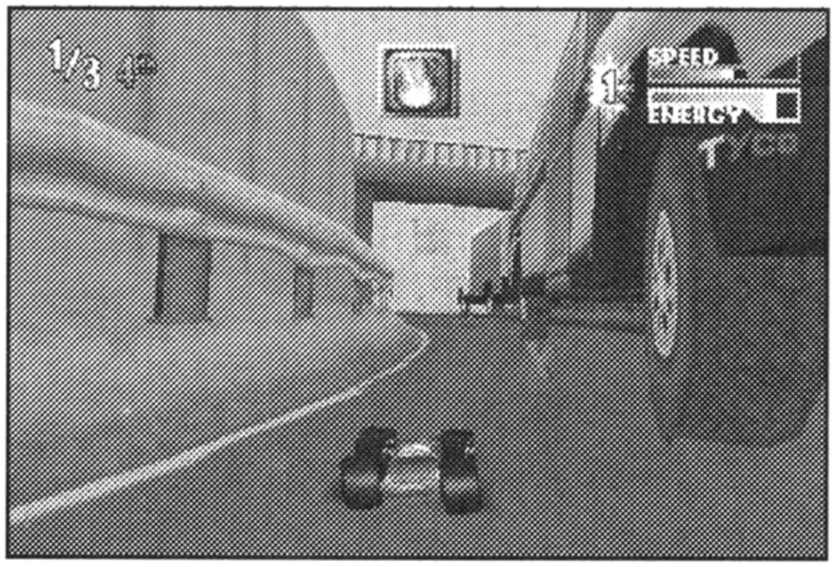
Tyco® Challenge

Compete against three other R/C cars in a series of eight outrageous tracks. In order to progress to the next track, you must win the first one. Each area is more difficult than the last and the other R/C cars get more and more aggressive. By level eight you'll need to know all the tricks and power-ups to be able to beat them. Your progress through Challenge mode will be rewarded with secret R/C cars and additional tracks.



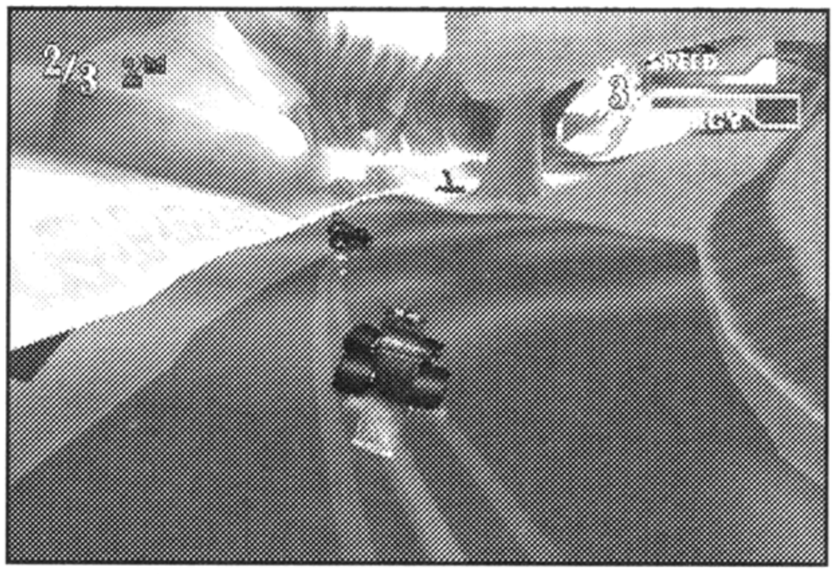
Hidden Mode—Collect Tyco® Mode

Once you have unlocked Collect Tyco® mode, you can race through the tournament again and receive new rewards. But there's a catch. You must place first and collect the letters T, Y, C, and O in order to win the race.

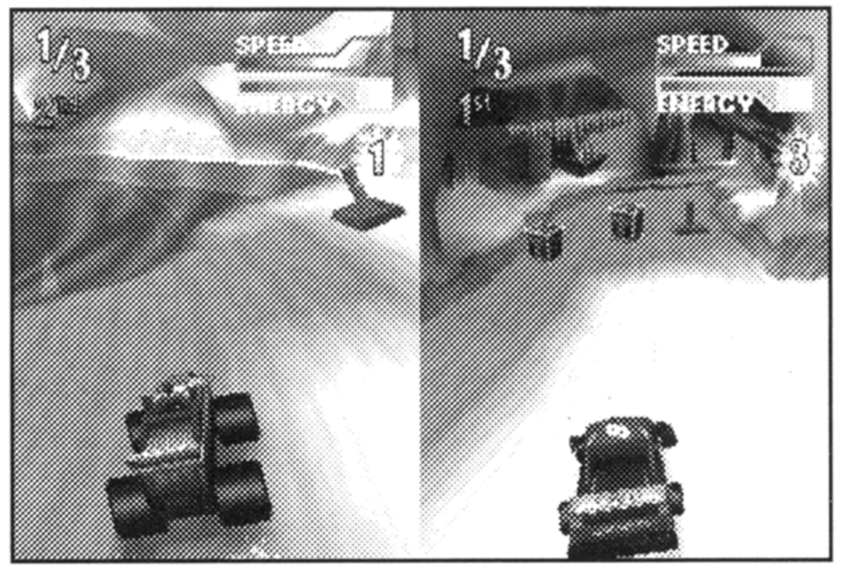


Single Race

Select your favorite R/C car and a track to instantly get into the action. This is a good place to start practicing for Challenge mode. The game begins with four available R/C cars and three tracks. Open up more vehicles and tracks in Challenge mode.

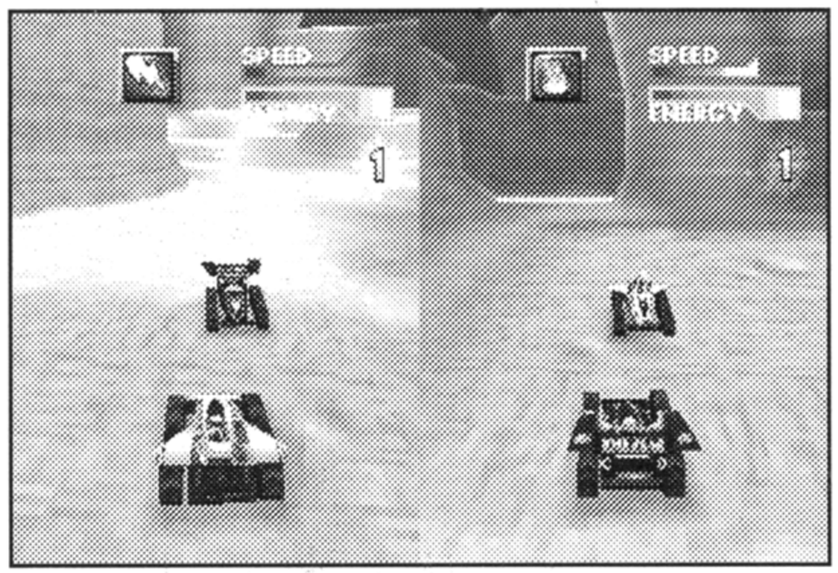


Two-Player



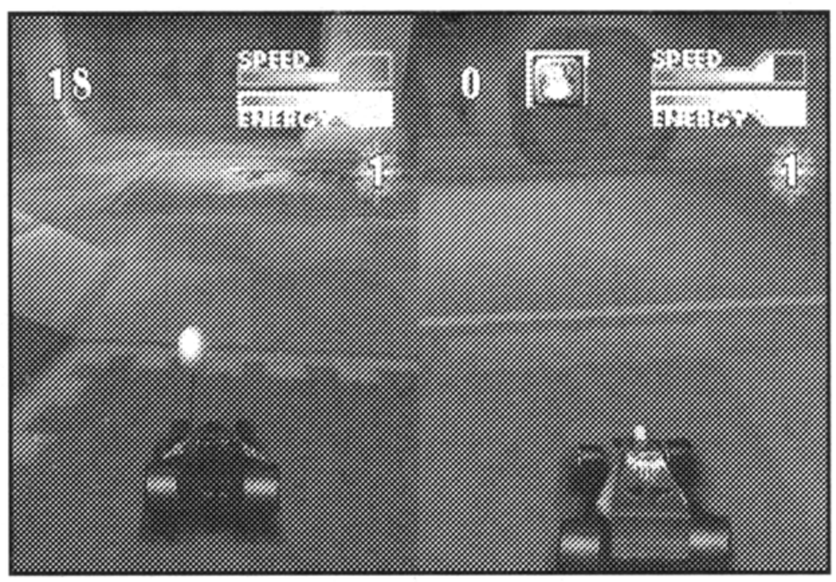
There are four ways that you and a friend can bash each other up on all the environments. The first is two-player split screen. Player one chooses his or her R/C vehicle first, and then player two. Choose the environment and battle your way to the finish line.

