



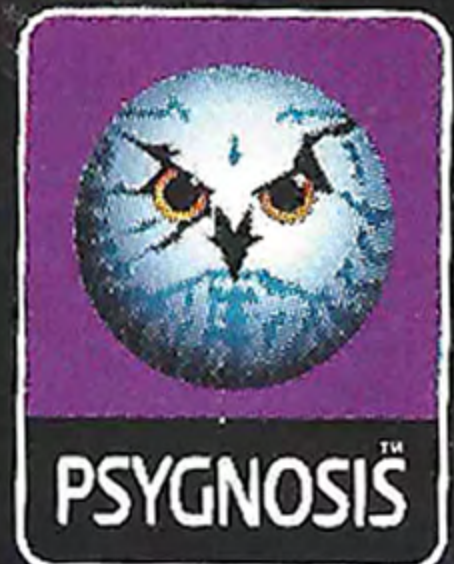
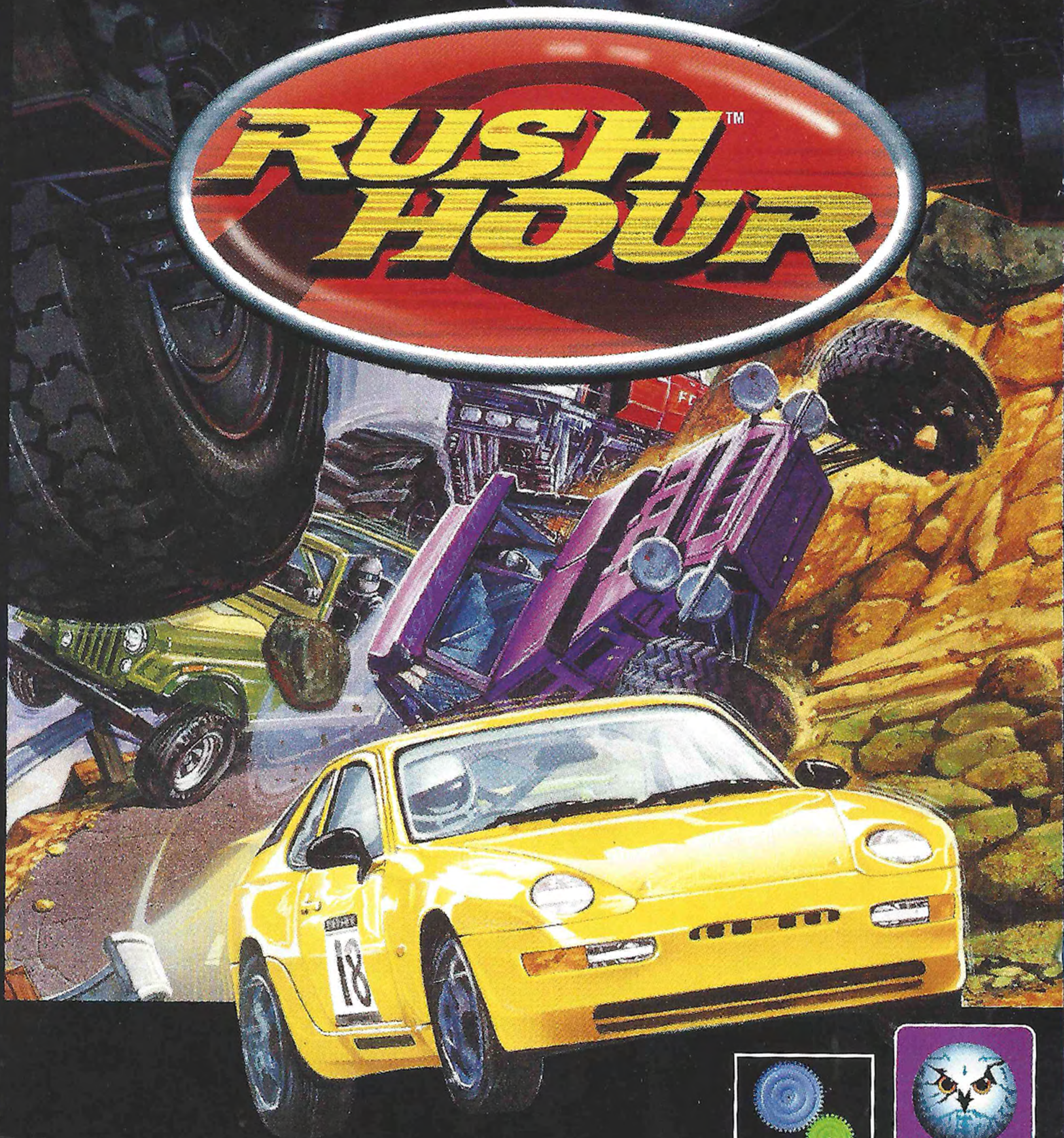
NTSC U/C

PlayStation™



SCUS-94417

RUSH HOUR™



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 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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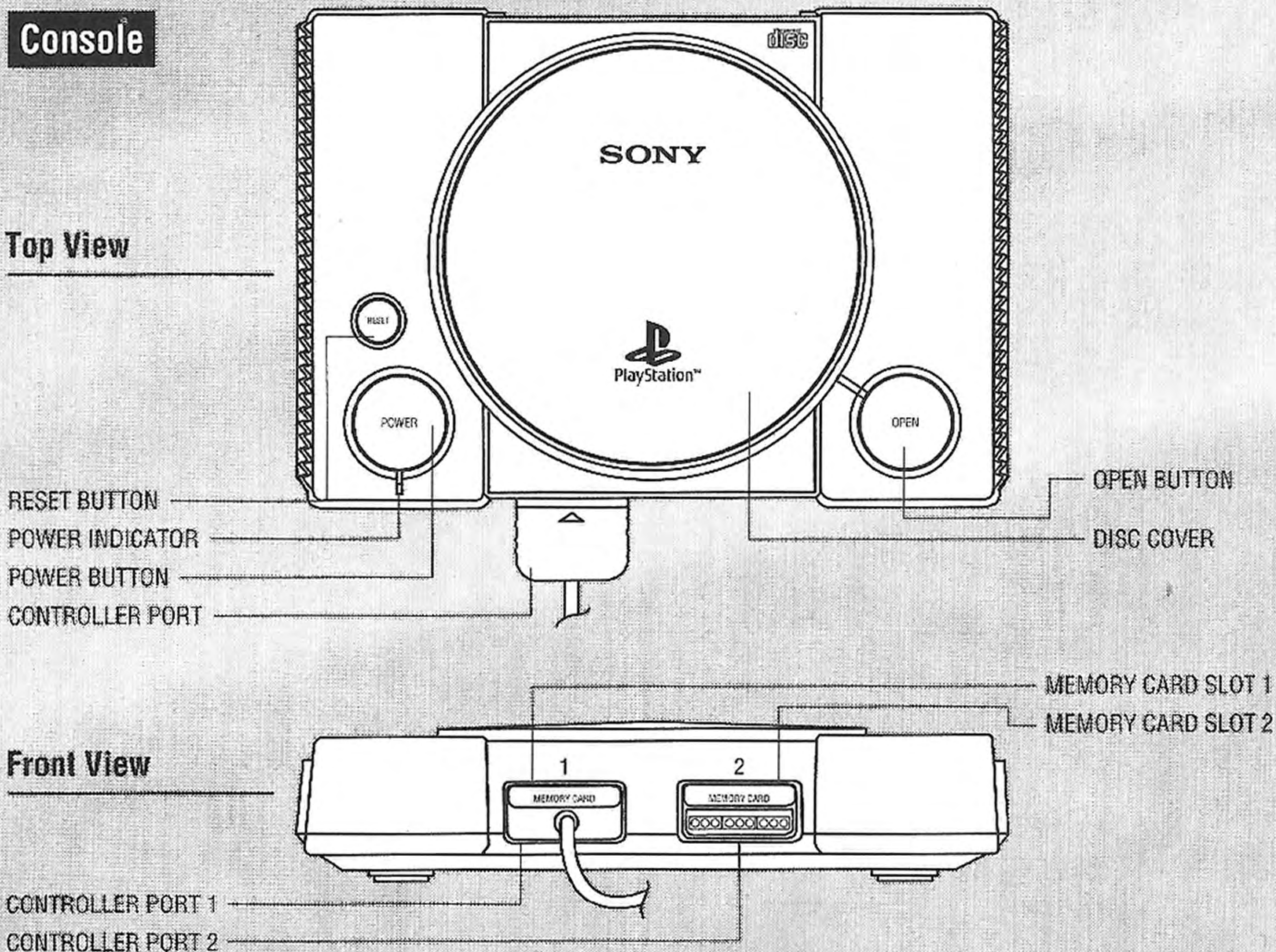


1. PLAYSTATION SETUP

To load and run Rush Hour on your Playstation™, follow these simple instructions.

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.

