

RUSH

INSTRUCTION BOOKLET



MIDWAY

WARNING

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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 2 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 2 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.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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.

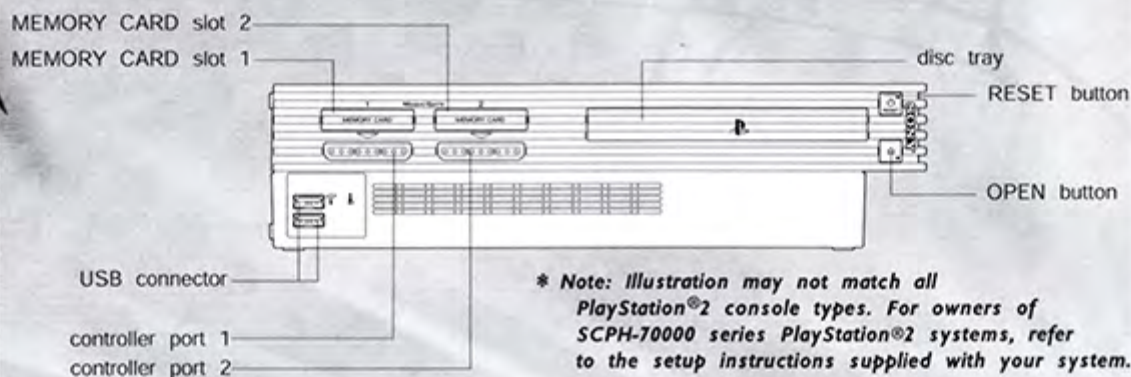


CONTENTS

Getting Started	2
Starting Up	3
The Story	4
The Players	5 - 7
Controls	8
Main Menu	9 - 10
Options	11 - 12
The Garage	13
The HUD	14
The GPS	15
Racing/Stunt Mode	16
Credits	17 - 19
LA Rush Music	20
Notes	21
Warranty	29



GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button.

When the power indicator lights up, press the OPEN button and the disc tray will open. Place the "LA Rush" disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MENU/SUB-MENU NAVIGATION

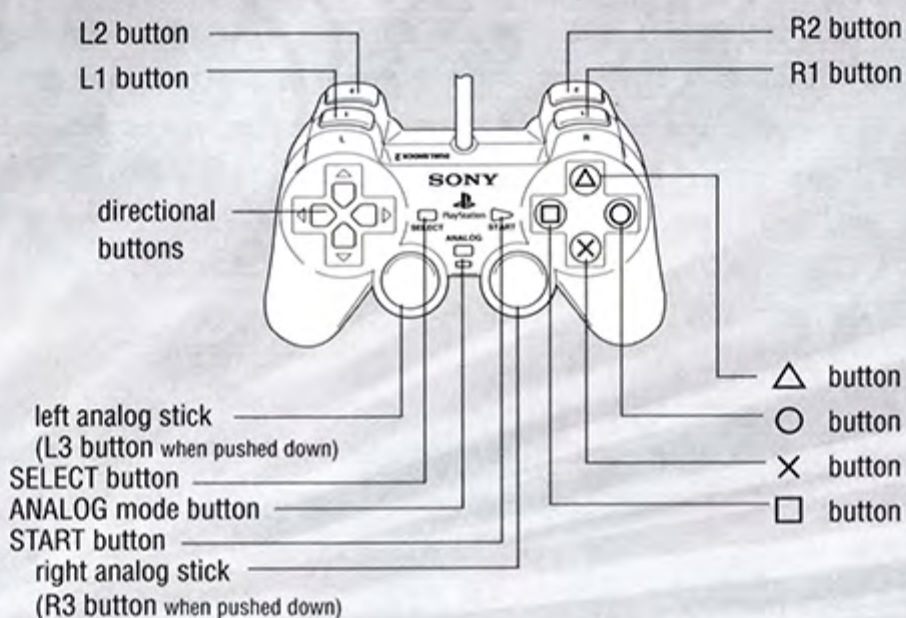
Throughout this manual, ↑, ↓, ← and → will signify pressing Up, Down, Left and Right on the directional buttons. To navigate through the game menus (i.e. Options), use the directional buttons (↑, ↓, ← or → depending on the menu) to highlight a selection.

QUITTING A GAME IN PROGRESS

During the game, press the  button to display the Pause Menu. Press the directional buttons ↓ to select **Exit Race**, then press the  button. To confirm exiting the game, highlight **Yes**, then press the  button again to abandon the race. You'll have the option to Replay, Restart or press the  button to go to Advance and go to the Main menu.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



LA Rush does NOT recommend or support "Analog Joystick" controllers that are not DUALSHOCK®2 analog controllers.

