

IHRA Drag Racing
Coming Soon To PlayStation®2
computer entertainment system



PlayStation

EVERYONE
E
CONTENT RATED BY
ESRB

SLUS-01097



DRAG RACING



NOTHIN' BUT
ATTITUDE!

Bethesda
SOFTWARES INC.
a ZeniMax Media company

PlayStation®2

Bethesda

ZeniMax
MEDIA INC.

freegamemanuals.com

EVERYONE
E
CONTENT RATED BY
ESRB

Bethesda Softworks Inc., 137
Softworks Inc., a ZeniMax
trademarks of ZeniMax Me
Hot Rod Association, LLC. All
'PlayStation' and the 'PS' Family log
Interactive Digital Software Association. Malle
CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

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 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 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.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

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 center to outer edge. Never use solvents or abrasive cleaners.

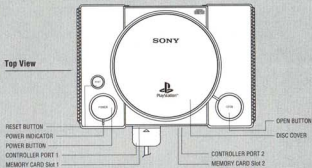


Contents

Setting Up.....	2
Menu Controls.....	3
Main Menu.....	4
Race Screen.....	5
Racing Controls.....	6
How to Race.....	7
Race Modes.....	8
Shop & Setup.....	12
Options Screen.....	16
Game Tips.....	19
Credits.....	21



Setting Up



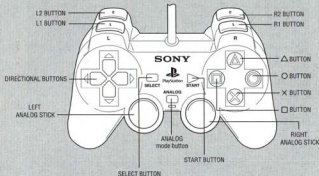
PlayStation® Game Console

1. 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 *IHRA Drag Racing™* disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.
2. Make sure the power is off before inserting or removing the CD.
3. Insert the *IHRA Drag Racing* CD and close the CD door.
4. Insert the game controllers and turn on the PlayStation game console.
5. After the opening movie, the Main Menu appears.

You can save games from the Option Screen at any point to save your current level of money, your car, and your current car settings. Insert one or two memory cards (sold separately) in the PlayStation game console before starting play.

Important: Do not remove a memory card while saving or loading games; doing so could damage the game data.

Menu Controls



DUALSHOCK™ analog controller

△ = Cancel

X = Enter/Select

Directional Buttons

△
▽ = Move Cursor

◀▶ = Change Selection



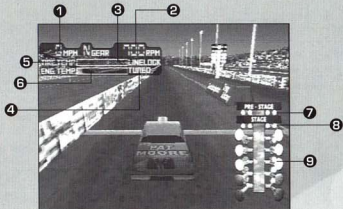
3

Main Menu



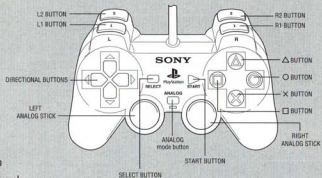
At the Main Menu Screen, you can select between the Race, Shop, Track, and Option Menus.

Race Screen



- 1 **MPH** - How fast you are going.
- 2 **RPM** - How fast your engine is going.
- 3 **Line Lock** - Highlighted when Line Lock is on.
- 4 **Turbo** - Highlighted when the Turbo button is pressed.
- 5 **Tire Temperature** - The temperature of your tires (hotter is better).
- 6 **Engine Temperature** - The temperature of your engine (cooler is better).
- 7 **Pre Stage Lights** - These come on when your front tires have tripped the first staging detector beam.
- 8 **Stage Lights** - These come on when your front tires have tripped the second staging detector beam.
- 9 **Christmas Tree Lights** - Yellow means get ready, green means go, and red means you are disqualified!

Racing Controls



- ▲ = Turbo
- = Line Lock
- = Brake
- X = Accelerate

Directional Buttons

- ◀▶ = Steer Right/Left
- ▲▼ = Steer Up/Down

L1 button = Change left lane camera views

L2 Button = Change right lane camera views

R1 Button = Shift down/reverse

R2 Button = Shift up

The controls shown on this page are the default settings which you can change in the Option/Controller menu.

How To Race

Quick Race Mode

Select Race on the Main Menu. Then select Quick Race from the Race Menu. You will immediately be taken to a random racetrack to race against a random opponent, in a random dragster. If you manage to win the quick race, you will be awarded a \$300 prize, which can then be spent on whatever you like from the Shop Menu.