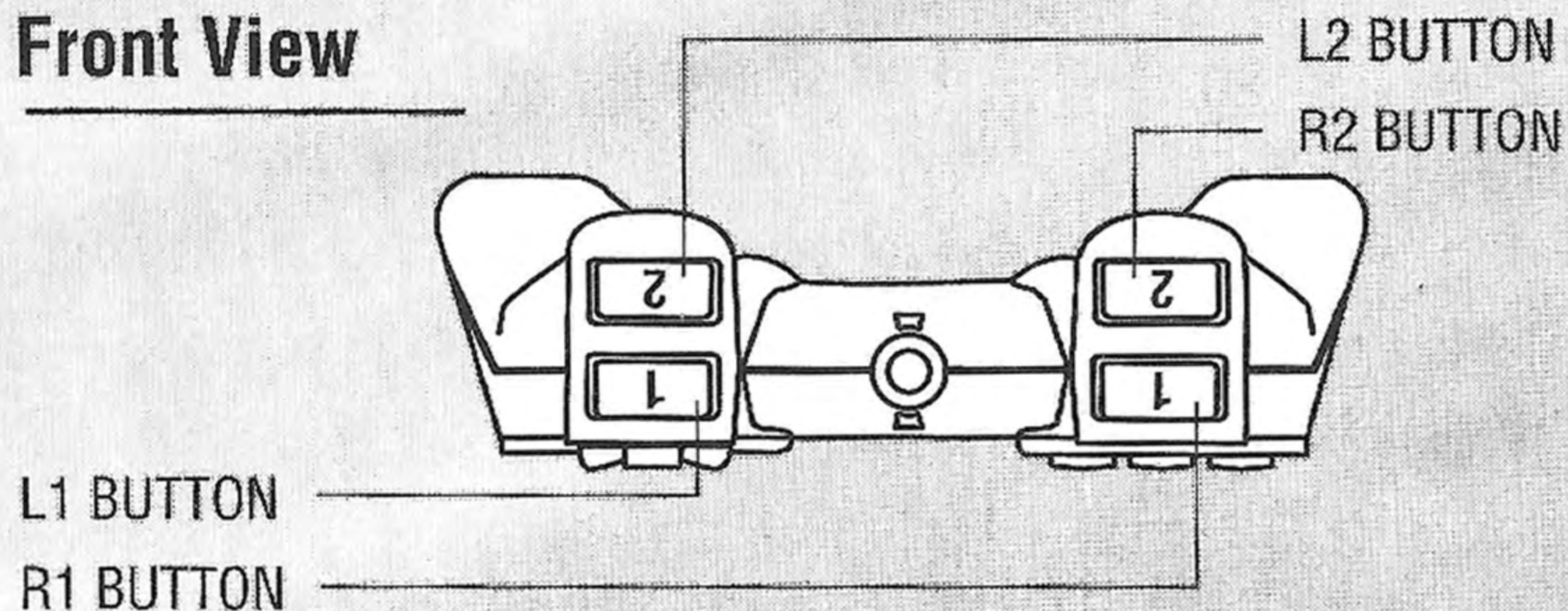
Insert the Rush Hour disc and close the CD door. Insert game controllers and turn on the Playstation™ game console. Follow on-screen instructions to start game.



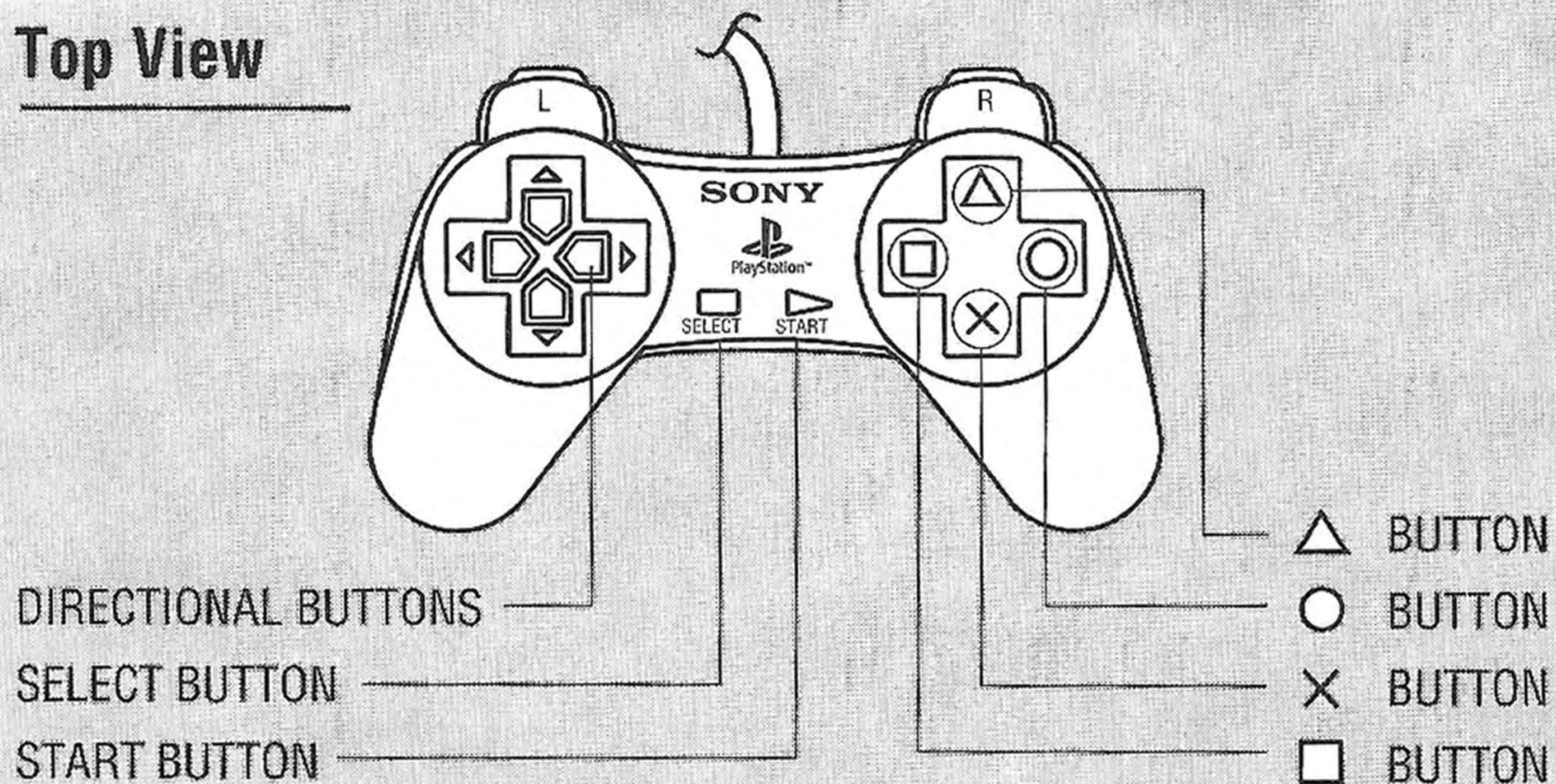
2. PLAYSTATION CONTROLS

Controller

Front View



Top View



3. STARTING THE GAME

To play Rush Hour on your PlayStation™ game console:

1. Set up your PlayStation™ game console in accordance with the instruction manual supplied with the system.
2. Follow your system directions to open the Disc cover and place the CD onto the bed of the drive, ensuring the printed side faces upwards.
3. Close the Disc cover. If the unit is switched off, press the POWER button to begin play. If the unit is already on, press the RESET button.
4. Now follow on-screen instructions to start the game.



WARNING!

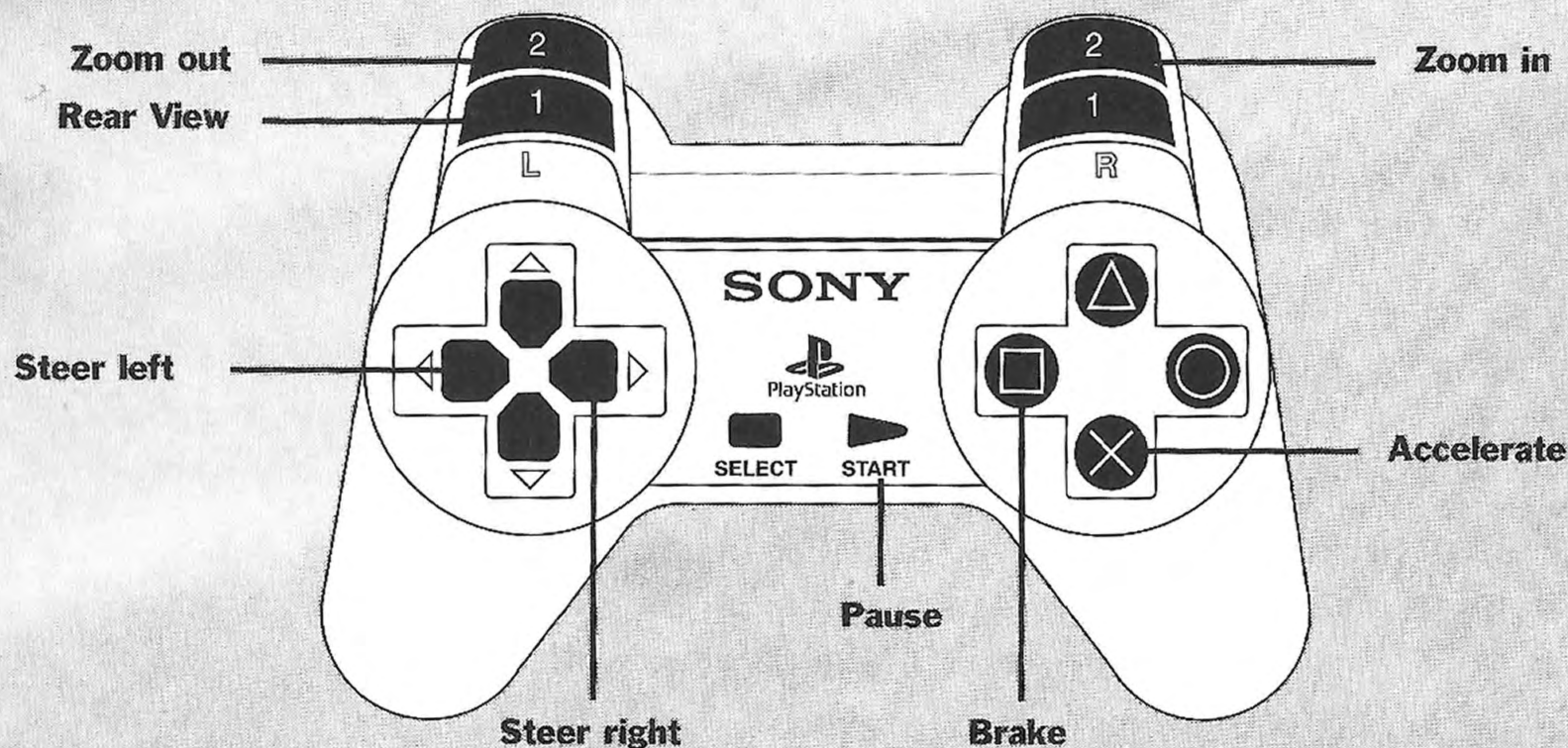


It is advised that you do not insert or remove peripherals or Memory cards once the power has been turned on.

Make sure you have enough free blocks on your Memory card before commencing play.

