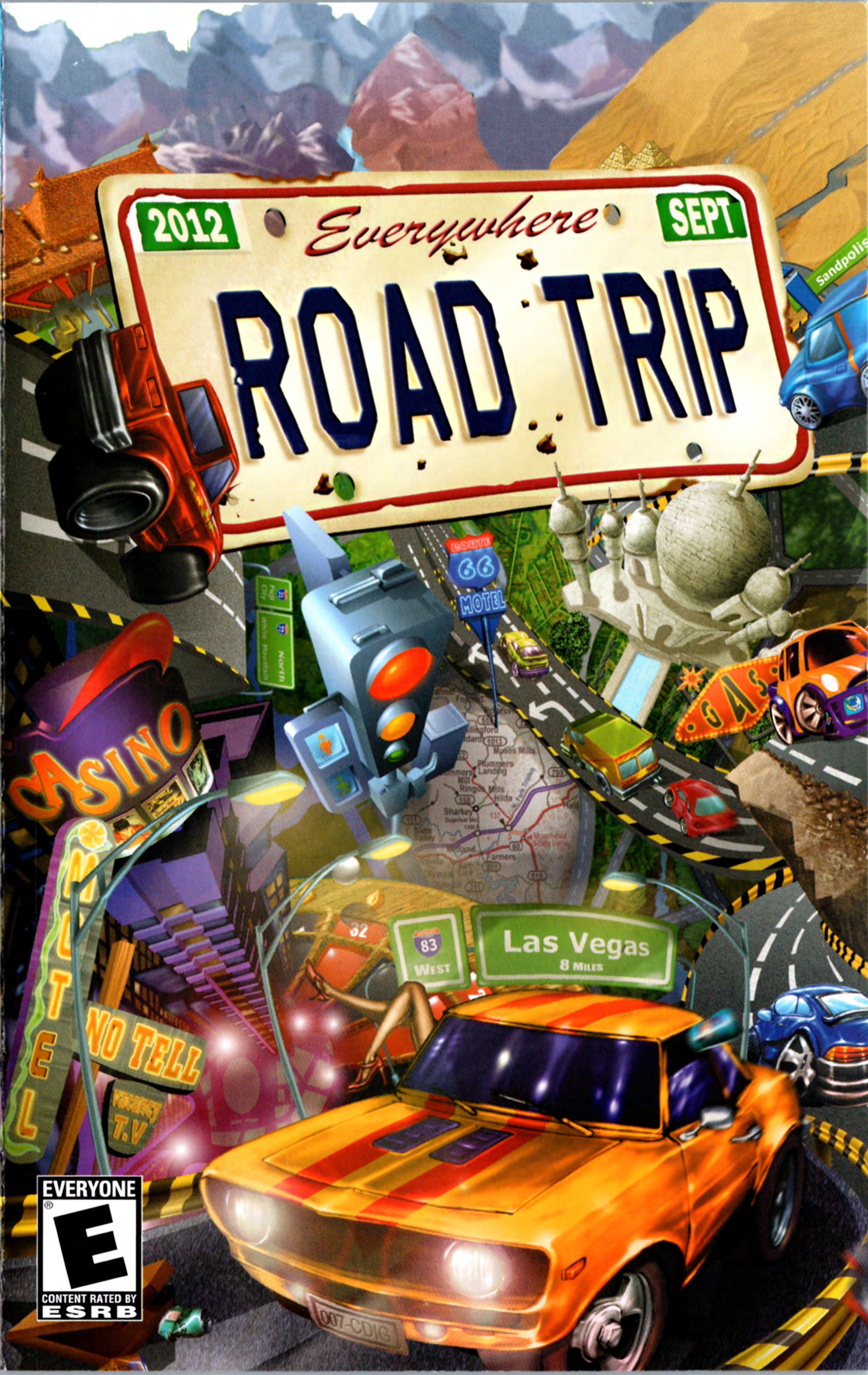


2012

Everywhere

SEPT

ROAD TRIP



EVERYONE

E

CONTENT RATED BY
ESRB

**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 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 cards slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with a 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 day.
- 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 the outer edge. Never use solvents or abrasive cleaners.



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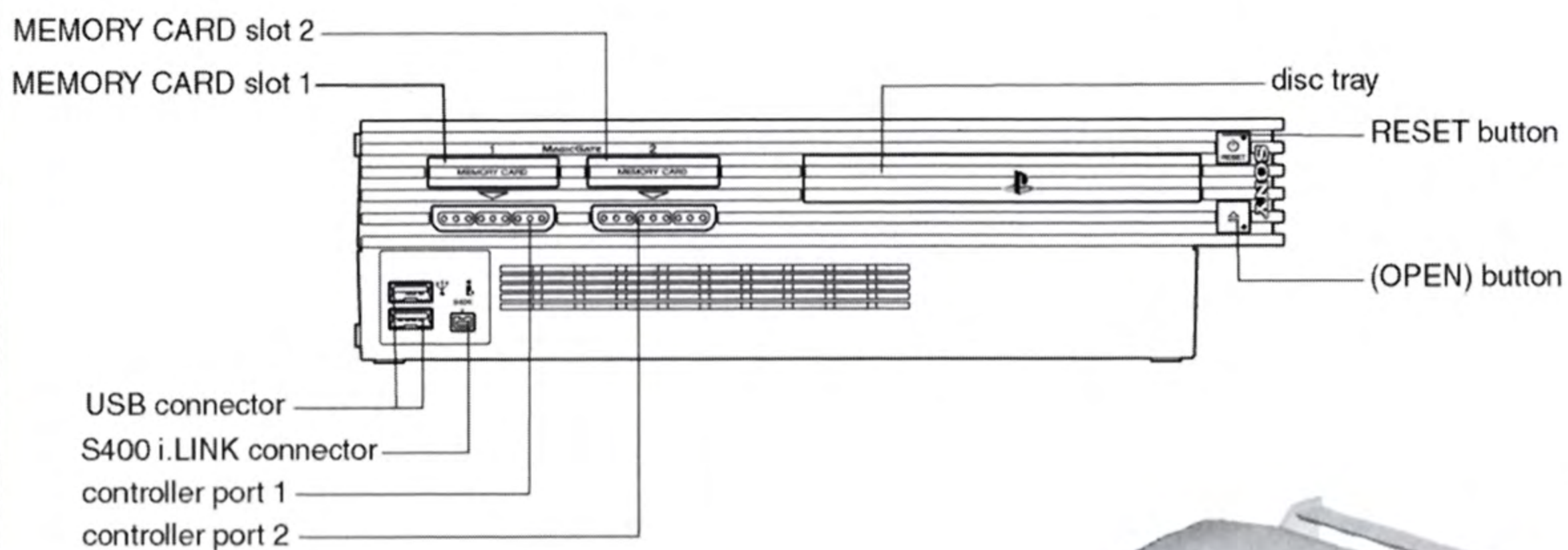
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SYSTEM SET UP



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 **Road Trip** 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 CARDS

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 or MEMORY CARD slot 2. You can load saved game data from the same memory card, or from any memory card containing previously saved **Road Trip** games. At least 60Kb of free space must be available in order to save. If less free space exists, erase older data before saving. Do not remove the memory card or turn off the power on the PlayStation®2 while data is being saved or loaded. Your game data may be lost if you do.

GAME CONTROLS

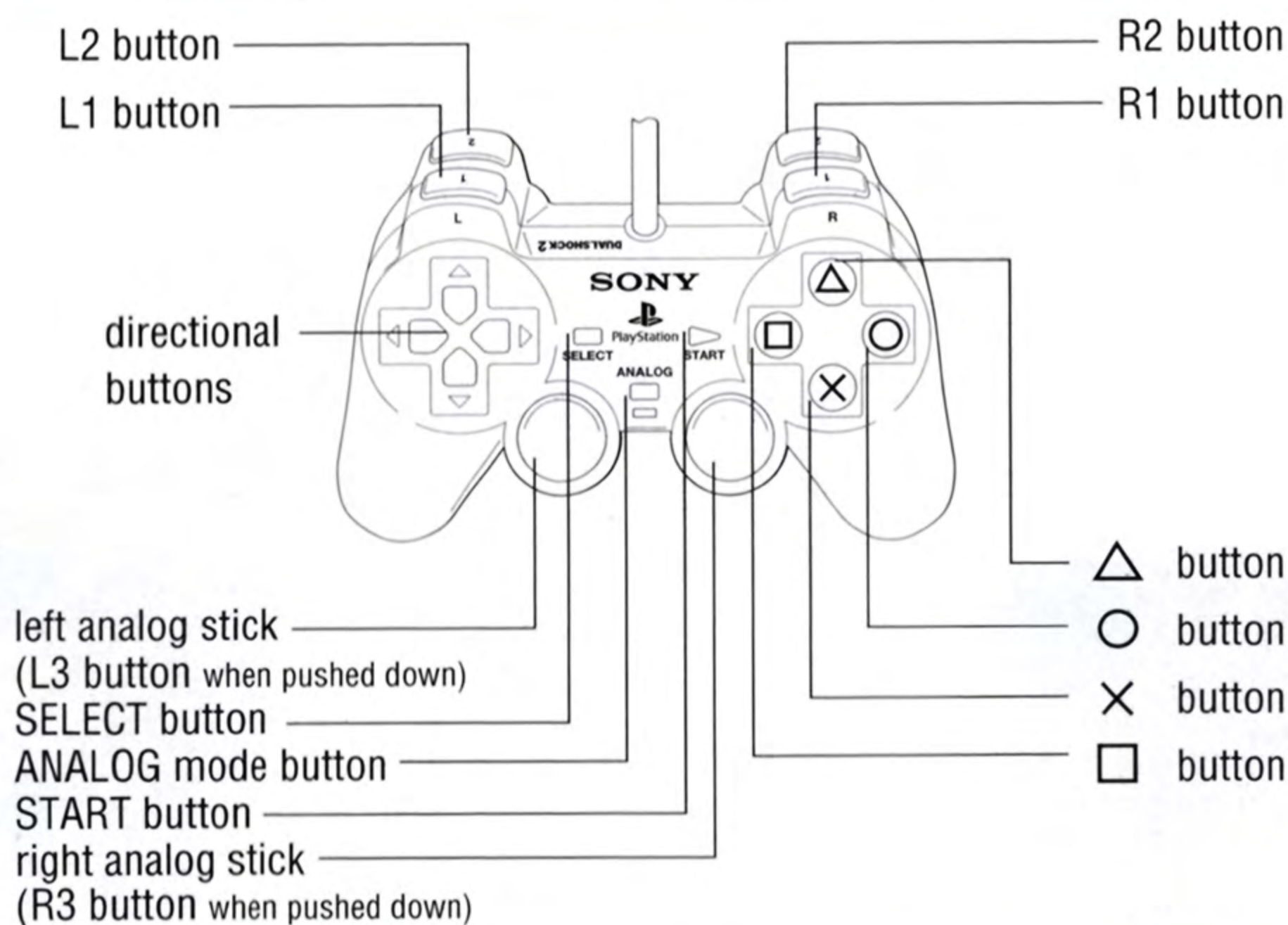


This game may be played with either DUALSHOCK®2 analog controller or DUALSHOCK® analog controller.

Turn the ANALOG mode button ON/OFF to turn ANALOG mode ON (mode indicator: lit) and OFF (mode indicator: off).

