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THE BEST SELLING SMASH 'EM UP EVER IS BACK ON TRACK. RESPRAYED, REBUILT AND RETUNED, IT'S STILL A HELTER-SKELTER COLLISION COURSE OF CRUMPLE ZONES, HIT & RUN MAYHEM, AND STREET LEVEL SLAMMING BUT THE TRACKS, EXPLOSIONS AND CHROMIUM CARNAGE ARE BIGGER AND BETTER THAN EVER BEFORE!

INSTALLING THE GAME

WHEN THE DESTRUCTION DERBY 2 DISC IS INSERTED, THE GAME WILL INSTALL AUTOMATICALLY. SHOULD THE AUTORUN NOT WORK THEN FOLLOW THE INSTRUCTIONS BELOW TO INSTALL THE GAME.

1. FROM WINDOWS 95 START BAR, SELECT RUN.
2. TYPE X:\SETUP , WHERE X IS THE DRIVE LETTER OF YOUR CD-ROM (EG. D:\SETUP)
3. CLICK ON OK.

CONTROLLING YOUR VEHICLE

DESTRUCTION DERBY 2 HAS TWO GAME ENVIRONMENTS, THE MENUS AND THE RACES. WHEN IN THE MENU SYSTEM, USE THE CURSOR KEYS TO HIGHLIGHT EACH OPTION BOX. PRESS RETURN TO SELECT THE OPTION CURRENTLY HIGHLIGHTED. PRESS ESCAPE TO BACK UP ONE SCREEN ANYWHERE WITHIN THE MENU SYSTEM.

A	ACCELERATE
Z	BRAKE/REVERSE
CURSORS	STEER CAR LEFT AND RIGHT*
Esc	PAUSE GAME
SPACE BAR	FAST STEER**
F1	TOGGLES THROUGH IN GAME VIEWS

* STEERING TIPS

THE CARS IN DESTRUCTION DERBY 2 ARE ALL HIGHLY TUNED VEHICLES. TO AID YOUR CORNERING TECHNIQUE TRY DABBING LIGHTLY ON THE BRAKE AS YOU STEER INTO A BEND BUT KEEP YOUR FOOT HARD DOWN ON THE GAS. THIS SHOULD RESULT IN A MEAN POWERSLIDE WHEN USING THE PRO CAR. IF THE CAR STARTS TO SLIDE OUT OF CONTROL YOU CAN COMPENSATE FOR THIS BY APPLYING OPPOSITE STEERING LOCK.

**** FAST STEER INCREASES THE RATE OF STEER AND ALSO INCREASES THE MAXIMUM LOCK ON THE STEERING. THIS IS HANDY FOR GETTING OUT OF TIGHT SITUATIONS.**

IF YOUR CAR FLIPS DURING THE COURSE OF A RACE, YOU WILL INCUR A TIME PENALTY BEFORE YOUR VEHICLE IS AUTOMATICALLY RIGHTED.

THE MAIN MENU

ONCE THE GAME IS LOADED, YOU WILL BE PRESENTED WITH THE MAIN MENU SCREEN. YOU MAY QUICK SELECT ALL THE OPTIONS IN THIS MENU EXCEPT MULTI PLAYER BY USING + AND - (ON THE NUMERIC PAD) TO SCROLL THROUGH EACH CHOICE.

RACE

SELECT THIS TO ACCESS THE RACE MODE MENU WHERE YOU CAN CHOOSE BETWEEN WRECKIN' RACING, STOCK CAR RACING AND THE INFAMOUS DESTRUCTION DERBY.

CAR

YOU HAVE A CHOICE OF VEHICLE RANGING FROM ROOKIE TO PRO. USE THE LEFT AND RIGHT CURSOR KEYS TO TOGGLE THROUGH YOUR CAR CHOICES. AN ON SCREEN INDICATOR WILL SHOW ACCELERATION, GRIP AND TOP SPEED FOR EACH VEHICLE. PRESS RETURN/ENTER TO MAKE YOUR CHOICE.

