



PlayStation

NTSC U/C

PlayStation



SLUS-00840
T03PSX

Collos
INFOGAMES



TEST DRIVE OFF-ROAD 3

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 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

Still pictures of images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large screen projections televisions. Refer to your projection TV instruction manual for more details.

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 heat source.
- Be sure to take a 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 it in straight lines from the outer edge. Never use solvents or abrasives.

CONTENTS

POWER UP

2

FACTORY DEFAULT DRIVING CONTROLS

3

MAIN MENU

4

ARCADE

4

TWO PLAYER

5

WORLD TOUR

5

OPTIONS

8

VISUAL DISPLAYS

10

RACING RULES

12

DRIVING TIPS

13

CREDITS

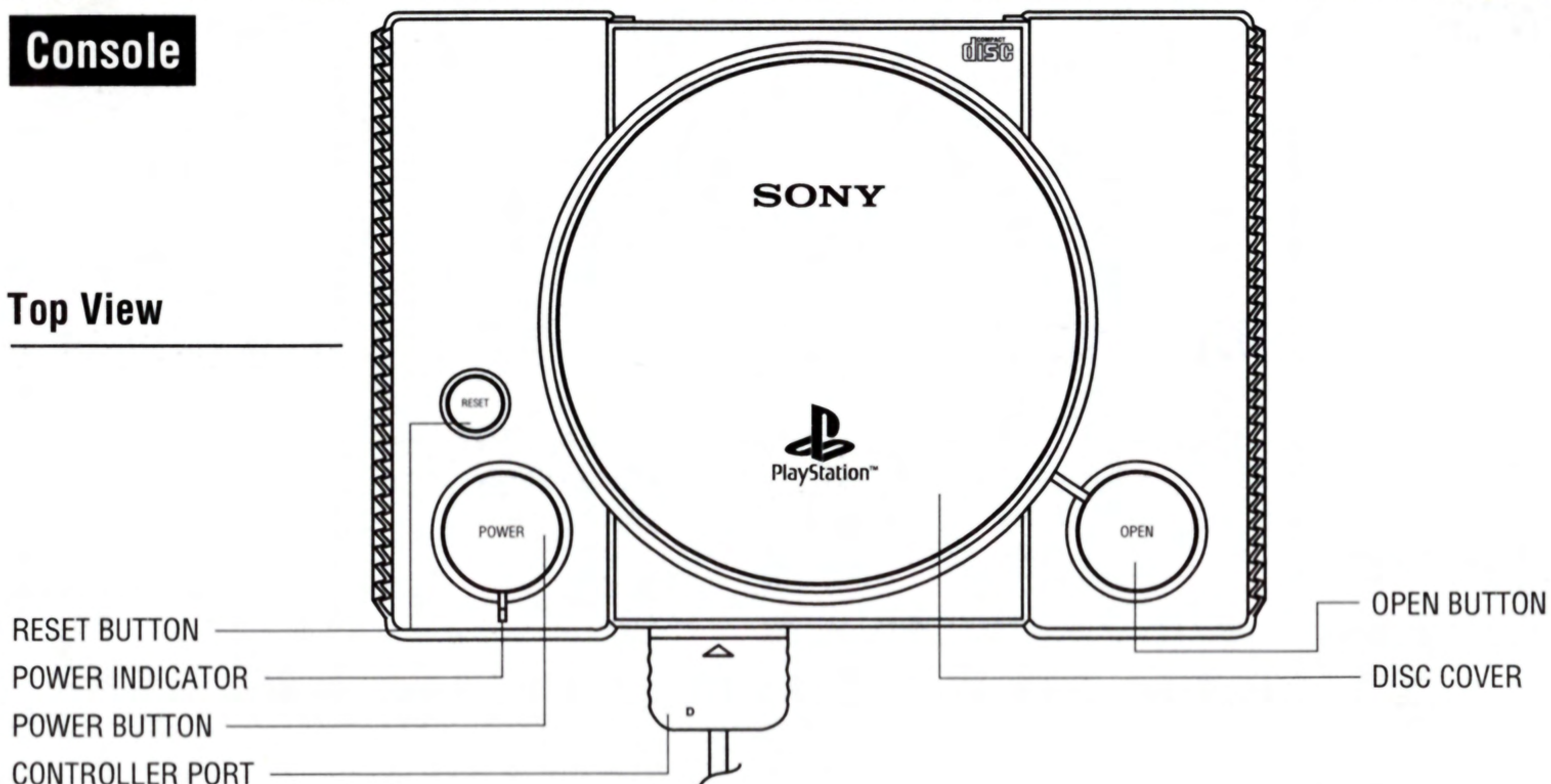
17

CUSTOMER AND TECHNICAL SUPPORT

