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**WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

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 2 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 2 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 UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

**HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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.

# Power Drome

## INTRODUCTION

In another universe, in another time, the peoples of the Thousand World Hegemony have conquered all; their enemies, their own destructive ambition and the secrets of space. Life for them is idyllic, clean, fulfilling and safe to the point of boredom.

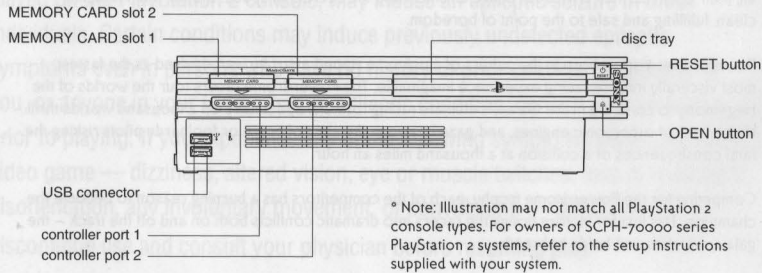
Powerdrome: a sport born in the gutters of a universe ripped apart by war, devised as the fastest, most viscerally intense racing experience imaginable; The Powerdrome racers tour the worlds of the Hegemony to compete in the Galaxy's ultimate racing formula. Spectators on a thousand worlds thrill to the roar of supersonic engines, and gaze in awe at the sight of brave or foolhardy pilots risking the fatal consequences of a collision at a thousand miles an hour.

Competing for the Powerdrome trophy, each of the competitors has a burning reason to become the champion. This lust for victory brings the racers into dramatic conflicts both on and off the track — the galaxy watches and holds its breath.

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## GETTING STARTED



It is advised that you do not insert or remove accessories once the power is on. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

Set up your PlayStation®2 computer entertainment system according to the instructions in the Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the *Powerdrome* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.

Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

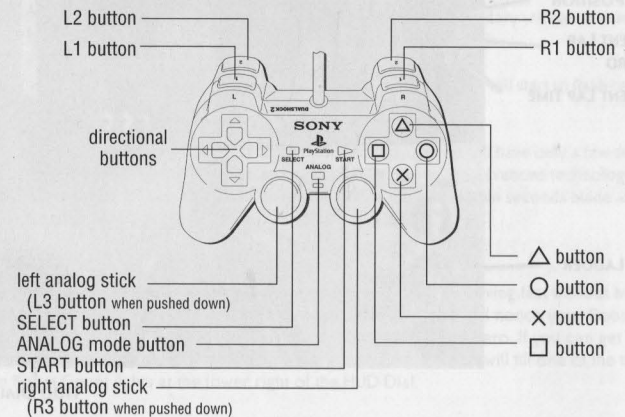
*Powerdrome* is best played with the DUALSHOCK®2 analog controller. Before starting play make sure you have a DUALSHOCK®2 analog controller inserted into controller port 1. Do not insert or remove controller or accessories when the power is turned on.

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB) (for PlayStation®2) containing previously saved games.

## STARTING UP

These are the default blade controls when you race. You can select alternate control set-ups from within the options menu.

### DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

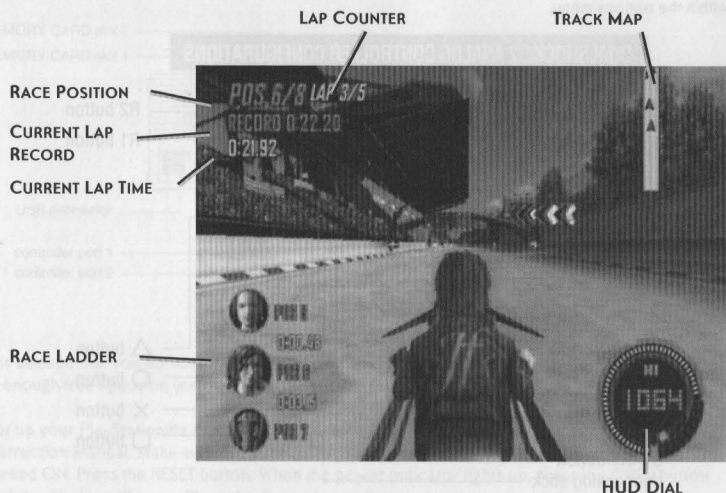


## TAKE CONTROL

L1 button	Gear Down
L2 button	Look Back
Directional buttons	Gesture
Left analog stick	Steering
START button	Pause / In-game Menu
Right analog stick	Glance
square button	Brake
X button	Accelerate
circle button	Repair
triangle button	Change Camera
R1 button	Gear Up
R2 button	Boost

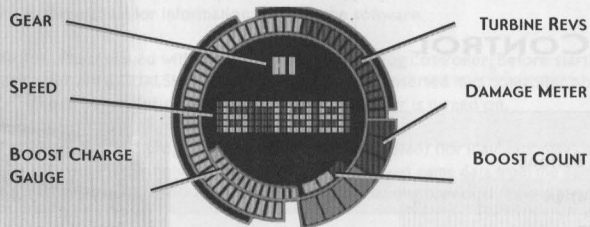
## GAME SCREEN

Information to help you race to the best of your ability.



