



**INSTRUCTION BOOKLET**  
**MANUAL DE INSTRUCCIONES**



**EmuMovies**



ELTECHNYX



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(s06)





**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.



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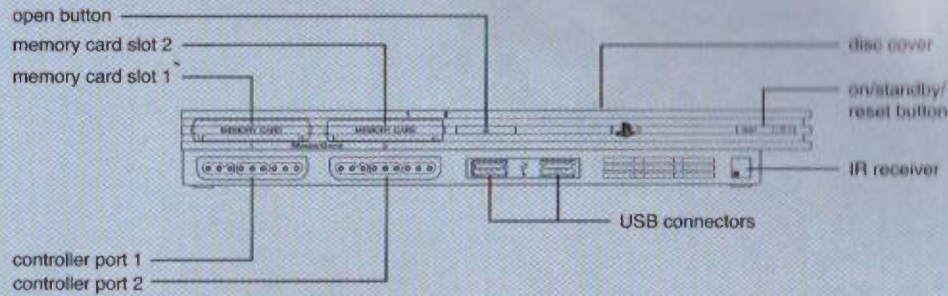
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**INTRODUCTION**

The Cartoon Network Racing trophy is up for grabs and your favorite characters from *The Powerpuff Girls™*, *Dexter's Laboratory™*, *Courage the Cowardly Dog™*, *Cow and Chicken™*, *I am Weasel™*, and *Johnny Bravo™* are all out to get it. However, there can be only one winner in this crazy contest. Buckle up with your favorite characters and hold on tight because the race to the top of the podium is going to be a wild and wacky ride!

## SETTING UP



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the **CARTOON NETWORK RACING** disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

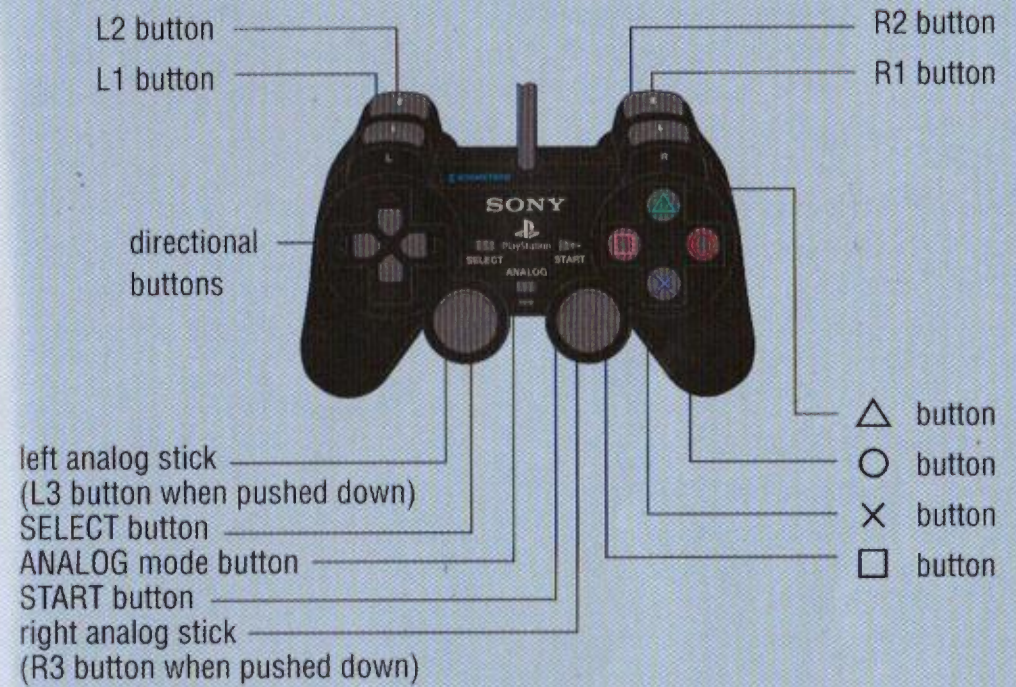
### MEMORY CARD

To save game settings and progress, insert a memory card 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 for PlayStation®2 containing previously saved games.



