Tokyo Xtreme Racer DRIFT

INSTRUCTION MANUAL

CRAVE entertainment

EVERYONE
E
CONTENT RATED BY
ESRB

CRAVE entertainment

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.
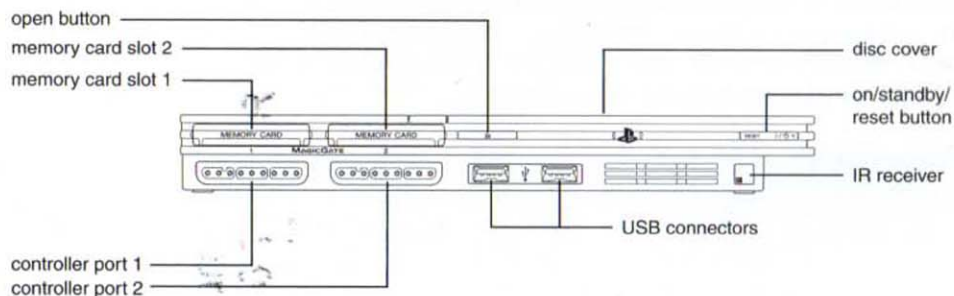
Introduction

Thanks for purchasing **Tokyo Xtreme Racer: Drift** for PlayStation®2 computer entertainment system. Before playing, please read through this manual.

- The screens shown in this manual may differ slightly from the final product.
- The game is a product of Genki Co. Ltd. and Crave Entertainment. Any automobile manufacturers which appear in this game are not involved in the creation or distribution of this game.
- The cars appearing in this game differ from their real counterparts. We strongly suggest driving safely, within the rules of the road at all times and caution against attempting to duplicate any of the actions and stunts in this game in a real car.

CONTENTS

GETTING STARTED*

open button
memory card slot 2
memory card slot 1

disc cover
on/standby/reset button

MEMORY CARD   MEMORY CARD

IR receiver

USB connectors

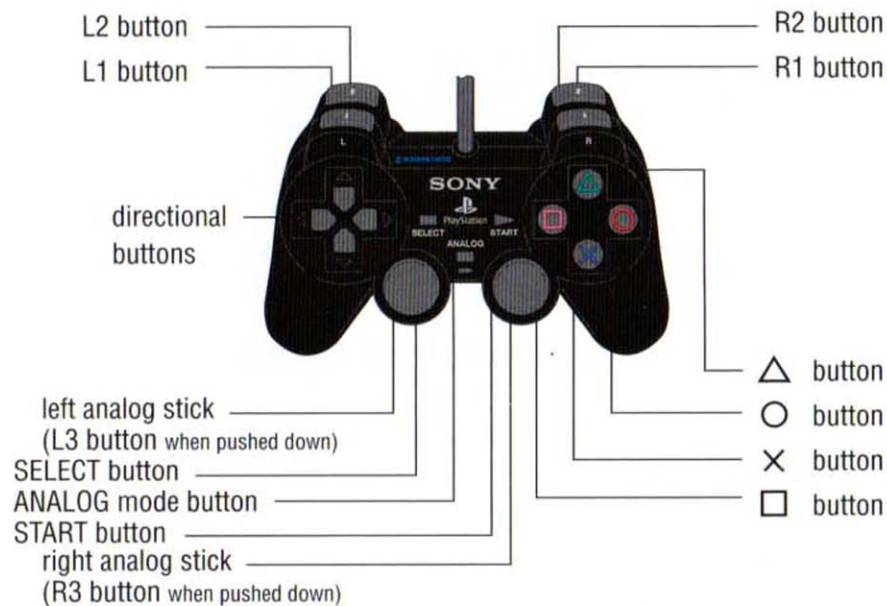controller port 1
controller port 2

Set up your PlayStation®2 computer entertainment system according to the instructions in its 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 disc tray will open. Place the Tokyo Xtreme Racer: Drift™ 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.

Memory Card (8MB)(for PlayStation®2)

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.

This game is for 1 or 2 players. When battling with 2 players (VS Mode = see p. 14), connect the controllers on both controller terminals 1 and 2.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

L2 button
L1 button
R2 button
R1 button

SONY

directional buttons

△ button
○ button
✕ button
□ button

left analog stick
(L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick
(R3 button when pushed down)

The operations introduced on the right page are limited to the initial settings. With "KEY CONFIG" in OPTION, you can change the operation settings (see p. 15).

