



NTSC U/C

PlayStation™



SCUS-94308
94308

RALLY CROSS™



SONY



COMPUTER
ENTERTAINMENT™

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

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 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 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 the outer edge. Never use solvents or abrasive cleaners.

HINT LINE

Hints are available:

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:

1-900-451-5757

\$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.

This hint line supports games produced by Sony Computer Entertainment America and Psygnosis Limited. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service required a touch-tone phone.

CONSUMER SERVICE/TECHNICAL SUPPORT/ORDER LINE

1-800-345-SONY

(1-800-345-7669)

Call this number for help with technical support, installation or general questions regarding the PlayStation™game console and its peripherals. Representatives are available Monday-Friday, 8AM-6PM Pacific Standard Time.

SONY ONLINE

<http://www.sony.com>

Our news is always hot! Visit our website and find out what's happening at Sony — new titles, new products and fresh tidbits about the PlayStation™game console.

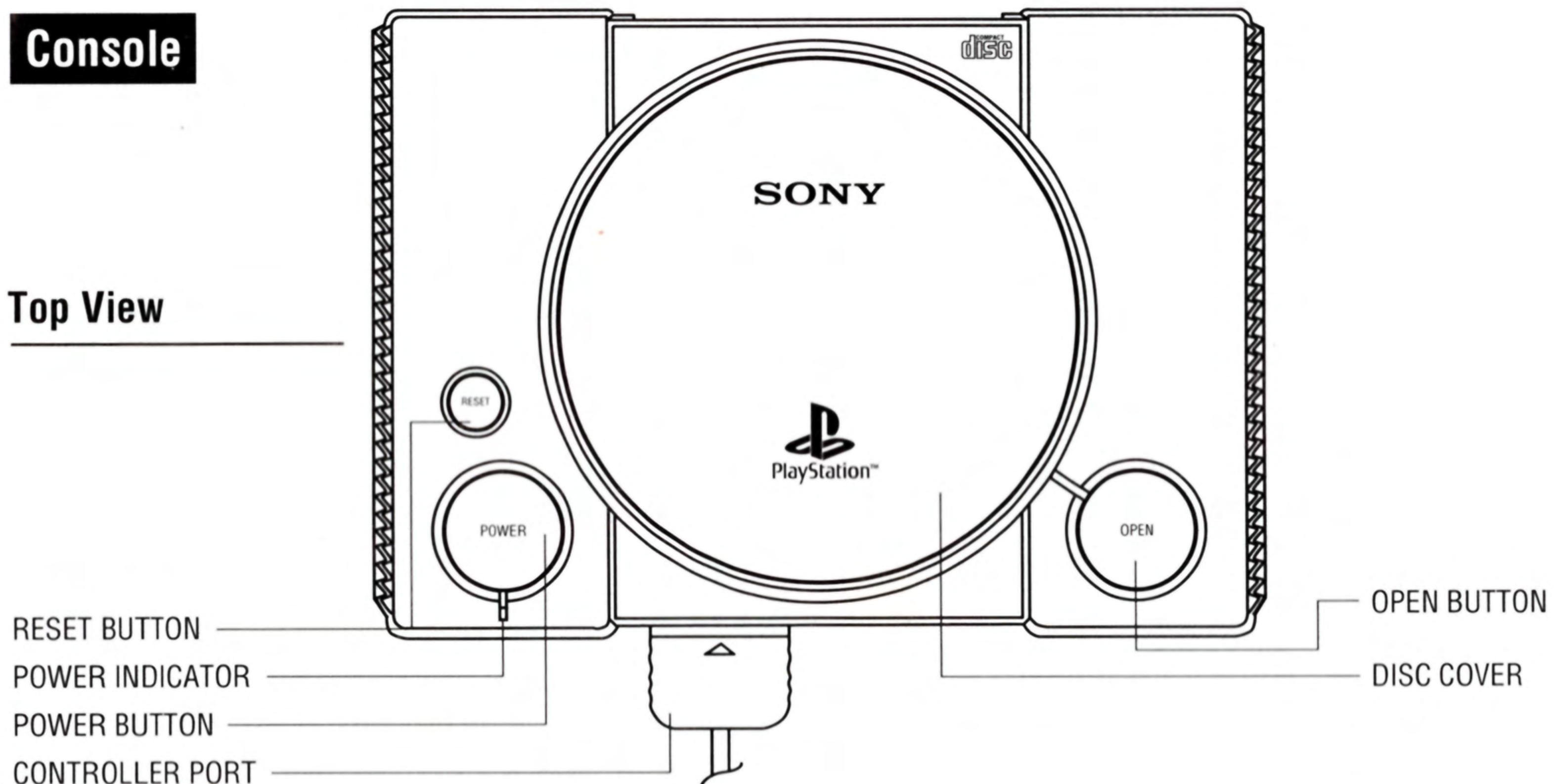
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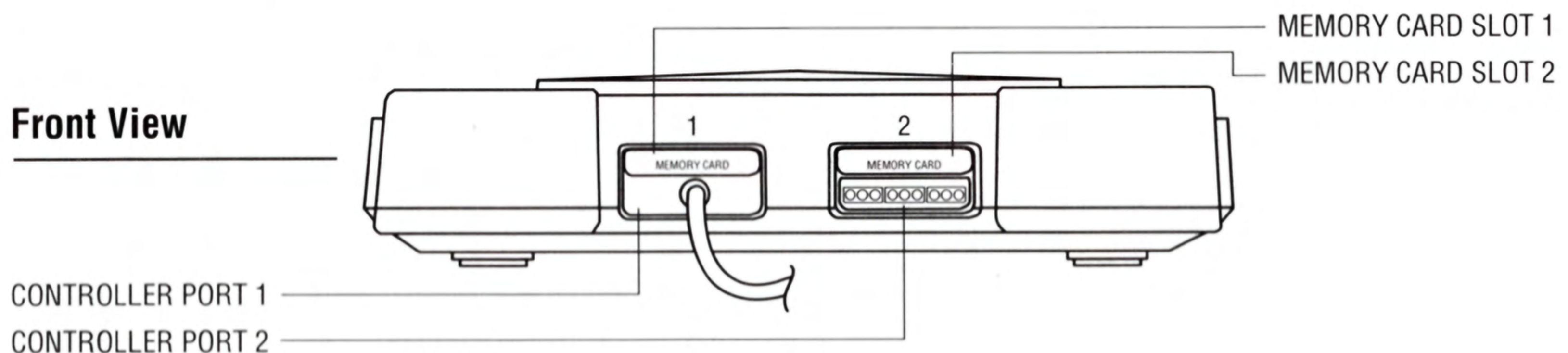
PlayStation Set-up

