

EmuMovies

SLES-53044/AMZ

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Juiced™



INSTRUCTION MANUAL

THQ

Precautions

- This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc contains PlayStation®2 certifications for the PAL market only. It cannot be used on other certification versions of PlayStation®2. • Read the PlayStation®2 instruction manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playface side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft, dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

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 at least 2 feet from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or pictures 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, a blurred vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.

PIRACY

The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence (PIRACY laws). Consumers as well as legitimate Developers, Publishers and Retailers: If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this Manual.

See back page of this manual for Customer Service Numbers.

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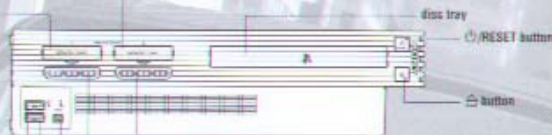
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5LES-5504AN7

1 or 2 Player • Memory Card (MCE) for PlayStation®2: N/A • Analog control compatible: analog sticks only • Vibration Function Compatible • Network Adaptor (Ethernet) for PlayStation®2: Compatible, 2-4 users

[illegible]

MEMORY CARD slot 2
MEMORY CARD slot 1



USB connector
(LINK (IEEE 1394) connector)
controller port 1
controller port 2

* Note: Illustration may not match all PlayStation®2 console types. For owners of SCPH-70000 series PlayStation®2 systems, refer to the setup instructions supplied with your system.

1. Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the /RESET button. When the indicator lights up, press the button and the disc tray will open.
4. Place the JUICED™ disc on the disc tray with the label side facing up. Press the button again and the disc tray will close.
5. Attach game controllers and other peripherals as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

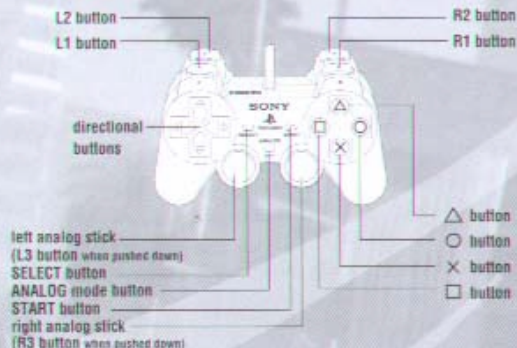
MEMORY CARD (8MB)(FOR PlayStation®2)

JUICED only supports MEMORY CARD slot 1. To save game settings and progression, insert a memory card (8MB)(for PlayStation®2)(sold separately) into MEMORY CARD Slot 1. It is advised that you do not insert or remove accessories or memory cards (8MB)(for PlayStation®2) once the power is turned on unless instructed to. Make sure there is sufficient space on your memory card (8MB)(for PlayStation®2) before commencing play. JUICED supports manual save and load of game data from the Options Menu. This title uses an autosave feature.

ONLINE PLAY†

JUICED can be played with up to six players online. To play online, you must have a network adaptor (Ethernet)(for PlayStation®2) installed on your PlayStation®2 computer entertainment system and an internet connection through a broadband account. Install your network adaptor (Ethernet)(for PlayStation®2) according to the instructions in its manual. A memory card (8MB)(for PlayStation®2) with a valid Your Network Configuration file must be inserted into MEMORY CARD slot 1 before starting up JUICED to use the online function.

ANALOG CONTROLLER (DUALSHOCK®2) CONFIGURATION

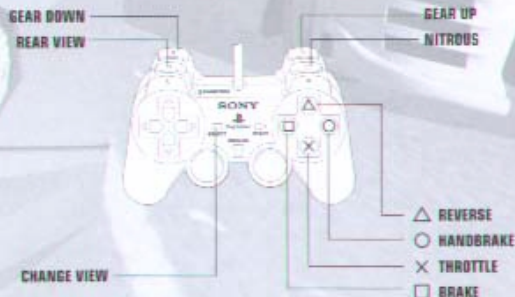


MENU NAVIGATION

	Accept/Advance
	Cancel/Back
	Help

DEFAULT CONTROLS

Default (Option 1) settings are used throughout this manual. To change controls, go to Controls under the Options menu and choose among the three preset controller setup options.



NOTE: This title does not support the digital controller.

