

MotorToon Grand Prix 2 Instruction Manual

Motor Toon 2 is the weirdest racing game around, with the bestest collection of oddball racers and the toughest series of spooky racetracks. But it'll take more than raw driving skill and reflexes of a mongoose to triumph - look out for the coins in the road: each one gives you the chance to spin the item slot and pick up a power-up. There are fireballs and missiles to take out opponents ahead of you and bombs and oil slicks to leave on the road for those behind. There's other stuff too but you'll have to work them out for yourself. Safe Motoring!

Set up your PlayStation and insert the Motor Toon 2 CD as described in your PlayStation manual. It is advised that you do not insert or remove Controllers or Memory cards once the power is turned on.

OPERATING THE CONTROLLER

You can connect your controller to either Controller port 1 or Controller port 2. When Controllers are connected to both Controller ports, the first Controller to be operated has preference. It is advised that you do not insert or remove Memory cards or peripherals once the power is turned on.

CONTROLLER

Directional Buttons	L1 Button
Used to control the steering and to move the cursor between items on the menu.	The rear view mirror, used to check behind you.
X Button	L2 Button
Used to confirm menu choices and to accelarate during the game.	Moves the player's viewpoint down during the game.
S Button	R2 Button
Used as a brake during the game and to cancel menu choices.	Moves the player's viewpoint up the game
O Button	START Button
	Pauses the game and gives the player the option to retire.

neGcon

Twist Control	A Button
The steering is operated by the twist control	"Start the item slot moving", "Stop" and "Use item".
Directional Buttons	B Button
Used to move the cursor between items on the menu.	Reverse gear to make the car go backwards.
I Button	R Button
Used to confirm menu choices and to accelarate during the game.	Used to alter the players viewpoint during the game.
II Button	L Button
Used to brake during the game and to cancel	The rear view mirror to check behind you.
	START Button

"Start the item slot moving", "Stop" and "Use item".	menu choices.	Pauses the game and alllows you to retire if you wish.
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T Button
Reverse

1. CHAMPIONSHIP RACE

This is a point system grand prix in which you race on the various MOTOR TOON GRAND PRIX 2 courses one after the other. If you finish a race within the first six drivers, you can move on to the next course.

2. SINGLE RACE

You can race on a course of your choice. However, the courses available to you are only those courses on which you have raced in the CHAMPIONSHIP RACE.

3. TIME ATTACK

This is a 3 lap TIME ATTACK mode in which you compete against the clock. However, the courses available to you are only those courses on which you have raced in the CHAMPIONSHIP RACE.

4. FREE RUN

This is a practice mode. However, the courses available to you are only those courses on which you have raced in the CHAMPIONSHIP RACE.

5. TWO PLAYER BATTLE

This is a TWO PLAYER BATTLE mode in which you connect two Consoles using a link cable. If the link cable is not connected properly, you will note be able to sleect this mode.

6. REPLAY THEATRE

This is a replay mode which replays videos of games saved by players. If a Memory card is not inserted into the Console, you will not be able to select this option.

7. OPTIONS

You can alter various settings such as the level of difficulty and the type of Controller used. You can save the settings you make on a Memory card along with the record data of each course.

8. GOODIES

This is the menu for selecting various "freebie" special features hidden in MOTOR TOON GRAND PRIX 2 - however, you cannot choose anything in the initial setting.

TIPS

RECOMMENDED PLAYING ENVIRONMENT

In order to enjoy the beautiful colours in MOTOR TOON GRAND PRIX 2, we recommend that you connect the PlayStation to a large TV using an Euro-AV cable. The sound effects during the game are produced in stereo so you will get more pleasure from using stereo speakers or headphones.

Loud noises may damage your speakers and your ears so please be careful if turning up the volume.

1. CAPTAIN ROCK
2. PRINCESS JEAN
3. BOLBOX
4. PENGUIN BROS.
5. RAPTOR & RAPTOR
6. VANITY
7. BILLY THE TOUGH
8. CHING TONG SHANG

TIPS

DRIFT

In MOTOR TOON GRAND PRIX 2 you can control your car's drift (tail slide) using the steering, brake and accelerator. Turn the steering wheel, let off the accelerator, hit the brakes and your vehicle will slide. Once the back wheels have started to slide, if you do not accelerate they will continue to slide. Acceleration will bring your vehicle out of the drift.

1. TOON VILLAGE
2. TOON ISLAND 2
3. CRAZY COASTER
4. GULLIVER HOUSE 2
5. HAUNTED CASTLE

There are hidden courses in Motor Toon Grand Prix 2 which will appear under certain conditions during the gameplay. See if you can find them!