When the mode indicator is red, you can use either the left analog stick or the directional buttons to control the game; when the mode indicator is off you can use only the directional buttons.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Wing Down..... **L2**
 Wing Up..... **L1**
 Steer/Select..... Directional buttons
 Enlarge/Shrink GPS Display..... **SELECT**
 Steer..... Left analog stick
 Toggle ON/OFF LED
 Display..... ANALOG mode button
 No use..... Right Analog Stick

Jet Fire..... **R2**
 Horn, Light..... **R1**
 Change Point of View/Cancel..... **△**
 Back Up/Enter **○**
 Brake/Cancel..... **□**
 Accelerate/Enter..... **×**
 Display Settings..... **START**

DUALSHOCK® Analog Controller

Button functions are identical to those of the DUALSHOCK®2 analog controller

Vibration Mode

Vibration mode can be set in Options. It can be active both when the mode indicator display is red or off (see Page 6).

Welcome to **Road Trip!**

The towns, races, and events in **Road Trip** have all been supercharged. It's more exciting and cooler than ever before, so get ready for even more fun! New adventures await you in a bigger world. Team up with your friends, and you might be able to become the President of the **Road Trip** world! Are you ready? Let's GO!!



GAME SCREEN



Engine RPMs

Current Gear

Speed

Map Radar

Shows a bird's eye view of the surrounding area. If you pick up a Coin Radar your position will be shown as well. The lamp on the side will blink if you have unread email.

Fuel Remaining

If you run out of fuel, the car will slow to a snail's pace. When this happens, either warp to a Q's Factory in another town or enter a nearby building. Your fuel tank will fill up automatically.



OPTIONS

Options

Change options settings for analog controller vibration, audio, and sound volume.

Vibration

Select between ON, OFF (with this option, it doesn't matter if the mode indicator is lit or not) or Switch ON/OFF with the ANALOG mode button (with this option, vibration is ON if the mode indicator is lit, and OFF if the mode indicator is off). Be sure to use the Test selection to confirm your settings.

Audio

Select between mono or stereo sound output.

Sound Volume

Select the volume of the sound (5 max., 0 mute).

Versus Race Results

Here you can view the results of your races against friends. Results for up to 20 races may be stored on the memory card and can be viewed either according by course or in total. The fastest times for all courses are also recorded.

Pause Menu

Press the START button to display the Pause menu.

Warp

Transport instantly to the Q's Factory of any town you have already visited. This is very useful when you run out of fuel, become lost, or when you need to move around for a World Grand Prix race.

Notebook

View licenses, Stamps, Quick-Pics, and race results.

License

Your current license will be displayed on the cover of your notebook.

Stamps

View all the Stamps you have received from Stamp events.



Quick-Pics

View all the Quick-Pics you have taken so far. Select a thumbnail with your cursor and then press the **(X)** button to see a full-sized version.

Team Race Results

View results for all races (place, course time, and best lap time) for you and your teammates. The best time for teammates will remain the same even if you have traded teammates, but the name will reflect the new teammate.

Radio

You can listen to the radio as you explore Road Trip. There are 2 radio stations, which play different music at different times of the day. The time is displayed in the lower part of your meter.



Items

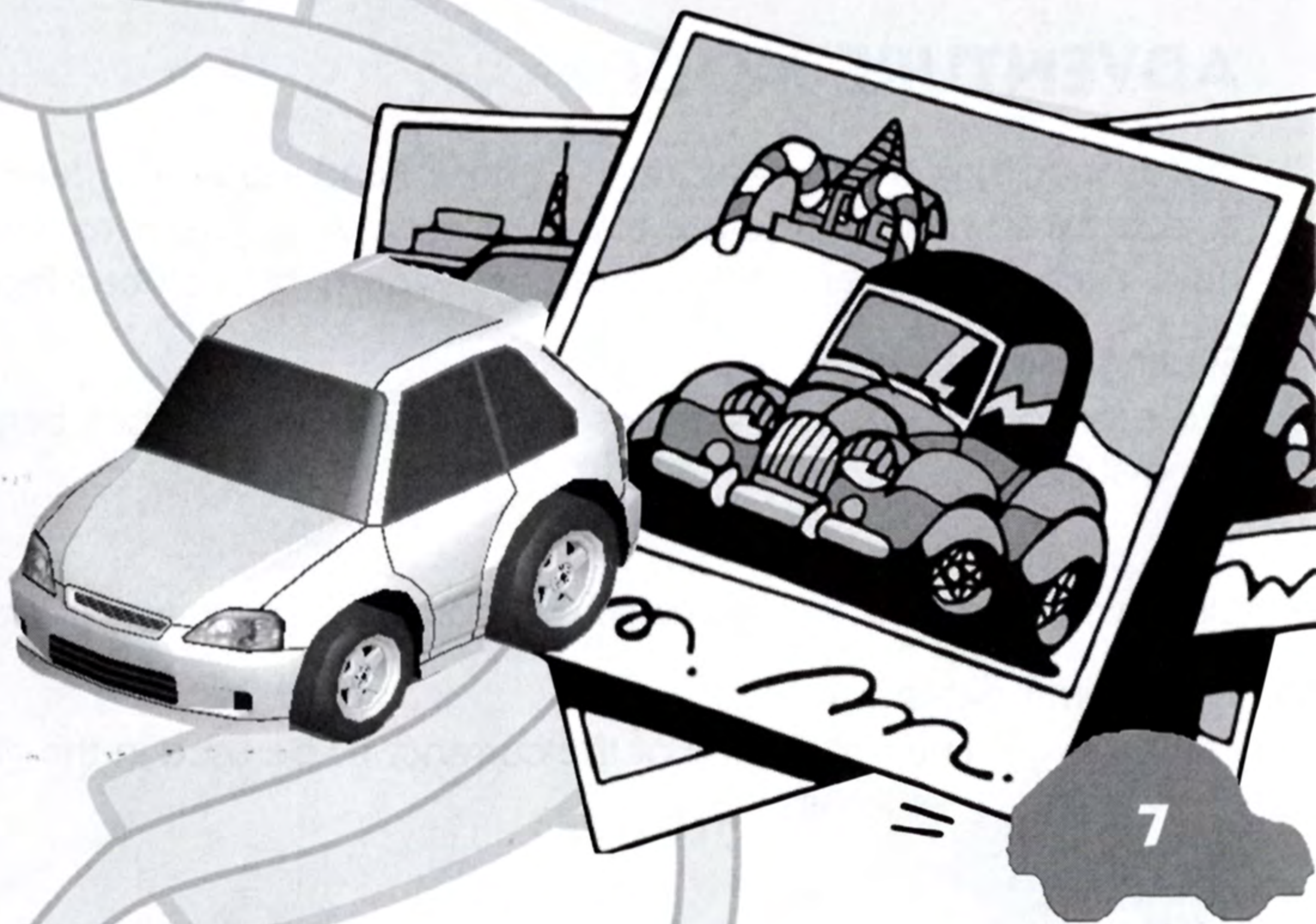
You can view items other than custom parts, such as Coin Radar or items gained in events.

Settings

Change the button settings for your controller.

Map

You can view a World Map showing your current position.





GAME MODES

Select the game mode you would like to use from the 3 modes available:

Adventure

Travel around the world of **Road Trip**, and take part in the events and the races you encounter. This mode lets you customize your own car.

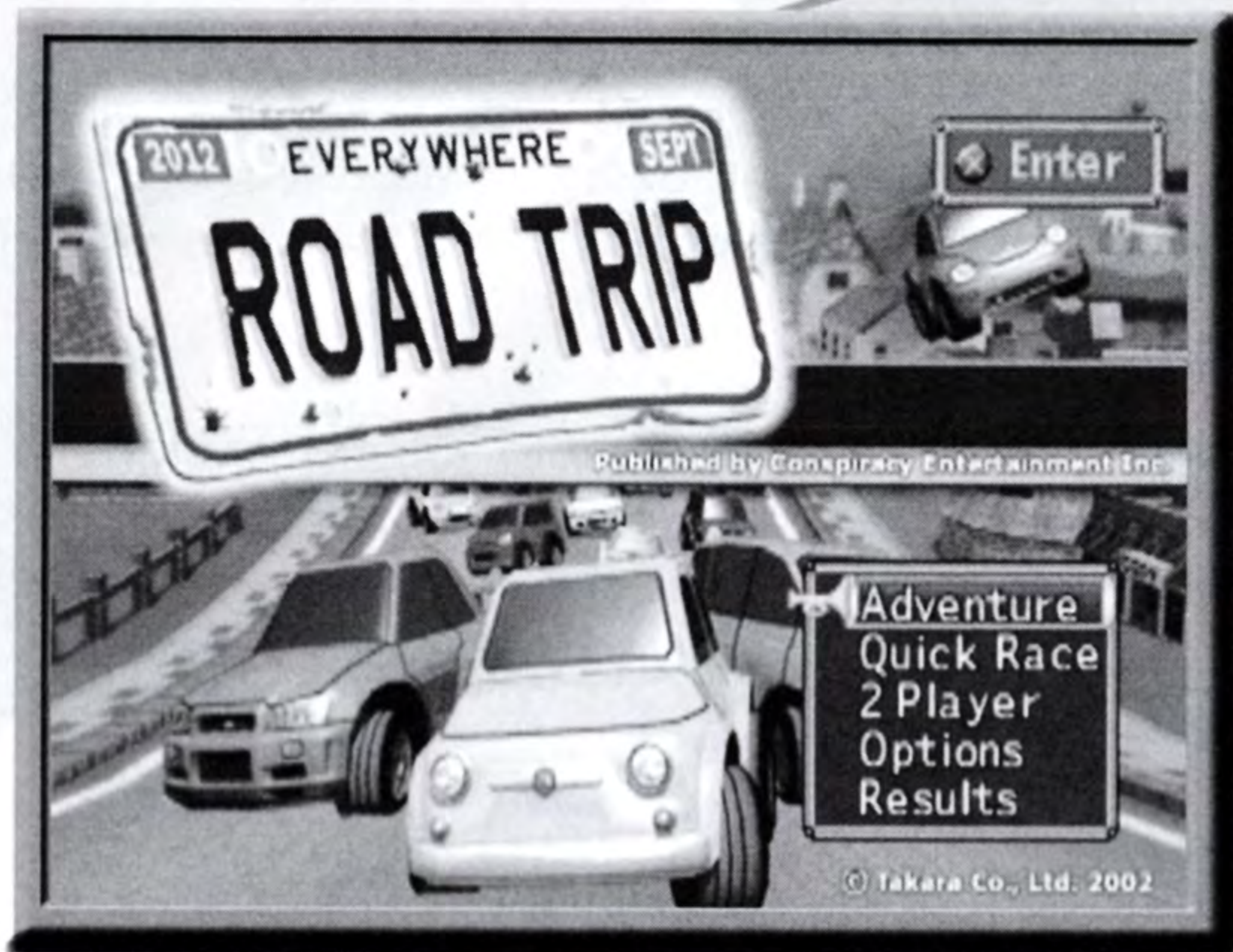
Quick Race

Use a prepared car to take a quick race. In this mode, you can neither save data nor select and customize your own car.

Two-Player

Race against a friend and buy or sell items.

- Race Right Away – Select your race and go head to head.
(Mini games also available in this mode.)
- Custom Race – Your team can race against your friend's team.
- Random Race – Load pre-saved data and go head-to-head against your friends and their cars.



ADVENTURE MODE

In this mode, you can explore the entire **Road Trip** world. Many **Road Trip** events await you outside the towns as well. Your goal is to win the races held in each town and become the President of the **Road Trip** world.

