
"...a standout racer."
-PSX Magazine
FINISH
HUMMER
HOT SOUNDTRACK BY
GRAVITY KILLS
TVT RECORDING ARTIST
TEST DRIVE™
OFF-ROAD
ACCOLADE
PlayStation™
NTSC U/C
PlayStation™
KIDS TO ADULTS
CONTENT RATED BY
ESRB
SLUS-00396
TDOSX

WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.
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™ game 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™ game 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.

HANDLING YOUR TEST DRIVE: OFF-ROAD™ DISC:

- This compact disc is intended for use only with the PlayStation™ game console.
- 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.

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TEST DRIVE: OFF-ROAD

INTRODUCTION

Welcome to **TEST DRIVE: OFF-ROAD,** a wild ride in the world's most exotic 4x4s. You'll race the hottest production 4x4 vehicles head to head or in mixed-vehicle races. You'll see how you stack up against the other drives as you speed through the twelve grueling courses.

Choose from these incredible rides: the Hummer®, the Land Rover™ Defender 90, the Jeep® Wrangler or the Chevy K-1500 Z-71™. Feel the power and the speed as you roar and slip through the straight-aways and curves of the race tracks. **TEST DRIVE: OFF-ROAD** uses real-world physics to calculate the interaction between the vehicles and the terrain for real race simulation action. You can play solo, or against your friends.

You'll find twelve tracks featuring three different environments, each one a unique challenge. You'll hear the actual engine sounds of the vehicle you are driving. No cheap imitations here! And you'll also hear awesome sound **GRAVITY KILLS**, in three special remixes.

You'll need to sharpen your reflexes to win in this game. So break out those driving gloves, strap on your helmet, and get ready to go!

GETTING STARTED

Setup the PlayStation™ GAME CONSOLE and insert the disc as described in the PlayStation GAME CONSOLE manual. Switch the power button on. To access the main menu screen press button X on your Controller.

MAIN MENU

You will now have the following options: PRACTICE RACE, MIXED LEAGUE, CLASS LEAGUE, 1 PLAYER (which can be changed to 2 Player. To change the number of players, highlight this option and press X. Make sure that you have controllers plugged into both ports), OPTIONS and LOAD/SAVE. By using the directional buttons, you can highlight your desired option. Press X to select your choice.

OPTIONS SCREEN

This screen presents you with the following options. To choose any of the options, use the directional buttons to highlight your desired option and press X to choose that option. It is advisable to select and fine tune your options before entering into any of the race modes.

HALL OF FAME

This option will show you the Hall of Fame screen. Each track has the best time for a lap on that track recorded, and the name of the driver who scored that time. To view the different Track records, use the directional button.

SOUND FX

On the Sound FX screen, the following options can be fine tuned to your liking. SPEECH LEVEL, SFX LEVEL, CD LEVEL and CD TRACK. For Speech level, SFX level and CD LEVEL the bar on the screen indicates the volume. When setting the Volume you are able to test the level you have chosen. To do this press button X, you will then hear an example of the current level. For CD track level you have the choice between: Auto, Pre-defined music tracks and

Random, (as it suggests, the game will choose a random track to play, this track will then repeat until you change the selection). One other option is to pick which sound track you wish to hear. This track will then repeat regardless of which track you are racing on, until you choose to change it. You will also have the option to turn the music off.

Driver Setup

The Driver Set Up screen allows you to do the following: enter name, turn anti-skid on or off and turn Power Steering on or off. You will also have the option to turn the on screen displays on or off.

ENTER NAME: This option allows you to enter your name and/or the password from a Mixed or Class League win. When you select this option, highlight and press CLR to clear the current name (Player 1 or Player 2) and use the direction button and the × button to type in your name. When you are done, select the return key and press ×.

ANTI-SKID: This option helps control spin-outs. The × button chooses between On and Off.

POWER STEERING: This option decides if power steering is active. The × button chooses between On and Off.

CONTROLLER: By pressing button × you will see a picture of the Controller explaining the function of each of the buttons. By pressing the left and right Directional buttons on the Controller you are able to cycle through five Controller configuration settings. When you have found your favorite setting simply press × to accept the changes. The default Gameplay controls are as follows.

ACTION	CONTROLLER
Pause Game	Start
Steer Car	Directional buttons left / right
Accelerate	× button
Brake/Reverse	■ button
Horn	▲ button
Handbrake (hit repeatedly for power slide)	● button
Change Camera Setting	Select
Rotate Camera 90%	L2 button
Panic	R2 button

Friction

This menu item allows you to turn the setting for Friction on or off. With the Friction turned on, the Vehicle you are using will act realistically when crossing various terrain, i.e. the vehicle will slow down when travelling across grass and mud etc. With the Friction turned off, the various terrains will not slow you down or affect the handling of the car.