TRACK

THERE ARE 7 DIFFERENT TRACKS OF METAL CRUSHING MAYHEM TO CHOOSE FROM AND YOU WILL FIND OUT WHAT THESE ARE AS YOU PROGRESS THROUGH THE CHAMPIONSHIPS. (AT FIRST YOU CAN ONLY PRACTICE THE FIRST 4. TO ACCESS THE OTHERS YOU MUST PROGRESS THROUGH THE LEAGUE)

HARD DISC MANAGER

TO LOAD A PREVIOUSLY SAVED GAME CURSOR KEYS TO HIGHLIGHT YOUR CHOSEN GAME SLOT AND PRESS RETURN TO SELECT IT. THE GAME YOU HAVE SELECTED WILL THEN BE LOADED.

(NOTE THAT YOU CANNOT SAVE ANYTHING AT THIS POINT. SEE SECTION HARD DISC OPTIONS IN RACE OVER MENU TO FIND OUT HOW TO SAVE STUFF.)


INFORMATION

ACCESSES THE INFORMATION MENU SCREEN WHERE YOU CAN VIEW A SELECTION OF STATISTICS.



CONFIGURATION

SELECTING THIS ALLOWS YOU TO TINKER WITH THE VOLUME AND GENERALLY MAKE ESSENTIAL ADJUSTMENTS TO THE JOYSTICK AND KEYBOARD CONFIGURATION.



CD AUDIO PLAYER

USE THIS TO PLAY THE CD TRACK OF YOUR CHOICE.



GO

WHEN YOU ARE SATISFIED WITH ALL YOUR MENU CHOICES USE THIS TO START THE RACE.

THE RACE MODE MENU

THERE ARE 3 STYLES OF RACE ACTION TO CHOOSE FROM, EACH WITH ITS OWN PARTICULAR RULES AND TACTICS. DECIDE BETWEEN WRECKIN' RACING, STOCK CAR RACING AND THE INFAMOUS DESTRUCTION DERBY.



WRECKIN' RACING

TAKES PLACE ON A VARIETY OF CIRCUITS WHERE DRIVERS ARE AWARDED POINTS FOR DAMAGING OTHER CARS WHILE RACING TO COMPLETE A FIXED NUMBER OF LAPS.



STOCK CAR RACING

QUITE SIMPLY, A PIECE OF CLASSIC CIRCUIT RACING. IT'S A FLAT OUT RACE TO THE FINISH WITH NO POINTS AWARDED FOR SMASHING OTHER DRIVERS. OF COURSE, THOSE OTHER DRIVERS LIKE SKUM, MASTER AND THE UNDERTAKER MAY HAVE SOMETHING TO SAY ABOUT THAT.



DESTRUCTION DERBY

NOT FOR THOSE WITH A NERVOUS DISPOSITION, DESTRUCTION DERBY IS TOTAL CAR CARNAGE. RACE AROUND ONE OF THE FOUR BOWL TRACKS WITH THE AIM BEING TO INFLICT AS MUCH DAMAGE AS POSSIBLE ON YOUR OPPONENT'S VEHICLES.

RACE TYPE MENU

CHOOSE BETWEEN CHAMPIONSHIP, RACE PRACTICE, TIME TRIALS AND MULTI PLAYER OPTIONS.



CHAMPIONSHIP

AFTER SELECTING A RACE STYLE AND CAR YOU CAN CHOOSE THIS OPTION AND

ENTER YOUR NAME FOR A LEAGUE. THE TRACKS WILL BE AUTOSELECTED FOR YOU OVER A FULL RACE SEASON. IN WRECKIN' RACING A FULL SEASON IS 5 RACES WHERE THE LAST RACE IS A DESTRUCTION DERBY CONTEST. IN STOCK CAR RACING A FULL SEASON IS 4 RACES. USE THE CURSORS TO MOVE AROUND THE ALPHABET AND PRESS RETURN TO MAKE YOUR CHOICE. YOU MAY ENTER A NAME UP TO 8 LETTERS LONG. WHEN YOU ARE HAPPY WITH THE NAME ENTERED MOVE THE HIGHLIGHTING EFFECT OVER "END", PRESS RETURN AND YOU WILL RETURN TO THE MAIN MENU. SELECT "GO" FROM THIS MENU AND YOU WILL SHORTLY BE PITTING YOUR WITS AGAINST THE BOUNCER AND THE REST OF THE DESTRUCTION DERBY CREW. THERE ARE FOUR LEAGUES OF FIVE DRIVERS WITH POINTS AWARDED FOR WINNING AND, IN WRECKIN' RACING ONLY, FOR DAMAGING OTHER VEHICLES. POINTS IN DESTRUCTION DERBY AND WRECKIN' RACING MODE ARE AWARDED AS FOLLOWS