Career Race Modes

In all other race modes (Single Race, Single Season, Multiplayer Race, and Multiplayer Season), you are building a racing career from the ground up. You start your racing career with \$10,000, and try to win races to earn money and advance to the higher classes of racing. With more money, you can also equip your dragster with all the best parts, so you can blow past the competition.

At the start of the game, you can choose to race right away by selecting Race from the Main Menu, and then choose between Single Race, Single Season, Multiplayer Race, or Multiplayer Season from the Race Menu.

Before entering a race you can also select which track to race at, or enter the shop to see what parts you can buy to give yourself a better chance out there on the dragway!

Race

On the Race Menu you can choose the type of race you would like as well as adjust the race settings for your race.



Race Modes

Select **Single Race** for a one-player race against a computer-controlled opponent with your dragster and selected parts on the track of your choice (from the Track Menu). If you haven't chosen a car or a track yet, you will race with the default car at the default track. Enter the Shop to make your own selections before racing. The winner of a single race wins \$1000 to spend in the Shop.

Select **Single Event** to compete in a complete drag racing event, or **Season**. A season is a series of events at tracks listed on the Track screen - one full event at each of the different tracks in the game. You will win prize money (\$1,000 for each racer entered in the event) in each event you win. If you set your events to have more racers in the Race Settings screen, you will win more money.

Select **Multiplayer Race** to race in two-player mode against a human opponent in a single race. Multiplayer is played in split screen view and players can select their own views in their window. The winner of a multiplayer race wins \$1000 to spend in the Shop.

Select **Multiplayer Event** to race in two-player mode against a human opponent in a Full Event or Season. In the Race Settings Menu, you can set the number of racers that will appear in any event. The more racers that are in the event, the more money for the winner of the event.

To race in a season of events, go to the Tracks Menu and add whichever tracks you want to add to the Season Menu. You can also order them however you like. Now, when you return to the Race Menu, Single Event will be replaced by Single Season. Select **Single Season** to race through the series of tracks you selected.

Racing

By default, auto staging is enabled. This will automatically allow your car to do a burnout and then move to the staging line. At this point all you have to do is wait for the green light, press the accelerator, and stay in your lane as you race down the track. It is best to accelerate when you first see the yellow lights come on, as your reaction time (in most cases) is slower than the time difference between the yellow lights and the green light.

If you wish to override auto staging (to do a longer burnout or to deep stage), you can do so by hitting the brakes, at which point you control the car. You can do a burnout by holding down the line lock button and accelerating. Then you can advance to the line by accelerating slowly, and hitting the brakes as soon as you see the pre-stage light come on. If you overshoot, you can tap reverse to back up a little bit. The race start countdown will begin when both cars are staged. A car is staged when the stage light is lit. If the pre-stage light is not lit, the car is considered "deep staged". This means you have a slight distance advantage, but it is easier to jump the gun (start before the green light) with a quick reaction time. If you take too long to stage, you will be disqualified.

View Replay

At the end of a each race, you will be given the option to view a replay of the race. Press the Select button at the end of the race, and the race will be show again in Replay Mode.

L1 button = Change left lane camera views

L2 button = Change right lane camera views



Cycle among the 12 different camera angles in our replay mode and find the best angle to view the action. One of the camera views available is a TV camera view. When you switch to this view you will see the race from TV style camera angles. There are also cockpit and blimp views, as well as the standard chase, front, and track side views.

Select a Track



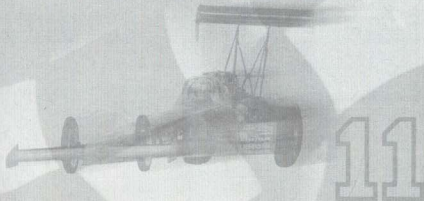
From the Main Menu, select the Tracks Menu by highlighting Tracks and pressing the **X** button. Move the Directional Buttons right or left to highlight Single Race Track on the left side of the screen or Season Race Tracks on the right side of the screen.