Analog Controller (DUALSHOCK®2)		
	While Driving	Menu Operation
Direction Key	Steering	Selection of items (up, down, left, right)
Left analog stick	Steering	Selection of items (up, down, left, right)
Right analog stick	———————	———————
Start button	Pause Menu display	———————
◉ button	Back	Confirm
✕ button	Accelerator	Confirm
○ button	Foot brake	Cancel (return to previous screen)
△ button	Change Camera Angle	Cancel (return to previous screen)
L1 button	Shift down (Manual Transmission)	———————
L2 button	Flash headlights	———————
R1 button	Shift up (Manual Transmission)	———————
R2 button	Emergency Brake	———————
L3 button	Turn headlights on or off	———————
R3 button	Rear View	———————

● The LED display is always in a red-colored state (Analog mode ON).
* The vibration function ON/OFF can be changed in "GAME CONFIG" in OPTION (See p. 15).
* Exclusive use for analog controller (DUALSHOCK®2).

In **Tokyo Xtreme Racer: Drift**, there are 7 play modes that are explained on the following pages.
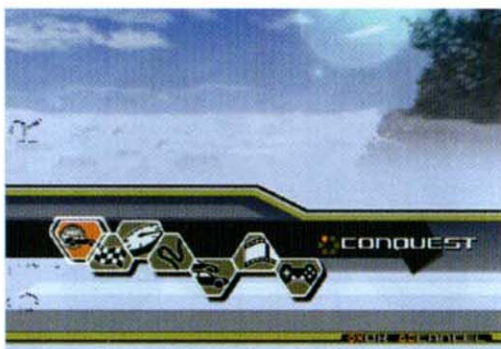
CONQUEST

Defeat your rivals and aim for the fastest hill speed. (See p. 5)

CATEGORY CHALLENGE

Races separated into car categories. (See p. 11)

TIME ATTACK

A mode in which players compete to have the fastest run. (See p. 12)

CA ATTACK

A mode in which players compete to have the most dazzling run. (See p. 12)

VS

Two Player Battle Mode. (See p. 14)

OPTION

Adjust settings or save and load game data. (See p. 15)

REPLAY THEATER

View saved replays. (See p. 16)

FLOW OF THE GAME

This is the main mode of **Tokyo Xtreme Racer: Drift**. In conquest mode, there is a day mode and a night mode. During the day, prize money is won at official races and you can tune your car. At night, you win battles against rivals who show up on the streets and increase your name recognition. If you pass a sponsor test, you will establish a contract with the parts manufacturer, and can receive sponsor fees and parts. Depending on the number of battles and the number of times you make contact with the side of the road or your opponents car, you will be dubbed with an "alias."

THE MENU
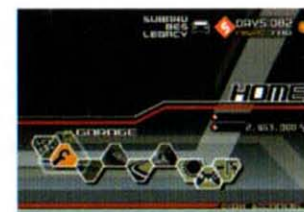
■ CATEGORY RACE
Official daytime races.

■ GARAGE
Prepare for races and get info on upcoming races.

■ CAR DEALER
Buy and sell cars during the day.

■ PARTS SHOP
Buy and sell parts during the day.

■ CRUISE
Practice during the day. Challenge rivals at night.

■ TIE-UP SPONSOR
Take a sponsor test to establish a contract during the day.

■ GO NIGHT TIME (GO DAY TIME)
Advances the time to night or day.

■ GAME OPTION
Adjust settings or save and load game data.

■ END GAME
Ends conquest mode.

⚠ When INFORMATION or BBS is updated, "NEW" is displayed on the HOME screen.

CATEGORY RACE

You can participate in an official race to obtain prize money. The race is divided into 8 categories per course. The LEVEL progresses after you obtain three 1st places finishes, as do the number of entries.

> ! Details regarding the progress of the game in Conquest mode can be obtained by using the CONNECT TO MESSAGE BOARD option of the GARAGE and selecting INFORMATION. It is important to check this information frequently as course supplements, race entry numbers and category race progress is regularly updated.

GARAGE

In the GARAGE, you can choose your car, view your parts inventory, fine tune your car and perform test runs. In addition, you can check the latest news or updates regarding your rivals and sponsors.
* When you push the R1 button at your PLAYER'S CAR screen, you can view the list of the cars in your possession. In addition, if you push R1 in that screen, you can change the lineup order of the list.

■ **PLAYER'S CAR**

Change cars, view car and part 'specs'.

■ **TUNE UP**

Tune car, change parts and perform test runs.

■ **CONNECT TO MESSAGE BOARD**

View the latest information on the game and view the BBS.

■ **PLAYER STATUS**

View player information.

