
ELECTRONIC ARTS™
PlayStation®
NTSC U/C
PlayStation®
ROAD RASH™ 3-D
TEEN
CONTENT RATED BY ESRB
SLUS-00524
ELECTRONIC ARTS

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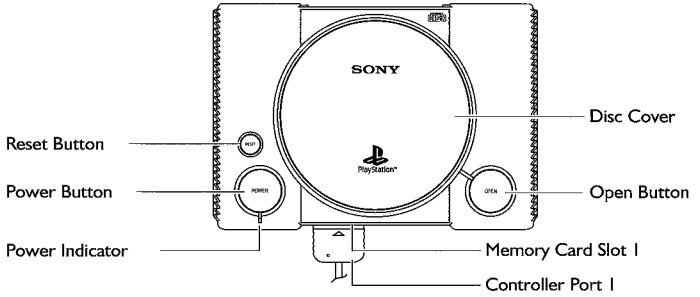
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To play now, ➢ *THRASH* on p. 10.

STARTING THE GAME

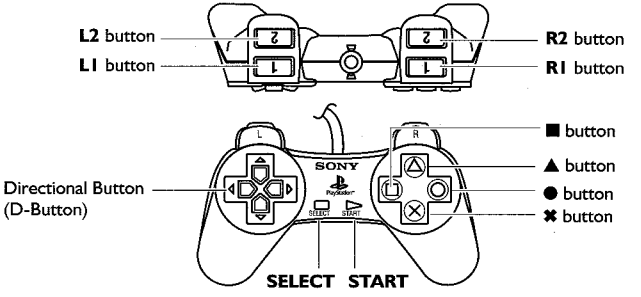


1. Set up your PlayStation® game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**
2. Insert the *Road Rash™ 3D* disc and close the Disc Cover.
3. Insert game controllers and turn on the PlayStation game console.

NOTE: When using the Multi-Tap, at least one controller must be connected to port 1-A.

4. Follow on-screen instructions to start a game. ➢ ***MAIN MENU*** on p. 9.

CONTROL SUMMARY



MENU NAVIGATION

Highlight menu item	D-Button
Cycle options	D- Button ↔
Select menu item	✖
Return to previous menu	▲
Get info on selected menu item	●

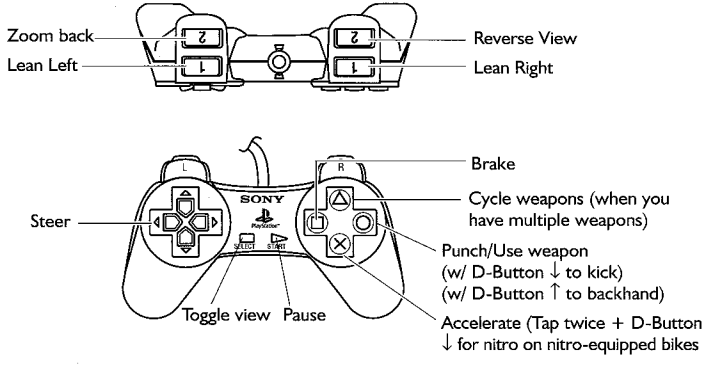
ON THE BIKE

You've got three standard controller configurations and two analog controller configurations from which to choose. The default standard controller is # 1. (Check out the figure below.) The default analog controller is #4.

To change a controller option:

1. Go to the Restroom.
2. Select CONTROLLER OPTIONS.
3. D-Button ↔ to select the controller you want to use.

CONTROLLER OPTION #1



Steer–Standard Turn	D-Button ↔
Lean–Gradual Turn. Great for lane changes and slight direction alteration.	**RI/LI**
Super Steer–Extreme Control. Use for panic avoidance.	**RI/LI** + D-Button ↔
Regular Throttle–Controlled Acceleration that limits wheelies.	✖
Max Throttle–Faster Acceleration. Pop wheelies.	Double-tap ✖
Nitro–(Level 3 bikes only) Temporary nitrous burst for quick acceleration and greater potential top speed. Amount per race is limited by bike type. Back to Max Throttle when nitrous bursts are expended.	D-Button ↓ + Double-tap ✖
Brake	■
Attack (Punch or weapon)	●
Jab-A quick punch or attack (less powerful than full punch)	Tap + Release ●
Kick	D-Button ↓ + ●
Quick Kick	D-Button ↓ + Tap + Release ●
Cycle Weapons (if you have them)	▲
Grab Weapon from Opponent	● When opponent attacks
Pause Game	**START**

Zoom Back	**L2**
Look Back	**R2**
Cycle Camera View	**SELECT**

NOTE: L3 and R3 are analog functions. If you wish to use analog or digital control you must be in analog or digital mode when you enter the Controller Options screen.