PROFILES

LA Rush uses a Profile feature that saves a personal profile to your memory card (8MB) (for PlayStation®2). When you start the game for the first time, the game will offer the option to **Load Profile** or create a **New Profile**.

If you don't already have a previous profile, select New Profile. You can save up to eight profiles. Select **Profile 1** (or up to 8). Use the directional buttons to highlight each letter, then press the × button each time to type out your profile name. Select Yes to save your profile to your memory card.

Once created, you can load the profile next time you play the game. Game progress and options will then be saved to the new profile.

THE STORY

From his humble beginnings as a parts runner for local garages in southern California, to his present day status as the dominant figure on the west coast street racing scene, Trikz Lane has always been most comfortable behind the wheel. His fearless exploits and unique driving style have made his name known from coast to coast. And his reputation has grown to legendary status.

Now, that reputation is all he has, as each of his 35 prized vehicles have been stolen by a rival and hidden throughout Los Angeles just days before the biggest money street racing event to ever hit the west coast blacktop. If Trikz hopes to maintain his legendary status and to compete in the high-stakes event, he must locate, retrieve, and secure his stolen vehicles.

And so the rush is on and the races begin amidst a glittering Los Angeles backdrop, as highly skilled drivers from far and wide go head-to-head for control of the most elusive stakes imaginable - ownership of the streets of L.A.



THE PLAYERS

TRIKZ LANE

As a kid, growing up in California's central valley, Trixz Lane had a hard time following the rules. Intelligent and easily bored, Trixz would from time to time simply take off from the various foster homes into which he'd been placed since the age of four. The only problem was, whenever he took off, he did so in a "borrowed" car and a high-speed chase with the police would usually ensue. Trixz' penchant for fast driving and his love of cars eventually lead him to take a job in a local garage. It was there he became plugged in to the local street racing scene, a scene he would come to dominate with a fearless driving style unlike any previously seen. By his 21st birthday he was known up and down the entire west coast, his status had grown to legendary proportions, and Trixz Lane had become underground racing's first true superstar.

TY MALIX

Ty Malix has been taking his cars to West Coast Customs for years. It was there he met Trixz, who at that time was working for Ryan's West Coast crew as a tuning expert. Although they were roughly the same age, Ty had more life experience and he took Trixz on as a protégé, challenging him to push himself and expand his horizons. Ty, a street-racing enthusiast, bankrolled Trixz in the early days of his racing career and they have been partners ever since.

LIDELL REY

Lidell Rey is the charismatic owner of various successful ventures throughout Los Angeles. As he puts it, he is a "perpetual motion, money-making, nation-breaking machine." He is also highly competitive and deeply desirous of anything he does not possess. One thing he wishes to possess, yet has never attained, is street status; something he will attempt to achieve by destroying Trixz in an underhanded plan to claim the streets of L.A.'s underground racing scene as his own.

THE PLAYERS

WEST COAST CUSTOMS CREW

Ryan, Big Dane, Mad Mike, Q, Ish & Alex:

Assisting Trixz in his endeavor to reclaim his wealth and prestige will be the crew at West Coast Customs. From its humble beginnings in the early 1990s, to the position of worldwide renown that it holds today, West Coast Customs has always been known for the highest quality work in automobile customization. Key to the company's success is its employees, each of whom brings to the shop floor an unmatched skill set in a particular area of expertise.

With Mad Mike working the electronics, Ish on the interiors, Alex on the rims and tires, Big Dane on accessories, and Q managing it all, West Coast Customs is the only shop to which Trixz takes his rides. Ryan, the owner of West Coast Customs, has known Trixz since Trixz' days working for him as a tuning expert. Through the years everyone at West Coast has come to think of Trixz as one of the family, and they will do everything in their power to see that he is well-equipped to reclaim what is rightly his.

CLAY REILLY

Clay grew up as an only child in Santa Monica. Both of his parents work in the entertainment industry - his mother a casting agent, his father a creative exec at a major studio. Clay dropped out of Santa Monica's Rubicon high school to pursue a career in modeling which his parents were only too happy to foot the bill for as it would take him to New York and get him three thousand miles away from them. Due to the fact that his left leg is 4 inches shorter than his right, Clay walks with a perceptible limp and was unable to get runway work in New York. He did, however, receive a smattering of print ads for a local department store in New Jersey.



