

WELCOME TO ONE OF THE WORLD'S HOTTEST AUTO TRENDS!

Lowrider rolls straight from the streets to you with timing and twitch that will keep you hooked. Hop, dance or twist your way through each round – win the cash and the love, Lowrider style.

• Hot soundtrack featuring Lil Jon and the East Side Boyz, the "Kings of Crunk"

• Single Player & Multiplayer

• 10 cars and 10 upgrades

• Custom Paint Tool



PRIMEDIA

ORIGINAL LICENSED PRODUCT



1-2 Players | Memory Card (for PS2) - 8 MB | Vibration Function

PlayStation®2



NTSC U/C

LOWRIDER™



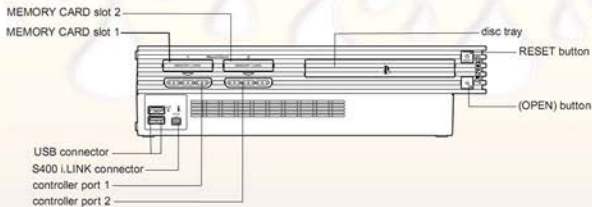
EmuMovies

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GETTING STARTED

PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located in 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 LOWRIDER 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

To save or load your game in progress, a memory card (8MB) (for PlayStation®2) is required. Insert the memory card into MEMORY CARD slot 1 (MEMORY CARD slot 2 is not used) of the PlayStation®2 computer entertainment system before starting play. You can load your saved games from the same card, or from any memory card containing previously saved Lowrider games.

Note: Lowrider uses at least 352KB of memory card data to save each game. Make sure there is enough free space on your memory card before starting play. Do not insert or remove a memory card while saving or loading games or after the power has been turned ON.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Note: The LED display is always red during the game, regardless of whether the ANALOG mode switch is on or off.

Note: Activate/deactivate the vibration feature by toggling VIBRATION on/off in the OPTIONS screen

GAME CONTROLS

MENU SCREEN CONTROLS

○ button	Enter
⊗ button	Enter
⏪ button	Cancel/return to previous screen
⏩ button	Cancel/return to previous screen
Directional button	Select option



GAME SCREEN CONTROLS

START button	Pause	L3 button	Performance (Front)
○ button	Right hop	R1 button	Rear-left hop
⊗ button	Rear hop	R2 button	Rear-right hop
⏪ button	Front hop	R3 button	Performance (Rear)
⏩ button	Left hop	Left analog stick	Front dance
L1 button	Front-left hop	Right analog stick	Bed dance
L2 button	Front-right hop			

Note: If the screen instructs you to perform specific commands, then the commands specified above may not work.

Note: If you wish to skip the intro when the game begins, press the ○ button.

GAME SCREEN CONTROLS (STREET)

START button	Pause	L1 button	Front left hop
○ button	Right hop	L2 button	Front right hop
⊗ button	Rear hop	R1 button	Rear left hop
⏪ button	Front hop	R2 button	Rear right hop
⏩ button	Left hop			

INTRODUCTION

WHAT'S A LOWRIDER?

Confronted with poverty in Los Angeles during the 1950's, many Americans on the West Coast found a new hobby by refurbishing old cars, restoring their bodies and repainting them to a showroom condition. This was the beginning of a car customizing tradition. Today, car enthusiasts have taken their hobby to a whole new level, customizing cars with ever more artistic designs, major hydraulics and sound systems. These modified cars, and the people who build and drive them, are now known as lowriders.

LOWRIDER SHOW

From America to Europe to Japan, lowrider shows are taking place all over the globe. These events are much more than mere car shows. Participants use their cars to compete against other vehicles compete in car dancing, hopping, and cruise shows.



PLAYING THE GAME

Press the **○** button at the Title screen to proceed to the Menu screen.

- GOLDEN DAYS** Players set out to be a top-class lowrider in this story mode.
- ARCADE KINGS** This competition mode allows players to immediately participate in stylish lowrider performances.
- OPTIONS** You can configure various game settings here (see below).



OPTIONS

Press the up or down directional buttons to select an option, and then press the left or right directional buttons to change settings.

- VIBRATION** Toggles the vibration feature on /off.
- SOUND VOLUME** Adjusts the volume of the overall sound.
- MUSIC VOLUME** Adjusts the volume of the background music.
- EFFECT VOLUME** Adjusts the volume of sound effects.