## RACING YOUR BLADE

Information essential to racing your blade is included on your HUD Dial:



## Jet Engines and Gears

Blades have two separate turbine engines: a turbojet and a ramjet; one used for subsonic speeds, one for supersonic speeds. With a nod to the racers of the past, almost all racers refer to these as "gears", and this convention has carried over to the standard instrumentation of most blades. Your current gear is shown as HI or LO on the HUD Dial.

To the left and right of the gear display are green and red triangles. The right red triangle will flash when you are in LO and it is best to change to HI. The left green triangle will flash when you are in HI and it is best to change to LO.

Due to the extreme speeds and the number of robotic racers, it is perfectly legal to use a computer assisted auto gearshift, but many of the more experienced racers swear by the fine control of manual gears

If you have manual gearshift selected hit the **R1** button to shift up and the **R2** button to shift down.

## Blade Damage

Colliding with other racers, the features of the track or the track boundary will cause damage to your blade. The red Damage Meter filling on the HUD Dial indicates this.

When the Damage Meter nears the top, the outer rim of the HUD Dial will start to flash red, indicating that the blade is nearing critical damage.

Once the damage bar reaches critical, a klaxon will sound and you will have only a few seconds to Repair before your blade breaks up and explodes. Of course the advanced technology of Powerdrome racing means that doesn't mean the end of the race; within seconds blade and pilot are restored to the track and back in the action.

## Boosts

Your blade can hold up to three "Boosts". Boosts are gained by driving fast without hitting the sides of the track or other blades. As you reach high speed you will notice your Boost Charge Gauge filling. Any impact will reset your Boost Charge to zero. If you can get the blue Boost Charge Gauge to fill to the top you will earn a Boost, which will fill one of the three blue Boost Count lights at the lower right of the HUD Dial.

You can use a Boost in three ways:

- 1.) Press the **R2** button to give you a quick speed boost.
- 2.) Press the **R2** button when right behind another blade to perform a BOOST RAM to both damage them and even barge them out of the way!
- 3.) Press the **O** button to perform a BOOST REPAIR. This will remove most of the damage your blade has received, but at the cost of some speed.

## Profiles

A profile stores your individual progress as you play – this is your identity in the Powerdrome Universe. Every person who plays *Powerdrome* can have their own profile, which remembers such things as:

- Your progress in the Championship mode.
- Your unlocked characters.
- Your unlocked racing tracks.
- What you have unlocked to view in the Gallery.
- Your personal best times and speeds for all the tracks.
- Your individual game settings.

Having successfully started the game you will be presented with the profile screen. Here you load your profile, create a new profile, or continue without saving.

## MAIN MENU

The Main Menu is the gateway to everything within *Powerdrome*:

- Quick Race** – For that quick all-adrenaline action we all crave **Quick Race** will put you straight into the thick of the racing. You can select any of the characters and tracks you have unlocked in the Championship.
- Championship** – Here you will race to glory across the worlds of the Hegemony. Within the *Powerdrome* championship events lurk the finest racers in the galaxy, all ready to take you on!
- Time Trial** – Hone your racing technique here in **Time Trial**. No racers, no pressure – just you, the track and a ticking clock. Also a handy hologram of your fastest lap time is provided to pace yourself against.
- Multiplayer** – Play split screen with a friend using an additional DUALSHOCK®2 analog controller in controller port 2.
- Gallery** – Watch your recorded replays, view your records and see your bonuses that you have unlocked in **Championship**.
- Options** – Change the game settings to suit your playing style.

## CHAMPIONSHIP

*Powerdrome* racers live to race, and its here in the **Championship** where they get to test their mettle. The **Championship** consists of a series of challenging events starting with the easy San-Kei Open Pre-Season qualifier. Don't get too cocky after the first few easy events, they get much more challenging.

### Event Types

- Circuit race** – Circuit races are the default format for *Powerdrome* events. Circuit races can take place on any track anywhere in the Hegemony. They simply involve a number of racers competing to gain podium positions and thereby medals.
- Eliminator** – In **Eliminator**, all the blades are wired with small explosive devices. The last blade in the field to cross the finish line on each subsequent lap is eliminated by detonating the explosives. With each new lap another blade is eliminated. The winner is the last blade surviving. You can also remove another blade from the action by using **BOOST RAM**.
- Challenge** – **Challenge** races take two racers and pit them against each other, head to head. They can take place on any track in the Hegemony, but the favorite proving ground for personal grudges are the labyrinthine gutters of Mastan.
- Hot Lap** – **Hot Lap** presents the racer with a target time, which they must attain within the set number of lap attempts they have been given. Use **Time Trial** to improve your skills on a given track.

