PlayStation®

NTSC | U/C

PlayStation®

EVERYONE

CONTENT RATED BY ESRB

SLUS-01106CE

COLLECTORS' EDITION

Walt Disney World® Quest MAGICAL RACING TOUR™



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 products and peripherals may damage your PlayStation game console and invalidate your console warranty.

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.

Walt Disney World® Quest
MAGICAL RACING TOUR™

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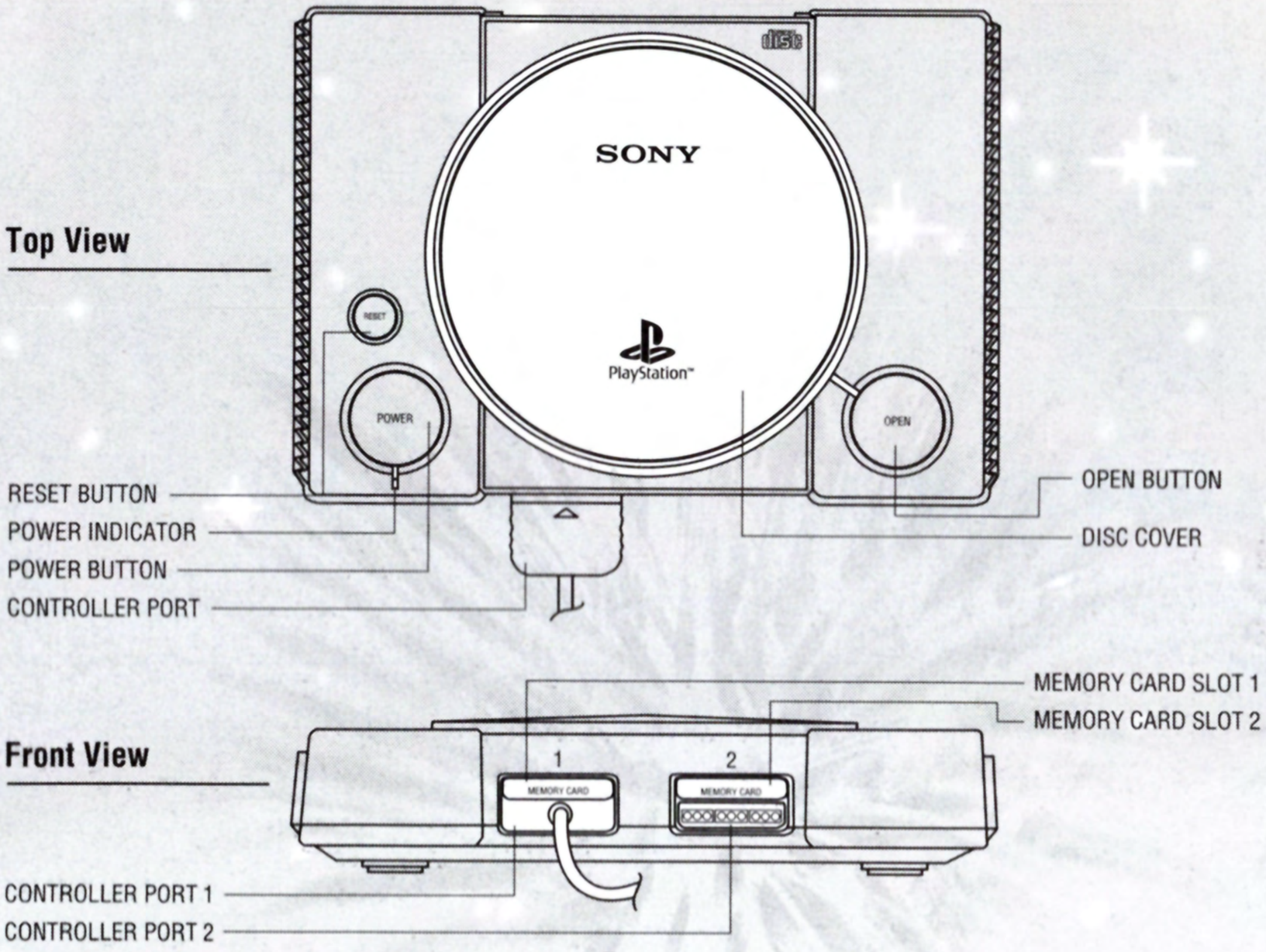


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SETTING UP

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 ***Walt Disney World*® Quest – Magical Racing Tour** disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.



Memory Cards

To save game settings and results or continue play on previously saved games, insert a MEMORY CARD into MEMORY CARD Slot 1 of the PlayStation game console BEFORE starting play. If you do not have a MEMORY CARD, the game will allow you to play without saving game settings and results.

CONTROLS

L2 Button
- Toggle Speedometer/Track Map

L1 Button
- Activate special power-up

R2 Button
- Rear view

R1 Button
- Hop/Power slide

DIRECTIONAL BUTTONS
- Menu movement
- Steer (any direction; for reverse, press ↓)

Left Analog Stick
- Menu movement
- Steer (any direction; for reverse, press ↓)



- △ – Menu cancel
  – Change Camera
- ○ – Horn
- □ – Brake
- ✕ – Menu confirm
  – Gas (accelerate)