Starting a New Game

A car for your adventures will be selected at random. All cars begin with the same abilities.

Enter a Name

Once you have a car, enter a name. The name can be up to 9 characters long.

Enter Currency Name

Enter the name of the currency to be used in the game, up to 4 letters in length.



Continuing a Saved Game

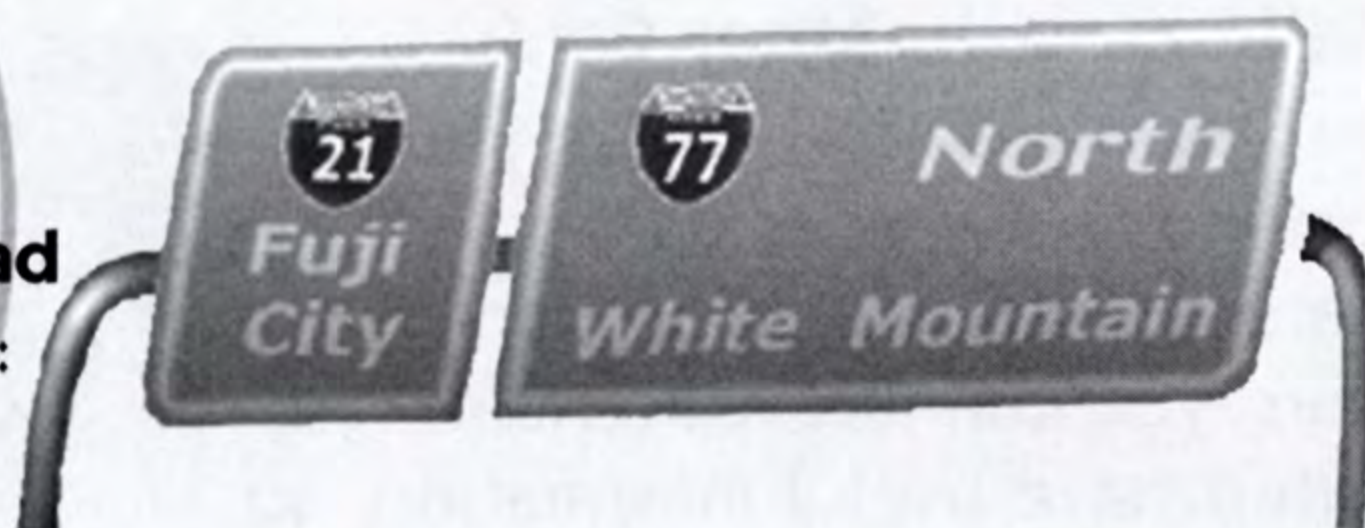
You can save games to continue them from the same position later on. Select this option to continue a saved game. (Only 1 game may be saved.)

Towns

Time in the **Road Trip** world is much like that of the real world. Twenty-four hours in **Road Trip** counts for every hour in the real world. You begin in the morning and progress through to night. Some events happen only at night so make sure you continue through the day if you want to have an evening event.

CUSTOMIZING

There are various places in **Road Trip** to find new cars and parts:



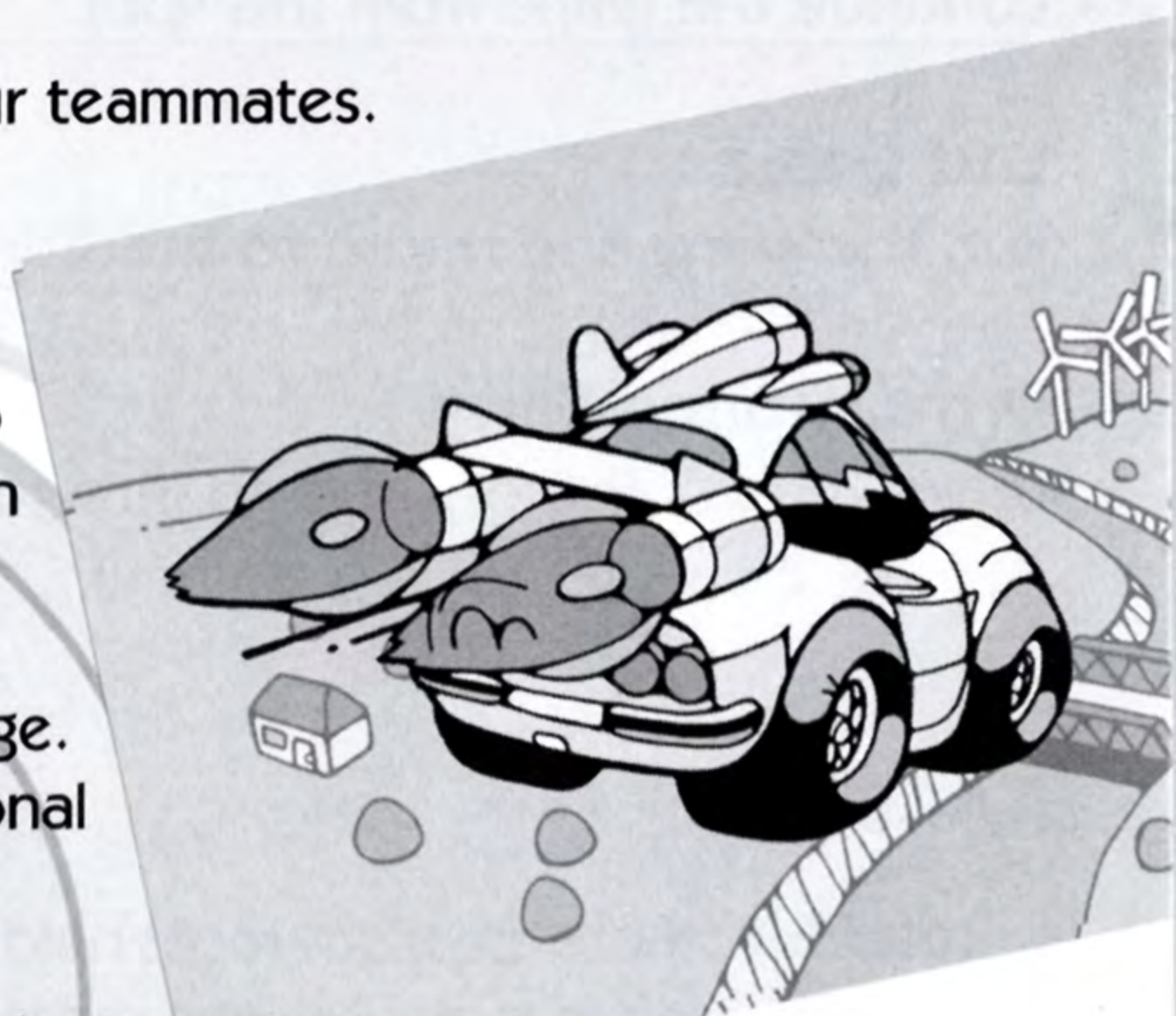
Q's Factories

These important buildings are in every town. If you have been to a town's Q's Factory before, you can automatically arrive at that town's Q's Factory when you warp into that town. Aside from having your fuel tanks automatically refilled, here are the things you can do at a Q's Factory:

Changing Parts

You can change parts for you or your teammates.
Here's how:

1. First, select the car you wish to change parts for. Select with the up and down directional buttons, then Enter.
2. Next, select the place to change. Select with the up and down directional buttons, then press the Enter button.
3. Select the part you want to install from among the ones you own. Select with the left and right directional buttons, then press the Enter button. If you wish to change more parts, repeat steps 2 and 3.



Part Properties

When you select a part, comments and descriptions of its properties—displayed with asterisks (*) may be shown next to it. Use these to maintain an overall balance in your car.

Racing

Compete in Ranking races!

Each town has its own course with races of different rankings. You can compete in any race up to the rank you have a license for. Select the race you want to compete in from the ones shown.

Talking with Other Cars

As you are driving about, you are bound to come across other cars. When you approach these cars, you can talk with them. They often have useful information, so make a habit of meeting any car you encounter.



Save Data

Save the game in its current state.

When you select "Continue Saved Game" on the Title screen, you will continue the game from this spot.

End Game

End the game and return to the Title screen.

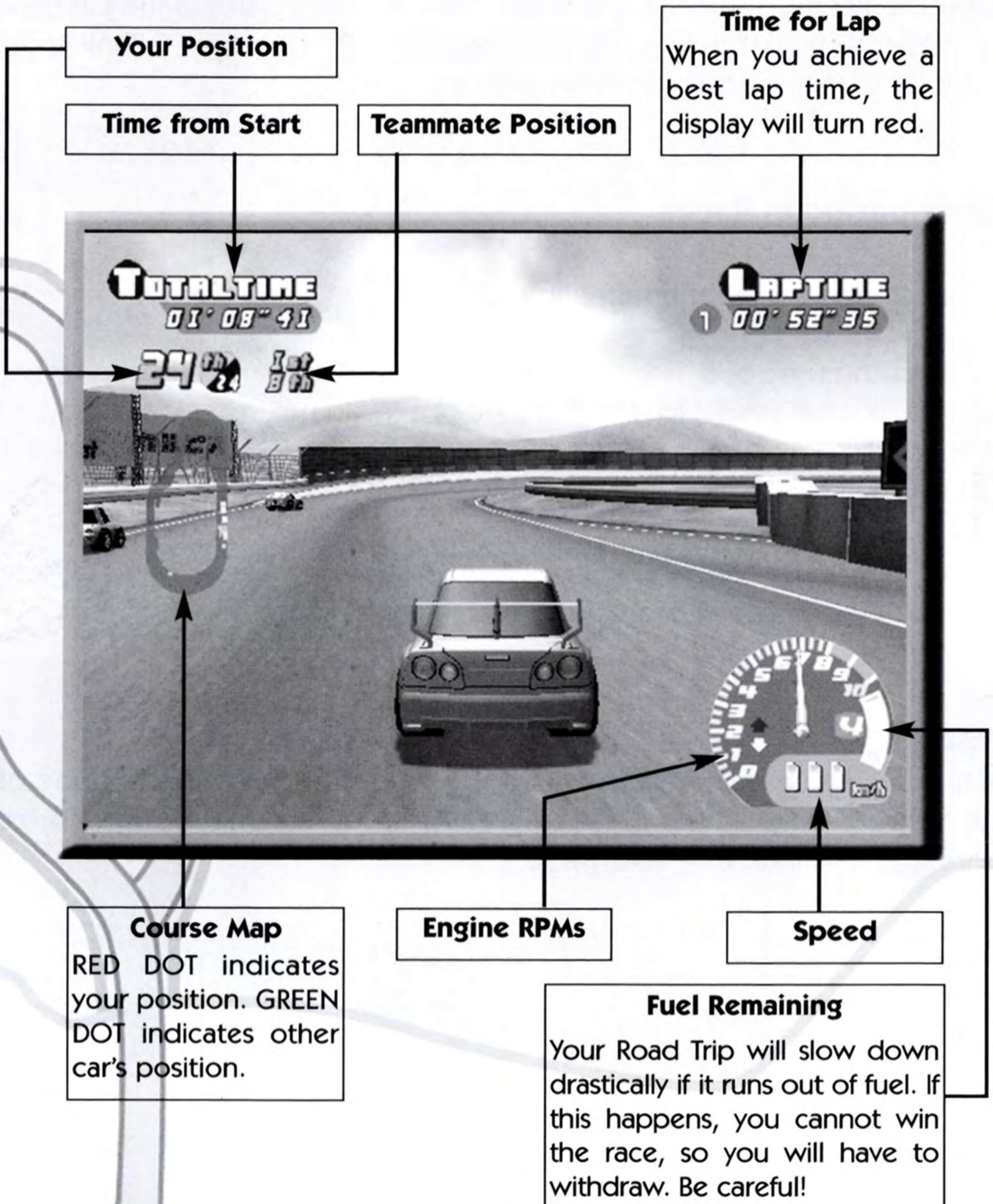
Drive Around Town

Leave the Q's Factory and go into town.