Battle



You can select Battle mode on the Game Modes menu by using the directional buttons up/down to select **Two Player**, then the directional buttons left/right to select **Battle**. The object of Battle mode is to reduce your opponents charge power to zero. Do whatever you can to drain your opponent's power and knock them out of the race!

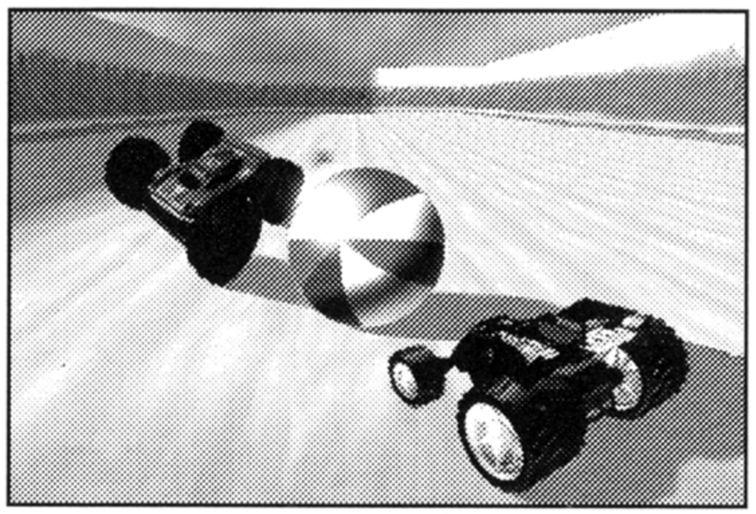
Capture "IT"



Select Capture It by using the directional buttons left/right to play a game of keep-away. Grab the "IT" power-up and keep it away from your opponent. The longer you hold the "IT," the more points you get. Whoever gets 100 points first, wins!

Hidden Mode—Soccer

Welcome to the Tyco® Stadium. In the hidden Soccer mode, it's you against a friend playing to see who can score five points. Bounce the ball into the goal post to score a point.



UNLOCKING HIDDEN TRACKS AND CARS

Unlock tracks and cars by winning the levels in your selected R/C car.

USING SECRET CODES

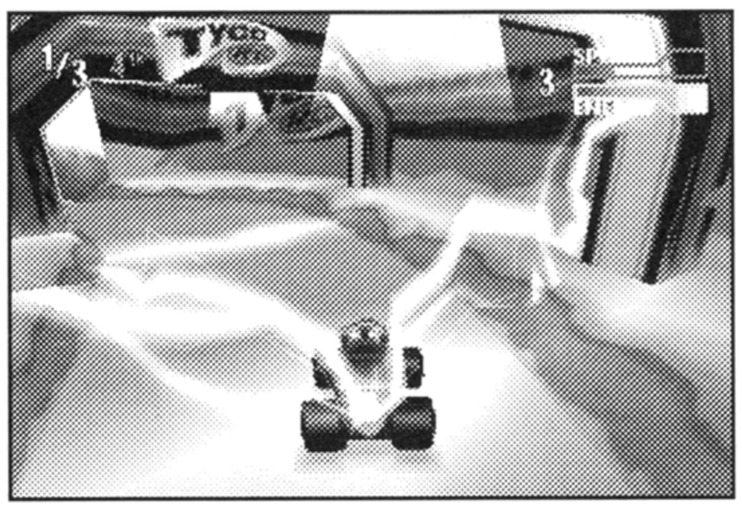
Press □ and O at the same time to input a secret code. Secret codes are secret. Only skilled players find them.

CHARGING UP

In order to stay on the road, you have to keep your car charged up. Same as with a real-life R/C vehicle, low batteries mean the end of the contest! In Tyco® Assault with a Battery™, you begin each level with a full charge. The charge meter on screen will show the level of charge at all times. As you get blasted by power-ups, you lose charge.

Low on power? Keep your R/C car charged up by going to the Charge Station and by picking up Quick Charge power-ups. Use of the Electro Zapper will take power from other cars and add it to you.

CHARGE STATIONS



Located in each level is the Charge Station. Just veer off of the track into the Station and your R/C vehicle will get fully recharged. You also get an additional R/C car special each time you drive through the Charge Station. The one drawback is that you get slowed down while you're inside the charge area.

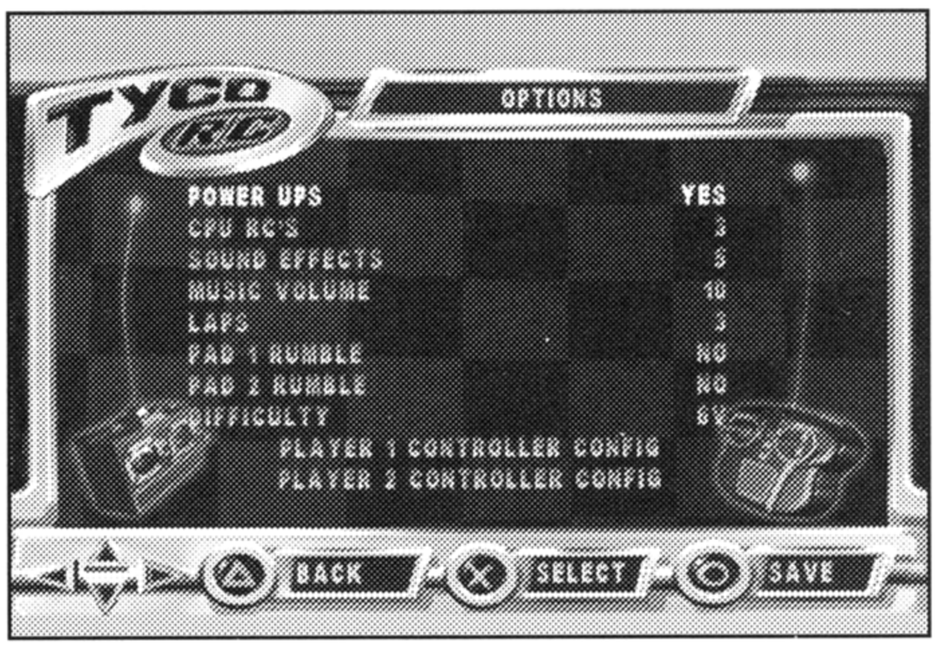
SUPER CHARGE

Get Super Charged by picking up Quick Charge power-ups and using the Electro Zapper when your R/C vehicle is already fully charged. A Super Charged R/C vehicle is more powerful and your power-ups become more powerful. Hit another vehicle when you're Super Charged and send it flying!



OPTIONS MENU

Select **Options** from the Main menu to go to the Options menu.



Power-ups: Choose On or Off depending on whether or not you want to use power-ups in your games.

Number of CPU R/C Cars: You can select from one to three CPU-controlled R/C cars to be on the screen with you. Choose one car for an easier game. Choose three cars for a challenge. This option is available only in Single Race mode.

Sound Volume: Set the sound effects volume where it's comfortable for you.

Music Volume: Set the music volume to what sounds right.

Lap Amount: Select the number of laps you want per track. This option is available only in Single Race mode.

