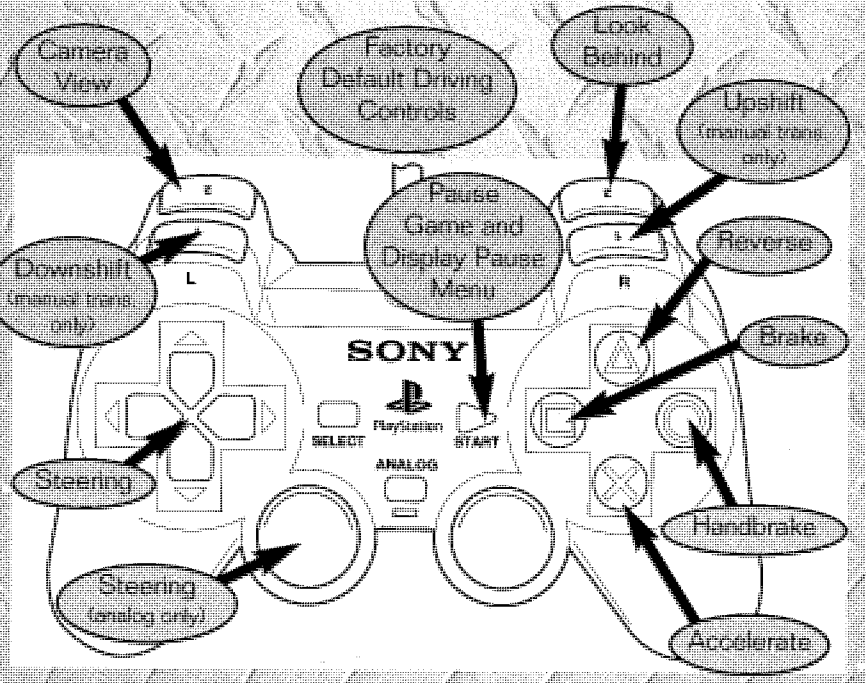

PlayStation
NTSC U/C
PlayStation
EVERYONE
CONTENT RATED BY ESRB
SLUS-00840
T03PSX
H U M M E R
INFOGRAMES
TEST DRIVE
OFF-ROAD 3

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NOTE: Controls can be customized by selecting the CONTROLLER CONFIG 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 the ✕ button. To back up one menu, press the ▲ button. To return to the Track Select screen during gameplay, press the START button and RETIRE.

- ***ARCADE***

  Choose your track. In the beginning, only a handful of courses are open. If you place highly enough in the different Divisions in the World Tour, you will make other environments available in Arcade mode.

  NAME ENTRY: Use the directional buttons to maneuver around the virtual alphabet and use the ✕ button to make your selections.

  TRACK SELECT: Use the right and left directional buttons to choose among the tracks open to you. If the different environments are available, use the up and down directional buttons to toggle day & night, and to choose either the forward or reverse direction of the track. Use the ✕ button to make your selections.

  VEHICLE SELECT: Use the right and left directional buttons to choose among the vehicles open to you. You must also choose between manual and automatic transmission. If you have a saved game, you may load it from your Memory Card and use whatever vehicles and modifications you may have acquired so far.

- ***TWO PLAYER***

  Choose your track. As in Arcade mode, there are only a handful of tracks available. If you have placed highly in any of the different Divisions in World Tour, you may have other choices open to you.

  TRACK SELECT: Use the right and left directional buttons to choose among the tracks open to you. If the different environments are available, use the up and down directional buttons to toggle day & night, and to choose either the forward or reverse direction of the track. Use the ✕ button to make your selections.

  1P VEHICLE SELECT: Use the right and left directional buttons to choose among the vehicles open to you. You must also choose between manual and automatic transmission. If you have a saved game, you may load it from your Memory Card and use whatever vehicles and modifications you may have acquired so far.

  2P VEHICLE SELECT: As above, but for Player 2.

- ***WORLD TOUR***

  World Tour is your chance to make your mark. World Tour races are divided into 3 Divisions, each of which is made up of two or three Cup challenges – which you may race in any order – and the final World Cup. The Divisions are differentiated by the skill of the opponent drivers and by the size of the prize purses. You must take first (gold), second (silver), or third (bronze) place in order to progress on the race ladder. By completing a Division, you not only make the next

Engine Modifications

Stock: as is
Turbo Package: added acceleration
Torque Package: low-end power
Speed Package: higher top speed

Suspension Modifications

Stock: as is
Hard Shocks: better turning
Soft Shocks: better over bumps
Hydraulic Shocks: greater altitude & distance over jumps

Tire Modifications

Stock Tires: as is
Racing Tires: better handling on asphalt and packed dirt
Heavy Duty Tires: better handling on snow and mud
All Terrain Tires: better handling on water, dirt and grass
Paddle Tires: better handling on mud, water, sand and hazards

Special Modifications

Lift Kit: raises vehicle, allowing it to clear hazards more easily
Lowering Kit: lowers vehicle, making it faster on even roads
Roll Cage: improves the recovery time after a crash
Transfer Case: helps give greater control and power on uneven surfaces
Power Brakes: better stopping power

higher Division available for play, but you are also rewarded with new and more exciting environments in which to race in Arcade mode. Once you have completed a Cup challenge, you may re-race it any number of times in order to better your trophy. Acquiring a gold trophy is a special achievement that deserves and gets special recognition. Once you have won each Cup in each Division, you must then win the World Tour Cup to win the game. Watch out, because the competition in the World Tour Cup is brutal.

SHOWROOM: When you begin the game, you are given enough credits to choose from only a few vehicles. Choose wisely.