Single Race Track

To select your track for a single race, highlight the Single Race option. Use the Directional Buttons to highlight the desired track, and then press the **▲** button to return to the Main Menu. Enter the Race Menu, and then select a race to begin racing at your selected track.

Season Race Tracks

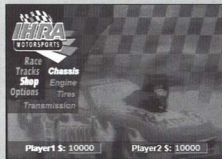
From the single race track column on the left of the screen, you can add or remove tracks in your Season list on the right side of the screen. Move the Directional Buttons up or down to highlight the desired Track, and then press the **X** button to add it to the Season Track Menu. To remove a track from your season track list, highlight the track and press the **X** button.



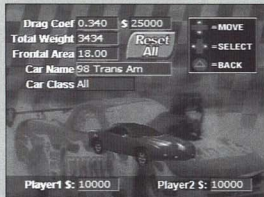
Shop & Vehicle Setup

Enter the Shop from the Main Menu Screen. In the Shop you can buy hundreds of different chassis, engines, transmissions, and tires, for a massive number of component combinations. The only thing limiting you is money, which you will earn by winning races.

When customizing your dragster in the Shop, always note the cost associated with each chassis or part and remember that you will be unable to race if you are in the red with a negative cash balance, so make sure you can afford what you are putting in your ride, or you won't be able to race!



Select a Chassis



The Car Chassis

From the Shop Menu, select the Chassis option. Scroll right or left on the Directional Buttons to view the many different cars available in the game. Note the cost associated with each car and also please note that, at the start of the game, you do not have enough money to buy those big bad dragsters yet.

Most importantly, note that choosing a new chassis doesn't automatically change the engine, transmission, tires, etc., on the car. To do this, move the highlight over Reset All, and press the **X** button. You will notice that your balance will change to reflect the new cost of the car's parts.

The Car Classes

On the Chassis screen, you can select cars by class. Use the up and down Directional Buttons to move the highlight over the Car Class field, and use the left and right Directional Buttons to choose a car class. This will limit the cars that can be selected in the Car Name field to those of the selected class.

The available classes are stock, classic, top-fuel, pro-stock, pro-modified, and funny cars.

Select an Engine

From the Shop screen, select the Engine option. On the Engine screen you can customize your engine in a variety of ways. You can change your block, head, intake, exhaust, cam shaft, and fuel to maximize your chances of winning races.

To change an engine part, use the Directional Buttons to position the highlight over the part you would like to change. Use the Directional Buttons to scroll right or left through the engine part selections.

Make sure to pay attention to the cost of each part. If you are in the red with a negative cash balance, you will be unable to start the race. So make sure you can afford what you are putting in your car!

Block	Chevy 350	\$ 7200	Bore	4.000
Head	Stock	\$ 500	Stroke	3.480
Intake	800 4/8-BBL	\$ 1000	Cyl.	8
Exh.	HP Stock	\$ 500	CR.	10.50
Shaft	HP Street	\$ 1500		
Fuel	Gasoline	\$ 4000		

Player1 \$: 10000 Player2 \$: 10000

Select Your Tires

From the Shop screen, select the Tire option. On the Tire screen you can customize your front and rear tires to maximize your chances of winning races. Thinner tires have less rolling resistance, so you can go faster, but they make steering more difficult on the front and cause longer spinouts on the rear.

Player1 \$: 10000 Player2 \$: 10000

To change either your front or rear tires, use the Directional Buttons to position the highlight over the front or rear tire selection. Use the Directional Buttons to scroll right or left through the tire selections.

Select Your Transmission

From the Shop screen, select the Transmission option. On the Transmission screen you can customize the transmission your dragster uses and the final gear set it uses.

To change transmissions use the Directional Buttons to position the highlight over the transmission or the final set selection. Use the Directional Buttons to scroll right or left through selections.

Player1 \$: 10000 Player2 \$: 10000



Options Screen

On the Options screen you can save or load games, or set your controller configuration however you like.

Save

You can save your career game at any point in the game (provided you have a memory card with sufficient space properly inserted in your PlayStation game console) by entering the Option screen from the Menu. Then select Save, select New File to save a new game file, or select a previously saved game file to save over that game, and press the **X** button. The car names for both Player 1 and Player 2 will appear in the saved game list.