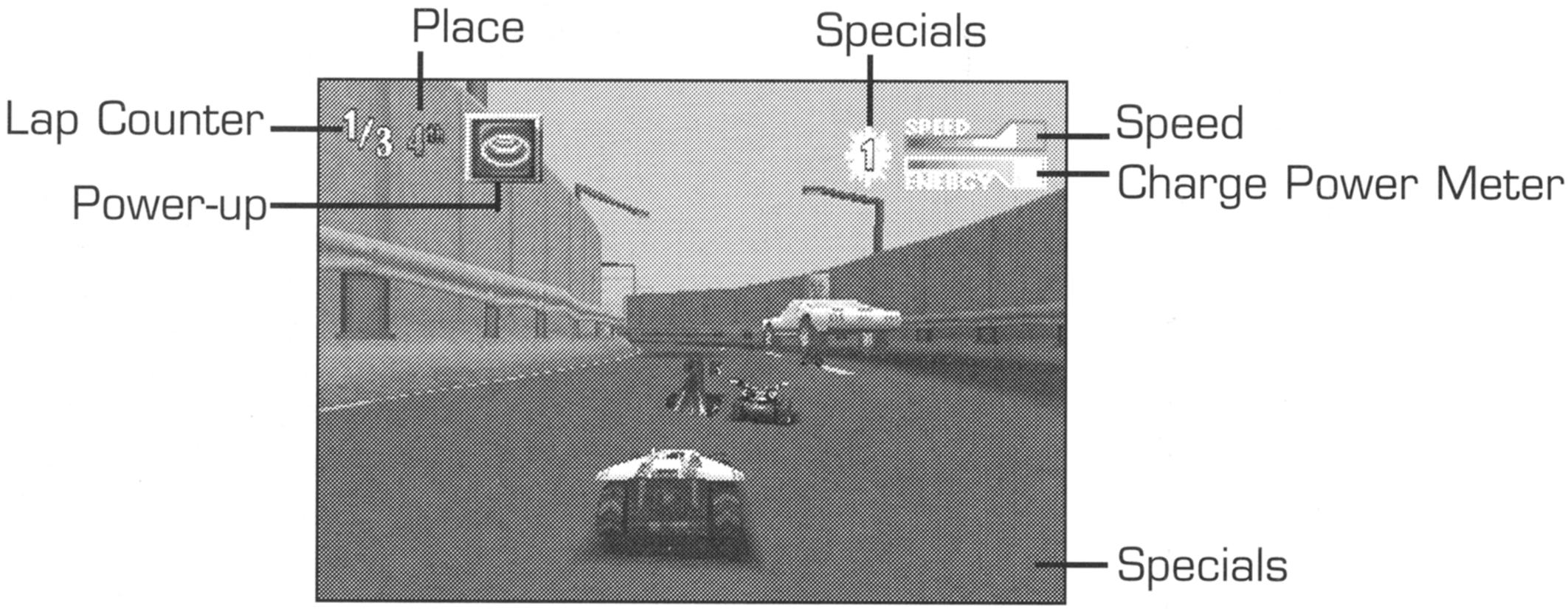
Rumble: Turn rumble On or Off to use with your DUALSHOCK™ analog controller.

Controller Configuration: There are four different controller configurations to choose from. There is even a traditional R/C car control method that lets you use both the analog sticks to control your R/C car.

Exit: Select Exit to leave the Options menu and go back to the Main menu.

Restart: Select Restart to begin your last game again.

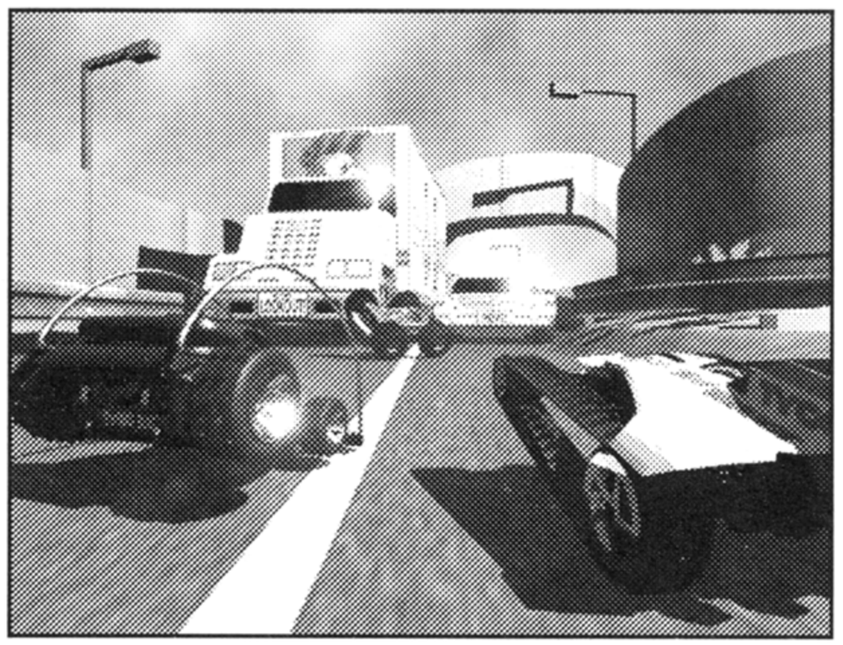
MAIN GAME DISPLAY



LEVELS

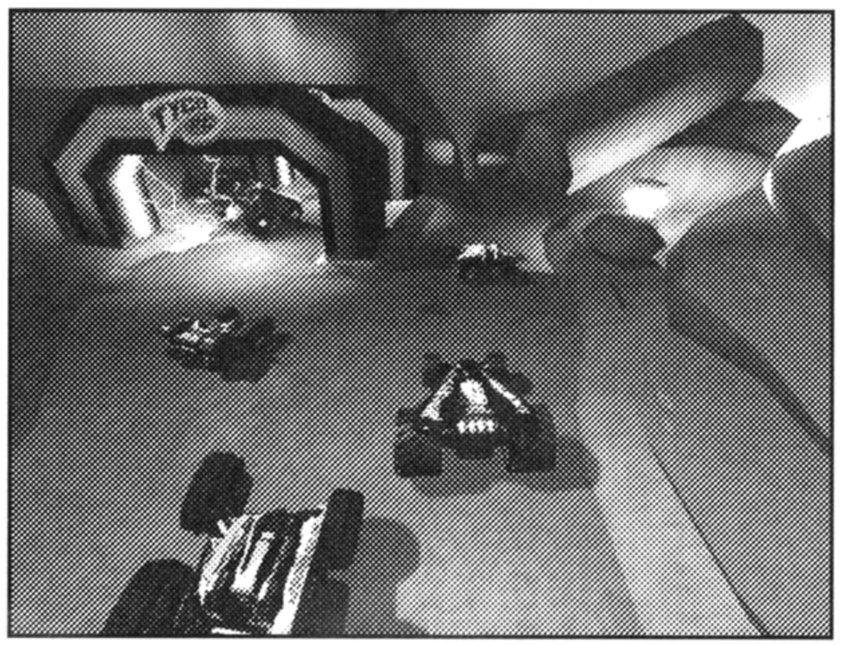
FRANTIC FREEWAY

Face a wild ride on the streets where full-size cars don't watch where they're going! Half the battle is avoiding the tires which can mash you flat. Step on it when you maneuver around moving cars.

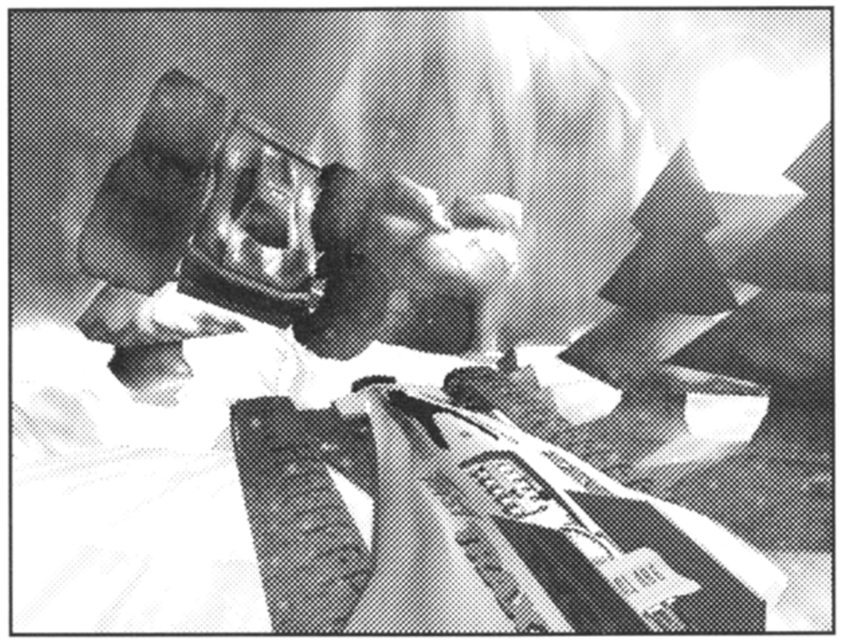


WILDWOOD CREEK

Wildwood Creek is inhabited by beavers and lots of other wild creatures. The beavers gnaw on the trees to make their homes, so watch out for falling logs! There's a very dangerous bridge that's not really made for driving on, but it could hold your weight and it makes a good shortcut. These woods have been used for a lot of years, so sometimes you can find stuff left over by hunters and who knows who. Maneuver around the rocks and boulders because they can slow you down.