TIPS

MAKING USE OF THE SLIPSTREAM

While driving at high speeds, if you drive close to the car in front the air resistance is reduced so that your maximum speed is increased. This is called the SLIPSTREAM EFFECT. It is used in racing to overtake the car in front. In MOTOR TOON GRAND PRIX 2, you can judge the effect of the SLIPSTREAM using the slipstream gauge in the lower right portion of the screen. The speed you gain from the SLIPSTREAM EFFECT continues after passing through the SLIPSTREAM.

RANKPOINTS

1ST 10

2ND	6
3RD	4
4TH	3
5TH	2
6TH	1

TIPS

ENJOYING REPLAY

In MOTOR TOON GRAND PRIX 2, in the SINGLE RACE, TIME ATTACK, FREE RUN and TWO PLAYER BATTLE modes, you can enjoy replaying the race you have just run. During the replay you can shift the camera angle using the Controller buttons. If you retire during the play, replay will be shown up to the point that you retired.

You can only replay races and save replays in the game menu following the race. Returning to the main menu during play will invalidate this option. We recommend that you save races by saving the video after racing.

REPLAY BUTTON SETTINGS

X/O Buttons - Switches between auto camera and manual camera
S/T Buttons - Alters the direction of the camera when using the manual camera
L1/R1 Buttons - Alters the height of the camera when using the manual camera

NB: When using neGcon - X Button = I Button, T Button = II Button

1. START SINGLE RACE

Starts a single race

2. CHANGE MACHINE

Allows you to change your machine

3. CHANGE TRACK

Allows you to change to another course

4. RECORDS

Allows you to see the records

5. INSTANT REPLAY VIDEO

Replays a video of the previous race

6. SAVE VIDEO

Saves a video replay of the previous race on the Memory card

TIPS

VIEWING THE RECORDS SCREEN

When you select the RECORDS menu, you can view the previous for that course and that mode. The top 5 total times and the fastest lap are shown.

TIPS

USING BOMBS

The proper way to use bombs is to scatter them behind you when you are driving so that you can blow up the cars coming behind you. By scattering bombs, you can protect yourself from missile and fire-ball attacks from behind. If you leave a pile of bombs in one place, the resulting explosion is much bigger and the distance the following vehicle is thrown will be greater.

1. START TIME ATTACK

Starts the TIME ATTACK race

2. CHANGE MACHINE

Allows you to change your machine

3. CHANGE TRACK

Allows you to change to another course

4. RECORDS

Allows you to see the records

5. INSTANT REPLAY VIDEO

Replays a video of the previous race

6. SAVE VIDEO

Saves a video replay of the previous race on the Memory card

7. LOAD GHOST FROM VIDEO

Loads the video replay as a GHOST CAR from the Memory card

TIPS

OUT-IN-OUT CORNERING

In MOTOR TOON GRAND PRIX 2, if you turn the steering wheel too much when cornering you kill the speed of your car, and even if you put your foot on the accelerator the car will not accelerate well. You should therefore take a wide berth on corners, and keep your steering as near to a straight line as you can.

Enter a corner from the outside, go through the inside of the corner as tightly as possible, then move toward the outside when exiting the corner. This is called OUT-IN-OUT cornering and is a very important technique for getting a good time.

TIPS

HOW TO USE THE ROCKET START

In TIME ATTACK and TWO PLAYER BATTLE, a good start makes all the

difference. In MOTOR TOON GRAND PRIX 2, the clutch is

1. START FREE RUN

Starts FREE RUN

2. CHANGE MACHINE

Allows you to change your machine

3. CHANGE TRACK

Allows you to change to another course

4. RECORDS

Displays the best 5 lap times

5. INSTANT REPLAY VIDEO

Replays a video of the previous race

6. SAVE VIDEO

Saves a video replay of the previous race on the Memory card

TIPS

SPECIAL TIME ATTACK IN THE FREE RUN MODE

In MOTOR TOON GRAND PRIX 2, the fastest lap in the FREE RUN mode is also registered as a record. In FREE RUN , in contrast to other modes, it is possible to use items while driving so you can get a much better time than in the normal TIME ATTACK mode if you make good use of the items. Bear in mind the items and the structure of the course in your quest for the best time.

