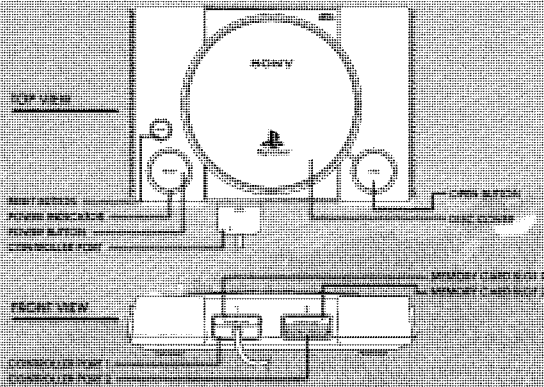

PlayStation
NTSC U/C
PlayStation
SAN FRANCISCO
RUSH
EXTREME RACING
MIDWAY
EVERYONE
E
CONTENT RATED BY
ESRB
SLUS-00505

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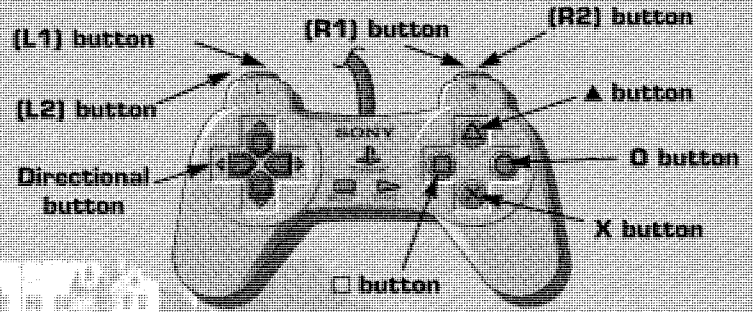
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Getting Started

Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the Power Indicator is **OFF** before inserting or removing a compact disc. Insert the ***San Francisco Rush: Extreme Racing***™ disc and close the Disc cover. Insert game controllers and turn on the PlayStation™ Game Console. Follow on-screen instructions to start a game.



Controller



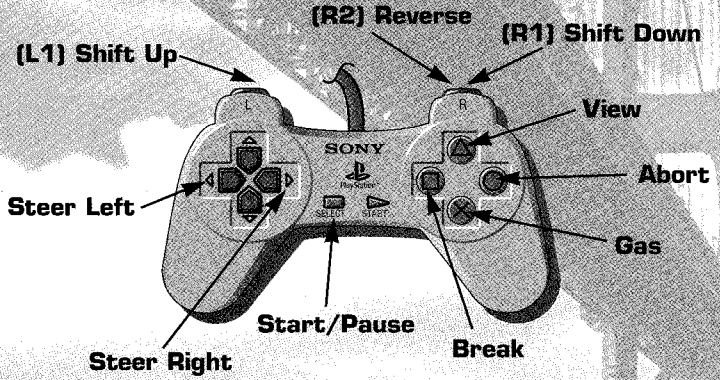
For a different, maybe better driving experience, try using the Sony® Dual Analog Controller™.

Menu Selection

Press the **Directional button Up**, **Down**, **Left** or **Right** to highlight options.
Press the **X button** to select options.
Press the **▲ button** to go to the previous menu.
Press the **Start button** to pause the game and display the Pause Menu.

Default Controls

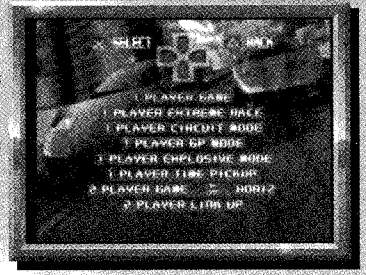
Before you begin your race, familiarize yourself with the controls.



If you're not happy with the default controller configuration, you can also select from six other configurations (see **Controller Options**, pg. 10).

Main Menu

Press **START** at any time during the Title Screen and Demo to view the Main Menu. It displays several options to get you ready for the challenging tracks of *San Francisco Rush: Extreme Racing*. Press the **Directional button Up** or **Down** to highlight an option.



Start Game

At the Start Game menu, select the amount of players and the type of game you want to play. Press the **X button** to choose one of these eight options and view the Track Selection Screen (see **Track Selection**, pg. 11).

