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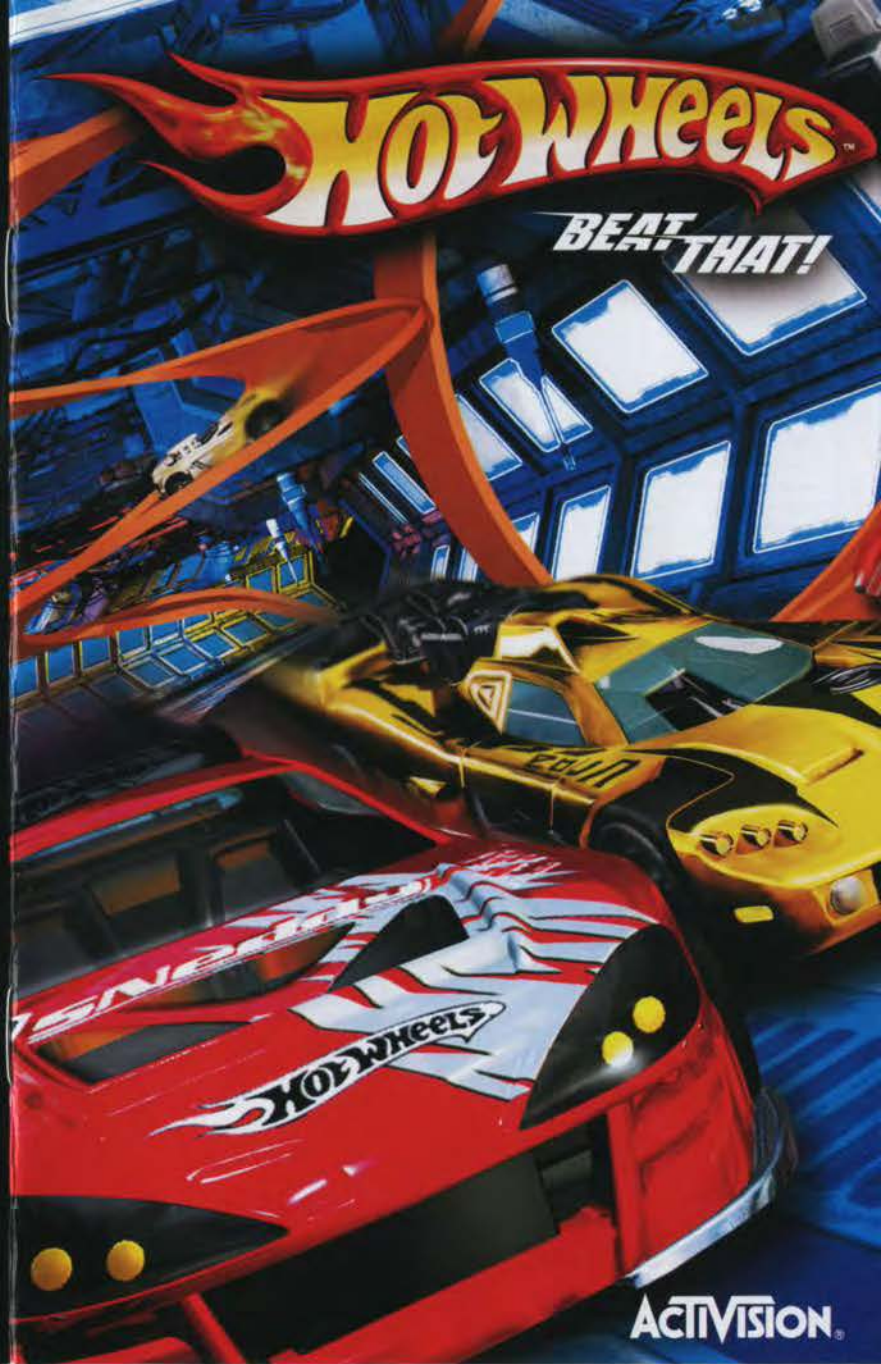
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For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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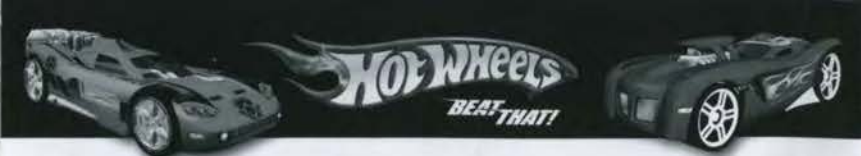
1 or 2 Player • Memory Card (8MB) (for PlayStation®2) : 123KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