THE PLAYERS

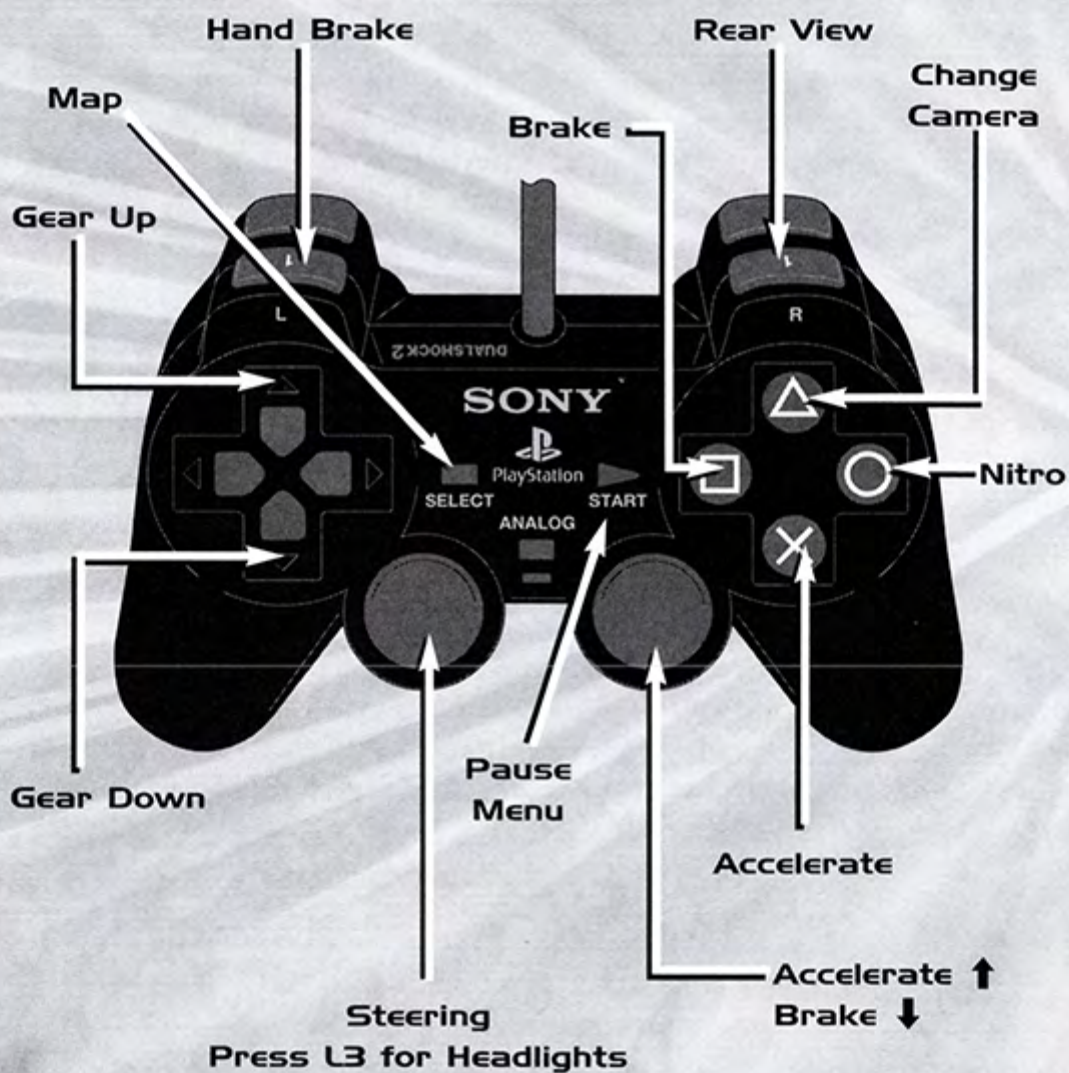
TWISTA

Twista is an entrepreneur from Chicago who possesses off the charts intelligence. He is master of all he undertakes, from athletics to finance and his skill as a driver is legendary. Driving at 120 m.p.h. relaxes him, because it is the only time that his physical movement comes close to matching the lightening quick speed at which his thoughts progress. "The faster I drive, the more clear things become. It's like a form of meditation," he says. "It's what I do to unwind." Lidell Rey will enlist the services of Twista to assist him in defeating Trixz at the series of underground races set for the summer.

LANA DAVIS

Lana Davis was born and raised in a small town in New York where she lead a fairly sheltered life - attending ballet classes, acting in school plays, and working as a candy striper at one of the several convalescent homes spread throughout the sleepy upstate county. However, despite the comfort of her immediate surroundings, Lana yearned for more. So at 17 she quit school and joined a dance troupe that toured Europe by van. The tour lasted six months and while Lana found the experience valuable, she knew she was not cut out for a life of hostel hopping, communal showers, and eating beans from a can. Lana wanted more. At the tour's completion she moved to L.A. and got job as a choreographer at Lidell Rey's Cobra Club for Homies. She has been dating Lidell for five months.

CONTROLS



MAIN MENU

STORY

Select this option to play LA Rush in Story mode. Movies and on-screen help will walk you through the story. You can then take on Missions to acquire cars, race and build wealth.

While in Story mode, press the  button to view the Map Screen. As you progress in Story mode, icons appear on the map that indicate the missions available.