WRECK AN OPPONENT'S CAR	25 POINTS
SPIN AN OPPONENT'S CAR THROUGH 360°	50 POINTS
SPIN AN OPPONENT'S CAR THROUGH 180°	25 POINTS
SPIN AN OPPONENT'S CAR THROUGH 90°	10 POINTS

N.B. ALL POINTS WILL BE DOUBLED IF THE CAR YOU DAMAGE IS IN FIRST PLACE AT THE TIME.

AFTER RACING YOU WILL BE SHOWN YOUR FINISHING POSITION IN THAT RACE AS WELL AS YOUR OVERALL LEAGUE POSITION. PROMOTION FROM A LOWER TO A HIGHER LEAGUE BRINGS ITS OWN REWARDS IN THE SHAPE OF A BRAND NEW TRACK TO RACE ON AND A COMPLETELY NEW BOWL. FAILURE TO WIN PROMOTION MEANS YOU'RE GOING TO HAVE TO RACE THE SAME OLD TRACKS ALL OVER AGAIN. AND RELEGATION? DON'T EVEN THINK ABOUT IT!

RACE PRACTICE

A SINGLE RACE TO PREPARE YOU FOR THE RIGOURS OF THE CHAMPIONSHIP PROGRAMME.

TIME TRIALS

A SIMPLE RACE AGAINST THE CLOCK WHICH APPEARS AT THE TOP OF THE SCREEN IN THE FORM OF A STOPWATCH.

MULTI PLAYER

THIS ALLOWS YOU AND UP TO 9 MATES TO RACE INDIVIDUALLY AGAINST THE REST OF THE DESTRUCTION DERBY CREW. ENTER YOUR NAMES IN THE SAME WAY YOU WOULD FOR A CHAMPIONSHIP. AFTER EACH PERSON HAS ENTERED

THEIR NAME, THEY MUST MOVE THE HIGHLIGHTING EFFECT OVER 'END'. A NEW ALPHABET SCREEN WILL THEN BE DISPLAYED ENABLING THE NEXT PLAYER TO ENTER THEIR NAME. WHEN ALL PLAYER NAMES ARE ENTERED, AND THE NEW ALPHABET SCREEN IS DISPLAYED SIMPLY SELECT 'END' (WITHOUT ENTERING A NAME) AND THE GAME WILL BEGIN. EACH PLAYER WILL BE CALLED UP INDIVIDUALLY. WHEN YOU HAVE ALL FINISHED RACING YOU WILL BE SHOWN A LEAGUE TABLE WHICH WILL DISPLAY YOUR PLACINGS.

IN - GAME MENU

PRESS ESC AT ANY TIME DURING A RACE TO PAUSE THE GAME. THIS WILL BRING UP A MENU WITH THE FOLLOWING CHOICES. USE THE CURSORS TO MOVE AROUND THE MENU CHOICES. PRESS RETURN TO SELECT.

MUSIC

USE THE CURSORS TO MOVE THE HIGHLIGHTING EFFECT ALONG A SLIDING VOLUME SCALE.

SOUND EFFECTS

USE THE CURSORS TO MOVE THE HIGHLIGHTING EFFECT ALONG A SLIDING SOUND EFFECTS SCALE.

CONTINUE

CARRY ON RACING!!

RETIRE

FROM CURRENT RACE ONLY.

QUIT

QUIT CURRENT GAME AND RETURN TO TITLE SCREEN.

PIT STOPS

AT ANY TIME DURING A STOCK CAR OR WRECKIN' RACING RACE YOU MAY PULL INTO THE PITS AND REPAIR ANY DAMAGE YOUR VEHICLE MAY HAVE SUSTAINED. DRIVE YOUR VEHICLE INTO THE PIT LANE AND IT WILL BE AUTOMATICALLY DETECTED AND GUIDED TO THE APPROPRIATE GARAGE. TO MAKE THE NECESSARY REPAIRS, USE THE LEFT/RIGHT CURSOR KEYS TO MOVE AROUND YOUR CAR. PRESS RETURN REPEATEDLY TO 'PUMP' OUT DAMAGE. AS YOU DO SO, YOU WILL NOTICE THAT THE CORRESPONDING DAMAGE INDICATORS ON THE VEHICLE AT THE BOTTOM RIGHT OF THE SCREEN WILL CHANGE FROM RED TO GREEN. THE MORE YOU 'PUMP' THE MORE DAMAGE IS REPAIRED. YOU MAY REPAIR AS MUCH OR AS LITTLE DAMAGE AS YOU WISH. HOWEVER, TIME IN THE