RACES

In **Road Trip**, there are many races held at the Q's Factories in different regions. Some of these races are Ranking races, which require licenses. There are also the World Grand Prix races. You have to win the World Grand Prix races to become President of the **Road Trip** world.

Race Screen



Pause Menu

To display the Pause menu during a race, press the START button. If you choose to withdraw from the race here, you can view the current position of all the other cars. Next to the names of each car is the name of the town where they are from, so you can use this information in recruiting teammates. Scroll up and down the list using the directional buttons.

Ranking Races

The first races you will compete in at the Q's Factories are the Ranking races. The license ranking system prevents you from participating in races of a higher rank than you possess a license for. There are six C Rank races, nine B Rank races, and nine A Rank races.

Participating in Races

1. Select "Race" from the menu in a Q's Factory.
2. Select the rank of a race to enter. You cannot make a selection higher than the license you hold. (An * will be displayed next to races that you have received a prize in at least once). If you have a teammate, they will join you automatically.
3. The race starts after a count of 3, and lasts for 3 laps. You complete the race when both you and your teammate(s) cross the finish line.

Results

Results for each race are displayed once it ends. If you finish in one of the first 6 places, you win prize money. If your teammate wins prize money, you will receive that prize money too.

World Grand Prix

You need a Super-A license and 2 teammates to compete in a World Grand Prix race. The race has 7 heats, and you receive points for each heat depending on where in the lineup you finish. The total number of points for you and your teammates from 7 heats determines whether or not you win the World Grand Prix.

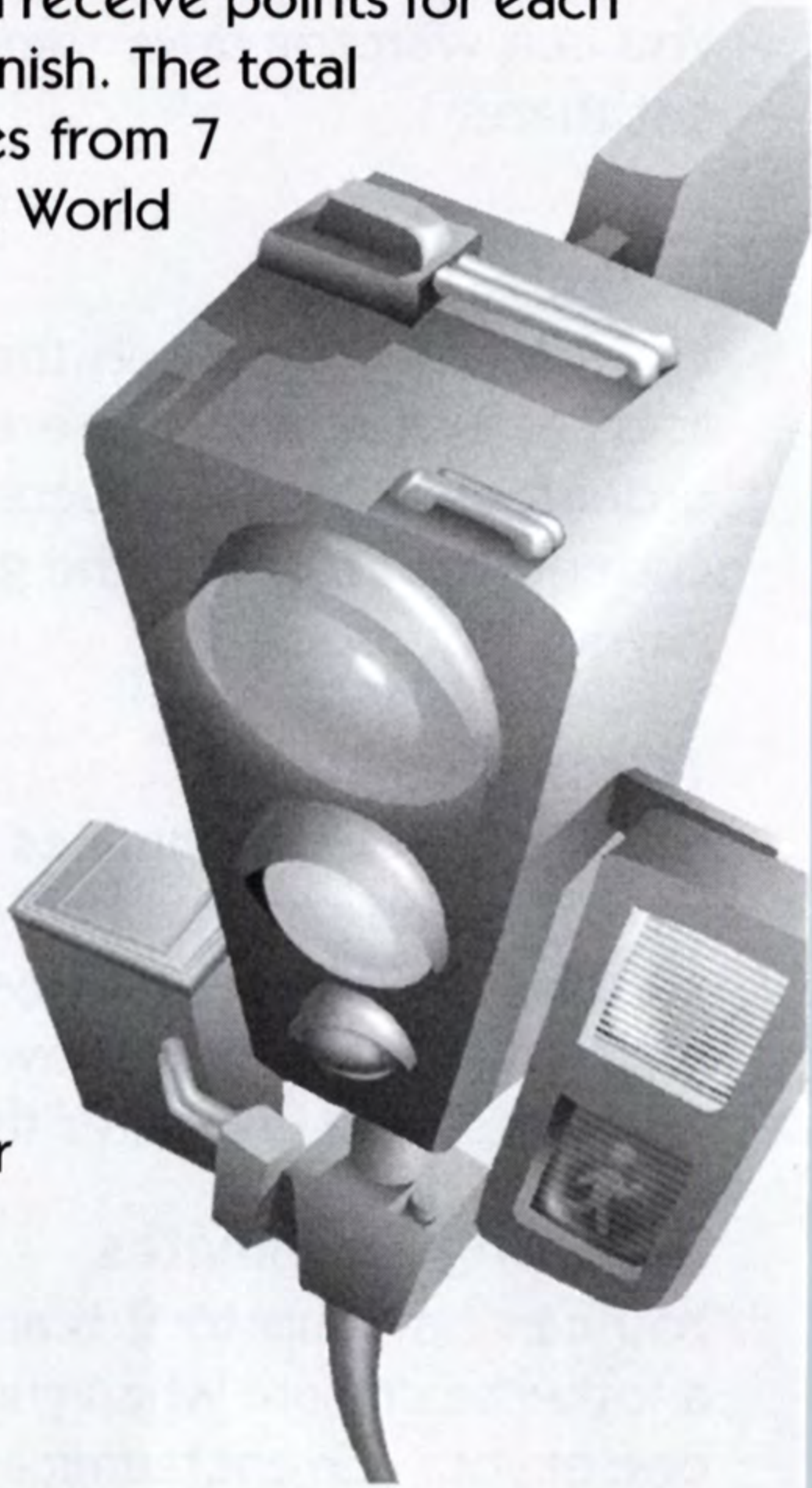
To Race in the World Grand Prix

You can enter a World Grand Prix race from a Q's Factory once you fulfill all the conditions for entry. Races are conducted in the same manner as Ranking races, with 3 laps for each heat.

Results

Results for the heat are displayed once it ends. The number of points received for your place in the race and your total points are shown.

PLACE	POINTS	PLACE	POINTS
1st	30	13th	18
2nd	29	14th	17
3rd	28	15th	16
4th	27	16th	15
5th	26	17th	14
6th	25	18th	13
7th	24	19th	12
8th	23	20th	11
9th	22	21st	10
10th	21	22nd	9
11th	20	23rd	8
12th	19	24th	7



To the Next Race

When the race concludes, you will be told the location for the next race. You can warp or drive there yourself – the race will start whenever you get there.

Licenses

In order to compete in the World Grand Prix, you need to earn all the licenses available. There are 4 ranks of licenses, C, B, A, and Super-A. In order to earn the next license rank, you must earn prizes in all races of your current rank. You start the game with a C rank license, which you can view in your Notebook.

Teammates

Help from your teammates is essential to winning the World Grand Prix. You can scout out these teammates all over **Road Trip**. Cars competing in races all over the world are scattered in various regions – go find ‘em! However, they may not even stop to talk to you unless you are faster than they are.

Selecting Teammates

You can have up to 2 teammates at any time. If you try to recruit another teammate when you already have 2, you will have to remove one of your current teammates first. If you do change teammates, the parts installed on the first teammate will be passed on to the new teammate. Also, if you part from a teammate, they will return to where you first encountered them, so you can go back to recruit them once again if you wish.

Teammate Training

When you change car parts for your teammates, compete with them in Ranking races. The more your teammates compete with their installed parts, the more they master their abilities, and the faster they become. Indeed, your teammates will race faster with the mediocre parts they are accustomed to than with brand-new, high-performance parts. Besides, if you win you get your teammate’s prize money!

Teammate Parts

You can buy new parts for teammates as well as yourself at Q’s Factories. In order to win the World Grand Prix, you’ll have to make your fellow cars just as speedy as you. You can also coordinate the colors of your teammates with yourself.

EVENTS

As you explore **Road Trip**, you will experience many events. Here are some of them:

Stamp Events

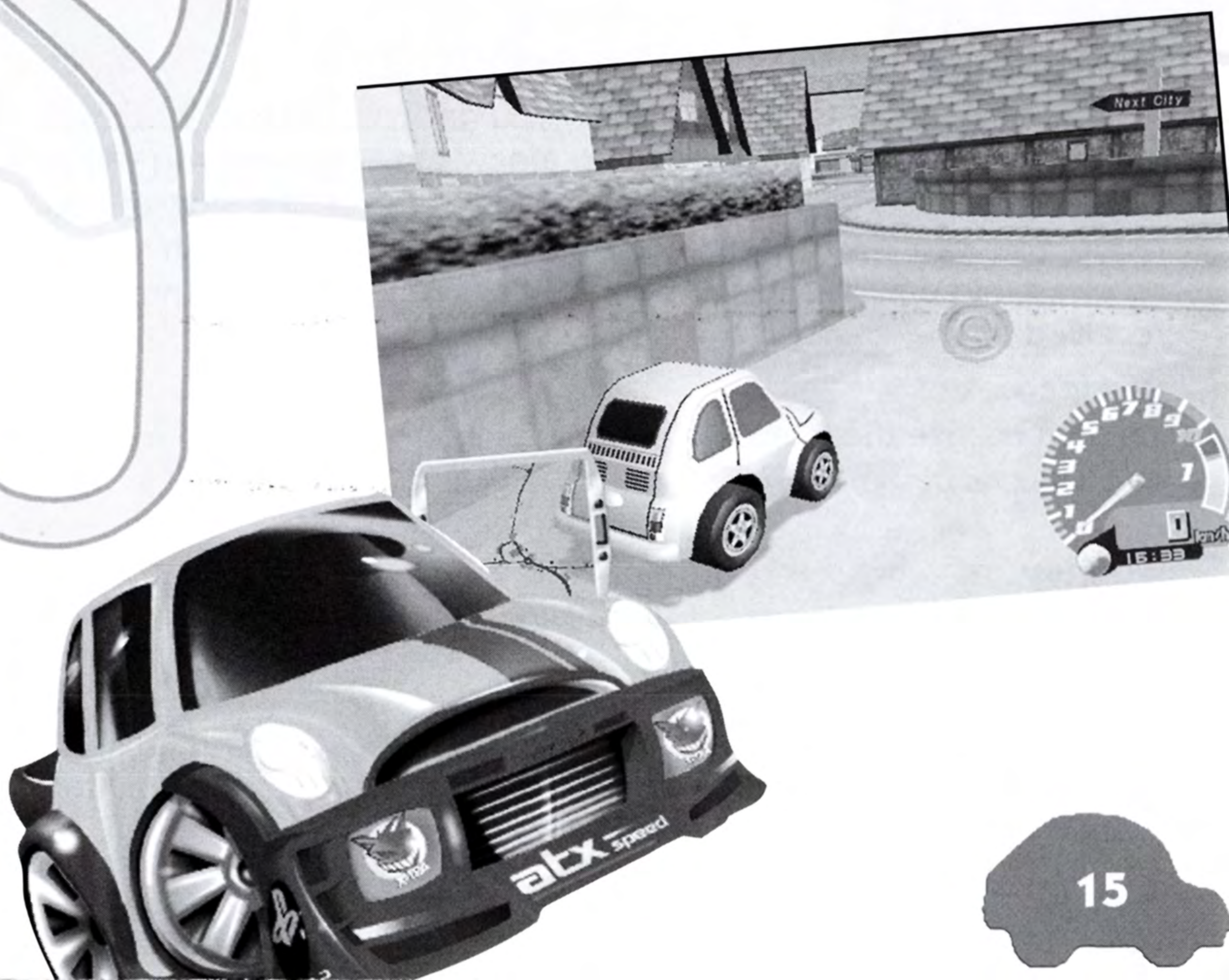
There are events in which you will receive a Stamp in your Notebook upon completion. Some of these events are conversations with other cars. You can view all the Stamp events you have cleared in your Notebook.