## CONTROLLER BUTTONS

### DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



## STARTING YOUR GAME

The game begins with the development credits. You may skip these by pressing the  $\times$  button to skip each individually or the START button to skip them all. The game then checks for the presence of a memory card (8MB) (for PlayStation®2). You may play the game without a memory card (8MB) (for PlayStation®2), but you will be unable to save your progress. If no memory card (8MB) (for PlayStation®2) is present, you will be informed of this and prompted to insert one or start the game without saving.

## THE PRESS START SCREEN

The Press START screen acts as a "title page" for the game. If you do not press the START button, after a short period of time the game will go into Demo Mode and show a short section of in-game action. You may return to the Press START screen by pressing the START button during Demo Mode.

## PROFILE SELECT

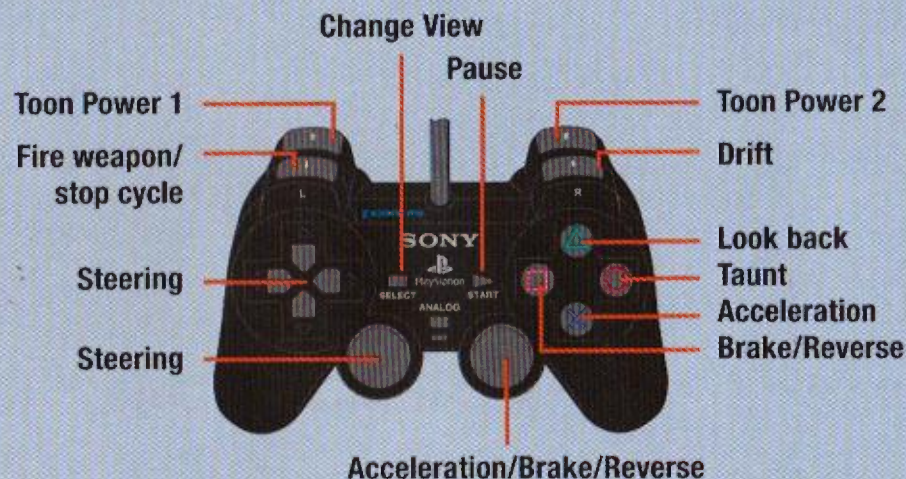
In order to start playing, you must create a Profile. This is the name associated with your saved games. Your progress in *Cartoon Network Racing* is automatically saved to the memory card (8MB) (for PlayStation®2) (if the Autosave feature is enabled.) Don't worry if you do not have a memory card (8MB) (for PlayStation®2) inserted, as you will still be able to play the game. However, any progress you make will be lost when you switch off your console.

If this is the first time you have played the game, you may create a new Profile by selecting the New Profile option. Simply enter the name you wish to use and your Profile will be created.

You may later restore this Profile by selecting the Load Profile option.

## RACING CONTROLS

You may select a different controller configuration by selecting Options from the Main Menu.



## THE MAIN MENU

There are a number of Game Modes available when you begin playing *Cartoon Network Racing*, with more becoming unlocked as you progress. To select the Game Mode you wish to play, you must first choose if you wish to play in Single Player Mode, Co-operative Mode or Versus Mode. Note that to play in Co-operative and Versus Modes, you must have a second controller connected to your PlayStation®2. Otherwise, you will be unable to select these Options.

In addition, you may also modify your Options or enter Gallery Mode. Selecting Options allows you to modify Sound options, Controller options, and Display options. You can also toggle the Autosave feature between Enable and Disable. In Gallery Mode, you can view full-length episodes of your favorite Cartoon Network shows (once you unlock them!) or view the Credits.



## SINGLE PLAYER MODES

### QUICK RACE

In this Mode, you may replay any of the tracks you have unlocked.

You begin by selecting your Driver and Co-Driver. When choosing your Driver, pay attention to their Attributes, as these dictate their performance in the game. The more Stars a Driver has on a certain Attribute, the better they are.



When selecting your Co-Driver, pay attention to their Toon Powers. Toon Powers are special abilities that can be called upon to assist you when your Toon Power Bar is filled (see Toon Powers below for more details.)

After you have made your selections, you will be prompted to select a track. Initially your choice of tracks is limited, but you will unlock more tracks as you progress through Tournament Mode. Tracks are divided into "Show Worlds", with tracks themed to each Cartoon.