PITS IS LIMITED TO FIVE SECONDS. YOU MAY ONLY ENTER THE PITS ONCE DURING THE COURSE OF ANY WRECKIN' RACE. DURING A STOCK CAR RACE YOU CAN STOP AS MANY TIMES AS YOU WISH ALTHOUGH THIS IS NOT WISE IN A RACE STYLE THAT IS SOLELY CONCERNED WITH CLOCKING FAST LAPS. ONCE THE FIVE SECONDS IS UP YOUR VEHICLE WILL AUTOMATICALLY BE TAKEN OUT OF THE PITS WHERE YOU WILL REGAIN MANUAL CONTROL A SHORT TIME BEFORE REJOINING THE RACE.

RACE OVER MENU

AFTER PLAYING IN THE LEAGUE MODE AND FOLLOWING THE END OF RACE PLACINGS YOU WILL BE ASKED TO MAKE A NUMBER OF CHOICES FROM A MENU AS FOLLOWS. USE THE CURSORS TO MOVE THE HIGHLIGHTING EFFECT AND THEN PRESS RETURN TO MAKE YOUR CHOICE.

VIEW RESULTS

SHOWS THE RESULTS OF THE RACE JUST COMPLETED.

VIEW LEAGUE

SHOWS DIVISIONAL PLACINGS. USE THE LEFT AND RIGHT CURSOR KEYS TO MOVE BETWEEN DIVISIONS.

VIEW REPLAY

SELECT THIS AND THE GAME WILL REPLAY YOUR LAST RACE FROM SEVERAL PRE-SET CAMERA ANGLES. DURING THE REPLAY YOU MAY WATCH THE ACTION IN SLOW MOTION BY HOLDING DOWN THE S BUTTON. PRESS ESCAPE AT ANY TIME TO EXIT THE REPLAY.

HARD DISC OPTIONS

USE THE CURSOR KEYS TO MOVE THE HIGHLIGHTING EFFECT BETWEEN SAVE GAME OR SAVE REPLAY. PRESS RETURN TO CONFIRM YOUR CHOICE. SEVERAL GAME SLOTS WILL NOW BE DISPLAYED. SOME WILL CONTAIN PREVIOUSLY SAVED GAMES AND/OR REPLAYS WHILE OTHERS WILL BE EMPTY. TO SAVE A GAME AND/OR REPLAY USE THE CURSOR KEYS TO HIGHLIGHT YOUR CHOSEN GAME SLOT AND PRESS RETURN TO SELECT IT. NAME THE GAME SLOT IN THE SAME WAY YOU WOULD IF ENTERING YOUR NAME FOR A CHAMPIONSHIP. FOLLOWING THIS YOUR GAME/REPLAY WILL THEN BE SAVED TO THAT GAME SLOT. DELETE PREVIOUSLY SAVED GAMES BY USING THE CURSOR KEYS TO MOVE THE HIGHLIGHTING EFFECT OVER THIS ICON AND PRESSING RETURN TO SELECT IT. THEN USE THE CURSOR KEYS TO HIGHLIGHT YOUR CHOSEN GAME SLOT AND PRESS RETURN TO DELETE YOUR CHOICE.

The background image shows a dramatic scene of a car crash. A red sports car is partially visible, with its front end crumpled and lying on its side on a dark, rocky surface. A Goodyear tire is also visible, lying near the car. The scene is lit with a mix of green and red light, creating a high-contrast, cinematic effect.

STATISTICS

VIEW DRIVER, TRACK AND CHAMPIONSHIP STATS.

NEXT RACE

MOVE ON TO THE NEXT RACE IN THE CHAMPIONSHIP.