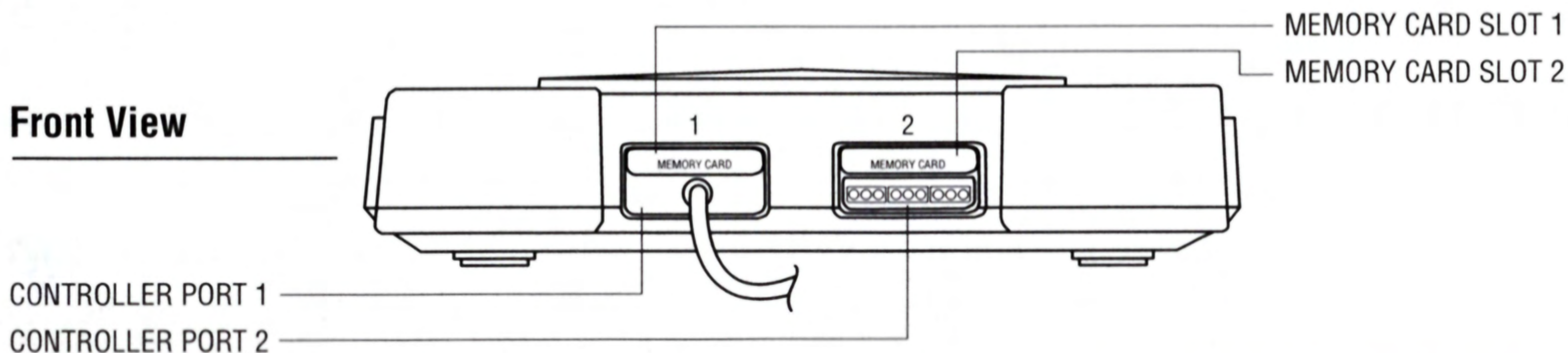
20

Console

Top View

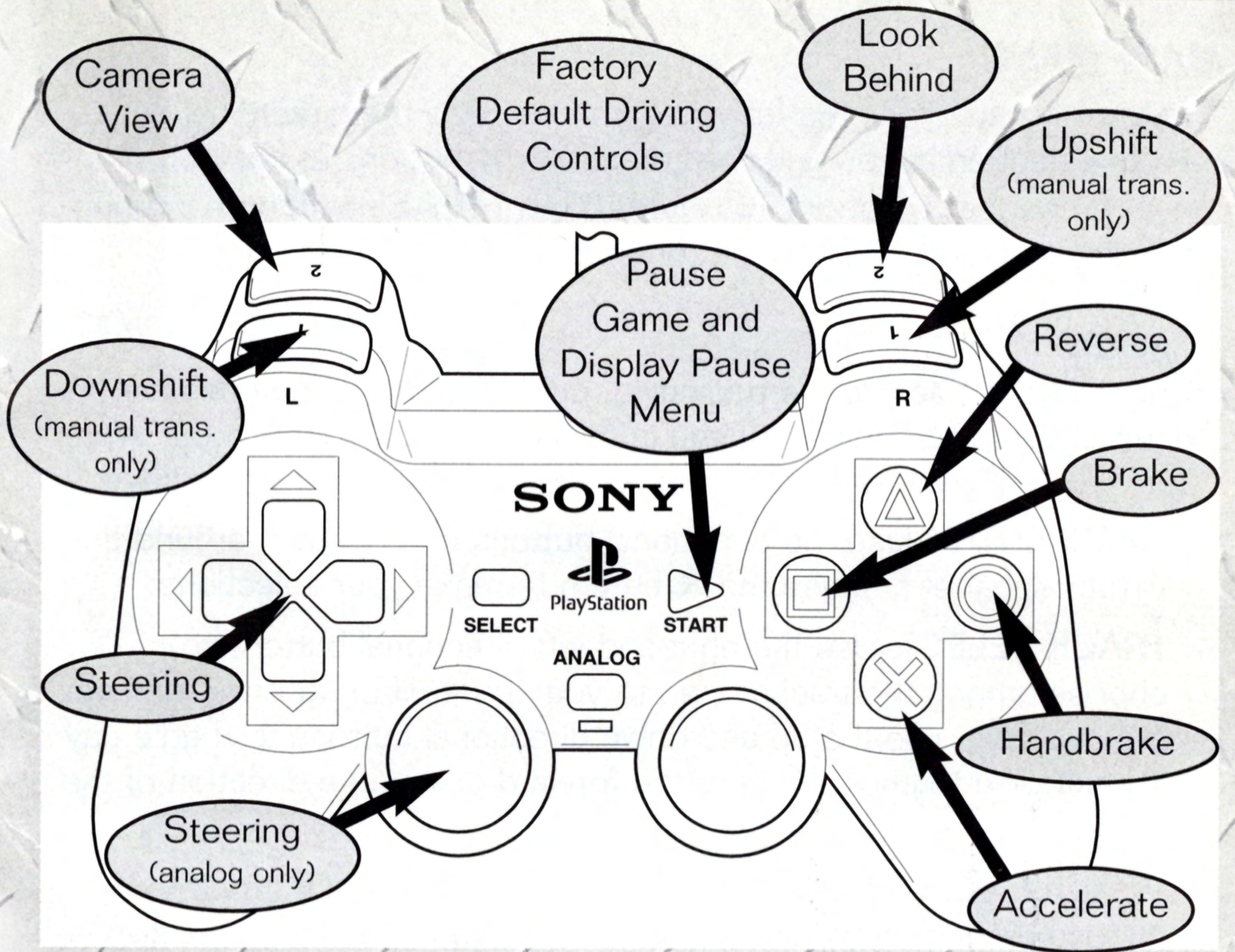


Front View



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.



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 X 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 X 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 X 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 X 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.

<u>DIVISION</u>	<u>CUP</u>	<u>RECOMMENDED BEST ATTRIBUTE</u>
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.

<u>TRACK</u>	<u>RECOMMENDED BEST ATTRIBUTES</u>
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)

CREDITS

Lead PlayStation Programmer

Dan Moen

PlayStation Programmers

Owen Flatley, Dan Brown, Mark Fortuna,
Rob Colbert

Additional Programming

Gary Strawn, Noel Morerro,
Bobby Tait

Lead Artist

Mike Parisi

Artists

Bill Spence, Juan Ortiz, Scot Boyd,
David Ewald, John Xu, Chin-Han Hsu,
Michael Kawas, James Strawn,
Shawn Monroe, Joel Bouquement,
Tracey Madden, Todd Rosenthal,
Won Joo

Lead Designer

Tony Laborie

Executive Producer

Montgomery Singman

Producer

Allen Edwards

Associate Producer

Caroline Esmurdoc

Assistant Producer	John Chowanec
Production Assistant	Paul Pettross, Jeremy Andersen
Art Director	Angus Wilson
Director of Technology	Glyn Anderson
Sound Designer	W. Scott Snyder
U.S.A. Mastering Supervisor	Luis Rivas
Director of Marketing, Racing	Steve Allison
Product Marketing Managers	Laddie Ervin, Greg Sarrail
Licensing	Melanie Sherk, Gabrielle Benham
Corporate Communications	Erica Krishnamurthy, Mika Kelly
Cinematics	The Kenwood Group, Dreamspeed Studios
Documentation	W. D. Robinson
QA Czar	Sam Newman