Use the left analog stick to move the crosshairs over an icon. Within the window, text describes the mission. Press the  button to select the icon. When you return to the game, an arrow will appear and the GPS system will map out a course to the mission location. Here are the mission icons you'll see on the map:



Join a street race for money. 

West Coast Customs (see **Pimpin' Your Ride**, pg. 13). 

Enter the Garage to change cars. 

Street race for cars. West Coast upgrade required. 

Retribution 

Acquire your stolen cars. 

Lidell Rey Street Slam races. 

When you select the Story option, you can select **Start New Game** or **Resume Current Game** if you have a game saved on a memory card (8MB) (for PlayStation®2).

Note: Because this game saves only one Story mode game in progress, you will overwrite any saved games if you choose to start a new game when you have a saved game on your memory card.

MAIN MENU



QUICK RACE

If you'd like to get right to the racing aspect of the game, this option will let you do that. Choose from these options to set up the type of Quick Race you want:

District

LA Rush offers five different districts of LA in which to race.

Type

There are five types of races in LA Rush:

Race - Speed through the city as you take on other drivers.

Cruise = Your minimum speed is locked, so you'll need to reach an objective without dropping below that speed.

Mission - One of LA Rush's many mission objectives is given, and you'll need to complete the mission to win and make the next mission available.

Roam - It's just like it sounds. Choose a car and roam freely through the streets, getting accustomed to the available cars on the Car Selection screen.

Lowrider - You can participate in High Bounce and Standing Tall events against another car.

MULTIPLAYER

This game mode lets you race a friend. You'll set up using the options listed above, and you'll then choose from available cars to hit the streets in an all-out grudge match. (See **The Garage**, pg. 13).



OPTIONS

VIDEO OPTIONS

Press the directional buttons **↑**, **↓**, **←** or **→** to adjust the screen position on your television.

AUDIO OPTIONS

Press the directional button **↑** or **↓** to highlight an option, then press the directional button **←** or **→** to adjust the volume for the game's **Effects**, **Speech** and **Music** volume.

Mode

Choose **Surround**, **Stereo** or **Mono** sound, depending on the type of speaker system you're using.

CONTROLLER CONFIGURATIONS

Use this option to select one of the three preset Controller Configurations. Press the directional buttons **←** or **→** to cycle the available configurations.

When you're done choosing, press the **X** button to save it to your profile.



PROFILE

This option allows you to Load, Save or Create your LA Rush profile(s) (see **Profiles**, pg 3).

The **Autosave** feature can also be turned **On** or **Off** within this menu. When turned on, Autosave will automatically save your progress per profile to your memory card.

MUSIC

LA Rush includes three different types of Music to choose as your game soundtrack. Choose **Hip Hop**, **Techno** or **Rock** music.

OPTIONS

HIGH SCORES

You can view the game's accumulated High Scores. Highlight the **District**, **Type** or **Event**, then press the directional buttons ← or → to scroll through the high scores.



The screenshot shows the 'High Scores' menu with a list of categories and their corresponding scores. The categories are District, Type, Race, and Event. The scores are listed for each category.

High Scores		
DISTRICT	HOLLYWOOD HILLS	1st: Alex T. 1:55.45
		2nd: Jonathan 2:55.45
TYPE		1st: Mark 3:55.45
RACE		1st: David 4:55.45
EVENT	STREET RACE 1	1st: Tony 5:55.45

PROGRESS

View your progress in the game. With your profile loaded, you'll see the Total Percentage Complete, as well as broken down numbers of each aspect of the game.

GAME OPTIONS

Transmission

Preset your car's transmission to **Manual** or **Automatic**. Once set, the selected transmission type will be the default when you go to The Garage to choose a car.

Wheel Mode

LA Rush supports Logitech Wheel controllers. Select from **Logitech Driving Force** or **Driving Force Pro**. The default setting is **Off**.

Music Notifier

When enabled, a music notifier will be displayed on-screen when a new song is started. This option can be **Enabled** or **Disabled**.

Screen Split

You can choose the type of split screen for your multiplayer games. Select **Vertical** or **Horizontal**.

Map Spin

Enable or **Disable** the mini map display that appears on-screen as you race.

Camera Spring

When **Enabled**, this option will set your sight to center-screen each time you finish a turn. When Disabled, your line-of-sight will be wherever the car is facing.