LOGITECH DRIVING FORCE PRO (900 DEGREE WHEEL) BUTTON CONFIGURATION

⊗ button	Nitrous
⊙ button	Handbrake
△ button	Reverse
Ⓜ button	Look behind
directional button ←	Driver tactics: driver 1 when watching team race
directional button →	Driver tactics: driver 1 when watching team race
directional button ↑	Driver tactics: driver 2 when watching team race
directional button ↓	Driver tactics: driver 2 when watching team race
L1 button (Left paddle)	Gear Down (Driver tactics: driver 3 when watching team race)
R1 button (Right paddle)	Gear Up (Driver tactics: driver 3 when watching team race)
L2 button	Gear down (Driver tactics: driver 3 when watching team race)
R2 button	Gear up (Driver tactics: driver 3 when watching team race)
L3 button	Horn
R3 button	Horn
START button	Pause
SELECT button	Change View
GEAR LEVER -	Gear down (Driver tactics: driver 3 when watching team race)
GEAR LEVER +	Gear up (Driver tactics: driver 3 when watching team race)
THROTTLE	Throttle
BRAKE	Brake

LOGITECH DRIVING FORCE BUTTON CONFIGURATION

⊗ button	Nitrous
⊙ button	Handbrake
△ button	Reverse
Ⓜ button	Look behind
directional button ←	Driver tactics: driver 1 when watching team race
directional button →	Driver tactics: driver 1 when watching team race
directional button ↑	Driver tactics: driver 2 when watching team race
directional button ↓	Driver tactics: driver 2 when watching team race
L1 button (Left paddle)	Gear Down (Driver tactics: driver 3 when watching team race)
R1 button (Right paddle)	Gear Up (Driver tactics: driver 3 when watching team race)
L2 button	Gear down (Driver tactics: driver 3 when watching team race)
R2 button	Gear up (Driver tactics: driver 3 when watching team race)
START button	Pause
SELECT button	Change View
THROTTLE	Throttle
BRAKE	Brake

X BUTTON: THROTTLE

Also known as the gas pedal or acceleration. Generally, you want to run as fast as possible on straight road, ease the throttle going into turns and apply it coming out of them.

○ BUTTON: BRAKE

While JUICED is a lot about speed, it's even more about winning, and you can't win running flat out. If your transmission is set to Automatic, this is your standard means of slowing down. If your car is equipped with a manual transmission, combining downshifting and braking gives you an extra measure of control.

△ BUTTON: REVERSE

Unlike the many forward gears, you have only one reverse gear. Try not to run over things behind you.

□ BUTTON: HANDBRAKE

Also known as the emergency brake. Applying the handbrake can literally bring things to a screeching halt, and will often cause your tires to lockup, which can lead to dangerously unstable handling conditions or can be just what you want. (See Showoff Moves on page 9).

RT BUTTON: NITROUS

Cars equipped with a NITROUS oxide package enjoy a speed boost when NITROUS is used, giving you the extra pep to pass, etc. Your NITROUS supply is limited, so use it wisely.

LB BUTTON: GEAR UP

If you have Manual selected for your transmission type, you will need to change gears manually. JUICED cars typically have four or five speed transmissions. When the engine is whining and the tachometer is in the red, it's time to shift up a gear.

LS BUTTON: GEAR DOWN

Press the **LS** button to go down a gear. This is often used to reduce speed around corners, etc.

RL BUTTON: CHANGE VIEW

There are different camera views available to you while racing. Depending on the situation, you may prefer a following camera, a close camera or another setting. Pressing the **RL** button will toggle through the available camera views.

LB+RT BUTTON: REAR VIEW

Press the **LB+RT** button to view the action behind you.



The game display differs slightly depending on the type of race.

1. **LAP COUNTER** displays your Current Lap/Total Laps in the race.
2. **LAP TIMES** displays Current, Best and Record/World lap times.
3. **RACE POSITION** displays current race position and number of cars in the field.
4. **TRACK MAP** when turned on, displays a map of the current track.
5. **TACHOMETER** shows your RPM (engine revolutions per minute).
6. **CURRENT GEAR** shows what gear you are in. Very important in sprint races!
7. **SPEEDOMETER** indicates speed given in M.P.H. or K.P.H. (see option settings).
8. **RESPECT METER** Shows total amount of the respect gained or lost during a race.
9. **DRIVER AIDS** Gives visual cues that help to anticipate corners and braking points.
10. **DRIVER AIDS FOR ADVERSARIES** where triangles indicate the location and proximity of adversaries to your rear. They take on the color of the adversary cars, and as the distance increases, the triangles fade.

PAUSING PLAY

To pause the action, press the **PAUSE** button.
When paused, you have these options:

CONTINUE Resume play where you paused.

RESTART Begin the action again (progress will be lost).

OPTIONS Access Audio and Game options.

ABANDON RACE Quit current race and return to Main Menu.

QUICK START

To start racing right away, select **ARCADE** from the main menu.
Arcade is a straightforward game that focuses purely on your driving skills.

JUICED is all about modifying standard street cars, then racing them to prove that you're the best. In addition to trillions of different possible tuning, body styling and paint options, there's a wide range of game modes, race types and challenges.

FOUR GAMES IN ONE

JUICED is a big game with four different modes to suit your mood and gaming preferences. In **ARCADE** mode, you'll have instant access to a wide range of highly tuned automobiles right out of the box. **CUSTOM** mode lets you set up events with unlocked cars and tracks from the Arcade mode. In **CAREER** mode, you get to choose and build your own cars, then race to earn respect and become the top street-racer in Angel City. JUICED is fully **ON-LINE** compatible, and gives you the possibility to take your own creations into the on-line arena with up to six other players.

