



NTSC U/C

PlayStation®



RAGE RACER™

namco®

GETTING STARTED

Set up your PlayStation™ according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the *Rage Racer*™ disc and close the Disc cover. Insert the Controller and turn on the PlayStation™. Follow on-screen instructions to start a game. It is advised that you do not insert or remove peripherals or Memory cards once the power is turned on.



A race cinematic will cycle. Press the **START** button to advance to the Title Screen, then press the **START** button again. When the Title Screen with the **Mode Menu** appears, use **UP/DOWN** Directional buttons to make a selection, then press the **START** button to confirm your selection.

Select **Grand Prix** or **Time Attack** and press the **START** button. The **Course Selection** Screen will come up and you can select a track by using the **LEFT/RIGHT** Directional buttons. Choose a variety of race options by using the Directional buttons to highlight the desired icon, then press the **O** or **X** buttons to select the options.

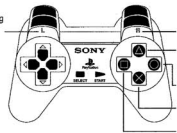
CONTROLS

Using The Controller (Default Setting)

Directional buttons Use to turn the steering wheel left and right while racing. Use for cursor movement when making selections.

START button Use to confirm all menu selections. During the game, press this button to pause, unpause, or exit the race.

L1 button/L2 button Use to shift down while racing, using the manual transmission.



R1 button/R2 buttons Use to shift up while racing, using the manual transmission.

Δ button Use to change views or to cancel when making selections.

O button Use to select menu options.

X button Use to accelerate and to select menu options.

□ button Use to brake and cancel selections.

Using The neGcon™ Controller (Default Setting)

UP Directional button Use to shift down while racing, using the manual transmission.

DOWN Directional button Use to shift up while racing, using the manual transmission.

Twist the neGcon™ to the left and right **Steers** the car left or right.

START button Use to confirm all menu selections. During the game, press this button to pause, unpause, or exit the race.

B button Use to change views and to cancel when making selections.

A button Use to select menu options.

I button Use to accelerate and select menu options.

II button Use to brake and cancel selections.

You can steer the car to the left or right by gently twisting the neGcon™. You must

practice using the neGcon™ to get the fastest lap times. You have two kinds of views to choose from while racing: Drivers View and Behind the Car View. You can change views by pressing the Δ button. (The B button when the neGcon™ is used).

neGcon™ Caution: Occasionally when you first start to play a game with your neGcon™, you may find that the twist control function is either oversensitive or biased in one direction, e.g. in *Rage Racer™*, the car may veer to one side even when you're not touching the neGcon™. Don't worry, this is not a fault with the game or the neGcon™ and can easily be remedied by entering the **Options** menu and calibrating your neGcon™ following the instructions on the **Key Configuration** screen.

SAVE & LOAD

Select this icon to go to the **Save & Load Data** Screen. Select **Save** or **Load** using the Directional buttons and press the \bigcirc button to confirm. Select the desired data file with the Directional buttons then press the \bigcirc or the **START** buttons to confirm. Up to three game files can be saved on one Memory card.

NOTE: Memory cards can only be used in Memory card slot 1. Make sure you have enough free blocks on your Memory card before commencing play.

Save	Saves data.
Load	Loads data.
Exit	Returns to the title screen.



EXPLANATION OF THE GAME SCREEN

- 1 Ranking: Displays your current position in the race.
- 2 Time Limit: Displays the time left. The race is over when the time reaches zero.
- 3 Tachometer: Displays the engine revolutions. Shift up to the next gear when it reaches the red zone for maximum acceleration.
- 4 Rear view mirror: Displays whats behind your car.
- 5 Record: The fastest lap time for this track.
- 6 Lap Time: Indicates the lap time for each lap.
- 7 Speed: Tells you how fast you are traveling.
- 8 Gear Position: Indicates what gear you are using.



Pause Menu: Pause the game while racing by pressing the **START** button, then the Pause Menu will appear. Make a selection using the Directional buttons and then press the **START** button to confirm your selection. To hide the rear view mirror, press the Δ button + **L1** button when paused. Press the Δ button + **R1** button to return the mirror.

CANCEL: Cancels pause.

RETIRE: You lose one chance unless you retire during the starting countdown.

CHANCE: Tells you how many chances you have left.

GRAND PRIX (2)

Use either the ☐ or ☒ buttons to select options or the ☐ or ☐ buttons to go back to the previous screen.

1. COURSE SELECT

The tracks will change when you repeatedly press the LEFT/RIGHT Directional buttons. Select the track you like, then choose a menu selection by moving the UP/DOWN Directional buttons. Then press the ☐ button. There are 4 tracks. (Classes 1 & 2 consist of 3 tracks).