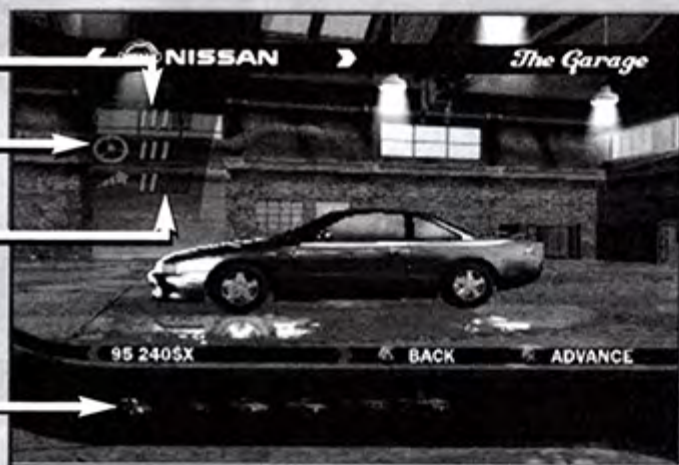
THE GARAGE

Speed

Handling

Acceleration

Unlocked Cars



The Garage displays the available cars from which you can choose. Press the directional buttons **←** or **→** to scroll through the available cars. An on-screen display shows you the strength of each cars **Speed**, **Handling** and **Acceleration**.

Unlocked Cars

As you unlock cars, they'll be illuminated at the bottom of the screen. Cars are only unlocked as you progress in Story mode. Once unlocked, a car is available in all game modes.

Logo Indicators

As you unlock cars, some will have logos above the Unlocked Car display. A Midway Logo indicates that the car cannot be Pimped. A car with No Logo can be pimped. Once you Pimp a car, a West Coast Customs logo will appear above the Unlocked Car display.

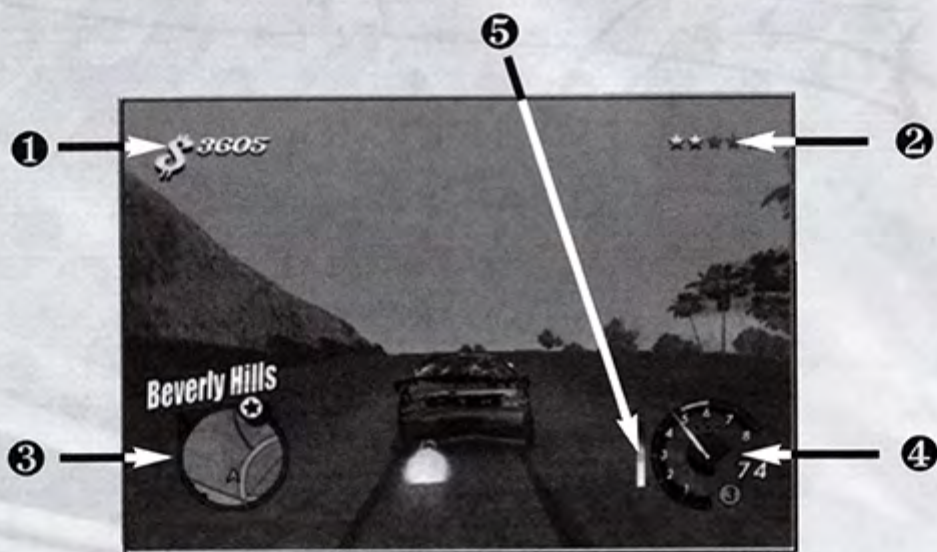
Pimpin' Your Ride

Anytime you pull into West Coast Customs, you'll be offered an opportunity to Pimp your ride. Once you select **Yes** to confirm the cost, your car will pull into West Coast Customs, and then drive out Pimped. Each car has



a predetermined set of features, so you only need to visit West Coast Customs one time per car.

THE HUD



1. Available Cash

Your accumulated cash is displayed here.

2. Fugitive Meter

These stars illuminate when the law is on your tail. The more stars that illuminate, the more wanted you are.

3. City Map

This map displays the streets you're travelling. An arrow on-screen displays your location. Icons surround the map, designating the location of the available objectives (see pg. 9).

4. Dashboard Display

Your RPMs, Speed and Gear are displayed here. While using your manual transmission, shift in the yellow or red to keep the RPMs up and accelerate faster.

5. Nitro Meter

When you use your Nitro, this meter displays the amount of nitro you have remaining.



THE GPS



GPS

LA is a big city, so you're going to need some help to get around. At the Map Screen (see pg. 9), move the **Crosshairs** over a location on the map, then press the **X** button to mark the location where you want to drive. The GPS will mark the location for you.

1. **GPS Arrow**

When you return to the game after marking your location, the GPS Arrow will be displayed, giving you the location and distance of the area you marked.

2. **GPS Map Display**

When using the GPS, the GPS Map Display will take the place of the standard Map to help guide you to the location.



RACING / STUNT MODE



1. Guide Arrow

As you race, this arrow will help guide you toward race checkpoints that are visible in the skyline.

2. Nitro

In all race modes, Nitro is scattered throughout the course. Run over the icon with your car to pick it up, then choose the right moment to hit the  button and engage the nitro. Straight-aways are your best bet.