Lead QA Analyst

Donald T. Clay

Assistant Lead QA Analyst

Shawn Shinn

QA Analysts

Clayton Wolfe, Jason Cote, Greg Akatiff,
Melanie Macari, Erik Johnson,
Marie Person, Peter Sodbinow,
Jason Cordero, Ted Tomasko,
Ben Skelton, Richard Fish

Creative Services

Jill Dos Santos, Matt Abrams,
Mark Glover, Eric Larson

Online Marketing

Jonathan Tagle, Ray Massa, Daniel Grove

The team would like to specially thank the auto manufacturers for their cooperation in the making of Test Drive Off-Road 3. Additional thanks to Jim Barnett, Stan Roach, The Pitbull Syndicate, Ltd., Kathie Tompkins, Cecilia Hernandez, Rhoda Wawrzynski, Nate Pendleton, Jay Stevens, Nathan Leon, John Gillan, Kevin Keenan, Jay Asher, Andrew Rosenblatt, Lisa Shamus, JoAnne McKenzie, Melissa Savage, Kathy Faith, Karen Allen, Steve Saleen, Ryan Thomas and Chenoweth Racing Products, Inc., Brian Brandt, Hold The Fish, Kara Chowanec (for her steadfast support), Kassy Laborie, and Andy Buecker

CUSTOMER AND TECHNICAL SUPPORT

Infogrames North America provides customer service, news, demos and technical support on these on-line services:

PHONE: Infogrames North America has some of the friendliest and knowledgeable Technical Support Representatives in the industry. We can help you by phone between the following hours:

Monday-Thursday 8:00am-5:00pm Pacific time and Friday 9:00am-5:00pm Pacific time at (408)296-8400

FAX: Faxes may be sent anytime to: (408)246-0231

ONLINE: <http://www.infogrames.net>
<http://www.tdor3.com>

Email: help@infogrames.net

Postal Contact: Infogrames Tech Support
5300 Stevens Creek Blvd., Ste. #500
San Jose, CA 95129

INFOGRAMES HINT LINE

1-900-454-HINT: \$.99/minute. If you're under 18, please get a parent's permission before calling.

SOFTWARE WARRANTY

Infogrames North America warrants for a period of 90 days from the date of purchase by the original purchaser of this software that the medium on which it is recorded will be free from defects in materials and workmanship. Defective media which has not been subjected to misuse, excessive wear or damage due to carelessness may be returned during the 90 day period without charge. To receive warranty service:

1. DO NOT return your defective compact disc to the retailer.
2. Notify Infogrames North America Customer Service of the problem by calling (408)296-8400 between the hours of 8am and 5pm (Pacific Time) Monday through Friday. Please do not send your compact disc to Infogrames North America before calling. Infogrames North America can also be reached 24 hours a day by FAX at (408)246-0231, or by email at help@infogrames.net. Check us out on the World Wide Web at <http://www.infogrames.net>.
3. If a Customer Service Technician is unable to solve the problem by phone, you will be given a Return Authorization number. Record this number on the outside packaging of your compact disc (be sure your packaging is at least 4"x6", as many shipping companies will not ship anything smaller). Send the compact disc and your sales slip or similar proof-of-purchase within the 90-day warranty period to: Customer Service, Infogrames North America, 5300 Stevens Creek Blvd., Suite 500, San Jose, CA 95129. After the 90-day period, defective media may be replaced in the United States for \$10 (U.S. dollars; plus 8.25% sales tax if the purchaser resides in California). Make checks payable to Infogrames North America and return to the address listed above. (To speed processing, please do not return manuals or game boxes.)