There are **OPTIONS** to let you set up preferences for audio, manual or automatic gear shifting[®] and game controllers, while the **EXTRAS** section gives you access to video tutorials.

VARIED EVENTS, ALL WEATHERS, NIGHT OR DAY!

There are varied event types to test your skills: circuit and point to point races; sprints or 'drag' races; crew races, where you control up to three other drivers; show-offs, where you perform trick moves for the crowd. In **CAREER** mode, you have additional features that include pink slip races, where you bet your car on the outcome of a race, and crew challenges where rivals challenge you to beat their challenges with specified parameters. Racing takes place at any time of day or night and under different weather conditions. Beware of the rain, as standing water on the track makes for slippery driving!

DOZENS OF CARS TO MOD AND RACE

JUICED has 52 vehicles from manufacturers including: Acura, Chevrolet, Dodge, Fiat, Ford, Holden, Honda, Mazda, Mitsubishi, Nissan, Peugeot, Pontiac, Renault, Subaru, Toyota, Vauxhall and Volkswagen. They include models that range in size and power, from small hatchbacks, to gas-guzzling muscle cars. There are familiar favorites from Holden and Ford, together with a fine selection of cars from Japan, Europe and the US. It's fun finding out which is the best! There are hundreds of tuning and body styling parts to choose from: in **ARCADE** and **CUSTOM** modes, these are applied automatically, but in **CAREER** mode, you get to choose exactly how it's done. Different drive trains are also accurately modelled, including front-wheel drive, rear-wheel drive and four-wheel drive. Each displays different characteristics on cornering and acceleration, and the modifications added will make significant changes to the quality of the car's handling.

In JUICED it's possible to damage your cars, and this will adversely affect its performance and handling. Furthermore, in **CAREER** mode, you'll be expected to pay for the damage and you risk losing Respect if you damage any rival Crew's cars in the process.

CIRCUIT RACING varies widely from small street circuits in residential areas, to professional, out-of-town racetracks. Every area of the city has eight circuits, each with their own distinctive environments. Each type of circuit puts different demands on the cars, so you would tune and balance suspension and gearing very differently for a tight street circuit compared with an out of town track.

POINT-TO-POINT racing involves getting from A to B in the fastest way possible; in some ways these are tougher than circuit races because they are often shorter and you have just one chance to get the driving line right. Each environment has two point-to-point tracks.

SPRINT RACES pit you against up to 3 opponents in a short drag race. Sprinting uses manual gears, so you'll need to learn how to shift in the best way possible. Wait until the tachometer is about to hit the red-line then shift up. Use of nitrous is essential in sprint races, but don't waste it. Wait until the added acceleration gives you a clear advantage. Sprinting takes place over 3 heats, so you don't necessarily have to win each one to come first.

SHOW OFFS let you wow the crowd with amazing tricks and maneuvers. It requires advanced driving techniques, which will also come in handy to outwit your opponents and to get the best times in other races. Spend some time practicing!

Points are awarded for accuracy when performing the maneuvers, and for the way you combine maneuvers. A list of maneuvers is included in this manual and tutorial videos can be found from **EXTRAS** in the **MAIN MENU**. The following list explains each maneuver.

HIGH SPEED is where you often need to use **NITROUS** to reach maximum speed, and then hold it as long as you dare.

DONUT is where you spin the car on the spot. Apply full throttle and feather the handbrake to induce a proper spin. Rear-wheel drives do forward donuts; front-wheel drives do reverse donuts.

BOOTLEG TURN is a U turn using the handbrake. Accelerate gently and at a steady speed give full lock to the steering while applying the handbrake. The rear of the car should swing around and when your nose is pointing 180 degrees from your original direction let the car roll forward. When coming out of the turn, you need forward motion to succeed.

360 is where you accelerate to a moderately high speed and induce a 360 degree spin using the handbrake while traveling forwards. The car's nose must complete 360 degrees of turn and you must come out traveling in the same direction you started. Different drive trains (front wheel, rear wheel, all wheel drive) and cars require different techniques.

180 is simply a high speed U-turn except that you continue traveling backwards. Driving backwards at speed is tough to master. Ideally follow this maneuver with a J-Turn or a reverse donut.

BOOMERANG starts off the same way as a 360, but you don't quite reach 180 degrees before snapping the nose back to the original line of travel again.

J-TURN starts off in reverse gear then apply hard lock and accelerate to get the nose facing in a forward direction.

DRIFT is where you approach a bend at high speed, lift off the accelerator and steer into the bend... the car should start to 'drift' sideways. Apply accelerator as needed to keep the drift going.

NITROUS DRIFT is a tricky maneuver that involves applying NITROUS and acceleration in the drift.

It is possible to perform 'combinations' of maneuvers, stringing them together into one seamless display in order to gain more points. See below for details.