START Button
- Start game
- Pause

SELECT Button

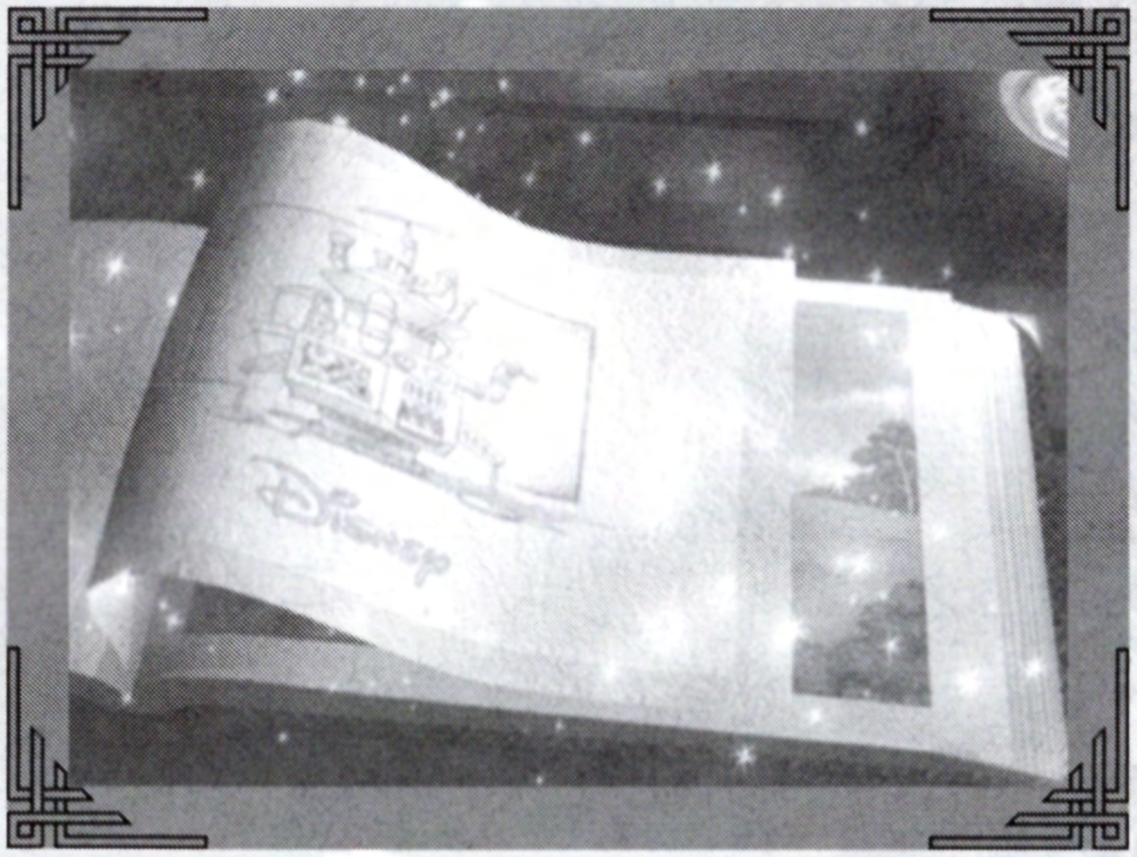


The controls on this page are also used for digital controllers.

Note: The RIGHT ANALOG STICK is not used in this game.



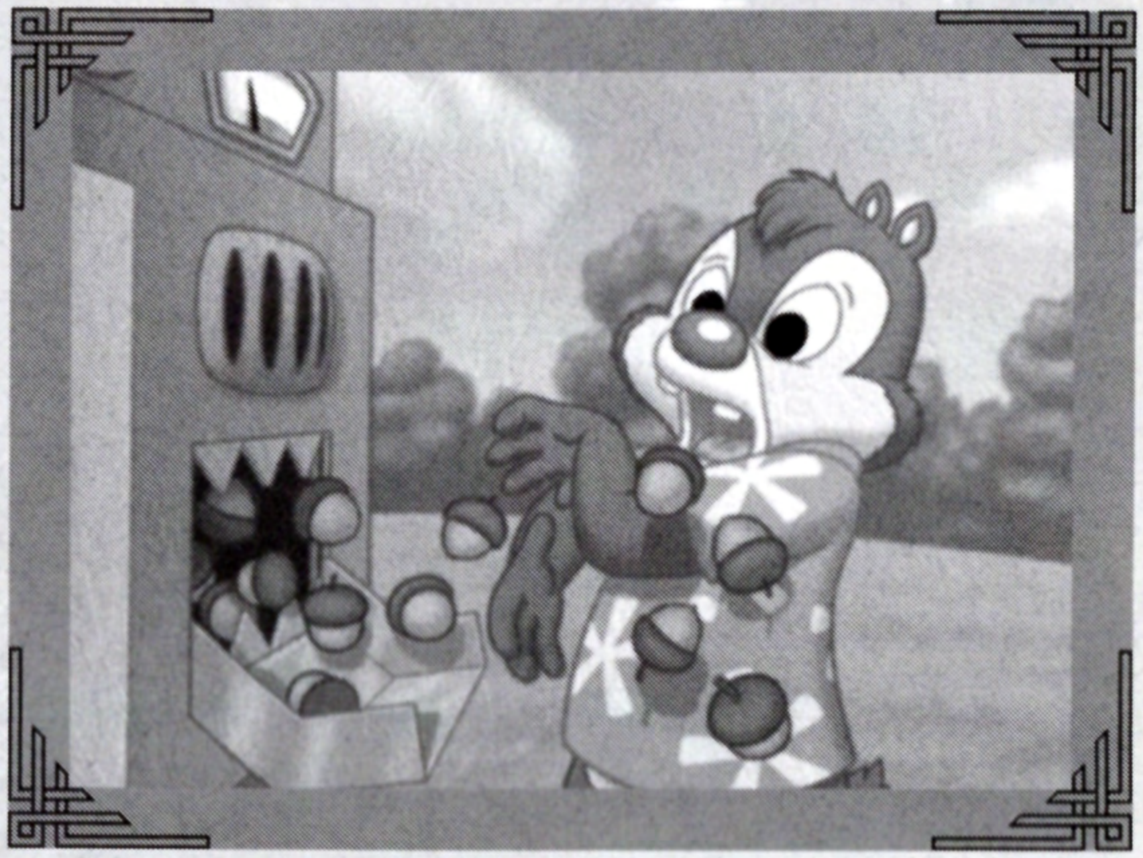
THE WALT DISNEY WORLD® FIREWORKS MACHINE



Everyone knows that beautiful fireworks displays illuminate the skies over the *Walt Disney World®* Resort. What everyone doesn't know is that near the *Magic Kingdom®* Park rests an enormous contraption – the Fireworks Machine. Each night fireworks explode from the top of the machine in an amazing shower of Pixie Dust, creating a magical setting all around the *Walt Disney World®* Resort.

Wouldn't you know, those inquisitive chipmunks, Chip 'n Dale were determined to find the Fireworks Machine for themselves. Once they discovered the machine, Dale decided he was ready for a snack. He took out some acorns but accidentally dropped them into the machine.





Suddenly, the Fireworks Machine groaned to life and began rumbling. Smoke started spewing from its stacks. Uh oh! The rumbling got even louder ... Then BLAAAAAM! The whole thing exploded in a huge blast of smoke as pieces of the machine flew skyward. Machine parts scattered all over the *Walt Disney World®* Resort.

If Chip 'n Dale don't find all the parts and put the machine back together before the end of the day, there won't be any fireworks shows!

Chip's idea is to race around the entire *Walt Disney World®* Resort and collect all the pieces of the Fireworks Machine. If they get some friends to help too, they could find all the parts and put the machine back together in no time!