1 Player Game

Pick any car and track for a nice, fast Sunday drive in the city. Select a car and track, then light up the streets of San Francisco.

1 Player Extreme Race

This is one race, do or die! Pick any car and track, then race as fast and careful as you can. One crash, and the race is over.

1 Player Circuit Mode

You think you're unbeatable? If so, this mode is for you. You'll race a circuit of 8 tracks; one after another. The first time you lose a race, the circuit ends, and it's back to the drawing board.

1 Player GP (Grand Prix) Mode

Race the 10 track Grand Prix of ***San Francisco Rush: Extreme Racing***. You'll race 10 tracks against 3 drones, accumulating points toward the Circuit Championship. You'll race each of the four standard track several times, but the tracks will vary using the "Forward/Reverse", "Night" and "Day" options (see **Track Selection**, pg. 11, for more details). Many options are preset and cannot be changed during your Grand Prix race. Display options may be changed at anytime (**Options**, pg. 9).

Following each race, Grand Prix point results will be displayed. Here's the breakdown: **First Place** =10 pts, **Second** = 6 pts, **Third** = 4 pts and **Fourth** = 0. You must finish the race to get any points.

1 Player Explosive Mode

Oh, you'll like this one. Begin the race, drive fast, but make sure you keep your speed above 60 mph once you're racing. If you drop below 60 mph, KABOOM! You're toast. Sounds familiar, doesn't it?

1 Player Time Pickup

This is cut-throat racing at its best. Standard Checkpoints will not be used in this race. You'll have to drive over yellow "hourglass" icons that represent extended time. As you race, you'll accumulate time, and at the same time, take time from your opponents. When a player runs out of time, he's lost.

2 Player Game (with split screen orientation)

San Francisco Rush: Extreme Racing lets you play a 2 player game on a split screen. Your orientation can also be changed to either **Horizontal** (top and bottom of the screen) or **Vertical** (right and left side of the screen). Press the **Directional button Left** or **Right** to toggle the orientation.



2 Player Linkup

If playing **2 Player Link Up**, connect two PlayStation Game Consoles with the Link Cable™ **before** power is turned on.

Make sure the Link Cable is firmly connected in the rear of each PlayStation Game Console before power is turned on.

After selecting "Start Game" from the title screen, both players must select the 2 Player Link Up option. Players will then be placed in the "Cable Link Up" screen where they will be prompted to press the **X button** to initialize the link or the **▲ button** to back out of the link. Track selection and all game options will default to the first player to activate link mode.

Note: There are no drones in the 2 Player Link Up race.

Using your Memory Card



If you're using a Memory card with your PlayStation, you'll likely want to Load and Save your high scores, options and controller configuration. You can manually load and save using the **Load - Save** option. If two cards are available, you will be will able to select the Memory card slot where you want to save the game data.

Press your **Directional button Up** or **Down** to highlight **Load** or **Save**, then press the **X button** to select. You will then have access to the files within the window. If you're loading a file, select the one you want, then press the **X button**. If you're saving, you'll need to select a file to overwrite or a new location for the new file. When you're done, select **Exit** to leave the Load/Save Screen.

If you are saving to a Memory card for the first time, and it is full, you can manage your Memory card (refer to your PlayStation console manual for instructions on Memory card management). Any files that are already on your Memory card may then be deleted to make room for new data. ***San Francisco Rush: Extreme Racing*** only requires one Memory card block.

WARNING: Do not insert or remove a Memory card during a save or load operation.

Sound Options

Highlight the volume option for **Music**, **SFX** (Sound Effects) or **Main**, then press the **Directional button Left** or **Right** to adjust the level or turn it **ON** or **OFF**.

Controller Options

Select a new controller configuration (see **Controller Options**, pg. 10).

Laps

Set the number of laps for each race from **2** to **9** laps. As a beginner, you may want the maximum amount of laps to give yourself time to catch up if you continually find yourself in the back of the pack. The lap counter will always default to 3 laps in Grand Prix Mode, Circuit Mode or Time Pick Up Mode.

Radar

Default is **ON**. If you don't care who's behind you, turn it **OFF**.

Map

You can turn the on-screen Map **ON** or **OFF**.

Speedometer

Default is **ON**. Most racers like to know how fast they're going, but if you don't, turn this option **OFF**.

Tachometer

Default is **ON**. If you can listen to the engine and know your RPM anyway, try turning this option **OFF**.