PRESS ESCAPE TO QUIT OUT OF THE SEASON. YOU WILL RECEIVE A PROMPT ASKING IF YOU ARE SURE 'YES' OR 'NO'. QUIT AND YOU WILL RETURN TO THE MAIN MENU TO BEGIN FROM SCRATCH AGAIN.

RACE OVER MENU - TOTAL DESTRUCTION

VIEW REPLAY

SELECT THIS AND THE GAME WILL REPLAY YOUR LAST RACE FROM SEVERAL PRE-SET CAMERA ANGLES. PRESS ESCAPE AT ANY TIME TO EXIT THE REPLAY.

SAVE REPLAY

SAME PROCESS AS IN HARD DISC OPTIONS IN THE SECTION TITLED RACE OVER MENU.

QUIT

RETURN TO FRONT END.

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REFLECTIONS CREDITS

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PROGRAMMERS

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CHARACTER ARTIST
TRACK DESIGN

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PRODUCT MANAGER
PR MANAGER
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FRENCH PRODUCT MANAGER
FRENCH PR
MANUAL AND PACKAGING TEXT
MANUAL AND PACKAGING ARTWORK
MATERIAL CHICKS
QA MANAGER
QA OPERATIONS
QA TESTERS

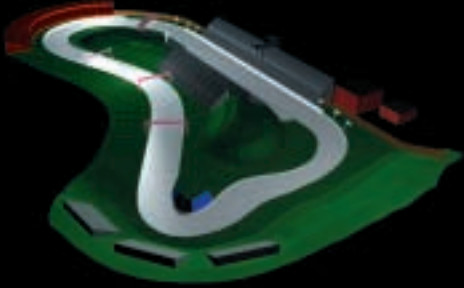
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SPECIAL THANKS TO

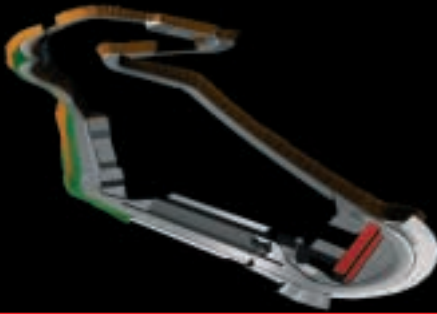
#1 Black Sail Valley



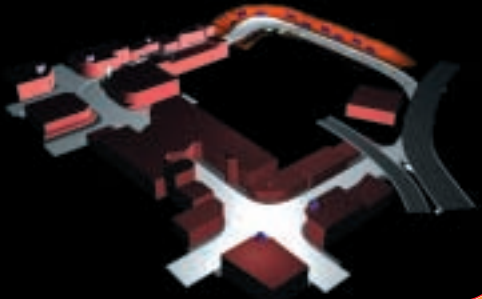
#2 Caprio County

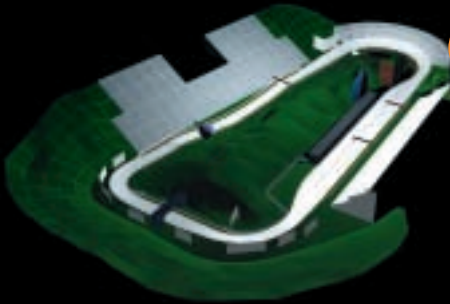


#3 Chalk Canyon



#4 Liberty City





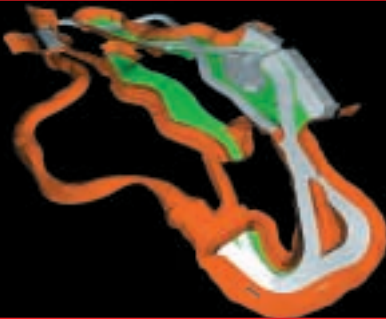
#5 Pine Hills



#6 SCA Motorplex



#7 SCA Speedway



#1 Track Type: Street Raceway on Grid Pattern • Location: Santa Monica, USA • Length: 3.963 miles

#2 Track Type: Dogleg Oval • Location: Wichita, USA • Length: 2.354

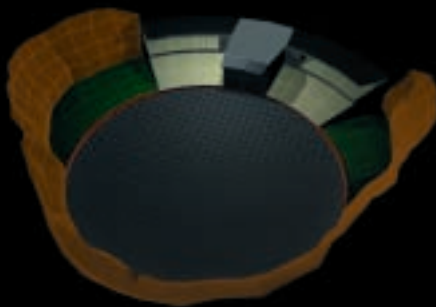
#3 Track Type: Extended Oval With Sharp Cornering • Location: Colorado, USA • Length: 4.41 miles