SUPER DONUT is a Bootleg Turn, followed by Forward Donut and another Bootleg Turn. Best for rear-wheel drive cars.

REVERSE SUPER DONUT is a Right 180, followed by Reverse Donut and Right J-Turn. Best for front-wheel drive cars.

QUAD-BOOTLEG is four successful Bootleg Turns in succession.

DOUBLE 360 is two 360 degree turns in succession... this is pure ballet in cars.

FLIP-FLOP is a 180 followed by a J Turn. Just like the movies!

DING-DONG requires you to do a Bootleg turn, accelerate and do a 180, then a J-Turn and finally a Bootleg Turn. The stuff of Masters!

CHAIN-DRIFT requires you to find four turns that are close to each other then Drift on each one.

MAX SPEED 360 requires maximum speed in your car, then a spin into 360 degrees.

MAX SPEED 180 requires maximum speed in your car, then a spin into 180 degrees. Beware as you'll be coming out of it backwards!



JUICED ARCADE lets you experience all cars and tracks through a championship structure. There are eleven Series, each comprising five events (races or challenges, such as perfect lap). You may complete the first four events in any order, winning all four to unlock the fifth and final event. In ARCADE, the cars are already modded for you. For fun with modding look at the CUSTOM and CAREER modes.

CUSTOM RACE



JUICED CUSTOM RACE gives you access to the cars and tracks that you have unlocked in ARCADE. It lets you set up races the way you want, and even lets you do quick car customization with the AUTOMOD feature. Cars are divided into groups depending on their power; Group A cars are the most powerful.

Get ready for your first race in Angel City. **GOOD LUCK!**



This is the central game mode for JUICED and enters you into a non-linear environment where you must not only hone your skills, but also develop your own strategies for winning. It is the Career mode that helps makes JUICED such an unique game. Here you will be able to collect over fifty vehicles, tune and modify them and enter them into a wide variety of challenging events.

CASH

There are many ways to make money, earn cars and new components in Angel City:

- Win prize money at Events
- Place and win Bets
- Sell cars for profit (in particular, those you have won in Pink Slip races)
- Complete crew challenges

RESPECT

In Angel City there are eight rival racing crews. Each crew has a level of respect for you that can range from zero upwards. This respect level changes depending on your performance within the game. Each crew will respect you for something different; e.g. The Urban Maulerz love circuit racing and will give more respect to a player who wins circuit races. Biggi will look at your sprinting qualities and heads up the A.W.B. crew in Angel Westside.

Each Crew has three specific challenges to complete, and to complete the game you must gain everyone's maximum respect and successfully complete all the challenges. The progress bar at the top of the Respect Overview screens show you your overall progress through the game.

In the Career mode you will see a big red 'R' on the display, with a number beneath it. This represents total respect gained or lost during a race. If the number is red, you are losing respect; if it is green you are gaining respect. When you go to the respect overview, you will be shown respect score bars for each crew leader. Your total score earned during an event will now be distributed according to the different crew leader's opinion of you. As the scale rises, privileges are unlocked; here's how to interpret the scale of respect values.

CREW	LEADER	LOCATION	RESPECTS
Urban Maulerz	TK	San Ricardo	Circuit
AWB	Biggi	Campbell Hills	Sprinting*
Vixens	Sue Yen	Downtown	Showoff*
The Wild Cats	Maria	Angel North Central	Crew racing*
Omega Tau	Jack Walker	Angel West Side	Best Car
Public Chaos	Melody	Southside Beach	Car collection
The Lordz	Popps Zee	East Angel Island	Gambling
Legion	Carlos	Anderson	Pink slips

* These crews will also respect Circuit racing skills if you don't have race rights in their neighbourhood.

You may gain respect but it's also possible to lose respect by driving badly, so beware! Generally, you need to be in the top two positions to score any respect. Bonus respect is added for winning by a large distance, taken away for losing by a large distance. Take a look at the following race types and learn how to gain respect.

CIRCUITS & SPRINTS

Win races, or come second in races of three or more, to gain respect. You will lose respect for finishing in last place in any race, or for causing accidents.

SHOWOFF

You gain more Respect the higher you score. However, the better you become, the harder it will become to get that extra Respect. If you crash, you will 'wipe-out' your hard earned points so drive with care.

CREW RACING

As you progress you will recruit crew members to race with. Enter team races with your crew and earn respect. Crew racing is explained in detail later in this manual.

BEST CAR

Your Respect will increase if your Best Car value has increased since the last time a Crew saw you. Examine your career statistics for best car information.

CAR COLLECTION

Your Respect will increase if your Car Collection value has increased since the last time a Crew saw you. In CAREER mode, cars are presented in the WORKSHOP and categorized by their BHP rating. A modded car may have a higher BHP rating than its unmodified stock counterpart so will appear higher in the list. From the CAREER MAIN MENU, select WORKSHOP to manage your car collection.