Cars

You can select the number of competing vehicles for each race. Select from **2** to **6** drones to race against. Cars will always default to four cars in Grand Prix and Circuit Mode. There are no drones in Two Player Link.

Controller Configuration

Everyone has their own preferences when it comes to driving, so ***San Francisco Rush: Extreme Racing*** lets you select one of 7 different configurations.



Select the player whose controls you want to change, then press the **Directional button Left** or **Right** to cycle through the available configurations.

As you cycle through the configurations, the buttons will change on the fly. When you see the configuration you want, press the **X button** to make that selection.

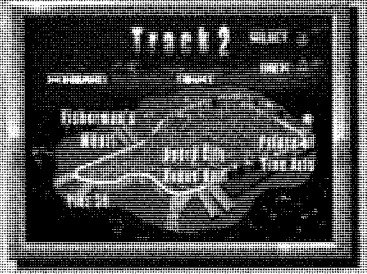


Controller Calibration

If you're using an Analog Controller, use this option to calibrate the joysticks. You'll want complete control of your car at 185 MPH.

Just select the player whose controller you want to calibrate, then follow on-screen instructions to calibrate the joysticks.

San Francisco Rush: Extreme Racing includes four selectable tracks. To select any track at the Select Track Screen, press the **Directional button Left** or **Right** to cycle through the available tracks.

