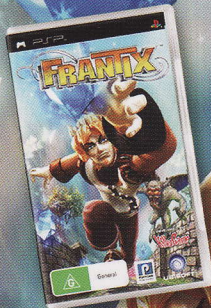


Unmuzzle the Puzzle!

FRANTIX™



DEVELOPED BY
WILL GAMES



(PlayStation Portable)



ULES-00177

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GripShift™



SIDHIC

UBISOFT

PRECAUTIONS

This disc contains game software for the PSP™ (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP™ system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.



Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Avoid playing when tired or suffering from lack of sleep. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: dizziness, altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

PIRACY

The PSP™ system and this disc contain technical protection mechanisms designed to prevent the unauthorised reproduction of the copyright works present on the disc. The unauthorised use of registered trademarks or the unauthorised reproduction of copyright works by circumventing these mechanisms or otherwise is prohibited by law.

If you have any information about pirate product or methods used to circumvent our technical protection measures please email anti-piracy@eu.playstation.com or call your local Customer Service number given at the back of this manual.

PARENTAL CONTROL

This PSP™ (PlayStation®Portable) Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP™ system to restrict the playback of a PSP™ Game with a Parental Control Level that is higher than the level set on the PSP™ system. For more information, please refer to the PSP™ system Instruction Manual. The communication function of this product includes software developed by the NetBSD Foundation, Inc. and its contributors. For a complete list of contributors please see <http://www.scei.co.jp/psp-license/XXX.txt>.

PARENTAL CONTROL LEVEL

9
7
5
3
2

AGE GROUP

Restricted to 18 and over
Not suitable for under 15 unless accompanied by an adult
Recommended for mature players
Parental guidance recommended
General

ULES-00177

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GripShift™

WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP™ systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).



Wireless Compatible

AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.



Game Sharing

GAME SHARING

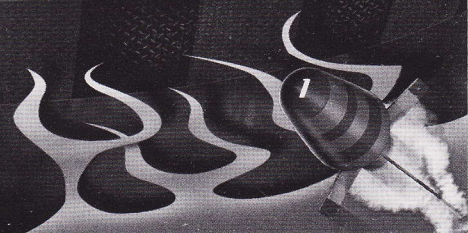
Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP™ Game in their PSP™ system.



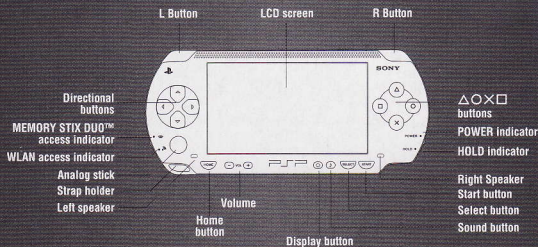
Wireless Compatible

INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP™ system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.



PSP™ (PlayStation® Portable) system configuration



INTRODUCTION

GripShift™ combines high-flying stunt driving and unique puzzle-solving action in an all-out, pedal-to-the-metal driving experience. You can race as one of six unique characters in souped-up vehicles and stunt your way through twisting tracks while collecting power-ups, avoiding traps, beating the clock and challenging friends.

GAMEPLAY

GripShift™ will automatically save game data to the Memory Stick Duo™. Do not remove the Memory Stick Duo™ or switch off the PSP™ system when the Memory Stick Duo™ access indicator is flashing. You have three choices to start playing GripShift™. If this is your first time playing GripShift™ and there are no profiles saved on your Memory Stick Duo™, only the New Game options will be available:

- New Game:** Begins a new profile and game.
- Load Game:** Loads a saved profile to play.
- Continue Game:** Continues the most recent game played.

UNLOCKING GAME FEATURES AND MODES

When you first begin to play GripShift™, some of the features in the game will be "locked." These are cool, advanced elements of the game that will become available as you accumulate credits. You can earn credits by successfully completing levels and the various goals for each level.

STARTING A NEW GAME

If you select 'New Game', you begin by entering a name for your profile. The name you choose will be visible to other players in a multiplayer session, as well as being stored with any levels that you create through the Track Editor.

In the center of the screen is an array of letters and numbers. Move the cursor around to highlight letters and numbers, pressing **X** to select your name. You can backspace over a selection using the **△** button. The **R** button will insert a space. You may choose from other symbols by selecting the tabs along the left side of the screen. You may go back by pressing the **○** button. When you are finished, press the **START** button.

MAIN MENU

You can pick the style of game you want to play from the Main Menu.

Single Player allows you to play alone and against computer- controlled opponents.

Multiplayer games are played with other people who also have GripShift™ and choose to play in a networked game with you.

Track Editor is a tool that lets you design your own racetracks and share them with others.

