



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console 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.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

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.



Thank you for purchasing **Crazy Taxi™**!

Please note that this software is designed only for use with the PlayStation®2 computer entertainment system.

Be sure to read this instruction manual thoroughly before you start playing Crazy Taxi.

Crazy Taxi is a **Memory Card (8MB)** (for PlayStation®2) compatible game (sold separately). In order to save game files, the memory card to be used must have at least 364k of memory available.

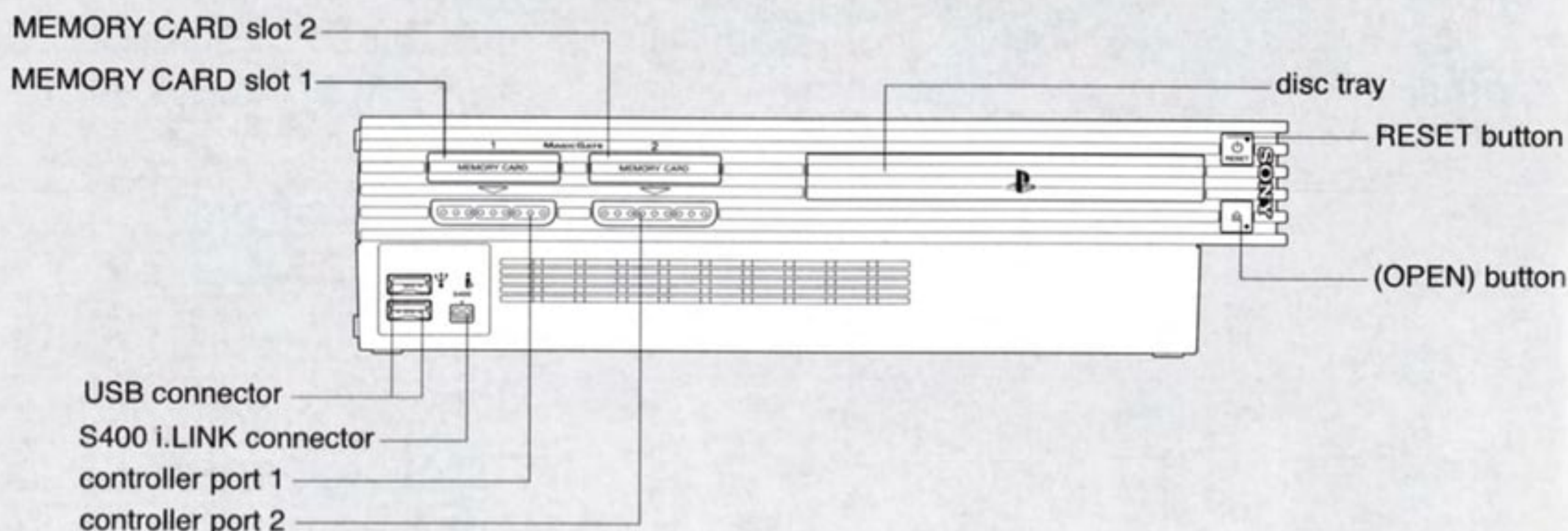
CONTENTS

BASIC CONTROLS	4
CRAZY MANEUVERING	5
MODE SELECTION MENU	6
ARCADE/ORIGINAL MODE	7
CRAZY BOX MODE	13
OPTIONS	15
RECORDS	16
SAVE & LOAD	17
CABBIES	18
CUSTOMERS	20



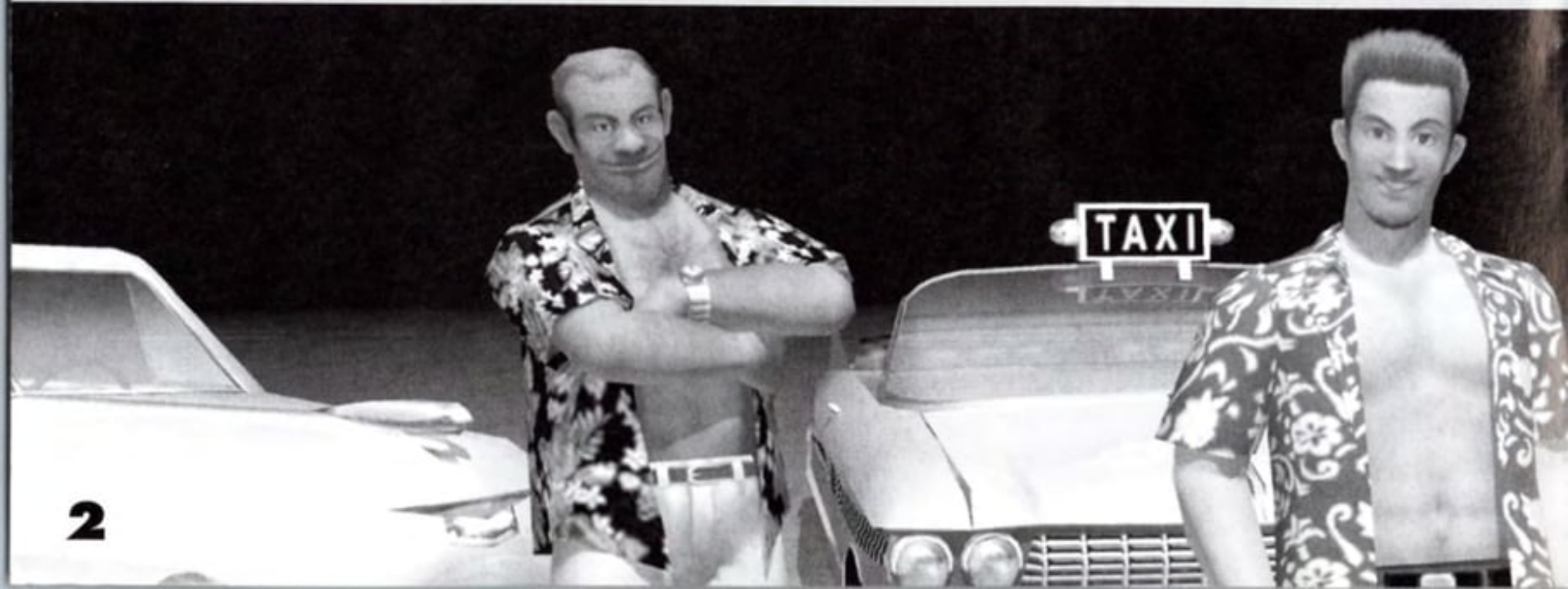


GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located 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 Crazy Taxi™ 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.