! NOTE

MOTOR TOON GRAND PRIX 2 MAKES FULL USE OF MEMORY CARDS. PLEASE READ THESE EXPLANATORY NOTES WELL BEFORE STARTING A GAME. MAKE SURE THERE ENOUGH FREE BLOCKS ON YOUR MEMORY CARD BEFORE COMMENCING PLAY.

TWO FILE TYPES WHICH CAN BE USED TO SAVE DATA TO MEMORY CARDS

In MOTOR TOON GRAND PRIX 2, two kinds of save files can be created on Mmemory cards. The first is the MOTOR TOON GRAND PRIX 2 RECORD FILE which is for recording the courses and saving the option settings. The second is the MOTOR TOON GRAND PRIX 2 VIDEO FOLDER which contains recorded videos. The MOTOR TOON GRAND PRIX 2 RECORD FILE takes up one Memory card black. The MOTOR TOON GRAND PRIX 2 VIDEO FOLDER takes up between 1-15 Memory card blocks depending on the space available.

SAVING RECORDS AND OPTIONSS

Select SAVE RECORDS AND SETTINGS from the OPTIONS in the main menu. When selecting SAVE RECORDS AND SETTINGS for the first time, you should create a

new file on the Memory card, following the screen instructions. This creates a file called MOTOR TOON GRAND PRIX 2 RECORDS on the Memory card in which the records are saved. Once this file has been created, whenever you select SAVE RECORDS AND SETTINGS, the data will be saved to the Memory card automatically.

CREATING A VIDEO FOLDER

In the SINGLE RACE MODE, TIME ATTACK MODE and FREE RUN MODE, if you select SAVE VIDEO after the race, you can save the most recent video on the Memory card. However, when you select SAVE VIDEO for the first time, you will need to create the video folder MOTOR TOON GRAND PRIX 2 VIDEO FOLDER (which from now on we will be referred to as the VIDEO FOLDER) on the Memory card in which to store the video. The system will ask you how many blocks you wish to use for the video folder on the Memory card.

PRESSING THE START BUTTON WILL TAKE YOU TO THE ERASE MODE WHICH ERASES PREVIOUSLY STORED DATA OF OTHER GAMES FROM THE MEMORY CARD.

MEMORY CARD MESSAGES

- * NO VIDEO FOLDER EXISTS. DO YOU WISH TO CREATE A VIDEO FOLDER?
- * THERE IS INSUFFICIENT SPACE TO SAVE THE VIDEO IN THE VIDEO FOLDER.
- * THE MEMORY CARD IN SLOT 1 IS FULL.
- * THERE ARE NO VIDEOS AVAILABLE FOR SELECTION.

USING A MEMORY CARD

As the size of video files produced during games is different depending on the type of Controller used, you should choose the number of Memory card blocks you wish to store videos based on the following. In general, when using a Controller you can record ten or so videos in a 2 Memory card block video folder. When using a neGcon, you can record around 5 videos in a 5 Memory card block video folder. Compared with the Controller, the neGcon has far more information which needs to be saved, so the numbers of videos you are able to record decreases accordingly.

In MOTOR TOON GRAND PRIX 2, if there is sufficient Memory card capacity, it is possible to store up to a maximum of 100 videos.

SAVING VIDEOS

After deciding the size of the video folder and creating the video folder on the Memory card, the list of videos in the video folder will be displayed on the screen. At first, the folder should be empty.

Select the place in which you wish to record data and confirm your choice using the O BUTTON / X BUTTON. You can then give the video a name, so choose a name to remind you of the video content and confirm your choice.

When the message SAVING VIDEO HAS COMPLETED appears, the video has been saved correctly. You can watch the saved videos in the REPLAY THEATRE.

MEMORY CARD MESSAGES

- * THERE IS NO MEMORY CARD IN SLOT 1
- * THE MEMORY CARD IN SLOT 1 HAS NOT BEEN FORMATTED
- * FORMATTING MEMORY CARD... PLEASE DO NOT REMOVE THE MEMORY CARD WHILST FORMATTING
- * THERE ARE NO MOTOR TOON GRAND PRIX 2 FILES. DO YOU WISH TO CREATE A NEW ONE?

! WARNING

THE LINK CABLE SHOULD BE CONNECTED WHEN THE TWO PLAYSTATION CONSOLES ARE SWITCHED OFF. WHEN PLAYING A GAME WITH THE LINK CABLE, IF YOU PULL THE CONNECTION OUT, YOU MAY FIND THAT YOU CANNOT CONTINUE YOUR GAME. IF THIS OCCURS, PLEASE RESET BOTH PLAYSTATION CONSOLES AND START AGAIN FROM THE BEGINNING.