PATTY SEZ: **Use the GET INFO option on the Cafe screen to view a map of the track.**

For more info about this and other titles, check us out on the web at **www.ea.com.**

HELL ON WHEELS

Welcome to the most flagrant display of disregard for health and well-being ever recorded on two wheels. Speed-crazed bikers battle it out with their motors and their fists (not to mention an assortment of illegal weaponry) to determine once and for all who's the fastest and the toughest.

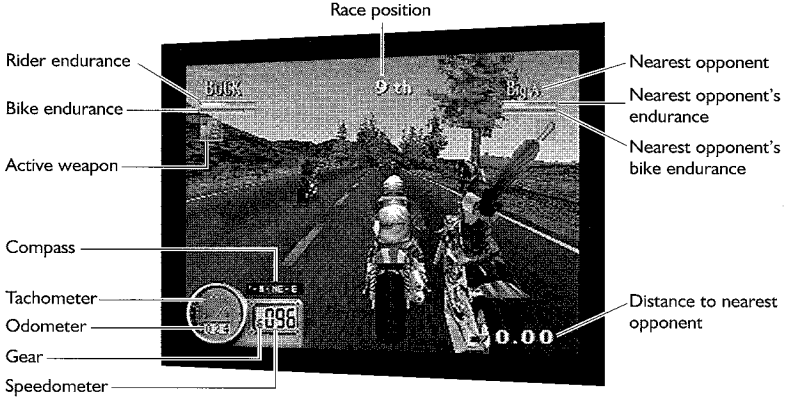
Your opponents ride with one of four gangs, each with a hangout on its own turf. The idea is to beat them all to the finish line without wadding your bike or getting busted by the cops. Win races, buy faster bikes. Wrestle weapons from hostile racers. Use them and abuse them. Just don't forget: this isn't your father's Sunday morning ride.

WE HOPE YOU FIND ROAD RASH™ 3D AS ENTERTAINING AS WE DO. GAMES ARE A GREAT WAY TO ACT OUT OUR FANTASIES IN A VIRTUAL ENVIRONMENT WHERE NO ONE GETS HURT.

THE GAME IS MEANT FOR ENTERTAINMENT PURPOSES ONLY. EVENTS IN THE GAME AND IN THE VIDEO ARE FANTASY AND ARE NOT MEANT TO MODEL REALITY IN ANY WAY.

IN THE REAL WORLD, IF YOU RUN FROM THE POLICE YOU'LL GO TO JAIL; IF YOU RIDE RECKLESSLY AND FALL OFF YOUR BIKE YOU MIGHT NOT GET BACK UP. THERE'S ONLY ONE PLACE FOR RACING: A CLOSED-CIRCUIT RACE TRACK. THERE'S ONLY ONE WAY TO RIDE: WITHIN THE LIMITS OF YOUR ABILITIES AND WITH FULL PROTECTIVE GEAR. USE YOUR HEAD.

DASHBOARD/GAUGES





PATTY SEZ: The road signs that pop up and show you where to go are relative to the angles of the road. Head in the general direction of the arrow, and use your best judgment.

Pause Screen (Soft Reset): Press Start during any race to pause the game. From the Pause screen you can resume the race, restart the current race, quit, or change audio options.

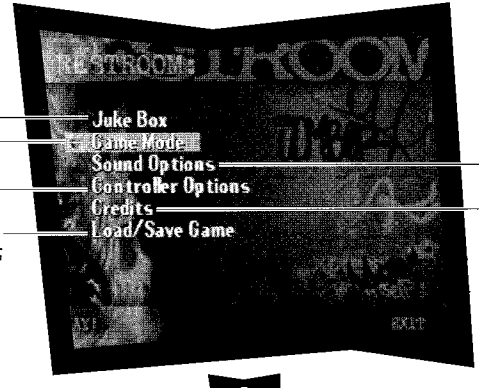
MAIN MENU

Choose your race mode and set game options.

THRASH	Jump right in and race. ➢ *THRASH* on p. 10.
BIG GAME	Race for the Big Bike, the Big Win, and the Big Dollar. ➢ *BIG GAME* on p. 10.
TIME TRIALS	Up to 6 players take turns racing to determine who is the king of speed. ➢ *TIME TRIALS* on p. 12.
RESTROOM	Set game options. ➢ *RESTROOM: GAME OPTIONS* on p. 9.

