

ELECTRONIC ARTS™



NTSC U/C

PlayStation®



SLUS-00524



ELECTRONIC ARTS™

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 PLAYSTATION 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.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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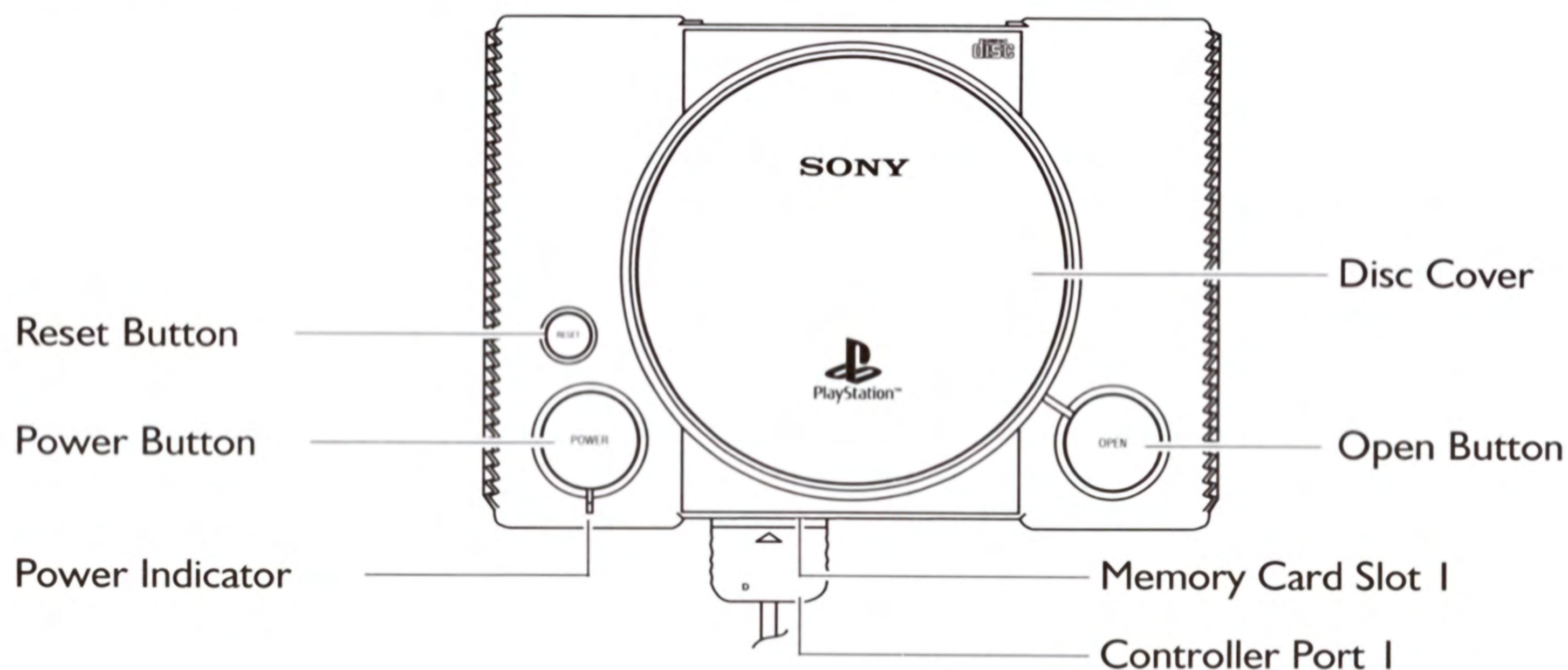
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★ To play now, ➤ *THRASH* on p. 10.