Options allows you to change your selected character, edit your vehicle, adjust button controls, and tweak game and sound options.

Load/Save Options lets you save your profile and game manually.

Extras gives you the production acknowledgements for the GripShift™ creators, as well as music, and art extras that can be unlocked and viewed as you earn credits in the game.

DRIVING

When you begin a level, you will be shown a fly-by of the level to give you an idea of the layout, checkpoints, power-ups and other features. You can skip this fly-by by pressing **X**. The fly-by will be re-shown each time you restart the level.

When you first play the early levels you will be presented with a help screen after the fly-by has finished, giving information on game controls and level features. To view this help again, press the **○** button during the fly-by.

LEVEL 1

ACCELERATE

BRONZE TARGET
STARS

ARTIST: "E-LINE"
TITLE: "FREEMAN"

REMAINING GOALS

- | | |
|--|----------------------------------|
| 1 Game level | 5 Checkpoint goals (if any) |
| 2 Level title | 6 Artist and title of game music |
| 3 Medal target time | 7 Remaining goals |
| 4 Star collection goal
(may be inapplicable for certain levels) | |

Press the **X** button to begin the level.

When you begin a level, you can get a Start Boost that will give you a small burst of speed to start with, by pressing the accelerate button right on the "GO!" alert.

The main game screen will be displayed as you drive, showing time limits, collected stars, nitrous meter, current speed and other information. Some information will vary depending on the goal of the level.

CONTROLS

You can perform the following actions with your vehicle using these buttons:

Action:

Steer vehicle left / right

Tilt vehicle when in air

Accelerate

Control Buttons:

← →

↑ ↓

X button

Notes:

Limited steering is available while airborne.

Tilts your vehicle to angle of landing platform for the smoothest landing.

Limited acceleration is available when in the air.

Brake

□ button

Holding the brake button after the vehicle has stopped will cause it to go into reverse. To brake when already reversing, use Accelerate (**X** button).

Reverse (when on ground)

↓ or **□** button

When moving forward, the vehicle must first brake to a stop before going in to reverse. As with a normal vehicle, steering controls are reversed when in reverse.

Use weapon

○ button

Weapons are available in race mode, race challenges, and some bonus games.

Change view

(when moving forward)

△ button

There are three views in the game: near, medium, and far. The Bonus Game, 'Snaker' has 4 different views.

Handbrake

L button

Use handbrake to come to a sudden stop. Handbrake and Brake will bring you to a very hard stop. When your vehicle is moving fast, steering while handbraking will result in a dramatic handbrake turn.

Nitrous

R button

Holding nitrous will activate a nitrous boost for as long as the button is held and there is nitrous in the tank. You can use nitrous when in the air, but you get more acceleration from nitrous when on the ground.

Both the **←→↑↓** buttons or analog stick can be used to control your vehicle.

The **START** button will pause the game and bring up the Pause menu. You may change the control options from the Main Menu by selecting Options and entering the Edit Controls menu.

BONUS GAMES

There are six single player bonus games, and six multiplayer bonus games. These are unlocked when you earn the required number of credits. To play a bonus game, select Bonus Games from the Single Player or Multiplayer menus and choose an available bonus game you wish to play.

★ **NOTE:** In all six SINGLE PLAYER bonus games you are awarded credits for your achievements. For gold you receive 6 credits, for silver you receive 4 credits and for bronze you receive 2 credits. No credits are awarded in multiplayer games.

PLAYGROUND

The playground is a single player bonus arena. There is no exit in this game. You drive and jump to earn a medal by collecting all the stars within the time targets. To exit the playground, pause the game and select 'Return to Menu'.

FOOTBALL CRAZY

SINGLE PLAYER: In Football Crazy you must score goals against the clock. Use your vehicle to "kick" the balls into the correct net. Credits are awarded based on final score and finish time.

MULTIPLAYER: Multiplayer Football Crazy pits players against one another as they try to score goals. If there are more than two players, teams will be assigned. There are no credits awarded in multiplayer Football Crazy.

SNAKER

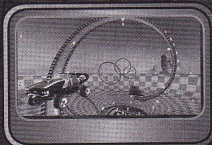
SINGLE PLAYER: In Snaker, you steer your vehicle around a grid trying to collect stars. A "trail" will appear behind your vehicle, as well. The more stars you collect, the faster your car will travel and the longer your trail will extend behind your vehicle. Crashing into your trail or a wall will result in a loss.

MULTIPLAYER: In multiplayer Snaker, up to four players drive on the same grid. The objective is to collect the most stars. Crashing into walls or other players' trails will knock you out of the competition. When the last player has crashed, the game ends and the winner will be announced.

