

INSTRUCTION MANUAL



EVERYONE

E

CONTENT RATED BY
ESRB

THQ

⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

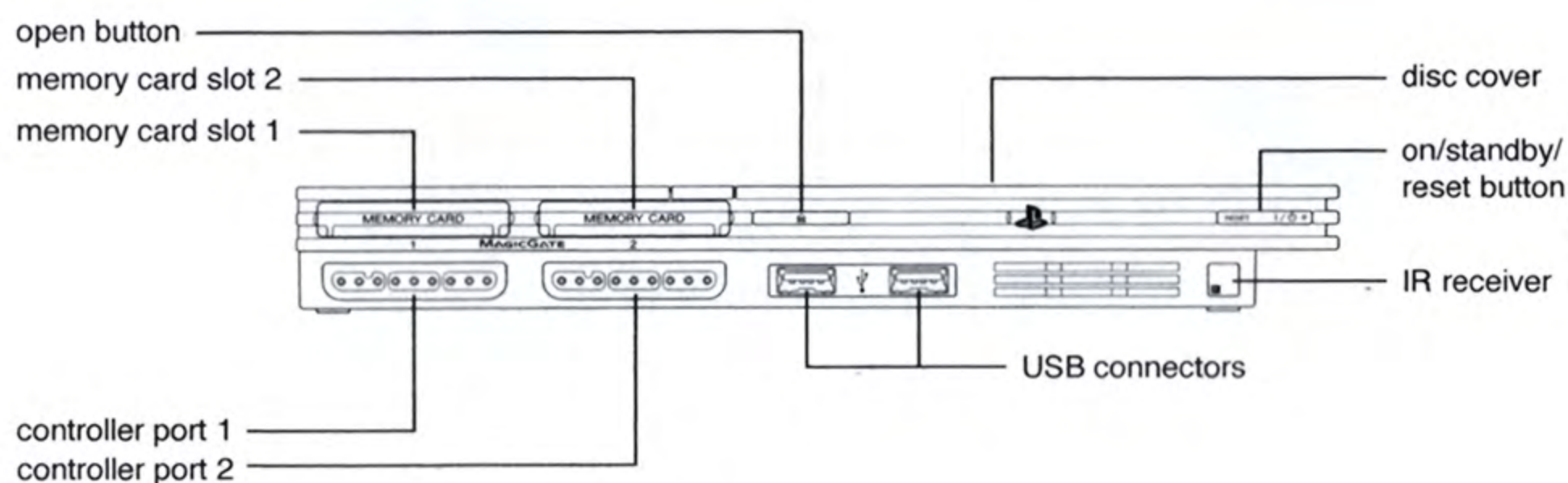
- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



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GETTING STARTED



Set up your PlayStation®2 console according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch on the back of the console is turned ON. Press the RESET button. When the power indicator lights up press the OPEN button and the disc tray will open. Place the Short Track Racing: Trading Paint disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