Coin Events

Coins are scattered throughout **Road Trip**. You can view the Coins you've collected in your Notebook. When you collect all 100...well, that's a secret.

Coin Radar

This handy item shows you where coins are located with golden dots. It's a must-have item for coin collecting!

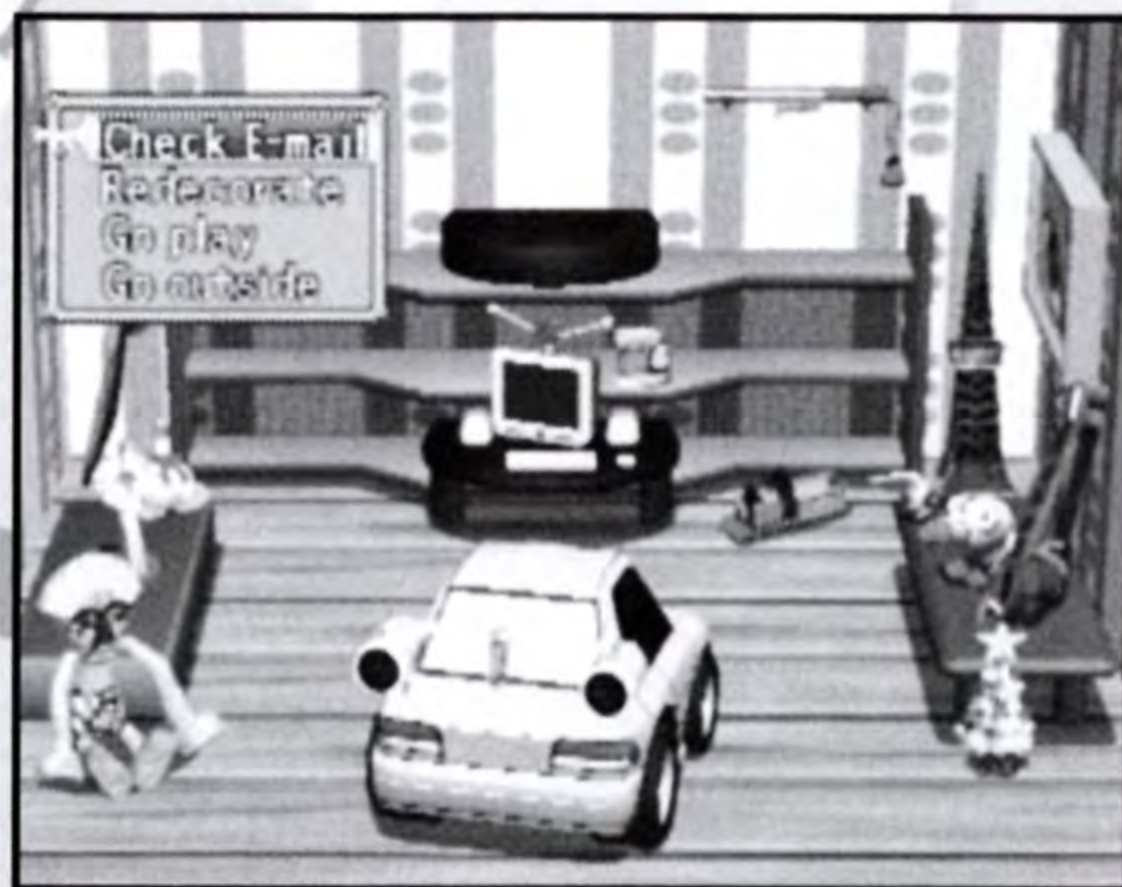


My City

In **Road Trip**, there is a place where you can build your own garage. Once you do this, you can develop the area around it into your own full-fledged town! This is possible because there are many cars in Road Trip that would love the chance to own their own land or store. If you tell them about the free land around your garage, they will come. Eventually, a city will build up around your garage which will appropriately be named My City. My City will contain a variety of buildings and items that cannot be found anywhere else in the **Road Trip** world.

Purchasing Your Garage

Somewhere there lies a nondescript Real Estate office. If you enter it, you will be asked if you wish to purchase your own garage. Go ahead and buy it if you want to. This is the beginning of your garage and My City.



MY GARAGE

In addition to storing the trophies from your victories, you can do the following things in your garage.

Check E-mail

E-mail will start coming to you when you get your garage. When you are traveling about in **Road Trip** and a new e-mail comes, you will be notified by a special sound and a blinking light on the side of your radar. You can save up to 128 messages. When more emails are received, old e-mails are automatically deleted in the order they were received.

Re-decorate

You can change the interior design of your garage. To do so, you need to pick up a Design Kit. When you do, select it in your garage.

Go Play

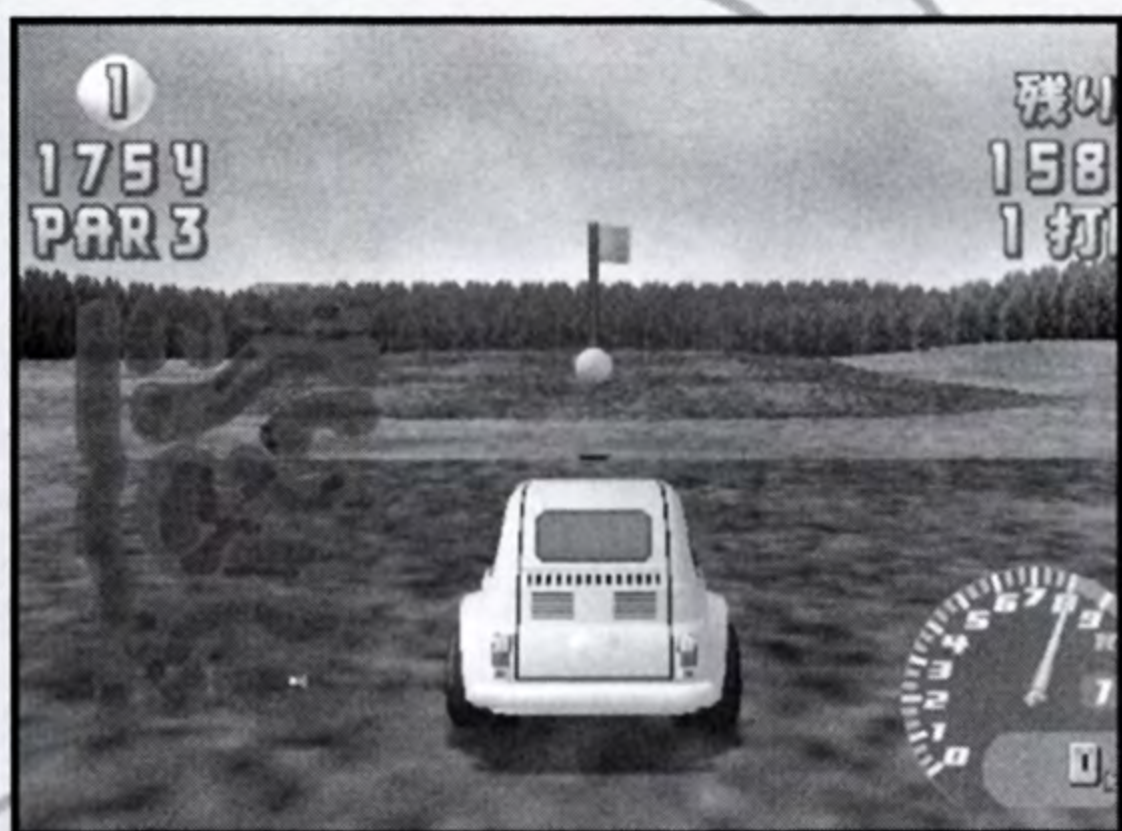
You can go to the entrances of all the Mini-Games you have been to so far.

Go Outside

Leave your garage.

MINI-GAMES

There are many specially designed Mini-Games throughout **Road Trip**. These include everything from races to team competitions like soccer. Not all Mini-Games are easy to find, so you'll have to try hard to locate and win all of them! Here is a brief selection of the many Mini-Games that await you:



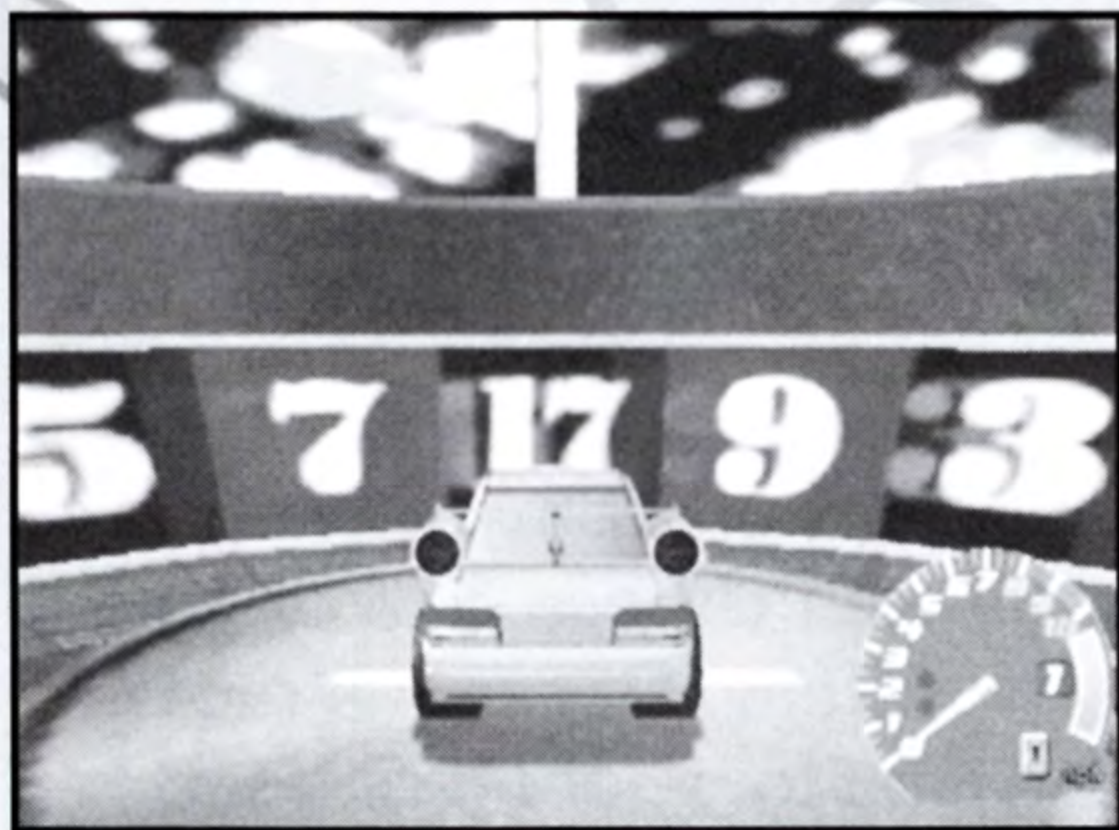
Golf

9 holes in all. Use your car to hit the large golf balls around the course and into the holes.