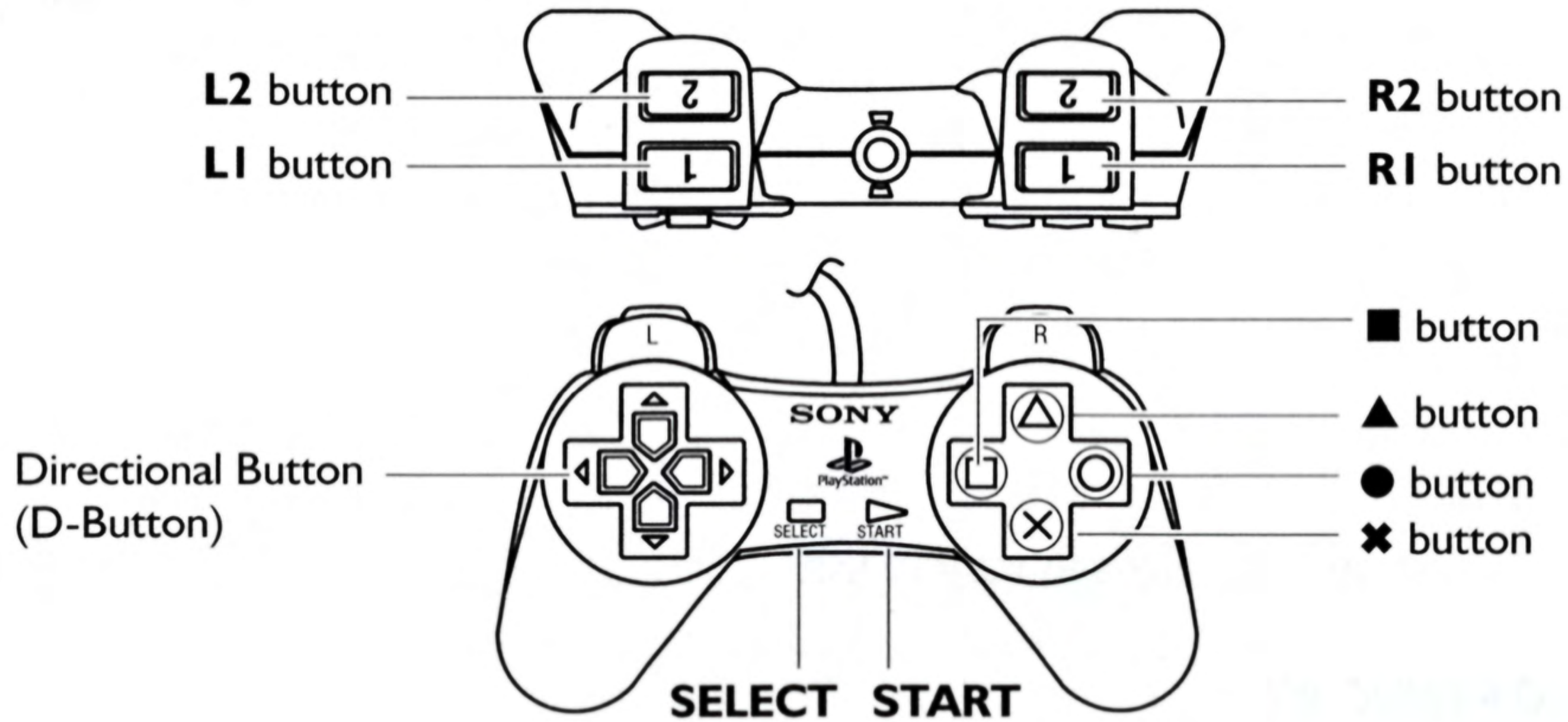
STARTING THE GAME



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 I-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