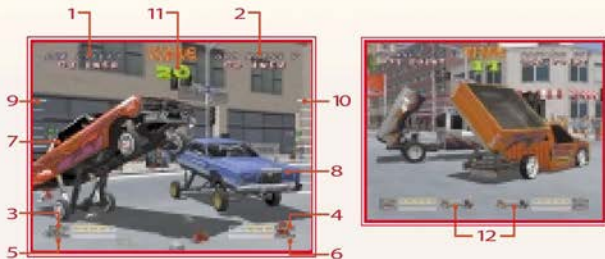


Note: Press the **○** button to display a list of supporting shops.

THE GAME SCREEN

HOP/DANCE SCENES

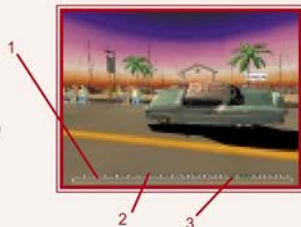
- | | |
|--------------------------|--------------------------------------|
| 1. Player's club name | 7. Player's car |
| 2. Rival's club name | 8. Rival's car |
| 3. Player's battery life | 9. Player's Number of points /inches |
| 4. Rival's battery life | 10. Rival's Number of points /inches |
| 5. Player's car damage | 11. Time remaining |
| 6. Rival's car damage | 12. Performance icons |



Note: Performance icons show performance items purchased at shops, such as fireworks. If marks appear on the front and rear of the car, then both items can be used when transforming.

STREET SCENES

1. Player's fans
(red: Mix of fans and non-fans; blue: all fans)
2. Non-fans (white: 0 fans)
3. Present location



Note: When training, white = not cleared; blue = cleared.

GOLDEN DAYS

Our story begins in a quiet Southern California town near the Mexican border. As the main character, you have just purchased a used Impala and started lowriding with your best friends. At first, you were content to practice some fundamentals of the hobby, hopping alone in a vacant lot. But now you're ready for more. You yearn to make your debut in the big city. Trick out your car and head over to Bayside, West Side, and finally on to the Super Show in Las Vegas!

STARTING THE GAME

NEW GAME

Start a new lowriding adventure from the beginning.

CONTINUE

Continue an interrupted game. You can only continue a game that was exited from the Home screen.

FILE LOAD

Continue a saved game.



Note: A memory card with sufficient available KBs must be inserted into MEMORY CARD slot 1 in order to save games.

SELECT CAR

First, press the directional buttons to select your car, then press the **○** button twice to enter your selection.




INPUT CLUB NAME

Enter a club name. Press the directional buttons to select letters and numbers, and then press the **○** button to enter your selection. Press the L1 and R1 buttons to move the cursor, and the **△** button to back-space. Once you've finished, move the cursor to high-light OK, and then press the **×** button. (Press the START button to move the cursor directly to OK.)



HOME

This is your base of operations. You can view various menus and data here. Select a menu with the directional buttons and then press the  button.

GO!	Hit the streets and enter various competitions.
SHOP	Paint and customize your car at the shop.
SAVE	Save your data. Choose a file to save.
EXIT	Return to the Menu screen.
MONEY	Your current cash amount.
RADICAL	Your vehicle's customization level.
FANS	Your number of fans.



AREA MAP

The places you have access to are shown here. Select and enter the place you wish to go.

HOP	Compete at hopping.
DANCE	Compete at car dancing.
STREET	Perform various hop combinations while cruising the streets.
EVENT	Competitions you can compete in after you've met certain conditions.

SHOP

CUSTOMIZATION	Vehicle's customization level.
IN USE	If the currently selected item is already equipped, this appears.
NORMAL/CUSTOM	The status of the selected car part. Normal means the car has not been customized in the selected category. Custom means the car has already been customized.
PRICE	How much the item costs.
MONEY	Your cash amount.



GAMEPLAY

You can win money in competitions and gain fans through showy performances on the street. You cannot enter certain competitions unless you have obtained a certain number of fans. Once you've cleared all the events in an area, you can proceed to the next area. Events consist of preliminaries, semifinals, and finals, so be sure to keep an eye on your battery level and the amount of car damage.

As you advance to new areas, conditions needed to clear them increase in difficulty. Build up a large following of fans and customize your car as you proceed.

COMPETITIONS

The Golden Days mode offers the following competitions.

STREET

Cruise through town attracting as much attention as you can. Customize your car with style and hop as you go to gather lots of fans.