Console

Top View



Front View

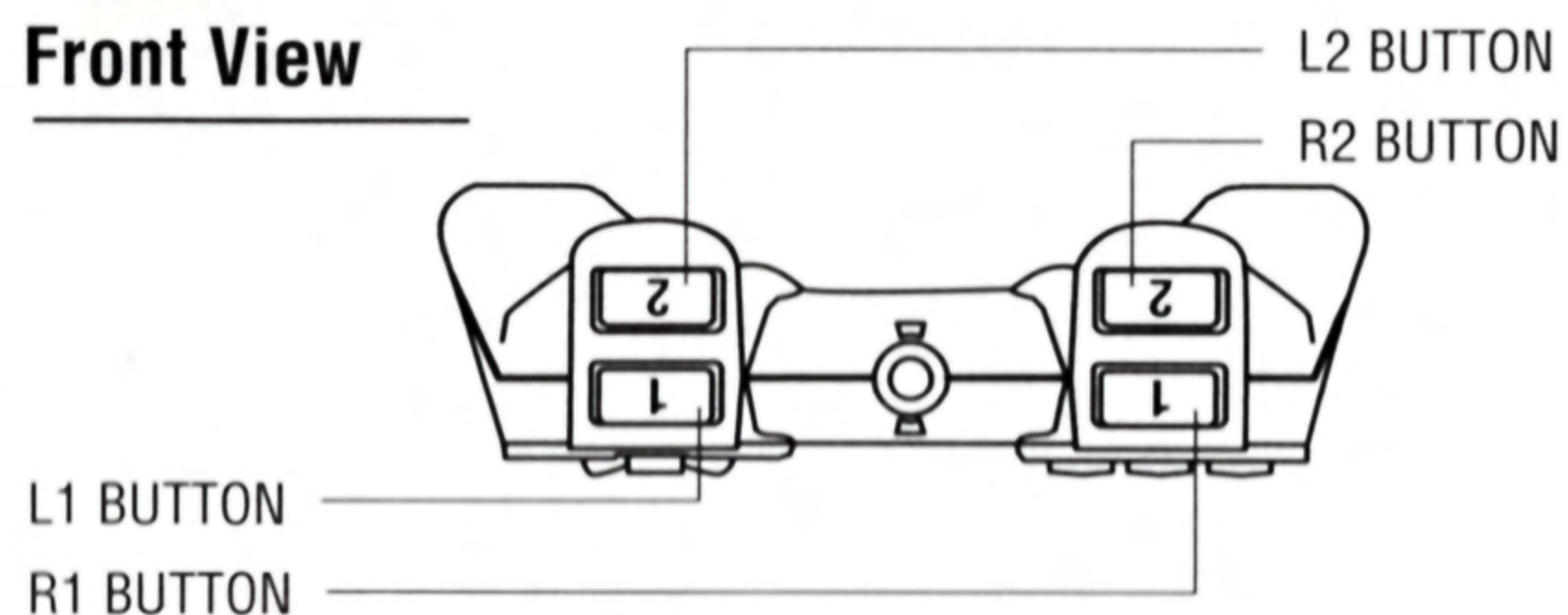


Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Rally Cross disc and close the CD door. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.