Difficulty

Test Drive: Off-Road offers you three difficulty settings to choose from: Easy, Medium or Hard.

Damage

Choose to turn the damage feature on or off. With the damage feature turned

off the cars will not appear damaged however many times you misjudge that corner and go crashing into the barriers.

Drivers Names

You will have the option to have you name displayed in the game above your car. The default is to have this option turned off..

The other options on the menu screen are as follows:

Load Saved Game

Choose to re-load any Saved Games you have in either of the Memory Card slots. Press exit to return to the Main Menu.

Maps

Turn the on-screen map on/off

Stats

Turn the on-screen stats – velocity in miles per hour, current lap number and current race time – on/off

RACE MODES

Now either choose Practice Race or one of the leagues.

Practice Race 1 Player

Select this mode to race against three computer controlled vehicles; the computer vehicles will be randomly picked from the selection of vehicles available.

Practice Race 2 Player

To select this mode you will need to highlight the 1 Player Icon and change this to 2 Player, then select Practice Race. Both players will then be able to choose a vehicle of their choice. Once again you will race against your opponent and two randomly selected Computer Vehicles. The 2 player game default presentation is as a horizontally split screen. If you press **Start** (pause) during the 2 Player Race, you can access the Split Screen Toggle and change the view to a vertically split screen.
For both Practice Race 1 Player and Practice Race 2 Player, you get to choose which vehicle you compete in, the track you wish to race on and the number of laps. Do this by following the On Screen instructions.

Select Vehicle Screen

Choose from four different vehicles: Hummer®, Chevolet, Jeep and Land Rover™ then select from four colour combinations for each vehicle. There are four bonus vehicles that will become available when specific leagues are won in tournament mode.

Select Track Screen

Choose to race on any of the six available tracks, all the tracks are individually named and each track will fall into one of the following categories: DIRT TRACK, DESERT TRACK or SNOW TRACK. You can then decide how many laps you wish the race to consist of, choose from a minimum of 1 to a maximum of 5. Six additional tracks become available when you win specific Leagues in tournament mode.

When you have made all your selections, press ✕. The race will now begin.

MIXED LEAGUE

When you enter the Mixed League Mode you will be involved in a tournament competing against twenty three other competitors. The first challenge cup is King of the Mountain. After you have won it, the next trophy challenge will be made available to you.

In each league you will compete in Six Races all on random tracks. Once again you will be able to select any vehicle you wish, you will race against a mixed selection of vehicles. Immediately before each race you will be presented with 'Fixture List' screens. This screens will tell you the following.

1. Round Number (1 - 6).
2. The track you will be racing on.
3. (Second screen) The number of laps in the race (1 - 5).
4. Which race you will be in and the drivers you will be competing against. (Your race will be highlighted in yellow).

In order to progress in Mixed League, you must place 3rd or higher in the first 3 races, and 2nd or higher in the last 3 races.

Winning on each of the Mixed League Cups unlocks a track for you to use. The first two cups default to Easy or to your preset difficulty level. Winning these will open up each of two tracks. The second two cups default to Medium difficulty and open up each of two more tracks. The last two cups, Power Challenge and Elite, default to the Hard difficulty setting. Winning these will open up the final two courses.

MIXED LEAGUE SCORING SYSTEM

At the end of each race you will be presented with the latest League Table for

you to check your current standing. Whilst on this screen you will have the option to save the current game. The scoring system is as follows.

1. 1st Place - 10 Points
2. 2nd Place - 8 Points
3. 3rd Place - 4 Points
4. Last Place - 1 Point

CLASS LEAGUE

When you choose Class League once again you will be racing in leagues against 23 other competitors. This time, however, the leagues will be Vehicle Specific. There will be four different leagues: Hummer® Class League, Land Rover™ Class League, Chevy Class League and the Jeep Class League, choose to race in any of the Class Leagues.

Once you have selected the league you wish to compete in you will be requested to choose a colour scheme for your vehicle. As in the Mixed League you will be required to race in six races per league all on tracks all with varying numbers of laps to complete. As with the Mixed League prior to each race you will be presented with the 'fixture list' screen, giving you the same information as with the Mixed League.

CLASS LEAGUE SCORING SYSTEM

The Scoring System will replicate that of the Mixed League. At the end of each race you will be presented with the latest league table for you to check your current position.

In the Class League you are given the opportunity to access four bonus vehi-

cles. To access the bonus vehicles you will need to achieve the following results.

