

Featuring music by: DMX, JA Rule, Junkie XL, Bubba Sparxxx, and Saliva

TEST DRIVE



**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 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.

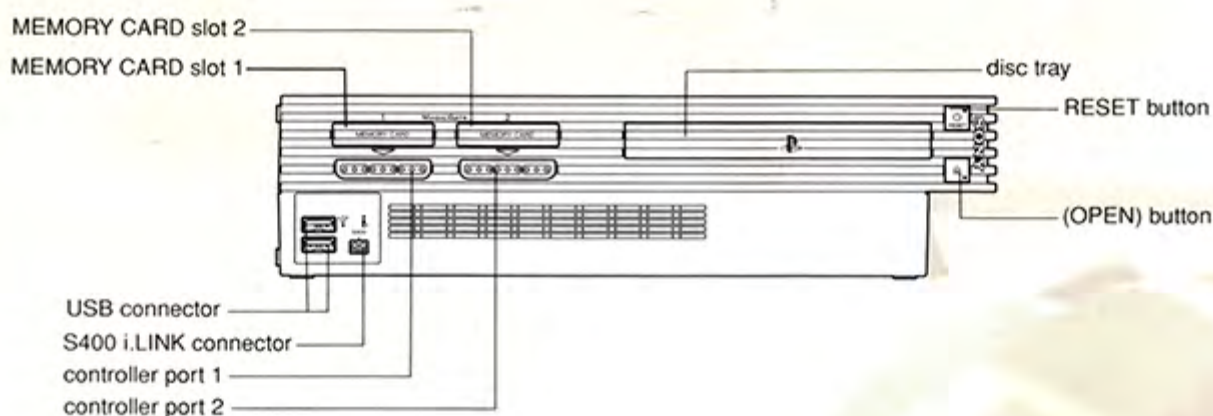


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STARTING UP



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 **Test Drive[®]** 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.

MEMORY CARD (8MB) (for PlayStation[®]2)

To access Save/Load:

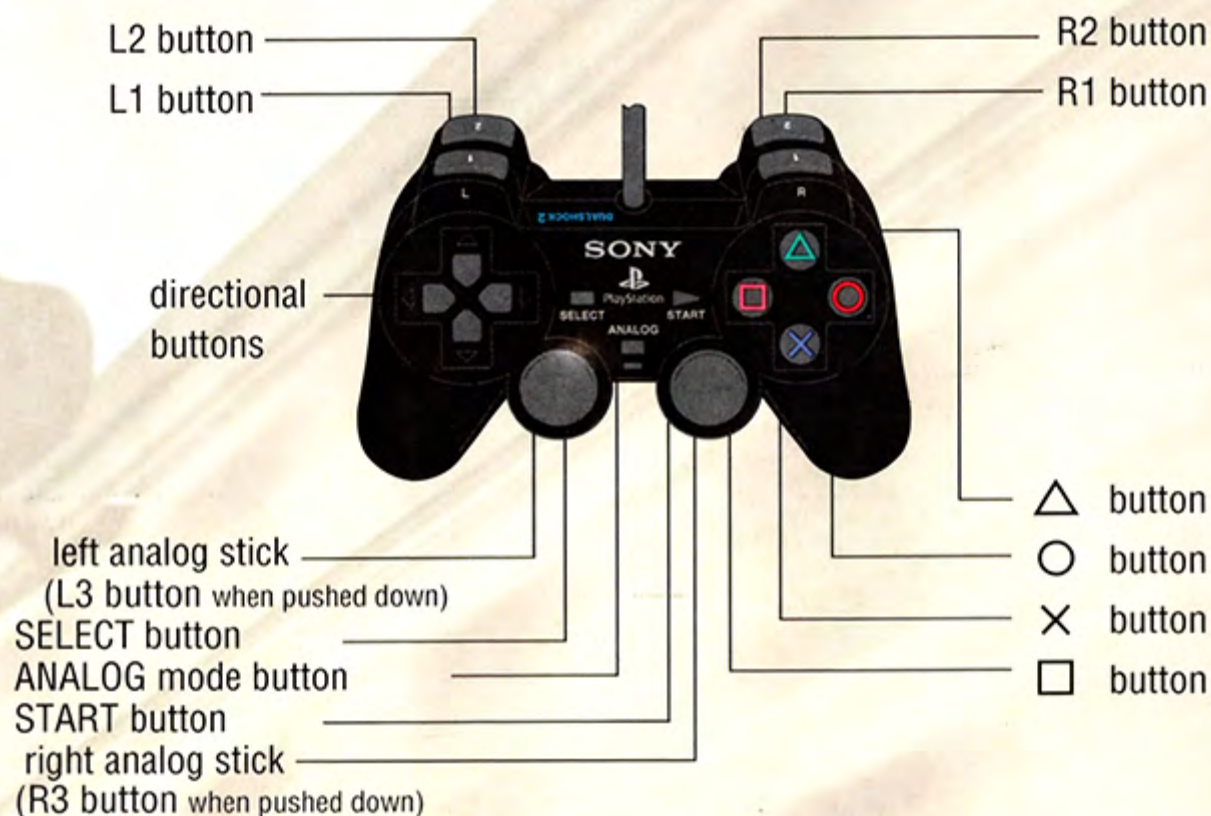
1. Press the **O** button to access the OPTIONS screen.
2. Select SAVE/LOAD GAME DATA and press the **X** button.
3. To load data, press the **X** button. To save data, press the **X** button.
4. When the prompt appears saying that your data was saved or loaded successfully, press the **X** button.