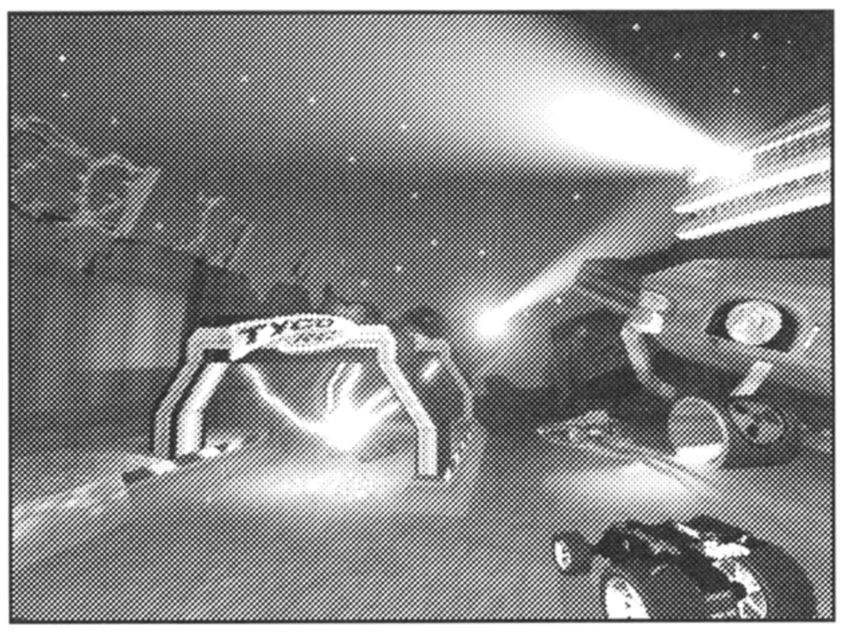
AVALANCHE ALLEY



Another snow-packed level where you have to watch out for avalanches! Be sure to explore the ice caves, caverns lit from within by the glow of crystals. Sharp pointed stalactites hang from the ceiling, created by centuries of dripping water. But eventually, the base of the stalactite can't take any more weight and it falls to the ground, impaling anything beneath it.

And there's a reason Avalanche Alley got its name. The danger of snowslides here is very high. When the snow begins to fall, it'll take out everything in its path! And an interesting phenomenon has been known to occur in the Alley. Waterspouts can burst forth from the ground, instantly freezing your R/C vehicle into curiously-shaped blocks of ice.

JOE'S JUNKYARD



A junkyard is always a great place to explore. Broken down cars of all shapes and sizes tower above the track. Some of the hazards here are fierce, like a giant crane magnet designed to pick up whole cars and drop them into the crusher. There are also puddles of oil all over and loose tires rolling around. Watch out for the cans of toxic waste! Those dangerous chemicals are a serious fire hazard.

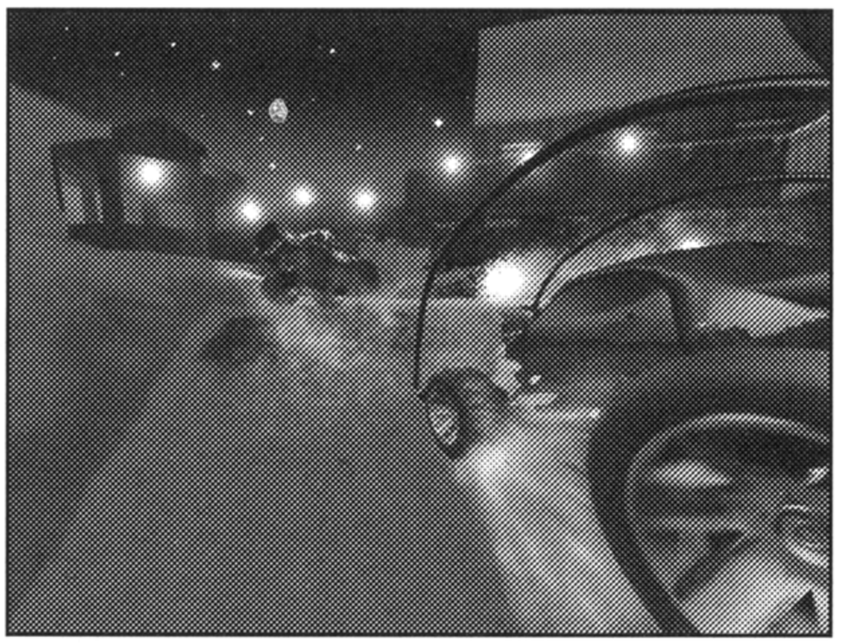
MIDNIGHT RUN

It's the middle of the night but traffic is still crazy! Maneuver your way around fast-moving cars whose drivers definitely don't see you. They'll crush your R/C vehicle and not even know it!



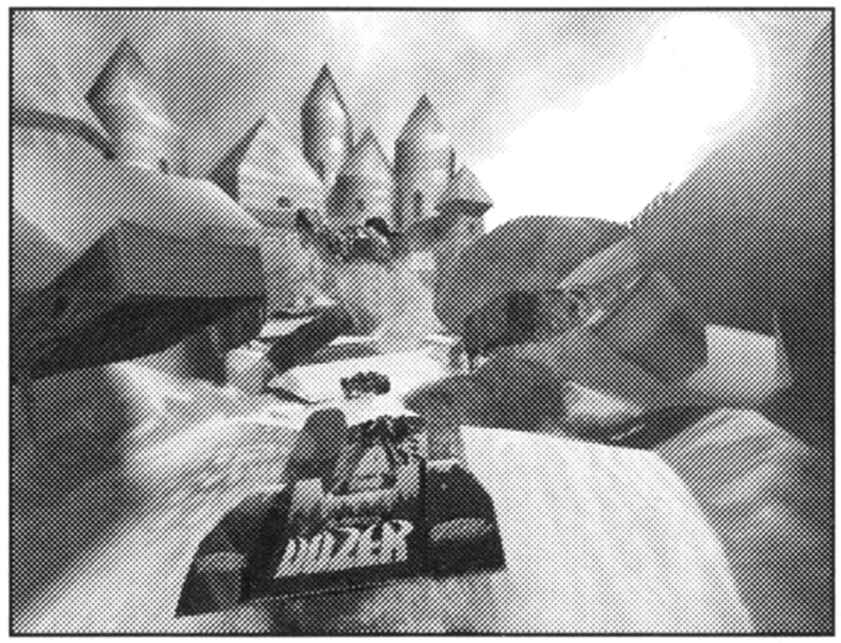
PINEPEAK LODGE

Pinepeak Lodge is a cozy ski retreat nestled in the mountains. The freezing environment is full of snowy trenches and frozen puddles of water. Icicles cause a great hazard because they can crush your R/C car or freeze it into a block of ice. An old mining shed has been destroyed by the harsh winter weather, exposing some ancient crates of dynamite. Hit 'em right and they could explode! So watch out!



RIPTIDE BEACH

A sunny day on the beach is a great place to test out Tyco® R/C vehicles' off-road power. Race around a sand canyon, through a sand castle, and past all kinds of gear on the beach. A beach ball is loose, bouncing around the track creating a big fat hazard! And whoever built that sand castle must have been quite an engineer, because it has a fully functional gate that can completely block your car! Avoid the soda cans that are flying all over the place from a fallen cooler.



CAMP WILDWOOD

Zoom down a dirt trail watching out for angry bees and avoiding falling boulders. Drive inside logs and through thick mud. Watch out for the creek! Sometimes the water swells and the powerful current can sweep away anything in its path. There are also huge boulders that can tumble into the path of your R/C car or even fall on top of you with crushing force.