### TOURNAMENT MODE

In this mode, you'll compete against five other Driver/Co-Driver teams in a series of races themed to your favorite Cartoon Network shows. As you progress, more Tournaments will be unlocked. You begin by selecting your Driver/Co-Driver team and the Tournament you wish to enter.

In Tournament Mode, your goal is to score the most points by finishing in the highest possible position. After each race, you can view your finishing position, points awarded for the race, and your overall standing in the Tournament.

If you perform well in each Tournament, you'll unlock an assortment of new game modes, tracks, and cartoons that can be viewed in Gallery Mode!

### SUPER TOURNAMENT

To unlock the Super Tournament, you must complete the Super Science Tournament and finish in first place. However, you'll need to progress through the other Tournaments in sequence to get there! The rewards are well worth the effort because competing in the Super Tournament represents the pinnacle of racing achievements!

Your Driver choice dictates which round of the Super Tournament you will compete in. For example, choose a Driver from *Courage the Cowardly Dog* and you'll enter the Super Tournament. Select a Driver from *I Am Weasel* and you'll experience a different Super Tournament!

If you successfully complete the Super Tournament, you'll unlock special rewards, including episodes of Cartoon Network shows that can be viewed in Gallery Mode!

### CARTOON ELIMINATOR

In this mode, you compete against five other Drivers. At the end of each lap, the Driver in last place is eliminated from the race. The overall goal is to be the "last man standing," so make sure you're not the one eliminated!

Again, your first task is to choose your Driver and Co-Driver. Once you have selected your Driver/Co-Driver, you must select the Show World you wish to compete in.

If you win each race in the Cartoon Eliminator group, you'll unlock new Characters!



## CO-OPERATIVE MODE

If you have a second controller inserted into your PlayStation®2 console, you may play in Co-operative Mode with a friend! In this mode, the first player takes on the role of Driver, whose responsibilities include steering the kart and taking care of the “racing” aspects of the game. The second player takes on the role of Co-Driver, whose responsibilities include taking care of all “offensive” aspects of the game. These aspects include firing weapons and using Toon Powers to ensure victory for the team!

To play in one of the Co-operative Modes, select the Co-operative Mode option from the Main Menu. Please note that you must have two controllers connected to your console. Otherwise, the option will not be available.



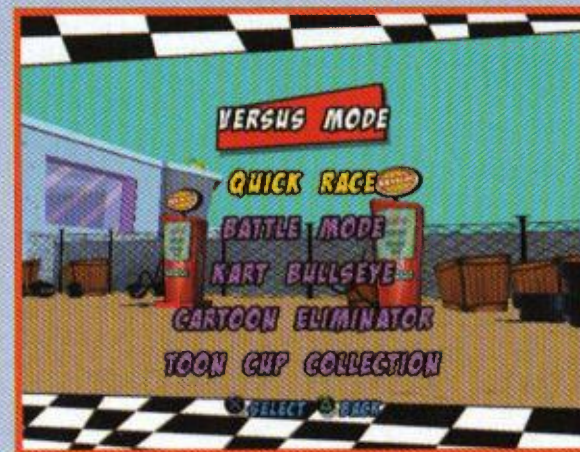
### CO-OPERATIVE GAME MODES

You and a friend may play the following modes in Co-operative Mode:

- Quick Race
- Tournament
- Super Tournament
- Cartoon Eliminator

## VERSUS MODES

Note: To access Versus game modes, you must have two controllers connected to your PlayStation®2.



### QUICK RACE

In this mode, you compete against your opponent in a single race. This mode is identical to the Single Player Quick Race option, with the obvious difference being that you compete against a human opponent.

### BATTLE MODE

In Battle Mode, you and your opponent duke it out in an arena of your choice. The objective: Use any and all weapons you can get your hands on and score a specific number of hits against your opponent!

Every time you successfully hit your opponent, you will score one point. The goal is to score more points than your opponent.

At the start of Battle Mode, you may select the winning conditions. You may either set a target score or a time limit.

As you progress through Tournament Mode, you will unlock more Battle Arenas. There are a total of six Battle Arenas that can be unlocked.