But Chip 'n Dale need your help, so get busy! There are only a few hours until dark and if the night skies over the *Walt Disney World®* Resort aren't filled with fireworks, Chip 'n Dale will really be in trouble!



RACERS

CHIP 'N DALE



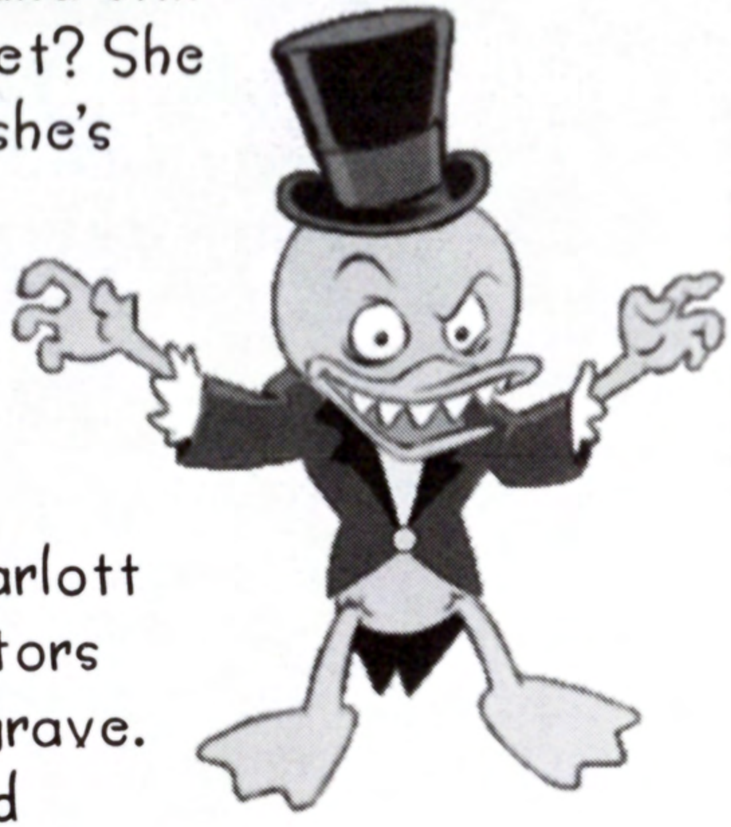
Chip 'n Dale often race around the *Walt Disney World®* Resort collecting nuts for the winter. Now they must collect the Fireworks Machine pieces before the end of the day! Chip is smart and practical, and he uses his brains whenever he races. So be careful, or Chip will sneak past you faster than you can say "acorn."

Dale enjoys life to the fullest, and doesn't take anything seriously. And though he is a bit scatterbrained, he somehow manages to always be near 1st place at the end of a race. Call it blind luck or a charmed life, either way Dale is always a force to be reckoned with when on the racetrack.



AMANDA SPARKLE

Amanda is the most famous, cutest child actress in the world. It's no surprise that she absolutely loves being recognized at the Disney Studios. Where else can she continue to work and still have tons of fun on her days off the movie set? She is always sweet and nice and cute ... unless she's behind the wheel! When Amanda is in the driver's seat, she doesn't get upstaged! She races to win!



BARON KARLOTT



Baron is a modern day descendent of the famous Karlott bloodline. He continually strives to keep his ancestors happy, otherwise they come and visit ... from the grave. That is why he feels right at home in the Haunted Mansion, and also why he drives with such a "grave" purpose.



BRUNO BIGGS

Bruno is a huge fan of the world's most famous mouse. The more he's at the *Walt Disney World*® Resort, the closer he can be to Mickey. He's big, and mean, and tough. Don't mess with him! Bruno is impatient and doesn't like people getting in his way ... especially on the Rock 'n' Roller Coaster, his favorite attraction.



POLLY ROGER

Polly dreams of action and adventure. Captaining her own Spanish galleon and searching for buried treasure is all she can think about. But for now the *Walt Disney World*® Resort and history books are her escape. That's why Polly is an expert at navigating the mysterious waterways of the Pirates of the Caribbean.

OLIVER CHICKLY III

The son of a famous explorer and paleontologist, Oliver is proud to walk in his father's shoes – even though they are a few sizes too big. He figured that the perfect place to get started on his quest was *Disney's Animal Kingdom*® Theme Park. Oliver is very soft spoken and drives very carefully. But watch out! He may sneak past you on the back straightaways if you aren't careful!

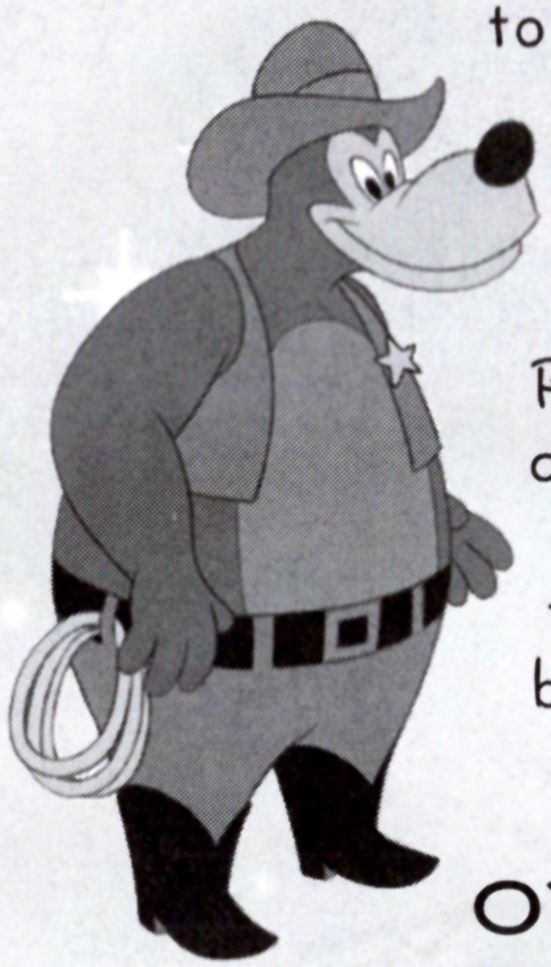




TIARA DAMAGE



Here's one girl who has a hard time acting her age! Normally a 13-year old would relate to the Disney "Princesses" but alas, she does not. She feels as though the Disney Villains have gotten a bad rap, and that even includes her friend, Baron Karlott. This "Queen" is going to make sure everyone else feels the same way ... by beating all the racers to the finish line!