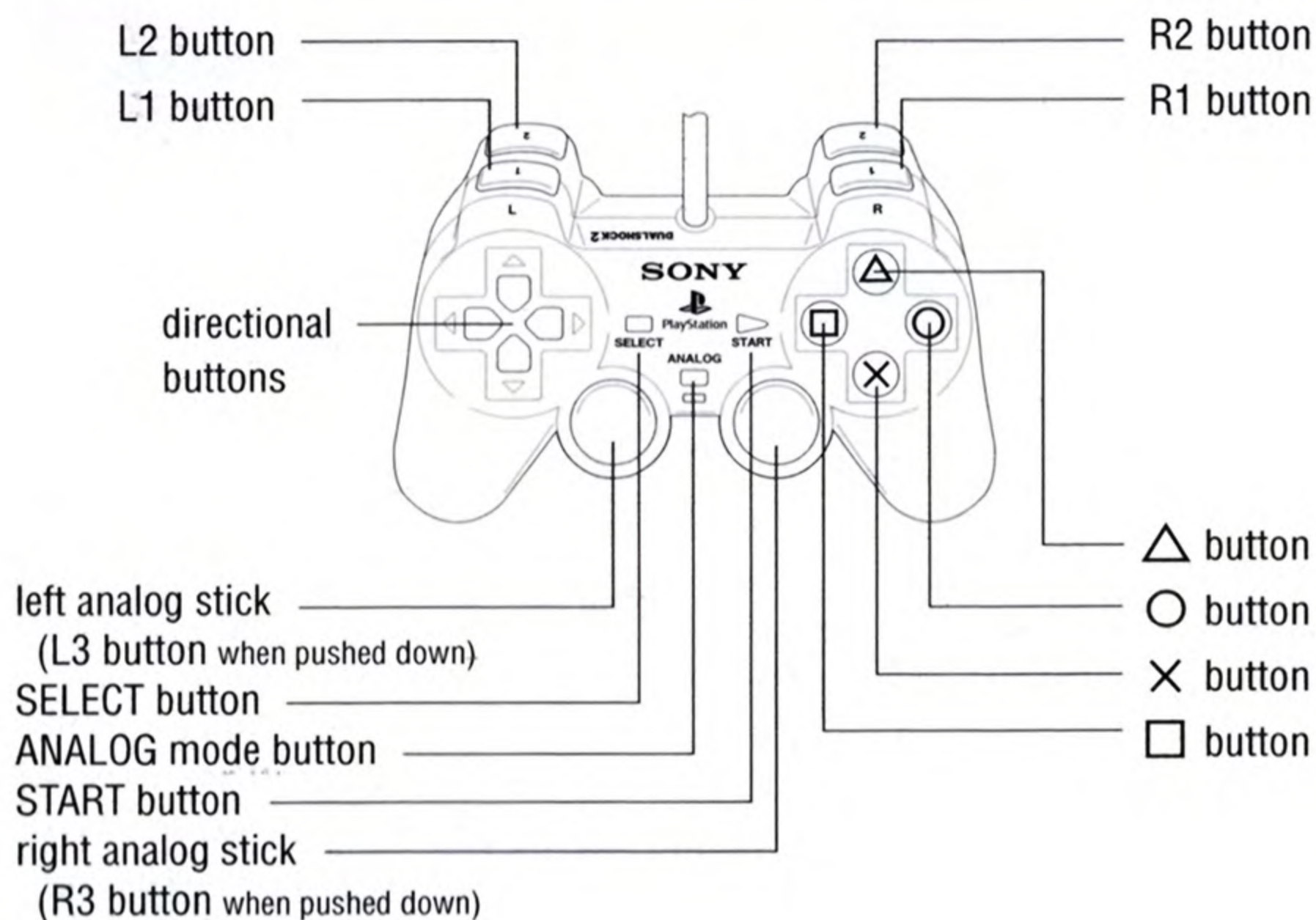
To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 console. You can load saved game data from the same memory card (8MB)(for PlayStation®2), or from any memory card (8MB)(for PlayStation®2) containing previously saved Short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

At least 250 KB of free space must be available on the memory card (8MB)(for PlayStation®2) per career profile in order to save. If less free space exists, erase the older data before saving. Do not remove the memory card (8MB)(for PlayStation®2) or turn off the power to the PlayStation®2 console while data is being saved or loaded. Your game data may be lost or corrupted as a result.

DUALSHOCK®2 Analog Controller

Short Track Racing: Trading Paint™ is best played with the DUALSHOCK®2 analog controller or the Logitech® Driving Force™ family of steering wheels. The DUALSHOCK®2 analog controller should be connected to controller port 1, and the ANALOG mode indicator located below the ANALOG mode button should be red to indicate that it is on. When installing a Logitech® steering wheel to the PlayStation®2 console, make sure to connect the USB connection to an available USB connector. Short Track Racing: Trading Paint™ games supports two steering wheels.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



CONTROLS

Default Configuration:

Control	Layout A (Default)
Left / Right directional buttons	Steering
Left analog stick	Steering
Up/down right analog stick	Acceleration / Brake
⊗ button	Acceleration
▣ button	Brake
△ button	Change Camera
◎ button	Look Behind
L1 button	Gear Down
R1 button.....	Gear Up
L2 button	Look Left
R2 button.....	Look Right
START button	Pause menu

Menu Controls:

Up / Down directional buttons	Change Selection
Left / Right directional buttons	Edit Selection
Left analog stick	Change Selection
⊗ button	Confirm
△ button	Back
L1 button	Page Scroll
R1 button.....	Page Scroll

INTRODUCTION

Welcome to the world of Short Track Racing: Trading Paint™ — the total Stock Car, Late Model, Hobby Stock, Modified, Truck, Wingless Sprint and ¾ Midget racing experience. Race in six gameplay modes including an extensive multi-season career mode. Purchase your favorite cars and customize them to your liking to build a racing empire in career mode. Push your driving skills in Challenge mode to unlock fantasy tracks to use in Single and Multiplayer races.