If you wish to save your game, insert a memory card (sold separately) into MEMORY CARD slot 1.

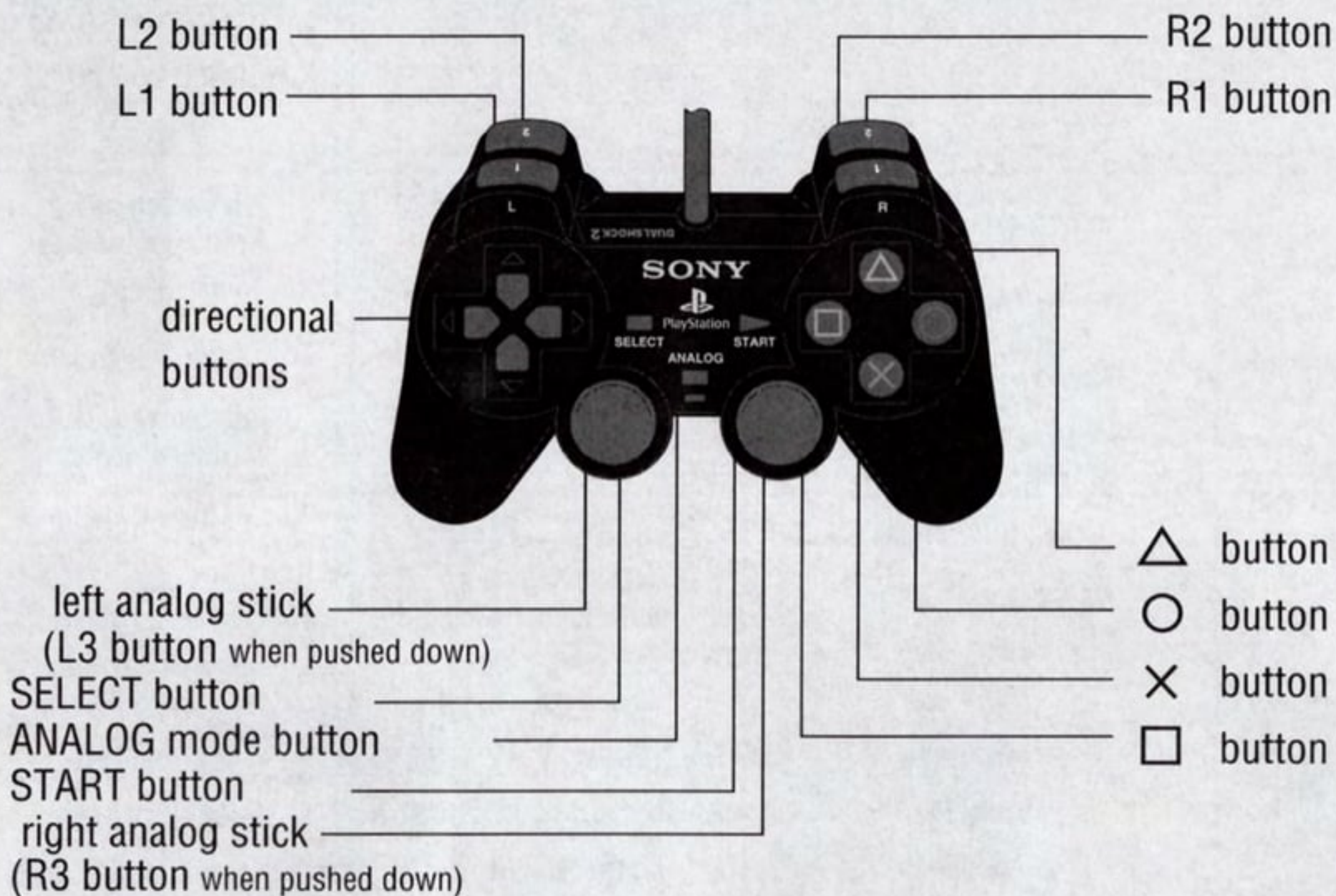




STARTING UP



DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



Crazy Taxi™ is a one-player game that is played using the DUALSHOCK™2 analog controller. Connect the controller to be used to controller port 1 of the PlayStation®2 computer entertainment system.





BASIC CONTROLS



Refer to the following chart for a summary of the game controls:

		DUALSHOCK™2 analog controller Type A	DUALSHOCK™2 analog controller Type B
Action or Command		Type A	Type B
During Menu Selection	Moving the Cursor	left analog stick/ directional buttons	left analog stick/ directional buttons
	Enter	⊗ button	⊗ button
	Cancel/Return to the Previous Screen	⊙ button	⊙ button
	Item Selection	left analog stick/ directional buttons	left analog stick/ directional buttons
During Game Play	Game Start/Pause	START button	START button
	Character Selection	left analog stick/ directional buttons	left analog stick/ directional buttons
	Steering	left analog stick/ directional buttons	left analog stick/ directional buttons
	Accelerating	R1 button or R2 button	⊗ button
	Braking	L1 button or L2 button	⊙ button
	Drive Gear	⊙ button	R1 button or R2 button
	Reverse Gear	⊗ button	L1 button or L2 button
	Destination Reminder	⊠ button	⊠ button
	Horn	⊡ button	⊡ button





CRAZY MANEUVERING



Learn how to perform these crazy maneuvers using different combinations of the **Steering Wheel, Accelerator, Brake** and **Drive/Reverse Shifting** commands.



CRAZY DASH - Propel the cab forwards with a burst of speed with this crazy move.

HOW TO EXECUTE

First, release both the accelerator and brake. Then, just after shifting into Drive, press the accelerator.



