



INFOGRAMES



TEST DRIVE OFF-ROAD 3



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Health Warning

For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lighted room, and stay as far from the screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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CONTENTS

<i>POWER UP</i>	<i>2</i>
<i>MAIN MENU</i>	<i>2</i>
<i>ARCADE</i>	<i>2</i>
<i>WORLD TOUR</i>	<i>3</i>
<i>OPTIONS</i>	<i>8</i>
<i>VISUAL DISPLAYS</i>	<i>9</i>
<i>RACING RULES</i>	<i>11</i>
<i>DRIVING TIPS</i>	<i>12</i>
<i>CREDITS</i>	<i>16</i>
<i>CUSTOMER AND TECHNICAL SUPPORT</i>	<i>19</i>

POWER UP

1. Microsoft Windows® 95 or Windows 98 is required.
2. Microsoft DirectX™ 6.0 is required. Test Drive Off-Road 3 will install DirectX if it is not found on your computer.
3. Test Drive Off-Road 3 requires up to 120 megabytes of hard disk space.
4. Insert the Test Drive Off-Road 3 CD into your CD-ROM drive.
5. If you have the Autorun feature enabled, follow the on-screen instructions for installation. If you do not have Autorun enabled, click on **START**, then click on **RUN** and type into the dialog box "**D:\SETUP**" (where "D" is your CD-ROM drive) and then click the **OK** button. Follow the on-screen instructions.

MAIN MENU

The Main Menu offers the following options. Use your mouse to navigate the screen and left-click on your selection.

• *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.

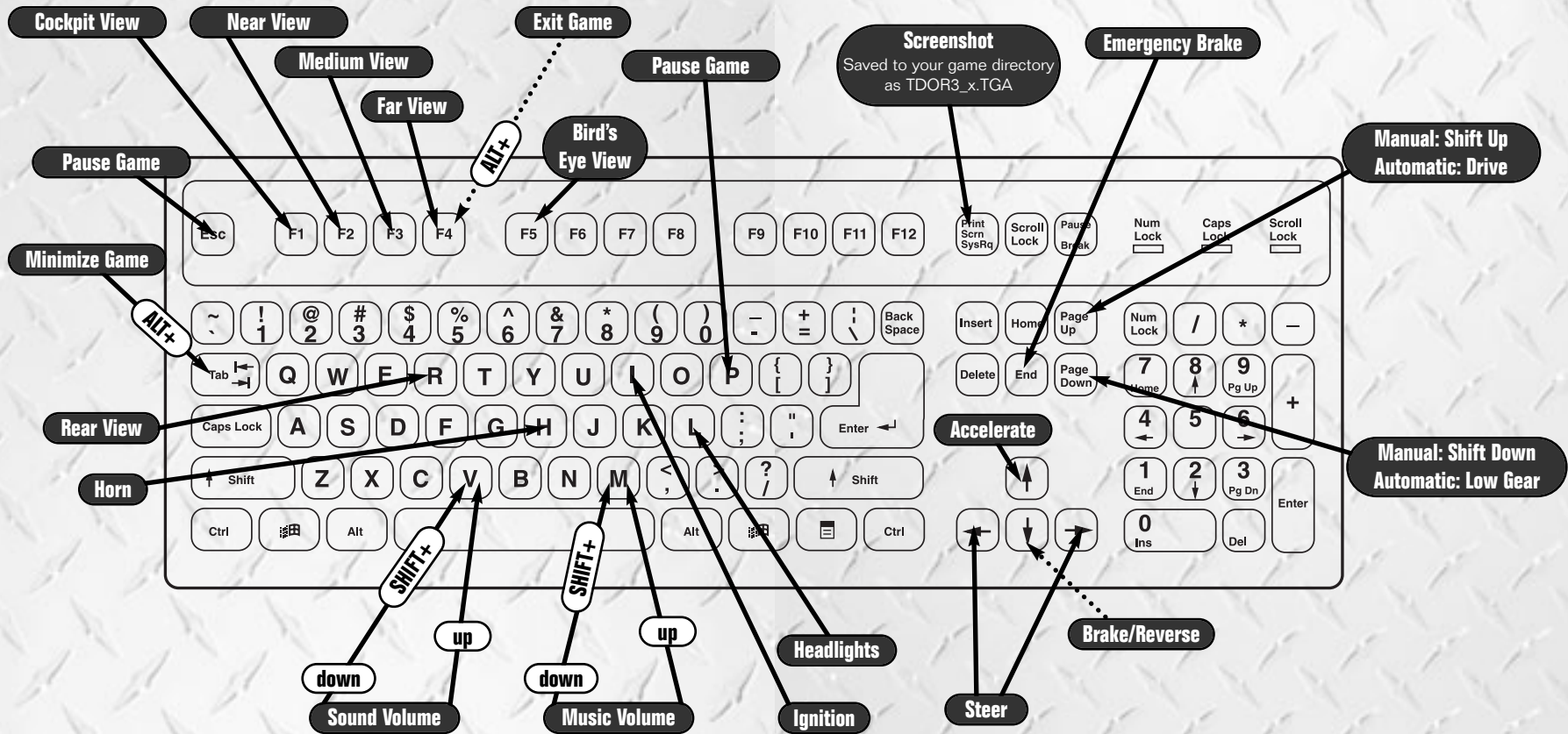
NAME ENTRY: Type in your name using the keyboard.

TRACK SELECT: Click on the right and left arrows to choose from the tracks open to you. If the different environments are available, click on day or night, and choose either the forward or reverse direction of the track. Left-click to make your selections.

VEHICLE SELECT: Use your mouse to choose from the vehicles available to you. You must also choose between manual and automatic transmission. Click on ✓ to continue.

• **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 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**

CONTROLLER CONFIG: Select alternative control configurations. Use your mouse and left-click to select an option.

GAME OPTIONS: The sub-menu allows you to set various parameters for gameplay.

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.

APPLY CHANGES: Left-click 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.

AUDIO TRACK: Choose which background music you want to play.

APPLY CHANGES: Left-click 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.

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

VISUAL DISPLAYS

CHECKPOINT TIMER

The large digits at the top center of the screen represent either the time remaining, if Checkpoint Timer is enabled (on) or elapsed time if Checkpoint Timer is disabled (off). 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.

LAP COUNTER

The 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 center shows your current place in the pack.

SPEEDOMETER/TACHOMETER

The dial in the lower right hand corner shows current engine RPM.

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 arrows zooming around the track. Make sure the blue 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. The Emergency (or hand) brake will help you corner at high speeds. Learn to use it.

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 one of the Function keys (F#) to alter the camera view of your vehicle.

LOOK AHEAD: In most camera views, you can adjust where the camera is looking by holding down the left mouse button and dragging the mouse in the appropriate direction. Using this function, it is possible to look “through” a turn, helping you to plan your cornering tactic.

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 black and yellow 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!

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.

LOW GEAR

Shift down into low gear -- below first -- to get the torque you need to climb the really steep grades. You can only shift into low gear at low speeds, and your maximum speed, while in low gear, will be significantly reduced.

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.

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)	Yosemite (D/R)
Canadian Rockies (D)	Egypt (D)	Egypt (N/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

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