■ **RIVAL INFORMATION**

View rival information.

■ **SPONSOR INFORMATION**

View sponsor information.

TUNE UP

■ **SETTING**

Fine tune the car settings.

■ **PARTS LIBRARY**

View the parts, players and sponsors in your inventory.

■ **TEST RUN**

Perform test runs with your car.

SETTING

■ **GEAR RATIO**

Sets the gear ratios.

■ **LSD**

Specifies the Limited Slip Differential settings.

■ **SUSPENSION**

Specifies the suspension settings.

■ **ALIGNMENT**

Sets the toe angle and camber angle.

■ **OTHERS**

Adjusts the brake balance. Performs the adjustments of torque balance for 4WD cars.
* By selecting DEFAULT all settings will return to default values.
* Press the R1 button to display the help message.

CONNECTION NET

■ **INFORMATION**

View the game's latest information.

■ **BBS**

View the bulletin board.

> ! In the BBS where rivals gather, in addition to obtaining sponsor and rival information, the player can accept battle challenges.

CAR DEALER

■ **NEW CAR DEALER**

Purchase new cars.

■ **USED CAR DEALER**

Purchase and sell used cars.

PARTS SHOP

In the parts shop, you can purchase and sell car parts and tune your car for maximum power.

■ BUY PARTS

Purchase parts for the car you are driving.

■ SELL PARTS

Sell parts for the car you are driving.

■ CHANGE CAR

Return to the garage and change cars.

* Players can purchase and sell parts only for the car that is currently being driven. The parts cannot be shared with other cars.

CRUISE

In the PA (parking area), you'll find rival information, challenge your opponent and initiate the battle. In the case of teams, only the team leader is displayed at the PA.

* "CONQUEST" will appear in the rival profile of rivals you've defeated.

■ ENTER PARKING

Enters parking.

■ PRACTICE

Sets the Start/Goal position and performs a practice run.

■ EXIT

Returns the previous screen.

(!) In PRACTICE, in addition to being able to do a practice run with the same course settings as in actual battles, the start and goal can be set by the player and is effective for practice that focuses its target on a given corner.

(!) In battles with rivals, you may accept a challenge for a "Gambling Battle," in which you battle by betting your parts or CP. However, unless the player bets parts and CP that is the same or equivalent to the auto body of the rival, the battle cannot be established. (At this time, you cannot bet "normal parts" with "dress-up parts", "currently equipped parts," and "parts from other cars"). In addition, in the case of gambling battles with team rivals, you cannot claim the betting items, until you win against the team leader (conversely, until you lose against the team leader, your parts will not be claimed). The player cannot select the order of battles with team rivals.

BATTLE CONFIGURATION

SPIRIT POINT BATTLE

In the Spirit Point Battle, victory/loss is determined by the driver's spiritual power, and by which driver finishes first. SP decreases when your opponent moves ahead of you, and continues to decrease as you fall behind and/or come into contact with a wall. When your SP becomes 0, your defeat is determined even before you reach the goal. When your opponent's SP also becomes 0, the battle is over. Even if your SP is higher than your opponent, you will lose if your opponent reaches the goal before you.

01	The player's alias	09	Rival SP
02	The player's SP	10	Distance Gauge
03	Back mirror	11	Time
04	Rival car (rear mirror) (Only in DRIVER'S VIEW)	12	Tachometer
05	Speed meter	13	Brake Warning Gauge
06	Boost meter	14	Tire Warning Gauge
07	Driving distance	15	Emergency Brake Usage Display
08	Rival alias	16	Gear position

(!) The Distance Gauge displays the distance between the player car and the rival car.

(!) The brake warning gauge builds up when the brakes are used too often and when it reaches MAX, the words "Brake Fade" will flash and the brakes will become less effective. When the brakes are released, the gauge will slowly return to normal. The Tire Warning Gauge displays the tire fatigue and grip loss when it reaches MAX, the words "LOSS OF GRIP" will flash.

TA Battle   (Refer to P. 12)

CA Battle   (Refer to P. 13)

TA/CA Complex Battle

The TA/CA Complex Battle is a battle configuration which combines the TA (See P. 12) and CA (See P. 13). You cannot win unless you beat your opponent's CA points and time.

CONQUEST

WHEN THE BATTLE ENDS

When the battle ends, the results are displayed. You can also retry, view the replay, and save replay data. Because you cannot retry at the end of a battle in CATEGORY RACE, please re-select the race at the race selection screen.

RESULTS

■ **CONTINUE**
Advances to the next phase.