BETTING

The more you bet on a race, the more Respect you will earn. Winning a bet is an additional bonus! Place a bet with other Crew leaders in the grid before a race. You will lose respect if you back out of a bet. Bet above the limits of the rival Crew leader to gain additional respect. If you are attending an event only, you can place a bet on an individual or team. The betting menu is accessed by selecting the desired driver in the starting GRID screen. Place your bet then sit back and watch the race.

PINK SLIPS

You will earn additional respect for winning Pink Slip races. Pink Slip races can be organized via your mobile phone. Later in the game you will receive calls from rival crew leaders challenging you to a pink slip race.

DAMAGE

If you damage a rival Crew's car during a race, you will lose respect from that Crew. Note that respect can be won and lost from Crews attending an event, not just those hosting the event.

PRIVILEGES

Each crew will award you different privileges depending on the respect they have for you, so as you progress through the game, each crew will indicate what they think of you by granting or removing 'Respect' points based on your actions and the crews' different preferences. Unlocking the privileges opens up the game, and means that you will have to excel in all areas of racing.

100+ ATTEND:

The right to attend events hosted by this crew but NOT race. You can bet on races when you attend. By Attending, rival crews will also take note of your best car and car collection, and if relevant will award a score.

300+ RACE:

You have the right to attend and race.

600+ PINK SLIP:

You may set-up an unofficial pink slip challenge with the crew leaders.

1000+ HOST:

You now have the right to host your own events on this crew's turf.

VARIABLE DRIVER SKILL

When betting against other drivers, or racing for pinks, the skill of the other driver will vary. For example, if you raise a bet, the opponent will drive more keenly... obviously he has more to lose! If you enter a Pink Slip race, the same is true, so be prepared for a real challenge when you raise the stakes!

DISTRESS SYSTEM

The exclamation mark shows that a driver is stressed and might make a mistake.

JUICED is all about driving with skill and avoiding damage at all costs. If you damage your car, you must repair it at a cost. You will lose respect for damaging other drivers' cars. JUICED features the DiStress© system, or Driver Induced Stress system, which simulates drivers who make mistakes according to their skill levels and degree of calm. If an exclamation mark appears over an opponent's car when you are tailgating them, get ready for them to make a mistake. Sometimes they will, but not always. More experienced drivers keep their cool longer than inexperienced drivers. This allows you to play tactically. Pressing the directional buttons during a race highlights the drivers names and stress levels. Yellow means calm, orange means agitated and red indicates panic. When the indicators flash, trouble is never far away.

CREW RACING

Other drivers may send a text message to your MOBILE PHONE asking to join your Crew. If you hire them, they will need a suitable car for racing. To compete in a crew race you must have at least two cars in the same class and enough drivers to enter. During the event set up, you are able to select the cars to take, the drivers you want and eventually decide who drives which car. When building a team, it is a good idea to enter your drivers into a race and not yourself. By controlling them from the sidelines, you are able to study their skills and see how well suited they are to the car you have built for them. Experimenting with different combinations of driver and car may yield very different results.

The crew to get all their drivers across the finish line first will win the race.

CREW CONTROLS

When crew racing, you can tactically control your crew members aggression during a race. Use the following controls to switch between high, medium and low aggression of each driver.

DRIVER 1 COMMAND CONTROLS

Press the **↑** and **↓** directional buttons, or press the left analog stick up and down.

DRIVER 2 COMMAND CONTROLS

Press the **←** and **→** directional buttons, or press the left analog stick left and right.

DRIVER 3 COMMAND CONTROLS

Press the **R2** and **L2** buttons.

HIGH AGGRESSION - the driver will race flat out with maximum aggression but at high speed they may become stressed quickly, and make more mistakes.

MEDIUM AGGRESSION - the driver will try to hold position. This is ideal if you have a second driver ahead and wish to put a defensive buffer in place to protect that lead position. The driver will also calm down if they have become stressed.

LOW AGGRESSION - the driver will back off and drop back through the pack. However, if they were stressed then they should recover quickly.

It takes practice to perfect a Crew racing strategy. Your strategy will also vary with the number of Crew members you are racing and whether or not you are entered in the race too. As your Crew gains experience, you will notice that they can drive for longer periods on high aggression before they become stressed, and are far quicker to recover when they have become stressed.

CAREER MAIN MENU



The main career menu

GO RACE

Find out about the many Street Racing events in Angel City by checking the EVENT CALENDAR. There is no obligation for you and your Crew to participate in every listed event. However, the neighborhoods you visit and the events you race in all impact the different respect factors of the various crews.

EVENTS CALENDAR



Here you can pick an event, check out the event flyer, and the crew hosting the event.

There are 3 different types of events displayed in the EVENT CALENDAR. Events are added as your respect improves, your cash reserve increases or your car collection

expands. You do not have to enter every event on the calendar; feel free to choose any event that takes your fancy. Events are color-coded:

BLUE - Shows the current day on the calendar.