CRAZY DRIFT - Use this move to cause the cab to execute a sliding drift.

HOW TO EXECUTE

While moving forward, quickly shift into Reverse and back into Drive while cutting the Steering Wheel to the right or left. Note: hold the **left analog stick** to execute a drift.



CRAZY BACK DASH - Execute a hasty retreat with this speedy thrust in reverse.

HOW TO EXECUTE

Shift quickly into Reverse just after executing a **Crazy Dash**.



CRAZY BACK DRIFT - With this move the cab will continue to move in reverse after spinning 180°.

HOW TO EXECUTE

While moving forward, quickly shift into Drive and back into Reverse while cutting the Steering Wheel to the right or left.



MODE SELECTION MENU

Use  on the left analog stick/directional buttons to select an item and press the  button to enter your selection. Select 'EXIT' or press the  button to return to the title screen.



ARCADE

p. 7

In this game mode, play using the same course as the one featured in the Arcade version of Crazy Taxi.

ORIGINAL

p. 7

Select this game mode to play using the specially designed original course.

CRAZY BOX

p. 13

Fine-tune your cab driving techniques by clearing each of these unique mini-games.

OPTIONS

p. 15

Use this mode to modify various settings of the game.

RECORDS

p. 16

Here you can view the records and rankings for each of the game modes.

SAVE & LOAD

p. 17

Use this mode to save or load game data or perform name entry for player files.





ARCADE/ORIGINAL MODE



Both the Arcade and Original game modes have the same rules, content and menu. The only difference between these two modes is the course on which you play. After selecting either **"ARCADE"** or **"ORIGINAL"** from the mode selection menu, the following mode menu will be displayed. Use **↑↓** on the **left analog stick/directional buttons** to select a mode and press the **× button** to enter your selection. Select **'EXIT'** or press the **△ button** to return to the title screen.

PLAY BY ARCADE RULES

Select this item to play according to the same rules as used in the Arcade version of Crazy Taxi. For details, see p. 9 – 11.

WORK FOR 3 MINUTES

Play freely for three minutes. Note that in this mode there are no time bonuses (see p. 11) available.

WORK FOR 5 MINUTES

Play freely for five minutes. Note that in this mode there are no time bonuses available.

WORK FOR 10 MINUTES

Play freely for ten minutes. Note that in this mode there are no time bonuses available.



Arcade Mode Menu



Original Mode Menu





ARCADE/ORIGINAL MODE



GAME DISPLAY

While driving a customer



At the destination



- ① **Game Time:** Once this time limit counts down to 0, the game is over.
- ② **Directional Arrow:** This arrow shows the general direction of the destination.
- ③ **Fares:** The top figure is the **Total Earned Fare** and is a total of all fares earned. The bottom figure is the **Fare** for the current customer, which includes the base fare plus any tips earned, and will be added to the total earned fare once the customer is delivered to their destination.
- ④ **Crazy Maneuvers & Combos:** All crazy maneuvers performed will appear here with a counter that tracks any successive combos made.
- ⑤ **Destination and Distance Counter:** A picture of the destination location and a distance counter indicating the distance to the destination, is displayed as the customer gets into the cab. Press the button to display this image while driving.
- ⑥ **Customer Time Limit:** If this time limit reaches 0 before reaching the destination, the customer will jump out of the cab without paying their fare.
- ⑦ **Gear Indicator:** Shows the gear, drive or reverse, currently selected.
- ⑧ **Time Bonus Indicator:** Indicates the time bonus earned for arriving early at the destination. The time bonus is only available when playing the "PLAY BY ARCADE RULES" of the arcade and original modes (see p. 11 for details).
- ⑨ **Ranking:** Shows your current ranking relative to the total rankings.

Pausing the Game

To pause the game and display the pause menu while playing in the Arcade, Original or Crazy Box modes, press the **START** button. Use on the **left analog stick/directional buttons** to select a menu item and press the button to enter your selection. Press the **START** button to exit and continue playing.

RESUME: Select to resume play where you left off.

RESTART: Select to restart the current game with the same driver in the same mode.

QUIT: Select to exit the current game and return to the mode selection menu.

VIBRATION: Use on the **left analog stick/directional buttons** to toggle this item ON/OFF.





ARCADE/ORIGINAL MODE



DRIVER SELECTION

After selecting a game mode from either the Arcade or Original mode menu, the driver selection screen will be displayed. Use on the **left analog stick/directional buttons** to select a driver and press the **X button** to enter your selection.



GAME OVER

Once the game time limit counts down to **0**, the game is over and the results screen is displayed. If you can achieve a class ranking of **S**, the game ending and credits will play.



CUSTOMERS = The total number of customers delivered.

TOTAL EARNED = The total amount of money earned.

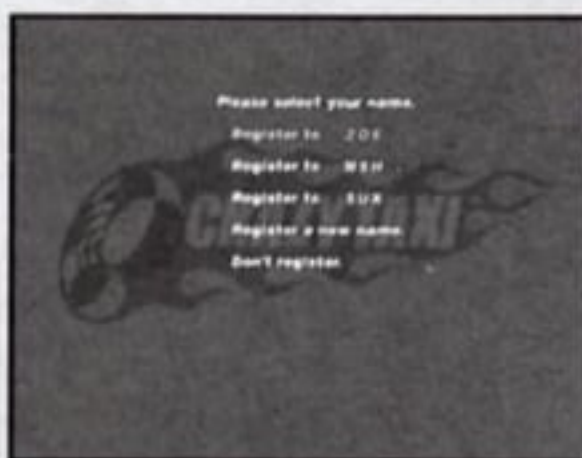
CLASS = This evaluation of your driving skills is based on a leveled assessment of your cumulative earnings. The available classes from the best down are **S, A, B, C, D, E** and **NO LICENSE**.

RANKING = This placement is your ranking relative to the saved data. If your score is too low to place, **OUT OF RANKING** will appear.

NOTE: Rankings are only displayed when playing the "PLAY BY ARCADE RULES" of the Arcade and Original modes.

