

# Razor™

FREESTYLE SCOOTER



Dreamcast™

Crave Entertainment - 1845 Resch-Way - Resch - Dominguez - CA 90220

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**CRAVE**  
ENTERTAINMENT

**SEGA**

EVERYONE  
**E**  
CONTENT RATED BY  
ESRB

7-02159

## WARNINGS Read Before Using Your Sega Dreamcast Video Game System

### CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

### HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

### OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

### PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

### SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.



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## STARTING UP

### SEGA DREAMCAST HARDWARE UNIT



#### Control Ports

Use these ports to connect the Dreamcast Controller or other peripheral equipment. From left to right are **Control Port A**, **Control Port B**, **Control Port C**, and **Control Port D**. Use each port to connect controllers for players 1 to 4 respectively.

This game is a one or two player game. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control parts of the Sega Dreamcast.

To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software.

Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

If the Analog Thumb Pad or Triggers L/R are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again making sure not to touch the controller.

### SEGA DREAMCAST CONTROLLER

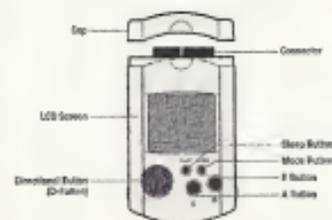
#### Overhead View



#### Forward View



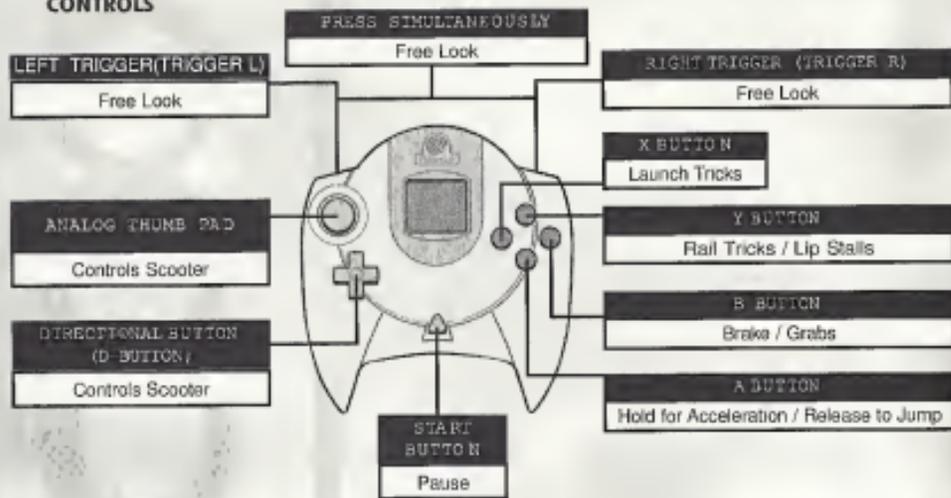
### SEGA DREAMCAST VISUAL MEMORY UNIT (VMU)



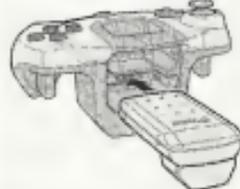
### Sega Dreamcast Visual Memory Unit (VMU)

Make sure that you insert a Sega Dreamcast Visual Memory Unit (VMU) into Expansion Slot 1 on the Sega Dreamcast Controller. If a VMU is not present, your progress throughout the game will not be saved. While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.

## CONTROLS



### SEGA DREAMCAST JUMP PACK™



To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start buttons. This will cause the Sega Dreamcast to soft-reset the software.

When the Jump Pack is inserted into Expansion Socket 1 of the Sega Dreamcast Controller, the Jump Pack connects, but does not lock. If the controller is jarr'd, the Jump Pack may fall out during game play or otherwise inhibit game operation.

## IN THE MENUS

Highlight menu option	Directional Button
Confirm/open selection	A Button
Back to previous screen/cancel selection	B Button

## DURING GAME

Acceleration	Press and hold the A Button
Pause game	Start Button
Break (while on ground)	B Button
Jump	Press and release the A Button
Holdable Tricks	B Button + Directional Button (while in the air)
Non-Holdable Tricks	X Button + Directional Button (while in the air)
Rail Tricks/Rail Stalls/Hond Plants	Press and hold the Y Button + Directional Button (LEFT/RIGHT to balance rail grinds)
Spin	Directional Button LEFT/RIGHT (while in the air)
Exit half pipe	Directional Button UP (hold) before reaching the lip or the quarterpipe transition
Free Look	L and R Trigger simultaneously

NOTE: See a quick reference of the tricks during the game by pressing the Start Button, and selecting TRICK LIST by pressing the X Button.