GREEN - An event at which you can race.

YELLOW - An event that you may attend or bet on, but cannot enter. Attend these events to raise cash or see cars in action from a class you do not yet own.

RED - Events you can't attend due to insufficient cash or Respect.

A flyer will be displayed for each event on the calendar. The flyer contains all the information about the event: Location, Race Type, Car Class, Distance etc.

HOSTING EVENTS - You may host your own event on any empty day on the calendar. Press the  button on the empty day and create your own custom event. You may host an event in your home location, 'Super-speedway' or in any crew's location for which you have host privileges.

SPONSORED EVENTS - Elite manufacturer-sponsored events featuring longer circuit races and high-value prizes including valuable 'prototype' mods for successful Crews.

SPECIAL EVENTS - Some events have entry criteria such as car territory, car manufacturer and even prototype car only events.

PINK SLIP - The ultimate race experience where you go head-to-head with a rival Crew Leader; the winner walks away with the loser's car.

CREW RACES - To enter these, you will need to recruit a crew and provide them with a suitable car to participate in crew races. You can recruit up to three street racers to join your Crew. The winner is the Crew who gets all of their cars across the line first.

ADVICE

Don't know what to do next? Use the advice system! This system will analyze your status and suggest the best thing for you to progress further in the game. Of course you don't have to follow the advice.

WORKSHOP



Here you are able to view all the cars you own, ranked by their power (BIP) rating. You will need to own several cars to allow you to race the right car at each event.

Enter the WORKSHOP and choose the car you wish to modify from the list. Then select CUSTOMIZE to modify it. Car performance mods are categorized as 'Level 1', 'Level 2', 'Level 3' and 'Prototype'. Performance mods are unlocked in order by entering and winning races. 'Prototype' mods can only be unlocked by winning Sponsored events. There are three areas of modification: Performance, Appearance and Paint Jobs.

REPAIR/MAINTAIN

During events, tires and brakes wear out and Nitrous becomes depleted. They can be replaced in the WORKSHOP for a fee. If the bodywork is damaged, it can be repaired here too after an event. This command is only visible if it is necessary, and other menu choices will be inaccessible until the necessary work has been paid for.

CAR SPEC

View a breakdown of your car's modifications. This screen will also highlight any available upgrades.

CUSTOMIZE - PERFORMANCE

Performance tuning allows you to enhance the performance and handling of your car. Be aware that you can enhance the performance of a car to such an extent that it crosses from the top of one class into the bottom of the next. You can use the Engine Management System to reduce performance back to within lower class limits.

INDUCTION SYSTEM - Improved flow filters increase horsepower and should be used in conjunction with upgraded exhaust systems.

SUSPENSION - Higher-rated and stiffer suspension improves road handling, cornering and braking.

RIDE HEIGHT - Lowering the ride height helps reduce body roll and looks cool, however lower cars will react more severely to curves and bumps.

EXHAUST SYSTEM - Not only improves power and torque, and changes the sound of your car too!

GEAR RATIOS - Tune your gears for higher speed or greater acceleration. TIP: Short tracks favor acceleration; longer tracks favor higher top speed.

BRAKES - Powerful cars need improved brakes so you can control them into corners. TIP: Brake before entering bends rather than during bends to avoid losing control.

TIRES - The more expensive tires will provide better grip and better wear. TIP: Tires with less grip (otherwise this may give the user the impression that they need to change out worn tires) may help you in Showoff but hinder you on a wet Circuit race.

TURBO SYSTEM - Improve acceleration as demonstrated by a clear step in power and torque when tested on the DYNAMOMETER. TIP: It is possible to blow your turbo by aggressive driving.

NITROUS - An affordable gas injection system that adds tremendous acceleration for a few seconds at a time. TIP: Nitrous is vital for success at Sprint events.

ENGINE MANAGEMENT SYSTEM - Fine tune the engine power (BHP) close to the limit of a class. TIP: If you tune a car out of one class and up into the next, use the Engine Management System to reduce performance as it is always better to be at the top of a lower class than the bottom of a higher class.

CUSTOMIZE - BODY STYLING

You won't get far on the Street Racing circuit if you don't learn how to modify the appearance of your car. Car modding is an art form, and all the tools you will need are available in the WORKSHOP.

FRONT BUMPER - Bumpers improve downforce and road-handling.

HOOD - Some types add value in terms of styling, while carbon fiber hoods save weight and are the most respected type.

WHEELS - New wheels will earn extra style respect.

SIDE SKIRTS - Skirts improve downforce and road-handling.

REAR SPOILER - Choose from a range of car specific and general purpose spoilers. Each one adds downforce to improve handling.

REAR BUMPER - Bumpers improve downforce and road-handling.

DECALS - Choose from a variety of designs. Basic vinyl types are available in a range of colors. Airbrush themes are more expensive but are highly rated.