SAVE MENU

Use this menu to save the results of a game to a memory card (8MB) (for PlayStation®2). Use on the **left analog stick/directional buttons** to select where to save the data and press the **X button** to enter. If there are no player files set up in which to save data, select "**Register a new name**" and enter a new name to create a new file (see p. 17 for details). All saved/registered data ends up in one file.





ARCADE/ORIGINAL MODE



GAME FLOW

1) Pick Up a Customer

Human characters located in the city with a "\$" icon over their heads indicate potential customers waiting for a taxi ride. To pick up a customer the player must brake the cab to a complete stop within the **stop zone** - the circular outline that appears around the customer. The customer will then automatically approach and get in the cab.



NOTE: While waiting for the customer to get into the cab, the game clock will continue to run but control of the cab is not possible.

2) Drive to the Destination

Once the customer gets in the cab the following 3 items appear on the game display: the "Destination and Distance Counter" appears briefly to the left, the "Directional Arrow" appears at the center top and the "Customer Time Limit" appears over the customer's head. It is your job to travel in the direction indicated by the arrow and deliver the customer to their destination before the customer time limit reaches 0. Provided you reach the destination in time, you will be paid the base fare as well as any tips given by the customer in appreciation of "**crazy**" driving (see "Fare System" and "Tips" p. 11).



3) Drop Off the Customer

To drop off the customer, brake the cab to a complete stop within the green wall rimmed destination **stop zone**. Once stopped, the customer will automatically exit the cab and pay their fare (see p. 11) plus any tips received.

NOTE: While waiting for the customer to get out of the cab, the game clock will continue to run but control of the cab is not possible.



Do your best to repeat the above 3 steps as many times as possible before the game time counter reaches 0 to earn loads of crazy money!

How to pick up and drop off the customer.

Stop at the customer mark to pick up the customer.



Hurry and follow the arrow to the destination.

Stop at the destination mark and drop off the customer.



If you drive slow the customer will get off.





ARCADE/ORIGINAL MODE



The different colors of each customer "\$" icon indicate the relative distance to the destination while the size of the **stop zone** around the customer indicates the relative difficulty involved getting there.



\$ ICON COLOR VARIATIONS



FARE SYSTEM



Time Limits and the Total Earned Fare

After getting into the cab, a number appears over the customer's head and begins to countdown. This is the customer time limit. If you are able to deliver the customer to their destination within this time limit you will be paid the **FARE**. This is then added to the **TOTAL EARNED FARE**. However, if you are unable to reach the destination before the counter reaches 0, the customer will jump out of the cab without paying.

Fares and Tips The three types of fares that can be earned are as follows:

BASE FARE

The base fare is calculated according to the distance of the destination. Once the customer gets in the cab, this amount will appear in blue under the total earned fare at the upper right of the game display.

TIPS

Tips are awarded to the cabbie whenever "**crazy**" maneuvers are executed in the course of driving the customer to their destination. Each tip is added to the base fare as earned.

BONUS FARE

When the cabbie arrives at the customer's destination, a bonus fare is converted from any time left over from the initial customer time limit. This is added to the base fare just before payment.





ARCADE/ORIGINAL MODE



EARNING TIPS

If the cabbie is able to "please" the customer by performing any of the following crazy maneuvers while delivering the customer to their destination, they will be rewarded monetarily with tips. All tips are added to the base fare and then to the total earned fare upon arrival at the destination.

CRAZY JUMP

Use jump ramps or other similar elevated obstacles to become airborne.



CRAZY DRIFT

Sustain a sliding drift of the cab while turning.



CRAZY THROUGH

Cut in close to the other vehicles that you pass on the roads without hitting them.



COMBOS

If you are able to earn tips in succession, a running tally of the number of combos appears on the right of the display and continues until you collide with another vehicle. The more combos accumulated, the higher the tip value becomes, so do your best to rank up consecutive combos whenever and wherever possible! If you make a mistake or collide with another vehicle, the combo counter resets to zero.



TIME BONUS

When the cabbie delivers the customer to their destination, any leftover time from the customer time limit is converted into a **Time Bonus**, which is then added to the game time. The faster the cabbie arrives at the destination, the higher the bonus time awarded will be. The available time bonuses are:

SPEEDY

+5 seconds
(Green)

NORMAL

+2 seconds
(Yellow)

SLOW

No Bonus
(Red)

BAD

Appears when the customer jumps out of the cab without paying (Purple)

NOTE: Time Bonuses are only available in the "PLAY BY ARCADE RULES" of the arcade and original

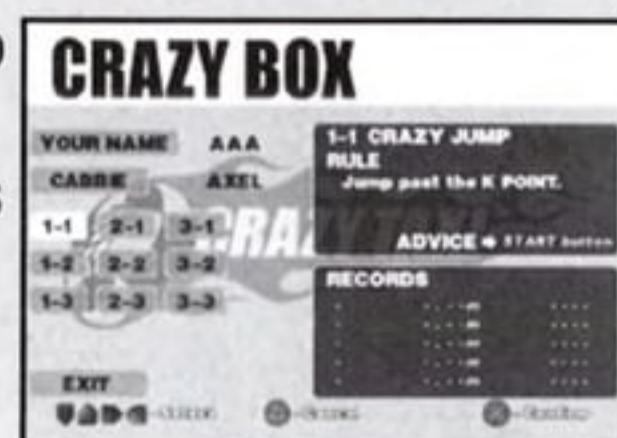




CRAZY BOX MODE



Use the various mini-games available in this mode to develop and improve your cab driving skills. Use on the **left analog stick/directional buttons** to select a mode and press the **X button** to enter your selection. Select **'EXIT'** or press the **△ button** to return to the title screen.



PLAYER FILE SELECTION

First use on the **left analog stick/directional buttons** to select the name that represents your player file. If there are no player files available, select **'NEW ENTRY'** and press the **X button** to display the name entry screen.

CABBIE SELECTION

Use on the **left analog stick/directional buttons** to select a cabbie and press the **X button** to enter your selection.