As you complete events within the Championship extra tracks and characters will be unlocked. Also cool new content will appear in the gallery. The more you race the more you get to see!

## MULTIPLAYER RACING

*Powerdrome* is designed so that you can race your friends using split screen.

### Split Screen Racing

Using the Split Screen mode you can race against a friend using only one PlayStation®2 computer entertainment system! To start a split screen game select **Multiplayer** from the **Main Menu** and then select **Split Screen**. Each player can then join the game individually by pushing the **START** button on his or her controller.

## GALLERY

Your replays and records are accessed through the gallery. Each time you save a replay it will be added here.

### Gallery Options

- VIEW BONUS IMAGES
- VIEW MOVIES
- VIEW REPLAYS
- VIEW RECORDS

New features and content are unlocked and added as you progress through the Championship, so keep playing.

## OPTIONS

You can use the options screen to change the game's settings to suit your personal preferences.

### Controller Settings

These allow you to select controller settings more suited to your style of play. You can select a different setting for each controller.

#### Vibration: On – Off

*Powerdrome* has an advanced physics engine, which feeds through to the vibration features built into the DUALSHOCK®2 analog controller.

#### Adjust Audio

These sliders allow you to adjust the balance of Sound Effects, Music and Character Speech.

#### Camera Shake

This can be used to turn the camera shake special effect on and off.

#### Default Camera

Select the camera that you prefer to start your races with.

#### HUD Dial Detail

Allows you to change the complexity of the HUD Dial. This even allows you to turn all the instrumentation off should you so wish.

#### Adjust Screen

Allows you to correctly position the image for your television.

#### Wide Angle Camera

Allow extra visibility on widescreen televisions.

#### Auto Save

Turn auto saving of game progress on or off.

#### Reset to Default

This will reset all the other options back to the default settings of the game.



## ADVANCED POWERDROME RACING

**Advanced Steering** – Steer with a gentle touch on the analog stick – rather than slamming it from side to side. The blade will reward you with smooth, fast cornering power.

**Use the Brakes** – Using the airbrakes, by pressing the  button, to scrub off speed is more efficient than crashing into the walls! You'll only need them on tight bends like the hairpin at San-Kei, if you can, try and remember a point on the trackside to start braking.

**Boost Chaining** – A skilled Powerdrome racer uses the speed gained from deronating a boost to gain another boost. This is called boost chaining and is best started when exiting corners onto long straights. Skilled racers often can use six Boosts on the straight on Mata Wai Ocean Dam and still enter the next bend with three Boosts charged.

**Boost Start** – If you balance your revs just right you can get an immediate speed boost when the race starts. Keep the turbine revs high, but avoid hitting the redline and you'll see the Boost gauge charge; great for getting an easy, early lead, as you shoot into the first bend.

**Drafting** – It takes a lot of energy to move a hunk of metal through the air at these speeds, but the wake behind a blade has thinner air that your blade can make easier progress through. The smart pilot can use this to gain a tactical advantage. Tuck yourself in the wake of the blade ahead, stay on his tail and slingshot past at the opportune moment. Notice the contrails streaming from your wingtips when you're right in the draft.

Remember your opponents will try to stay in your wake to overtake you too. Don't let them! Watch your minimap and take action if they are tucked in behind you.

**Sliding Around Corners** – This technique takes a little practice but every skilled racer needs to slide sideways a little sometimes. To slide, turn in to the corner and jam the brake full on for a moment. Stay off the throttle for a big slide, get on the throttle to reduce the amount you slide. The method is easy but the timing takes a little practice. This is great for cutting time on those tough hairpin bends. Best place to practice is the hairpin at the San-Kei tri-oval.

**Boost Ramming** – The most brutal technique in the Powerdrome; it does not have much finesse but it is effective. Angul and Khalid are masters of the Boost Ram.

Before you even think about doing this make sure you have a boost spare. To Boost Ram effectively, tuck yourself in the wake of another blade so you get a speed boost and start to gain on your opponent; as you are about to collide with the engines hit the boost button. If you get the timing right you will knock the blade out of the way and maybe even cause it to spin out. At the least you will inflict damage. Beware. Heavy blades like Angul's cannot be rammed easily, and racers don't take kindly to such heavy-handed tactics. Remember anything you can do they can do too!

Also look out for damaged blades, recognize one by the color of his contrail; the darker it is the more trouble he is in. Maybe a candidate for the Boost Ram!

**The Art of Manual Gear Shifting** – This isn't for everybody as in any Powerdrome lap there's plenty to concentrate on, but for the expert, using a manual gear shift can save those vital fractions of a second that could win or lose the race. Watch your rev gauge, look for the change cue (red to shift up, green to shift down) and listen for the sound of the engine. You can even feel the excess vibration of an incorrect gear through the controller.

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