JUICED: ELIMINATOR

Manual

v0.1

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Fonts (as used in PSP game)

Main text:	Folio BdCn BT Bold [10pt]
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SETTING UP

Set up your PSP™ system according to the instructions in its instruction manual. Turn the system on and the POWER indicator will light up green and the Home Menu is displayed. Press the OPEN latch to open the disc cover. Insert JUICED: ELIMINATOR™ disc with the label facing the rear of the PSP™ system and then securely close the disc cover.

From the Home Menu, select the XXX icon and then the XXX icon. An image of the software will be displayed. Select the image and press the X button to start the software.

MEMORY STICK DUO™

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP™ system. You can load saved game data from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved game data. JUICED: ELIMINATOR™ uses an Auto-Save feature which stores game progress to the Memory Stick Duo™ throughout the game. Please make sure that there is enough free space on your Memory Stick Duo™ before commencing play.

WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP™ systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).

AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.

GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP™ Game in their PSP™ system.

MENU NAVIGATION

Highlight menu items	◄► or ▲▼
Select highlighted item	X
Cancel or go back to previous menu	O

GAME CONTROLS

Steering	Analog Stick or ◄►
Accelerate	X
Brake	□
Reverse	△
Handbrake	O
Nitrous	R
Gear Shift	L
View driver names	▲
Look behind	▼
Change view	SELECT
Pause	START

GEAR SHIFTS

JUICED: ELIMINATOR uses a semi-automatic shift for manual mode and SPRINT. To shift up a gear, press and hold Accelerate and then tap Gear Shift. To shift down a gear, let go of Accelerate while tapping Gear Shift.

IN-GAME-DISPLAY

1. LAP COUNTER
2. LAP TIMES
3. RACE POSITION
4. TRACK MAP
5. TACHOMETER
6. CURRENT GEAR
7. SPEEDOMETER
8. NITROUS GUAGE
9. RESPECT METER
10. DRIVER AIDS
11. DRIVER AIDS

PAUSING PLAY

To pause, press the START button. When paused, you have these options:

CONTINUE - Resume play where you paused.
RESTART - Begin the action again (progress will be lost).
OPTIONS - Access Audio and Game options.
ABANDON RACE - Quit current race.

QUICK START

To start racing right away, select ARCADE from the main menu.

GAME SUMMARY

JUICED: ELIMINATOR is all about modifying standard street cars and then racing them to prove that you're the best. In addition to trillions of different possible tuning, body styling and paint options, there's a wide range of game modes, race types and challenges including a comprehensive set of Ad Hoc Wireless (WLAN) game modes for up to six players.

MAIN MENU

ARCADE MODE

Complete four events (races, show off or challenges, such as perfect lap) in any order to unlock the next arcade Series. Win all four to unlock the fifth and final event. Complete each Series to unlock cars and tracks for CUSTOM RACE.

CUSTOM RACE
Set up races the way you want with cars and tracks that you have unlocked in ARCADE MODE. Customize your cars with the AUTOMOD feature.

CAREER
Angel City is where you not only hone your driving and modification skills, but also develop your own strategy for winning. Collect, tune and modify, up to sixty cars and enter them into challenging events to win Respect from rival Crew Leaders.

CAREER CHALLENGES
Angel City's Crew Leaders have each set you a series of challenges that will test your ability to win races, bet and collect cars as quickly as possible.

MULTIPLAYER
Play against up to five friends using Ad Hoc WLAN. Multiplayer game modes include Arcade, Custom, Crew and Career, where you can race your friends for Pinks. 2 player Game Sharing is supported.

OPTIONS
Customize the audio and game control sensitivity.

EXTRAS
Bonus material.

CAREER
CASH
There are many ways to make money and earn cars in Angel City:
- Win prize money at Events
- Place and win Bets
- Sell cars for profit
- Complete crew challenges

RESPECT

In Angel City there are eight rival racing crews. Each crew will respect you for something different. To complete the game you must gain everyone's maximum respect.

In the Career mode you will see a big red 'R' on the display, with a number beneath it. This represents total respect gained or lost during a race. If the number is red, you are losing respect: if it is green you are gaining respect.