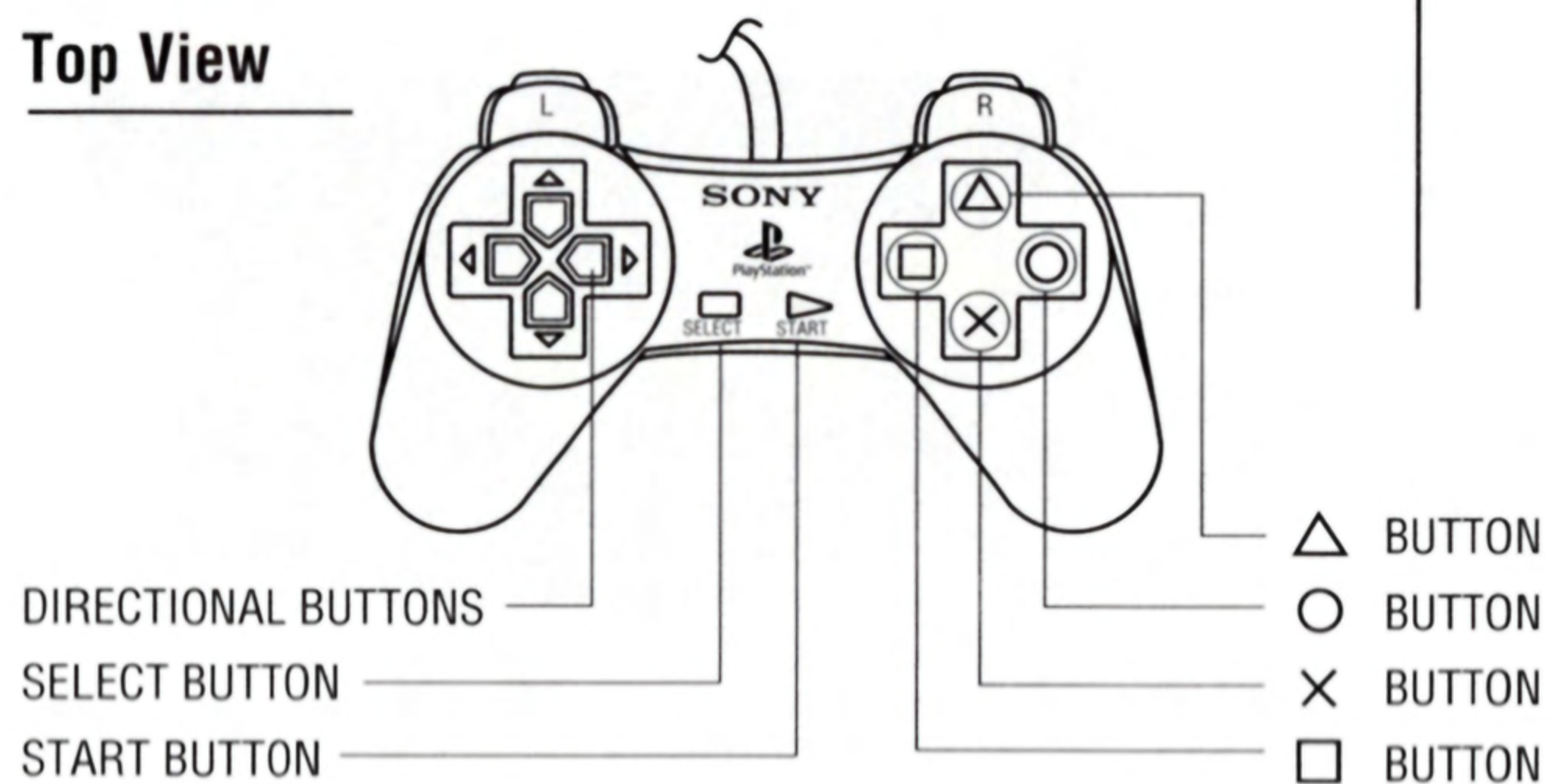
Controller Diagram

Controller

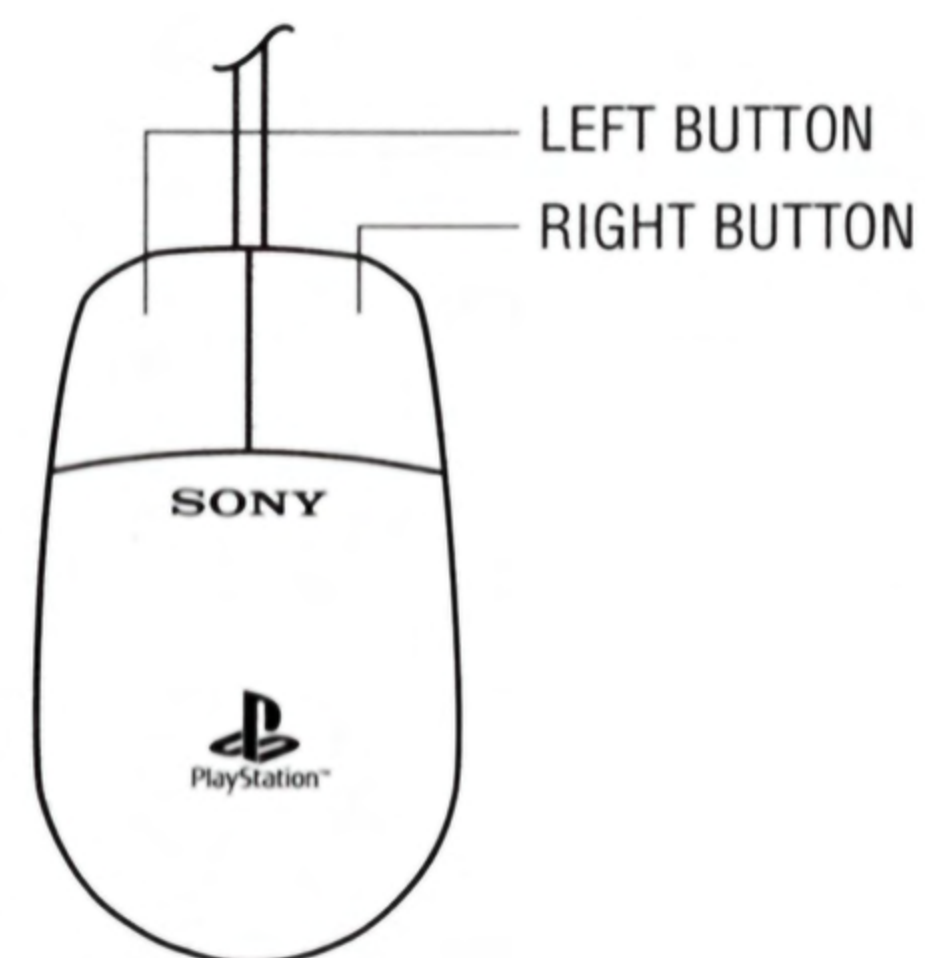
Front View



Top View



Mouse



Introduction

Rally Cross™ is a game of control and speed. Race your car on snow, ice, or sand. Plow through mud and streams, fly over jumps and mountain tops. Six challenging courses with intense terrain will test your nerves and build your character.

Trade paint with other race cars to run them off of the road or cause end over end crashes.

Learn how to maneuver your race car for the best results. Use power slides to take turns at high rates of speed. Use your rock controls to get your vehicle back on its wheels after a nasty wipeout. After nailing a wall, learn to slam your race car into reverse, do a 180 and slam it back into first to get back on your way. Finish the race in first place and win the 1997 Rally Cross World Championship.



Playing the Game

Utilize your car's ability by mastering the following controls. See the Controller diagram on page 3. Also, refer to Setting Up The Game on page 12.

Game Controls

Throttle	
Brake / Power Slide	
Clutch	
Rear View	
Shift Down	L1 Button
Shift Up	R1 Button
Rock Left	L2 Button
Rock Right	R2 Button
Turn Left/Right	Directional Arrows Left/Right (D-pad)
Pause/Options	Start Button

Instant Replay Controls

Use the following controls while viewing instant replay.

Switches view to another car	L2/R2 Button
Slow Motion	Left D-pad
Fast Replay	Right D-pad
Pause Replay	Down D-pad
Rear View	
Exit Replay	

Game Screen

The game screen consists of four components.

Race Car Update

Lap Completion keeps you informed of the number of laps your car has completed.

Car Position posts the current position of your race car.

Current Lap Time posts the time it's taking to race the current lap.

Time Per Lap posts the race time of the last five laps.



Instrument Panel

Tachometer shows the engine revolutions. If you're utilizing the manual transmission option, it's important to shift up when the revolutions reach the red portion of the tachometer to obtain maximum speed.

Gear Position shows the gear your race car is in.

Speedometer shows your current rate of speed.