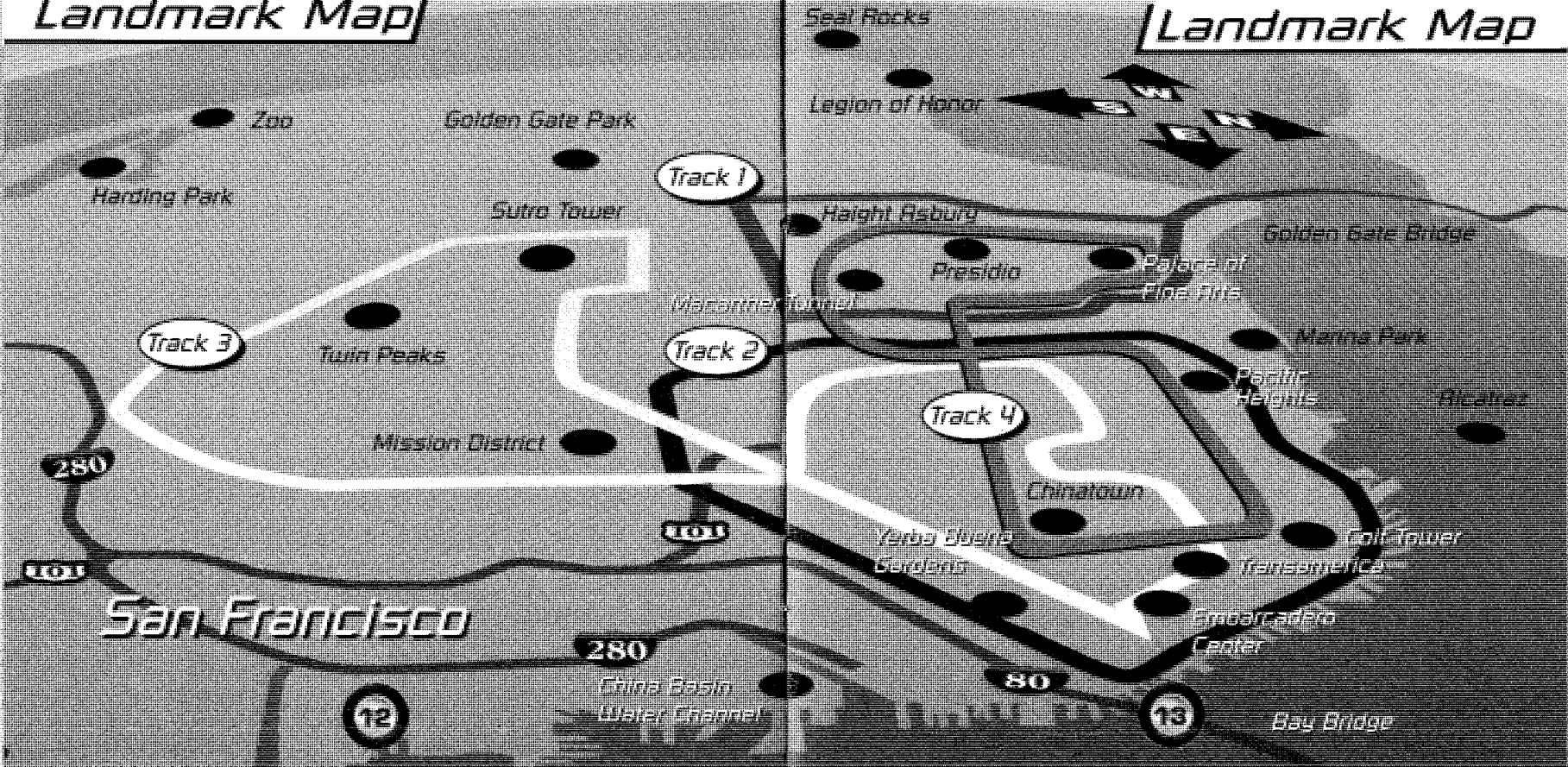


You can cycle **Day**, **Night** or **Snow** racing environments by pressing the **O button**. Although you may be familiar with the tracks in the default direction setting, these different race environments significantly change the complexion of each track, adding new challenge to each of the 4 available tracks.

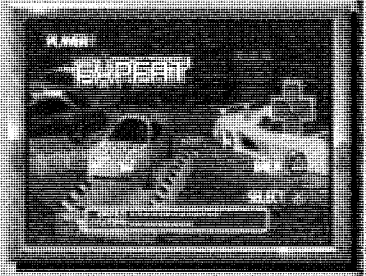
After you select your track, you'll go to the Select Car Screen (see **Car Selection**, pg. 14).

Note: If you're playing in **Circuit** or **Grand Prix** mode, the tracks will be selected for you. The **Forward** and **Reverse** driving modes will also be displayed. Because you're racing in an organized race, you'll experience 16 different tracks to race on.

For more information on the tracks created for ***San Francisco Rush: Extreme Racing***, see **The Landmark Map**, pg. 12-13.


Landmark Map
Landmark Map
Seal Rocks
Legion of Honor
Zoo
Golden Gate Park
Harding Park
Track 1
Sutro Tower
Haight Asbury
Golden Gate Bridge
Presidio
Palace of Fine Arts
Marina Park
Track 3
Twin Peaks
Track 2
Pacific Heights
Alcatraz
Track 4
Mission District
280
Chinatown
101
Yerba Buena Gardens
Coit Tower
Transamerica
101
San Francisco
Embarcadero Center
280
80
China Basin Water Channel
12
13
Bay Bridge

Car Selection



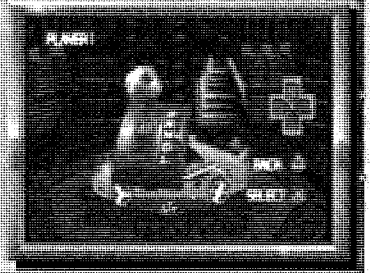
There are eight available screamin' machines to choose from in ***San Francisco Rush: Extreme Racing***. The Select Car Screen displays the first set of the 8 available cars. To switch back and forth between the two sets of 4 cars, press the **O button**.

Press the **Directional button Left** or **Right** to cycle through the available cars. As you highlight each car, the skill level of the car is displayed. Select a car that fits your style of racing. The car levels are Beginner, Advanced, Expert and Extreme. Press the **□ button** to change the color of your car.

REMEMBER...

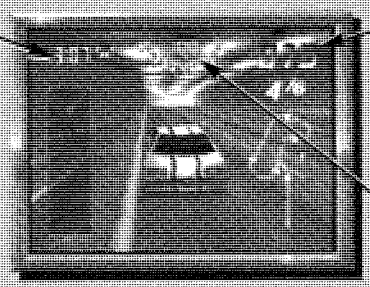
The higher the skill level of a car, the harder it will be to keep on the road. You may want to select a Beginner car first to get used to the tracks, then work your way up to the faster, more extreme cars.

Transmission



After you've highlighted and selected the car you want, the Transmission Screen will appear. Press the **Directional button Left** or **Right** to select one of the two options: **Automatic** and **Manual**. Automatic may be easier to drive with, but a Manual transmission will provide faster acceleration. When you're all set, press the **X button** to begin your race.