MINI-GAMES

Use on the **left analog stick/directional buttons** to select a mini-game to play from among the displayed options. The rules and current rankings for the selected mini-game will be displayed to the right. Press the **START button** to display an advice box with tips on how to successfully complete the selected mini-game. Press the **START button** again to return to the Crazy Box selection menu. To play the selected game, press the **X button**. Hold the **R2 button** while highlighting a mini-game to display the top scores for that specific game.

The following mini-games are available at the start of play in the Crazy Box mode:



MINI-GAMES



1 - 1

CRAZY JUMP

GOAL

Jump the cab off the jump ramp and land past the K point.



1 - 2

CRAZY FLAG

GOAL

Reach the flag located directly behind the cab on the other side of the beach within the allotted time limit.



1 - 3

CRAZY BALLOONS

GOAL

Burst all the balloons on the field within the allotted time limit.



2 - 1

CRAZY DRIFT

GOAL

Earn more than 15 total combos using the Crazy Drift within the allotted time limit.

CRAZY BOX MODE



2 - 2

CRAZY TURN

GOAL

Deliver the customer to their destination within the allotted time limit.



2 - 3

CRAZY BOUND

GOAL

Deliver the customer to their destination within the allotted time limit without falling into the ocean.



3 - 1

CRAZY RUSH

GOAL

Deliver all five customers to their destinations within the allotted time limit.



3 - 2

CRAZY JAM

GOAL

Deliver all three customers to their destinations, through heavily congested traffic, within the allotted time limit.



3 - 3

CRAZY POLE

GOAL

Deliver all the customers to their destinations within the allotted time limit.





OPTIONS



From the options menu it is possible to modify the following game settings. Use on the **left analog stick/directional buttons** to select an item then use on the **left analog stick/directional buttons** to modify the setting. Select '**EXIT**' to confirm selections and exit options, or press the **button** to cancel selections. The settings available for modification are as follows:

OPTIONS



Note: Whenever you modify the options settings, the data will automatically be saved to the memory card when you exit the options menu.

TIME SETTING

Adjust the game time limit setting of the Arcade and Original modes for "PLAY BY ARCADE RULES" mode play.

TIME DIFFICULTY

Adjust the difficulty level of the game time setting of the Arcade and Original modes.

TRAFFIC DIFFICULTY

Adjust the difficulty level of the traffic setting of the Arcade and Original modes.

AUDIO

Set the preferred sound output to either **MONO** or **STEREO**.

MUSIC VOLUME

Adjust the volume setting for the background music.

SE VOLUME

Adjust the volume setting for the sound effects (SE).

CONTROLLER SETTING

Press the **button** to display the controller settings screen and then select a controller setting type using on the **left analog stick/directional buttons**. (See p. 4 for details)

VIBRATION

This is set to 'ON' by default. Use on the **left analog stick/directional buttons** to switch this option on and off.





Here you can view all the records and rankings earned in every mode of the game. Use  on the **left analog stick/directional buttons** to select an item and press the  **button** to enter your selection. Select '**EXIT**' or press the  **button** to return to the mode selection menu.



TOTAL RECORDS

Select to view all the records for each player in all modes.

____ RECORDS

Select a player file from among the displayed options to view the individual records for that player.

RECORDS MENU

Use  on the **left analog stick/directional buttons** to select a mode from the three options displayed on the left and use  on the **left analog stick/directional buttons** to move forwards and backwards among the pages. Select 'EXIT' or press the  **button** to return to the Records menu.

AC

Arcade Mode Records

OR

Original Mode Records

CB

Crazy Box Mode Records

TOTAL RECORDS

PLAY BY ARCADE RULES					
AC	ALPHA	BETA	CHARLIE	DAVE	
OR	1	1	1	1	
CB	A	0	4,550.17	ARL	P 40
	A	0	3,333.33	CEMA	P 40
	C	0	2,000.24	ARL	P 40
EXIT	D	0	1,000.00	CEMA	P 40
	D	0	1,720.00	CEMA	W 1
	A	0	1,000.00	CEMA	P 40
	D	0	1,300.00	M 100	M 10
	E	0	1,000.00	CEMA	P 40
	B	0	70.12	CEMA	M 10













TOTAL RECORDS

license: The license class awarded (appears only with AC/OR records).

earned: Total amount of money earned (appears only with AC/OR records).

cabbie: The cab driver used.

name: The name of the player who earned this record (appears only with the TOTAL RECORDS).

ranking: The overall ranking for each successful clear (appears only with the CB records).

score: The actual score achieved (appears only in the CB records).

date: The date when the record entry was made (appears only with the ____ records).





SAVE & LOAD



Here you can save and load game data, enter a name to create a new player file or modify the name of a current player file. Use on the **left analog stick/directional buttons** to select an item and press the **button** to enter your selection. Select 'EXIT' or press the **button** to return to the main menu.

SAVE

Select to save all the current game settings and records to your **memory card (8MB)**(For PlayStation®2)

LOAD

Select to load previously saved data from your **memory card (8MB)**(For PlayStation®2)

ENTER NAME

Select to enter a new name or create a new player file. See below for details on how to enter a name.

DELETE NAME

Select to delete a player file. Use on the **left analog stick/directional buttons** to select a file and press the **button**. When the deletion confirmation window appears, select yes to delete the file, or no to cancel the deletion and return to the Save and Load menu.

MODIFY NAME

Select to edit the name of a player file. Use on the **left analog stick/directional buttons** to select a file and press the **button**. See below for details on how to enter a name.

NAME ENTRY

Up to three characters can be used for each name entered to create a player file. Use on the **left analog stick/directional buttons** to select a letter and use on the **left analog stick/directional buttons** to move the cursor. Press the **button** to enter the name. Press the **button** to exit the name entry without entering a name. A total of four player files can be created and maintained for saving game data.



NAME ENTRY





CABBIES



AXEL

Age

21

Sex

Male

Height

6' 0"

Weight

158

License

Plate # **1NOM155** = "I no miss" Meaning: "I don't make mistakes"



This wild guy is known to have a hot and quick temper. His only reason for becoming a taxi cab driver is that he considers being a cabbie the "coolest" profession. Axel always shows his customers a good time while driving his 60's era classic cab, earning big tips in the process! For him, cab driving is the ultimate career.