Note: **Test Drive** only supports MEMORY CARD slot 1.



GETTING STARTED

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



DEFAULT CONTROL SETTINGS:

X button	Accelerate
□ button	Brake/Reverse
○ button	Rear View
△ button	Change camera point of view
L1 button	Horn
L2 button	Hand brake
L3 button	Headlights on/off
START button	Pause
SELECT button	Replay Mode: Change camera effect Cop Chase: Toggle overhead map on/off

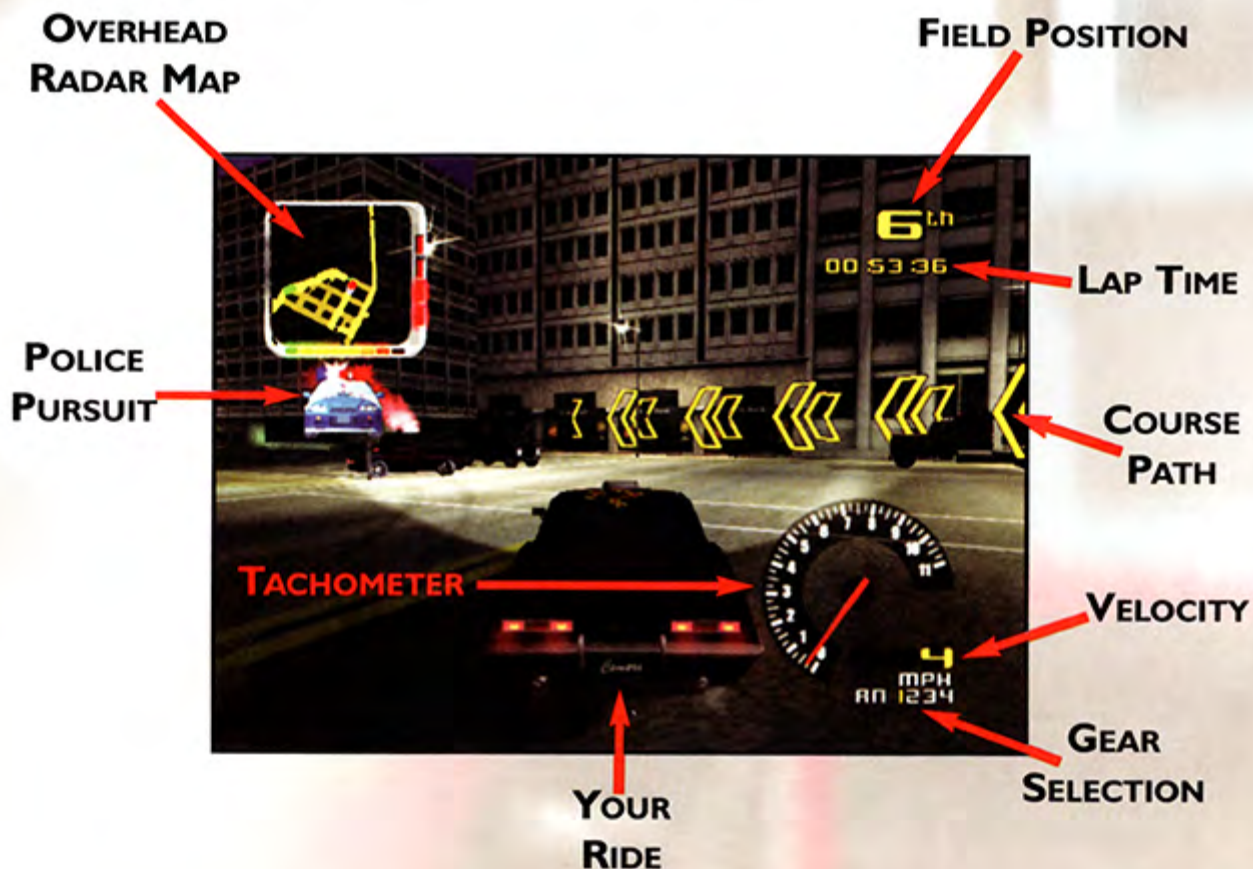
Manual Transmission:

R1 button	Upshift
R2 button	Downshift

Note: You must use a standard controller to play the loading-screen game.



ON-SCREEN INFORMATION DISPLAY



MENU NAVIGATION

Use the left or right analog sticks or the left and right directional buttons to navigate through the menus and highlight your selections.

Press the **X** button to accept and progress through the menus. Press the **Δ** button to cancel and go back. Press the **○** button to go to the Options menu where you can set up your game configuration.

Begin your career as a street racer by giving yourself a street name to race under and choose what type of race you want to participate in.



Choose a linear race to take your ride for a spin in a Start-to-Finish-Line race. Circuit races are looping courses on city streets. You'll take your laps through city traffic while trying to stay ahead of your competition.



In the Underground mode, meet the conditions in the Vidi-Mail briefing to advance to the next race.

Drag racing pits you against one opponent in a competition of acceleration and top speed on a straightaway. If you have a buddy over, choose Two Player race to see who's the better driver.



In Navigation Challenge racing you are given on-the-spot directions on how to navigate the course. On-screen arrows will point you in the direction of the course. While



you do have access to a city map, the course is not indicated – hence, the challenge. This mode puts your driving skills and reflexes to the test.



In the Underground

In the Underground mode, you are Dennis Black. Your employer has a mission for you – to race in the illegal Underground racing circuits for pink slips. He needs you to compete in his stead while he recovers from injuries sustained at the hands of the league's most ruthless and pitiless driver. You get to keep the cars you win along the way.

You will race normal circuits through cities world-wide. Occasionally, your reputation gets the better of you and you are challenged by other Underground racers for pink slips. If you're good enough, you may end up the proud owner of a fleet of the most sought-after cars in the world.

It won't be easy. It takes great skill to navigate the challenges of the Underground. Grab your Test Drive license, strap yourself into your car and test your skills against the very best!

The Story...

The message said to meet here – an abandoned, unkempt warehouse.

“You gotta be kiddin’ me...”

Inside, it's dark and musty. An indistinct shape is the only thing in the entire place. From its familiar outline, you know what lies beneath the tarp is a car. Probably a racer. Fast, sleek and powerful... built for speed.

A man's English-accented voice emanates from the darkness behind you. “Dennis Black, I want you to race it for me.”



Startled, you turn around and notice a figure veiled in shadow.

“What do you need me for? Can’t you race it?”

The man visibly tenses. “I was injured during my last race. Needless to say, I lost. I have a substantial amount of money tied up in these next events – money I have no intention of allowing to flow down the drain. If you race in my place until I recover, Mr. Black, I will make it worth your while. You’re one of the most talented street racers left, lad.”