●

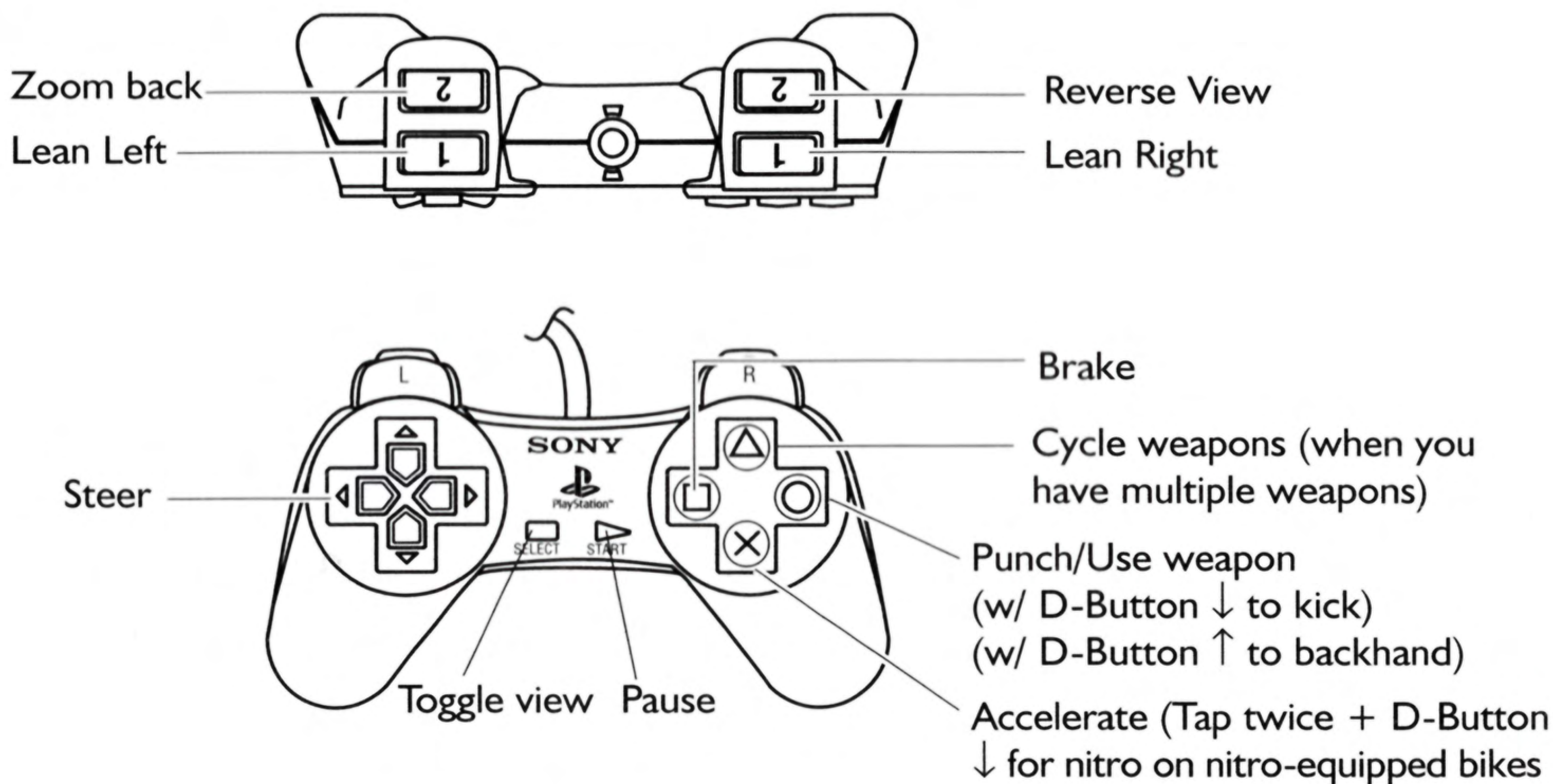
ON THE BIKE

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 \leftrightarrow 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.

D-Button ↓ + Double-tap ✕

Amount per race is limited by bike type. Back to Max Throttle when nitrous bursts are expended.

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.

