Ragged Edge Racing!



Off-Road mayhem at its best!



Race from the Alps to the beaches of Hawaii



Win the World Tour and upgrade your 4x4





Fun, fun, fun in the mud, mud, mud!

Catch serious air off insane jumps

ACCOLADE

1 Player | Memory Card | Analog Control | Vibration Function Compatible

freegamemanuals.com

- **HUMMER® EXCLUSIVE™** – the only game to include the world famous HUMMER®
- **20 VEHICLES INCLUDING OVER 10 LICENSED OFF-ROAD BEHEMOTHS** – Choose between the Dodge® Ram, Ford Explorer™, Jeep® Wrangler, Ford F-150™, Chenowth FAV, Jeep® Grand Cherokee, Dodge® T-Rex, and more...
- **12 TRACKS IN 6 REAL-WORLD LOCALES** – Make killer mud rooster tails, crash through snow drifts, ocean surf and sand, or just bash, bump and crush your opponents' vehicles while avoiding boulders, trees, cliffs and mud pits.
- **WORLD TOUR MODE** – Defeat your competition in any of 6 classes to open new tracks & buy better vehicles.
- **MODIFIABLE AND UPGRADEABLE VEHICLES**
- **DUAL SHOCK™** Analog Controller support. Vibration so real you might get whiplash!
- **AWESOME SOUNDTRACK** featuring: Sevendust, Gravity Kills and Fear Factory