Course Map

The course map allows you to view the course and its upcoming hazards and shortcuts. Use the map to view the location of each race car and how and when to use the shortcuts to your advantage. The color of the dot represents the color of your race car.

Best Lap

Displayed in the bottom right portion of the game screen is the time of the best lap completed during the competition.

Race Standings

When a season race is completed, race standings will be shown with the finishing position and finishing time of cars in the race.

- Press the  button to exit this screen.

Course Record

If your car finished the race with a course record, enter your racing name as the course record holder.

- D-pad **down/up, left/right** to enter your racing name and press the  button to exit the screen.



Season Standings

Season standings will be shown at the end of each season race. The standings are based on the total number of points received for each finished race. See Scoring for more information on points received for finishing position. Your goal is to finish the season with the highest point total among the racing field.



Save Record Times

If your car finished the race with a course record, you can save your record time to a memory card.

- Insert the memory card, D-pad **down/up** to Yes or No and press the  button.
- To save a record, choose an open slot on the memory card and press the  button.
- When the record has been saved successfully, press the  button to exit the screen.

Save Season

At the end of a season race, you will have the opportunity to save the current season to a memory card.

- Insert a memory card, D-pad **down/up** to Yes or No and press the (X) button.
- To save a season, choose an open slot from the memory card and press the (X) button.

If you plan to overwrite a previously saved season:

- D-pad **down/up** to Yes and press the (X) button.
- Choose Yes again to overwrite the file.
- When the new season is saved, press the (X) button to exit the screen.

Continue Season

At the end of each season race, choose whether to continue racing or end the season competition.

- D-pad **down/up** to Yes or No and press the (X) button.