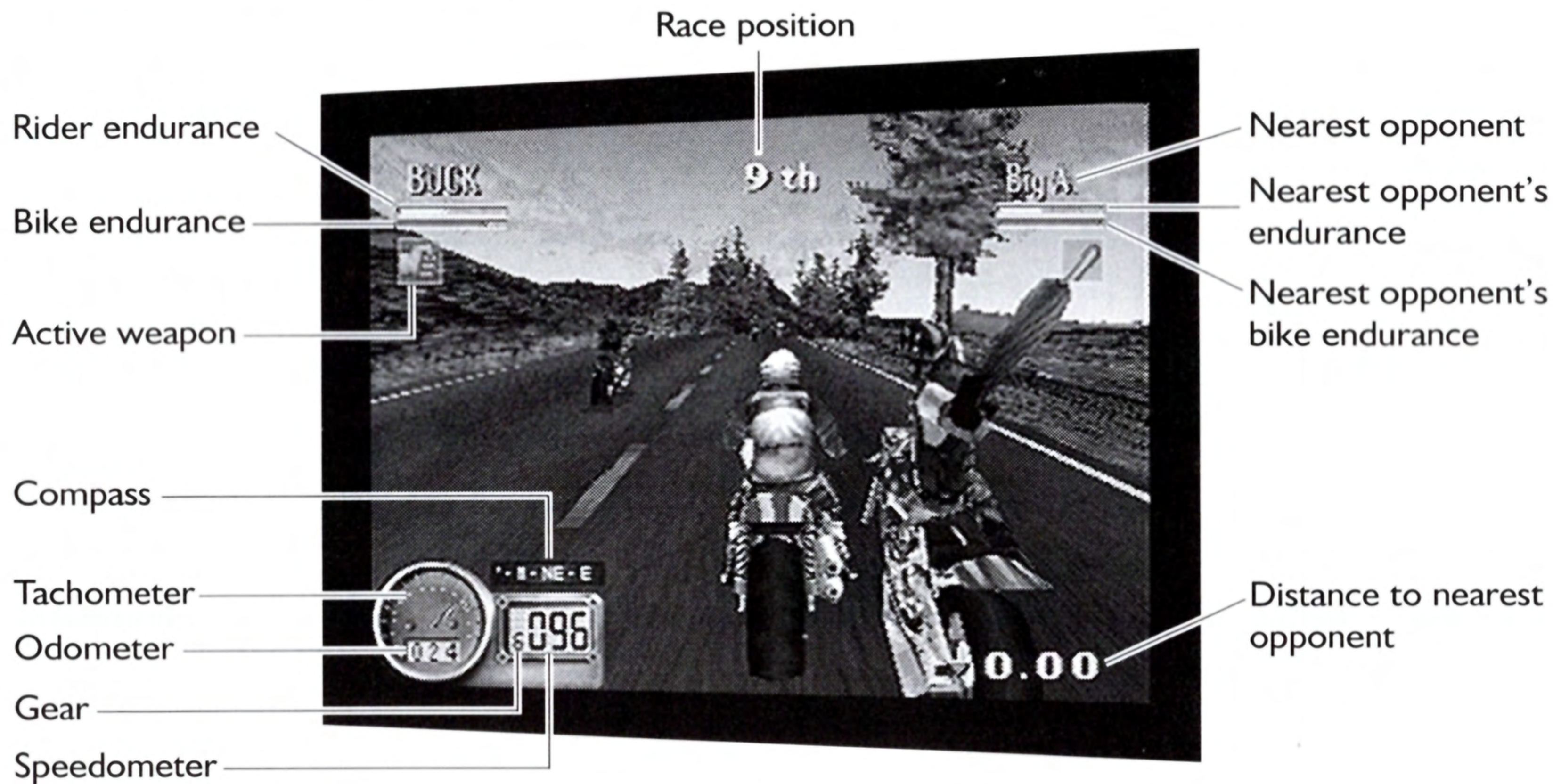


WE HOPE YOU FIND ROAD RASH™ 3D AS ENTERTAINING AS WE DO. GAMES ARE A GREAT WAY TO ACT OUT OUR FANTASIES IN A VIRTUAL ENVIRONMENT WHERE NO ONE GETS HURT.

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.