TYCO® R/C CARS

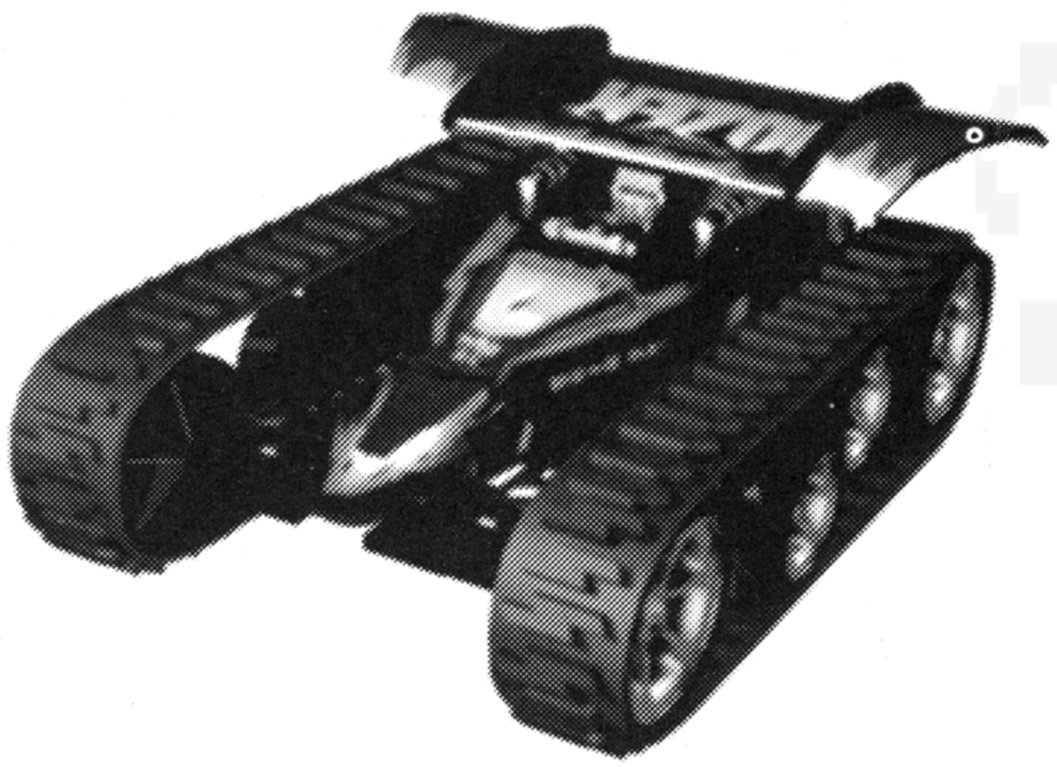
NITRO DOZER™

The Nitro Dozer transforms into a snub-nosed bulldozer to break through any obstacle. In regular form, the Nitro Dozer is full of speed and powerful spins. The treads move through rough terrain like it's not even there. In dozer form, the vehicle slows down but packs a powerful punch. Hit another car with the Nitro Dozer and see what happens!

Statistics:

Normal Mode		Dozer Mode	
Acceleration:	**5**	**Acceleration:**	**2**
Speed:	**70**	**Speed:**	**50**
Charge Power:	**100**	**Charge Power:**	**100**
Turning:	**3**	**Turning:**	**2**
Collision:	**7**	**Collision:**	**10**
Power:	**7**	**Power:**	**10**

Special Ability:	**Transformation**
Controller Command:	**R1 + L1**
Charge Power Cost:	**5**
Hidden Special Ability:	**Spinner**
Controller Command:	**R1 + R2**
Charge Power Cost:	**10**

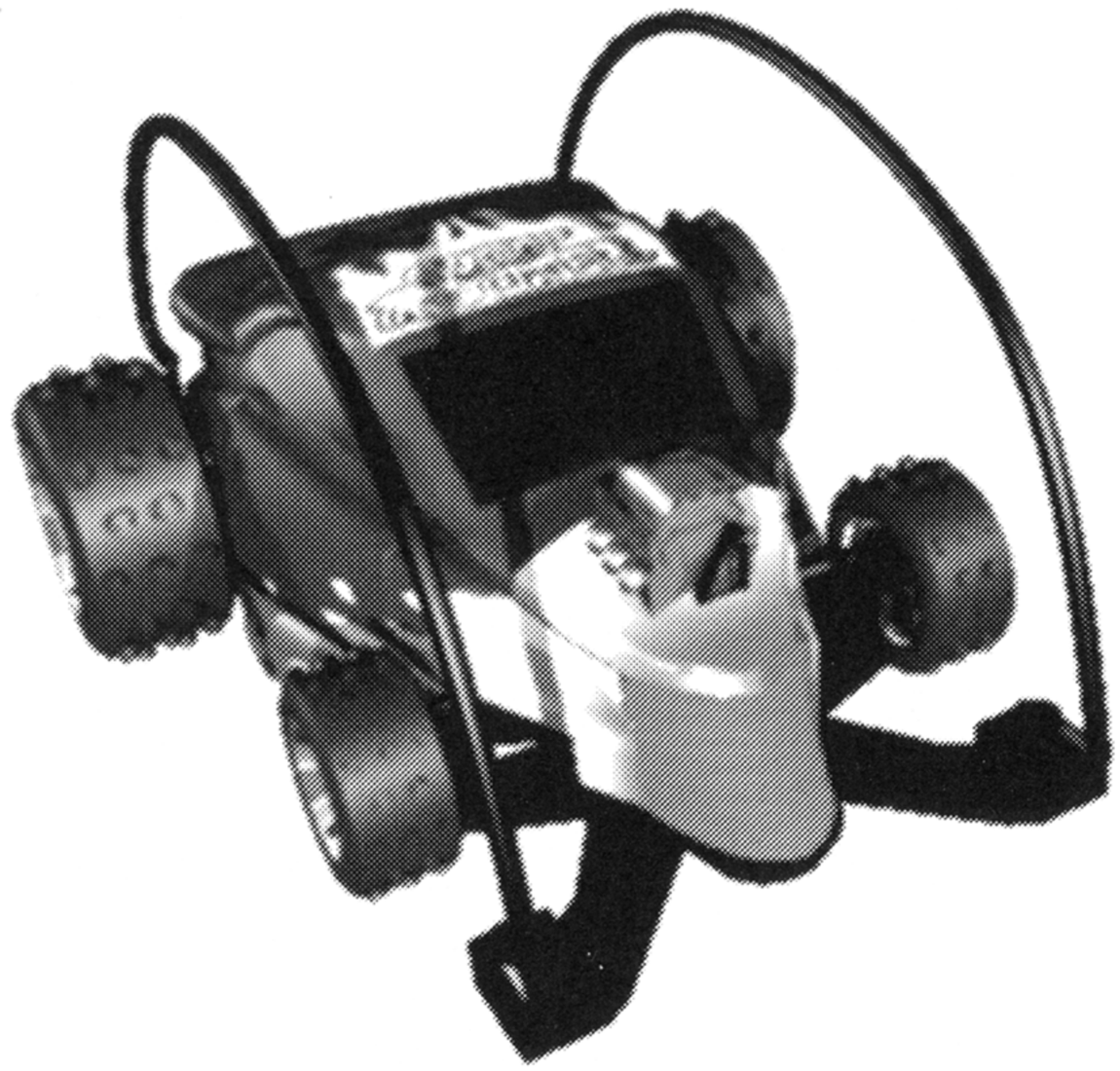


HOT ROCKER™

The Hot Rocker rolls right over obstacles like they're bumps in the road. Pop a wheelie in this bad boy to get a quick burst of speed! Don't be afraid to crash and bash with this puppy!