Scoring

In a season competition, the object is to finish the season with the most points. To receive points for a race, you must complete the race in the first, second, or third position. At the end of the season, if you have obtained the most points, you will be recognized as the Rally Cross World Champion for 1997.

First Place	100 points
Second Place	50 points
Third Place	25 points
Fourth Place	0 points

Pause Menu

During the course of the race, you can press the Start button located in the middle of your controller to pause the action and choose from the following menu items:

Resume

When you have completed altering the menu options, choose resume and press the (X) button to resume the race in progress.



Camera

Selecting Camera allows you to dictate the location of the camera and how the race is viewed. Press the  button and choose from the following options:

In Car will give you a view of the race from the driver's seat.

Close, **Medium**, and **Far** will give you a view of the race at different distances from behind your race car.

Sound Volume

Select the Sound Volume menu option and use the D-pad **left/right** to adjust the sound volume of the race.

Music Volume

Select the Music Volume menu option and use the D-pad **left/right** to adjust the music volume of the race.

Restart

Selecting Restart will bring up the Confirm Restart Menu. Select Yes to restart the race or No to continue.

Quit

Selecting Quit will bring up the Confirm Quit Menu. Select Yes to quit the race or No to continue.

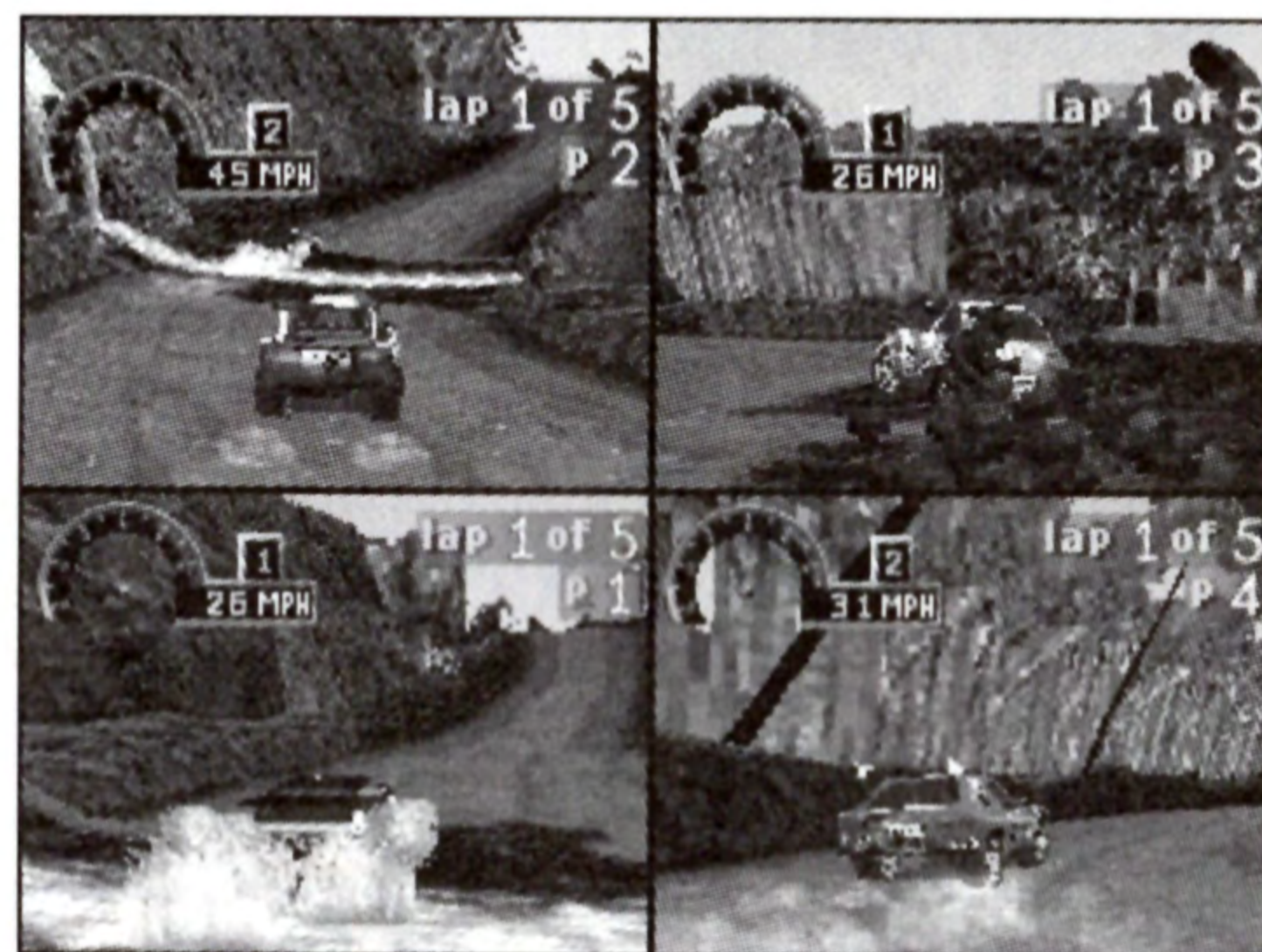
Setting up the Game

From each menu, use the directional arrow pad (D-pad) to highlight the menu options. Use the Select (X) button to accept your menu choice and to bring up the next menu. Use the Back (△) button to return to the previous menu.

Player Menu

To play a game involving more than one player, the appropriate equipment is needed. In a Two Player game, the player using the left controller of the PlayStation™ game console is player one. When the game begins, player one will be shown racing on the top portion of the screen. Player two will be shown racing on the bottom.

In a Four Player game, you will need to attach a Multi Tap to your PlayStation game console. When the game begins, the game screen will be divided into a Quad Split Screen. Player one will race in the top left portion of the screen, player two races in the top right portion of the screen, player three races in the bottom left portion of the screen, and player four races in the bottom right portion of the screen.



Main Menu

This menu allows you to customize your Rally Cross race as well as view the Credits for the game.

Single Race