RESTROOM: GAME OPTIONS

Set game options.



THRASH

It's only a race. Great for learning a road or checking out the bikes. If you complete a level, you move on to the next.

You start at Level 1 on any bike you want and some pretty easy courses. If you place third or higher in all the races at Level 1 you have access to the races at Level 2.

NOTE: You can save only your current level in Thrash Mode. Individual races cannot be saved. ➢ ***SAVING AND LOADING SAVED GAMES* on p. 12 for more info.**

BIG GAME

The thinking man's means to an end. Here's the bait, squid: there are four gangs. Each rides a certain kind of bike. You can buy any of these bikes and, thus, be an associate of sorts. You race for money. You exchange the money for a faster bike, then you race again. Repeat until you're broke, broken in half, or busted by The Man.

If you're good, you might make the next level. If you're un-freakin-believably-screaming-sick, you win all the levels and take home the trophy, which means nothing to you because you're too bad for shiny trinkets.



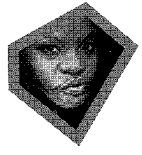
PATTY SEZ: **Place third or higher at every race on Level 1 to advance to Level 2. We've got a little surprise for you once you've qualified on every course at every level.**

RACE OVER

There are four ways to finish a race in the Big Game:

FINISH 1-3	Win some bucks and qualify on the course for the level you're racing on.
FINISH 4 OR LOWER	Win a few bucks and gain invaluable experience. You still have to finish in the top three to qualify the course.
WRECK YOUR BIKE	Pay the bills and race again. If you don't have the cash, the game is over.
GET BUSTED	Damn The Man! Pay the fine and race again.

If you go broke, you have to start over.



PATTY SEZ: **Save after every Big-Game race. If you go broke you can start where you left off.**

NOTE: To exit Big Game mode, go to the Restroom, change the Game Mode, then select OK. But beware. You lose your winnings if you exit Big Game before saving.

TIME TRIALS

Up to six players take turns racing to see who's got the biggest cajones. Best time wins. Each player uses the same bike and rides on the same course. You can turn AI bikers off for a pure run, or on to add a little spice to the competition. Save the best time for posterity.

SAVING AND LOADING SAVED GAMES

NOTE: Never insert or remove a memory card when loading or saving files. In order to save and load games, your memory card must be inserted in memory card Slot 1.

Save up to 10 Thrash Games, Big Games or Time Trials on one memory card. When you save a game in Thrash mode, you save only the level you're on. In Big Game mode, you retain your bike, cash, Level, races qualified, as well as any weapons you've ripped off. In Time Trials you save the fastest time for each course.

To Save a game:

1. From the Restroom menu, D-Button ↕ to highlight LOAD/SAVE GAME.
2. Press ✖ to select LOAD/SAVE GAME.
3. D-Button ↕ to highlight the slot to which you want to save the game.
4. Highlight SAVE.
5. Press ✖. The game is saved.

To Load a saved game:

1. From the Restroom menu, D-Button ↕ to highlight LOAD/SAVE GAME.
2. Press ✖ to select LOAD/SAVE GAME.
3. D-Button ↕ to highlight the game you want to load.
4. D-Button ↔ to highlight LOAD.
5. Press ✖. The game loads.

GANGS, BIKES, AND WEAPONS

Good friends, mobility, and self-defense—it's what life's all about.

HANG WITH THE GANG

- Each gang rides a certain kind of bike and only that kind of bike.
- When you buy a bike, you buy the favor of the related gang. Riders who belong to that gang may cut you some slack out on the road. It all depends how you play 'em. Riders of rival gangs will cover you like maggots on carrion.
- Each gang has its favorite weapons.

KAFFE BOYS

HANGOUT: Kaffe Koma, Southeast Territory

The Boys don't start many fights—they'd rather race—and they're pure speed freaks. Looking pretty on hi-speed race bikes is the lollipop's way, which explains why DeSades love to crack 'em. They've been known to use pipes and nunchuks, but they prefer kicks, punches, and the well-timed slam.

TECHGEIST

HANGOUT: Der Panzer Club, Northeast Territory

These scraps of Euro-trash sport high-end bikes with world-class handling. They love to ride in traffic, swerving between riders, and they prefer to avoid fights, unless a lone Dewley is the target. As a group they excel in canyon runs. They're superb riders, but they're not very sturdy.

DESADE

HANGOUT: Le Deuce Café, Southwest Territory

Highly aggressive and more than a bit sadistic, this band is big into cattle prods. They practice extreme animosity toward the Kaffe Boys. But when in numbers and packing weapons, they'll go after any poor sap within reach, unless some bike scraps can be had on the cheap.