HOP

Lowriders gather in vacant lots to compete in these hop competitions. Join in and out-hop your rivals to win.

DANCE

Lowriders fight it out in these car dance competitions. Beat your rivals with stylish dance performances.

EVENT

These are lowrider events that consist of preliminaries, semifinals, and finals. You proceed to the next area after winning events.



ARCADE KINGS

This mode allows you to participate immediately in competitions.

STARTING THE GAME

First, select a competition category from the menu. Next, choose an opponent. If playing a single-player game, select 1P VS COM. If playing with two players, select 1P VS 2 P.

Note: A DUALSHOCK®2 analog controller must be plugged in for each participant in a 2-player game.

Now press the left and right directional buttons to choose a car, and press the up and down directional buttons to choose a body color. Once you've made your selections, press the \times button.

BATTERY

Batteries affect how high cars can hop. Using hydraulics (entering commands) causes batteries to gradually deplete.

HYDRAULICS

Hydraulics affect hop responses.

Press the left and right directional buttons to select the tuning level, and then press the \times button. You can add handicaps by adjusting these levels (2-player mode only). The more stars there are, the higher cars can hop.

COMPETITION MENU

Arcade Kings mode offers the following four competitions:

HOP

Beat your opponent by executing higher front hops within the time limit.

DANCE / BED DANCE / UNLIMITED

Follow the directions on the screen to perform various tricks within the time limits. Points for tricks are totaled, and the person with the most total points wins.



GAME RULES AND TECHNIQUES

HOP

Buttons used: \triangle button

Perform front hops by pressing the \triangle button. You can hop higher by pressing the \triangle button the moment the front tires hit the ground. Hop as high as you can. In this competition, every inch counts.

DANCE

Buttons used: All (except Analog sticks)

Press the buttons shown on the screen, and perform the indicated tricks within the time limit. Points are added for each successful trick. The person with the most total points at the end of all the tricks wins.

BED DANCE

Buttons used: All

This category is for trucks only. Vehicles other than trucks cannot be selected. Perform the indicated tricks within the time limit. Points are added for each successful trick. The person with the most total points at the end of the competition wins.

Note: Depending on the situation, various buttons are used as the screen indicates.

UNLIMITED

Buttons used: All

Compete in hopping, dancing, and other categories. This competition is open to all vehicles. There are no customization restrictions. Press the buttons indicated on the screen and perform the indicated tricks within the time limit. Points are added for each successful trick. The person with the most total points at the end of the competition wins.

Note: You must clear Golden Days to be able to participate in this competition.



STREET

Buttons used: All (except Analog sticks)

Cruise the streets while customizing your car and performing tricks that please the crowds, to increase your fan base. Each crowd prefers specific body murals and tricks. Show them what they want to win them over. Perform various hops in front of the appropriate crowds, and time your button presses well.

COMPETITION TIPS

Monitor your car's damage and battery level in Hop, Dance, Bed Dance, and Unlimited competitions. If your damage meter is full or your battery runs out, you won't be able to move your car even if time remains. Be especially careful of your car's condition during events. The more extreme the action, the more damage your car takes. Transformations such as spinning your truck bed to the left immediately after spinning it to the right incur the most damage.



TRICK DESCRIPTIONS

Enter various commands to perform different tricks. The following is a partial list of hop commands.

FRONT HOP

Ⓐ button

Press the Ⓐ button exactly when the front tires touch the ground.



REAR HOP

ⓧ button

Press the ⓧ button exactly when the rear tires touch the ground.

FRONT TO BACK

Ⓐ button and ⓧ button

Alternate between pressing the Ⓐ and ⓧ buttons to cause your car to hop from front to back.



SIDE TO SIDE

Ⓐ button and Ⓢ button

Alternate between pressing the Ⓐ and Ⓢ buttons to cause your car to hop from side to side.



4-WHEEL HOP

Ⓐ button, Ⓐ button, Ⓢ button, and ⓧ button

Press all four buttons simultaneously to cause all the wheels to hop.

JUGGLE RIGHT / JUGGLE LEFT

L1 button and R2 button or R1 button and L2 button
Alternate between pressing the L1 and R2 buttons (or R1 and L2 buttons) to rock your car body diagonally.

PANCAKE

L1 button - L2 button - R1 button - R2 button
Press all four buttons simultaneously to cause all the wheels to hop.

DADAKKO

All buttons
Perform this Japanese trick by randomly pressing various buttons to cause your car to hop out of control.