## MAIN MENU

### ONE PLAYER

#### CIRCUIT

Unlock more courses by completing objectives. You have to unlock levels before you can play them in practice or versus mode. These objectives are:

**LEVEL CLEAR** (earn 10,000, 15,000, and 20,000 pts. for levels 1, 2, and 3 respectively).

**Grind XXX footage** (grind 600, 700, and 800 feet for levels 1, 2, and 3 respectively).

**Extreme Score** (earn 30,000, 45,000, and 60,000 for levels 1, 2, and 3 respectively).

**Pull a XXX point Combo** (pull a 6,000, 7,000, and 8,000 pt. combo for levels 1, 2, and 3 respectively).

**Earn 100 bonus seconds.**

**Got XXX wheels** (get 30, 30, and 40 wheels for levels 1, 2, and 3 respectively).  
Completing an objective for all three levels unlocks a secret Sky Fortress level.

#### PRACTICE

Play any unlocked course with no time limit. Points are not totalled, only the last trick or combo is displayed.

### MULTI-PLAYER

#### VERSUS

**One-on-One.** Take turns playing any available track from Circuit Mode.

### SETTINGS

#### OPTIONS

Press the Directional Button up/down to select a setting.

Press the A Button, or press the Directional Button left/right to change or open a setting.

Press the B Button to exit the menu without activating changes.

Press the Start Button to exit and activate changes.

### SOUND & MUSIC

#### VOLUME

Press the Directional Button left/right to change the sound or music volume.

### VIBRATION

Press the A Button to activate the Sega Dreamcast Jump Pack™.

### RECORDS

Displays the top five scores for the regular levels in circuit mode.

## THE GAME SCREEN

#### BALANCE METER

Keep the mark in the center of the balance meter. Also tracks number of foot ground.

#### TIME BAR

Fill it up and receive 10 bonus seconds.

#### WHEEL COUNT

How many wheels the player has collected.



#### TIMER

Displays the amount of time remaining.

#### TOTAL POINTS

Total score for the level.

#### TRICK POINTS

Displays number of points received for the tricks. Tricks are multiplied by performing extra spins and combo-ing tricks together.

#### TRICK PERFORMED

Displays the name of the last trick performed.

#### FREE LOOK

When the Left and Right Triggers are pressed at the same time, the word "Free Look" appears on screen and the player is able to look around while time is paused.

## THE PAUSE SCREEN

**Continue:** Return to the action.

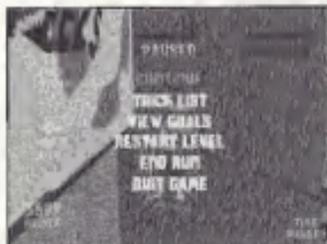
**Trick list:** View the current player's tricks.

**View goals:** List objectives and their current status in the level.

**Restart Level:** Restarts the level.

**End run:** Completes the run and goes to Results screen.

**Quit Game:** Returns player to the Main screen.



## THE TRICK LIST

The Trick List shows all the moves a rider is able to perform during gameplay. To see the Trick List during gameplay:

1. Press the Start Button, highlight TRICK LIST and press the A Button to open the list.
2. Press the left/right Directional Button or use the Analog Thumb Pad to select a trick category or up/down to scroll through the tricks.

## RESULTS SCREEN

**Total points:** Total points earned in current run

**Wheels Found:** Total wheels found in current run

**Grind distance:** Total grind distance in run

**Time bonus:** Total bonus seconds earned by filling time bar

**Best Combo:** Highest point combo performed

**Crash count:** Number of falls during run

**Tricks landed:** Total number of individual tricks successfully landed

**Combos landed:** Total number of combos successfully landed



## THE END LEVEL SUMMARY SCREENS

After each event the Results screen appears to give you a rundown on your progress. The Results screen displays:

- List of objectives and whether or not they have been completed

And the menu options of:

- Select level
- View replay
- Retry
- Quit game

## VMU

To save game setting and progress, insert a VMU into any controller that is plugged into the Sega Dreamcast before starting play.