■ **RETRY**
Retry the same race.

■ **REPLAY**
Views replay.

■ **REPLAY SAVE**
Saves replay data.

■ **EXIT**
Ends the race.

TIE-UP SPONSOR

In the sponsor test, you will pass if you clear the conditions specified by the sponsor and will obtain a contract. You'll enjoy a regular income and a supply of parts from the sponsor. In addition, there are rare sponsor tests that appear in the PA during the day.

* You can obtain contracts with a maximum of 16 sponsors.
* Once a parts contract is obtained, the same parts can be installed on any car type.

CATEGORY CHALLENGE

CATEGORY CHALLENGE

In this mode you can battle rival cars of the same class. The player's customized car from conquest mode cannot be used, but the car types that have been added by the player's progression in conquest mode can be used.

■ **K CAR MEETING**
Light car class.

■ **LIGHT SPORTS**
1500cc class.

■ **AROUND CLASS C/B**
1500cc - 1800cc class.

■ **AROUND CLASS B/A**
1800cc - 2000cc class.

■ **UNDER 2500**
2000cc - 2500cc class.

■ **MONSTER POWER**
2500cc class and up.

■ **DEMONSTRATION GP**
A 2500cc class and up in which only prize cars can participate (available depending on the player's progress in conquest mode.)

TIME ATTACK

In the Time Attack mode, you compete for the fastest driving time. To obtain ranking, save the measured time in your PlayStation®2 Memory Card (8MB).

EXPLANATION OF THE SCREEN

01	Information on Current	07	Tachometer
02	Section gauge	08	Gear position
03	Best time	09	Emergency brake usage display
04	Player time	10	Brake warning gauge
05	Time per section	11	Tire warning gauge
06	Boost meter		

⚠ The section gauge shows the start/goal and is colored in according to the car's progress. The districts are shown in the bars inside the gauge. The section time shown in the results screen after a battle is matched with this district.

■ **GO ATTACK**
Enter a race.

■ **RANKING**
View current rank.

■ **END GAME**
Ends game.

CATEGORY SELECT

■ **NORMAL CAR**
Select from stock cars which are available at the beginning of conquest mode.

■ **SPECIAL CAR**
Prize cars and cars that become available through the progression of conquest mode.

■ **PLAYER'S CAR**
Player's cars used in conquest mode.

CA ATTACK

In the CA Attack (Cornering Artist Attack) mode points are awarded based upon speed and the smoothness of the drift at each corner. If you hit a wall, zero points will be awarded for that corner. The battle is based on how smooth you can drive while avoiding contact.

EXPLANATION OF THE SCREEN

01	Previous best points	07	Boost meter
02	Total points	08	Tachometer
03	DRIFT display	09	Gear position
04	Section gauge	10	Emergency Brake usage display
05	Points earned	11	Brake warning gauge
06	Points earned for each checkpoint	12	Tire warning gauge

⚠ Earning points begins when you see the word "DRIFT" flash in the upper left corner of the screen. While "Points earned" at the top right of the screen is yellow, points can be added, but when it turns back to white, it is not possible to earn any additional points. Every time you earn more than 1001 points in a corner, 3000 bonus points are added.

■ **GO ATTACK**
Enter a race.

■ **RANKING**
View current rank.

■ **END GAME**
Ends game.

⚠ The ranking data of TIME ATTACK, CA ATTACK, and CATEGORY CHALLENGE are saved by selecting SAVE GAME DATA within the OPTIONS menu.

A split screen mode that allows two players to battle each other at the same time.
By taking advantage of the save data, you may use custom cars from conquest mode.

* If you use the steering wheel with two players, you will not be able to play the game unless the analog control (DUALSHOCK®2) is also inserted in controller port 2.

EXPLANATION OF THE SCREEN

01	Time	05	Emergency Brake Usage Display
02	Driving distance	06	Brake Warning Gauge
03	Tachometer	07	Tire Warning Gauge
04	Gear Position		

BATTLE TYPE

■ **SPEED KING**
Victory or defeat is determined by whoever reaches the goal first.

■ **SP KING**
Victory or defeat is determined by SP battles.

■ **CA KING**
Victory or defeat is determined by CA battles.

You can also change various settings, such as game environment and controller configuration.

■ **GAME CONFIG**
Changes game environment settings.

■ **SOUND CONFIG**
Changes sound settings.

■ **KEY CONFIG**
Changes controller configuration.

■ **SAVE GAME DATA**
Saves conquest mode progress and each mode's ranking data (corresponds only to MEMORY CARD port 1 only).