Hit the Road



You may not want to take your eyes off the road very often, but you'll have to work that out. As you race, there's some important on-screen information to take a glance at now and then.

Time Elapsed

Your cumulative lap time is displayed as you race. When you pass a checkpoint, your checkpoint time is displayed in red.

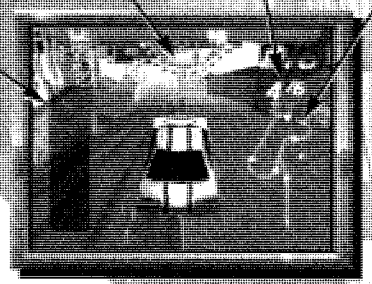
Speedometer

Your current speed is displayed in Miles Per Hour. Certain jumps and shortcuts are better negotiated at certain speeds. Make a note of your speed when you're successful with jumps and shortcuts. Then you can push the envelope a bit and increase your speed.

Time Remaining

The Time displayed at the top/right portion of the game screen counts down as you race. When this time runs down to 0, the race is over. Each time you pass a checkpoint, bonus time is added so you can make it to your next checkpoint. The amount of time added is based on the difficulty involved in moving from one checkpoint to the other.

Hit the Road



Track Map

The Track Map is used to determine your track position, your opponents' positions, checkpoint positions and laps remaining. A pink colored dot represents your position on the track. Checkpoints are represented as yellow arrows at various positions on the track.

Drone opponents appear as blue dots. In 2 Player mode, your opponent's color will be represented by a red dot. Your remaining laps are shown by a number located at the Finish Line. In a 2 player game, two numbers will count down each time you pass. If you're on your final lap, a checkered flag will appear.

Radar Map

This display proves very useful as you race. It shows your opponent's position in relationship to yours. Opponents appear as white rectangles on the RADAR map. Your car is represented by the pink crosshair at the top.

Place

As you race, your position is updated constantly. If your screen says 3/4 it means (third place)/(out of 4 opponents). Try to put a 1 up there.

Tachometer

Your tachometer displays your car's RPM. It's displayed in two colors: Yellow (Caution) and Red (Critical).

Things to Look for

Checkpoints

Checkpoints are positioned at various positions on the track. You'll need to continually pass through checkpoints to finish the entire race. You receive bonus time whenever you pass a checkpoint. If your time runs out just before you reach the checkpoint, hang in there. If you happen to coast through the checkpoint, your car will restart and continue. But you'd better really jam afterwards, because you'll still need to make it to the next checkpoint, and you may not have enough time if you restart from a crawl.

Shortcuts

As you drive keep an eye out for suspicious-looking fences, barriers and roads that seem to lead somewhere beyond your sight. A ramp is a good indication that you've found something worth checking out. If you happen to see some cones positioned somewhere, mow 'em down and keep driving. Remember, a shortcut is only a shortcut if it's negotiated properly.

Wrong Way

Occasionally during the race, you may take a wrong turn and find yourself heading in the wrong direction. If so, the words "Wrong Way" will flash on the screen. If you can't find the right road, press the **Abort Button** to set yourself straight.

Keys

You'll see these scattered throughout the track. Drive over them and collect them as you drive. If you collect enough, you can use them to select a bonus car at the Select Car Screen for that track (see **Car Selection**, pg. 14).

High Scores

If you manage to get around the tracks in record time, you can enter your name or initials into the record books. This option will appear after your race. To do so:

Press the **Directional button Left** or **Right** to highlight a character, then press the **X button** to select it. Repeat the process, and select up to 8 characters.

Select **<** (delete) to back up and fix mistakes. When you're finished, and everything looks good, select **END** to enter your name or initials.



Credits

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Artists: Tom Capizzi, Spencer Lindsay, Rob Adams & Kirk Young

Composer: Gunnar Madsen

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Special Thanks: Ray Bersabe, Steve Correll, Andrew Dyer, Brian Fritts, Mary Fujihara, Mark Gruber, Greg Hayes, Mark Hoendervoogt, Stevie Landaverde, David Macias, Forrest Miller, Todd Modjeski, Chuck Peplinski, Ralph Perez, David Reisner, Maribel Santa Cruz, Paul Shepard, Dave Shepperd, Chris Sutton, Mark Van Der Pol & Bob Weiss

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