REMOVE/COLOR SPONSOR DECALS - Not everybody wants to shout about what's under the hood, so here's how you remove the performance component logos from the side of your car.

TINTS - Alter the transparency of the windows to nearly opaque for added style respect.

NEONS - Bright neons get you noticed but may get damaged during a race.

DIALS - Re-color your in-car dials. Match the exterior paintwork to earn Respect.

IN CAR ENTERTAINMENT - Gain respect with a top-rated In Car Entertainment (ICE) system.

HORN - Modify the sound of your horn - Great for hassling others online.

PAINT SHOP

Create complex paintwork schemes using a combination of Base, Metallic and Pearlescent colors. To recreate a color scheme, take a note of the (X,Y) REF numbers.

BASE COLOR - Choose the base color for the car at the price shown.

METALLIC COLOR - Add a metallic sheen to the car for the price shown. Changing the intensity determines how 'metallic' the finish looks.

PEARLESCENT COLOR - A specialized finish that changes between two colors depending on the viewing angle. Changing the intensity alters the dominant color.

WHEEL COLOR - Add that finishing touch by adjusting the color of your wheels to match the car. TIP: Re-coloring your car can be an expensive process. Win a few races in a well-tuned car before spending extravagantly on the paintwork!

THE TUNING SHOP



For a quick way to tune your car, choose the Tuning Shop.

You may choose to modify individual components, or select a Tuning Shop, which lets you place a pre-selected range of selected parts on your vehicle. These packs also make clear what class the car will be after modification. Pay attention to whether your car will be near the bottom or top of a class.

DYNAMOMETER



Use the dynamometer to check out the performance improvements.

The Dynamometer visualizes the difference that your engine modifications make to the car's performance. When you buy a car, check it out on the dynamometer, make modifications and test it again.

TEST DRIVE

When you modify power and handling you should really check the difference you are making by taking a test drive before you enter any events. Be careful not to damage the car, as all repairs must be paid for.

CREW CAR SCHEME

Here you store or apply a visual scheme to your car. If you want all your cars to have a similar appearance, use this option.

SELL CAR

Select this option to sell this car. Note you can have a maximum of 55 cars in your collection.

LEAVE WORKSHOP

Return to the Main Career Menu.

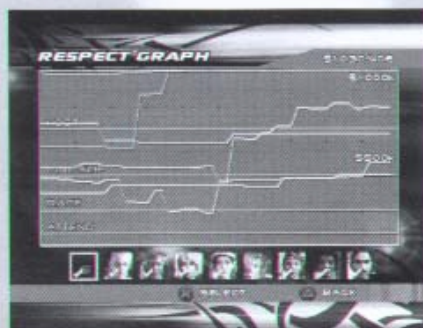
RESPECT



Vertical bars show crew respect, checks show completed challenges and the horizontal bar shows overall game progress.

Select this option to get an overview of your current respect status throughout Angel City. To complete the game, you must get full respect from every crew and complete all the Crew Challenges.

STATS



Click to see the detail of how well you are doing against each crew.

Here you find some detailed statistics about your career including respect history, car statistics and much more.

CREW



This option allows you to review some information about your crew members.

MOBILE PHONE



Once you have made a bet with a crew leader, you'll get calls from them.

Build a list of contacts in your MOBILE PHONE by betting with rival leaders, then call them to take a challenge or set up a Pink Slip race. Each crew has its own three favorite challenges, all of which require specific cars. To gain 100% completion you will need to complete all the challenges. Check your progress in the Respect Status screen: as each challenge is completed, the X's below the relevant respect bar will turn into checks.

DEALERSHIP



New cars are available from the showroom and used cars from a dealer and junk yard.

DEALERSHIP - view all the cars currently available in the new and used market in Angel City. Cars are categorized by their power (BHP) rating. Cars will either be brand new, used but in reasonable condition, or scrap. Newer cars will have better performance initially and maintain greater value. As new cars come onto the market, you will be notified by the dealer on MOBILE PHONE.

SPLITSCREEN

Create a Custom split screen game for two players using any of the cars, tracks and routes in Angel City that have been unlocked in Arcade Mode.

LAN

Link up to 6 consoles together and create an CUSTOM game using any of the cars, tracks and routes in Angel City. LAN play does not support PlayStation®2 Link connectivity.

ONLINE

Go online to experience the best of Angel City's street racing scene. Compete for fun with online CUSTOM racing or take your CAREER, Crew and car collection onto the streets for the ultimate online experience. Note: You must have network adaptor (Ethernet)(for PlayStation®2)(sold separately) to access online functions and an internet connection.