### KART BULLSEYE

In this mode, you compete against a friend in a game of Curling. The goal is to place your kart as close as possible to the center of the target. However, that's easier said than done. You must curl on super-slippery ice, where steering and acceleration are severely hampered! To add to the fun, there's an assortment of hazards standing between you and the target!



You can only select a Driver in Kart Bullseye. The game will begin after both players have selected their drivers.

In Kart Bullseye, you must estimate the proper speed and angle before you approach the Red Line. Once you have crossed the Red Line, you will have only limited control over your kart. Players will alternate turns in Kart Bullseye, and each successive round will become increasingly difficult, as tracks become littered with hazards and obstacles.

## CARTOON ELIMINATOR

This is a head-to-head variation on the Single Player mode detailed above.

## TOON CUP COLLECTION

For two players competing in Toon Cup Collection, only one thing counts: the player with the most cups wins! A multitude of tokens are dispersed throughout the arena, and it is your objective to collect more cups than your opponent...at whatever cost.

You may select one of two win conditions prior to starting: Trophy limit or Time limit. Under the first condition, the first player to collect the required number of Cups is declared the winner. Under the second condition, the player with the most Cups when the timer runs out is declared the winner.

## MINE, MINE, MINE

This mode is a head-to-head battle for the Golden Anvil Trophy! After selecting an arena, you and your opponents are taken to opposite ends of the arena while the Golden Anvil Trophy is placed in the middle of the arena.

Your objective is to hold the anvil for thirty seconds. While holding the prized possession, opponents can use all available weapons to make you drop the anvil.

You may select one of two win conditions prior to starting: Round limit or Time limit. Under the first condition, the player who wins the designated number of rounds is declared the winner. Under the second condition, whichever player has held on to the Anvil the most within the designated time frame is declared the winner.



## BOMB-BASTIC MODE

In this mode, your task is simple: bomb your opponent! At the start of the round, one player is randomly assigned the Bomb. The player with the bomb can transfer it to other players by hitting them with a weapon or ramming them at high speeds. Their task is to pass it to the other player before the timer runs out, or else the Bomb detonates!

You may select one of two conditions prior to playing: Hit limit or Time limit. Under the first condition, the player who avoids being bombed the designated number of times is the winner. Under the second condition, the player with the highest score when the timer runs out is declared the winner.



## CHARACTER UNLOCKING

If you win each race in the Cartoon Eliminator group, you'll unlock new Characters!





# WEAPONS

## SMART ROCKET

When fired, this heat-seeking Smart Rocket will lock on to the nearest target and explode on impact. Its heat-seeking duration lasts ten seconds.



## ROCKETS (X3)

When fired, these rockets have the nearly the same capabilities as the Smart Rocket, but they can not lock on to opponents as accurately. To make up for this shortcoming, you have three shots to hit your opponents instead of just one.



## BOMB

When fired, this bouncing bomb will ricochet off any hard surface until it collides with a kart or hazard. After the Bomb has been fired, you can tap the Fire button again to trigger its explosion.



## PROXIMITY MINE

When released, the Proximity Mine stays on the track until it encounters a kart or projectile weapon. On bomb release, the player can tap the Fire button again to trigger its explosion.



## OIL SLICK

When released, you will begin to leak a trail of oil that causes opponents driving over it to lose traction and spin out. The Oil Slick will not have any affect on karts performing a Power Slide.



## FAKE

Drop a Fake on the track and fool one of your unsuspecting opponents. The Fake resembles a typical power-up box, but alas, any player that drives through the Fake will see it explode in their face. Projectile weapons can destroy Fakes.



## DECOY

When dropped, the Decoy attracts all seeker weapons in the immediate area. The Decoy also acts as a small mine when a player collides with it. Like the Fake, the Decoy can be destroyed by projectile weapons.



## TOON POWER CAN

Toon Power Cans are quite rare...and for good reason. These power-ups reward a player with full Toon Power!



## TURBO BOOST STAR

When activated, the Turbo Boost Star gives you a brief burst of speed. While not as fast as the Super-Speed Toon Power, it is easier to collect, and tactical use of the Turbo Boost Star can mean the difference between first and last place!