BUNNY HOP

△ button - ○ button - △ button - ⊗ button
Perform several front hops, then when the front reaches a good height, perform a rear hop.



SHRIMP BACK

⊗ button - ⊗ button - ⊗ button - △ button
Perform several rear hops, then when the rear reaches a good height perform a front hop.

ROUND THE WORLD

L1 button - L2 button - R2 button - R1 button
Hop all four tires in sequence to cause a car-revolving hop.

SIDE FINISH

○ button and ○ button
Alternate between pressing the ○ and ○ buttons to rock the car and cause it to land on its side or even roll over.

FRONT HOP FINISH

△ button
Hop with the △ button until your car is balanced on the back wheels and fender.

SIDE SEESAW

L1 button and R1 button then L2 button and R2 button
Just like Side to Side

FRONT TO BACK SEESAW

L1 button and L2 button then R1 button and R2 button
Just like Front to Back

TRANSFORM

L1 button, L2 button
Raise/lower front

R1 button, R2 button
Raise/lower rear

Left stick /right stick
Rotate to cause front /rear spins

L3 button, R3 button
Execute performances



TIPS FOR PLAYING

SWITCHING

- Perform tricks according to screen commands.
- If you press different buttons than those indicated on the screen commands, your car will suffer damage and start to break down.
- Perform the indicated commands as many times as you can within the time limit. Points will not be deducted for mistakes.
- Proper button presses are not related to the beat of the music.
- Proper button presses are not related to the timing of animated command icons.



USING THE PAINT TOOL

Use the directional buttons to move the cursor at normal speed, and the left analog stick to move it a little faster. You can create your own murals using the paint tool in the shop. Apply self-created murals to your car by purchasing them at the shop just like you would other murals.

VIEWING THE SCREEN

PREVIEW WINDOW

Displays a preview image of your picture.



TOOLBOX

Use the icons here to select paint tools.



DRAWING WINDOW

This is where you draw your mural. You can adjust the zoom level by selecting a magnification level. Cursor coordinates appear in the upper-right corner of the screen.



*If you change the zoom level, the current drawing area will be highlighted in a red box in the preview window. You can change the portion of the mural shown in the drawing area by moving the cursor over the red box. Press and hold the \otimes button, and then drag the box to a different area. You can also specify the drawing area by moving the right analog stick.

COLOR PALETTE

Select colors.



COLOR PALETTE

PICKING A COLOR

First, select a color from the color bar. Next, press the \odot button to select the picture color, and the \otimes button to select the background color. You can also adjust picture and background colors by moving the RGB sliders. Move the cursor to a pointer on the side of a slider bar and hold down the \otimes or \odot button to change the color value. Alternatively, move the cursor to a slider bar and press the \otimes or \odot button to automatically align the cursor to the slider. While holding down the button, move the cursor to the right or left to change the color value. Each color has a maximum value of 255. White is produced when all of the colors are set to their maximum values.











TOOLBOX

Use the icons here to select the following paint tools.

PEN





First select the pen's thickness.

Hold the  button to draw lines in the drawing color, and the  button to draw lines in the background color (to erase lines).





The  and  buttons act like sponges that soak up ink in the drawing window. Move the cursor over a color in the drawing window and press the  button to soak up the color and enable the  button to produce the identical color. Similarly, press the  button over a color to set a color for the  button. These actions do not erase the original colors in the mural.



LINE



This tool draws straight lines. Position the cursor at the starting point and press the  button. Next, move the cursor to the ending point and press the  button. The  button draws lines in the drawing color, and the  button draws lines in the background color (erases lines).

BOX

This tool creates boxes. Position the cursor at the starting point and press the  button. Next, move the cursor to the ending point and press the  button. The  button draws boxes in the drawing color, and the  button draws boxes in the background color (erases boxes).


PAINT

This tool paints areas enclosed by lines.

Position the cursor over the area you wish to paint, and press the  button to paint in the drawing color, and the  button to paint in the background color (to erase).



STAMP

Move the cursor to the stamp you wish to use and press the  button.

UNDO

Undo the previous action. This tool can only undo the action immediately preceding its use.



OPTION

This tool allows you to save data, view samples, and perform other actions.

CANCEL
LOAD PAINTING
SAVE PAINTING
RESET
EXIT

Return to the paint tool.
Load paint data.
Save paint data.
Erase the entire screen.
Exit the paint tool.



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NOTES