EA 9730

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EVERYONE

Visit www.esrb.org or call 1-800-771-3772 for Rating Information

PlayStation

NTSC U/C

PlayStation®

EVERYONE

E

CONTENT RATED BY ESRB

SLUS-00609
T02SX



TEST DRIVE OFF-ROAD™ 2

"...the best four-wheelin' action on the PlayStation."
-PSM

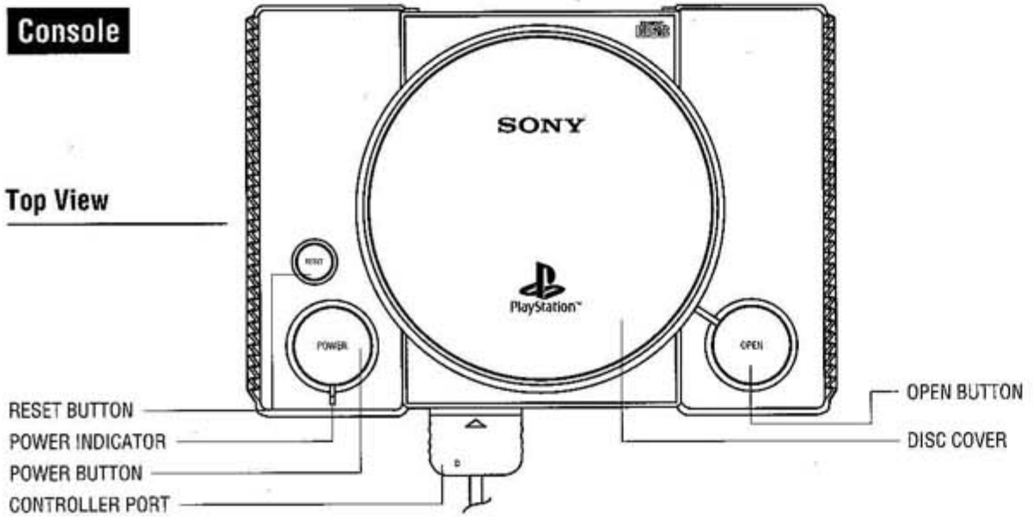
ACCOLADE

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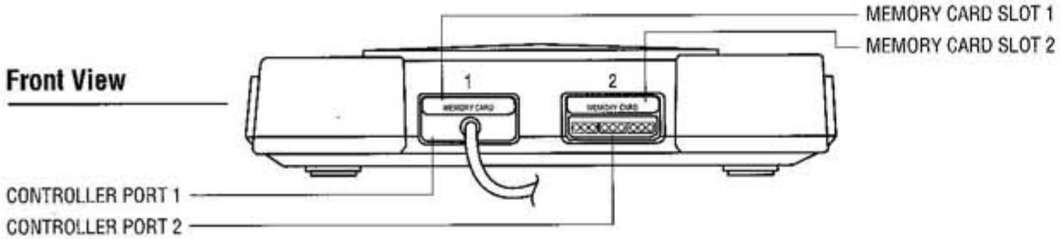
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Console

Top View



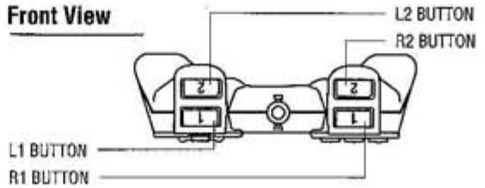
Front View



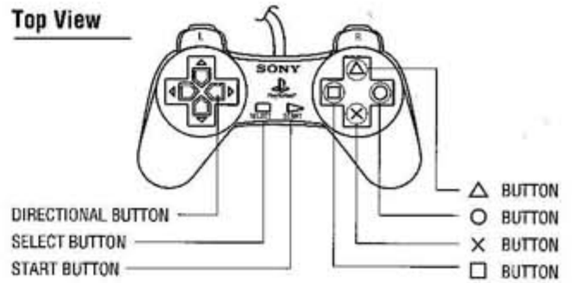
POWER UP

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. Insert the game disc and close the disc cover. Insert game controllers and turn on your PlayStation® game console. Follow the on-screen instructions to start the game.

Front View



Top View



FACTORY STANDARD DRIVING CONTROLS

Standard Sony Controller:

Directional Button RIGHT	Turn Right
Directional Button LEFT	Turn Left
× Button	Gas Pedal/Accelerator
■ Button	Brake/Reverse To Reverse: press to stop, then press and hold.
● Button	Rearward View
▲ Button	Change View
START Button	Pause game and display pause menu
L1 Button	Shift down (Manual Transmission)
R1 Button	Shift up (Manual Transmission)

Dual Shock™ Controller:

RIGHT Joystick	Push forward to Accelerate. Pull back to brake or reverse.
LEFT Joystick	Steering
× Button	(not used)
■ Button	(not used)
● Button	Rearward View
▲ Button	Change View
START Button	Pause game and display Pause Menu
L1 Button	Shift down (Manual Transmission)
R1 Button	Shift up (Manual Transmission)

NOTE: Controls can be customized by selecting the CONTROLLER SETTINGS selection in the Options Menu (OPTIONS in the Main Menu).

MAIN MENU

The Main Menu offers the following options. Use the Directional Buttons to select an option and then press ×.

- **SINGLE RACE**

  Choose your track. In the beginning, only a handful of courses are open. If you place first in the different Classes in the World Tour, you will unlock tracks you can play in Single Race.

Track Selection: Choose a course by moving left and right with the Directional Buttons. Confirm your selection by pressing ×.

Vehicle Menu: Use the Directional Buttons to cycle through the different vehicles. Press × to select the particular vehicle you want.

- **WORLD TOUR**

  World Tour is where you show your stuff. World Tour races are divided into 5 Classes: Hummer®, Safari, SUV, Truck, and Military. You must take first, second, or third in order to progress on the race ladder. A player earns points based on his finishing position. If the player wins that Class by earning the most points, a track will be unlocked. Once you have beaten each class race, you must then beat the Open class to win the game. Watch out, because the competition in the Open class is brutal.

  Showroom: When you begin the game you are given enough credits to choose from only a few vehicles. Each vehicle has a class qualification, so that, for instance, only a truck may race in the Truck Class, and only a military vehicle may race in the Military Class.