Statistics:

Acceleration:	**Fast**
Speed:	**Fast**
Charge Power:	**Low**
Turning:	**Fast**
Collision:	**Poor**
Power:	**Low**
Special Ability:	**Roller**
Controller Command:	**R1 + L1**
Charge Power Cost:	**5**
Hidden Special Ability:	**Wheelie**
Controller Command:	**R2 + L2**
Charge Power Cost:	**20**

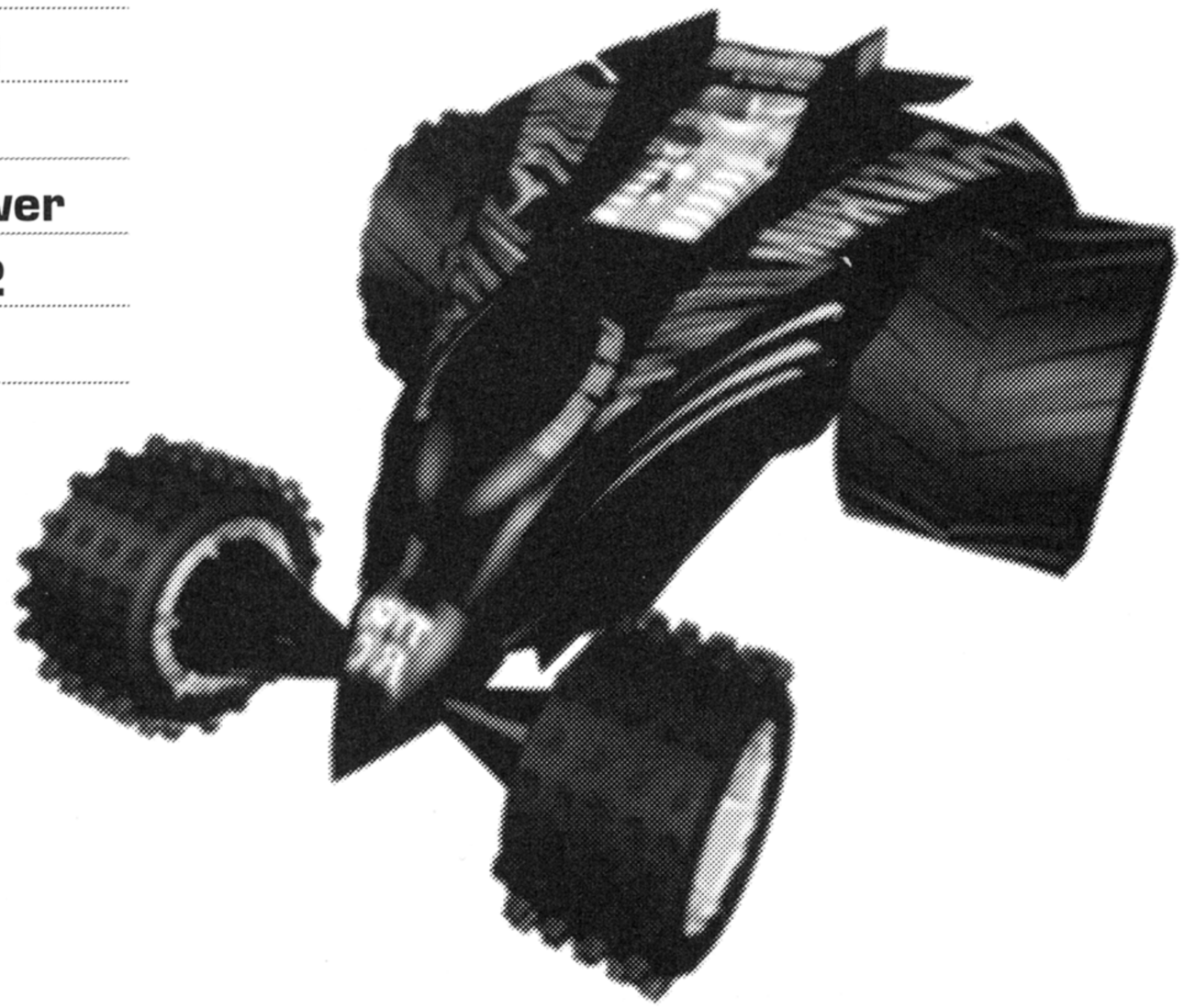


TANTRUM®

Let out your road rage in Tantrum! This piece of machinery is definitely NOT street legal! Tantrum has a spinning axle on the front designed to cause mega damage to other cars. The axle does double duty, flipping Tantrum back upright if it's upside down. Activate the axle to let loose an energy boost.

Statistics:

Acceleration:	**Average**
Speed:	**Average**
Charge Power:	**Good**
Turning:	**Fast**
Collision:	**Average**
Power:	**Average**
Special Ability:	**Axle Spinner**
Controller Command:	**R1 + L1**
Charge Power Cost:	**10**
Hidden Special Ability:	**Emer. Power**
Controller Command:	**R2 + L2**
Charge Power Cost:	**15**



RECOIL™

Unleash the lethal Recoil! This crazed R/C car can turn into a spinning tornado with psychotic damage potential. With a 4X4's off-road prowess and the personality of a Tasmanian devil, a spinning hit from Recoil will knock other vehicles off the road and into the air!

Statistics:

Acceleration:	**4**
Speed:	**80**
Charge Power:	**110**
Turning:	**5**
Collision:	**8**
Power:	**8**
Special Ability 1:	**Tornado Spin**
Controller Command:	**R1 + L1**
Charge Power Cost:	**10**
Special Ability 2:	**Power Vortex**
Controller Command:	**R2 + L2**
Charge Power Cost:	**15**

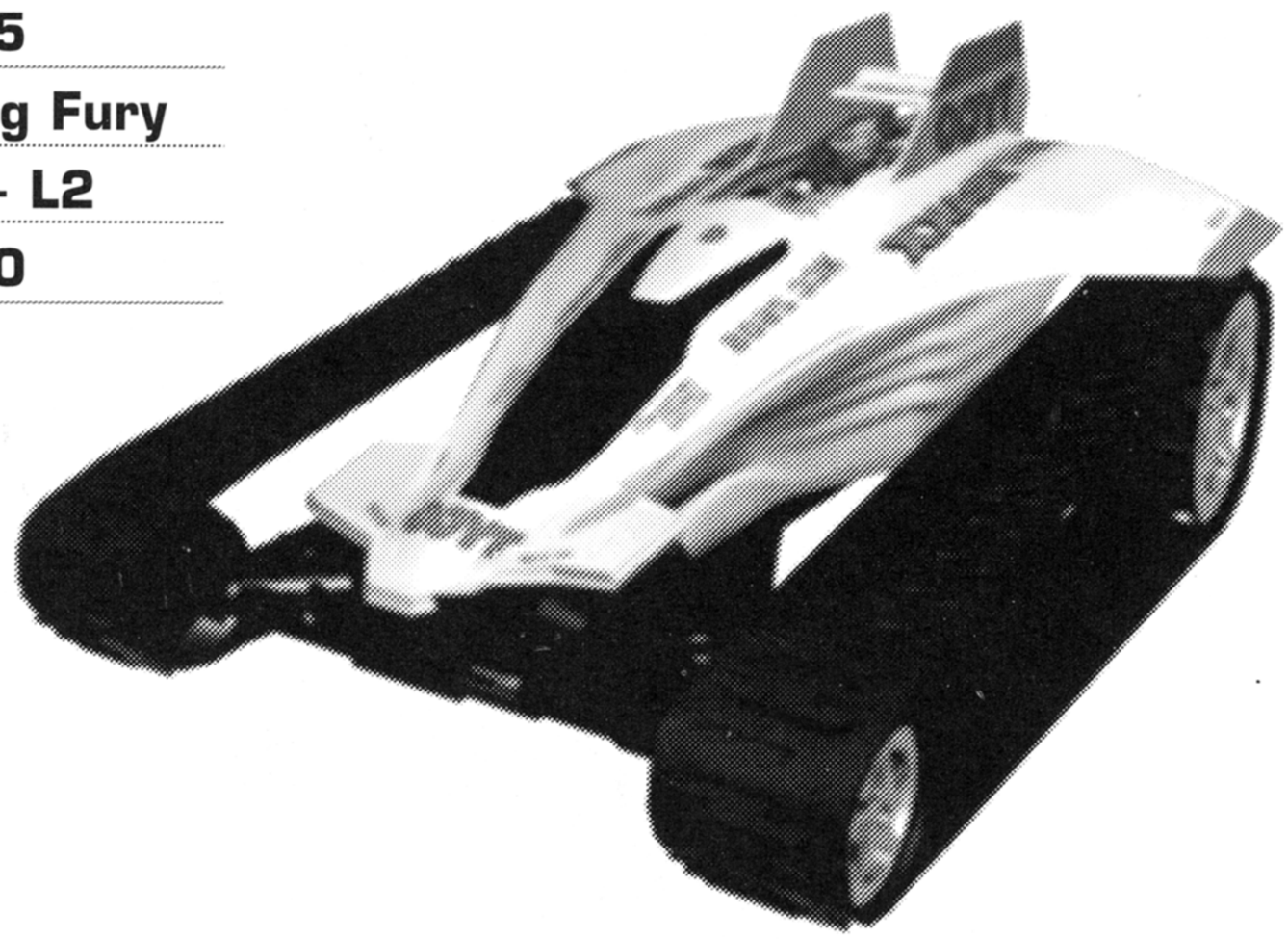


FAST TRAXX™

With dual motors and smooth-running treads, the Fast Traxx is one powerful all-terrain vehicle. How'd they do that? Bringing together the speedway and the back roads? You'd think a car that looks this good and moves this fast would be too high-maintenance for the mud. Think again!