DEWLEYS

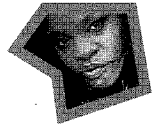
HANGOUT: Chux Roadhouse, Northwest Territory

The long-haired ponytail crowd rides cruising bikes and carries clubs and chains. Though they aren't known for picking fights, they never back down once provoked (or once they run into a Techgeist). They ride in groups, and they hit hard. Messin' with these dudes is serious business.

GET A FASTER BIKE

Visit Motorhead Patty's shop to blow your wad on a race-prepped screamer or a drag-style cruiser. The more money you have, the faster the bike you can get.

There are four classes. Each has its strong and weak points. With different rates of acceleration, deceleration, turning, sliding, and reliability, one of these mounts is sure to suit your style.



PATTY SEZ: **This ain't your father's *Road Rash*. The bikes and the roads require riding skills. You'd be sharp to get a feel for these bikes. Drift and brake when you need to, and you might want to scrub off some speed before leanin' into a corner, else we'll be talkin' some serious road rash.**

RACE REPLICA

Japanese-style Super Sport bikes made to look like their racing counterparts. These lightweight screamers turn on a dime and are blindingly fast. Problem is they slide around a lot and they're not very reliable once crashed a few times. Kaffe Boys love 'em.

SPORT

Techgeists favor the European-spec, special purpose street bikes. Balanced chassis and suspension designs lend these high-tech, high-dollar bikes a superior feel on the road, and the motors are strong and smooth. As a class, more reliable than the race replicas.

RAT

You never know about these hooligan machines. Heavily modified Race Replica and Sport bikes, they're hard on power and easy on the wallet (at least at the low end of the range). Get a pack of these together, and tire-shredding madness ensues. Reliability isn't usually a problem, but as far as handling, you get what you pay for. Ask a DeSade.

CRUISER

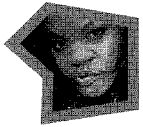
The not-so-traditional American staple. These heavily modified drag-style musclebikes are kind of slow in the twisties, but they pack a heavy punch down the straights and are perfect for the rider who lives to fight. The Dewleys won't ride anything else.



PATTY SEZ: **The yellow signs on the side of the road ain't decorations. Slow down or you'll be off-roading.**

GET AND CHANGE WEAPONS

You start without any weapons. You've got to grab them off the rider who's trying to mess you up.



PATTY SEZ: **Throw a jab to snatch a weapon from the jerk who's tryin' to break it in on your skull. And if you got the guts, try a little brawlin' with the rear-view camera and double the power of your attack.**



BASEBALL BAT



PUNCH



CROW BAR



MACE



PIPE



2 X 4



NUNCHAKUS



CHAIN



STUN GUN

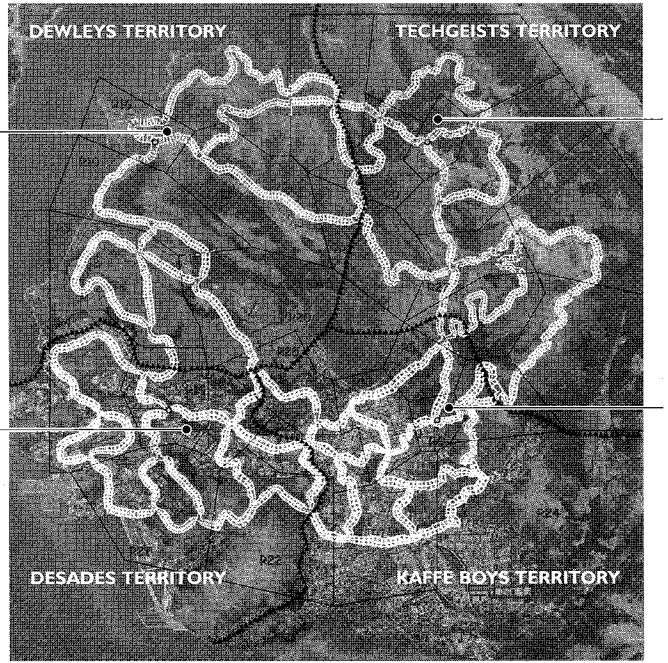


CATTLE PROD



PATTY SEZ: **Brawlin's got its place. It's up to you to decide how to use it to get your ass to the winner's circle. And remember, if you keep wreckin' your bike, don't expect top dollar on a trade-in.**

WORLD TOUR



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