  If you take first, second, or third in a World Tour, you will win credits. You will win significantly more credits if you place first in a race, and you will win even more if you win the Tour. Once you have won enough credits you can buy a new vehicle. You may sell one of your vehicles back to the dealer, naturally for less than what you paid for it.

• **OPTIONS**

Game Settings: The sub-menu allows you to set various parameters for gameplay. Toggle the options using the Directional Pad right/left buttons:

Difficulty: Three settings, Easy, Medium, and Hard. Choosing a harder difficulty setting will make the opponents more aggressive and make it harder for you to spin them out. Furthermore, the track surfaces will become more difficult to drive on, and there will be less time to traverse checkpoints. Difficulty affects **SINGLE RACE** only.

Speedometer: Changes between MPH/KPH.

Checkpoints: You may turn the checkpoint timers off in Single Race. If you do turn these off, your handle will not be recorded in the High Score table.

Vibration: This turns force feedback vibration on and off.

Music Volume: This sets the default music volume when you race.

SFX Volume: This sets the default sound effects volume when you race.

Controller Settings: Select alternative control configurations from the list of supported controllers. Use the Directional Buttons to select an option and then press ✕.

Memory Card: Select this option from the Main Menu to access your Memory Card that is plugged into the PlayStation™ game console. The Memory Card sub-menu is detailed below. Use the Directional Buttons to select an option and then press ✕. Press ▲ to go back one menu.

NOTE: Do not remove a Memory Card during a Load or Save.

Load: Select the Load icon to load the current state of all aspects of the game. This includes all the bonus vehicles and reverse tracks you have unlocked, your game settings, and all your high score information. Follow the on-screen instructions to load a game.

Save: Select the Save icon to save the current state of all aspects of the game. This includes all the bonus vehicles and reverse tracks you have unlocked, your game settings, and all your high score information. Follow the on-screen instructions to save a game.

Delete: Select the Delete icon to delete a saved game. Follow the on-screen instructions to delete a saved game.

High Scores: Select this option to view the Hall of Fame. The names and times of your performance on all the tracks and all the World Tours are listed here.

Credits: Select this option to learn a little about the people who brought you Test Drive Off-Road 2.

Screen: Use the Directional Buttons to center the game screen.

Enter Name: Identify yourself for racing and high scores.

Visual Displays

Checkpoint Timer

The large digits at the top center of the screen are the Checkpoint timer. You must reach the next checkpoint before the timer counts down to zero. When you cross a checkpoint you get more time added to the timer.

Time

The timer in the upper left corner displays your elapsed time in the current race.

Race Position

The number in the upper right hand corner shows your current place in the pack: "1" means you are in first place. Off-Road racing is a tough sport, and rubbing is part of the game. You can push and bump other players out of the way, but be careful; they will try to do the same to you.

Speedometer/Tachometer

The dials in the lower right hand corner shows current speed and engine RPM. The large dial is your speedometer, the digital readout displays your speed, and the small dial is your tachometer.

Brakes

The taillights come on as a visual indication that you are braking. The brake is a valuable tool; it will help you win if you learn to use it wisely.

Camera

You have a choice of several camera positions in and around the car. It is helpful to find an angle that you are comfortable with at the beginning of the race, and sticking with it as you drive. Some practice will tell you what works best for you. Press ▲ to alter the camera view of your vehicle; press ● for a view of what is behind your vehicle.

Racing Rules

Your First Goal

Once the race starts, you must make it to the next Checkpoint before the Checkpoint Timer counts down to zero.

Checkpoints

As you race around the track, you drive through checkpoints. These are shown as marker-standards to help you measure your progress. You must reach the next checkpoint before the Checkpoint Timer counts down to zero or the race ends. When you cross a Checkpoint, you get more time added to the Checkpoint Timer. You can toggle the timer on and off in OPTIONS.

Finish Line

Each track ends with a Finish Line banner. The first car across the finish line is the winner.