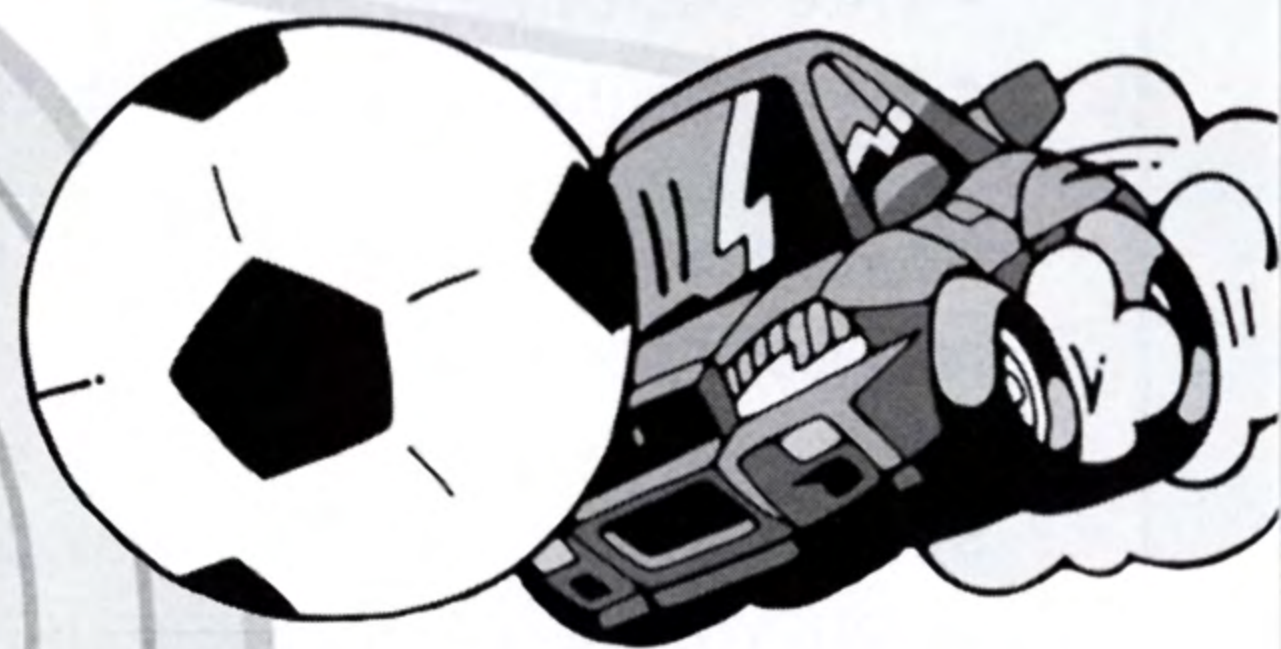
Soccer

Play soccer moving the ball with your fender. Make sure you have two teammates to play with you.



Roulette

Pick a number or a color and try your luck. Play as the ball and drive your car onto the roulette table and hope the odds are on your side.



TEAM RACES

Just as in the World Grand Prix races, the winners of Team Races are determined by the total number of points gained for finishing order. You can't succeed in Team Races without training your teammates well!

Race Right-Away

- No need to fuss with car choices.
- Always the best car for the course.
- A great teammate will automatically appear!

This option is available without a memory card (8MB) (for PlayStation®2). There are 10 courses in all! When you choose one, the best car for it will automatically be selected for you. There will be no difference in car performance between players. Races in this mode are always team races – your teammate will always be the same color as you. The results of these races are not saved.

Custom Race

- When you have to race in your own car.
- Free customization.
- Your teammates can race, too!

A memory card (8MB) (for PlayStation®2) for both players is required for this 1-on-1 match-up. You can choose one of 10 courses prepared, then use your own customized car in a race against your friend. This may cause the race to be uneven based upon where each player is in the game, so be forewarned! Some courses permit team races, but this requires both players to have 2 teammates in their saved data.

Random Race

A memory card (8MB) (for PlayStation®2) for both players is required for this 1-on-1 match-up. When you choose one of 10 courses prepared, a car body from your saved data will be picked at random and fitted with the best parts for that course. Some courses permit team races, but this requires both players to have 2 teammates in their saved data.

Trade Items

In this mode you can buy and sell items with other players. It requires data saved on a memory card (8MB) (for PlayStation®2).

How to Buy and Sell Items

1. Decide which player will buy an item.
2. Decide which item to buy from the list displayed.
3. Finalize trade by selecting "Save & Exit".

Exchange Rates

The price for items when trading will be determined by the difference in how far each player is into the game. When purchasing an item from a player farther along in the game than you are, you will pay a higher price than if that player were at the same point as you. If you purchase an item from a player who isn't as far along in the game as you are, the price will be lower than if that player were at the same point as you.

In both cases, however, the trading price will be higher than if you sold the item at a Recycle Shop.



QUICK RACE MODE

This mode lets you enjoy the pure fun of racing without worrying about anything else. Select among 8 courses to race on.

Warning:

In Quick Race mode you cannot use data saved from the Adventure mode. Also, results cannot be saved in this mode.

How to Compete

1. Select the course you want to race on from the ones displayed.
2. Your **Road Trip** will be determined automatically based on the course.
3. Start racing at the end of the countdown!

THE COURSES

Here are just 3 of the 8 courses available:

Peach Circuit

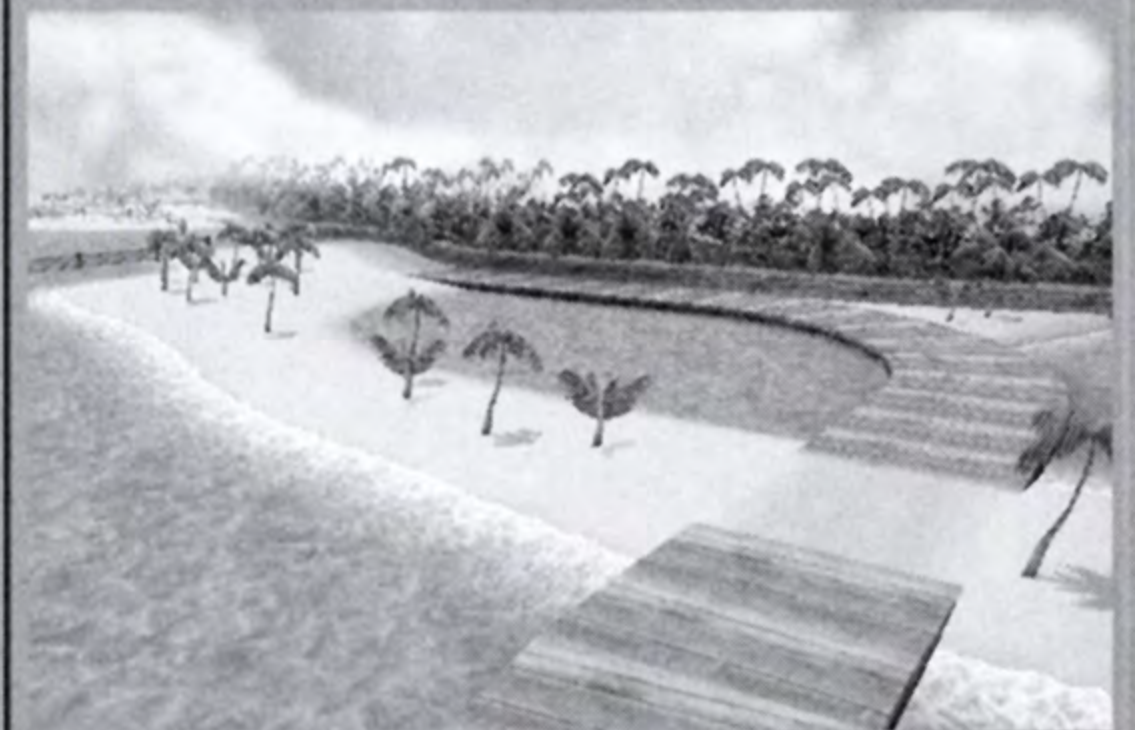
This short, standard circuit is surrounded by peach trees.

Night Glow Circuit

Race through an amusement park at night on this circuit. Don't be distracted by the glow of the merry-go-round or the space ship!

Sunny Beach Circuit

Race around a sunny summer seaside circuit, over sand dunes and across wooden bridges.



TWO-PLAYER MODE

Two-player mode contains the "Rapid Pursuit System," which pumps up the engine power of the player lagging behind, allowing for races to remain competitive up to the very end. In this mode, you can race against your friends or buy and sell items with them. The following options for play are available:

Race Right-Away

Once you select a course, a car will be chosen for you automatically. Some courses permit team races.

Random Race

Race with a body randomly chosen from your saved data. This will not alter your saved data in any way. Some courses permit team races. (Both players must possess 2 teammates.)

Custom Race

Race with a customized car from your saved data. Some courses permit team races. (Both players must possess 2 racers.)

The following menus will be displayed when you select either Random Race or Custom Race.

Trade Items

Trade items from your saved data with the other player.