3. Checkpoints

These are very high and very visible from long distances. Chances are you'll be traveling at such a high rate of speed that you'll need to use these Checkpoints and the Guide Arrow to have a chance in the race.

Stunt Mode

Green **Stunt Mode Icons** are scattered throughout the city. Drive over one to enter Stunt Mode. A timer will appear in the upper right portion of the screen. You'll need to run over a series of blue icons. Each time you run over a blue icon, more time will be added to the timer. If you beat the course, you can unlock a car.



Stunt Mode Icon



CREDITS

Starring

Trikz	Luis DaSilva Jr.
Twista	Twista
Ryan	Ryan Friedlinghaus
Q	Quentin Dodson
Big Dane	Dane Florence
Mad Mike	Michael Martin
Ish	Ismael Jimenez
Alex	Alex Pico
Ty Malix	Orlando Jones
Lidell Rey	Bill Bellamy
Lana Davis	Patrice Fisher
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LA RUSH MUSIC

Various Music © Associated Production Music, LLC.

"The Jump Off" Written by Tim Mosley, Kim Jones, Christopher Wallace, Terrance Kelly, Timothy Patterson and Osten Harvey Performed by Lil' Kim featuring Mr. Cheeks Courtesy of Atlantic Recording Corp. By arrangement with Warner Strategic Marketing Mr. Cheeks appears courtesy of Universal Records ©2003 My 2 Sons Music/Vanessa Music (ASCAP) admin. by The Clyde Otis Music Group, Inc., Warner-Tamerlane Publishing Corp. (BMI), Notorious K.I.M. Music (BMI), WB Music Corp. (ASCAP), Virginia Beach Music (ASCAP), EMI April Music Inc., Bee Mo Easy Music, B. FAM Publishing, Justin Combs Publishing & Big Poppa Music All rights o/b/o itself and Notorious K.I.M. Music admin. by Warner-Tamerlane Publishing Corp. All rights o/b/o itself and Virginia Beach Music admin. by WB Music Corp. All Rights for Bee Mo Easy Music, L.B. FAM Publishing, Justin Combs Publishing and Big Poppa Music controlled and admin. by EMI April Music Inc. (ASCAP) Contains elements of "Jeeps, Lex Coups, Beemers & Benzos" (Harvey/Kelly/ Patterson) ©1996 EMI April Music Inc., Bee Mo Easy Music, L.B. FAM Publishing

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"Ain't It Man" Written by Carl Terrell Mitchell and Rodney D. Richard Performed by Twista Courtesy of Atlantic Recording Corp. By arrangement with Warner Strategic Marketing © 2004 Atlantic Recording Corp. © Almo Music Corp. o/b/o itself and Stayin' High Music (ASCAP) and Rags II Richard Music

"Get Me" Contains sample of "Here I Am" Written by Carl Terrell Mitchell, Cary Gilbert and Leon Huff Performed by Twista © 2004 Atlantic Recording Corp. Courtesy of Atlantic Recording Corp. By arrangement with Warner Strategic Marketing "Here I Am" performed by The Three Degrees Courtesy of Epic Records By Arrangement with Sony BMG Music Entertainment ©2003 Almo Music Corp. obo itself and Stayin' High Music (ASCAP) and Warner-Tamerlane Publishing Corp. (BMI)

"50 60 75" Performed by Young L.O.R.D. Written by Adam Cherrington and Preston Cotton Produced by Adam "Wysmaster" Cherrington

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"City Of Angels" Written by Damian Valentine featuring Billy Staff © © 2002 Ghetto Metal Music (ASCAP) Courtesy of Damian Valentine Music