Load

Load a previously saved career game by entering the Option screen, then entering the Load menu. Move the highlight over the game you would like to load. Then press the **X** button. Now when you enter a race or the Shop, you will have the career as you left it in your saved game.

Controller

On the Controller screen, you can set your controller configuration to whatever you like. Just move the highlight next to the function you would like to change and then press the desired button you would like to have for that function. Continue until you are ready to race!



Race Settings Screen

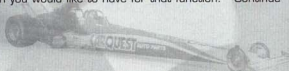
On the Race Settings screen you can set the race rules, dial-in times, the number of racers that will race in events, set auto staging to on or off, and change your player name for player 1 and player 2. You can also turn music on or off as well as turn movies on or off.

Change Player Name(s)

You can change either player's name on the Option screen. Use the Directional Buttons to highlight the name you want to change. Then move the Directional Buttons right or left to highlight the letter you want to change. Press the **O** button to advance through the alphabet and numbers and press the **□** button to go back through the letters and numbers. Continue until you have input the desired name.

Race Rules

There are two types of drag racing event rules in the game: bracket racing and heads up racing. In heads up racing, the first car to cross the finish line without disqualifying wins the race. In bracket racing, racers must set their dial-in times at how fast they think they will run a race. Then whoever gets closest to their dial in time without going under or disqualifying wins the race. If both racers go under their dial-in times, the one that is closest to their dial-in time wins.



Dial-In Times

On the Race Settings screen Player 1 and Player 2 can set their dial-in times to race with bracket racing rules. Just highlight the dial-in time you want to change with the Directional Buttons, then move the Directional Buttons right or left to highlight the digit you want to change. Press the **O** button to advance up a digit and the **□** button to go back a digit.

The racers in Event selection is simply the number of racers that will race in any event or Season event that you run. If you have more racers in the event, you will win more money for winning the event.



Game Tips

You win money in the game by winning races. Prize winnings are multiplied by the number of racers in any event – so here is where to make the big money!

When you are starting the game, one way to win money quickly is to use Bracket Racing rules (see Race Rules Section). Determine a good dial-in time for your car by doing several races and choose a time slightly below your best time. You don't want to go faster than this time during a race, or you will be disqualified (unless your opponent does also, and you are closer to your time). So, make sure it is better than your best, but very close to it. Then race as fast as you possibly can, and you can beat even the fastest top fuel drag racers, since this acts as a handicap, and makes reaction time the primary factor in determining the winner.

You can only race in Quick Race if you have a negative cash balance from the shop or wrecks. If you find yourself with a negative cash balance, just return to the Shop and trade in your equipment for less expensive parts. You can always sell the parts on your car and get cheaper parts if you are strapped for cash.

The faster your car is, the more difficult it may be to handle, so watch out for all that power. One way to improve the handling is to increase the tire temperature to maximum by doing a longer burnout. You can do this best by turning off auto staging and doing a longer burnout before moving to the start line.

Do a burnout off the line by holding the line lock down and pressing the accelerator down after staging. Then when the light goes green, release the line lock and rocket out of the gate. Make sure your RPMs aren't too high, though, or your tires will spin excessively.

Be careful to monitor your engine temperature during burnouts. Too much pressure might blow your engine before you get off the line.

Use the turbo boost to maximize performance down the track. The turbo boost is defaulted to the **▲** button during the race.

Don't hit the wall or cross the center line, or you will be disqualified and you may have damage to repair on your car.

Use the power graphs on the Engine Menu screen in the Shop to build your dragster. Watch the horse-power and torque lines and make them as tall as you can.



20

Credits

Digital Dialect Credits

Michael Case – Producer, sound and physics programmer
Eduard Sereda – Menu system and race logic programmer
Dmytro Byelay – 3D graphics programmer, menu graphics, car and track artist
Dimitar Stanev – Misc. programmer
Michael Matthews – Lead car artist
Gary Dymond – Supplemental car artist

Special thanks to Lucky Chicken Games for tools development, technical and art assistance

Bethesda Softworks Inc.