MOE WHIPLASH

Rooth Tooth Sheriff'n is what he wants to do. He's spent many a day trying to keep Bruno Biggs under control! This kid mostly moseys around at Big Thunder Mountain Railroad, where the West is still Wild. Moe saunters around at a snail's pace, but there's nothing slow about the way he drives!



OTTO PLUGNUT

Otto has spent most of his short life around cars and experiments. It's a no-brainer to think he would be attracted to Test Track at *Epcot*®. But he's no crash dummy; he's one of the smartest kids around. And the rest of the gang love him 'cuz he helps them fix their vehicles! He is the classic educated techie-nerd. Word is he soups up his cars so he can't lose! Keep an eye on him!



... PLUS 3 SECRET RACERS!

JIMINY CRICKET

Jiminy is a courteous, gentle storyteller, who loves to tell jokes and sing songs. He's also the most knowledgeable when it comes to racing and the *Walt Disney World*® Resort. He taught Chip 'n Dale everything they know about both. But watch out if he ever ends up behind the steering wheel, because he knows the best routes to use, and every track is his specialty.

NED SHREDBETTER

Ned surfs. Ned skates. Ned snowboards. Ned blades. He basically hangs ten in general. Ned also likes showing off his moves for Amanda Sparkle!
The only other thing Ned likes just as much as shreddin' is chillin' at Disney's Blizzard Beach and Disney's Typhoon Lagoon. Ned is the classic beach bum, but there's nothin' laid back about his driving style ... it's all out!

X.U.D. 71 ("ZUD")

This Xperimental Utility Duck was built to test out all the attractions at the *Walt Disney World*® Resort. Unfortunately, he's been bounced around and hit in the head a little too much. He prefers to stay in the world of Space Mountain because that's where he gets his biggest charge.
But when he's out of his element, watch out for his driving ... he's wild, out of control and all over the place!



MAIN MENU



Press ↑ ↓ to select a game mode and press the **X** button.

Adventure

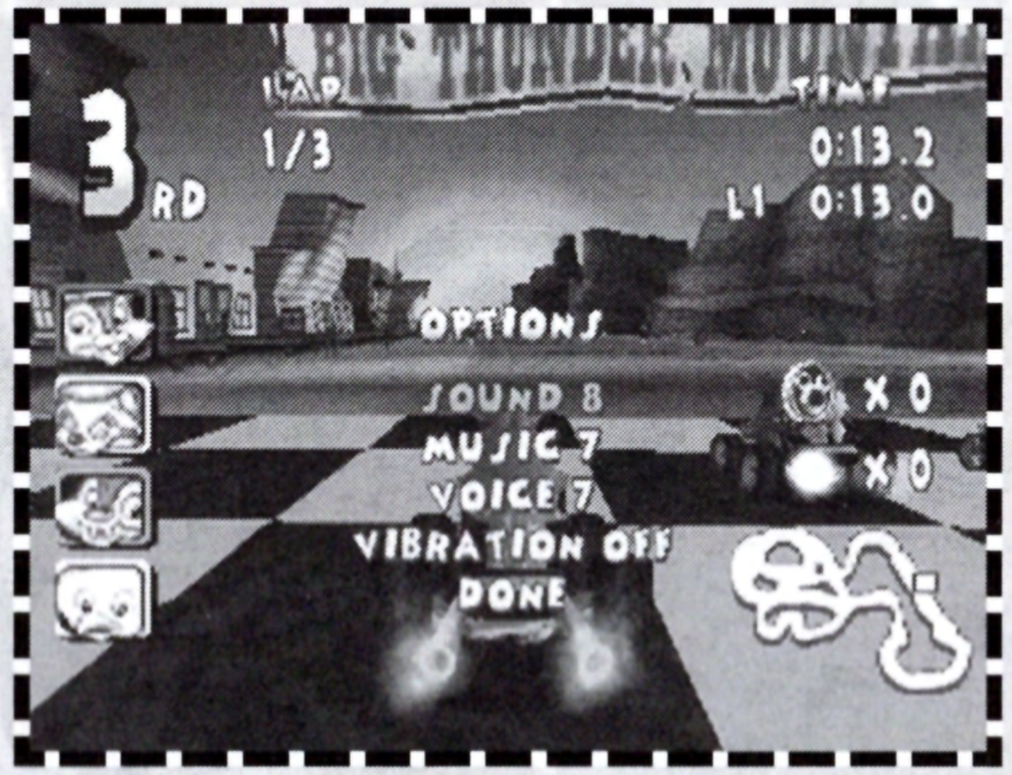
1 Player – Race through all nine tracks. Every time you win 1st place in a race, you'll retrieve another machine part. (For details, turn to page 13.) Save your game with a MEMORY CARD inserted in slot 1.

VS

2 Players – Battle it out against a friend in one race of three laps. Best time wins! You must use two controllers to play. (For details, see page 19.)



Options



Press ↑ ↓ to select an option and → ← to change a setting.

- **Sound/Music/Voice (1-11 each)** - Adjust the volume of the game's sound effects, music or voice.
- **Vibration ON/OFF** - Set the DUALSHOCK™ analog controller's vibration function on or off.
- **Done** - Quit to the Main Menu.

Time Trial

This race is all about time. Practice your racing skills and learn the tracks before taking on the adventure.

Best Times

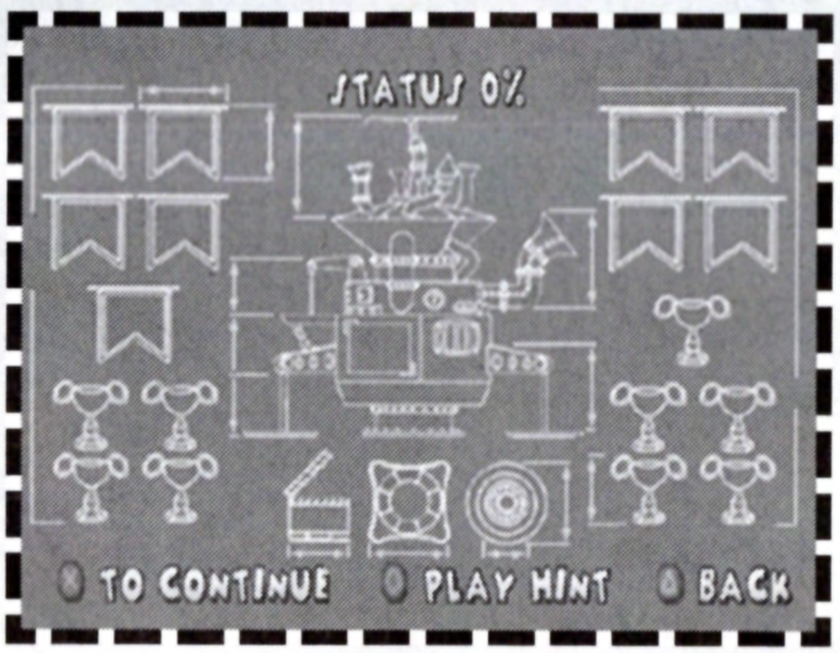
Check out the best race times.