Save & Exit

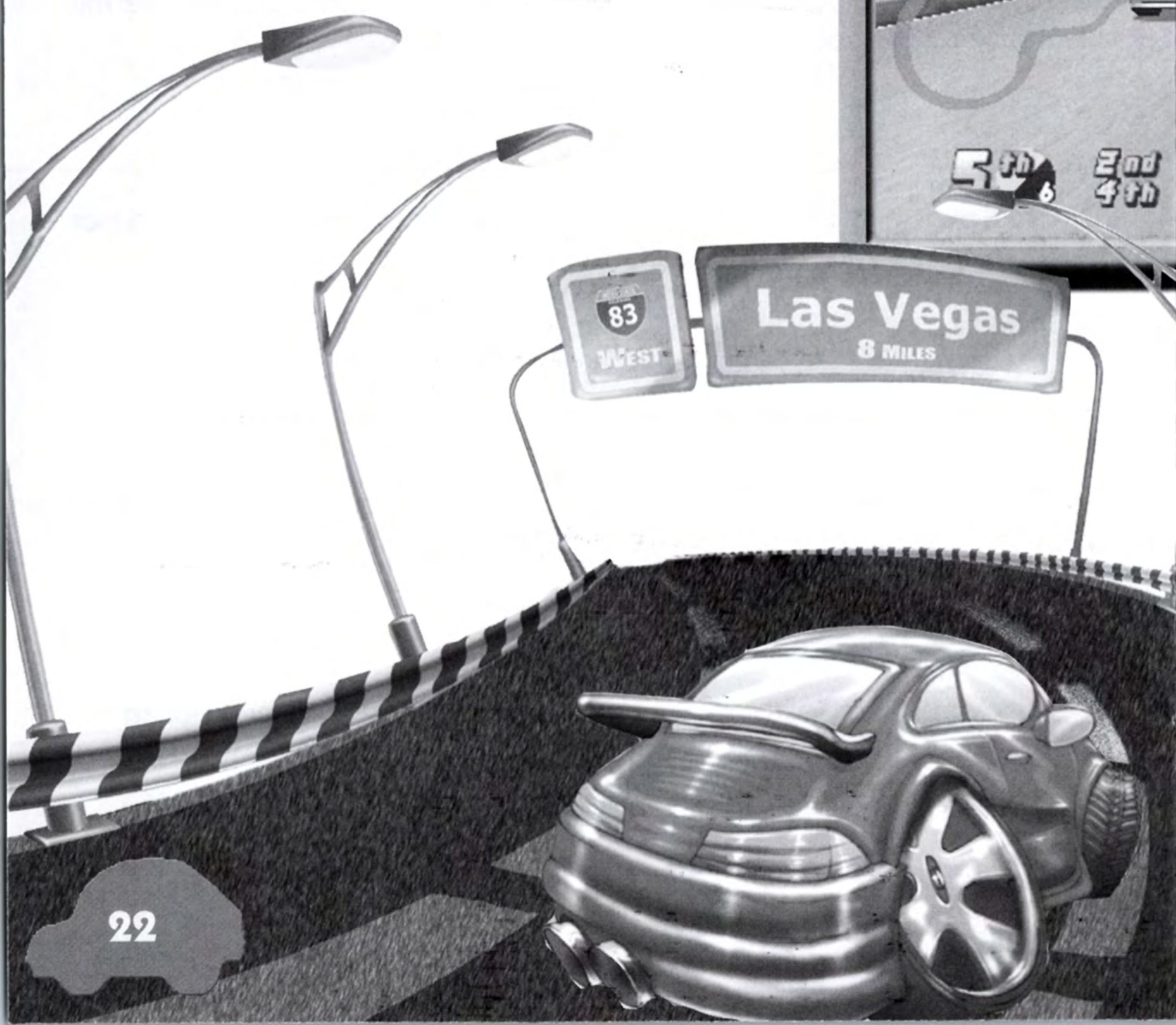
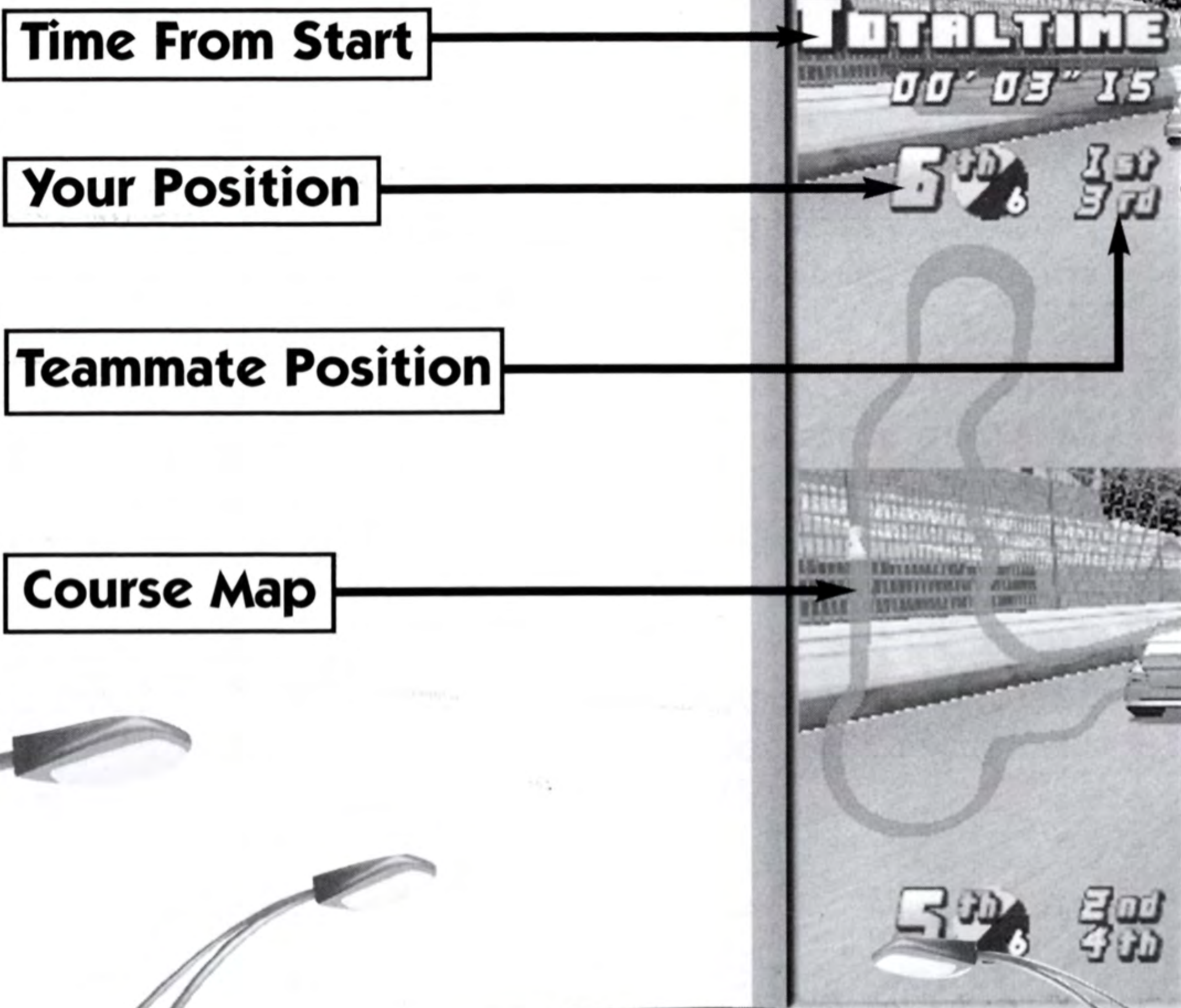
Save results from Random Races, Custom Races and bought and sold items to each player's memory card (8MB) (for PlayStation®2).

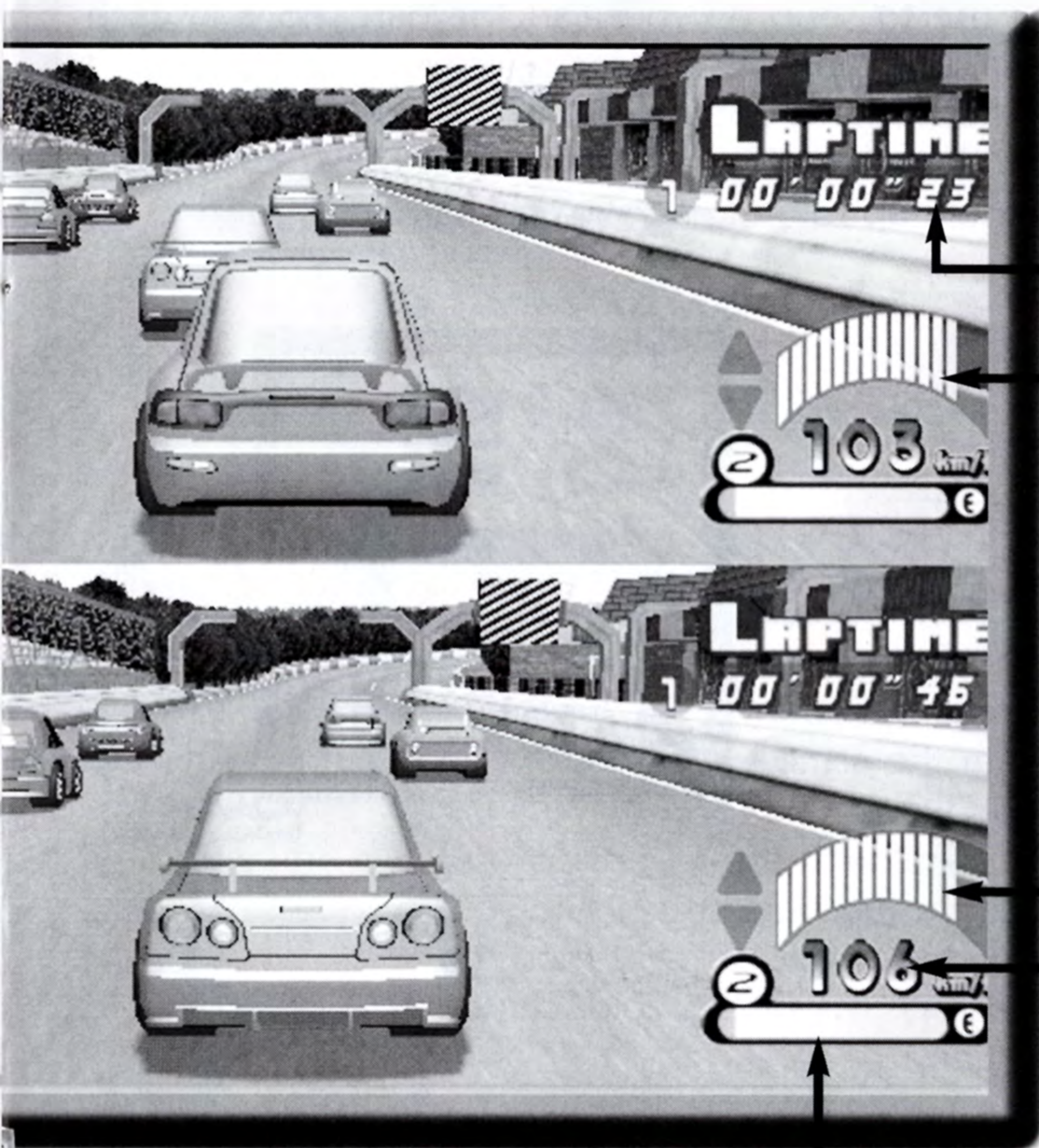
WARNING:

Random Race, Custom Race, and Trade Items cannot be chosen unless both players insert their memory card (8MB) (for PlayStation®2) into the console.

Viewing The Screen

The top half of the screen shows Player 1, the bottom half shows Player 2.





Time Per Lap

RPMs

Remaining Fuel

Speed Display



PARTS SHOPS



Road Trip offers an extensive array of custom parts you can use to soup up your car! The part shops in each town have a different varied selection. Use the left and right directional buttons to select the part you want to buy from the ones displayed, then press the Enter button. You can hold up to 5 of each kind of part.

Body Shops

Here you can purchase bodies for your car. These bodies only change the appearance of your car; they all perform the same. Select the body you would like from the ones displayed with the > < directional buttons, then press the ⊗ button to make your selection. The purchased body can then be installed at a Q's Factory. The body's color can be changed at a Paint Shop.



Quick-Pic Shops

Here you can take pictures of your car against the background of the shops location. Pictures are free. The car shown in the picture will show all custom parts, colors, etc. There are 100 Quick-Pic Shops, and taking pictures at all of them is a Stamp event. You can view all your pictures in your Notebook.



Paint Shops

Here you can change the body and wheel color of you or your teammate's car. You can choose between single or two-tone. The cost of the paint job is displayed in the bottom-right corner of the screen.