1. Win Hummer® Class League with difficulty setting on Medium Hard to access the bonus Monster Truck.
2. Win Land Rover™ Class League with difficulty setting on Medim or Hard to access the bonus 4 x 4 Buggy
3. Win Chevy Class League with difficulty setting on Medium or Hard to access the bonus Hot Rod.
4. Win the Jeep Class League with the difficulty setting on Medium or Hard to access the bonus Stock Car.

Note: When you have gained access to these four Bonus Vehicles you will be in a position to choose them on the Vehicle Select Screen. However, they will only be available during a Practice Race.

RACE TIME

Once you have selected your Race Mode, selected your Vehicle and number of laps etc you will be ready to take to the tracks to tackle the demanding terrains and challenge the best.

To complete each track you will need to cross the five CheckPoints and the Finishing Line. If you miss a CheckPoint, arrows will appear in the middle of the screen instructing you to turn around to pass the required Check Point.

There are other on screen displays to help you during the race. You will be aided by: Speedometer, Timer, Lap Counter, Race Map and Position Indicator.

CAMERA VIEWS

There are four camera angles to choose from when racing. Cycle through the camera angles pressing the Pre-Set button. The four camera angles are: Low Behind Car, Slightly Higher Behind Car, Very High Behind Car and In Vehicle Cam. Please note in 2 Player Mode when you are racing using the In Vehicle Cam the dashboard will not be shown.

The camera view can also be altered in Test Drive by pressing the Pre-Set button, the camera will rotate 90° allowing a side on view, a view from in front of the car as well as the default setting behind the car.

PAUSE MODE

By pressing the START button the game will pause. You will now have two options either CONTINUE the game or you will have the option to QUIT if you choose to Quit you will be presented with the Results Screen this will indicate your Retirement and advise of the other placings.

LINK MODE

In order to play via Link Mode you must have two monitors, two PlayStation™ game Consoles connected by a link, and two copies of **TEST DRIVE: OFF-ROAD**.

Turn both machines off and connect the link cable to both machines. Turn the power back on, load the game on both machines, and the menus will show the Link Menus. Unavailable options will be grayed out. Select Practice Race, and you both will be prompted to select vehicles. One player at random will be chosen to select the track and the number of laps.

Note: At any time, should you need to reset the game, use the RESET button on the Console.

The Vehicles:

In **Test Drive: Off-Road**, you'll be able to drive one of four exciting vehicles. Each of these 4x4s has been carefully chosen to give you the race of a lifetime. Study them well, and pick out the one that best suits your driving style.

Hummer®

It's not a car. It's not a truck. It's not just another 4x4. It's a Hummer®, a vehicle designed to face the rigors of combat; designed to meet the demands of the United States Armed Forces. What could be better for off-road racing?

The Hummer® features sixteen inches of ground clearance, full-time four wheel drive, and a 72-inch-wide track for with an extremely low center of gravity. Its unique design give true full-time four wheel drive because with Hummer's torque blasting differentials, power is delivered to all four wheels, even when one or more has lost traction. And flat tires aren't a problem. With Hummer's Runflat Tire System, you can go up to 20 miles at speeds of up to 30 mph on flat tires. Perfect for those grueling races when you just don't have time to stop.

The Hummer® boasts a 190 horsepower GM LOS 5.7 liter gasoline engine delivering 300 lb. ft. of torque. This translates into top speeds of over 75 miles per hour and power when you need it. The 4-wheel fully independent suspension system with heavy-duty springs and shock absorbers provides comfortable ride even on the toughest terrain and enables the Hummer® to carry up to two tons. And with the Central Tire Inflation System, you can inflate and deflate your tires while on the move to adjust to the terrain.

Land Rover™ Defender 90

The Defender 90 was Four Wheeler Magazine's "1994 Four Wheeler of the Year," and it's just gotten better. The interior has been improved to make it quieter, more comfortable, and more convenient. But you don't care about all of that. You care about power, about performance, about guts.

And the Land Rover™ has all of that and more. It features a 3.9 liter, 182 horsepower, aluminum alloy V8 engine with electronic fuel injection to move you along at breath-taking speeds. The 10.5 inch hydraulically-actuated clutch mated to the smooth-shifting R380 5-speed manual transmission makes tackling tough ground a breeze. The permanent four-wheel drive, the live axles front and rear with four wheel, long travel coil spring suspension and front and rear sway bars will drag you over any terrain. And the four-wheel power assisted disc brake system with ventilated front disks will make sure that you can slide through those turns and stay out of trouble.

But best of all, you'll be showing your sense of individualism and freedom as you drive one of the classiest vehicles around. Nothing says élan like Land Rover™; nothing says adventure like Land Rover™.