RACER SELECT



Press ↑ ↓ to select a racer and press the ⊗ button. On the Name screen, select letters, pressing the ⊗ button after each one. Select DEL to backtrack. Select OK when finished.

STATUS



The Status screen appears when you select a racer, and again after every race. When you win machine parts, pennants, trophies etc., small pieces of the screen fill in. It also displays your game progress at the top; press the ◎ button for a game hint.

LEVEL SELECT



Press the DIRECTIONAL BUTTONS to select a level and then press the ⊗ button.

Adventure Mode

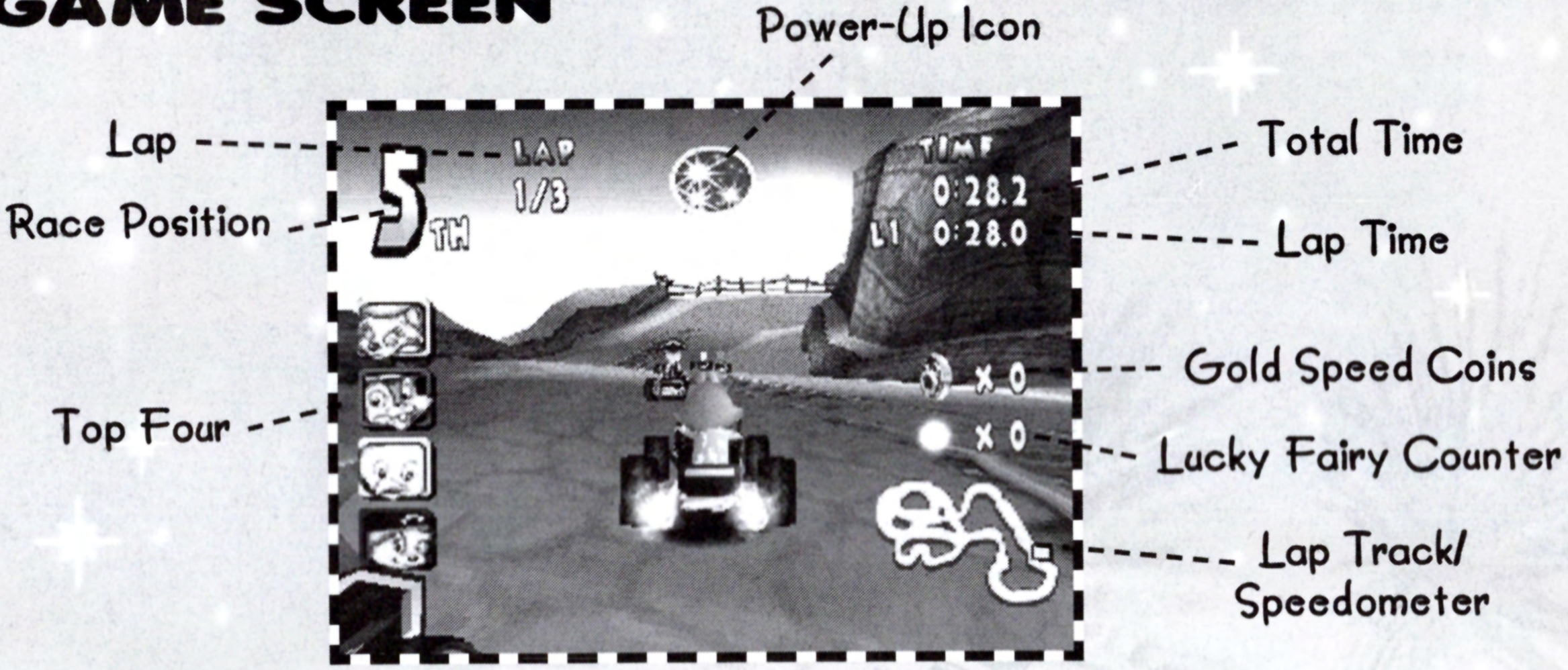
Race on a pre-selected track. After each victory, more tracks open up. Once you win on a track, you can return and run the race again any time.

VS/Time Trial Modes

Select any race for a time trial, or any bonus round for a Coin-collecting challenge.



GAME SCREEN



Lap – Your current lap/how many laps you must make altogether.

Race Position – Your current race position.

Top Four – The top four drivers in the race. This changes as the race goes on.

Power-Up Icon – Appears when you hit a Mickey balloon, and gives you a power-up at random. Press the L1 button to use your power-ups.

Total Time – Total time you have been racing.

Lap Time – Time spent in the current lap.

Speed Coins – How many Speed Coins you have. Collect ten Coins (the maximum) for a higher top speed. If you are hit or run over as a frog, you may lose some Coins.



Lucky Fairy Counter – Collect Lucky Fairies for power-up increases and other bursts of good luck – one per fairy.

Track/Speedometer – Press the L2 button to toggle either the Speedometer or the Track Map.

PLAYING THE ADVENTURE GAME

One piece of the Fireworks Machine has landed in each track. You will win a part of the machine every time you win a race on a new track. Every race is different and you drive a different vehicle. During each race, grab treasures and use power-ups that help you stay ahead of the competition. Some power-ups will give you incredible speed. You can launch others at opponents to send them spinning out of control.

Collect the Parts & Rebuild the Fireworks Machine!

Compete in nine races of three laps each in some of the most famous attractions at the *Walt Disney World*® Resort. If you finish in 1st place, you will be awarded a piece of the Fireworks Machine. You must collect all the parts in order to have the fireworks show by the end of the night.

Race for the 1st Place Pennant!

Return to a track after capturing a machine part and win even more goodies. Win a race a second time and the 1st Place Pennant is yours! Win all nine Pennants and a secret track will appear.