■ **LOAD GAME DATA**
Loads the saved data.

GAME CONFIG

■ **VIEW**
Changed the camera angle used when the race starts.

■ **COURSE GUIDE**
Sets the display of course guide arrows ON/OFF.

■ **VIBRATION**
Sets the vibration function ON/OFF.

■ **DEFAULT**
Returns all settings back to default.

SOUND CONFIG

■ **BGM VOLUME**
Changes the volume (0-15) of the BGM.

■ **SFX Volume**
Changes the volume (0-15) of the SFX.

■ **DEFAULT**
Returns all settings back to default.

KEY CONFIG

■ **CONTROLLER CONFIG**
Changes to controller configuration.

■ **STEERING WHEEL**
Changes the steering wheel configuration.

REPLAY THEATER

You can view the replay data that was saved in various modes. When you try to save replay data over previously saved replay data, it will overwrite the existing data.

* If you press the ⊘ button during Replay, you can change the camera angle.
* Replays in VS mode cannot be saved.

■ CONQUEST DATA
Views replay data in conquest mode.

■ CATEGORY CHALLENGE DATA
Views replay data in category challenge mode.

■ TIME ATTACK DATA
Views replay data in time attack mode.

■ CA ATTACK DATA
Views replay mode in cornering artist attack mode.

PAUSE SCREEN DURING BATTLE

■ CONTINUE
Continues the race.

■ RETRY
Retries the current race.

■ BGM VOLUME
Changes the volume (0-15) of the BGM.

■ SFX VOLUME
Changes the volume (0-15) of the SFX.

■ VIBRATION
Sets the vibration function ON/OFF.

■ RETIRE
Ends the game.

PAUSE SCREEN DURING REPLAY

■ CONTINUE
Returns to replay.

■ AGAIN
Plays back the same replay from the start.

■ BGM VOLUME
Changes the volume (0-15) of the BGM.

■ SFX VOLUME
Changes the volume (0-15) of the SFX.

■ VIBRATION
Sets the vibration function ON/OFF.

■ END REPLAY
Ends replay.

The purchase/sales of parts is done at PARTS SHOP in the conquest mode.

* One car can possess a maximum of 50 pieces, which includes normal parts.

BUY PARTS

POWER

Purchases the engine/air intake/cooling parts.

■ **ENGINE**
Purchase an engine, for an increase in Power.

■ **MUFFLER**
Purchase a muffler for an increase in Power.

■ **AIR CLEANER**
Purchase an air cleaner for an increase in Power.

■ **COOLING MODULE**
Purchase cooling parts for an increase in Power.

POWER TRAIN

Purchase drivetrain/underbody parts.

■ **SUSPENSION**
Purchase additional suspension and strengthen the undercarriage.

■ **BRAKE**
Purchase brakes and strengthen the braking capacity.

■ **CLUTCH/DIFF**
Purchase a clutch and various differential parts to boost the drive transmission ratio.

■ **LSD**
Purchase a LSD and strengthen cornering ability.

■ **TRANSMISSION**
Purchase a transmission and boost the drive transmission ratio.

BODY

Performs the rigidity strengthening/weight reduction.

■ **REINFORCE**
Rigidity strengthening the body.

■ **WEIGHT DOWN**
Reduces the weight of the body.

TIRE

Purchase tires.

■ **SPORTS**
Purchase sports tires.

■ **RACING**
Purchase tires specialized for paved roads in sunny weather.

■ **WET**
Purchase tires for rain.

■ **SPIKES**
Purchase tires for winter roads.

WHEEL

Purchase wheels (up to a maximum of 20 wheels, including normal wheels).

Select the icon of the wheel manufacturer and make your selection. By purchasing your wheels and installing them, you can then equip the above tire parts.

DRESS UP

Purchase light/aero/body color.

■ **VISIBILITY**
Purchase lights, and increase your visibility at night.

■ **AERO**
Purchase aero parts and change your car's look.

■ **BODY COLOR**
Purchase new body color.

SELL PARTS

You can sell parts. However, the parts that are equipped on the car you are driving, as well as normal parts and those supplied by sponsors cannot be sold.

SPECIAL THANKS

COLLABORATIVE MANUFACTURERS

CAR

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Vocal samples courtesy of Spectrasonics "Vocal Planet" CD-ROM Collection.

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In the U.S. send to:
Warranty Replacements
Crave Entertainment, Inc.
4 San Joaquin Plaza, Suite 200
Newport Beach, CA 92660

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