CREW	LEADER	LOCATION	RESPECTS
Power Junkies	Nina	Chinatown	Circuit
Bay Area Cruisers	Juan Garcia	Downtown	Betting
Triple 'A'	Tyler	Southside Beach	Pink slip
200 Club	Caitlyn	Angel Speedway	Car collection
Velocity	Hayden	Angel Raceway	Sprint
Speed Syndicate	Jerome	Angel North Central	Crew
Redliners	Lucia 'B'	East Angel Island	Best car
Drifters	Keitaro	Campbell Hills	Show off

When you go to the respect overview, you will be shown respect score bars for each crew leader. Your total score earned during an event will now be distributed according to the different crew leader's opinion of you. As the scale rises, privileges are unlocked. Here's how to gain and lose respect:

CIRCUIT RACES & SPRINTS - Win races, or come second in races of three or more, to gain respect. You will lose respect for finishing in last, or for causing accidents.

SHOWOFF - You gain more Respect the higher you score. If you crash, you will 'wipe-out' the points for you last move and combo, so drive with care.

CREW RACING - As you progress you will recruit crew members to race with. Enter team races with your crew and earn respect.

BEST CAR - Your Respect will increase if your Best Car value has increased since the last time a Crew saw you.

CAR COLLECTION - Your Respect will increase if your Car Collection value has increased since the last time a Crew saw you.

BETTING - The more you bet on a race, the more Respect you will earn. Place a bet with other Crew leaders on the grid before a race. If you are attending an event, you can place a bet on an individual or team. The betting menu is accessed by selecting the desired driver in the starting grid screen.

PINK SLIPS - You will earn additional respect for winning Pink Slip races. Pink Slips races can be organized via your mobile phone.

DAMAGE - If you damage a rival Crew's car during a race, you will lose respect from that Crew.

PRIVILEGES - Each crew will award you different privileges depending on the respect they have for you. Unlocking the privileges opens up the game, and means that you will have to excel in all areas of racing.

>**ATTEND** - The right to attend events hosted by this crew but NOT race. You can bet on races when you attend.
>**RACE**- The right to attend and race.
>**PINK SLIP** - Set-up a pink slip challenge with the crew leaders.
>**HOST** - Host your own events on this crew's turf.

VARIABLE DRIVER SKILL
When betting against other drivers, or racing for pinks, the skill of the other driver will vary. So if you raise a bet, your opponent will drive more keenly…

DISTRESS SYSTEM
JUICED: ELIMINATOR is all about driving with skill and avoiding damage at all costs. You will lose respect for

damaging other drivers' cars. JUICED: ELIMINATOR features the DISTRESS© (Driver Induced Stress) system, which simulates driver stress and mistakes. If an exclamation mark appears over an opponent's car when you are tailgating them, get ready in case they make a mistake.

CREW RACING

If you hire a driver to join your Crew, they will need a suitable car for racing. To compete in a Crew Event, you must have at least two cars in the same class and enough drivers to enter. Before a Crew Event, select the drivers and cars to take to the event. Enter your drivers into races so they can improve their driving skills. Use the menu displayed on the grid before the race to set the Crew aggression level.

CAREER MAIN MENU
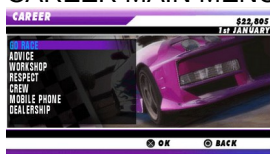
GO RACE

Upcoming street racing events are listed in the EVENT CALENDAR. There is no obligation for you and your Crew to participate in every listed event.

EVENTS CALENDAR

There are 3 different types of events. Events are added as your respect improves, your cash reserve increases or your car collection expands. You do not have to enter every event on the calendar.

Events are color-coded:
BLUE - Shows the current day on the calendar.
GREEN - An event at which you can race.
YELLOW - You may attend, bet on, but not enter the event.

RED - Events you can't attend due to insufficient cash or Respect.

HOSTING EVENTS - You may host your own event on any empty day on the calendar at your home location (San Ricardo) or in any crew's location for which you have host privileges.

SPONSORED EVENTS - Elite manufacturer-sponsored events featuring high-value prizes including valuable 'prototype' mods.

SPECIAL EVENTS - events with entry criteria such as manufacturer or prototype-only.

PINK SLIP - the ultimate race experience where the winner walks away with the loser's car.

CREW RACES - recruit a crew, provide them with a suitable car to participate in crew races. The winner is the Crew who gets all of their cars across the line first.

ADVICE
The advice system will analyze your status and suggest the best thing for you to progress further in the game.

WORKSHOP
Enter the WORKSHOP and choose the car you wish to modify from the list.

CAR SPEC
View a breakdown of your car's modifications and any available upgrades.