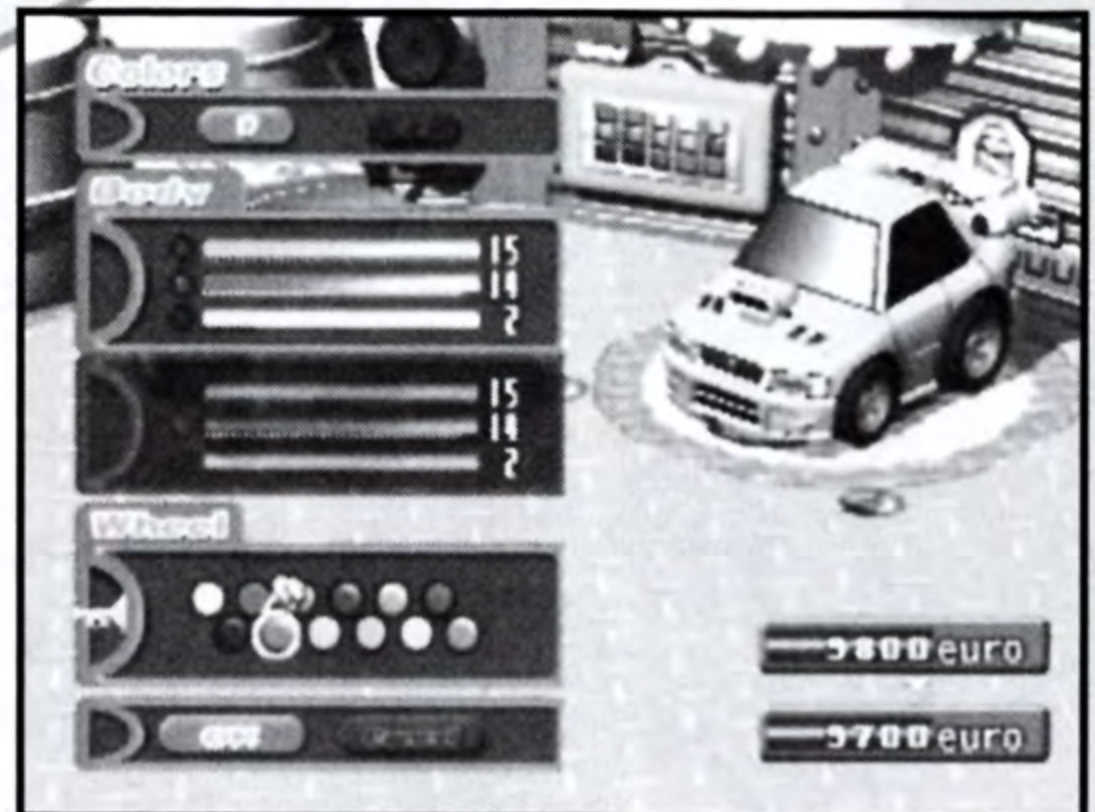


Body

Pick a body color. Move the red, blue, and green bars left and right to change colors. Colors can be adjusted for a two-tone affect.

Wheels

Pick a wheel color. Select a color from the ones displayed.



Recycle Shops

Here you can sell parts you don't need anymore. Select the part you want to sell from the ones displayed, then press the Enter button. Parts are always sold for half their original price. These shops are located at...well, it's a secret.





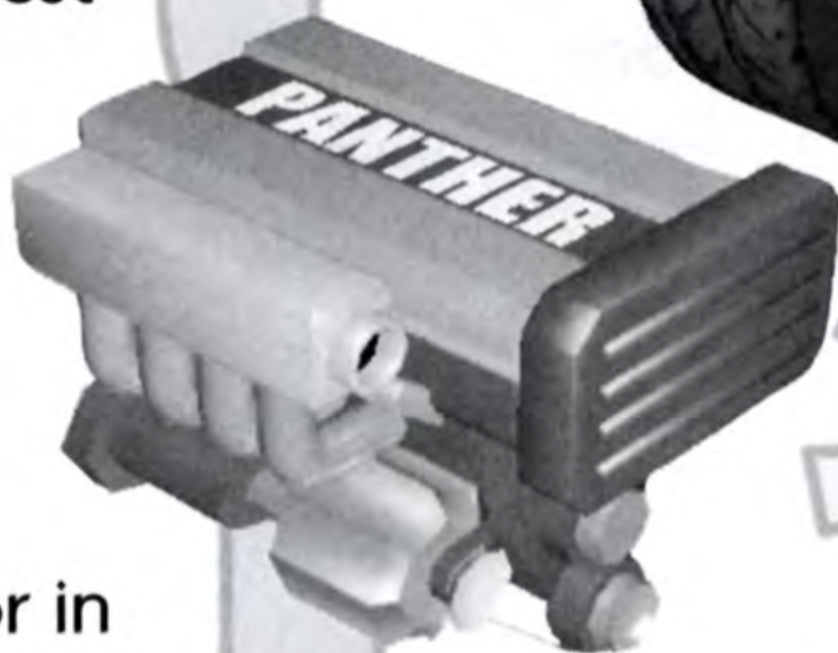
CUSTOMIZING

In order to win the adventures and races in **Road Trip**, you have to customize your car. Different parts can be purchased in different towns, and you can have parts installed in Q's Factories.

Types of Parts

Engine

Has the greatest effect on speed. Don't choose just according to power, though, factor in fuel efficiency as well.



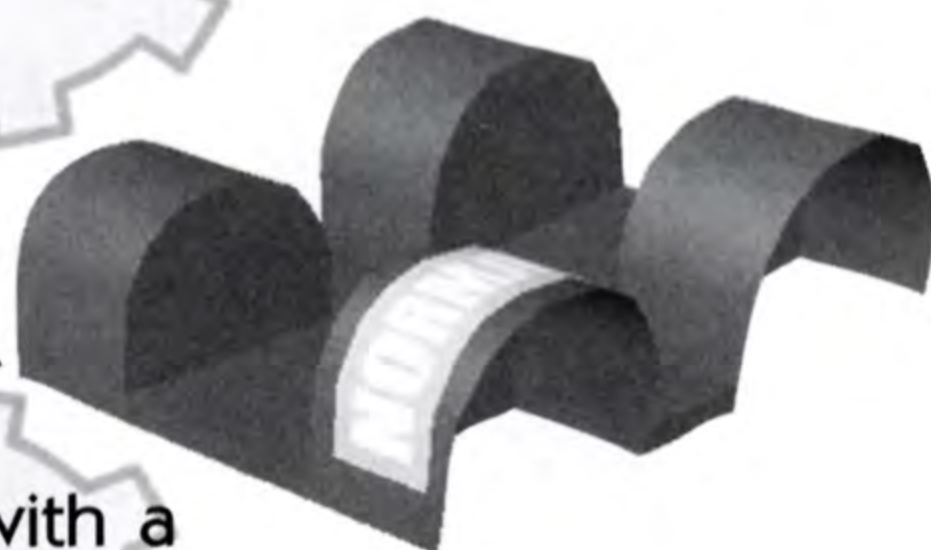
Tires

These important parts determine how your car grips the road. There are on-road, off-road, and all-around types. Choose which to use according to your situation.



Chassis

The chassis supports the rest of the car. A high-performance engine works well with a high-performance chassis.



Transmission

Good transmissions will increase your top speed. Of course, you can't have a high top-speed without a good engine, too. Road Trip has only automatic transmissions.



Steering

Steering affects how well your car handles. Remember that you can turn too quickly and slide out. When it comes to steering, it's important to attain a balance with the rest of the car.



Brakes

Brakes are important for controlling your speed and handling corners smoothly. There are many different kinds of brakes. Try them to find out which suits you best.



The Secret to Customizing

The secret to customizing your car is balance. If you have one part that is much better than the others, it won't perform at its full capacity. Also, jet parts are handy, but they burn lots of fuel. Adapt the customization to the needs of the moment.

Lights

These light up roads at night. They don't affect your driving, so choose whichever ones you like the best. (Lights cannot be used in races.)



Wheels

There are many styles of wheels available. They don't have a direct influence on driving performance, but they can make you look better! Pick your favorites, and have them painted as you like at a Paint Shop!

Spoiler

Wings control the flow of air around your car, affecting driving performance in a variety of ways. The angle of variable spoilers

can be adjusted for increasing road grip or jumping distance.



Special Parts

You can buy almost anything, from the store sign to jet turbines! There are more special parts than you can imagine, so go find and try out as many as you can!

Horns

Different horns give different sounds. They have no affect on driving, so choose one you think sounds the best.



Decals

There are a variety of decals available. Try matching them with your car's body color.

Meters

You can select meters with different layouts. They are what you look at all the time while driving, so choose one that is the easiest or most fun to look at.





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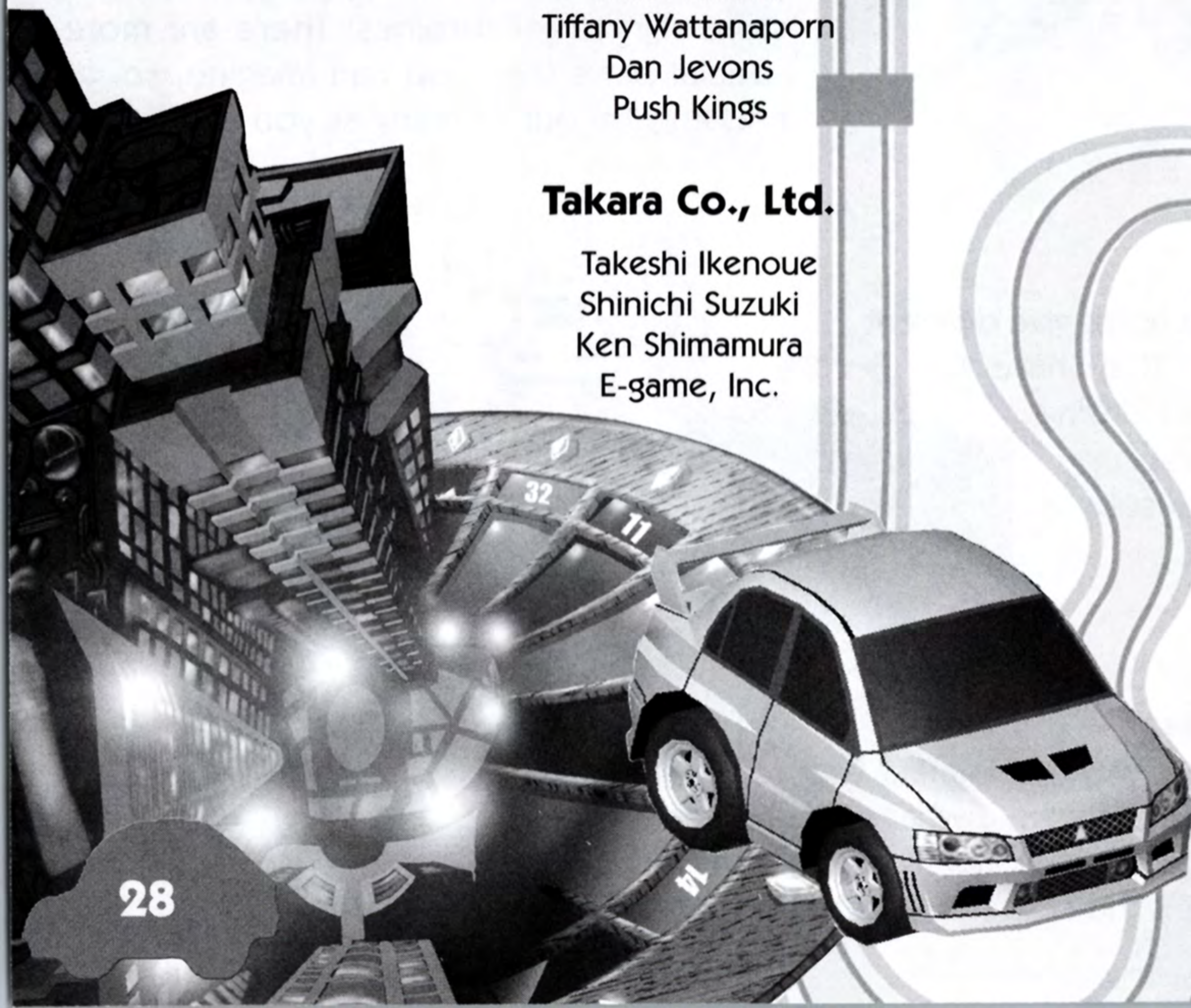
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