CONTROLLER OPTIONS SCREEN

Use the **Left and Right Directional** buttons to choose a setting for your **Controller**. There are five types of setting (Type A - E). The diagram below displays **Controller setting Type A**:

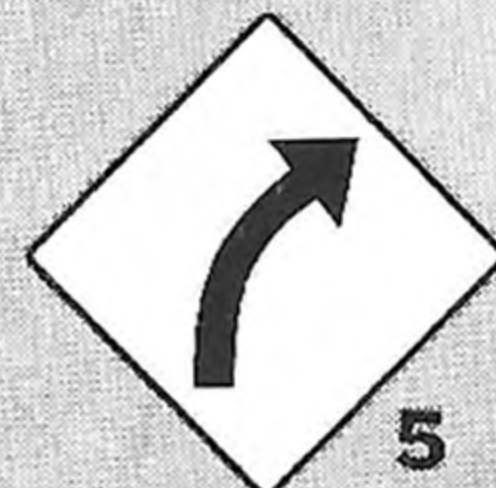


Player 2 can choose their controller's settings on this screen after **Player 1** has pressed the **○** button. **Player 2** can then use the **Left and Right Directional** buttons to make their choice.

When happy with the settings selection press the **⊗** button to confirm.

Speedster supports the neGcon and MadCatz analog controllers. Their control settings can be altered by accessing the **Analog Settings Screen**.

It is recommended when using a MadCatz controller to use control setting Type A. Note: Replays and Ghost Cars are NOT available when using analog controllers.



4. INTRODUCTION

“ When they asked me to race in the Rush Hour championships, I jumped at the chance. A lack of professional racing experience didn't bother me, I was a speed-pro in the arcades at the age of nine. In those days, of course, I couldn't reach the machine's pedals, so I'd get my mate, Harrison, to work them while I steered. We were a great team, always clocking up best lap times and new track records. The greatest buzz was seeing my name immortalized in the Hall of Fame - forever - or at least until they turned the machines off at night.

We dominated every new racing game that entered the arcade. Each one harder to master than the last, but we mastered each one and all the kids would crowd around in awe. We were the thrill-kings of our generation. And the arcade's most regular customers.

Like Harrison, I left school with no more than a degree in arcade racing. Any vehicle, any time, anywhere - I earned the nickname "MPH" - Miles Per Hour, and at one time, my alter-ego monopolized every Hall of Fame screen on every racing game in every arcade across town.

Then at 19, Harrison and I transferred our arcade racing prowess onto the streets. Looking back it was dumb to even think about racing for real. But race we did... As I fled the scene, I still remember seeing Harrison's twisted wreckage in my rear-view mirror.

Mom thought it was best I got some help with my grief. I did.

The counsellor suggested I took up racing as a profession - after all, it had been my number one hobby for ten years. So I took up racing. And I was good at it too, I knew I would be. I dedicated my first trophy to Harrison.

My arcade playing days were over, I was playing with the big boys now, and for me, winning the Rush Hour Championship is the ultimate buzz.

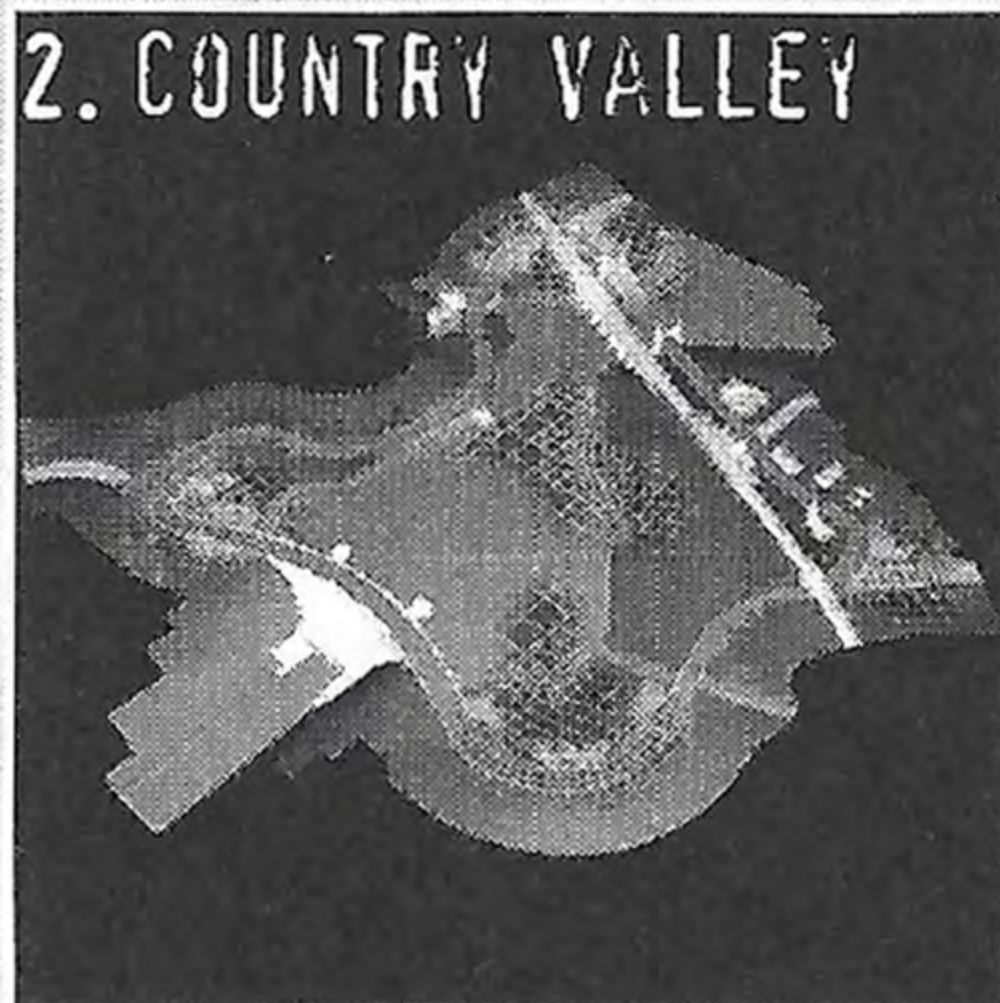
MPH lives on...”

