

S.C.A.R.S.
Instruction Manual
written exclusively for

Cheat Code Central
at
<http://www.cheatcc.com/>

by
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S.C.A.R.S.

Super Computer Animal Racing Simulation

--- An I.f.L.a.b. document ---

<X> = X Button
<C> = Circle Button
<S> = Square Button
<T> = Triangle Button

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Startup

Normal PSX Picture and Set up stuff.

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Default Game Controls

Below are the default Controller configurations. S.C.A.R.S supports the Analog Controller and the Dual Shock Analog Controller.

You can turn the vibration effect on or off in the option menu.

L1 - Jump

L2 - Rear View

R1 - Use Weapon

R2 - Select Weapon

Directional Button Left/Right - Steer

Directional Button Down - Reverse

Start Button - Pause/Resume

<T> Button - Change View

<C> Button - Head Lights

<X> Button - Accelerate

<S> Button - Brake

<S> + <X> Button - Handbrake

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The Story

Welcome to Super Computer Animal Racing Simulation, or S.C.A.R.S. The

year is 3000 AD, and the world is no longer controlled by humans, but by nine supercomputers whose superior intelligence long ago surpassed their creators. They have acquired many of the characteristics of humankind, including the emotions of fear, hatred, happiness and even boredom. To combat the apathy, the supercomputers now entertain themselves with the most honorable and dangerous of human customs: Racing. Their drive for victory compels them to build super-sophisticated cars that mimic earth's most fearsome creatures. Each vehicle uses ultra-powerful weapons to pulverize opponents on the many diabolically treacherous courses. Humans can only aspire from afar... As the supercomputers race across world after world, the quest for adrenaline-splashed thrills becomes never-ending. Now victory alone is not enough!

Starting the Game

From the S.C.A.R.S Title screen press the START button to get to the Main Menu.

[Please note that if you leave the game standing in the S.C.A.R.S Title Screen for more than 35 seconds, an automatic demo will start to run. To exit the demo, press the START button then follow the same procedure as before to play the game.]

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Main Menu

Player Select

This screen allows you to select the number of human players. Up to 4 players can play simultaneously on the same screen. Use the Directional buttons Up/Down to highlight the chosen game mode and then press the <X> or START button to confirm your selection.

3 and 4 player games: PlayStation Multi Tap is required. The Multi Tap must be inserted into Controller Port 2.

Warning: It is advised that you do not insert or remove peripherals or Memory Cards once the power has been turned on.

Game Select Menu

Here you will have 3 modes of play to choose from plus Options.

1) Grand Prix

There are 4 Grand Prix Cups (Carbon, Crystal, Diamond and Zenith), plus a Custom Cup.

Track Order:

In Carbon, Crystal, Diamond and Zenith Cups, track order is predetermined.

Level of difficulty:

Increases as you progress through each Cup. Difficulty level is Easy for Carbon Cup, Medium for Crystal Cup, Hard for Diamond Cup, and Master for Zenith Cup. In order to progress through the Cups, you have to successfully complete each one in 1st place. For example, Crystal Cup can only be played if the Carbon Cup was completed in 1st place. However, you can make it to the Podium by finishing the Cup in 2nd or 3rd place.

[Please note that you can set the speed of the game in the Options Menu.]

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After completing each cup, the player is rewarded with a password. Progress can also be saved on a Memory Card.

Custom Cup - Here you can set up a season of races. However, you will only be able to select tracks featured in the Cups that you have access to. For example, if you have successfully completed the Crystal Cup, you will be able to select tracks from the Carbon and Crystal Cups. The difficulty level is automatically set to Medium and the number of laps can be set in the Options Menu.

2) Challenge Mode (Only available in 1 Player mode)

This mode is only available after you have completed a Cup.

Here you race head to head against one CPU opponent. The CPU opponent, the track, the difficulty levels and the number of laps are automatically set. Only by winning the challenge mode do you gain access to the hidden cars.