ICE HOCKEY

SINGLE PLAYER: The objective is to score as many goals as you can against your opponent. Collect the puck by driving into it, shoot it using the **○** button. If you shoot too close to the goal, you will be penalised. Credits are awarded based upon the score difference between you and your opponent.

MULTIPLAYER: The objective in the multiplayer game is the same as the single player, but pits you against other players. For games with more than two players, teams will be assigned.



PENGUIN BOWLING

This is a single player only bowling game with your vehicle as the ball. Drive down each of the five "alleys," aiming to knock over as many penguins as possible. You cannot brake once you begin accelerating down an alley. Once you cross the line at the end of the alley, you lose all vehicle control. Medals are awarded based on total points.

BOMB POOL

SINGLE PLAYER: The objective is to sink all of the red balls followed by the black ball in the pockets as quickly as possible. Every time you sink a ball, you get a nitrous bonus. Sinking yourself into a pocket causes a time penalty. Sinking the black ball before all the reds results in a loss. Medals are awarded based on time taken.

★ **NOTE:** A TNT box appears on the table every 5 seconds.

MULTIPLAYER: Sink all of your colour's balls followed by the black ball as quickly as possible. Apart from assisting your competitors, there is no penalty for sinking other players' balls.

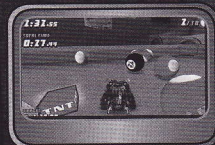
★ **NOTE:** A TNT box appears on the table every 5 seconds.

DEATHMATCH

Deathmatch is a multiplayer game only. Select your arena from those available. The objective is to shoot weapons at your opponents to score points. When time expires, the player with the most points wins. The first player to get 5 frags wins.

REVERSE TAG

Reverse Tag is a multiplayer game only. The objective is to remain "it" for the longest period of time before the time limit expires. When the game starts, the first player to find and collect the "GS" icon will become "it." The other players must try to crash into that player and become "it." You can shoot the person who is "it" to temporarily freeze them. A player can win for being "it" for 2 minutes.



RE-PLAYING LEVELS

Accomplishing all the goals in one run through a level can be difficult, if not impossible, so you will probably want to re-play a level more than once to maximise your earned credits. There is no penalty for re-playing a level, and all past accomplishments for that play session will be retained. For example, if you complete a level with the bronze medal, you will receive one credit. You can re-play that level to try to score a silver or gold medal to increase your earned credits, up to a maximum of three if you reach the gold medal. You may also re-play a level to collect all the stars available and claim the bonus credit by collecting the **GripShift™** logo item.

SAVING AND LOADING A GAME

Your progress will automatically be saved as you play. You may save additional profiles of your current game by selecting Options from the Main Menu and choosing Load/Save Options. Select Save Game and choose an available save file for your game.

You may also load your games by entering the Load/Save Options item from the Options menu and selecting Load Game.

MULTIPLAYER GAMES

You can play with up to three other players in a multiplayer game by selecting Multiplayer from the Main Menu. If there are games available to join, you will see a list that you may choose to join. You may also host a game by selecting Create Game. If you host a game, you will be able to:

- ★ Select Race Mode or Bonus Games
- ★ In Race Mode, select single race or championship, and then the racetrack or Championship type
- ★ In Bonus games, you get to select the bonus game

When entering or creating a game, you will enter a multiplayer lobby. Players who select your game will also appear in the lobby. When all of the players have joined, press **X** to start. Once the game has loaded and everyone has finished watching the level overview and reading the level help, the game will begin.

TRACK EDITOR

The Track Editor allows you to build your own custom Challenge levels and racetracks, test them, and even share them with other players. While in the editor, press the **START** button to open the editor menu.

For help in editing levels, press the **R** button + **START** or select 'Help' from the drop-down menu. Each item carries a price to place it. If your level costs too much you will not be able to place any more pieces; you will need to delete some pieces in order to reclaim points.

DROP-DOWN MENU

Track editor functions can be used through the drop-down menu. Press the **START** button to access the menu. Pressing the **START** button again will close the menu.

Use the **↑↓→** buttons to navigate through the menu. Press the **X** button to select an item.

The main menu items are:

FILE: From File, tracks can be loaded, saved, and deleted, track properties can be changed and the track editor can be exited.

TEST: Test allows you to test your track from the start grid or from the current cursor location.

MODE: Choose from any of the available modes in the track editor.

HELP: Get help on any of the modes in the track editor.

MODES

THERE ARE SEVERAL MODES IN THE TRACK EDITOR:

- Road** - Places standard road pieces
- Special road** - Places special road pieces, including: Start, Finish, Start/Finish, S-bends, U-bends, and junctions
- Pickup** - Places stars, nitrous, time, and weapon pickups
- Traps** - Places ramps, teleports, jump-pads, crushers, and other traps
- Roadside** - Places road signs, lampposts, and checkpoints
- Islands** - Places islands
- Scenery** - Places scenery on islands or roads (e.g., trees, buildings, etc.)