5. THE TRACKS

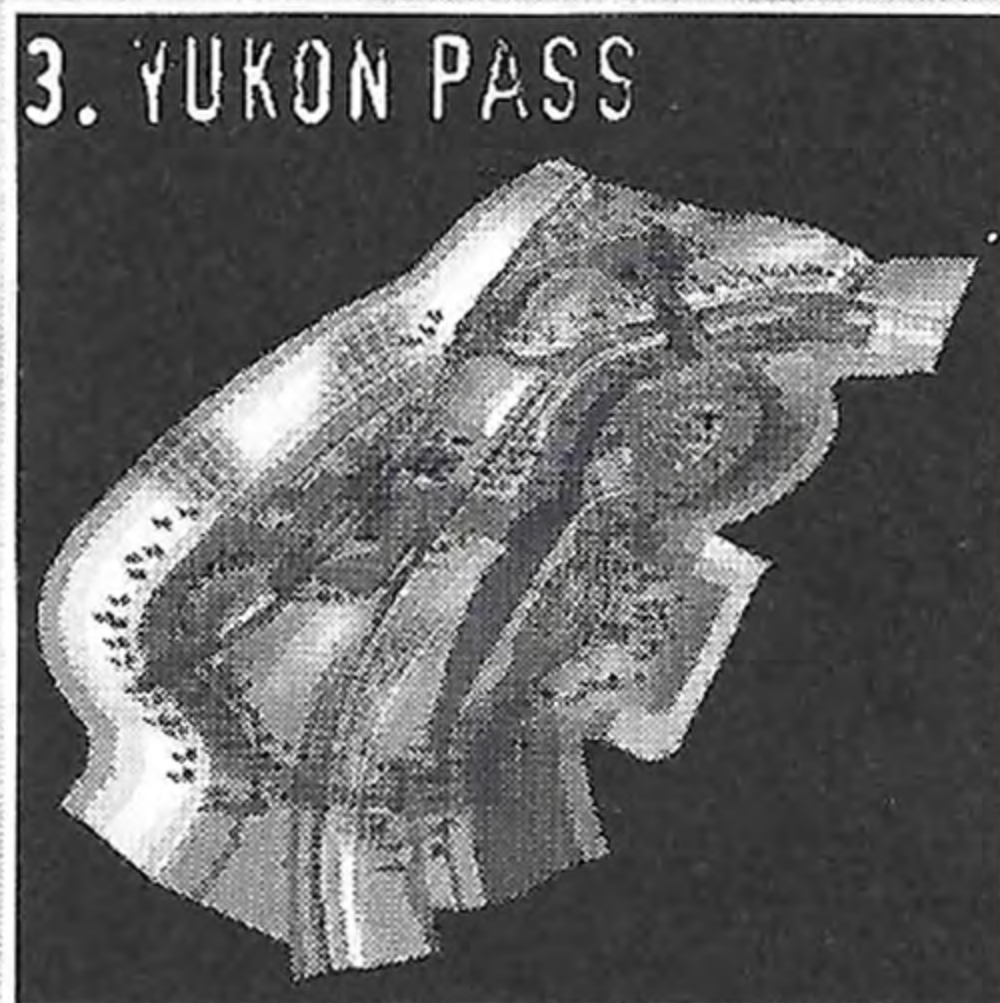
1. ATLANTIC TRAIL



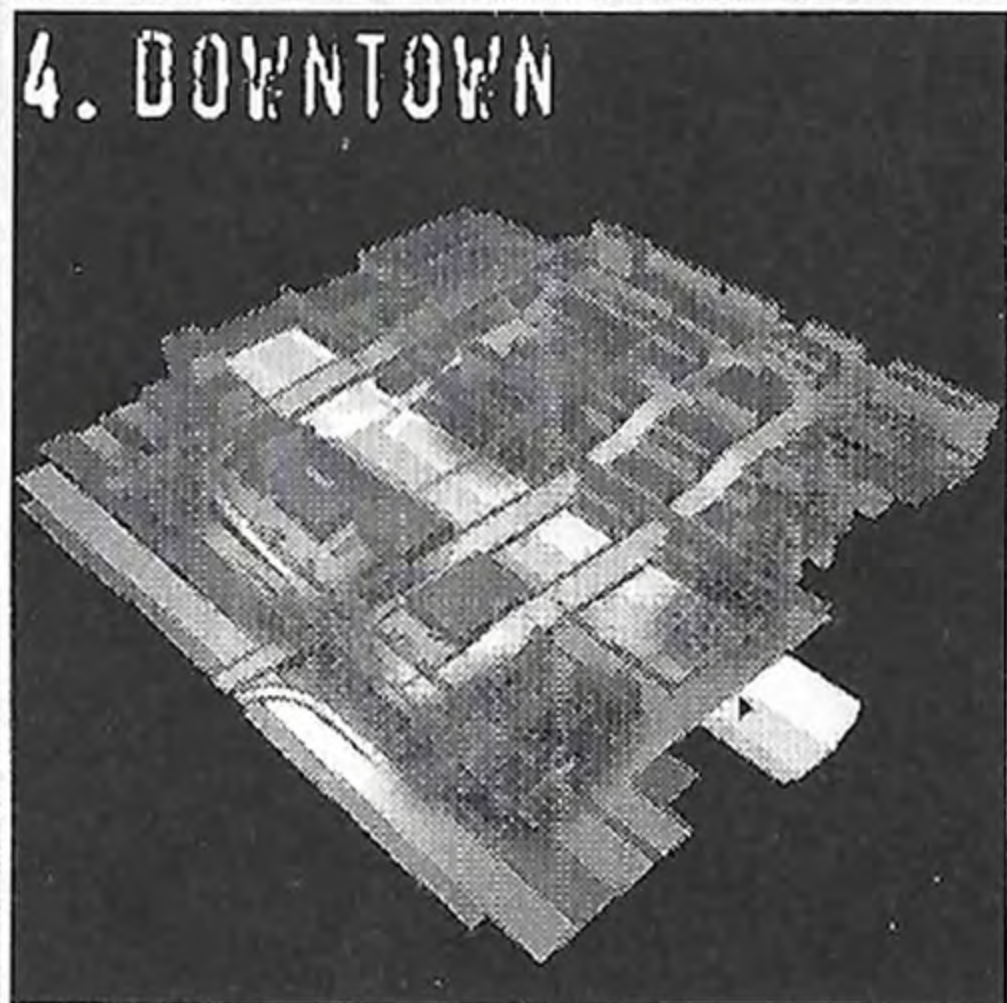
2. COUNTRY VALLEY



3. YUKON PASS



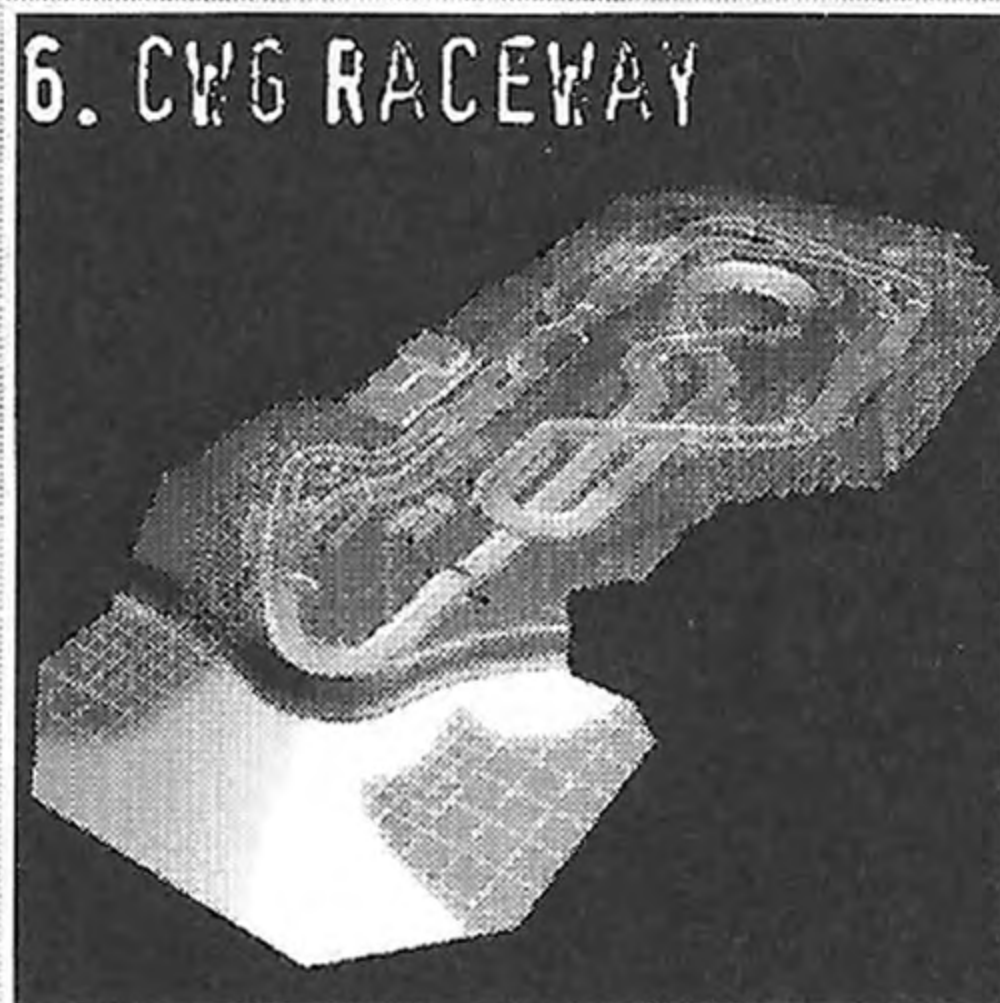
4. DOWNTOWN



5. TUSCAN GORGE



6. CWG RACEWAY



7. PACIFIC DREAM



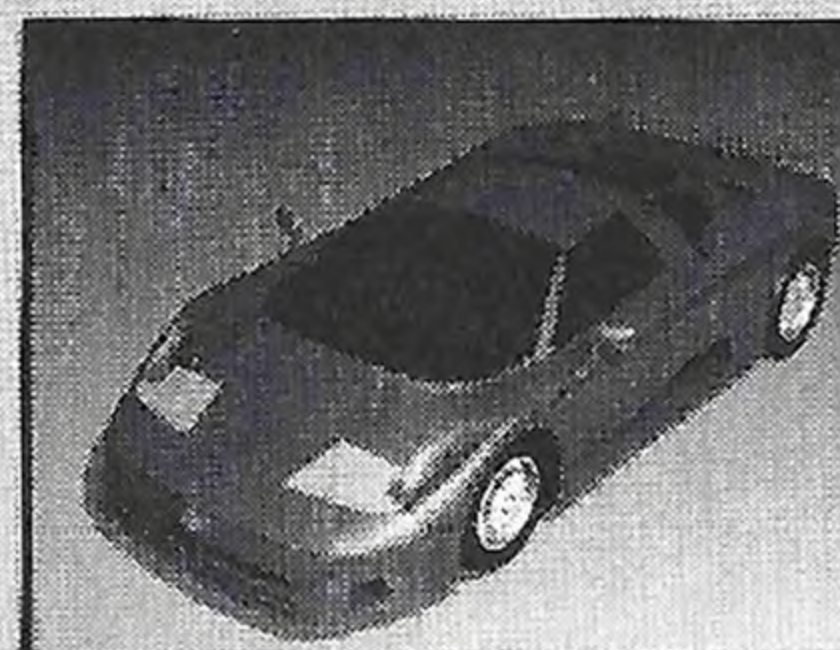
8. GOLDEN SANDS



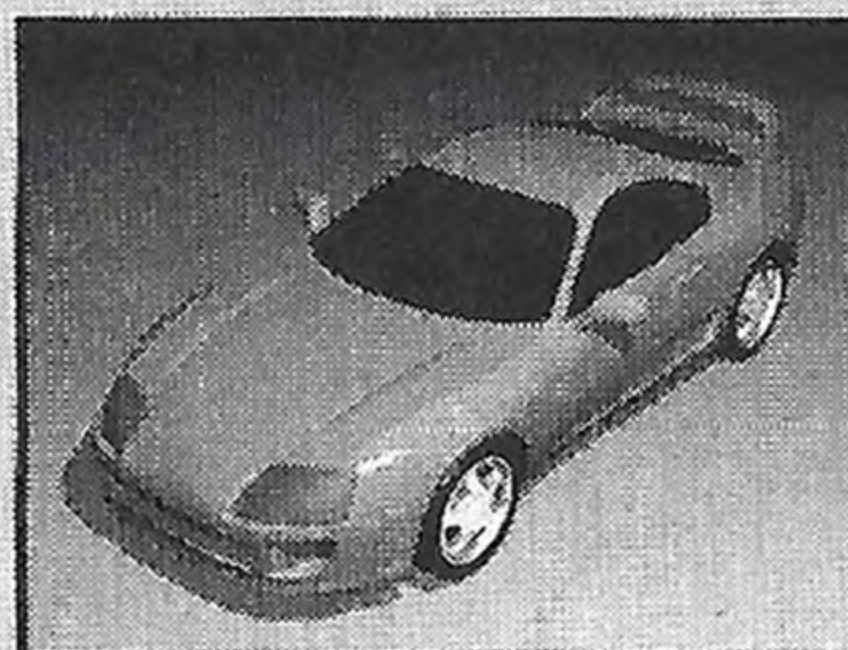
6. THE VEHICLES HIGH PERFORMANCE



EUROPA
TOURER
ACCESSIBLE



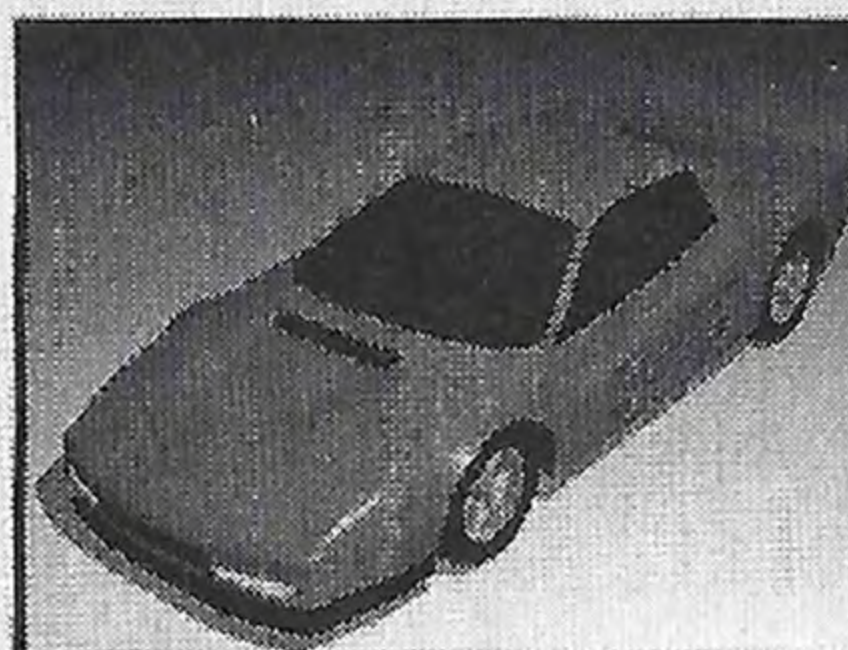
SUPER
BLUE
HIDDEN



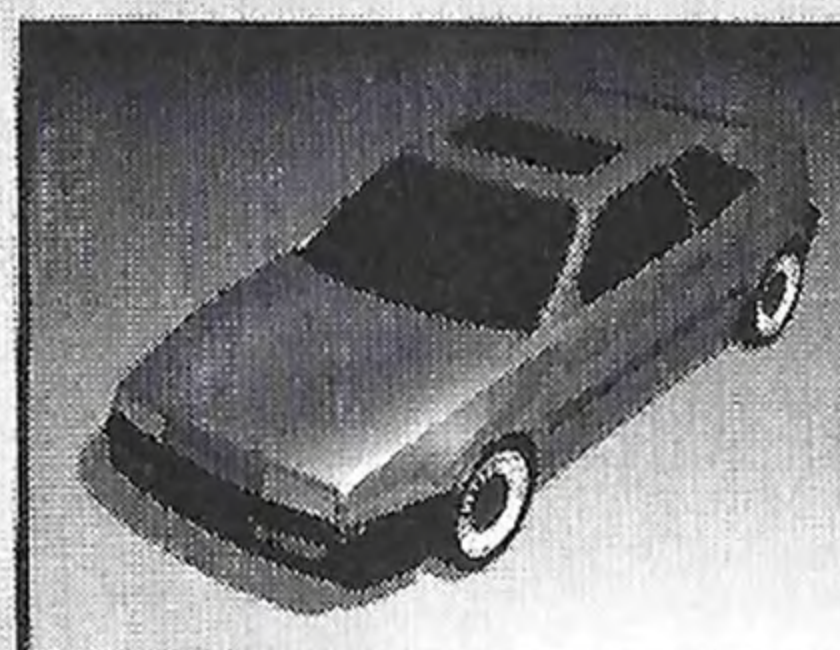
YELLOW
THUNDER
ACCESSIBLE



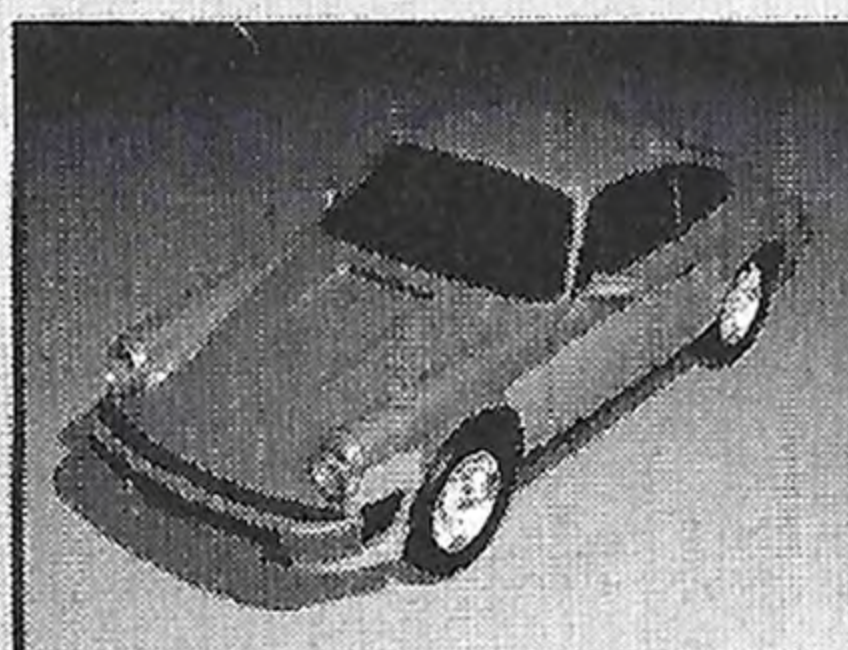
STOCK CAR
HIDDEN



RED
FLASH
ACCESSIBLE



HOT HATCH
HIDDEN

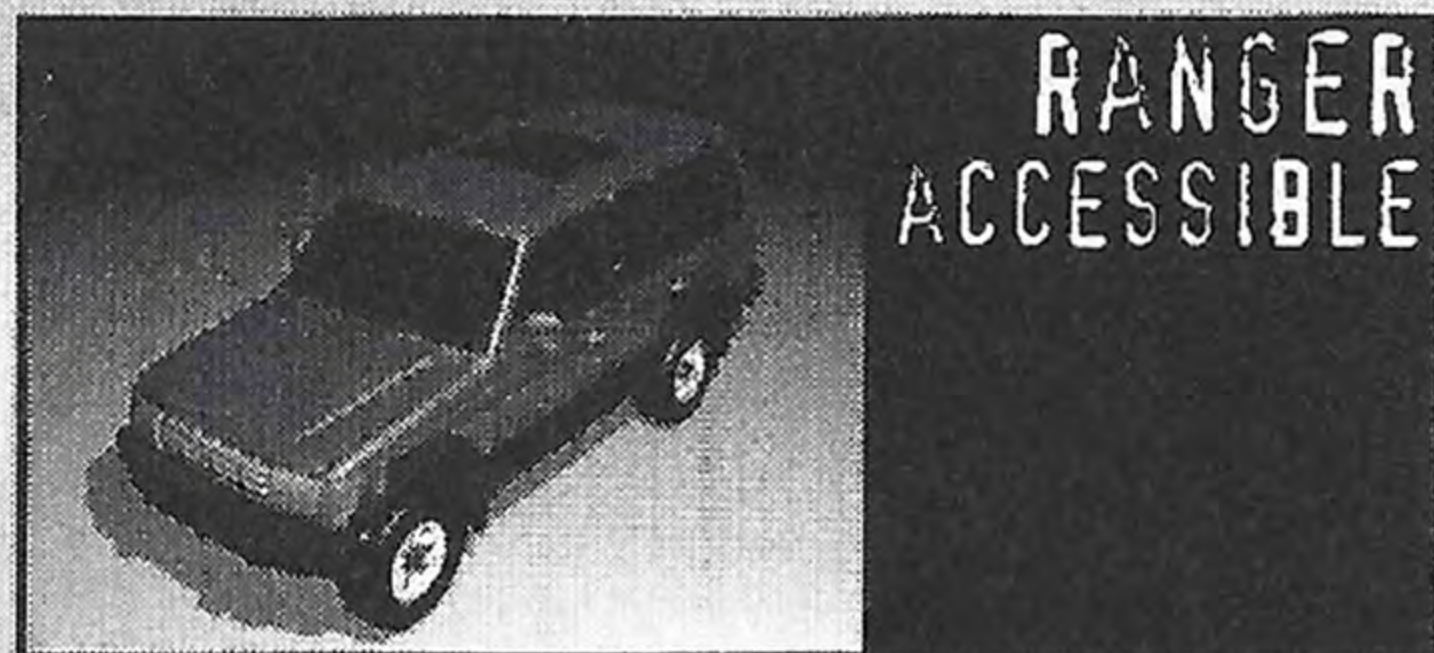


SILVER
BULLET
ACCESSIBLE