Trophy Challenge

If you've won 1st place and recovered the Fireworks Machine part from a track, you can return to the track for a Trophy Challenge. You drive the track alone with no competition and no lap requirement. Pick up as many trophies as you can within a time limit – up to eight trophies in all.

Note: You must first complete the Pennant race on a track in order to play the Trophy Challenge.





Bonus Events

Between races you might enter a Bonus Event, where you win by grabbing the most Coins (up to 30) within a time limit (4 minutes). Pick up all the Coins before time runs out to receive a special prize!

Win 100%

To complete the game 100% you must:

- Win back all the parts of the Fireworks Machine.
- Capture all the 1st Place Pennants.
- Win all the Trophy Challenges.
- Win all the Bonus Event trophies.

Hint: You can win more than 100%, but how – and how much more – is a mystery!





DRIVING YOUR VEHICLE

The racing vehicles handle differently depending on which one you're driving. In many places you can just go fast (⊗ button) and steer. But some areas demand really slick driving skills.

- Learn to power slide through tight turns. Just when you enter a turn, hold the R1 button to begin a power slide while keeping the gas (⊗ button) pressed. Learn to release the R1 button at just the right time for a quick turbo boost coming out of the turn. If you hold too long, your racer might spin out of control.
- Hop (R1 button) at the top of ramps to get air time for grabbing pick-ups or balloons or entering hidden routes.
- If you get stuck in a corner, back up (↓) and steer back on track.

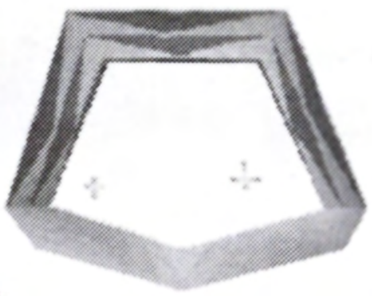
Know Where You Are & Where You're Going

- Keep going in the right direction by watching the finger pointers and arrows along the tracks.
- Check on other drivers by watching the Track Map (L2 button). You are the yellow square; computer opponents are the black squares. In a 2 Player game, the blue square is Player 2.

Zippers & Speed Gates

Ride over Zippers to get a blast of acceleration. Slow down just before you hit a Zipper, then hit the gas just as you touch it to get an even bigger shot of speed. When racing on water, look for Speed Gates. They work just like Zippers.







POWER-UPS

When you run into a Mickey balloon on a track, the Power-up Icon appears. It's loaded with serious power-ups and will give you one at random. Press the L1 button to use the power-up.

Note: Running into another balloon will not change your power-up. You keep the one you have until you use it.

- **Acorns** – Launch Acorns at other racers to send them flying. Steer your car behind the target and launch the Acorn. They fly straight ahead, so aim this nut carefully. (Look for the Triple Acorn version that lets you fire three shots at once.)
- **Homing Acorn** – You don't have to aim this power-up. Just let it fly and it will target the closest racer in front of you. (Look for the Triple Homing Acorn version that lets you fire three shots at once.)
- **Guided Bottle Rocket** – You guide this rocket to its target using the steering controls. While you are aiming, your racer steers itself automatically so you won't crash.
- **Teacup Mine** – Press the DIRECTIONAL BUTTONS ↑ ↓ + the L1 button to throw the Teacup Mine forward or backward. Vehicles that get hit by a Teacup Mine will spin out of control.
- **Frog Spell** – This is powerful magic. Turn other racers into frogs! Don't feel bad. Frog Spell wears off quickly.
- **Turbo** – Gives your racer a short, powerful speed boost.
- **Invincibility** – Once you collect this, no one can knock you off track or affect you with power-ups. You can run into other racers to bump them off track or send them into a spin.





BLUE ENERGY FIELDS

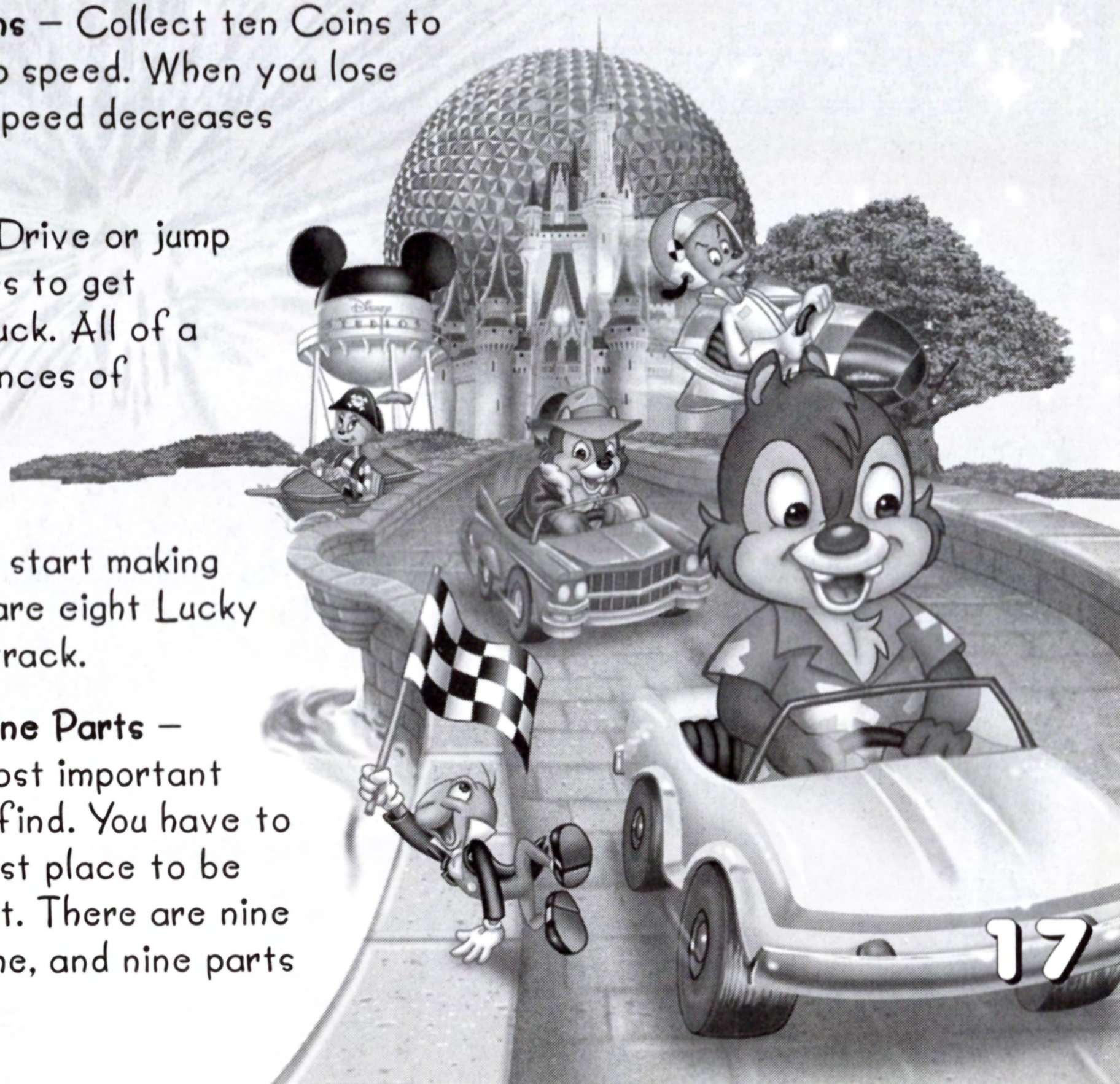
Pass through three Energy Fields without missing any to open a secret shortcut. Move fast to get in there before the shortcut disappears!