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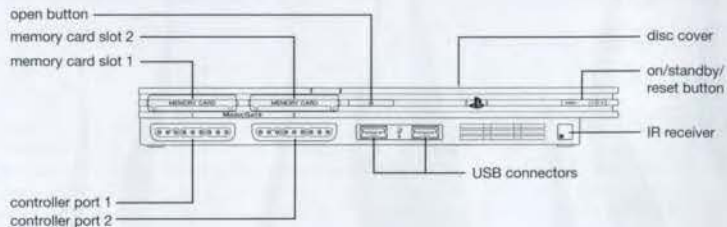


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GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your console. Check that the console is turned on (the on/standby indicator is green). Place the Hot Wheels™ Beat That disc in the console with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

It is advised that you do not insert or remove accessories once the power is on. Make sure there is enough free space on your memory card (8MB)(for PlayStation®2) before commencing play.

Memory Card (8 MB)(for PlayStation®2)

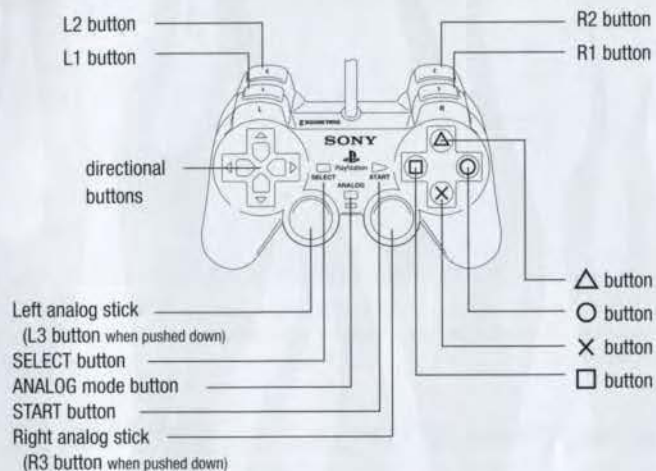
To save game settings and progress, insert a memory card (8 MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 console. You can load saved game data from the same memory card (8MB)(for Playstation®2) or any memory card (8 MB) (for PlayStation®2) containing previously saved games.

Select your preferred language from the Console's internal System Configuration menu.



STARTING UP

ANALOG CONTROLLER (DUALSHOCK®2)



This title supports the use of the Analog Controller (DUALSHOCK®2) only.

CONTROLS

Default In Game Controls

	Use Weapon
	Supercharge Weapon
	Drift
	Look Back
directional button / left analog stick	Steer
	Accelerate
and	Brake / Reverse
right analog stick	Accelerate / Brake / Reverse
	Pause / Access Menu



PLAYING THE GAME

Starting Boost: At the beginning of an event, get ready to boost by pressing the X button when the needle lights up green. Then hold down the acceleration button to get the boost on GO!

Drafting: Get directly behind a rival driver and use his slipstream to get points and fill your Hot Wheels™ Power Bar.

Drifting: Use the drift button to put your car into a drift. This allows you to corner without losing speed and gives you points to fill your Hot Wheels™ Power Bar.

Jumps: By hitting jumps in the environment and getting air, you'll fill up your Hot Wheels™ Power Bar. You'll get an extra bonus if you can rotate your car and a double bonus if you can land it!

Filling the Hot Wheels™ Power Bar: Hitting opponents with certain weapons will cause them to lose Hot Wheels™ points, which appear as flame crystals on the track. By driving over and collecting the crystals, you'll be filling up your Hot Wheels™ Power Bar.

Boost Vortexes: Drive through boost vortexes to get an extra boost of speed.

Weapons: Drive or jump through the rings of orange fire to get a random weapon. If you jump through a blue ring of fire, you'll receive a supercharged weapon.

Shortcuts: Unlock hidden routes by using your missiles, mortars, or boost to smash through signs marked with a bull's-eye. Some shortcuts will require multiple shots to open



THE GAME SCREEN



WEAPONS

Getting a Weapon: Jump through the rings of orange fire to get a random weapon. If you jump through a blue ring of fire, you'll receive a supercharged weapon.



