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INSTALLATION:

1. Microsoft Windows® 95 or Windows 98 is required.
2. Microsoft DirectX™ 6.0 is required. Test Drive Off-Road 2 will install it if it is not found on your computer.
3. Test Drive Off-Road 2 requires up to 200 megabytes of hard disk space.
4. Insert the Test Drive Off-Road 2 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**” and then click the **OK** button. Follow the on-screen instructions.

FACTORY STANDARD DRIVING CONTROLS

Keyboard:

Right Arrow	Turn Right
Left Arrow	Turn Left
Up Arrow	Gas Pedal/accelerator
Down Arrow	Brake/Reverse To Reverse: press to stop, then press and hold.
<X>	Rearward View
<F4>	Change View
<ESC>	Pause game and display pause menu
<Z>	Shift down (Manual Transmission)
<A>	Shift up (Manual Transmission)

Windows 95/98 recognized controller:

Directional Pad	Push up to Accelerate. Push down to brake or reverse.
Directional Pad	Steer Right and Left
Button 1	Shift down (Manual Transmission)
Button 2	Shift up (Manual Transmission)

NOTE: Joysticks, game pads and wheels should be calibrated before the game is launched.

MAIN MENU

The Main Menu offers the following options. Highlight an option and left-click to choose that option.

- **SINGLE RACE**

Choose your track. In the beginning, only a handful of courses are open. If you place first in the different Classes in the World Tour, you will unlock tracks you can play in Single Race.

Track Selection: Choose a course by clicking on the left and right on-screen arrow buttons.

Vehicle Menu: Cycle through the different vehicles with the left and right on-screen arrow buttons.

- **WORLD TOUR**

World Tour is where you show your stuff. World Tour races are divided into 5 Classes: Hummer®, Safari, SUV, Truck, and Military. You must take first, second, or third in order to progress on the race ladder. A player earns points based on his finishing position. If the player wins that Class by earning the most points, a track will be unlocked. Once you have beaten each class race, you must then beat the Open class to win the game. Watch out, because the competition in the Open class is brutal.

Showroom: When you begin the game you are given enough credits to choose from only a few vehicles. Each vehicle has a class qualifica-

tion, so that, for instance, only a truck may race in the Truck Class, and only a military vehicle may race in the Military Class.

If you take first, second, or third in a World Tour, you will win credits. You will win significantly more credits if you place first in a race, and you will win even more if you win the Tour. Once you have won enough credits you can buy a new vehicle. You may sell one of your vehicles back to the dealer, naturally for less than what you paid for it.

- **MULTI-PLAYER**

Choose your Connection, and your Mode (Host or Join) by clicking on the right and left on-screen arrow buttons.

NOTE: Both players in a multiplayer game must have the same version of the game (Voodoo or non-Voodoo) installed. Check your Start Menu or Shortcut properties for version verification.

- **OPTIONS**

Difficulty: Three settings, Easy, Medium, and Hard. Choosing a harder difficulty setting will make the opponents more aggressive and make it harder for you to spin them out. Furthermore, the track surfaces will become more difficult to drive on, and there will be less time to traverse checkpoints. Difficulty affects **SINGLE RACE** only.

Speedometer: Changes between MPH/KPH.

Checkpoints: You may turn the checkpoint timers off in Single Race. If you do turn these off, your handle will not be recorded in the High Score table.

Default View: Choose one of eight camera views.

Sound FX Volume: This sets the default sound effects volume when you race.

Music Volume: This sets the default music volume when you race.

Language: Use the right and left on-screen arrow buttons to choose your preferred language.

- **BEST TIMES**

Select this option to view the Hall of Fame. The names and times of your performance on all the tracks and all the World Tours are listed here.

- **CREDITS**

Click here to take a look at the list of folks who brought you Test Drive Off-Road 2.

- **QUIT**

Click Stay a While if you chose this menu option by mistake, or Get Out to quit the game.

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 left corner displays your elapsed time in the current race.

Race Position

The number in the upper right hand corner shows your current place in the pack: "1" means you are in first place. Off-Road racing is a tough sport, and rubbing is part of the game. You can push and bump other players out of the way, but be careful; they will try to do the same to you.

Speedometer/Tachometer

The dials in the lower right hand corner shows current speed and engine RPM. The large dial is your speedometer, the digital readout displays your speed, and the small dial is your tachometer.

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.

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.

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LEGAL MUMBO JUMBO

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