- Names of the Grand Prix.
- Track Medallion:
1st /Gold, 2nd/Silver, 3rd/Bronze.
- Names of the tracks.
- Length of the course.
- Prize money.



2. SELECT CARS

Move the Directional button right or left to select the car type. Move the Directional button up or down to Race Start and press the ☐ button. You have only one car to begin with. However, as you win more prize money from the races, you can visit the car shop to buy up to 13 cars as they become available. Each car has 2-5 grades. The higher the grade, the better overall performance the car will have. Also each car maker is grouped into 4 major categories.

- Grade.
- Transmission: Although you can select your transmission with the Customize option, there are certain cars that can only use manual transmissions (MT).
- Performance Graph: The longer the bar, the better the performance.

GRAND PRIX (3)

CAR PERFORMANCE TRAITS

Although cars are categorized into 4 different types, their performance can greatly differ depending on their grades. To determine the performance of your car, check the following points on the screen.

ACCELERATION

Gives you more power for going up hills and more power to increase the speed of your car.

MAXIMUM SPEED

The higher the maximum speed, the more advantage you have at winning tracks with many straight-aways.

HANDLING

A car with high handling will have an easier time cornering. Handling performance will be an important factor in tracks with many sharp turns.

GRIP: Cars with strong grip have better traction in the turns, but are not good for drifting. Less grip means less stability but makes drifting easier.


GRAND PRIX (4)

3. CUSTOMIZE

You can design your own car by selecting Customize on the Car Select Menu. Make your selection with the Directional button then press the ☐ button.

Exit: Returns to car select screen.

Tire: You can increase the traction up to 5 grades.



Transmission: Select either **AT** or **MT**. **AT** is automatic and **MT** is manual. There are some cars that only have manual transmissions and their gears can differ from 4 - 6 gears.

Design: Design your own car. Make your selection with the Directional button and press the **O** button.

Team Logo: You can make an original team logo.

Team Name: Name your team. Select the letters with the Directional button and press the **O** button to enter. **BS** is back space. Select **ED** when finished making your selection then press the **O** button.

Paint Colour: Colour your car. Make your selection from the menu by using the UP/DOWN Directional buttons then press the **O** button to confirm. Pick the colour you like by using the LEFT/RIGHT Directional buttons then press the **O** button. Both body colour and line colour (the colour of the stripe) have 18 different colours. Select exit to go back to the previous screen. $18 \times 18 = 324$ different colour patterns! Select **Exit** to return to the **Customize** Menu.

GRAND PRIX (5)

TEAM LOGO

You can create your own team logo by selecting team logo in the **Customize** Menu.

Exit: Returns to the **Customize** Screen.

Sample: Create your own logo with the combinations of sample patterns. The different backgrounds give the same logo brand new looks.

Paint: You can even draw on the sample patterns. Just follow the chart on the right, and create a cool-looking logo of your own.



TIME ATTACK GAME SCREEN

In this mode, **section time** appears instead of **rank** and **total record** appears on the right hand side of the screen. The rear-view mirror is not available. Only those cars obtained in the Grand Prix mode can be used.

- 1 **Section Time:** Courses are divided into sections. This indicates how long it took you to run the section.
- 2 **Total Record**

HOW TO PLAY TIME ATTACK

SELECT COURSE

Use the LEFT/RIGHT Directional buttons to select a course. Next, make your selection from the menu by using the UP/DOWN Directional button, then press the **O** button to confirm your selection. There are 3-4 different courses.

Car Select: Takes you to the **Car Select** Screen.

Ranking: Indicates the ranking lists for **Fastest Lap Time** & **Total Time** of each course.

End Time Attack: Exit the **Time Attack** and go back to the Title Screen.

Use the LEFT/RIGHT Directional buttons to select the car type. Next, use the UP/DOWN Directional buttons to Race Start, then press the **O** button.

1. The number of cars you have.

Race Start: Starts the race.

Customize: Customize your own car.

Course Select: Returns to the **Course Select** Screen.

Note: The Customize option has limited functions in this mode.

OPTIONS

You can choose the following 5 options in the **Option Mode**. Use the Directional buttons to highlight **Option** and press the **O** button to confirm your selection.

TROPHIES

You will get a gold, silver or bronze trophy for each class depending on your finishing position. Gold is for finishing in first place for all the tracks of that class. If you finish second once, you will receive Silver. With one third place finish on any track or two second, you will receive Bronze. No trophies when your car has more than the normal grade for the class.

KEY CONFIGURATION:

CONTROLLER:

You can choose from eight types of **Key Configurations**. Use the LEFT/RIGHT Directional buttons and use the **X** button to make your selection.

neGcon™:

You can choose eight types of **Key Configurations**. Use the LEFT/RIGHT Directional and either the **A** button or **I** button to make your selection. Also adjust the **Steering Play** and **Maximum Twist** by pressing the **START** button.