# TOON POWER OVERVIEW



Each character in *Cartoon Network Racing* has two unique Toon Powers that can be unleashed if they are selected as a Co-Driver. However, in order to access their Toon Powers, you must completely fill the Toon Power Meter.

To do this, you'll need to master Power Sliding. Power Sliding involves holding the Power Slide button (R1 button by default) and turning as you enter a corner. If you do this successfully, you'll see your Toon Power Meter begin to fill. Fill it completely and it will flash, indicating that your Co-Driver's Toon Power is ready to be used. Press the Primary or Secondary Toon Power buttons (L2 button and R2 button by default), and your Co-Driver's power will be unleashed!

## There are four types of Toon Powers:

- Super-Speed* Your kart will be given a short burst of speed.
- Flight* Your kart will levitate off the ground, allowing you to fly over hazards.
- Invulnerability* Your kart will be protected by an impenetrable shield.
- Destruction* Any kart that comes in contact with your kart will spin out.

## #1 RIVALS

Whenever an opponent hits you with a weapon, that opponent becomes your Number One Rival. If you hit him with a "Revenge Attack," you are rewarded with a full Toon Power Bar!

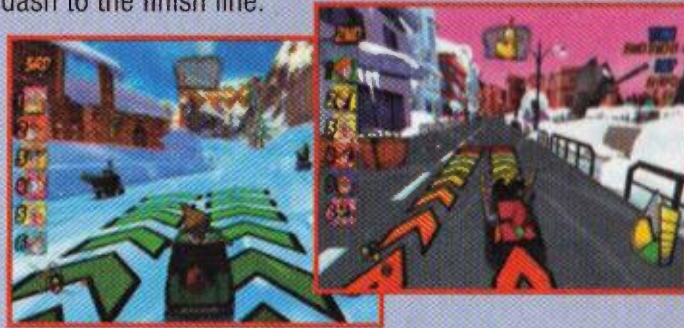






## BOOSTER PADS

Booster pads can be seen scattered throughout all tracks. Drive over the Boost Pad with your kart and become catapulted forward with great velocity for a short period of time. These boosts can be crucial to clearing a large jump, navigating through a hazard, or making a final dash to the finish line.



## HAZARD TRIGGERS

Like Booster Pads, Hazard Triggers can be found throughout every track. When you drive over the Hazard Trigger, you will activate a special part of the track. Such "special parts" include the opening of a shortcut door or the unleashing of monsters and hazards that will stun and slow your opponents. Just make sure you don't get caught in the hazard that you have just unleashed!



## HINTS AND TIPS

- Take note of your Driver's Attributes, as they dictate how they perform in the game.
- Try to complement your Driver's Attributes with a Co-Driver's Toon Powers.
- When the lights appear as the start of each race, there's an opportunity to get a Super Start. Your timing has to be perfect. During the count-down to start, if you hit the Acceleration button at just the right time you'll get a boost off the start line. Press and hold the Acceleration button as the second set of Yellow Lights appear!
- Hit your opponents with a Bomb or Rocket to slow them down.
- Use an Oil Slick or Proximity Mine to stop your opponents from catching you.

## CHARACTER STATS

As Driver	As Driver			As Co-Driver	
	Acceleration	Speed	Handling	Toon Power 1	Toon Power 2
<b>COURAGE</b>	5	4	1	Speed	Invulnerability
<b>MURIEL</b>	2	4	4	Invulnerability	Speed
<b>EUSTACE</b>	3	3	4	Attack	Speed
<b>COW</b>	3	4	3	Flight	Attack
<b>CHICKEN</b>	2	3	5	Speed	Flight
<b>FLEM</b>	2	4	3	Attack	Invulnerability
<b>EARL</b>	5	3	2	Invulnerability	Speed
<b>I M WEASEL</b>	4	2	4	Attack	Flight
<b>I R BABOON</b>	3	4	3	Invulnerability	Attack
<b>RED CUY</b>	3	4	3	Speed	Attack
<b>JOHNNY BRAVO</b>	3	4	3	Attack	Speed
<b>CARL</b>	3	4	3	Flight	Invulnerability
<b>BUNNY BRAVO</b>	4	2	4	Invulnerability	Attack
<b>LITTLE SUZY</b>	4	5	1	Attack	Flight
<b>POWERPUFF GIRLS</b>	4	1	5	Flight	Attack
<b>PROF. UTONIUM</b>	3	3	4	Speed	Flight
<b>MOJO JO JO</b>	4	3	3	Speed	Invulnerability
<b>FUZZY LUMPKINS</b>	1	5	4	Attack	Speed
<b>HIM</b>	5	3	2	Attack	Flight
<b>DEXTER</b>	3	3	4	Flight	Speed
<b>DEE DEE</b>	1	5	4	Attack	Invulnerability
<b>DAD</b>	3	4	3	Invulnerability	Speed
<b>MOM</b>	4	3	3	Speed	Invulnerability
<b>MANDARK</b>	4	2	4	Invulnerability	Flight