Play them tunes

Juke Box

Choose Game Mode

Game Mode

Sound Options

Set Sound Levels

Controller

Controller Options

Configuration

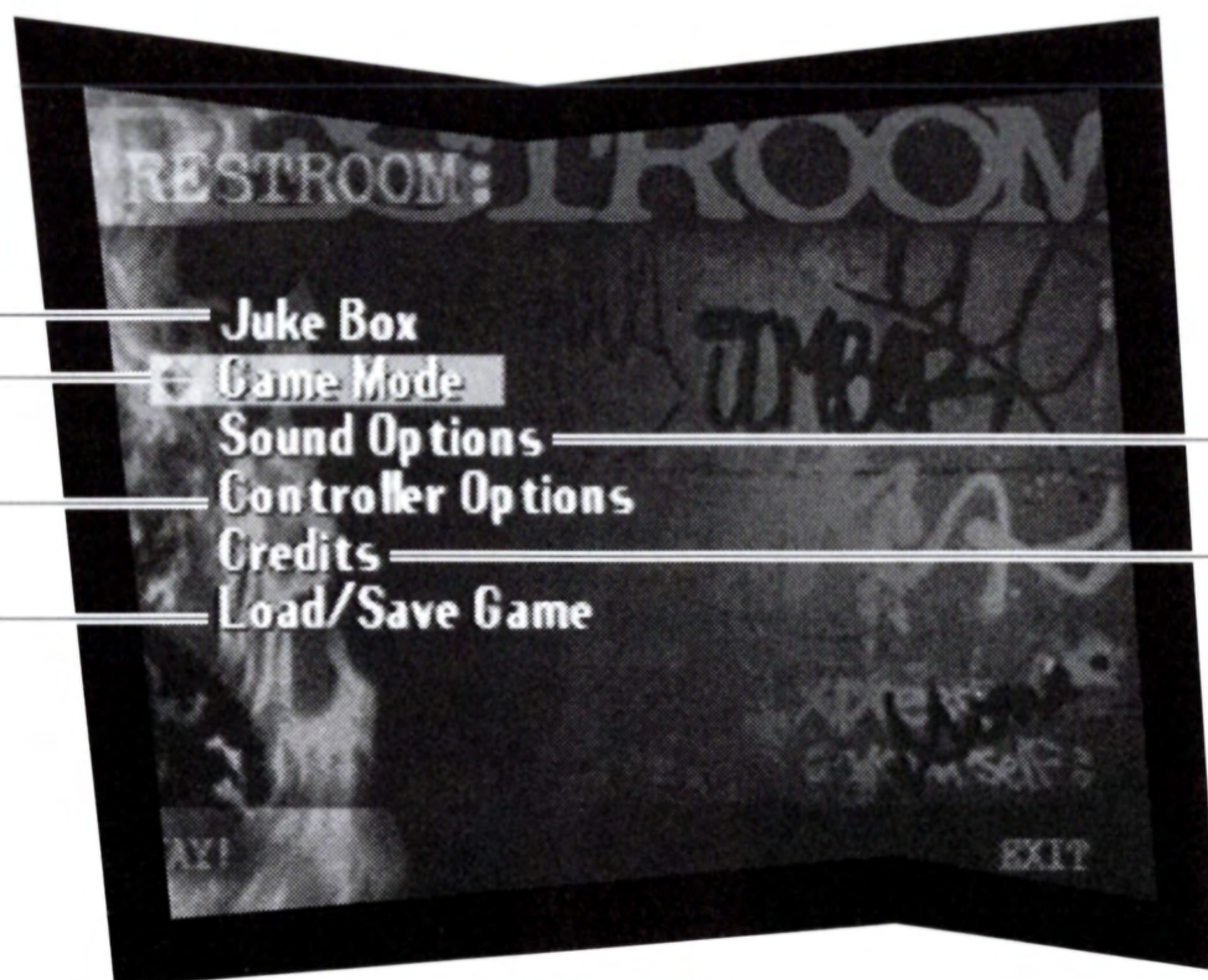
Credits

View Game Credits

Load or Save a Game

Load/Save Game

(➤ *SAVING AND LOADING
SAVED GAMES* on p. 12)





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 \updownarrow to highlight LOAD/SAVE GAME.
2. Press \times to select LOAD/SAVE GAME.
3. D-Button \updownarrow to highlight the slot to which you want to save the game.
4. Highlight SAVE.
5. Press \times . The game is saved.