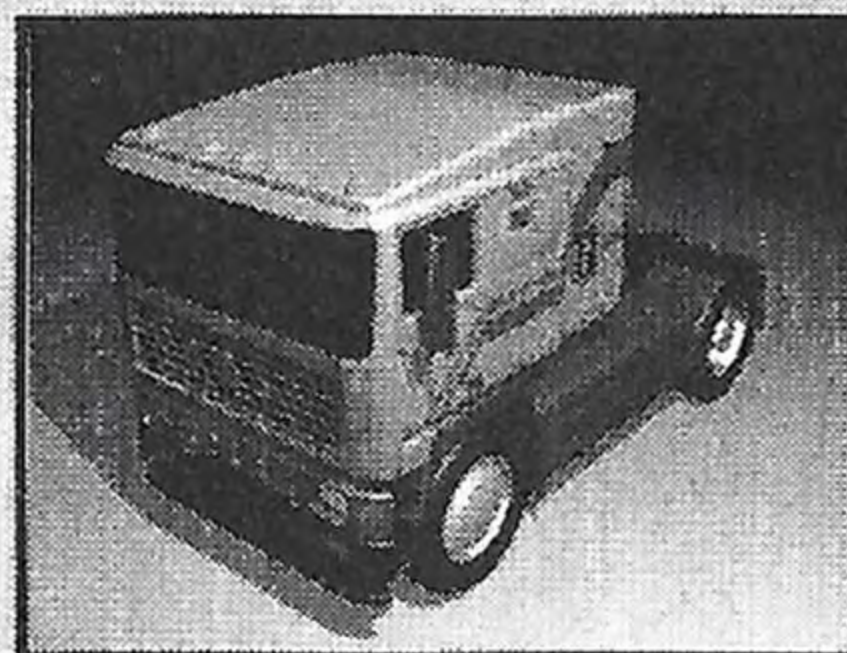


M4
SALOON
HIDDEN

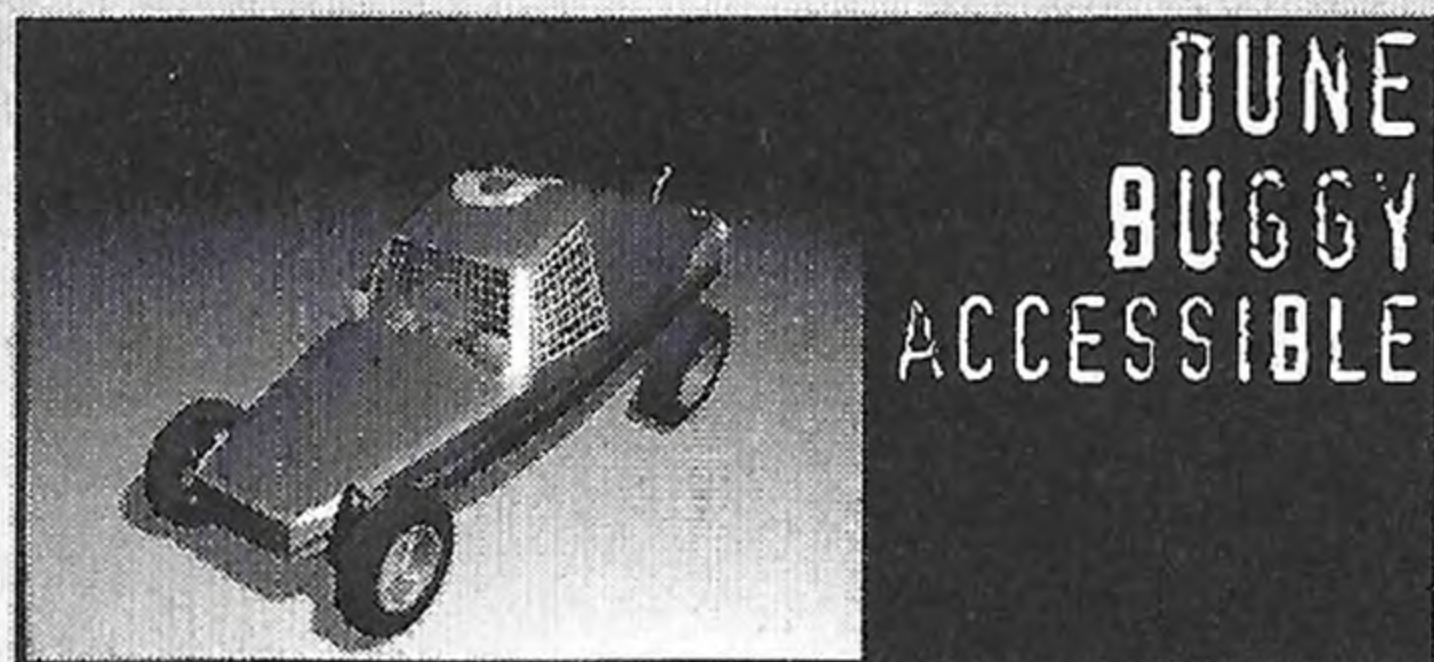
HEAVY METAL



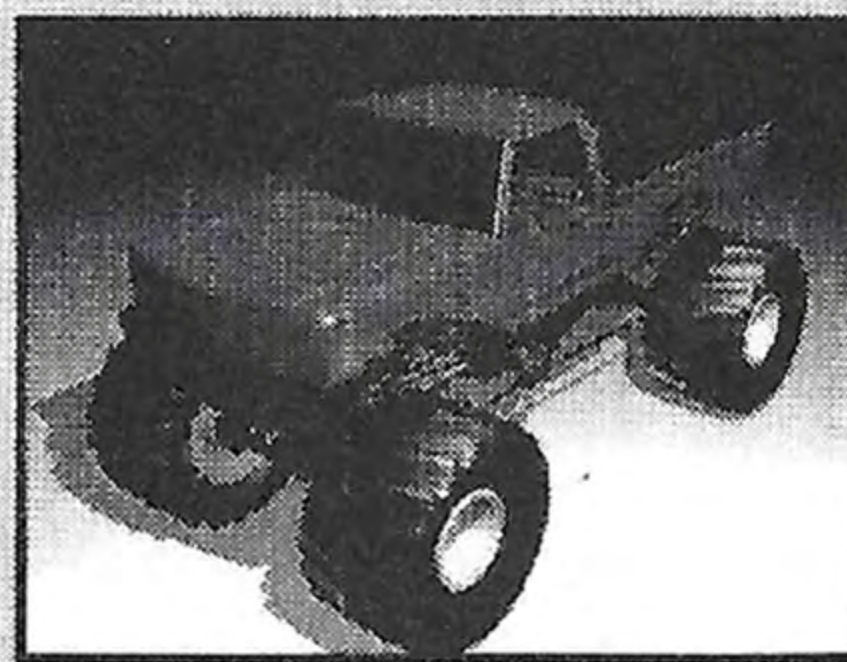
RANGER
ACCESSIBLE



HGV
HIDDEN



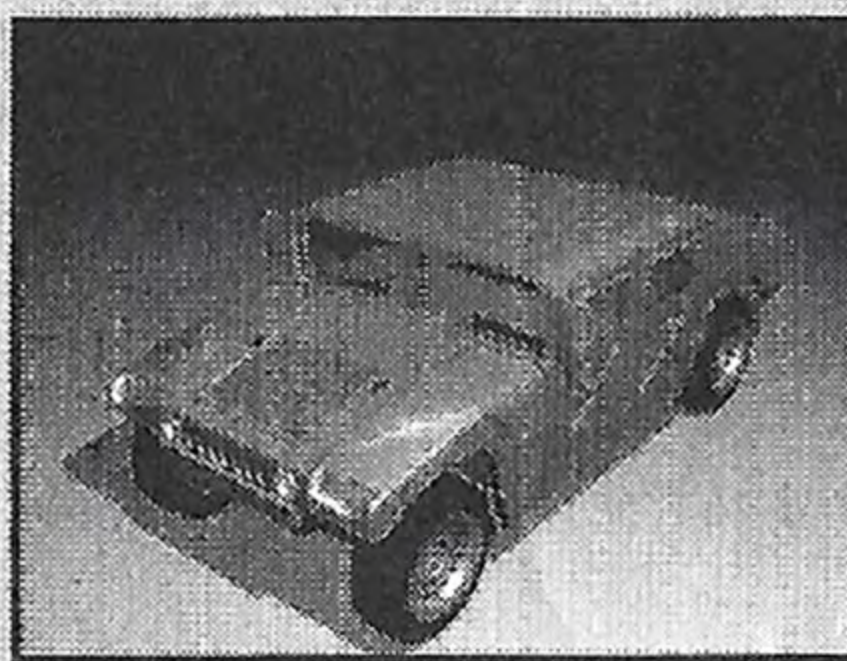
DUNE
BUGGY
ACCESSIBLE



MONSTER
TRUCK
HIDDEN



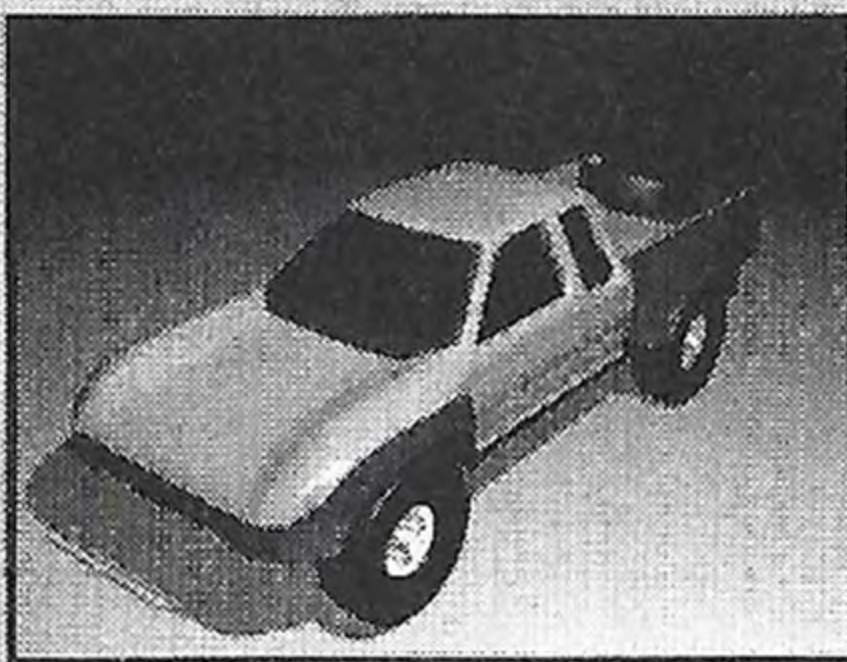
JEEPSTER
ACCESSIBLE



TROOPER
HIDDEN



DALLAS
PICK-UP
ACCESSIBLE





BADGER
HIDDEN



7. MENUS

USING MENU SCREENS


Use the Directional buttons to highlight required options. Press the  button to confirm. Press the  button to return to the previous menu.

TITLE SCREEN

START

Go to the MAIN MENU.

MAIN MENU

Use the Directional buttons to highlight required menu.
Press the  button to confirm.

ONE PLAYER

Go to the One Player Game Settings Screen

TWO PLAYERS

Go to the Head 2 Head Settings Screen

AUDIO OPTIONS

Go to the Audio Options Screen

VISUAL OPTIONS

Go to the Visual Options Screen

CONTROLLER

Go to the Controller Options Screen

MEMORY CARD

Go to the Memory card Settings Screen

BEST TIMES

Go to the Best Times Screen

ONE PLAYER GAME SETTINGS SCREEN

RACE MODE

Use the Left and Right Directional buttons to choose the type of race you want to compete in: CHAMPIONSHIP, SINGLE RACE or TIME TRIAL.

DIFFICULTY

Use the Left and Right Directional buttons to choose your own rank. The difficulty level ranges from NOVICE, through INTERMEDIATE, up to PROFESSIONAL.

AUTO BRAKING

Use the Left and Right Directional buttons to turn the Auto Braking option ON or OFF.