# TOON POWER OVERVIEW

Character		Power Name	Power Type
<b>COURAGE</b>	Primary Power	"Duck and Cover"	Super Speed
	Secondary Power	"Bravery Power"	Invulnerability
<b>MURIEL</b>	Primary Power	"What Was That?"	Invulnerability
	Secondary Power	"Panic Power"	Super Speed
<b>EUSTACE</b>	Primary Power	"Ooga Booga"	Destructive
	Secondary Power	"Run Away"	Super Speed
<b>COW</b>	Primary Power	"Super Flight"	Flight
	Secondary Power	"Super Destruction"	Destructive
<b>CHICKEN</b>	Primary Power	"Run Away"	Super Speed
	Secondary Power	"Flying Chicken"	Flight
<b>EARL</b>	Primary Power	"I am Rubber, You Are Glue"	Invulnerability
	Secondary Power	"Super Speed"	Super Speed
<b>FLEM</b>	Primary Power	"Loogie Power"	Destructive
	Secondary Power	"Booger Bounce Back"	Invulnerability
<b>IM WEASEL</b>	Primary Power	"I AM WEASEL!"	Destructive
	Secondary Power	"Super Weasel"	Flight
<b>IR BABOON</b>	Primary Power	"Stupid Power"	Invulnerability
	Secondary Power	"Tantrum"	Destructive
<b>THE RED GUY</b>	Primary Power	"Ranting"	Super Speed
	Secondary Power	"Angry Red Guy"	Destructive
<b>JOHNNY BRAVO</b>	Primary Power	"Karate Hurricane"	Destructive
	Secondary Power	"I'm Outta Here"	Super Speed
<b>CARL</b>	Primary Power	"Geek Power"	Flight
	Secondary Power	"Postulation Protection"	Invulnerability
<b>LITTLE SUZY</b>	Primary Power	"Tiny Tantrum"	Destructive
	Secondary Power	"Super Sweet"	Flight
<b>BUNNY BRAVO</b>	Primary Power	"Overly Protective Momma Power"	Invulnerability
	Secondary Power	"Karate Tornado"	Destructive

Character		Power Name	Power Type
<b>POWERPUFF GIRLS</b>	Primary Power	"Laser Mania"	Destructive
	Secondary Power	"The Powerpuff Girls, Away!"	Flight
<b>PROFESSOR UTONIUM</b>	Primary Power	"Atomic Rocket Engine"	Super Speed
	Secondary Power	"Hypertronic Jet"	Flight
<b>MOJO JOJO</b>	Primary Power	"Evil Rocket"	Super Speed
	Secondary Power	"Super Simian Shield"	Invulnerability
<b>FUZZY LUMPKINS</b>	Primary Power	"Get Offa My Property Frenzy"	Destructive
	Secondary Power	"Super Boost"	Super Speed
<b>HIM</b>	Primary Power	"Evil Assault"	Destructive
	Secondary Power	"Evil Elevation"	Flight
<b>DEXTER</b>	Primary Power	"Atomic Jet Flight"	Flight
	Secondary Power	"Atomic Jet Boost"	Super Speed
<b>DEE DEE</b>	Primary Power	"Big Sis Chaos"	Destructive
	Secondary Power	"Eyelid Flutter"	Invulnerability
<b>MANDARK</b>	Primary Power	"Positronic Shield"	Invulnerability
	Secondary Power	"Gravimetric Pulse"	Flight
<b>DAD</b>	Primary Power	"Deflecto Shield"	Invulnerability
	Secondary Power	"Hyper Wheel"	Super Speed
<b>MOM</b>	Primary Power	"Super Speed Rocket"	Super Speed
	Secondary Power	"Bubble Shield"	Invulnerability