To Load a saved game:

1. From the Restroom menu, D-Button \updownarrow to highlight LOAD/SAVE GAME.
2. Press \times to select LOAD/SAVE GAME.
3. D-Button \updownarrow to highlight the game you want to load.
4. D-Button \leftrightarrow to highlight LOAD.
5. Press \times . 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



2 X 4



PUNCH



NUNCHAKUS



CROW BAR



CHAIN



MACE



STUN GUN



PIPE



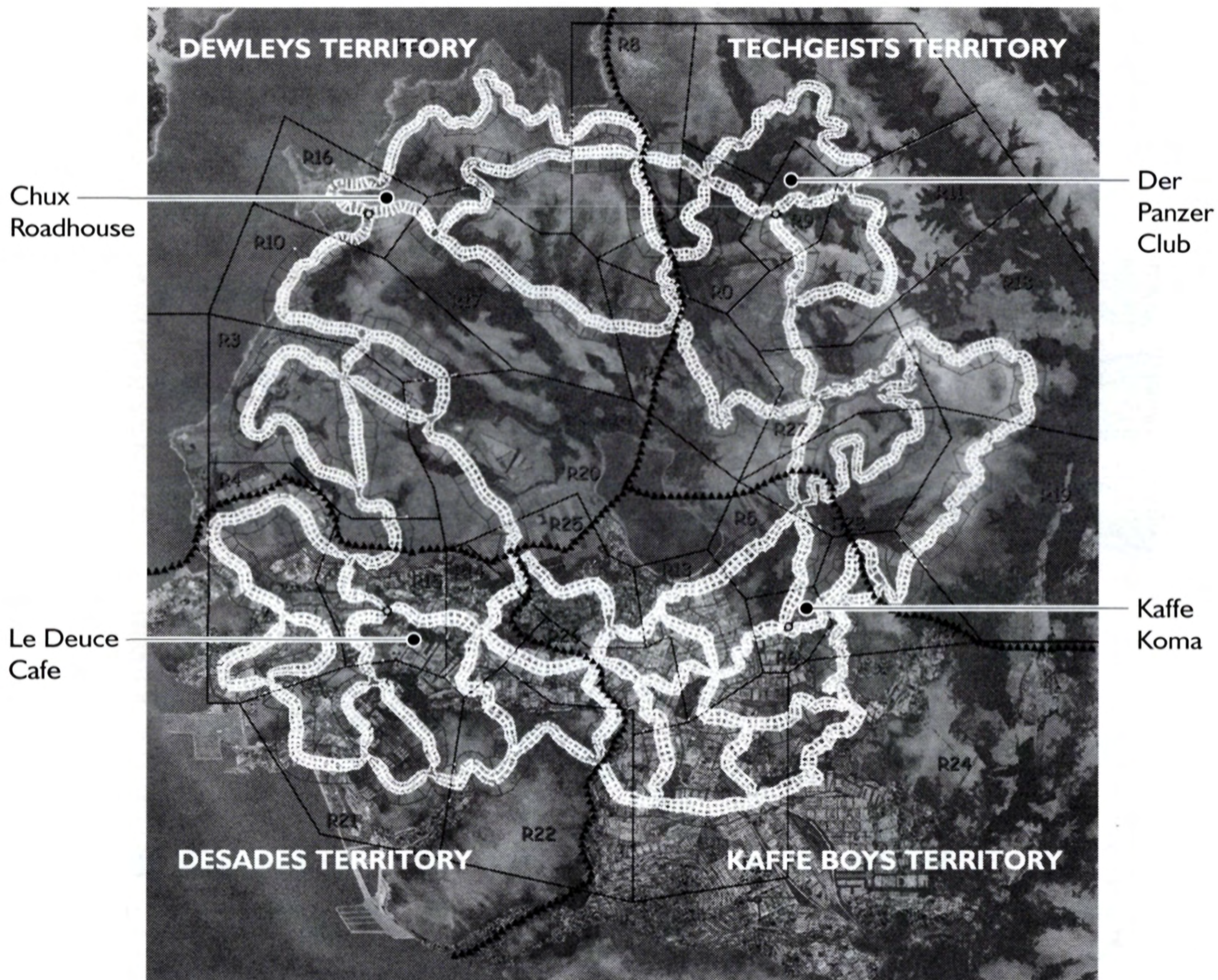
CATTLE PROD



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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Thanks to: Friends & Family of Team Road Rash 3D—especially the 8 spouses and the children born during development, EASM for Vehicle Loans and Pedestrians, Monty Finefrock, Luc Barthelet, Wilfredo Aguilar, R.J. Berg, Clive Downie, Trevor Jalowitz, Michael Kosaka, Lisa Marie Lamb, Dominique Philippine, Nancy Philippine, Jim Rushing, Mike Yasko, Olivier Colcombet

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ROAD RASH 3D was shot on location in Los Angeles and
Topanga, California.

The characters and events in this product are fictional.

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is purely coincidental.

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ROAD RASH 3D MUSIC

CIV

“Owner’s Manual”

“Worm’s Eye View”

“It’s Not Your Fault”

“Living Life”

Written and Performed by CIV

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Produced by Steve Thompson

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side of the United States

“We’ll Find A Way”

Written and Performed by CIV

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Produced by CIV

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CIV are:

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FULL ON THE MOUTH

“People Mover” (Omar Santana remix)
“Another”

Written and Performed by Full On The Mouth

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Produced by Blumpy

Co-Produced by Grant Mohrman

Additional production and remix on *“People Mover”*
by Omar Santana

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tributed by Atlantic Recording Corporation

*Full On The Mouth appear courtesy of Pioneer
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KID ROCK

“Somebody’s Gotta Feel This”

Written by R.J. Ritchie, M. Shafer, J. Travis, K. Olson