CUSTOMIZE
Select CUSTOMIZE to modify the car. Car performance mods are categorized as 'Level 1', 'Level 2', 'Level 3' and 'Prototype'. Performance mods are unlocked in order by entering and winning races. 'Prototype' mods are unlocked by winning Sponsored events. There are three areas of modification: Performance, Appearance and Paint Jobs.

CUSTOMIZE [PERFORMANCE]

Performance tuning allows you to enhance the performance and handling of your car. Be aware that you can enhance the performance of a car to such an extent that it crosses from the top of one class into the bottom of the next. Use the Engine Management System to reduce performance back to within lower class limits.

INDUCTION SYSTEM - increase BHP in conjunction with upgraded exhaust.
SUSPENSION - improves handling, cornering and braking.
RIDE HEIGHT - lowering ride height to reduce body roll.
EXHAUST SYSTEM - improves power and torque.
GEAR RATIOS - tune gears for higher speed or greater acceleration.
BRAKES - improved brakes all you to control powerful cars into corners.
TIRES - expensive tires will provide better grip for circuit races.
TURBO SYSTEM - Improves acceleration.
NITROUS - rapid acceleration for a few seconds at a time, vital for Sprints. **ENGINE MANAGEMENT SYSTEM** - fine tune the engine power (BHP).

CUSTOMIZE [BODY STYLING]

Car modding is an art form, and all the tools you will need are available in the WORKSHOP.

FRONT BUMPER - Bumpers improve downforce and road-handling.
HOOD - Add value in terms of styling, while carbon fiber hoods save weight.
WHEELS - Earn extra style respect.
SIDE SKIRTS - Improve downforce and road-handling.
REAR BUMPER - Improve downforce and road-handling.
DECALS - Choose from a variety of designs.
REMOVE/COLOR SPONSOR DECALS - Remove logos from the side of your car.
TINTS - Alter the window tint for added style respect.
NEONS - Bright neons get you noticed.
IN CAR ENTERTAINMENT - Gain respect with an ICE system.
HORN - Modify the sound of your horn.

CUSTOMIZE [PAINT SHOP]

Create complex paint schemes using combinations of Base, Metallic and Pearlescent colors. To recreate a color scheme, note the (X,Y) REF numbers.

BASE - Choose the base color at the price shown.
METALLIC - Change the intensity to determine how 'metallic' the finish looks.
PEARLESCENT - A specialized finish that changes between two colors depending on the viewing angle.
WHEEL COLOR - Add color to your wheels to match the car.

THE TUNING SHOP

You may choose to modify individual components, or select a package of pre-selected parts on your vehicle. Pay attention to whether your car will be near the bottom or top of a performance class.

DYNAMOMETER

Visualize the difference that your engine modifications make to the car's performance. When you buy a car, check it out on the dynamometer, make modifications and test it again.

TEST DRIVE

When you modify power and handling you should really check the difference you are making by taking a test drive before you enter any events.

CREW CAR SCHEME

Use the Crew Car Scheme to apply a consistent color scheme to all cars in your collection.

SELL CAR

Select this option to sell this car. Note you can have a maximum of 60 cars in your collection.

RESPECT

Select this option to get an overview of your current respect status throughout Angel City. To complete the game, you must get full respect from every crew and complete all the Crew Challenges.

CREW

Check on the status of your Crew members.

MOBILE PHONE

Build a list of contacts in your MOBILE PHONE by betting with rival leaders, then call them to take a challenge or set up a Pink Slip race. Each crew has its own three favorite challenges, all of which require specific cars. Check your progress in the Respect Status screen.

DEALERSHIP

View all the cars currently available in Angel City. As new cars come onto the market, you will be notified by the dealer on MOBILE PHONE.

MULTIPLAYER

The following additional game modes are available in Multiplayer.
NOTE: The WLAN switch must be on for Multiplayer functionality.

ARCADE

Complete a series of games against up to five other players with their own PSP™ systems. As arcade games are completed, cars and tracks are unlocked for CUSTOM.

CUSTOM

Create your own multiplayer races with up to five other players with their own PSP™ systems.

CAREER

Create your own multiplayer races with up to five other players with their own PSP™ systems using the cars from your Career

game. Gamble everything with Pink Slip races where you could win your friend's car.
NOTE: You must have a Career Save to play Multiplayer Career.