Use Single Races to learn how to play Rally Cross. Get a feel for how the cars perform on each of the 6 race tracks. See Courses section for more details about selecting a course. Selecting Single Race from this menu will bring up the Laps Menu. Before selecting Single Race:

- D-pad **down/up** to Options and set up the control codes for each Controller. See the Options section for further details.

Laps

D-pad **down/up** and press the (X) button to choose from one of the following Lap options. Making this selection will bring up the Player Level Menu.

Unlimited Laps allows you to race as long as you like. There is no limit to the amount of time you take or laps you choose to race.

Solo allows you to compete in a race against the clock. Complete the race in the fastest time possible.



Race allows you to race not only against the clock, but against three more cars. This will enhance your racing ability and prepare you for Two or Four Player games.

Head On is a five lap race that allows you to race head on with the competition. This race features another car on the course racing in the opposite direction, creating the possibility of multiple head on and broadside collisions.

Player Level

Rally Cross offers three different player levels. To prepare yourself for the challenge of racing at the Pro level, first master the Rookie and Veteran levels of competition. Even the Rookie level has its share of difficulty and excitement, but the real challenge comes from a vigorous test of wills on the Pro level.

You must first win a rookie season to move up to the veteran level. You must win a veteran season to move up to the pro level.

At the rookie level, you can choose from 8 cars and a season will be 6 races. From the veteran level, you can choose from 12 cars and a season will be 8 races. From the pro level, you can choose from 16 cars and a season will be 10 races.

- D-pad **down/up** to the player level suitable for your current skills and press the  button. Making this selection will bring up the Course Menu.

Course

The course menu option gives you the opportunity to pick any of the six types of racing tracks.

- D-pad **down/up** to view the race tracks for racing in the Oasis, on the Island Tropic, through the Lost Mines, in the Royal Gardens, on the Alpine Express, or in the Arena Cross.
- Press the (X) button to choose the course for the race. Making this selection will bring up the Version Menu.



Version

Version A, B, and C are all different versions of the same race track with each version having different track conditions and shortcut options. Choose your favorite version to block off the preferred shortcut of the competition or simply to add a change of pace to the race.

- D-pad **down/up** to a version type and press the (X) button. Making this selection will bring up the Forward/Backward Menu.