Statistics:

Acceleration:	**7**
Speed:	**90**
Charge Power:	**65**
Turning:	**7**
Collision:	**5**
Power:	**7**
Special Ability 1:	**Scream. Speed**
Controller Command:	**R1 + L1**
Charge Power Cost:	**15**
Special Ability 2:	**Whirling Fury**
Controller Command:	**R2 + L2**
Charge Power Cost:	**10**

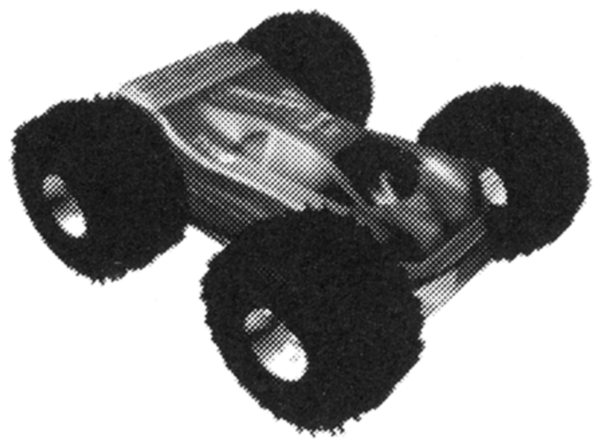


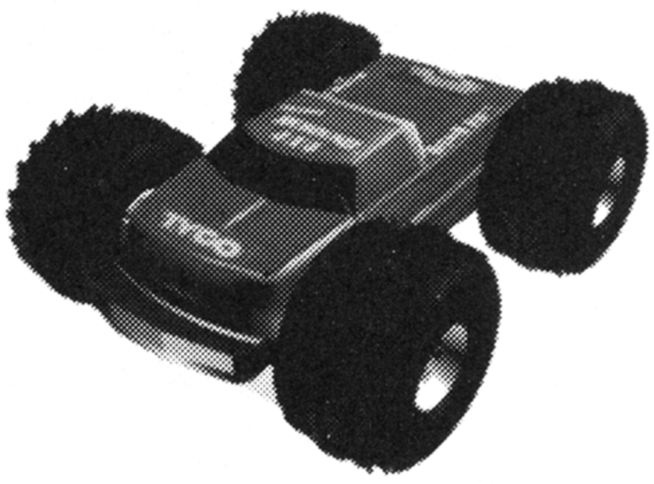
REBOUND® 4X4

Which end is up?! Is it the truck side with its hard body and tough engine? Or is it the race car side with its sleek lines and powerful torque? Either one gives you the ability to drive on two wheels and flip over in the rough without a pause. Both sides of this four wheeler are ready to bash and smash.

Statistics:

Blue Side		Red Side	
Acceleration:	7	Acceleration:	8
Speed:	80	Speed:	90
Charge Power:	55	Charge Power:	55
Turning:	6	Turning:	6
Collision:	5	Collision:	4
Power:	5	Power:	4
Special Ability 1:	Two-Sided Flip		
Controller Command:	R1 + L1		
Charge Power Cost:	5		
Special Ability 2:	Side Wheels		
Controller Command:	R2 + L2		
Charge Power Cost:	5		



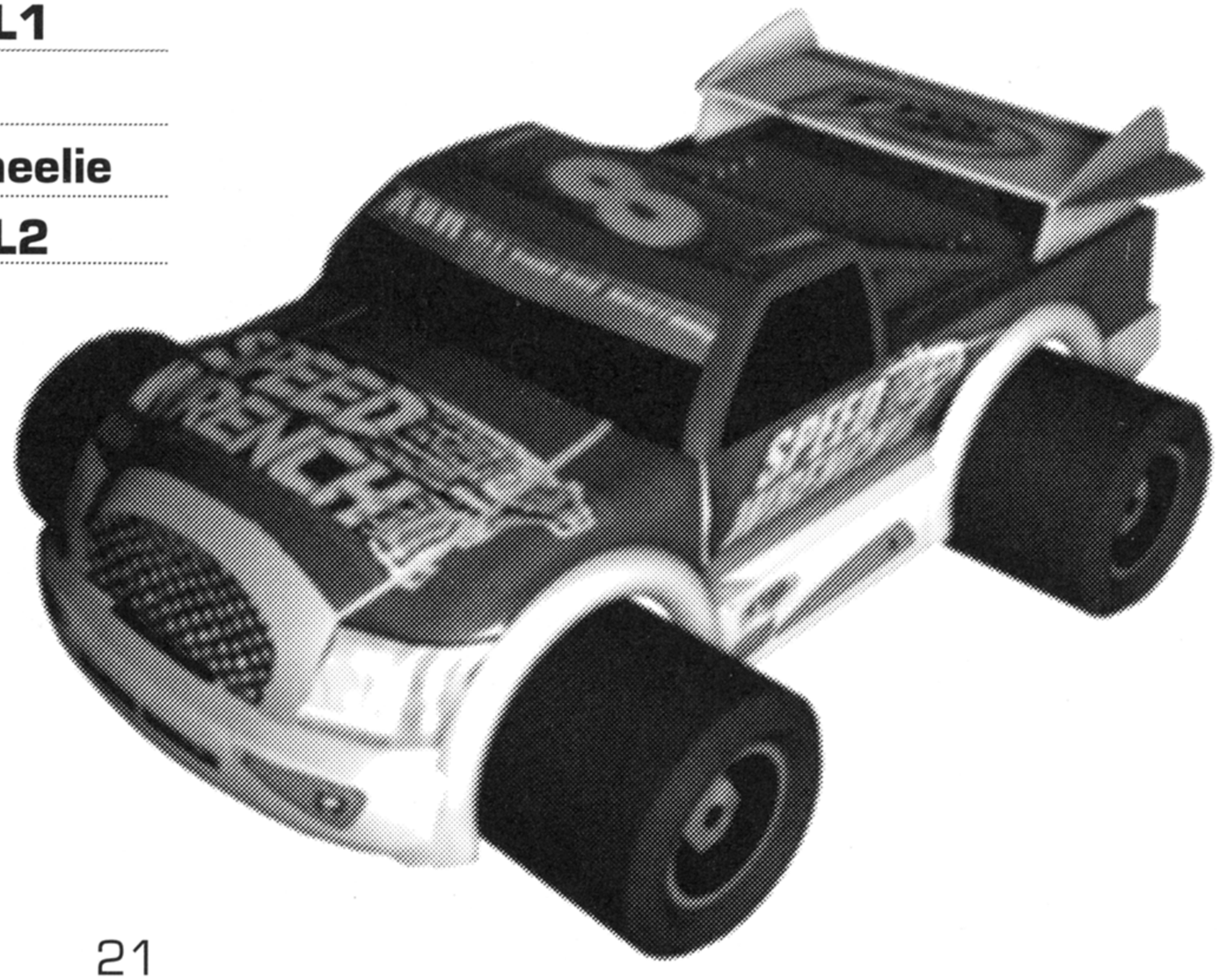


SPEED WRENCH™

If only we had this for the freeway! Hit the switch and the wheels on Speed Wrench radically expand to more than twice their size. Fat wheels deflect crashing vehicles and drive right past the deepest pit. With a Rear Wheelie, the back wheels grow, lifting the front end off the ground with an amazing burst of speed.