SETUP

Use the Network Access Disc to set up your PlayStation®2 for broadband play or ensure you have the connection details from your ISP and use the Create/Edit Config in the Online section of JUICED. JUICED uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. For additional information about DNAS, visit Central Station using the Network Access Disc or refer to PlayStation.com. RSA BSAFE® SSL-C and Crypto-C software from RSA Security Inc. have been installed. RSA is a registered trademark of RSA Security Inc. BSAFE is a registered trademark of RSA Security Inc. in the United States and other countries. RSA Security Inc. All rights reserved. DNAS logo type is a trademark of Sony Computer Entertainment Inc.

GAMESPY

You will need a GameSpy Profile to play JUICED online. JUICED uses GameSpy (www.gamespy.com) for online PlayStation®2 matchmaking. Before creating a new or using an existing GameSpy Profile, you must accept the GameSpy End User Licensing Agreement (EULA) to proceed.

CREATING A GAMESPY PROFILE

When creating a new GameSpy Profile, you be required to provide:

NICKNAME (up to twenty characters long)

E-MAIL ADDRESS (up to fifty characters in length).

PASSWORD (which must be verified)

For more details about GameSpy Profiles, visit: www.gamespy.com
Once your new Profile is created, accept USE EXISTING PROFILE to login to Gamespy.

NOTE: If you have already played another online game, the PlayStation®2 will already be setup for online play. Use your existing configuration Profile when using Create/Edit Config.

ONLINE GAMES

QUICK JOIN

Find and join a CUSTOM or CAREER game based upon the options you select. Select SUBMIT when you have found a game that matches your selection. If a match cannot be found, you can create a new game using your chosen criteria.

SEARCH

Display a list of active CUSTOM or CAREER games based upon the options you select.

CREATE

Create a new CUSTOM or CAREER game based upon the options you select.

FRIENDS

View the online status of your Friends.

SCOREBOARD

Access online SCOREBOARDS displaying:

WORLD RANKING - Your JUICED global ranking.

TOP LAP TIMES - The best lap times for each track and route.

TOP SHOWOFF SCORES - The best Showoff scores for each track.

PINK SLIPS - Wins, losses and accumulated cash winnings.

ONLINE CUSTOM AND CAREER GAME OPTIONS

CUSTOM OPTIONS

CUSTOM games can be created using any of the cars, tracks and routes in Angel City. The configurable settings for CUSTOM games are:

ACCESS

Public or Private Performance Group. Any or a specific car type.

MODS ALLOWED

Whether modified cars are allowed.

COLLISION

Choose whether collision is allowed. Disable Collision if you are experiencing network lag.

CAREER OPTIONS

In the Online CAREER game you may use your offline CAREER crew and car COLLECTION. Note that you must have already created an offline Career before taking it online. Also, before entering any Pink Slip challenges, be aware that any changes to your car COLLECTION that occur whilst online will appear in your offline car.

COLLECTION

The configurable settings for CAREER games are:

ACCESS

Private or Public game.

TEAM RACE

Race as Solo or take your CREW online and enter team-based races.

UPPER CAR CLASS

Limit the upper range of car classes that be entered into races.

LOWER CAR CLASS

Limit the lower range of car classes that be entered into races.

CAR CRITERIA TYPE

Limit the criteria by which cars are limited in races: None, by Territory or by Make.

CAR CRITERIA

The criteria limiting the car entry: Territory - Any, Japan, USA, Europe Make Any, Honda, Toyota, Mitsubishi, Mazda, Nissan, Subaru, Ford, Fiat, Volkswagen, Peugeot, Renault, Vauxhall, Chevrolet, AC, Pontiac, Dodge, Holden

PINK SLIP EVENT

Before entering any Pink Slip challenges, be aware that any changes to your car COLLECTION that occur whilst online will appear in your offline car COLLECTION.

COLLISION

Choose whether collision is allowed. Disable Collision if you are experiencing network lag.

CHEATS

Details of cheats will be made public following the release of JUICED. Visit the official website, www.juiced-racing.com for more information.

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09/10/78 - 0/11/04
'Never to be forgotten'

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Produced by Dany Swaff and Frank Wayne of Mal Media. Written by T.K. Kalebi, K. Red, W. Nugent. Published by Penelope Music (BMI). Break North Music (ASCAP)/Wayne-Whiter (ASCAP). (Music by Spotify). Recorded by Dany "Sage Star" De in Westside Radio, Los Angeles, CA. Assistant engineer: Anthony Zabin. Mixed by Josh Hewes at Sony Studios, NY, NY.

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GURU "CAVE IN"

Written by Guru and Selar. Produced by Scott Covatta. Published by J. Grant Music/BMG. Recorded and engineered by Marc Moran at Knockout Studios, NY. Mixed by Robert Carter by Dave Scott.

MOVING UNITS "BETWEEN US AND THEM"

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EVERY MOVE A PICTURE "SIGNS OF LIFE"

Written by Every Move A Picture. Lyrics by David Mewinger. Music by Alan Davis. From the EP "Signs of Life".

LEMON JELLY "BO BO COME DOWN ON ME"

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"MADE IN 2 MINUTES"

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