In Time Trial mode you can compare your best times against other players from around the world. Take your Time Trial code to www.shorttrackthegame.com to see how you match up against the best drivers!

QUICK START GUIDE

The quickest way to get straight into the action in Short Track Racing: Trading Paint™ is to select Arcade mode and Single Race. You can then choose the car class, track location, race length, race format and difficulty. Select Next to continue and choose your transmission, controller type and customize your car color and number if you'd like. Select Next to go to the Race Day screen, here you can tune your car, practice, or begin qualifying. If this is your first race it's recommended that you practice a few laps before you qualify.

Once you are familiar with how your car handles you can try the career mode, challenges and compete in multiplayer, single and championship events.

MAIN MENU

You can choose from the following options from the main menu.

Arcade

Choose Single Race, Championship, Multiplayer, Time Trial and Practice.

Single Race – Enter into a single event with the car of your choice.

Championship – Race in a series of events in the car of your choice.

Practice – Drive around any track solo.

Challenge – Compete in 25 racing, consistency, accuracy, speed and draft challenges to unlock fantasy race tracks.

Time Trial – Set records on any track and record them in the Hall of Fame or compare your times to others at the official game website www.shorttrackthegame.com.

Career

This is where you build your racing empire. You start with \$8,500 to buy your first car. Succeed and you'll gain sponsorships and race money to purchase more cars, upgrade them and enter races with bigger winnings.

New Game – Select this to create a new career profile. You can name your profile and return to your career by selecting the profile from the Career mode menu.

Multiplayer

Play against a friend in a single race event, a head-to-head versus race or over a championship series of race events.