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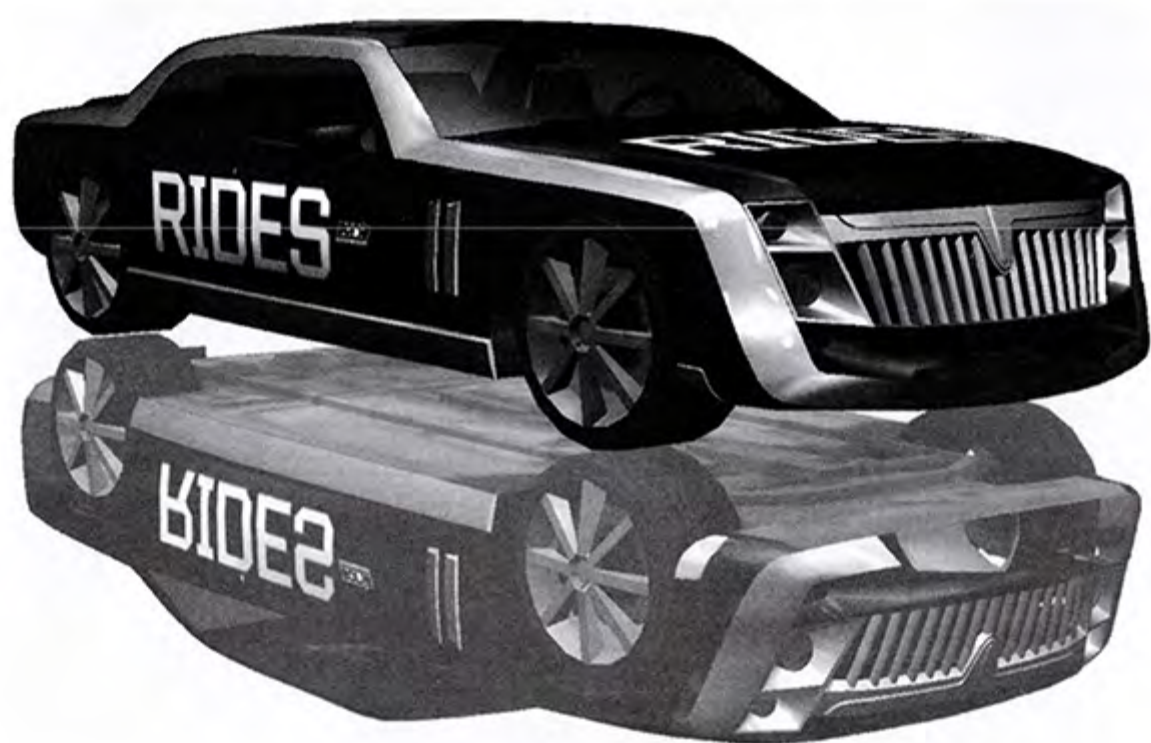
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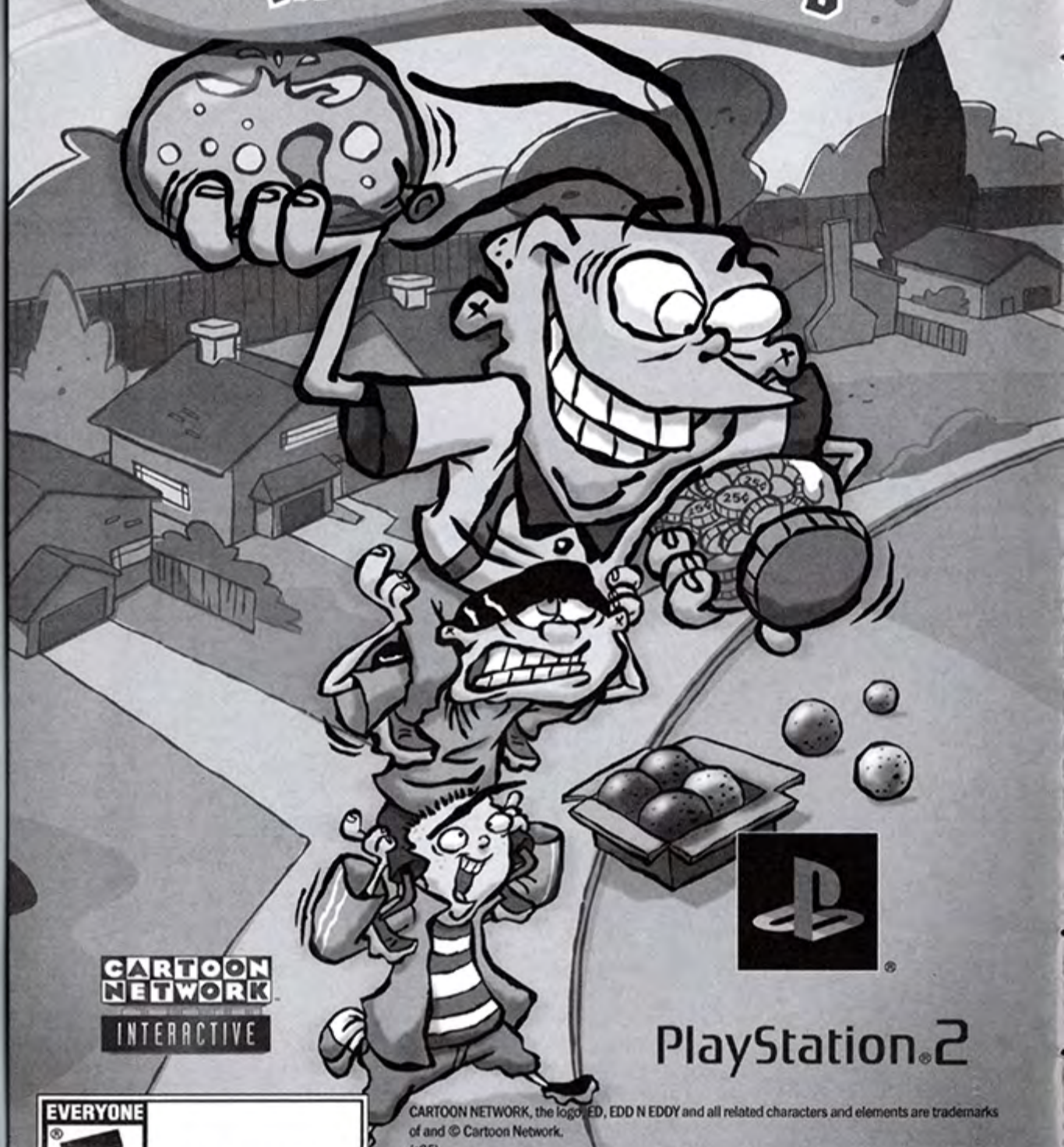