COPYRIGHT NOTICE

Test Drive is a registered trademark and Test Drive Off-Road is a trademark of Infogrames North America. Test Drive Off-Road 3, © 1999, Infogrames North America. All Rights Reserved. Jeep and the Jeep Grille Design are registered trademarks of the DaimlerChrysler Corporation and are used under license. Dodge is a registered trademark of DaimlerChrysler Corporation and is used under license. © DaimlerChrysler Corporation. Ford Explorer Trademark(s) and Ford F-150 Trademark(s) are Used Under License from Ford Motor Company. Hummer ® and the Vehicle Grille Design are the registered trademarks of AM General Corporation. ©1999 AM General Corporation. The Land Rover Name and Logo are trademarks of Rover Group Limited and are Used Under License. © Rover Group Limited 1999. Saleen is a registered trademark of Saleen Performance and is Used Under License. Isuzu VehiCROSS Trademark(s) are Used Under License from Isuzu Motors Limited. Shelby, Shelby SP360, and Carroll Shelby's signature are protected trademarks, tradenames and trade dress of Carroll Shelby Licensing, Inc. Nissan, Frontier, Xterra, and Pathfinder are licensed trademarks of Nissan North America, Inc. Reproduced by permission. Chenoweth, the DRV-1 and the Desert Patrol Vehicle trademarks and vehicle designs are used under license. Subaru and Outback are registered trademarks used with the permission of Subaru of America, Inc. "Leech" performed by Eve 6, lyrics by (Max Collins and Jon Siebels, music by Eve 6) and "How Much Longer" performed by Eve 6, lyrics by (Max Collins, music by Eve 6) from the album Eve 6 (p) © 1998 BMG Entertainment. Courtesy the RCA Records Label/BMG Entertainment. The RCA Records Label is a unit of BMG Entertainment Tmk(s) ® Registered Marca(s) Registrada(s) (RCA) ® General Electric Co., USA. Published by Less than Zero Music/Fake and Jaded Music Southfield Road Music (ASCAP),. All rights reserved, used under license. "Going away to college" performed by Blink 182, written by (Hoppus/DeLonge) from the album "Enema of the State" (p)© 1999 MCA Records, Inc. published by EMI April Music Inc. & Fun With Goats, admin by EMI April Music Inc. All rights reserved, Used under license from Universal Music Special Markets. "Shining Star", "A Literary Love Song", and "She's My Queen" performed by Diesel Boy, written by Diesel Dave, from the album "Sofa King Cool" (p)© 1999 Honest Don's. All rights reserved, Used under license from Honest Don's. "Park Avenue" and "Psycho Future" performed by Girls Against Boys, written by (McCloud/Janney/Temple/Fleisig) from the album "freakonica" (p)© 1998 Geffen Records, inc. published by EMI Blackwood Music & Action Collar Music, admin. by EMI Blackwood Music. All rights reserved, Used under license from Universal Music Special Markets. "Vitamin" performed by Incubus, written by (Brandon/Einziger/Katunich/Koppel/Pasillas) and "New Skin" performed by Incubus, written by (Boyd/Einziger/Katunich/Koppel/Pasillas) from the album "S•C•I•E•N•C•E•" courtesy of Epic/Immortal Records (p) © 1997 Sony Music Entertainment Inc., Published by EMI April Music Inc. & Hunglikeyora Music, admin by EMI April Music Inc. All rights reserved, by arrangement with Sony Music New Media licensing. Visit incubus on the internet at www.enjoyincubus.com

LICENSE AGREEMENT

This computer software product (the Software) and user manual is provided to the Customer under license from Infogrames North America and are subject to the following terms and conditions, to which the Customer agrees by opening the package of the Software, user manual and/or using the Software. Granting of this license does not transfer any right, title or interest in the Software, or user manual to the Customer except as expressly set forth in this License Agreement. The Software and user manuals may not be copied for any reason. The Customer may not transfer or resell the Software or user manual. The remedies provided above are the Customer's sole and exclusive remedies.

In no event shall Infogrames North America be liable for any direct, indirect, special, incidental or consequential damages with respect to the Software or the user manual. Except as provided above, Infogrames North America makes no warranties, either express or implied, with respect to the Software or user manual, and expressly disclaims all implied warranties, including, without limitation, the warranty of merchantability and of fitness for a particular purpose.

The Ultimate Thrill Ride



NTSC U/C

PlayStation



Infogrames, 5300 Stevens Creek Blvd. Suite 500 - San Jose, CA 95129

Test Drive, Test Drive Off-Road, and Infogrames are registered trademarks of Infogrames North America. Test Drive Off-Road 3 ©1999 Infogrames North America. All Rights Reserved. All Other trademarks and trade names are the properties of their respective owners.



Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.