Forward/Backward

This menu option provides yet another way to challenge yourself during the course of the race. D-pad **down/up** and press the ⊗ button to choose from one of the following direction options:

Forward racing points your race car in the conventional direction and allows you to race on the track in a counter clockwise manner.

Backward racing points your race car in the opposite direction that you're accustomed to and allows you to race on the track in a clockwise manner. Making this selection will bring up the Car Selection Menu.

Car Selection

From this menu, depending on the player level, choose from 20 Rally Cross vehicles (16 cars and 4 trucks) based on their Acceleration, Handling, and Speed. This is shown by the attributes key in the bottom left-hand portion of the screen. The longer the bar on the key, the higher the ability.



At the rookie level you will only have access to cars 1-8. After winning a rookie season, cars 9-12 will be added for a veteran season. After winning a veteran season, cars 13-16 will be added for a pro season.

After winning a pro season 1 truck will be added. You must win three more pro seasons to gain access to the next three bonus trucks.

- D-pad **down/up** to the car of choice and press the (X) button. Making this selection will bring up the Automatic/Manual Menu.

Hint: If you are a beginner, choose a car with a high degree of handling for more control and quicker recovery from a wipe-out.



Automatic/Manual

This menu allows you to choose the type of transmission for your race car. D-pad **down/up** and press the (X) button to choose from one of the following transmission options:

An **Automatic** transmission gives your race car a transmission that will shift gears from first through fourth on its own. Using the **L1/R1** control codes, the only manual shifting needed with an automatic transmission is from reverse through first. This will allow you to concentrate on the other fundamentals of the race.

A **Manual** transmission will increase the intensity of the race by adding the challenge of manually shifting your race car's gears.

Season

Use this menu option to start a new season or continue a previously saved season. Before selecting Season:

- D-pad **down/up** to Options and set up your race from the Controller Menus. Press the  button to return to the Options Menu.

New Season

During the season the course selection and version of the course are pre-determined. As a rookie, you only have access to the Oasis, Island Tropic, and Lost Mines courses. Win a rookie season and the Royal Gardens course will be added. Win a pro season to add the Alpine Express and Arena Cross courses.

At the rookie level, a new season is a 6 race competition. At the veteran level, a season is 8 races. At the pro level, a season is 10 races. As the season progresses each racer is ranked based on the point totals obtained from their finishing position. The goal is to have the most points at the end of the season.

Load Season

Resume a season at the next scheduled race. To use the Load Season option, you must have already started a season and saved the season results to a memory card. To load a season:

- Insert a memory card, D-pad **down/up** to Load Season and press the  button.
- Choose the file of the season you want to continue and press the  button.

Normal / Head On / Mixed

Choose one of these options to add yet another competitive dimension to the race.

Normal is used to set up a season of races in which the race will be run with other cars in a normal fashion. All cars will be racing in the same direction.

Head On is used to set up a season of races in which you will be racing head on into the competition. The competitor's race car will be traveling in the opposite direction of your race car.

Mixed is used to set up a season of races in which some races will be run in the Normal mode and some will be run in the Head On mode.



- D-pad **down/up** to your choice and press the ⊗ button.

Options

The Options menu item enables you to further customize your Rally Cross race. Select Options and press the (X) button to bring up the Controller and Audio Menu.

Controller

Selecting Controller 1, 2, 3, or 4 will bring up the following options for setting up your race.

Config

Config allows you to adjust the location of the control codes on your controller.

- D-pad **right/left** to select one of the four control code sets and press the (X) button.
- Press the (△) button to return to the Main Menu.



Max Steer

Adjustable steering wheel ranges for analog controllers.

Dead Zone

Adjustable steering wheel play for analog controllers.

Max Gas

Adjustable gas pedal (button) sensitivity for analog controllers.

Max Brake

Adjustable brake pedal (button) sensitivity for analog controllers.

Audio

Selecting audio will allow you to adjust the Music and Sound volume

Rally Cross Credits

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PROGRAMMING

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ADDITIONAL PROGRAMMING

Phil Weeks

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Scott Atkins

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