When he isn't working, Axel is usually trying to pick-up women, jamming with his punk band (bass and vocals) or participating in board sports like surfing or snowboarding. That said



however, Axel's overly freewheeling nature causes his band members to come and go on a regular basis and prevents him from maintaining decent

relationships with women. Oh well, what's a guy to do? While he isn't perfect, his open-hearted personality and naturally cheerful nature means he kind of grows on you. His most redeeming quality is that he is especially gifted at mediating whenever there is trouble or fighting amongst his many friends.

GENA

Age

23

Sex

Female

Height

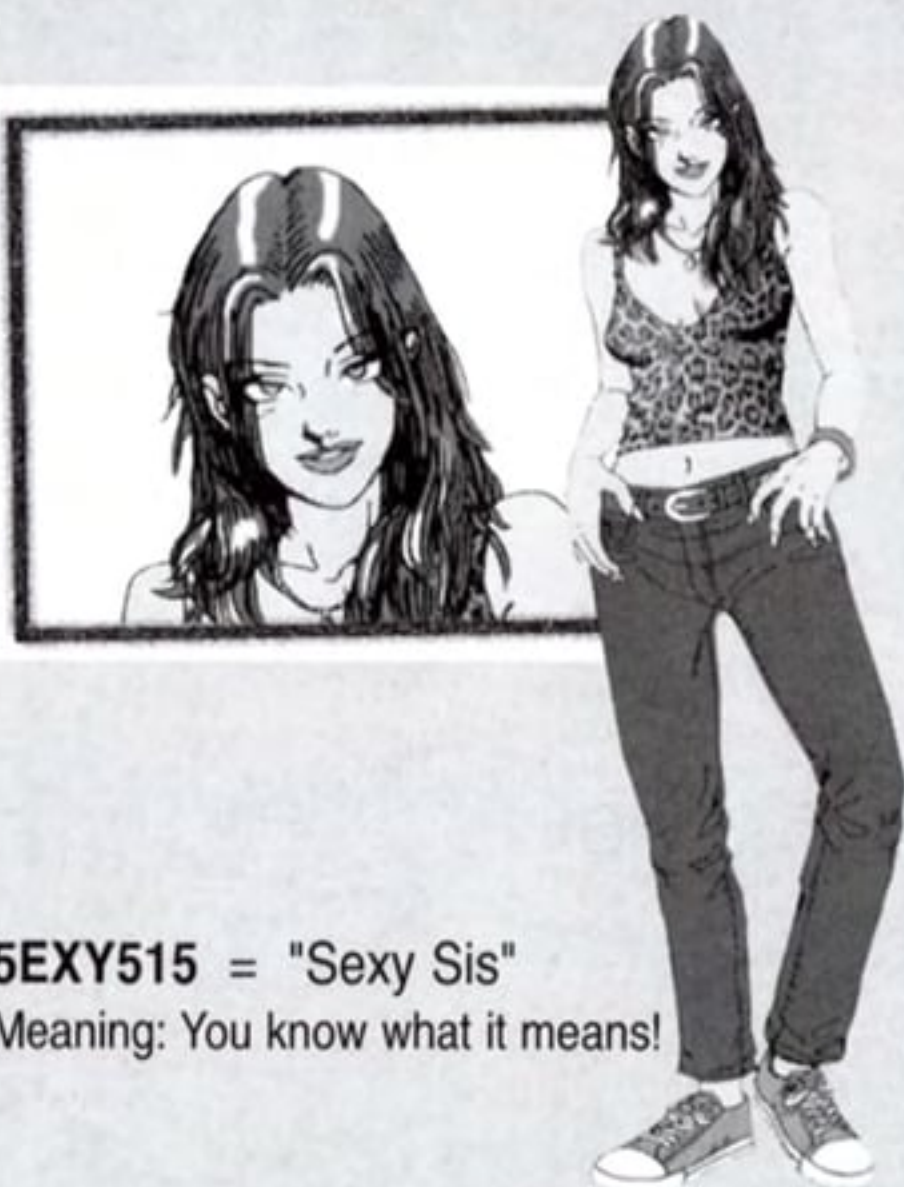
5' 7"

Weight

???

License

Plate # **5EXY515** = "Sexy Sis" Meaning: You know what it means!



If Gena could be described in two words, without a doubt those words would be "cool & sexy". With a strong passion for cars, her reason for becoming a cab driver is simply, "Because I get to race around in my car all day!" While she's not so concerned with amusing her customers per se, she sure is timely. When asked if she'd be happier as a race car driver she just laughs and replies, "But it is such a rush to race through the traffic-laden streets...I could never give this up!"



When Gena is not working in her beloved cab, she can usually be found working on it. In fact, she spends nearly all her time and money performing exten-

sive tune-ups, maintenance and cleaning. It is no surprise that most of the money she earns goes straight into her cab.

Despite her cab fixation, men are attracted to Gena's beauty. But she simply turns her nose up at any man who dares try to woo her. Clearly the sole object of her affection is her one and only cab!



CABBIES



Always friendly & cheerful... that's B.D. Joe. For him, driving a cab is a line of work in which he can "make people happy". Happiest when he can bring a smile to the face of customers, B.D. is a master of both driving and conversational techniques.



Even when not driving his cab B.D. Joe is well known as an accomplished performance artist. He can throw together some lids and drum cans, and using a pair of drumsticks, can blow you away with his musical prowess. His rhythms sound so fine they put the "professional" musicians to shame. His talent is such that he is often asked why he doesn't perform professionally. But he just laughs and says, "Making people smile is reward enough for me besides cabbieing is too much fun to give up!"

Lately B. D. Joe has taken up card tricks...why you may ask? Because by doing so he can make anyone's day anytime, anywhere.