1. START BATTLE

Starts the battle

2. CHANGE MACHINE

Select the machine

3. CHANGE TRACK

Select the course

4. BATTLE OPTIONS

These are the game options for two player battles allowing you to enjoy racing using various settings of your choice

5. INSTANT REPLAY VIDEO

Replay the previous race

6. SAVE VIDEO

Saves a video replay of the previous race on the Memory card

ALTERING TWO PLAYER BATTLE OPTIONS

For added enjoyment when playing a dual match, you can alter various game options using the BATTLE OPTIONS menu.

ITEM

This setting switches the ITEM setting ON or OFF in two player battles. When it is OFF, the item plate is invalid so the item slot does not appear.

Initially ITEM is set on ON

2ND CAR BOOST

When the 2ND CAR BOOST is set to high, the speed of the 2nd car is higher than the speed of the 1st car allowing two players of differing abilities to race against each other. When you change the 2ND CAR BOOST from high to low, the effect of the BOOST is lessened, and when you turn the BOOST off, you can race against each other without handicaps, for either player. Initially, 2ND CAR BOOST is set high.

GAME STYLE

There are two modes; NORMAL and SCRATCH GAME. In SCRATCH GAME laps are converted to points, and you can set the number of points necessary to win the race.

LAPS

It is possible to set the number of laps for each battle from 2-20 laps. The initial setting is 3 laps.

TIPS

SCRATCH GAME

In the SCRATCH RACE, points are awarded after each lap to the player who wins that lap. The points build up until one player reaches the pre-determined winning score (the initial setting is 3 points). When the scores reaches 2-2, DEUCE is displayed. The player who wins the next lap then gets the ADVANTAGE (again like tennis) which means that although the score is 3-2, the race is not yet over: a player must win by two clear points to win the race. If neither player wins after the race goes to DUECE six times, the players enter SUDDEN DEATH mode in which the player to win the next lap wins the race.

CONTROLLER SETTINGS

WHEN USING THE CONTROLLER

Set the Controller buttons to the various settings you wish to use. The functions (brake, accelerate, etc.) appear on the left of the screen while the buttons assigned to the functions appear on the right of the screen. Select the functions using the Up and Down Directional buttons, then press the button you wish to use to operate the particular functions. In this way you can apply the buttons you choose to operate the various functions.

WHEN USING A neGcon

BUTTON CONFIGURATION

You can set up your own buttons for the various functions in the same way as with the Controller.

SENSITIVITY

Here you can adjust the sensitivity of the steering wheel. A graded sensitivity bar (7 positions - from DULL to SHARP) is displayed on the

screen allowing you to adjust the sensitivity of the steering to suit your own driving requirements.

CALIBRATION

This is the mode in which you can adjust the centering of the steering wheel. Adjust the steering wheel so that it is properly centered and confirm the setting so that the centring of the steering is recorded.

SAVE RECORDS & SETTINGS

Saves the current options and courses on the Memory card.

LOAD RECORDS & SETTINGS

Loads to options and course data from the memory card.

DIFFICULTY

Sets the level of difficulty for CHAMPIONSHIP RACE and SINGLE RACE.

CARTOON ANIMATION

In this game you can limit or even stop the special animated motion of the characters and their vehicles. By choosing STEER ONLY, the special motion only occurs when turn left and right, and by choosing NONE, all animation ceases and your vehicle moves like a normal car. The initial setting is ALL (full animated motion).

AUTO-SAVING

When AUTO-SAVING is ON, race data during races and TIME ATTACK records are saved automatically. The initial setting is OFF. If you change this option to ON, please be sure not to remove the Memory card during the game.

BGM/SE BALANCE

This alters the balance of between the background music, narration, and the sound effects, engine noises and explosions during the race. For example, if you set the balance to 10:0, only the background music is played, and the special effect sounds disappear.

MUSIC

Selecting OFF turns the music off during the two player race (convenient for TWO PLAYER BATTLES).

WALLPAPER

You can change the pattern of the wallpaper used in the menu background using this option. Choose your favourite pattern.

RESTORE DEFAULT SETTINGS

Should you wish to cancel the settings you have made, you can return to the original game settings.

GOODIES

In MOTOR TOON GRAND PRIX 2 there are various hidden features. Each time you satisfy certain CLEAR conditions, you can select one of these features - it depends on your efforts. GOOD LUCK !

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www.gdimmock.demon.co.uk/psxidx.htm - graham.dimmock@bigfoot.com