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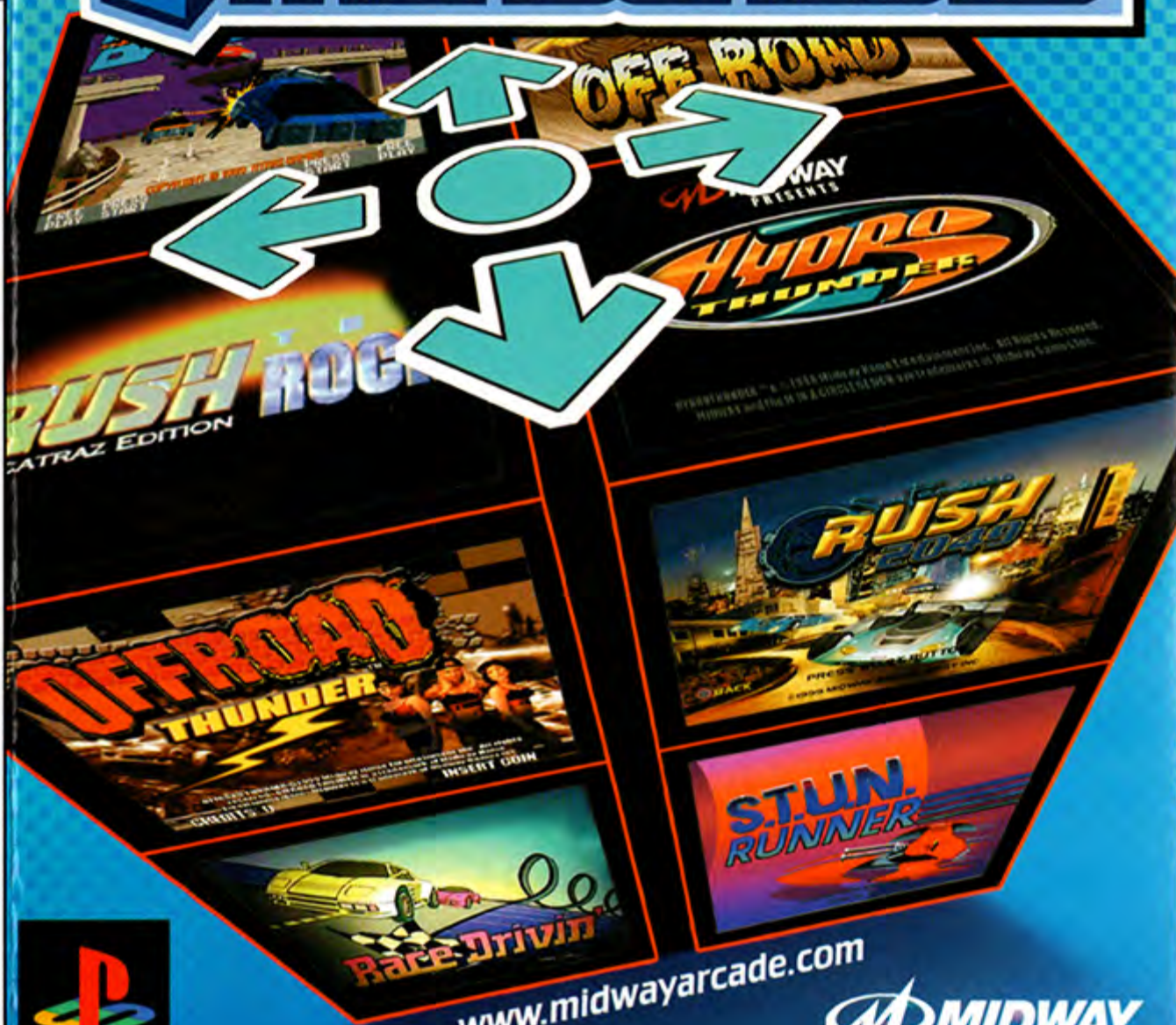
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