#4 Track Type: Street Raceway on Grid Pattern • Location: Louisiana, USA • Length: 2.781 miles

#5 Track Type: Straight Oval • Location: Utah, USA • Length: 2.695 miles

#6 Track Type: Figure Of Eight • Location: Detroit, USA • Length: 2.781 miles

#7 Track Type: Extended Oval With Crossover Points and Tunnels • Location: Talladega, USA
Length: 4.684 miles



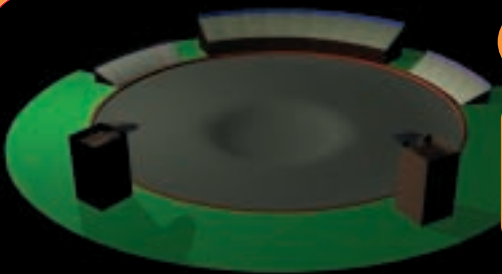
#1 Colosseum



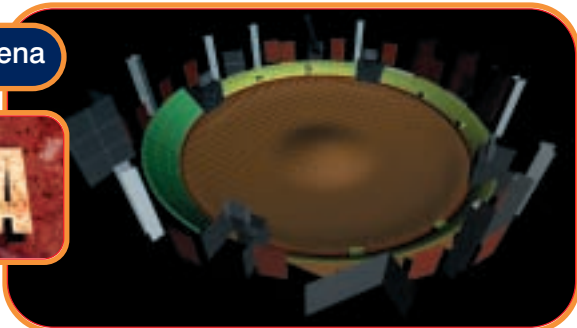
#2 Death Bowl



#3 The Pit



#4 Red Pike Arena





#1
BARMY ARMY

#1	NIGERIAN
	5' 10"
	27 YEARS OLD



#2
BEASTN

#2	ITALIAN
	5' 8"
	34 YEARS OLD



#3
BOUNCER

#3	GERMAN
	5' 10"
	41 YEARS OLD

Tracksmashing



#4
CHIEF

#4	AMERICAN
	6' 4"
	56 YEARS OLD



#5
GENERAL

#5	AMERICAN
	6' 2"
	53 YEARS OLD



#6
GODDESS

#6	JAPANESE
	5' 5"
	21 YEARS OLD

Total destruction

THE DRIVERS



#7
HEAVY METAL HERO

#7	MEXICAN
	5' 10"
	35 YEARS OLD



#8
LEARNER DRIVER

#8	IRISH
	6' 0"
	19 YEARS OLD



#9
MASTER

#9	UNKNOWN
	5' 2"

Tracksmashing



#10
OPTICIAN

#10	BELGIAN
	5' 10"
	32 YEARS OLD



#11
PASSION WAGON

#11	FRENCH
	5' 9"
	30 YEARS OLD



#12
PRO

#12	CANADIAN
	5' 6"
	23 YEARS OLD

Total destruction



#13
PSYCHO

#13	SWEDISH
	5' 10"
	28 YEARS OLD



#14
PYROMANIAC

#14	HAITIAN
	5' 7"
	21 YEARS OLD



#15
RIVET

#15	BRITISH
	5' 6"
	24 YEARS OLD

Tracksmashing



#16
SKUM

#16	AUSTRIAN
	6' 4"
	38 YEARS OLD



#17
SUICIDE SQUAD

#17	SPANISH
	5' 7"
	26 YEARS OLD



#18
TRASH

#18	AUSTRALIAN
	5' 7"
	55 YEARS OLD

Total destruction



#19	S. AFRICAN
	6' 6"
	43 YEARS OLD

Tracksmashing

DRIVER	CAR NUMBER
PLAYER	01
BARMY ARMY	53
BEAST	66
BOUNCER	88
CHIEF	42
GENERAL	50
GODDESS	35
HEAVY METAL HERO	52
LEARNER DRIVER	37
MASTER	00
OPTICIAN	47
PASSION WAGON	66
PRO	17
PSYCHO	40
PYROMANIAC	64
RIVET	99
SKUM	13
SUICIDE SQUAD	82
TRASHMAN	07
UNDERTAKER	77