3) Time Attack (Ghost Mode) (Only available in 1 Player Mode)

Here you can practice with different cars on the tracks to improve your skills and race times. Each subsequent race on the same track will include your ghost car from the previous race so that you can try to beat your own time. Use the Directional button to highlight the chosen game mode and press the <X> button to confirm your selection.

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4) Options

Settings:

The default options can all be changed to suit your preference (number of laps, weapons on/off etc). You may access the Mirror Mode (only granted after you have successfully completed all of the Cups) through this menu.

Memory Card:

Please make sure your Memory Card is in Slot 1 and 1 block is available. Then, follow the instructions on screen. You can save your game, including any completed cups, high scores, lap records, options and configurations.

[Important: Never remove a Memory Card while it is in use. It may damage both the Memory Card and your Console.]

Controller:

Controller configurations may be amended in this screen.

Records:

See high scores and best lap and race times.

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Track Selection Menu

This menu is not available if Grand Prix mode is selected.

There are 9 different race courses available in the game (see Tracks) each with a choice of setting: Daytime, Nighttime, Dusk, and Rain. Combined with the Mirror Mode (see Options), this gives a total of 72 different tracks.

Press the Directional button Up/Down to highlight the track you want

to choose. Press Right or Left to change the settings. Then press the <X> button to confirm your selection. Please note that you will only be able to select track featured in the Cups that you have access to.

Car Selection Menu

There are 9 different cars to choose from in S.C.A.R.S. (See Cars)

Each car has 5 features: Speed, Acceleration, Grip, Armour and Weapon.

The combination of these characteristics determines the general performance and handling of the cars. You may have to experiment with the different available cars to determine which one best suits your driving skills.

Only 5 of the 9 cars are available at the very beginning of the game. As you progress, you will be able to win new and more powerful cars. (See Challenge Mode)

Use the Directional buttons to highlight the car you want to race. Press the <X> button to confirm the selection.

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Game Screen

Top Right Corner: Current Weapon, Quantity and Reserve Weapon.

Top Left Corner: Race Time.

Bottom Right Corner: Time behind leader and Position in race.

Bottom Left Corner: Score, Speedometer, Current Lap/Total Laps

Right Side of Screen: Position

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Playback

The Playback function is only available in 1 Player Grand Prix Mode.

There are 2 playback modes: Follow Car and Panning Camera.

<X> Button: Change Playback Mode

The following functions are only available in Follow Car mode:

Directional button Up/Down:	Change Car to follow
Directional button Left/Right:	Rotate camera around the car
<S> Button:	Reset Camera behind the car
START:	Pause/Resume

[Note: You can also change the View Mode by selecting the <T> button in Follow Car mode.]

Weapons and Pick Ups

If you just want to race, you may switch off the weapons function in the Options Settings Menu. The weapons are automatically disabled in Practice mode. You can set the speed of the game in the Options Settings Menu.

The weapons must be picked up from the track by driving over them and will be available to all the cars/players. You can collect as many weapons as you like throughout the game, but you are limited to holding 2 weapons at any one time.

Pressing R1 fires the weapons. Weapons/Pick Ups can be fired immediately or can be charged up first. While the Weapon button (R1) is held down the weapon will be charged. Each weapon will have a different charge up time and the more you charge up your weapon, the more powerful it will be.

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Weapons are fired forwards by default, but you may launch them backwards by pressing the Directional button Down while firing.

Turbo: Short burst of speed; up to 3 bursts if not charged or a single very fast burst if fully charged.

Magnet: When launched, the magnet will land on the track and create a magnetic pull around it. It will pull the car towards it and hold it for a while. Short Charge: short pulling range. Full Charge: Long distance pulling range. Bullets can destroy this weapon.

Seeker: Long range weapon. It will traverse the track with the flow map until it hits a car in front. A Charged one will travel further.

Bullets can destroy this weapon.

Boomerang: When active it will circle around your car, and when there is a car in range, it will home in on the target and come back to your car. It will have a certain number of hits.