PICK-UPS

- **Gold Speed Coins** – Collect ten Coins to increase your top speed. When you lose Coins, your top speed decreases again.

- **Lucky Fairies** – Drive or jump into Lucky Fairies to get a burst of good luck. All of a sudden, your chances of getting a better power-up increase and other racers start making mistakes. There are eight Lucky Fairies on each track.

- **Fireworks Machine Parts** – These are the most important objects you can find. You have to finish a race in 1st place to be awarded one part. There are nine tracks in the game, and nine parts to be earned.



SAVING & LOADING

Saving

After finishing a race in Adventure Mode or Time Trial, you'll see the Race Statistics screen, followed by the Victory Podium (Adventure Mode only). Then you'll see the Save Game/Options screen, where there are three choices:

- **Continue** – Go to the Game Status screen and then on to the Track Map without saving.
- **Save Game** – Go to the Save Game screen where you can select a slot to save your game in. If you select a slot already containing a saved game, you can overwrite the older game in order to save the new one. (Be aware: If you overwrite a game, it's gone for good. You cannot get it back.) After saving your game, you'll return to the Save Game/Options screen where you can resume the adventure.
- **Options** – Go to the Options screen.

Loading

You must start from the Main Menu to load a saved Adventure Mode game. There, select LOAD GAME to see the Load Game screen. Then select a previously saved game and press the ⊗ button.



VS MODE

VS Mode is a 2 Player competition. Run a one-race event on regular tracks or play a Coin Challenge in one of the Bonus Areas.

1. On the Main Menu, select VS and press the ⊗ button.
2. On the Character Select screen, Player 1 selects a character first. Player 2 selects a character when the Player 2 prompt appears at the bottom of the screen. (Both players cannot select the same character.)
3. Select a track and press the ⊗ button to begin the game.

VS Races

Select one of the racetracks and compete in a three-lap race against a friend or family member.

Bonus Levels

Race the clock to collect as many Coins as you can before time's up! Whoever has the most Coins when the clocks stops wins the Coin Challenge!

- In 1 Player mode, 30 coins are scattered around the track. You have a time limit (4 minutes) in which to collect these coins. If you collect all the Coins before time runs out, you win that level. There are no power-ups or other racers, just Coins and a timer. Coins do not reappear when collected.
- In 2 Player mode, a certain number of coins appear on the tracks. The first player to collect 30 Coins wins the round. You can also pick up balloons to collect power-ups. Popping your opponent with a power-up will cause that player to drop a few coins. Coins reappear when picked up.



TRACKS

Look for shortcuts and hidden passages as you race through some of the most famous *Walt Disney World*® attractions. Win races to open other tracks.

SPACE MOUNTAIN

Ride a rocket to the stars on a stellar voyage that is out of this world. Zippers are everywhere to keep you at light speed on this dark, deep space journey. The track coils up, around and through huge asteroids, then corkscrews into a hair-raising descent. Get ready for blast off!

HAUNTED MANSION

Scream down haunted hallways on the spookiest racetrack in the world. Zip by laughing caskets and dancing ghosts, and reach top speed through the liveliest graveyard ever. There are 999 happy haunts living here, but there's room for 1,000! Race fast or you might be next! Beware of hitchhiking ghosts!



DINOSAUR

Can someone get the Carnotaurus off the track, please? There's a race going on here! Hit a time warp and blast back 65 million years to a dark, prehistoric forest. Don't stop to look at the scenery, or you could be pulverized by a meteor shower!

PIRATES OF THE CARIBBEAN

Navigate your ship through the hideout of the merriest bunch of pirates on the high seas. They pillage, they plunder, they're really bad eggs! Tricky turnoffs, jumps and tidal surges can give you the edge or get you Yo-Ho'd into the backwater.



JUNGLE CRUISE

Explore the waters of a tropical jungle river while avoiding hippos and elephants. Dense water grasses and trees can block your view, so stay alert for surprises.

TOMORROWLAND SPEEDWAY

Set new speed records as you race down the track on this super-fast speedway. Look for shortcuts but beware of unfinished on-ramps.

BIG THUNDER MOUNTAIN RAILROAD

Hurtle down an old railroad track through the "wildest ride in the wilderness." Look out for prickly cactus plants and varmints! They're everywhere!

DISNEY'S BLIZZARD BEACH

Dash over slippery snow on your blazing fast snowmobile. This resort got a little too much sun. Hurry before the snow melts!

ROCK 'N' ROLLER COASTER

Are you ready to rock? Zoom through the L.A. hills on this high-speed thrill ride to the biggest concert ever! Hang onto your hat, and keep your arms and legs inside the car at all times. The G-Forces here are out of control!

SPLASH MOUNTAIN (Secret Bonus Track)

Ride your log and have a "Zip-A-Dee-Doo-Dah" day, but look out for hungry fish that will knock you off course. And don't forget about the faaaaaaaaaalls!

... PLUS 3 BONUS ARENAS!

Test Track at Epcot®, Disney's Typhoon Lagoon, and the Disney Studios.