- 1 Hold neGcon™ in the untwisted position and press the **START** button.
- 2 Choose the **Steering Play** by using the LEFT/RIGHT Directional buttons and press the **START** button to select.
- 3 Choose the **Maximum Twist** by using the LEFT/RIGHT Directional buttons and press the **START** button to select.

VOLUME BALANCE

You can change the **Volume Balance** of the Background Music (BGM) and the Sound Effects (SE). Adjust the volume by using the LEFT/RIGHT Directional buttons. The larger the gauge, the louder the volume. Also change the sound output from stereo or monaural with the **OUTPUT** selection.

MUSIC PLAYER

Listen to the background music during the race. To select the music, use the Directional buttons to highlight **>>** or **<<**, then press the **O** button. Press the **□** button to go back to the Menu Screen.

Adjust Screen

You can adjust the screen using the Directional buttons.

CAR MANUFACTURERS

GNADE (Germany): Standard Performance.

A powerful car that can handle the narrow streets to the Autobahn. Nicely balanced in all the performance traits (acceleration, maximum speed, and handling).

LIZARD (U.S.A.): Best Acceleration Performance.

An American manufacturer that specializes in Stock Car Racing. This car is good on tracks with long straight-aways. No other model can beat its high performance when accelerating up steep hills.

AGE (France): Best Handling Performance.

A stylish sports car. You can drive like a professional driver with its awesome handling. With this little beauty you can conquer the winding mountain roads.

ASSOLUTO (Italy): Highest Maximum Speed.

When you're ready to experience some real speed, then it's time to purchase an Assoluto-made sports car. Blow away your competition on the oval track with one of these speed demons.

TRACKS

There are 4 different tracks. Try to pick the right car for each track.

Mythical Coast: 2.88 miles (4, 641m)

The track runs along the coast, past Mediterranean style villas and a chapel. A standard concourse with some hills. Standard Performance cars like the Gnade are recommended.

Over Pass City: 4.13 miles (6, 640m)

The longest circuit is also the most spectacular. Just like the City of San Francisco, the city with a lot of hills. Cars with high acceleration are recommended for this track.

Lakeside Gate: 3.88 miles (6, 237m)

This road has some beautiful scenery to admire. One of the attractions is where the route opens up by a lake, which reflects the surrounding scenery. But the main attraction is its very tricky and challenging turns. Beware of the cars that fly through this track at high speed. Cars with good handling are recommended for this track.

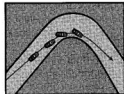
The Extreme Oval: 1.9 miles (3, 074m)

This track consists of two very long straight-aways that are connected by two giant turns. Dont even try to win races here until you buy one of the Assoluto cars.

USEFUL TIPS

This section is an introduction to the basic techniques of Rage Racer™. Playing Rage Racer™ without learning the basic techniques is possible. However, to set new records and truly savor every aspect of Rage Racer™, it is recommended that you master some of these powerful driving techniques.

- 1 Drifting: This is a technique used to slide gracefully through tight corners. Although drifting is actually slower than Grip Driving—braking before approaching a turn (See page 27)—there are many sharp turns where drifting allows the smoothest cornering. There are two types of drifting:



1



2



3



4

Acceleration Drifting: As you approach the corner (1), release the accelerator. After you start your turn, begin accelerating (2). As you begin to drift (3), steer your car towards the opposite side of the corner's direction. Finally, when the body of the car becomes aligned with the road again, straighten and accelerate (4).



Brake Drifting: As you approach the corner (1), turn before entering the corner. Press the brake button once. (Do not press the acceleration button at the same time). Accelerate again (2) to drift (3). Apply this technique at low speeds.

- 2 Grip Driving: Take turns without drifting. Just use your brake. As you get close to a turn, brake and accelerate at the same time. Then let the brake go slowly as you finish the turn. Grip Driving is easier than drifting when it comes to taking turns. Eventually you will learn which techniques to use on each turn. Don't try to do any unnecessary drifting in the turns.
- 3 Shifting Gears: For smooth acceleration, it is necessary to keep your engine running fairly fast. Try to shift gears often, checking the RPM meter and the sound of the engine. Right before drifting, shift down to the right gear for smooth acceleration. Manual cars have less power loss and should run faster than automatic cars. If you want to break records, you've got to try manual cars. Shift down to a lower gear when you drive up hills, or when the RPM meter goes down after drifting, and when you slow down by hitting other cars. Shift up when the RPM meter reaches the end of the red zone.

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