B.D. JOE



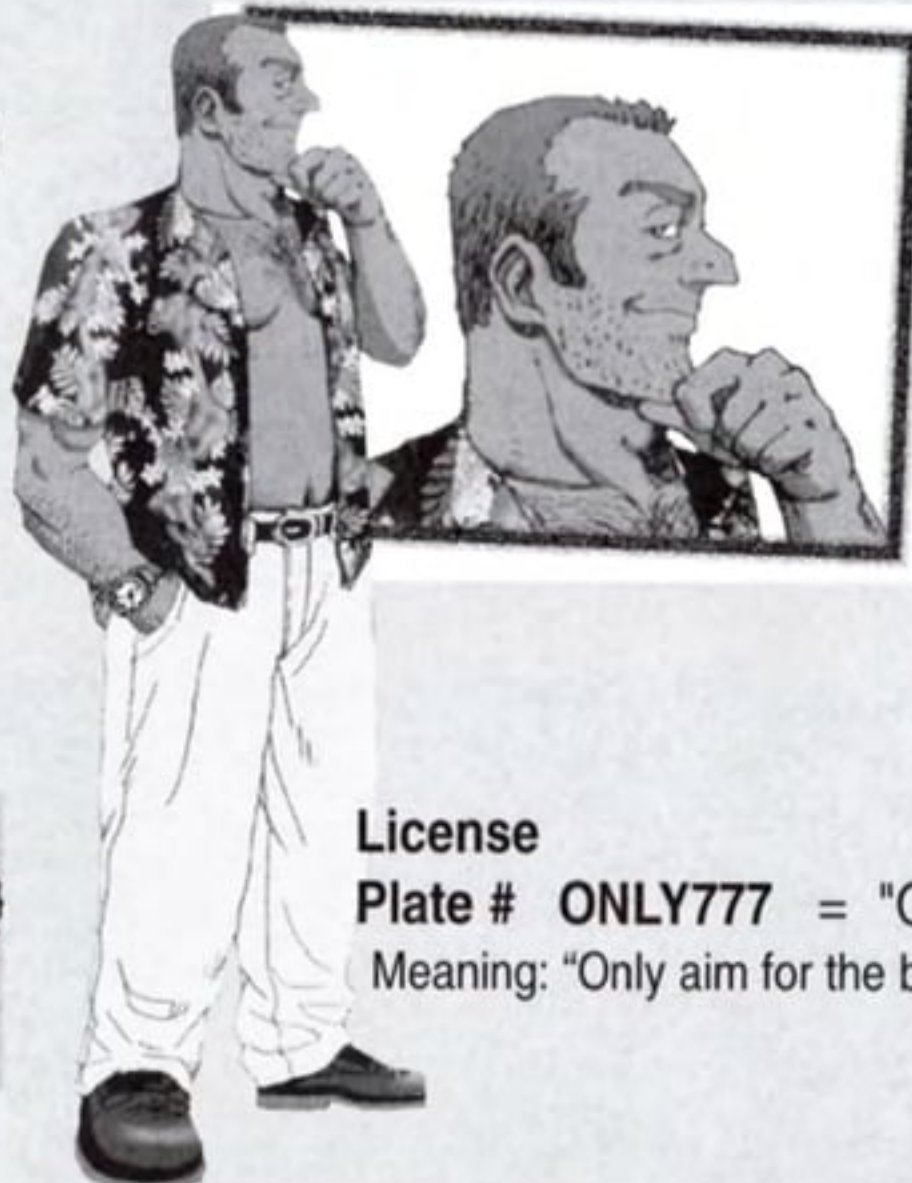
Age
25
Sex
Male
Height
5' 9"
Weight
165

License
Plate #

2HOP260 = "To hop to go"
Meaning: "Always ready to get crazy"

Gus is a handsome (in a melancholy sort of way) drifter who typifies the term "cool". He holds the unique distinction of being the originator of the "crazy" style. In his youth, Gus was a wild and uncontrollable hooligan, selfish to a fault. He hated to lose and always had to be # 1 at any and all cost. With a strong fascination for all things new, Gus was naturally drawn to that one unique trend that was totally cool. With a knack for getting into something before it became popular, in the days when he didn't even own a car he was riding in a normal taxi when he had a flash of inspiration and bought an old junked out 1955 jalopy. Thus began the crazy taxi trend.

When Gus isn't driving, he can usually be found playing cards. When the working day ends he meets with his poker buddies (whose members change nightly) to while away the time playing poker, blackjack and baccarat. A benefit of his gambling is that Gus has come to understand the ways of strategy, thereby mellowing his former desire to win at all costs. Learning the why and how of losing has made Gus a better person.



GUS



Age
42
Sex
Male
Height
5' 8"
Weight
187

License
Plate # **ONLY777** = "Only 777"
Meaning: "Only aim for the big jackpot"



CUSTOMERS



Let's meet a few of the many customers you'll find throughout the city awaiting a crazy taxi ride.



Cindy

This young pretty college student is a psychology major who just loves junk food!



Rachel

Currently working as a hospital volunteer, this young woman dreams of becoming a doctor someday.



Dan

A graduate student of economics, Dan is in the process of writing his thesis on the economical impact of the fashion industry on world markets.



Grandma J

Keep your eyes peeled for this feisty ol' lady! Those loud and colorful pajamas on Ms. Jessica are sure hard to miss.



Kim

This tourist is always running from one famous landmark to another with a video camera in hand. Smile!



Buzz

A hard-core loving punk rocker who has a habit of suddenly appearing in the most unexpected of places!



Biff

A baseball fanatic who never misses a game, Biff travels by helicopter to watch his favorite baseball team in action whenever they are playing away games.



Pierre

A hopelessly romantic young man who spends all his time and money chasing women...another day another date.





MANUAL CREDITS



The following credits list the staff responsible for the localization marketing and manual production for the U.S. version of Crazy Taxi. Credits for the original development staff of the game and those involved in the conversion to PlayStation®2 are listed in the credits of the game itself.