Published by 32 Mile Music (BMI). All Rights Reserved.
Performed by Kid Rock

Produced by Kid Rock and John Travis

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side of the United States

*Kid Rock appear courtesy of Atlantic Recording Corpora-
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Kid Rock — vocals, DJ, scratching, sequencing

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Chris Zuccaro — drums

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THE MERMEN

“Sponge Cookie”

“Emmy Lou Rides Clarence West”

“Driving The Cow”

“Miki’s Lush Beehive”

Written by James Matthew Thomas

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Performed by THE MERMEN

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THE MERMEN appear courtesy of Atlantic Recording Corporation/Mesa/Bluemoon Recordings, Inc.

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SUGAR RAY

“Mean Machine”

Written by M. McGrath, C. Frazier, M. Karges, R. Sheppard, M. Nichol, Charley Ryan and W.S. Stevenson

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Performed by Sugar Ray

Produced by McG

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“The Club (remix)”

Written and Performed by Sugar Ray

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“Speed Home California”

“Tap, Twist, Snap”

Written and Performed by Sugar Ray

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Produced, Engineered and Mixed by David Kahne

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THE TEA PARTY

“Temptation”

Written and Performed by THE TEA PARTY

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Produced and Recorded by Jeff Martin

Mixed by Tom Lord-Alge

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United States and Japan

“Babylon” (instrumental mix)

Written and Performed by THE TEA PARTY

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Produced by Jeff Martin

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*THE TEA PARTY appear courtesy of EMI Music Canada
and Atlantic Recording Corporation*

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ROAD RASH 3D: THE ALBUM

AVAILABLE ON ATLANTIC RECORDS

For more info check out:

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www.atlantic-records.com

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