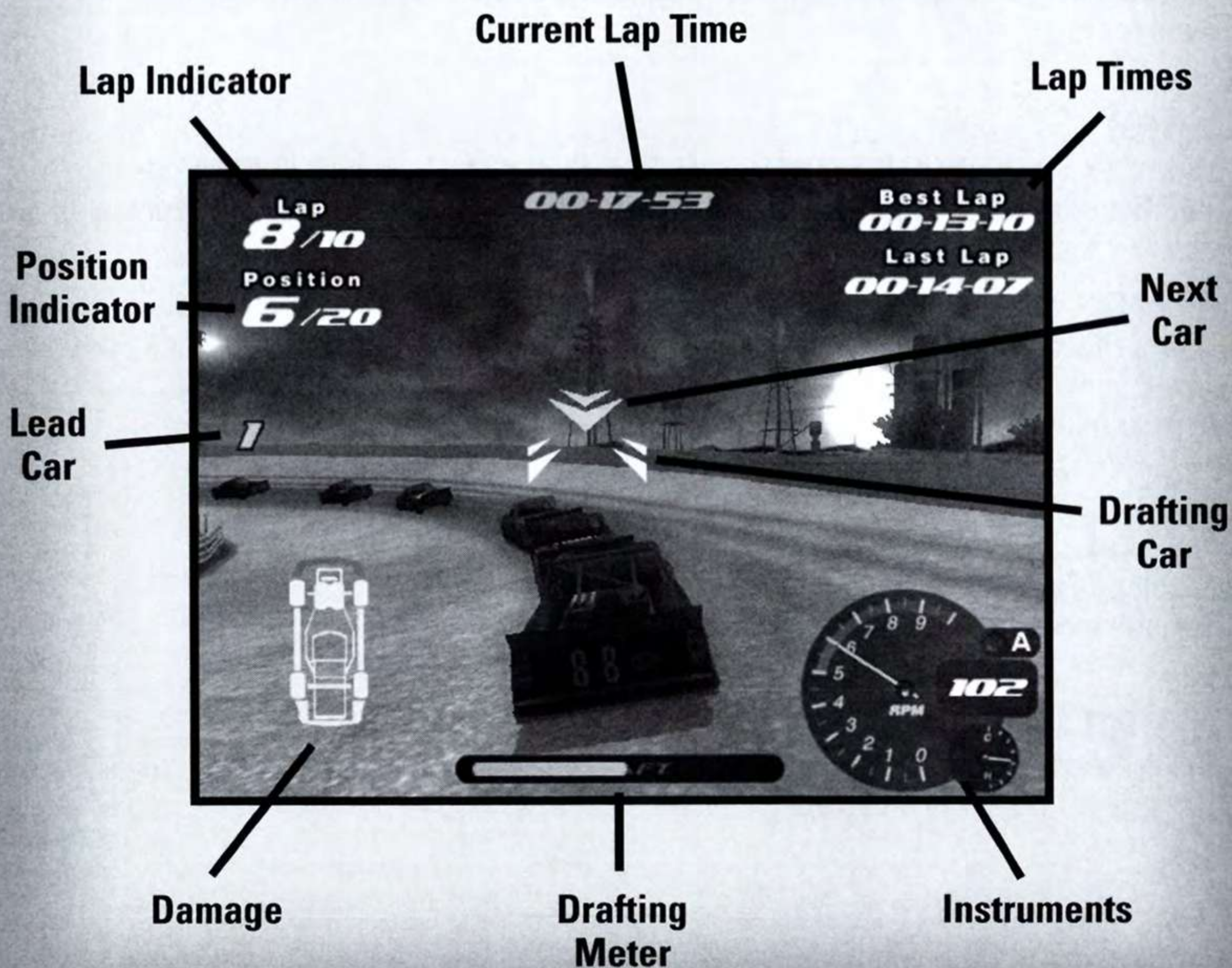
Hall of Fame

Review track and car class lap records from your races in Time Trial mode.

Options

Modify game options from this menu including race, HUD, controller, sound and save and load settings.

RACE SCREEN



RACE EVENT

A race event is a series of stages throughout the day. Races begin in the late afternoon and ends in the late evening. A full format race consists of a qualifying round, 2 heats, a semi and main race, while a quick race format consists of a qualifying and main race only.

Tuning

This is where you change the your cars setup and get the most out of it on the given track. Each car is tuned by default to work well, but you may want to change it to fit your driving style or to increase your car's performance.

Practice

Get to know the track in the Practice session.

Qualifying

At the qualifying sessions you get one warm-up lap to achieve top speed and 4 timed laps to determine your spot in the heat .

Heats

Your qualifying position determines if you will race in Heat 1 or Heat 2. Race against opponents to qualify for the main event. The top 8 races from each heat qualify for the Main event. Finish in 9th through 18th place in the heats to make it to the Semi race.

Semi

This is a second chance for those who did not place high enough in the heats to qualify for the main event. The top four racers in the semi qualify for the main event.

Main

This is the main event race for the evening. The top drivers from heat 1 and 2 take the top 16 spots, with the remaining spots being filled from the top 4 Semi race winners. The winner in the main is the winner of the event!

RACE FLAGS

The Race Flags are displayed on the Race Screen just above the cars damage indicator.

Green Flag

The green flag is shown at the start of the race and at a restart of the race to indicate the race is underway and racing conditions are normal.

Green and White Flag (Crossed Flags)

This flag is shown when the race leader has reached the halfway point in the race. They have completed half the laps of the race.

White Flag

The white flag is shown to indicate that the race leader is on their final lap and only one lap remains before they finish the race.

Yellow Flag

A yellow flag indicates that a car has been damaged enough that it is unable to complete the race or is in a dangerous position on the track in relation to other cars.

In either situation the screen will fade to black and the race will continue at the start line. The damaged vehicle will be removed from the track and all cars will be in the positions they were in when the flag was displayed.

Black Flag

The Black Flag is the penalty flag. When you try to cut a corner too closely, or end up off the racing surface for an extended period of time you will see a black flag.

Checkered Flag

The checkered flag is displayed at the end of the final lap of a race to notify all drivers that the race is over.



CREDITS

DEVELOPMENT



BIG ANT
STUDIOS

Big Ant Studios

CEO

Ross Symons

Studio Manager

Warren Spence

Producer

Dylan Bray

Lead Programmer

Clinton Shepherd

Senior Technical Programmer

Jarrold Moldrich

Programmers

Thomas Harvey

Blake Preston

Marc Beerman

AI Programmer

Tristan Drummond

Lead Artist

Rita Cavanagh

Artists

Jared Lambert

Iain Robertson

Duncan Fraser

QA Manager

Jorge Lay

QA Lead

Kristian Brice

QA Team

Tak Kan

Krish Nair

Tristan Young

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Soundwave Concepts

www.soundwaveconcepts.com.au

Music By

Tim McMillan

www.timmcmillan.com.au

Voice Talent

Mike Froncek- Team Manager

Eric Huenefeld- Track Announcer/

Commentator

Audio Engineer

Doug Schoebel, Concept Productions, Inc

Limited Warranty

Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is 46144. Please use this code to identify your Product when contacting us.

Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
29903 Agoura Road
Agoura Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Nintendo or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$25.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

Warranty Limitations

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

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