Statistics:

Acceleration:	**7**
Speed:	**80**
Charge Power:	**55**
Turning:	**6**
Collision:	**5**
Power:	**5**
Special Ability 1:	**Big Wheels**
Controller Command:	**R1 + L1**
Charge Power Cost:	**5**
Special Ability 2:	**Rear Wheelie**
Controller Command:	**R2 + L2**

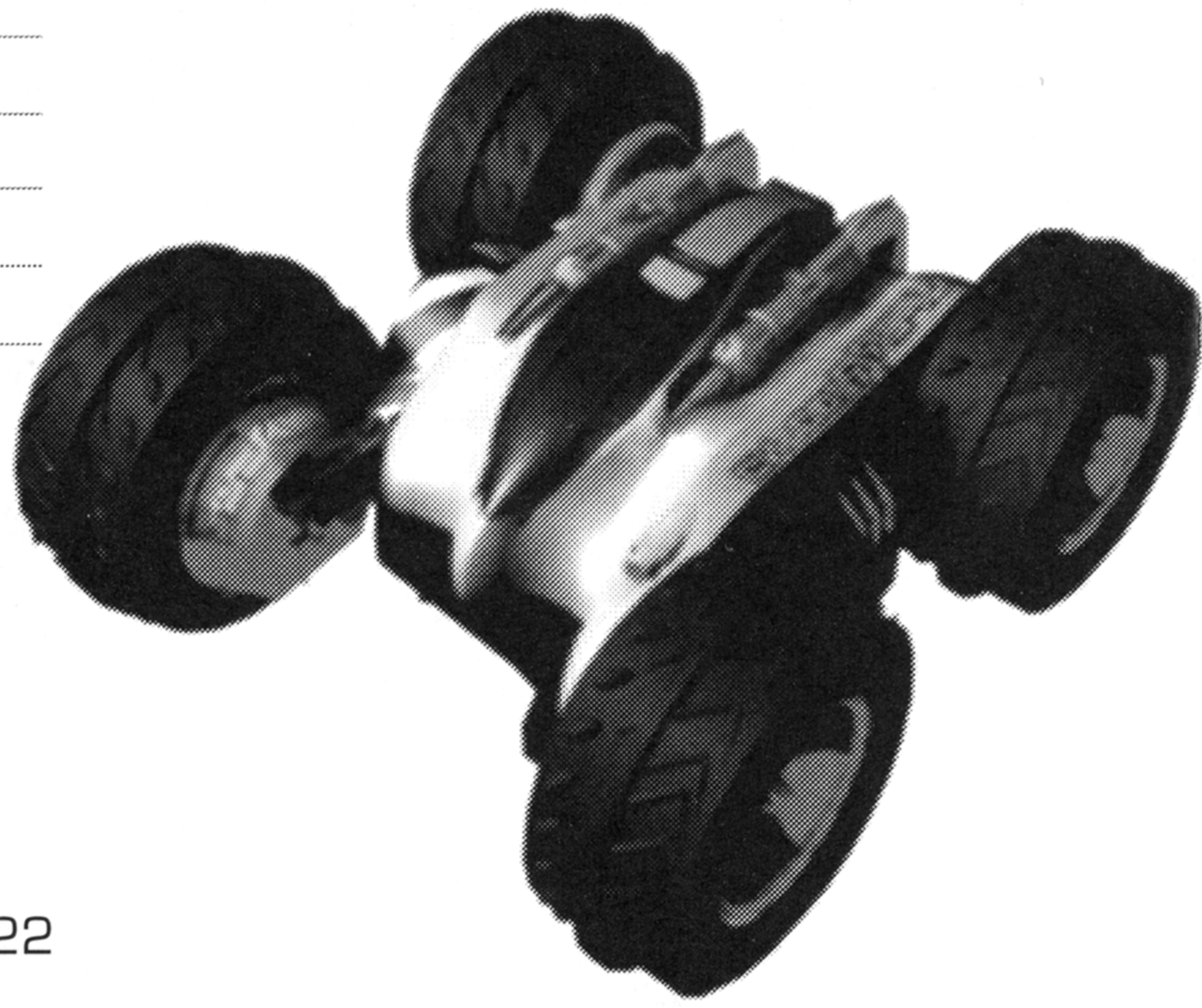


SUPER REBOUND® 4X4

As if the Rebound wasn't enough! They had to come out with the Super Rebound, a dual-sided 4X4 that can REALLY hand out the punishment. And this time, every time it flips, the Super Rebound is automatically protected by a quick shield that deflects hits from other cars. The electrical mayhem doesn't stop there! This R/C vehicle shoots lightning bolts out from its wheels that significantly cut the speed of rival cars.

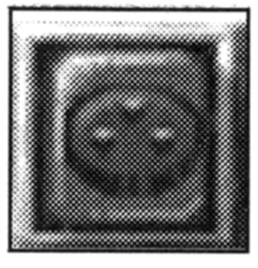
Statistics:

Green Side		Black Side	
Acceleration:	7	Acceleration:	8
Speed:	80	Speed:	90
Charge Power:	55	Charge Power:	55
Turning:	6	Turning:	6
Collision:	5	Collision:	4
Power:	5	Power:	4
Special Ability 1:	Two-Sided Flip		
Controller Command:	R1 + L1		
Charge Power Cost:	5		
Special Ability 2:	Side Wheels		
Controller Command:	R2 + L2		



POWER-UPS

MINES



Drop a mine on the track that when hit, will cause a significant speed loss and damage to an R/C vehicle. Mines are truly an equal opportunity hazard. Even if you dropped the mine, it'll still blow up if you hit it.

Supercharged:

When supercharged, the mine becomes a fake power-up. The fake power-up looks like a normal power-up with one key difference—it doesn't spin. The fake power-up is a good way to surprise and fool your opponents.

CYCLONE FIRE

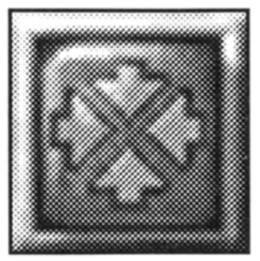


Shoot a heat-seeking projectile at other R/C cars. When it hits, the Cyclone will cause the vehicle to spin up into the air, losing speed and charge power.

Supercharged:

When the Cyclone Fire is supercharged it shoots three projectiles instead of one. Each projectile is capable of stopping an R/C vehicle. A good time to use it is when you're in last place.

SHRINKER



The Shrinker causes all R/C cars in its radius to shrink in size. A tiny R/C car has little speed and can be crushed by the smallest hazard.

Supercharged:

When supercharged, the Shrinker shrinks all the other R/C vehicles, wherever they are on the track.

ELECTRO ZAPPER



Arcs of red and yellow energy reach out and zap the nearest R/C vehicle. When a Zap hits, it drains the R/C vehicle's power and slows it down.

Supercharged:

When the Electro Zapper is supercharged, bolts of energy blast from the sky hitting all other R/C cars, draining energy from them and adding it to you.

SUPER R/C CAR

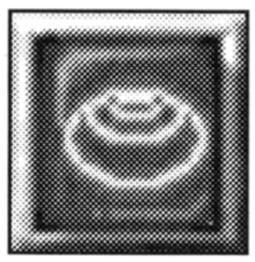


Turns your R/C car into a golden smashing fiend! You get a burst of speed and invulnerability to most attacks. A collision with another vehicle causes it to spin and lose power.

Supercharged:

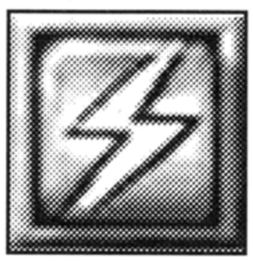
In supercharged mode your R/C vehicle is immune to everything. No pickups, environment hazards, or other R/C vehicles can harm you.

SHIELD



Activate the Shield and get a short-term burst of protection from damage. The shield also reflects other power-ups back at their user. If you time the use of this power-up well, it can save your rear end!

QUICK CHARGE



The Quick Charge immediately charges up your power when you pick it up. If your R/C car is already at full power, you become Super Charged!

TMH™ BOOST



The instant you grab a TMH Boost your R/C vehicle gets a turbo injection of high speed energy. Use the power from the speed boost to take the lead!

SPECIAL "IT" AND "ANTI-IT"



The "IT" and "Anti-IT" are special power-ups. If you have the "IT," a blue ball on an antenna appears on your car. While you have the "IT" in your possession, you gain speed and regenerate energy. Other R/C cars can take the "IT" by colliding with you and by using power-ups to grab it from your R/C car. If you have the "Anti-IT" a red ball on an antenna appears on your car. While you have the "Anti-IT" you lose energy slowly over time. You can get rid of the "Anti-IT" by colliding with other R/C cars and by using power-ups.

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