CAMERA CONTROLS

In all modes the following controls will move the camera around the current cursor position:

- Zoom in / out** - analog stick **↑↓**
- Rotate camera left / right** - analog stick **←→**
- Move camera up or down** - **R** button + analog stick **↑↓**

CURSOR CONTROLS

FREE CURSOR MODE

When in free cursor mode (as opposed to "snap" mode, see below), the following controls can be used to move the cursor:

- Move cursor forward or back - ↑↓ button
- Move cursor left or right - ←→ button
- Move cursor up or down - Hold **R** button + ↑↓ button

In addition, in all non-road modes holding the **START** while using the above controls will allow the cursor to move in smaller steps.

SNAP MODE

Certain modes (pickup, roadside, and traps) allow you to snap the cursor to the road for more accurate placement of objects.

BASIC CONTROLS

In all modes, the following basic controls operate:

- Place a piece - **X** button
- Delete a piece - **A** button
- Undo the last action - Hold **R** button + **A** button
- Rotate piece - **C** button
- Open piece selection menu - Hold **L** button
- Change to next Mode - Hold **L** & tap **R**
- Change to previous Mode - Hold **R** & tap **L**

EDITOR CONTROLS

The controls in the level editor depend on the mode you have selected.

ROAD

To select a new piece, hold the **L** button and use the ↑↓←→ buttons to choose a new piece:

- Change slope - Hold **L** button + ↑↓ button
- Change width - Hold **L** button + **C** button
- Change curve - Hold **L** button + ←→ button
- Change banking - Hold **L** button + **C** button

START - Snaps the cursor to the nearest unconnected road piece

- ★ **NOTES:** You cannot change width on curves.
You cannot change bank at the same time as changing slope.

SPECIAL ROAD

To select a new piece, hold the **L** button and use the ↑↓←→ buttons to choose a new piece.

PICKUPS, TRAPS, ROADSIDE, ISLANDS, PROPS

To select a new piece, hold the **L** button and use the ↑↓←→ buttons to choose a new piece.

Certain pieces can be snapped to the road, while others cannot. Press the **START** button to toggle Snap Mode. When in Snap Mode, only those pieces that can be snapped into place are selectable.

OUT OF BOUNDS

Track editor items, including road, can only be placed within a set area. When the cursor is red and the grid is red, you are out of bounds.

SHARING TRACKS

To share a track with other players, you will need to load the track in the track editor. Access the Properties menu for the track by pressing the **START** button and selecting "Properties" from the File menu. Set the Share Track to "Yes," and then save that track. You may also set a track's share level by entering the Manage Tracks menu, selecting the track name and changing its Share Track setting.

Other players will now be able to download this track whenever you are in the Share Tracks menu. You can disable this flag in the same manner.

To share tracks, switch the WLAN switch on and enter the Share Tracks menu of the Track Editor menu. Other players in the area who wish to share tracks will be listed on-screen. To download a track from another player, select that player and then select the track that you wish to download.

TECHNICAL SUPPORT

NEW: To serve you better, Ubisoft is now providing full ONLINE support, to solve your gaming problems quickly and efficiently.

Simply go to <http://www.ubi.com/uk> and visit the Ubisoft Frequently Asked Questions first!

By visiting our FAQ database, you can find exactly the same answers that are available to you by calling or sending web-mail to our support representatives. This service is free and available 24/7!

If for any reason you do not find the answer to your question, you can click on the Ask a question link in the FAQ to send us a web-mail, ensuring that we get all the important information on your system and your problem so we can answer correctly the first time.

Make sure to include all information on your system, your problem, and the game you are playing.

If you do not have internet access, Our support representatives can assist you from 8:00 am until 10:00pm daily (excluding Bank Holidays) on Telephone: 0905 - 482 - 0109. Calls cost 30p per minute. Please be at your system when calling Ubisoft for support.

Looking for cheats to go up to the next level? Call our 24 hour automated Hints line: 0906 - 646 - 8477. Calls cost £1.00 per minute. Please ask permission from the person who pays the phone bill before making the call.

AUSTRALIAN TECHNICAL SUPPORT

Technical Support Info Hotline
1902 262 102

(calls are charged at \$1.98 per minute including GST.
Higher from public and mobile phones).

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Address for returns:

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Where a CD key is required to access on-line game play, this cannot be reproduced or replaced. It is the responsibility of the original purchaser to keep this CD key secure. Lost, stolen or damaged CD keys cannot be replaced.

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All calls charged at National Rate	
Israel	09 971170
Italia	199 116 266
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