CREDITS

CRYSTAL DYNAMICS

Director	Glen A. Schofield
Producer	Steve Papoutsis
Lead Programmer	Adrian Longland
Lead Designer	Christopher Tremmel
Programmer	Jeff McArthur
Artists	Scott Anderson Scott Baker Amy Bond-Epis Eric Elliott Ross Harris Ben Harrison Freddie Lee Martin McDonald Colin O'Connor Mike Provenza Chris Thompson
Animators	Eric Elliott Christopher Stone
Senior Designer	Gerald "Gmoney" Vera
Audio/Visual Lead	Greg Shaw
Audio Programming	Fred Mack
Additional Design	Jeremy "J-Dogg" Bredow Jim Stiefelmaier
Additional Art	Spencer Hale Ben Harrison Pierre Roux Glen A. Schofield Christopher Stone
Music Composition	Jim Hedges
Additional Music	John Baker Mark Miller Burke Trieschmann
Executive Producer	Sam Player
Test Manager	Billy Mitchell
Lead Tester	Rich Krinock
Assistant Lead Tester	Ben Walker
Testers	Chris Bruno Dave Caffey Jon Guilford Mark Medeiros Jacob Rohrer Benny Ventura
FMA Sequence	James Houska
"The Cleaner"	Rob Dyer
Special Thanks	Malachi Boyle Suzanne Cooper Rita Fovenyessy Anna Sharpe Charlene Callorina Brett Dyer Mike Oswall Michael Avanessian Robert Fitzpatrick Bret Bartlett



DISNEY INTERACTIVE

Director of Production, Consoles	Dan Winters
Producer	Luigi Priore
Artist	Tom Barlow
Original Story	Michael Levey
Director, Marketing	Jean-Luc Satin

VOICE TALENTS

Jiminy	Eddie Carroll
Chip, Polly Roger, Otto Plugnut	Tress MacNeille
Dale, Moe Whiplash, Bruno Biggs	Corey Burton
Amanda Sparkle, Tiara Damáge	Michelle Horn
Ned Shredbetter, Baron Karlott, X.U.D. 71, Oliver Chickley III	Shaun Fleming

MUSIC

Buffalo Gals
Public Domain

Grim Grinning Ghost
Words by Xavier Atencio
Music by Buddy Baker
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It's A Small World
Words and Music by Richard M. and Robert B. Sherman
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Space Mountain
Music by Aarin Richard
"Le Carnaval Des Animaux 'Aquarium'" theme composed by Camille Saint-Saens
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Test Track Medley
Wilkins
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Yo Ho (A Pirate's Life for Me)
Music by George Bruns
Lyrics by Xavier Atencio
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Zip-A-Dee-Doo-Dah
Music and lyrics by Ray Gilbert and Allie Wrubel
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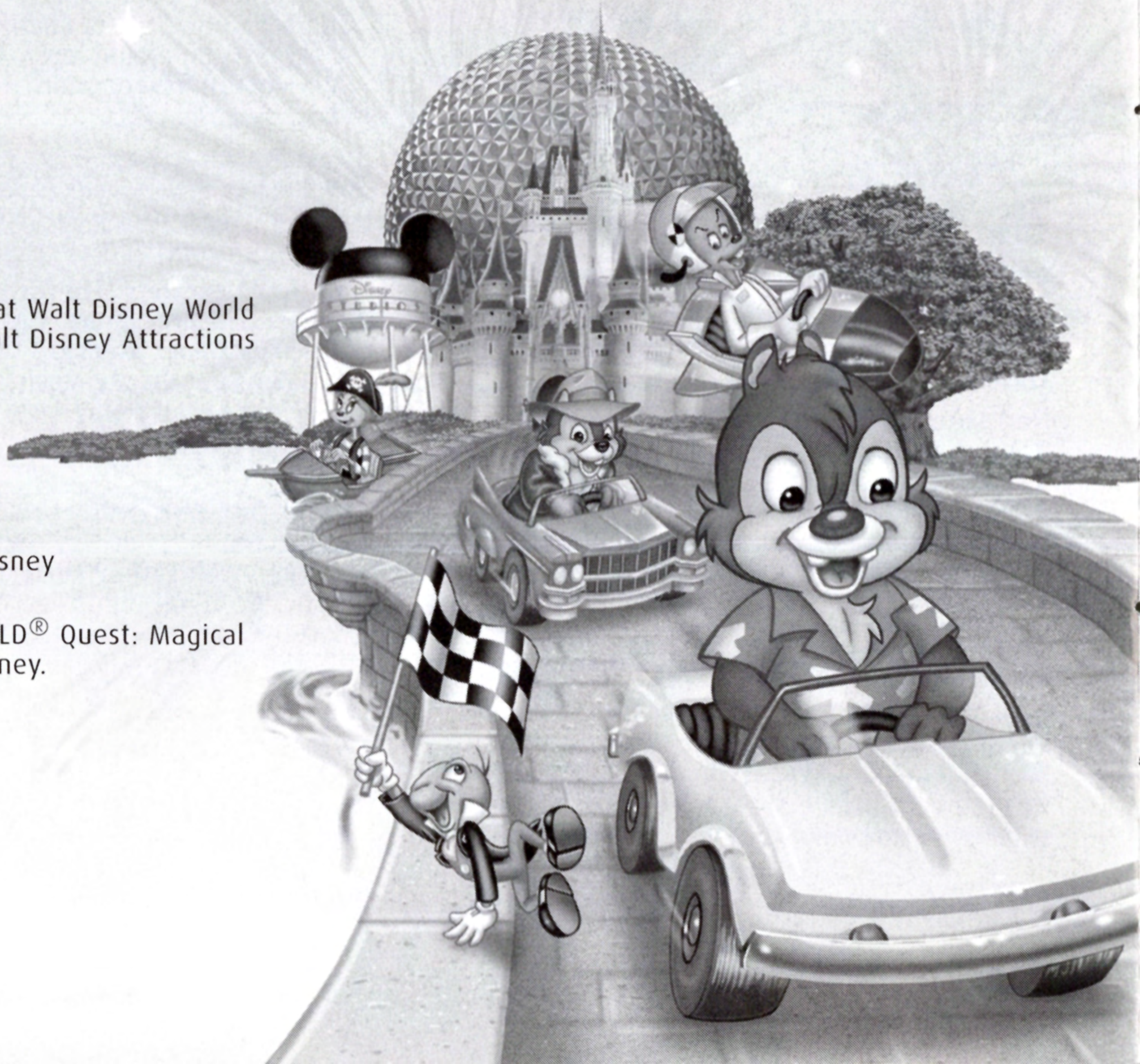
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