## SAVING AND LOADING GAME DATA

### Saving Game Data

Can be saved manually in Options or Auto Save as enabled in Options menu. The Game Auto Saves when you Quit the game/Return to the level select screen.

### Loading Game Data

Automatically loads an boot up or can be loaded in Options menu.

## LEVEL NAMES

Scooter Park

Schoolz Out

Clock Tower

## CHARACTER NAMES

Chad

Ami

Daryl

Hector

Brittany

Missing members of your razor crew.

## Hint:

Can you find more members of your razor crew?

More levels exist but you will need to unlock them by completing objectives listed in the 3 main levels.

**SKY FORTRESS**

Norton, the badly programmed robot, has captured the Razor Crew. Make your way to each of his 6 sky fortresses, collect all the wheels and free your crew.



**Executive Producer**  
**Assistant Producer**  
**QA Manager**  
**Lead Tester**

**Testers**

**Product Manager**

**Director of Marketing Services**

**Creative Services Manager**

**Designer**

**Marketing Services Coordinator**

**Special Thanks**

Very Special thanks to Carlton Calvin at Razor USA.

**Mike Arkin**  
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**Chris Scaglione**  
**Katherine Mahoney**  
**David Jafri**



## EX NUMBER FIVE

Ex Number Five-Luke Bodenstein, Alf Bertone, Timothy Cuccolo, John Stanley and John Kohler

### "Just Sit Back and Relax"

Performed by: Ex Number Five  
Written by: Luke Bodenstein, Alf Bertone,  
Timothy Cuccolo, John Stanley and John Kohler.  
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[www.exnumberfive.com](http://www.exnumberfive.com)  
[www.sp3.com/exnumberfive](http://www.sp3.com/exnumberfive)

### "Not Go"

Performed by: Ex Number Five  
Written by: Luke Bodenstein, Alf Bertone,  
Timothy Cuccolo, John Stanley and John Kohler.  
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Never Too Late-Gary Late, Nick2Late, Rob Calabrese, Steve Rausche

### "Why About Us"

Performed by: Never Too Late  
Written by: Gary Huber  
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### "I'm Not Giving Up On This One"

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[www.gt.tof2l](http://www.gt.tof2l)  
email: [sn2lx@hotmail.com](mailto:sn2lx@hotmail.com)

# SICK SHIFT

Sick Shift-Jeff Feuerhaken, Daniel Simon, Gary Braun, Richard Rieger

## "Disposable"

Performed by: Sick Shift  
Written by: Jeff Feuerhaken, Daniel Simon,  
Gary Braun, Richard Rieger  
Produced by: Angus Cooke  
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[www.sickshift.com](http://www.sickshift.com)  
[www.mp3.com/sickshift](http://www.mp3.com/sickshift)  
email: [info@sickshift.com](mailto:info@sickshift.com)



Sloppy Meat Eaters-Josh Chambers, Kevin Highfield, John Elwell

## "Get a Control"

Performed by: Sloppy Meat Eaters  
Orange Peel Records, Inc. ([www.orangepeal.com](http://www.orangepeal.com))  
Written and Composed by: Josh Chambers  
Copyright 1999.  
Published by: Floor Puppet Publishing (ASCAP)  
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[www.sloppymeateaters.com](http://www.sloppymeateaters.com)  
[www.mp3.com/sloppymeateaters](http://www.mp3.com/sloppymeateaters)

## "Brand New Kind Of"

Performed by: Sloppy Meat Eaters  
Orange Peel Records, Inc. ([www.orangepeal.com](http://www.orangepeal.com))  
Written and Composed by: Josh Chambers  
Copyright 2000.  
Published by: Floor Puppet Publishing (ASCAP)  
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# THREEFOOT

ThreeFoot—Eric Lukasik, William Castro, Dan Shore, Cody Lainge

"Stazy"

Performed by: ThreeFoot  
Written and Composed by: Eric Lukasik,  
William Castro, Dan Shore, Cody Lainge.  
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[www.mp3.com/threefoot](http://www.mp3.com/threefoot)

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# evolution

an Action Sport Scooter Video



featuring:

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music by:

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In the U.S. send to:

Warranty Replacements  
Crave Entertainment, Inc.  
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Rancho Dominguez, CA 90220

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