CREW
Select a multiplayer Crew paint scheme which you can share with your Crew members when you race as a Crew.

STATISTICS
View the community league tables which will contain the fastest lap data of all the friends you've played against in Multiplayer.

GAME SHARING
To create a 1-v-1 Game Sharing game between Host PSP™ and Client PSP™:
(1) From Main Menu on the Host PSP™, select MULTIPLAYER then GAME SHARING.
(2) From Home Menu on the Client PSP™, select GAME SHARING to search for the Host. Select JUICED: ELIMINATOR on the Client PSP™.
(3) Confirm the Game Sharing send on the Host PSP™.
(4) When the Client PSP™ has restarted, select MUTLIPLAYER then JOIN GAME to join the Host's lobby.
(5) The Host sends the additional game data to the Client PSP™.
(6) When complete, the Client and Host will be in the lobby. The Host PSP™ can create the game.

SHOW OFF MANEUVERS
SHOW OFF requires advanced driving techniques! Points are awarded for accuracy and for the way you combine maneuvers.

MAX SPEED - use NITROUS to reach and hold maximum speed.
DONUT - apply full throttle and feather the handbrake to induce a spin. Rear-wheel drives do forward donuts; front-wheel drives do reverse donuts.
BOOTLEG TURN - U-turn using the handbrake, coming out of the turn forwards.

360 - accelerate to a high speed and induce a 360 degree spin using the handbrake while traveling forwards.

180 - a high speed U-turn except that you continue traveling backwards.

BOOMERANG - start the same way as a 360, but you reach 180 degrees, snap the nose back to the original line of travel again.

J-TURN - start in reverse gear then apply hard lock and accelerate to get the nose facing in a forward direction.

DRIFT - approach a bend at high speed, lift off the accelerator and steer into the bend to 'drift' sideways. Apply accelerator to keep the drift going.

NITROUS DRIFT - apply NITROUS and acceleration in the drift.

It is possible to perform 'combinations' of maneuvers, stringing them together into one seamless display in order to gain more points. See below for details.

SUPER DONUT - a BOOTLEG TURN, DONUT and BOOTLEG TURN.

REVERSE SUPER DONUT - Right 180, reverse DONUT and right J-TURN.

QUAD-BOOTLEG - is four successful BOOTLEG TURNS in succession

DOUBLE 360 - is two 360 in succession.

FLIP-FLOP - 180 followed by a J-TURN.

DING-DONG – a BOOTLEG TURN, then180, then J-TURN and BOOTLEG TURN.

CHAIN-DRIFT – DRIFT through four curves.

MAX SPEED 360 – is a MAX SPEED then a 360 degree spin.

MAX SPEED 180 – MAX SPEED then 180 coming out of the move backwards.

DAZZLE – follow a BOOTLEG TURN with a 360, a 180 and a J-TURN!

HIGH ROLLER – is MAXIMUM SPEED, then DRIFT and finally DONUT.

REVERSE FLIP – is a BOOMERANG, then BOOTLEG TURN, a 180 and a J-TURN.

CREDITS

JUICE GAMES LTD
Managing Director:
Colin Bell

Director, Console Games:
Don Whiteford

Director, Handheld Games:
Tim Preece

Project Manager:
Tim Preece

Game Design:
Noel Austin
Richard Badger
Steve Hunt
Tim Preece

Lead Programmer:
Derek Johnson

Lead Artists:
Andy Bate
Tyronne Bramley

Programming:
Andrew Newton
Jamie Campbell
Noel Austin
Pete Memmott
Phil Owen
Rob Anderson
Stephen Powell
Steve Hunt

Art:
Andi Entwistle
Dan Nuttall
Donna Jennett

Matt Green
Paul Dolan
Peter Ford
Rob Owen

Internal QA:
Carl Jackson

The Juiced: Eliminator™ team thanks:

Adrian Page
Andrew Memmott
Ben Christey
Chris Gaskell
Claire Williams
Craig Grounsell
Dave Ambler
Gareth Roots
Gavin Clark
Graeme Ogden
Greg Calvert
Hannah MacDonald
Ian Moran
Jackie Bell
John McGowan
Julia Young
Louise Bell
Mark Williams
Mat Draper
Matt Brussels (Flair Studios)
Matt Ryan
Matthew Parsons
Paul Keast
Rich Thomas
Rob Jiminez-Owen
Rod Edwards
Steve Jaros (Volition Inc.)

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