Chevy K-1500 Z-71™

More power is what you want. And more power is what you get with the Chevy Z-71™. The Vortec 5700 L31 engine is loaded with 255 horsepower and 330 lb.-ft. of torque. The straight-port cylinder heads with revised combustion chambers improve airflow, raise the compression ration to 9:4:1, and give you the maximum performance you need for top-notch race performance.

And the features don't stop there. The five-speed manual transmission has

been upgraded to handle the torque of that new Vortec V8. The gear shift has synchronized forward gears to provide the smooth, easy shifting you'll need to tackle the race courses.

The Z-71™ has independent front suspension with upper and lower control arms and a stabilizer bar to give you a road-hugging close ride. The Insta-Trac system allows you to switch between two-wheel drive and four-wheel drive "on-the-fly," with just the touch of a button. This baby has it all: power, handling, and reliability.

Jeep® Wrangler:

This is what you want. Distinct, capable, real; Jeep is a legendary name among off-road vehicles. This is the ultimate freedom machine; the ultimate racing machine. From fender to bumper, the Jeep® Wrangler has what it takes to win races.

Feel the power of the high-output 4.0 litre 6-cylinder engine; a power plant that delivers more horsepower and torque than any vehicle in its class. And admire the Command-Trac® four-wheel drive system. Its low ranger more than doubles the normal gear ratio and gives phenomenal low-speed power and control in conditions that would bury normal vehicles. Conditions that you'll be racing in.

The new Quadra-Coil™ solid axle multi-link suspension combines the utmost ruggedness and capability with pavement-happy ride and handling. The big windshield gives you a clear, unobstructed view of the road ahead. The superb engineering and Jeep toughness leaves the competition behind.

The Tracks:

There are twelve tracks to race on in **TEST DRIVE: OFF-ROAD.** Each of these challenging courses plows through one of three challenging terrain types.

Forest Track

The dirt tracks are the happy mediums of this race circuit. Not as slippery as a snow track, not as shifting as a desert track, these courses call for well-balanced driving skills. Power-slides through the turns will serve you well here. And when there are long straight aways, pile on the speed. But beware of the bumps and hills on the tracks; these can leave you airborne when you should be turning, and can even cause your vehicle to roll if you hit them at the wrong speed and angle. You may be tempted to drive the entire course, pedal-to-the-metal. But you'll be well served by moderation.

Desert Track

These tricky, shifting tracks are a real challenge. The fight here is for traction; acceleration is much slower here. But be careful! It is hard to get going fast, but it is also hard to stop quickly. If you aren't wary, you'll find yourself flying off of the course, and have to spend valuable time re-tracing your path. Make sure you give yourself plenty of time in the turns, and beware those momentum-eating power skids.

Snow Track

The snow courses are almost the opposite of the desert courses. You can get going quickly, but changing directions and slowing down are challenging. Don't try to skid through the turns, or you'll find yourself doing donuts or

rolling. Anticipating the course is the key here; if you know what you are supposed to do well in advance of doing it, you'll prosper. Avoid contact with the other vehicles are all costs! More so than on the other two types of courses, hitting another vehicle can cause you to loose control.

The Courses:

TEST DRIVE: OFF-ROAD has twelve courses for you to race on. In Practice Race mode you can choose which course you want to race on, which is perfect for practice. In league mode (single or mixed class), you will drive over six different tracks. The number of laps for each race in a league may vary.

Track #	Type	Course
1.	Forest Track	Country Road
2.	Desert Track	Jump Jet
3.	Desert Track	Sand Speedway
4.	Forest Track	Ridge Runner
5.	Snow Track	Devil's Elbow
6.	Snow Track	Winter Wonderland
7.	Forest Track	Dirt Dash*
8.	Desert Track	Pharoah's Curse*
9.	Desert Track	Sand Trap*
10.	Forest Track	Under Construction*
11.	Snow Track	Snowball Express*
12.	Snow Track	Pipeline Way*

* After you have unlocked each of these tracks in Mixed League, you will get a password so you can access the tracks during later play sessions.

ELITE: CREDITS

Written by:	Greg Knight
Graphics:	Adam Batham
	Edward Linley
PlayStation Conversion:	Dave Taylor
Development Tools:	Adrian Jones
	Simon Lacey
	James Roberts
Additional Programming:	Simon Lacey
	Paul Taylor
Original Track Design:	Jason McFee
Sound Engineer:	James Muggeridge
Video Editing:	Joel Rowney
Testing:	James Muggeridge
	Shaun Mallen
	Kirk Raybould
Product Support:	Phil Bradley
Development Manager:	Daniel Luczywo
Executive Producer:	Steve Wilcox