



TWISTED METAL

PlayStation® Classic

PROLOGUE

Once a year the legendary Calypso – a man who dwells beneath the streets of Los Angeles – holds the TWISTED METAL competition. The contest takes place all around the LA area and calls upon vehicles of every kind to battle to the death. The one driver still alive at the end of the night is granted any request. There are no limits on price, size, or, according to some, even reality.

Your special invitation from Calypso has given you the chance to do battle in Twisted Metal. This is where all of your skills, all of your luck, and all of your guts, are put to the test. This is where life and death decisions occur every instant. This is where the Grim Reaper lurks around every corner, waiting to strike. And this is where your ultimate dream can come true. Welcome to the big time...
WELCOME TO TWISTED METAL!

ADVANCED MOVES

The Twisted Metal vehicles can do just about anything a real car can do. Besides the standard manoeuvres, here's a list of some advanced moves you'll need to master. Experiment with different button combos to figure out how to execute these driving manoeuvres:

T-STOPS: Use this manoeuvre to ram your enemies using the side of your car. To attempt, go into a 90 degree turn then brake hard.

T-SLIDES: This is a manoeuvre that allows your car to slide sideways. Use it to skid around corners. To attempt a T-slide, go into a 90 degree turn, ease off the gas, then gun it.

180 DEGREE TURN: Flip a U-turn in no time flat. Very useful for freeway fighting.

WEAPONS & HEALTH

HEALTH STATIONS: These are the blue ramps scattered throughout the environments. Driving through these will recharge a portion of your health.

WEAPONS: Knowing what your weapons do and how to use them is the key to winning Twisted Metal. While there are a few vehicles that may be able to ram their way through a battle, most must rely on their fighting skills. The following list will help you learn and understand the weapons available to you and your enemies:

MAXIMUM WEAPON CAPACITY: All vehicles can carry up to 30 weapons.

MACHINE GUNS: Every vehicle comes with a machine gun. These are the weakest weapons but they have unlimited ammunition. While you cannot run out of ammo, your guns can overheat. When this happens, lay off your guns until your overheat light goes off.

FIRE MISSILE: The stock weapon of the Twisted Metal combatants. These are standard projectile missiles that have a slight homing property, and do a decent amount of damage.

FREEZE MISSILE: Hitting an enemy with this missile causes them to freeze in place for a few seconds. They will not be able to attack or move. You can distinguish a car that is frozen by the blue layer of ice that covers them.

HOMING MISSILE: A very powerful missile that homes in on enemies and sends them flying into the air. A great weapon for setting up combos.

POWER MISSILE: The most powerful weapon in Twisted Metal. Hitting an enemy with this causes major damage!

REAR MISSILE: A fire missile that flies out from the back of your car.

DROP MINES: These are small, metallic explosives that detonate from pressure. If your enemy runs over them, the mines will go off. They only last for a few moments, so be sure to drop them at the right time.

TYRE SPIKES: These are small spikes that puncture your enemy's tyres. No damage is caused but it will slow your opponent down for a few seconds.

CATAPULTS: Drop these and drive over them for an extra bounce. Use them to get into those hard to reach places or to bounce enemies into your line of fire!

REAR FLAME: A large column of flame that shoots out from the back of your car.

OIL SLICKS: Use this weapon to leave a slick pool of oil on the streets of LA.

TURBOS: Use these to get ten seconds of super speed. Great for chasing faster opponents and escaping a heated battle when low on weapons or health.

BATTLEGROUND

Twisted Metal takes place all over the streets of LA. There are many areas to fight in and explore. Keep in mind that this is no ordinary racing game. There are NO TRACKS! Go where you want, when you want. If you're looking for environments that lead you along on a track (you wimp!), you're playing the wrong game!

ARENA LEVEL: It's 3 in the morning and the city is wide awake! Welcome to Calypso's Nightclub, an underground arena where you and a single enemy face off for the right to compete in the contest!

WAREHOUSE DISTRICT WARFARE: Calypso's Nightclub spills out onto the streets where you and three enemies go head-to-head in the warehouse district of downtown LA.

FREEWAY FREE FOR ALL: Gunfights on the LA freeways? Wherever did they get THAT idea?!? Live out a reality that most LA drivers experience EVERY DAY! Blast five opponents to South Central and back in this fast paced level!

RIVER PARK RUMBLE: Welcome to Beverly Hills! Try to take down six enemy vehicles while everybody else runs for cover!

CYBURBIA: The biggest level of the Twisted Metal contest with eight deadly enemies to face.

