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BRAVO AIR RACE Manual

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GETTING STARTED

Set up your PlayStation game console according to the instructions in its
Instruction Manual.
make sure the POWER IS off before inserting or removing a compact disc. Insert the
BRAVO AIR
RACE disc and close the disc cover. Insert a Game Controller in Controller Port I
and turn on
the PlayStation Game Console.

Press the START Button at the title screen to go the Start/Options screen.

CONTROLS

In BRAVO AIR RACE, the controls can be configured in a variety of different ways,
including a
simulation of a real flight control system. Below are the default settings:

L1/L2, RI/R2 Button: Stunt Roll left or right
Triangle Button: Toggle between viewpoints/Cancel
Square Button: Decrease airspeed/Cancel
Circle Button: Decrease airspeed/Select

X Button: Increase airspeed/Select
START Button: Start/Pause
Directional Keys: steer/Move the cursor

Note: You can alter the controller Configuration in the Controller Configuration
screen under the Options menu.

INTRODUCTION

Anyone Can Race on the Ground...

But only the best of the best have what it takes to compete in Bravo Air Race!
Scream through
wilderness vistas, fly by snow-capped", mountain tops, scrape the walls of the steel
canyons in
the heart of a modern metropolis and race against the world's finest pilots. Buckle
up
daredevils. The racing genre has just reached new heights!

- 12 authentic aircraft, from World War II vintage fighters to modern day stunts
planes
- Astoundingly accurate speed and characteristics.
- Beautifully rendered courses.
- Split screen mode for head-to-head air racing mayhem.

MAIN MENU

1-PLAYER MODE

1. After selecting 1 Player Mode, you will he asked to select your course. Scroll
through the
courses with the Left/Right Directional buttons, then press X to select.

2. To choose your aircraft, use the Left/Right Directional buttons to scroll through
the
available aircraft, then press X to select.

The computer defaults your chosen plane to AT (Automatic Tracking) to help beginners
stay on
course. If you want to change to MT (Manual Tracking), use the Up/Down Directional
buttons
before selecting your aircraft.

2-PLAYER MODE

After choosing a course, both players should repeat the steps described above to
choose their
aircraft and tracking mode. You and a friend can now race using the split-screen
display.

Note: In order to improve playability in 2-Player Mode, perspective adjustments have
been made
which may cause the apparent visual location of the planes to differ from their
actual
numerical ranking. Numerical rankings 3rL, correct based on the actual position of
the planes.

Time ATTACK MODE

1. Use the same steps to choose your course, aircraft and tracking mode. In this mode there
are no other planes on the course. The clock is your only adversary!

OPTIONS

If you select OPTION from the title screen, the OPTION menu will appear. Controller Config:
Choose this option to customize your airplanes controls.

Audio Config: Set the volume and test the sound, set the balance of the background music and
the sound effects, choose between stereo and mono outputs.

View Best Times: Display your best performances.

Load Gets: Load your ranking, controller configuration and other data from the Memory Card.

Save Date: Save your ranking, controller configuration and other data onto the Memory Card.

Exit: Exit the Option Screen.

Note: There are three ways for the player to quit out of gameplay. The player can
Pause the game, highlight and SELECT "QUIT" then highlight and select "YES". Additionally,
during the game's paused state, if the user simultaneously presses the Start and Select
buttons, the game returns the user to the title screen. Lastly, the player can press the Start
button (to pause the game), then press the Select button and highlight and select "YES".

THE PAUSE MENU

Press the START button during a race to pause the game and bring up the pause menu. From this
screen you can continue, quit the race or turn the guide (blue navigation bubbles marking the
center of the course) on or off.

THE GAME SCREEN

REGULAR VIEW

1 - Lap Time   1   2   4
2 - Time remaining to reach the next checkpoint
3 -

Guide
4 - Position   3
6   5
5 - Course Record
6 - Your
Plane   7
7 - Air Speed Indicator

COCKPIT VIEW

1 - Altimeter
2 - Rate of climb indicator
3 - Horizon Indicator
4 - Air Speed Indicator   2   1
3   4

OFF TO THE RACES

RULES

- You must guide your aircraft through the course three times within the time limit.
- When you successfully reach a checkpoint, additional time is awarded.
- If you fail to reach the next checkpoint before time expires, it's Game Over.

ITEMS

There are some pick-ups along the courses to help you along. They'll come in handy
if you can
manage to get them.

S icon: Speed Boost
D icon: Sudden deceleration
T icon: 5 Seconds added to your remaining time HOT SHOTS

If you can manage to execute a barrel roll in the middle of a race without killing
yourself,
you'll be awarded an Extra 2 seconds of time. KEEP in mind that you will not he able
to steer
while Executing a barrel roll.

COURSES

MOUNTAIN (EASY)
Take the scenic route on this fast-paced tour of the mountains. Race against
vintage and
present-day aircraft who'll try anything to keep you grounded.

CANYON (HARD)
Attack the serpentine fissures and valleys of a large canyon while battling the
world's best

pilots in a wilderness free-for-all. Stay on track or you'll find yourself becoming part of
the scenery!

SOUTH CITY (NORMAL)
This thriving community boasts steel and glass canyons that would rival any scenic landscape.
Stay one step ahead of the competition or they may just send you careening into the nearest
skyscrapers.

SNOW LAND (HARD)
There's something about snow and ice that sends most accomplished pilots running for the
emergency exit. Sail through snow-capped mountain tops and ice formations that leave little
room for error while you try to stay away from the other pilots, otherwise this winter
wonderland may be your worst nightmare!

THE AIRPLANES

LIGHTNING   U.S.A. -1939
The Lightning's unique twin-engine and fuselage design made it an effective counterattack
fighter. Its forte was the hit-and-run mission. Now, it's simply fast.

MUSTANG   U.S.A. -1941

The Mustang is still believed to be the best fighter plane from WWII. Both the U.S.A. and
England used it actively in their campaigns.

THUNDERBOLT   U.S.A. - 1941
Because of its weight, this aircraft lacks mobility, but its high nose-dive speed gave it a
useful role in WWII.

CORSAIR   U.S.A. - 1942
A high-Speed, mainly carrier-based plane, the Corsair sports a distinctively large propeller.

ZERO FIGHTER   Japan - 1940
Its Superior Performance at the beginning of the war distinguished it as one of the most famous
fighting machines in the World.

SINDEN   Japan - 1945
Developed at the End of WWII, this is a high-Speed fighter plane with forward mounted wings.
The Sinden was never tested in battle, though, as the war came to an End before it

could be
used.   The Sinden has been clocked at speeds of up to 750 km/hour.

MESSERSCHMITT   Germany - 1937
This fighter played a very active part in Germany's WWII aerial campaigns due to its balance
and versatility.

SPITFIRE   England - 1938
The pride of the UK, the 20,000 Spitfires manufactured for WWII incorporated over 20 different
designs to form its unique capabilities.

GEEBEE   U.S.A. - 1932
Manufactured, and named after, the Pranville brothers. The version featured in Bravo Air Race
is the R2 model.

Pitts   U.S.A. - 1944
This recreational craft displays Excellent stability and is very easy to fly.