If you take first, second, or third place in a World Tour Divisional cup race, you will win credits. You will win significantly more credits if you place first in a race. Once you have won enough credits, you can buy a new vehicle. After you've purchased a vehicle for use in the World Tour, you can use that vehicle in Arcade mode as well.

You may also purchase vehicle modifications. A vehicle may have only one each of engine, suspension, tire and special modifications. Once you have purchased a vehicle modification for use on the World Tour, you may also use that modification in Arcade mode.

• ***OPTIONS***

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 the X button.Press the ▲ button 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 all 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 bonuses you have unlocked, your game settings, and all your high score information. Follow the on-screen instructions to save a game.

CONTROLLER CONFIG: Select alternative control configurations. Use the directional buttons to select an option and then press the X button.

GAME OPTIONS: The sub-menu allows you to set various parameters for gameplay. Toggle the options using the right/left directional buttons:

CHECKPOINTS: You may turn the checkpoint timers off in Arcade mode.

DIFFICULTY: There are three settings, Easy, Medium and Hard. Choosing a harder difficulty setting will make the opponents more aggressive. Furthermore, there will be less time to traverse checkpoints. Difficulty affects Arcade mode only. "Easy" excludes you from qualifying for a High Score.

SPEEDOMETER: Changes between MPH/KPH.

SCREEN ADJUST: Use the directional buttons to center your game screen on your television.

APPLY CHANGES: Press the X button to activate any changes you have made in this sub-menu.

SOUND OPTIONS: Select this option to make alterations to the sound volume and background music.

SFX VOLUME: This slider sets the sound effects volume.

BGM VOLUME: This slider sets the background music volume.

STEREO\MONO: Choose between Stereo and Monoaural sound.

AUDIO TRACK: Choose which background music you want to play.

APPLY CHANGES: Press the X button to activate any changes you have made in this sub-menu.

CREDITS: Select this option to learn a little about the people who brought you Test Drive Off-Road 3.

• ***HIGH SCORES***

View the high scores by track, ranked by (player) name, time and vehicle.

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 right corner displays your elapsed time in the current race.

Lap Counter
The first line in the upper left lists, in the form of a fraction, the lap you are racing over the total number of laps for your race.

Race Position
The number in the second line of the upper left hand corner shows your current place in the pack.

Speedometer/Tachometer
The dial in the lower right hand corner shows current engine RPM. The large blue digital readout is your speed and the small green (red in 2-player) number is the transmission gear you are currently using.

Map
On the lower left of your screen is a representation of an overhead view of your current track. You and your opponents are shown as colored dots zooming around the track. Make sure the green one stays out in front and you'll win every race.

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 the L2 button to alter the camera view of your vehicle; press the R2 button 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.

DRIVING TIPS

Traction

While racing, you want to get the best possible traction so that your gains against your opponents are not wasted effort. Should you find your wheels spinning, release the accelerator, allowing the wheels to gain traction on the course. Once your wheels have slowed, depress the accelerator again. In other words, if you find yourself spinning your wheels, let up on the gas, wait a moment, and then PUNCH IT!

Important Tip

Power Boost

When you're climbing hills and driving through mud, pump the accelerator. You will get extra bursts of power to help you up inclines and through hazards. This is especially helpful for the low-end vehicles.

Jumps

Jumps are all about speed. If you need to clear an obstacle, drive as fast as you can up the jump and try to land on the flattest surface possible to ensure a stable recovery.

Modifications

You can customize your vehicles with modifications that will aid you in overcoming the hazards characteristic to each track. Pay careful attention to which modifications are best suited to helping you overcome

which hazards. You will find that certain combinations of vehicle modifications work best against certain types of hazards.

Each vehicle has five characteristics measured by horizontal bars of color at the bottom of the vehicle select screen. Each cup and track has attributes which correspond to those five vehicle statistic bars. Use vehicles and modifications which match the track's or cup's attributes for maximum performance.

DIVISION	CUP	RECOMMENDED BEST ATTRIBUTE
3	1	Suspension
3	2	Handling
2	1	Acceleration
2	2	Power
1	1	Top Speed
	2	Power
	3	Suspension

Tracks

Each track has its own unique hazards. Some attributes are better than others at overcoming the obstacles in each track. In order to beat a given track, you should drive a vehicle that has the best attributes to defeat the hazards of that track.

TRACK	RECOMMENDED BEST ATTRIBUTES
Vermont	Top Speed & Suspension
Black Forest	Handling & Acceleration
New York	Power & Handling
Tibet	Power & Top Speed
New Orleans	Suspension & Handling
Egypt	Top Speed & Acceleration
Rockies	Power & Suspension
Red Rock	Top Speed & Handling
Yucatan	Top Speed & Suspension
Yosemite	Acceleration & Handling
Fuji	Suspension & Acceleration

Each cup race in each Division contains specific tracks. Below is a list of which track, using which conditions (D = day, N = night, R = reverse) appear in each of the cup races. Use this information to better prepare yourself for the World Championship after you have raced through the first three Divisions.

Division 3	Division 2	Division 1
CUP 1	**CUP 1**	**CUP 1**
Vermont (D)	Red Rock (N)	Black Forest (D/R)
Yucatan (D)	Yucatan (N/R)	Egypt (N/R)
Canadian Rockies (D)	Egypt (D)	Yosemite (D/R)
CUP 2	**CUP 2**	**CUP 2**
Yosemite (D)	Mt. Fuji (D)	Mt. Fuji (N)
Black Forest (D)	Canadian Rockies (D/R)	Tibet (N/R)
Red Rock (D)	Tibet (D)	New York (D/R)
		CUP 3
		Vermont (N)
		New Orleans (D)