“Who put you in that wheelchair?”

Moving deeper into the shadows, he replies, “Stop worrying about how I got in this chair and start worrying about how you are going to win the next race.”



CITY STREETS



You should be quite familiar with these courses, after all, it's your home turf. From the Golden Gate to the Bay Bridge and all the spots in between, you'll have to weave in and out of traffic from rush-hour freeways to pedestrian-clogged city streets. This opening city will be no cakewalk, Mr. Black. The police presence will be somewhat light compared to later cities, but you will be profoundly sorry if you fail to take them seriously.



Well, if you even make it this far (highly unlikely, but anything is possible), you'll have to contend with the stiffest test of pure driving of any of the locations. Narrow, hillside roads, sharp, pitiless S-curves and an ungodly number of slow-moving tourist buses will all conspire to make these tracks a more trying experience than any losing night at the baccarat tables. But, we're getting ahead of ourselves...let's just see if you can make it out of Monte Carlo then we'll worry about everything else.





This jewel of the Far East is ours for the defiling. With large thoroughfares and a maze-like freeway system, Tokyo was built for speeding through – except for the unyielding, unabating traffic, dogged and incorruptible constabulary, and those pesky foreign language street signs – which you won't be able to read anyway because all the Tokyo events are held at night. Come to think of it, perhaps caution and not recklessness should carry the day.



Don't let the dreary weather mislead you. These tracks will provide you with more than enough excitement, and if the dense cross-traffic and narrow streets don't get the better of you, then the rain almost certainly will. Let your eye linger on one of the many historical sites for too long and you'll find yourself on the hood of a lorry (that means "truck," by the way), which would upset me.



THE PLAYERS

Donald Clark (Concept Viper)

The wheelchair-bound Englishman of few words rarely has anything nice to say. Not your most pleasant employer, I'm sure. The most important thing about him is that he's providing you with your competition wheels.



Lisa Lux (Elise)

A flirtatious little sex kitten whose driving skills are questionable. Her invitation to the club was supposedly based on who she knew, not what she could do.



Big T (2001 Corvette)

A star in the music industry, this thuggish rapper takes out his aggression on the streets. While some racers make veiled threats, Big T is blatantly confrontational and anything but subtle.



Skeeter Grimshaw (Chevelle & GTO)

This backwoods boy from the midwest makes his living off doing what he has always wanted to do. While he may not be the most sophisticated racer on the circuit, his driving skills make up for his lack of social graces.





Reese Weston (Camaro)
Reese is in it for the sport, the adrenaline, the rush he gets from driving fast cars. He's just out to have fun.



Nells Von Stadt (Jaguar)
Two words sum up this wealthy, German playboy: arrogant narcissist. His wealth and influence greased the right palms to get him into the underground circuit.

MUSIC CREDITS:

“LACKLUSTER”

Written by Josey Scott, Chris Dabaldo, Wayne Swinney, Dave Novotny, Paul Crosby, Bob Marlette, Almo Music Corporation and Five Superstars Music (ASCAP) Performed by Saliva
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“FURIOUS”

Written by Irv Gotti/Richard Wilson/Jeffery Atkins/Otha Miller
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“THE MILKY WAY”

Written by Didier Delesalle Sony/ATV Tunes LLC (ASCAP)
o/b/o Sony Music Publishing France/ Cat. Batignolles Square
Performed by Aurora Boreales, Courtesy of F Communications



“KNOW HOW”

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"CLICK CLICK BOOM"

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Novotny, Paul Crosby, Bob Marlette Almo Music Corporation
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"GOT TO GET AWAY"

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“OIL 1”

(Richard “Moby” Hall)

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This console-based product has automated support which includes information such as gameplay tips, information on Control Keys, possible Cheat Code combination keys, and instructions for finding secret screens and/or additional game levels (if these type of items exist and are made available for this particular product).

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Tech Support #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Tech Support #** is located in several places (on the CD label, package and/or plastic disc case) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Tech



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Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

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Attn: TS/CS Dept.
13110 NE 177th Place
Suite # B101, Box 180
Woodinville, WA 98072-9965
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