VEHICLE CLASS

Use the Left and Right Directional buttons to choose the type of vehicle you want to drive: HIGH PERFORMANCE or HEAVY METAL.

CHECKPOINTS

Use the Left and Right Directional buttons to turn the Checkpoints ON or OFF.



GHOST CAR

Use the **Left and Right Directional** buttons to turn the **Ghost Car ON or OFF**.

This option is only available in **TIME TRIAL MODE**.

HEAD 2 HEAD SETTINGS SCREEN

DIFFICULTY

Use the **Left and Right Directional** buttons to choose your own rank. The difficulty level ranges from **NOVICE**, through **INTERMEDIATE**, up to **PROFESSIONAL**.

START DELAY

Use the **Left and Right Directional** buttons to choose a time handicap from **0 to 30 seconds**. This will give a headstart to inexperienced players when competing head-to-head with more experienced players.

AUTO BRAKING

Use the **Left and Right Directional** buttons to turn the **Auto Braking facility ON or OFF**.

VEHICLE CLASS

Use the **Left and Right Directional** buttons to choose the type of vehicle you want to drive: **HIGH PERFORMANCE** or **HEAVY METAL**.

SLOW CAR BOOST

Use the **Left and Right Directional** buttons to turn the **Car Boost ON or OFF**.

AUDIO OPTIONS

MUSIC

Use the **Left and Right Directional** buttons to program the music tracks to play **Randomly, Sequentially, by name, or just turn the music OFF.** No more fiddling with the car stereo as you drive!

MUSIC VOLUME

To adjust the volume use the **Left and Right Directional** buttons to choose from **0% to 100%.**

SOUND MODE

Use the **Left and Right Directional** buttons to choose between **Mono / Stereo / QSound / Dolby Surround.**

SPEECH VOLUME

To adjust the volume use the **Left and Right Directional** buttons to choose from **0% to 100%.**

SOUND EFFECTS VOLUME

To adjust the volume use the **Left and Right Directional** buttons to choose from **0% to 100%.**

AMBIENT VOLUME


To adjust the volume use the **Left and Right Directional** buttons to choose from **0% to 100%.**

ENGINE VOLUME

To adjust the volume use the **Left and Right Directional** buttons to choose from **0% to 100%.**



VISUAL OPTIONS

While on this screen hold down the  button and use the Directional buttons to center the screen to suit your television.

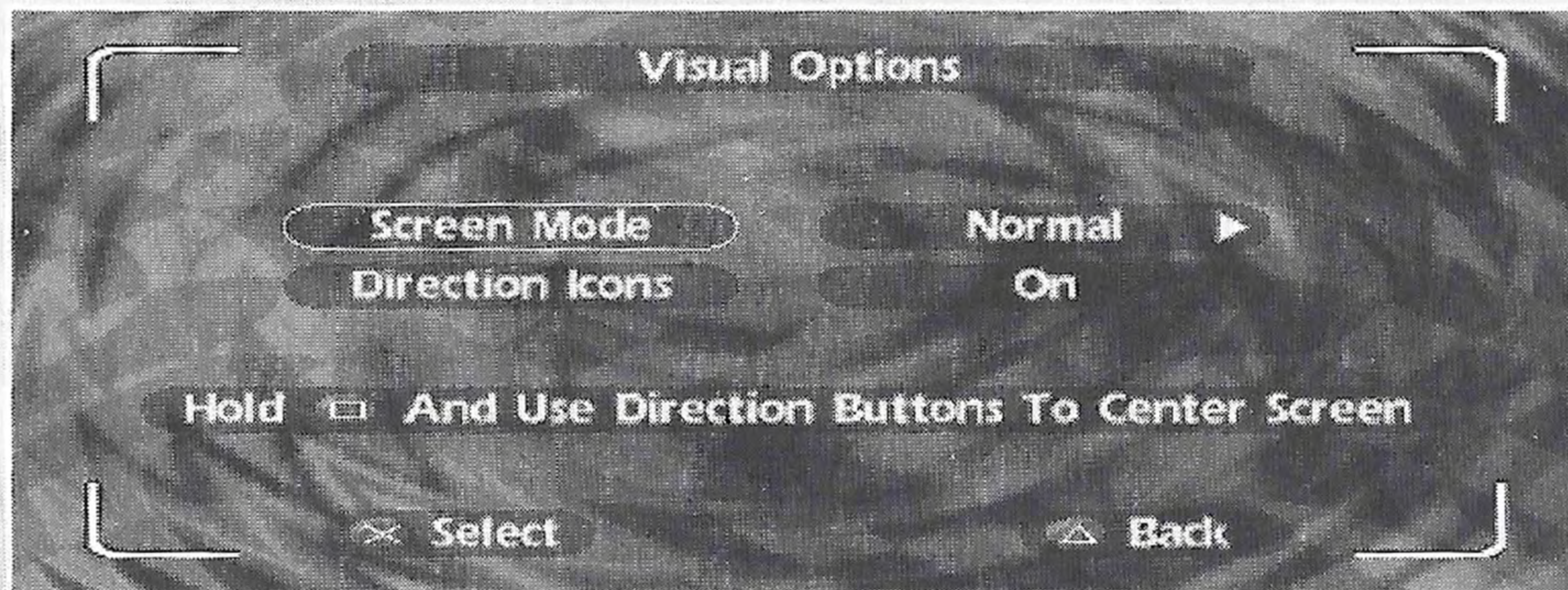
SCREEN MODE

Use the Left and Right Directional buttons to choose between Normal / High Res / Widescreen.

DIRECTION ICONS

Use the Left and Right Directional buttons to choose between ON or OFF.

The Direction Icons appear in game at the top of the screen as yellow warning signs. These signs give notice of upcoming road-hazards.



MEMORY CARD SETTINGS SCREEN

Note: Memory cards are **ONLY** to be used in Port 1, unless merging with a Memory card in Port 2. **WARNING:** All Memory cards must be inserted before switching the PlayStation™ game Console on. When the unit is switched on with a Memory card in Port 1 any previous game settings and hi-scores will be automatically loaded.

When selected, the following on-screen message will appear:

"Reading Memory Card Please Wait"

LOAD

To load previously saved hi-scores and game settings, press the  button.

You will be asked "Are you sure?"

Now press the  button for "Yes" or the  button for "No".

"No" will return you to the Memory Card Settings Screen.



"Yes" will access the message "Loading from Memory card".

SAVE

When selected, the following on-screen message will appear:

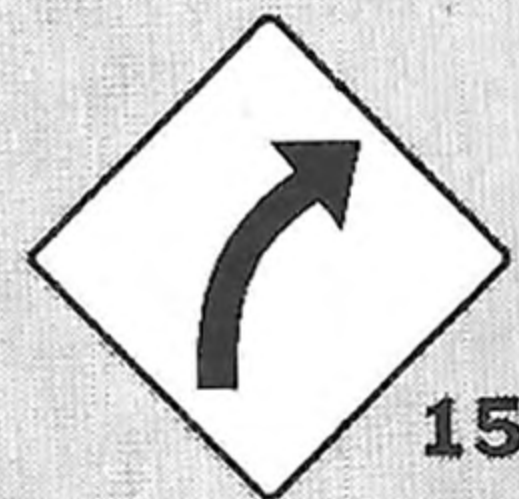
"Overwrite Save

Are You Sure?"

Now press the  button for "No" (this returns you to the Memory card Settings Screen) or press the  button for "Yes" and the following on-screen message will appear: "Saving to Memory card"

This will be followed by the message: "Reading Memory Card Please Wait"

Your hi-scores and game settings will now be saved.



MERGE

The merge facility comes into operation when a Memory card storing a saved game is plugged into Port 2. A merge is then accessible. When selected this will then merge hi-scores from Memory card 2 into Memory card 1. You will then be given the option to save the resulting merge onto Memory card 2 (This only applies to Ghost Cars if they are saved on both Memory cards). Game settings will NOT be affected by a merge.

This is so that two people playing on two PlayStation™ game consoles (in different locations) can create a combined hi-score table comprising of the best scores from each.

HI-SCORES

This function uses 1 Memory card block and will save hi-scores and game settings.

HI-SCORES AND GHOST CARS

This function uses 10 Memory card blocks and will save all hi-scores, game settings and Ghost Cars for TIME TRIAL MODE.

AUTOSAVE

Use the Left and Right Directional buttons to switch the Autosave ON or OFF.

This option will present you with the message:

"This will overwrite save after each race

Save current settings now, Are you sure?"

Pressing the (X) button will save the hi-scores, game settings and Ghost Cars to Memory card after each race. Press the (△) button to return to the Memory card Settings Screen without saving.

BEST TIMES SCREEN

If you beat any best time after a race you can enter your name.

When a race is completed and a record created, it will be displayed on this screen.

In **CHAMPIONSHIP MODE** the Top 3 Times will be displayed. This refers to how long the whole Championship took you to complete on each track.

In **SINGLE RACE MODE** the Top 3 Times are displayed for each track differentiating between Vehicle Class, Skill Level and Checkpoints ON/OFF. The single Best Lap Time for each track is also displayed.

In **TIME TRIAL MODE** the Top 3 Times are displayed for each track differentiating between Vehicle Class and Skill Level. The single Best Lap Time for each track is also displayed.



RACE MODE MENU VEHICLE SELECTION

Choose the **High Performance** category and select from the following four vehicles:

Europa Tourer
Yellow Thunder
Red Flash
Silver Bullet

Finish **1st** in a **Championship** and access the following **High Performance** cars:

Super Blue - - - - - **Europa Tourer**
Stock Car - - - - - **Yellow Thunder**
Hot-Hatch - - - - - **Red Flash**
M4 Saloon - - - - - **Silver Bullet**

Choose the **Heavy Metal** category and select from the following four vehicles:

Ranger
Dune Buggy
Jeepster
Dallas Pick-up

Finish **1st** in a **Championship** and access the following **Heavy Metal** vehicles:

HGV - - - - - **Ranger**
Monster Truck - - - - - **Dune Buggy**
Trooper - - - - - **Jeepster**
Badger - - - - - **Dallas Pick-up**

Note: Hidden vehicles NOT accessible in NOVICE MODE.