SEGA of America Product Development

Localization Producer

Osamu Shibamiya

Test Lead

Arnold Feener

Assistant Test Leads

Gabrielle Brown

Rick Ribble

Marketing

Product Marketing

Rick Naylor

John Golden

Public Relations

Heather Hawkins

Creative Services

Bob Schonfisch

Angela Santos

SEGA of Japan Manual Production

Writer/Translator/DTP

Monika Hudgins

Design

Takashi Nishimura

Writer

Fumiaki Tomura

Supervisor

Kaoru Ichigozaki

Special Thanks

Lindsi Kimizuka

Todd Slepian





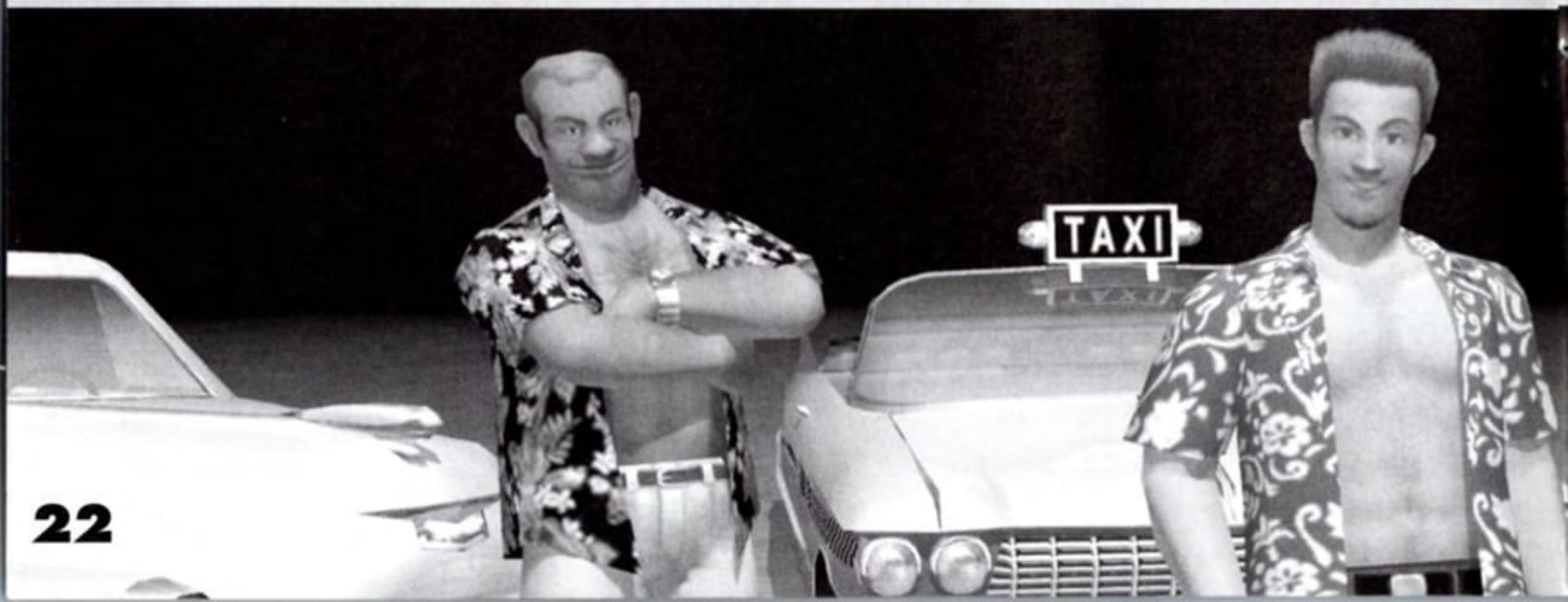
HINTS & TIPS



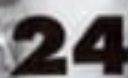
For the hottest hints and codes on **ACCLAIM** titles:

Please call **1-900-407-TIPS (8477)**

The cost of the call is \$.95 per minute. You must be 18 or have parental permission and have a touch-tone phone.



This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

ACCLAIM® LIMITED WARRANTY

ACCLAIM warrants to the original purchaser only of this ACCLAIM software product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This ACCLAIM software program is sold "as is," without express or implied warranty of any kind, and ACCLAIM is not liable for any losses or damages of any kind resulting from use of this program. ACCLAIM agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any ACCLAIM software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the software product, free of charge to the original purchaser (except for the cost of returning the software product) is the full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the ACCLAIM software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACCLAIM. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ACCLAIM BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

Repairs/Service after Expiration of Warranty—If your software product requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

Acclaim Hotline/Consumer Service Department (516) 759-7800

CRAZY TAXI™ Created by and produced by SEGA. Converted, published and distributed by Acclaim. © SEGA 1999, 2000. **SEGA** and CRAZY TAXI are registered trademarks or trademarks of Sega Corporation. Acclaim® & © 2001 Acclaim Entertainment, Inc. All Rights Reserved.

18 WHEELER™ Created by and Produced by **SEGA**. Converted, Published and Distributed by Acclaim. Original Game © SEGA, 1999. © SEGA / CRI, 2000. Acclaim® & © 2001 Acclaim Entertainment, Inc. All Rights Reserved. Marketed by Acclaim. Distributed by Acclaim Distribution, Inc., One Acclaim Plaza Glen Cove, NY 11542-2777.

www.acclaim.com

LOOK FOR

EIGHTEEN

18
WHEELER

WHEELER™

★ ★ ★ AMERICAN PRO TRUCKER ★ ★ ★

RATING PENDING

RP

Visit www.esrb.org or call
1-800-771-3772 for more info.

CONTENT RATED BY
ESRB

Acclaim & © 2001 Acclaim Entertainment, Inc. All Rights Reserved. Marketed by Acclaim. Distributed by Acclaim Distribution, Inc., One Acclaim Plaza, Glen Cove, NY 11542-2777.

CRAZY TAXI™ Created by and produced by SEGA. Converted, published and distributed by Acclaim. © SEGA 1999,2000.
SEGA and CRAZY TAXI are registered trademarks or trademarks of Sega Corporation.

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. 'PlayStation' and the 'PS' Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

SEGA®

CREATED BY AND PRODUCED BY

Acclaim™

CONVERTED, PUBLISHED AND DISTRIBUTED BY