Multiple Shots: Some weapons will give you multiple shots. When multiple shots are available, the number of shots available appears next to your weapon. For example, when you get the rockets, the number 3 appears to indicate you have three rockets.

Supercharging Your Weapon: All weapons can be supercharged which makes them more powerful or gives them enhanced effects. Earn Hot Wheels™ points by jumping, drifting, drafting, or picking up flame crystals that spill onto the track. As you do, you will fill your Hot Wheels™ Power Bar. Once the meter is full and on fire, press the supercharge button to charge your current weapon. But watch out! If you get hit by a rival, you will lose flame crystals and deplete your meter.





TYPES OF WEAPONS

Weapon	Name	Effect	Supercharge Effect
	Boost	Burn rubber with a boost of speed.	Three boosts!
	Rockets	Shoot three unguided rockets.	Shoot three devastating homing rockets.
	Mortars	Lob three arching mortars.	Lob a barrage of mortars.
	Parachute Darts	Three unguided parachute darts that slow down your rivals when they deploy. If you get hit with one of these, shake the analog stick to break free.	One homing darts that deploy 3 parachutes instead of one. If you get hit with one of these, shake the analog stick to break free.
	Smoke Screen	Blind your rivals with a trail of smoke.	Blind your rivals and pelt them with explosives at the same time.
	Ice Shooter	A rapid-fire ice shooter that will slow rivals down or freeze them. If you become frozen, shake the analog stick to break free.	Three homing ice shots that will instantly freeze rivals. Use the analog stick to break free.
	Shield	A ring of fire protects you from attack.	The ring of fire protects you from attack and it will allow you to steal weapons from rivals that shoot you.
	Shock Mines	Drop a mine on the track.	Drop three mines on the track.
	Tesla	Electrify your rivals with a bolt of lightning, which temporarily disables steering.	This more powerful lighting bolt affects steering and slows rivals down.
	EMP	Temporarily disables all rival weapons and destroys all active mines and missiles on the track.	Destroys all rival weapons and destroys all active mines and missiles on the track.
	Air Strike	A jet fighter flies to the first-place position and strikes.	The jet fighter attacks all opponents on its way to the first place rival.

HOT WHEELS™ CARS



There are many Hot Wheels™ cars to choose from, each with their own handling, acceleration, speed, and charge. Choose the car that's right for you.

Speed: The vehicle's top speed.

Acceleration: How quickly the vehicle accelerates.

Handling: This affects the steering of the vehicles, especially around turns.

Charge: This represents your Hot Wheels™ Power Bar. The better your charge is, the faster your Hot Wheels™ Power Bar will fill up.

SINGLE PLAYER EVENTS

Quick Race: Run a three lap race. The first car to cross the finish line wins.

Eliminator: In this race, there is a countdown timer. When the timer reaches zero, the car in last place is eliminated. The timer then resets and begins counting down again. This continues until one car is remaining.

Rampage: Hit as many cars as you can with rockets before time expires. Score enough points to win.

Tournament: Run through a series of races and earn points to win the tournament. Placing higher in a race allows you to earn more points.



MULTIPLAYER EVENTS

In multiplayer, you can play Quick Race and Eliminator, plus these two exclusive events:

Stock Battle: Score points by using weapons against the other player. The first player to reach a specified point total wins.

Timed Battle: Score points by using weapons against the other player. The player with the most points when time runs out wins.

FLAME POINTS

Earning flame points is the way to unlock new cars, new events, and winning the game. Flame points are earned by placing first, second, or third in an event, and by completing primary and secondary goals. Your primary and secondary goals are available on the loading screen.

MEDIA GALLERY

Unlock concept art by playing through the game, and then view the art at the media gallery located on the main menu.



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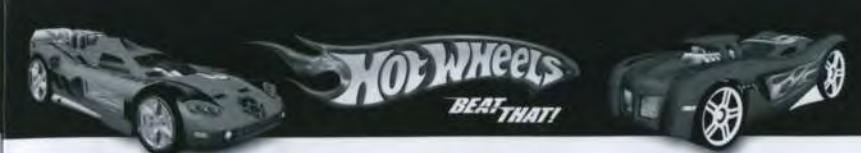
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