# TOURNAMENT PROGRESSION MAP

**COURAGE**  
THE COWARDLY DOG

**COWARDLY COMPETITION**  
(Tournament 1)



**COW and CHICKEN**

**PORK BUTT CHALLENGE!**  
(Tournament 2)



**I AM WEASEL™**

**UR CHALLENGED!**  
(Tournament 3)



**JOHNNY BRAVO™**

**ARON MAN CHALLENGE**  
(Tournament 4)



**THE POWERPUFF GIRLS**

**TOWNSVILLE TOURNAMENT**  
(Tournament 5)



**DEXTER'S LABORATORY**

**SUPER SCIENCE TOURNAMENT**  
(Tournament 6)



**UNLOCKS "SUPER TOURNAMENT"**

# SUPER TOURNAMENT

COURAGE  
MURIEL  
EUSTACE



BONUS TRACK



COW  
CHICKEN  
FLEM  
EARL



BONUS TRACK



IM WEASEL  
IR BABOON  
THE RED CUY



BONUS TRACK



JOHNNY BRAVO  
BUNNY BRAVO  
CARL  
LITTLE SUZY



BONUS TRACK



POWERPUFF GIRLS  
PROF. UTONIUM  
MOJO JOJO  
HIM  
FUZZY LUMPKINS



BONUS TRACK



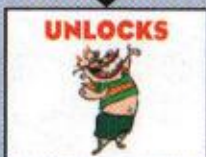
DEXTER  
DEE DEE  
DAD  
MOM  
MANDARK



BONUS TRACK



# CARTOON ELIMINATOR SERIES



# WARRANTY

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Mon - Fri 9.00 - 5.00pm (PST)  
[www.gamefactorygames.com](http://www.gamefactorygames.com)

**ATENCIÓN: LEER ANTES DE UTILIZAR EL SISTEMA DE ENTRETENIMIENTO INFORMÁTICO PLAYSTATION®2.**

Un porcentaje escaso de personas puede sufrir un ataque cuando se exponen a luces parpadeantes. La exposición a ciertas imágenes o fondos en una pantalla de televisión o jugando con videojuegos, incluyendo juegos para la consola PlayStation 2, pueden producir un ataque epiléptico en estos individuos. Ciertas condiciones pueden provocar síntomas de epilepsia no detectados previamente incluso en personas que no tienen un historial de ataques previos de epilepsia. Si usted o alguien de su familia padecen epilepsia, consulten con su médico antes de jugar. Si mientras juega experimenta síntomas como mareos, visión alterada, tics nerviosos en los ojos o los músculos, pérdida de la conciencia, desorientación, movimientos involuntarios, o convulsiones, deje el juego INMEDIATAMENTE y consulte a su médico antes de seguir jugando.

**AVISO PARA PROPIETARIOS DE TELEVISORES DE PROYECCIÓN:**

No conecte su consola PlayStation 2 a un televisor de proyección sin consultar antes el manual de instrucciones de su televisor de proyección, a menos que sea del tipo LCD. Si no, puede dañarse de forma permanente la pantalla de su televisor.

**USO DE PRODUCTOS NO AUTORIZADOS:**

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**MANEJO DEL DISCO DE FORMATO PLAYSTATION®2:**

- Este disco es solo para consolas PlayStation 2 con la designación NTSC U/C.
- No doblarlo, ni aplastarlo ni sumergirlo en líquidos.
- No dejarlo bajo luz solar directa o cerca de un radiador u otra fuente de calor.
- Hacer descansos ocasionales durante sesiones largas de juego.
- Mantener este disco compacto limpio. Tomarlo siempre por los bordes y mantenerlo en su estuche protector cuando no se utilice. Limpiar el disco con un trapo seco, suave y sin hilas, pasándolo en líneas rectas desde el centro hacia el borde exterior. Nunca utilizar disolventes ni limpiadores abrasivos.