Joel Maximilian Breton – Producer & Designer
Vlatko Andonov – President
Todd Vaughn – VP of Development
Pete Hines – Director of Marketing & PR
Lori Rehr – National Sales Manager
Moshe Milich – Packaging & Manual Design
Dj Rocketboy – Music Producer

Gameplay Tuning and Balance

Geoffrey Myers
Jeremy Lucas
Braeden Breton
Frank O'Conner

Special Thanks

Todd Vaughn
Ms. Teri Wade
Jill Bralove
South Merritt

21

Notes:

22



Notes:

23

Notes:

Limited Warranty

Bethesda Softworks Inc. warrants for a period of ninety (90) days following original retail purchase of this Disc (the "Warranty Period"), that the Disc media is, and under normal use shall be, free from substantial errors or defects that will materially interfere with the operation of the Disc as described in the Documentation. This limited express warranty applies to the initial purchaser only ("You").

EXCEPT AS STATED ABOVE, BETHESDA SOFTWORKS MAKES NO OTHER WARRANTY, REPRESENTATION, OR CONDITION, EXPRESS OR IMPLIED, STATUTORY OR OTHERWISE. ANY AND ALL OTHER EXPRESS OR IMPLIED WARRANTIES, REPRESENTATIONS, OR CONDITIONS, STATUTORY OR OTHERWISE, ARE EXPRESSLY AND SPECIFICALLY DISCLAIMED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, TITLE OR NON-INFRINGEMENT.

Some jurisdictions do not allow limitations on how long an implied or express warranty or condition lasts, so the above limitation may not apply to You. This limited express warranty gives You specific legal rights, and You may also have other rights which vary from jurisdiction to jurisdiction.

If You believe You have found an error or defect in the Disc that would constitute a breach of the above limited warranty during the Warranty Period, and (i) You are in the United States, You may call Bethesda Softworks' Customer Service Department at 301-926-8300, between the hours of 9:00 a.m. and 6:00 p.m., or (ii) if You are outside the United States, send your original Disc to Bethesda Softworks at 1370 Piccard Drive, Suite 120, Rockville, MD 20850, USA, together with a dated proof of purchase, your product number, a brief description of such error or defect, and the address to which it is to be returned.

If You have a problem resulting from such a manufacturing defect in the Disc, Bethesda Softworks entire liability and Your exclusive remedy for breach of this limited warranty shall be the replacement of the Disc, within a reasonable period of time and without charge, with a corrected version of the Disc. Any replacement Disc shall be warranted for the remainder of the original Warranty Period or thirty (30) days, whichever is longer. This limited warranty shall not be applicable and shall be void if the defect in the Disc is found to be the result of abuse, unreasonable use, mistreatment or neglect. Some jurisdictions do not allow the exclusion or limitation of relief, incidental or consequential damages, so the above limitation or exclusion may not apply to You.

WARRANTY CARD AND WARRANTY PROTECTION:

To be eligible for warranty protection hereunder, You must fill out and mail in the Warranty Registration Card included in the Package within thirty (30) days of purchase. Failure to send in Your Warranty Registration Card within thirty (30) days of purchase shall result in the loss of Your warranty protection. Warranty protection is available only to You, the original purchaser. In the event of any questions in this regard, Bethesda Softworks reserves the exclusive right to determine warranty eligibility and appropriate redress, if any.

LIMITATION OF LIABILITY:

IN NO EVENT SHALL BETHESDA SOFTWORKS BE LIABLE FOR SPECIAL, INCIDENTAL, CONSEQUENTIAL, PUNITIVE, EXEMPLARY OR OTHER INDIRECT DAMAGES, EVEN IF BETHESDA SOFTWORKS IS ADVISED OF OR AWARE OF THE POSSIBILITY OF SUCH DAMAGES. IN NO EVENT SHALL THE ENTIRE LIABILITY OF BETHESDA SOFTWORKS ARISING FROM OR IN ANY WAY RELATED TO THE PACKAGE, THE DISC, OR ANY PART THEREOF, OR THIS AGREEMENT, EXCEED IN THE AGGREGATE THE PURCHASE PRICE OF THE PACKAGE.

Some jurisdictions do not allow the exclusion or limitation of special, incidental, consequential, indirect or exemplary damages, or the limitation of liability to specified amounts, so the above limitation or exclusion may not apply to You.

24