ROOFTOP COMBAT: The rooftops of LA's tallest skyscrapers serve as the battleground for Twisted Metal's final showdown! Shoot and shove three enemies into submission, then go head-to-head with MINION, the winner of last year's Twisted Metal. If you win this level, you win the contest and get to claim your ultimate fantasy...

THE VEHICLES

Choose from twelve vehicles when playing Twisted Metal™. Each vehicle comes equipped with a special weapon. These weapons are unlimited but take away from your Special Weapon Attack Number. When this number is at zero, you have no more special weapon shots left and must wait for the Special Weapon to recharge.

SWEET TOOTH

Licence Plate: ISKREEM

Driven by Needles Kane – a psychotic clown on the run from an LA mental hospital. He's stolen an ice cream truck, grabbed a bag of hot dogs, and set out in search of his best friend.

When driving Sweet Tooth: Flaming Ice Cream Cones may sound like they don't do much damage, but they do. Sweet Tooth has one of the most powerful special weapons in the game.

When fighting Sweet Tooth: Watch out for those homing missiles!

WARTHOG

Licence Plate: UESUVA

Driven by Commander Mason – an angry army commander hired by the US government to retrieve a top secret item from an Arizona plane crash.

When driving Warthog: Use your size and strength to slam your opponents into submission.

OUTLAW

Licence Plate: DOWNTS

Driven by Sgt. Roberts – a good cop in a world gone Twisted. He's competing in the competition in the hope of cleaning up the streets and making the world a safer place.

When fighting Outlaw: Try not to get too close to this vehicle – its Taser attacks from all directions.

DARKSIDE

Licence Plate: STNSPWN

Driven by Mr Ash – a strange creature born in the depths of hell. No one is sure why he has entered the contest.

When driving Darkside: If you can line an enemy up, ramming is your best line of attack.

When fighting Darkside: Watch out for its lethal Freeze Missile/Ram combo from its front grille – this causes major damage.

HAMMERHEAD

Licence Plate: KILRGRN

Driven by Dave & Mike – two high school drop-outs in a stolen monster truck. They're competing for the thrill of it all and to see what their newest heavy metal CDs sound like in the middle of a gun fight.

When driving Hammerhead: Move in close to your enemies and CRUSH them under your massive tyres.

When fighting Hammerhead: You'll take massive damage if you get caught under this vehicle's giant tyres.

YELLOW JACKET

Licence Plate: DRTOLMN

Driven by Charlie Kane – a retired race car driver searching for his son, Kane is fighting for the knowledge of his son's whereabouts.

When driving Yellow Jacket: A good all-round vehicle... great for beginners.
Or people who really like yellow.

ROAD KILL

Licence Plate: TYMTRPR

Driven by Captain Spears – an old army commando who lost his men in a savage jungle war. He's competing in hopes of changing the past.

When driving Road Kill: Impale your enemies with Road Kill's giant, rusty spear. They won't know what's coming.

When fighting Road Kill: Be careful! This vehicle has a tendency to join battles in progress and gang up on you!

SPECTER

Licence Plate: DHEDGIE

Driven by Scott Campbell – a restless spirit who's trying to become whole once again.

When driving Specter: Attack from a distance with Specter's wall penetrating projectile.

MR GRIMM

Licence Plate: SOLTAKR

Driven by a man on a mission but for whom? And for what?

When driving Mr Grimm: With the most powerful special weapon in the contest, you need to pick your shots carefully. If you get a hit, you can almost cut your enemy in half.

CRIMSON FURY

Licence Plate: TRSTNOI

Driven by Agent Stone – a special agent going head-to-head with the US government in search of an item that could liberate the world...

When driving Crimson Fury: Avoid using the tight turn. Crimson Fury's normal handling will do just fine.

When fighting Crimson Fury: Beware of this vehicle's deadly rear attacks; try and cut it off using your radar instead of tagging directly behind.

PIT VIPER

Licence Plate: GN4HYR

Driven by Angela Fortin – a mysterious female competing for cold hard cash. But does she really want something else?

When driving Pit Viper: Take advantage of Pit Viper's unique sliding properties. Race around a corner, fire into the streets and keep moving!

THUMPER

Licence Plate: DRYVBY

Driven by Bruce Cochrane – a man in search of peace for his neighborhood, his family and himself. Tonight he'll commit his final violent acts in the hope of creating a better world.

When fighting Thumper: Keep your distance and beware of this vehicle's flame thrower – it will torch you and you will take major damage!

CREDITS

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