Time Bomb: This weapon activates as soon as it is picked up. It will attach itself to your car and explode after the countdown has finished! You may try to give it to an opponent car by using the Weapon Button (R1) before it explodes, but there must be an opponent nearby!

Stinger: This will cause a puncture and put your car out of control. You can drop 1 at a time or 3 together by charging up. Bullets can destroy this weapon.

Stopper: It will rebound the cars on impact backwards. Type1: Long life short energy. Type2: Short life long energy (this one will take multiple collisions to destroy it). Bullets can destroy this weapon.

Round of Bullets: This will give the player bullets that fire straight ahead. Once hit, the target car will be jolted and slowed down. The player can fire 4 small or 1 to 2 big bullets.

Shield: This is a defensive weapon. It will shield your car for a while. No charge level.

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Bonuses

The player will receive bonus points for the following things:

- Aggressiveness (causing the most damage to other cars)
- Fastest lap
- Lapping other cars
- Perfect bonus (finishing a race without sustaining any damage)

Tracks

Aztec

A journey into the past in the beautiful remnants of the Aztec civilization. There will be no time for sightseeing if you want to

finish in first place. Experience different road surfaces and adapt quickly to sudden changes in the environment.

Island

This simple track is set in the (almost) untouched setting of a small desert island. Look for the ideal trajectory on the sandy route and you will win the race. Alternative routes can prove useful.

Rally

A lovely countryside track with a huge tarmac road. But some blind turn will require your utmost vigilance! On this road you will have to use your brake, handbrake and acceleration power to find the right balance between the trajectory and speed.

Water

The tribute to Jean-Jacques Cousteau... A track where you might like to spend more time watching the flora and fauna, rather than race fiercely on a sandy route. A challenging mix of narrow underwater roads with sharp turns, where expert driving skill is required and you will be given a huge selection of weapon pick-ups.

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Ski

How about some winter sun? Take a riotous race on the fresh snow. This track, set in the mountains, has large roads and many varying levels of difficulty. As easy track for those who like long skid turns - a nightmare for those who don't!

Canyon

The poor lonesome cowboy is no longer alone! You will have to be bold to defeat your opponents and finish this race in first position. This deserted landscape bathed under a burning sun has a multitude of alternative routes. But choose wisely if you want to win.

Mountain

Extraterrestrial Biological Entities have been located in this area! Use caution not to let the mutant aliens distract you from your main objective. This track begins on a concrete runway, but the main part

of the race will be off-road. Watch out for nasty sharp turns that suddenly creep up on you. Clean trajectory is the key to winning this race.

Blade

The industrial age reveals its power and limits. This treacherous track is set in a dark ancient polluted city. You will be faced with 90-degree turns that require extreme skill. If you like fresh air and big open spaces, you will not be happy here so it would be best to finish this one quickly.

Pipe

This one is the most difficult and cunning track. You will only gain access to this elite zone if you prove to be the king of S.C.A.R.S! It will only become available after you have completed the first three Cups!

Cars

There are 9 unique cars featured in the game. These are all based on creatures of the world.

Lion L.K.

Acc	*****.....
Speed	*****.....
Grip	*****... ..
Armor	*****.....
Weapon	*****.....

Mammoth 4X4

Acc	*****.....
Speed	****..... ..
Grip	*****... ..
Armor	*****... ..
Weapon	*****... ..

Rhino Roadster

Acc	*****... ..
Speed	****..... ..
Grip	*****... ..
Armor	*****... ..

Weapon *****.....

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Tiger Shark

Acc *****.....

Speed *****.....

Grip *.....

Armor **.....

Weapon *****..

Mantis V-Twin

Acc *****..

Speed *****.....

Grip *****.....

Armor **.....

Weapon *****.....

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Credits

Not entered.

Greets, this time, go out to my lost hamster, Herb :(Goodbye buddy!
And to the usuals in #AW.

-iFlAB

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