CHAMPIONSHIP

The number of tracks available depends on the difficulty level (4 **NOVICE**, 6 **INTERMEDIATE** and 8 **PROFESSIONAL**). The number of laps depends on the difficulty level (2 **NOVICE**, 3 **INTERMEDIATE** and 4 **PROFESSIONAL**). Once you've chosen your **Game Settings** press the **X** button to go to the **Select a Vehicle Screen**. Press the **X** button to choose your vehicle. Then after the **Loading Screen** it's into the race...

SINGLE RACE

Once you've chosen your **Game Settings** press the **X** button to go to the **Select a Vehicle Screen**. Press the **X** button to choose a vehicle.

This will take you to the **Single Race Screen**, where you can choose which **Track** you want to compete on. Use the **Up** and **Down Directional** buttons to choose a track from the eight listed below:

1. **Atlantic Trail**
2. **Country Valley**
3. **Yukon Pass**
4. **Downtown**
5. **Tuscan Gorge**
6. **CWG Raceway**
7. **Pacific Dream**
8. **Golden Sands**


The above order is the track sequence you will encounter during the **Championship**. An extra track for **Championship winners** exists...



The number of laps depends on the difficulty level (2 NOVICE, 3 INTERMEDIATE and 4 PROFESSIONAL).

When satisfied with your selections, press the  button, and it's into the race...

TIME TRIAL

Can you get the fastest lap times on all the tracks? TIME TRIAL MODE you can prove it! You can choose any track to compete in over 3 laps. Once you've chosen your Game Settings press the  button to go to the Select a Vehicle Screen.

Press the  button to choose a vehicle.

If you choose to have the Ghost Car ON, you will be up against a shadow of yourself. Getting used to the track is what it's all about here, so don't be spooked by your ghost!

IN-GAME MENU

Press the START button during a race to select this menu. The race action will pause and you will be presented with three choices:

CONTINUE

Press the START button to continue the race.

RESTART

Press the START button to return to the beginning of the race. A prompt will appear asking "Are you sure?" Use the Left and Right Directional buttons to highlight YES or NO and press the START button to confirm. Choosing NO will return you to the In-Game Menu.

EXIT

Press the **START** button to choose **Exit**. This will return you to the **MAIN MENU**. A prompt will appear asking "Are you sure?" Use the **Left** and **Right Directional** buttons to highlight **YES** or **NO** and press the **START** button to confirm. Choosing **NO** will return you to the **In-Game Menu**.

END OF RACE

CHAMPIONSHIP

If you finish in **1st** place you will automatically progress to the next track. If you finish in **2nd** or **3rd** place you will be awarded a free **Race Credit**. You will then get the option to **Watch Race Replay**, **Restart** or **Exit**. By choosing **Restart**, you will get another attempt to gain **1st** place by using up another credit. If you do not finish in the **Top 3**, you fail to qualify. You are given the option to **Restart the Race** or **Exit to Main Menu**. By choosing **Restart**, you will get another attempt to gain **1st** place by using up another credit. When your **3 Race Credits** expire then it's **Game Over**.

SINGLE RACE

You will get the option to **Watch Race Replay**, **Restart** or **Exit to Main Menu**.

TIME TRIAL

You will get the option to **Watch Race Replay** (only by finishing in the **Top 3**), **Restart** or **Exit to Main Menu**.



8. PLAYING THE GAME

GAMEPLAY INFORMATION

RACE CREDITS

You begin with 3 Race Credits. Each time you finish a race outside of the Top 3, you will lose a Race Credit. When your Credits expire, it is Game Over.

To gain Credits you must finish in the Top 3.

STEERING

Set the handling of the vehicles to your standards. Slow steering is good for novices taking long corners. Fast steering is extremely responsive and takes some mastering. This is not available when using an analog controller.

AUTO BRAKING

This facility will automatically decelerate the vehicle when approaching corners. Designed for inexperienced racers, this feature works in all game modes.

CHECKPOINTS

Clear the next checkpoint before the time reaches zero, otherwise the race is over.

DAMAGE


Throughout the race you will take damage to your vehicle, either by hitting other vehicles or by smashing into race-track walls and barriers. A damage bar is displayed in-game on the bottom-right of the screen. It will turn from white to red as your damage increases. You're out of the race when the damage bar completely turns red. Note: In CHAMPIONSHIP MODE you will receive an extra Race Credit for finishing in 1st place without taking any damage.

REAR VIEW


By pressing **L1** on the Controller during a race you will be presented with an instant view of the what is behind you. Release **L1** to return to normal view.

The button **L1** may change if using a different control setting.

EXTRA VIEWS



By pressing **SELECT** and  together, the camera will follow the vehicle in front of you. By repeating this function you can scroll forward through all the vehicles.

Press **SELECT** and  together for the camera to return to your vehicle.

By pressing **SELECT** and  together, the camera will follow the vehicle behind you.

By repeating this function you can scroll backward through all the vehicles.

Press **SELECT** and  together for the camera to return to your vehicle.

By pressing **SELECT** and the  together you will see the game from the track-side cameras (only available in **ONE PLAYER MODE**). Press **SELECT AND**  together for the camera to return to normal view.

AGGRESSION

In Professional mode your opponents will drive more aggressively and as you are in with the big boys now, they will be out to stop you.

So keep your damage level down...



9. CREDITS

LEAD PROGRAMMER

Robert Rawson

GAME PROGRAMMING

Andrew Brechin

Martin Hall

Darren Coles

TOOLS PROGRAMMING

Robert Rawson

Andrew Brechin

Edward Morley

LEAD ARTIST

Neil Casini

BITMAP GRAPHICS

Neil Casini

Doug Holmes

3D MODELLING / TRACK DESIGN

Gary Baker

CLOCKWORK GAMES ANIMATION

Mark Jackson

TECHNICAL SUPPORT

Rob Matthews

PRODUCER

Greg Duddle

ASSOCIATE PRODUCER

Pete Smith

PRODUCT MANAGER

Craig Rechenmacher

PUBLIC RELATIONS

Mark Day

MANUAL AND PACKAGING DESIGN

David Thornley

Phil Rogerson

BOX ARTWORK RENDERING

Rob Matthews

Gary Baker

MANUAL EDITOR

Russell Coburn

NAME GENERATION COURTESY OF

Richard Yandle

MUSIC PRODUCER

Phil Morris

MUSIC

**Music composed and recorded by
PC Music Ltd**

All guitars: Stu Ellis

**Mixed in Dolby Surround by Steve
Cowell at Pearl Studios, Liverpool**

Music published 1996

by PC Music Ltd

TRACK LIST AND ORDER:

- 1) Mesh**
- 2) Resonator**
- 3) Wired Soul**
- 4) Skinned**
- 5) Pulse**
- 6) Metallic**
- 7) Technofear**
- 8) Smelter**
- 9) Sinews**
- 10) Pyrelighter**
- 11) ManMachine**
- 12) Synchronic**
- 13) Fuzzbomb**
- 14) Hot Rubber**
- 15) Dropout**

SOUND EFFECTS

PC Music Ltd

VOICE ACTOR

**Brad Lavelle, recorded at
The Sound Company, London**

ALPHA TESTING

Paul Tweedle

Alan Mawer

BETA TESTING

Mark Inman (Group Leader)

Jenny Newby (Team Leader)

Richard Yandle

Andrew Durney

Alan McArdle

Wayne Smith

Stephen Allen

SPECIAL THANKS TO

Adrian Myatt

Craig Duddle

Carole Holmes

Friends & Family of all at CWG

**James Thomas
for his absence**

Kim Rutledge



NOTES

NOTES



QSound™ Virtual Audio Guide to Optimal Listening

Congratulations! The Rush Hour product you have purchased incorporates QSound™ Virtual Audio from QSound™ Labs Inc. QSound™ is a patented, innovative process that creates a dramatically enhanced soundfield extending far beyond the bounds of regular stereo. The result is an audio experience of unparalleled realism.

The following guidelines will help you get the maximum benefit from QSound™ Virtual Audio.

Since QSound™ is a stereo process, you will need a stereo playback system. The aim of the following suggestions is simply to set up your system symmetrically, so that both left and right speakers are similarly arranged.

Both speakers should be placed at the same distance from the listening position. Make sure both speakers are at the same angle. (Facing straight forward or turned slightly toward the listening position; whichever is your preference.)

Arrange both speakers at the same height.

Your speakers should not be too far apart. For example, in a multimedia setup, they should be just to either side of your video monitor.

If your system has a balance control, be sure it is centered. If, on the other hand, each speaker has its own volume control, adjust them so that the speakers are as closely matched in relative volume as possible.

Although enhancement can be heard off axis, dramatic sound localization will be heard when you are centered between the speakers. By taking a little time to set up your system properly, you will maximize your enjoyment of the QSound™ audio enhancement built into Rush Hour.

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Within the US:

1-900-933-SONY (1-900-933-7669)

\$0.95 per minute pre-recorded information

\$1.15 per minute live representative assistance

\$4.95 for mailed out tips

Within Canada:

1-900-415-5757

\$1.25 per minute (US Dollars)

For US callers, game counselors are available Monday-Friday, 8AM-6PM, Pacific Standard Time. Automated support is available 24 hours a day, 7 days a week.

In Canada, automated support is available 24 hours a day, 7 days a week. Live support is not available at this time.

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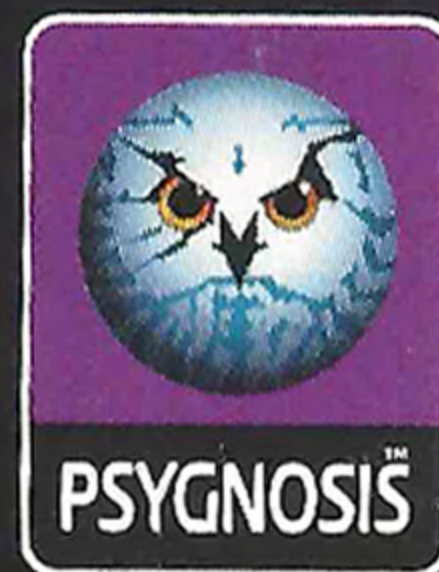
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