

ELECTRONIC ARTS®

ROAD RASH



<http://www.replacementdocs.com>



THE ARTISTS:

Pictured (left to right) – **Front row:** Jamie Poolos, Mike Lopez, Jeff Smith, David Stokes, Randy Dillon, Dave Luoto. **Center Row:** Randy Breen, Neil Strudwick, Jeff Glasier, Don Veca, Rich Rogers, Lucy Bradshaw, Keith McCurdy. **Standing:** Matt Sarconi, Thom Phillabaum, Dimitri Detchev, Drew Topel, Emmanuel Berriet, Steve Murray, Louis Sremac, Dan Hewitt, Steve Matulac.

WARNING: READ BEFORE USING YOUR 3DO INTERACTIVE MULTIPLAYER™ SYSTEM

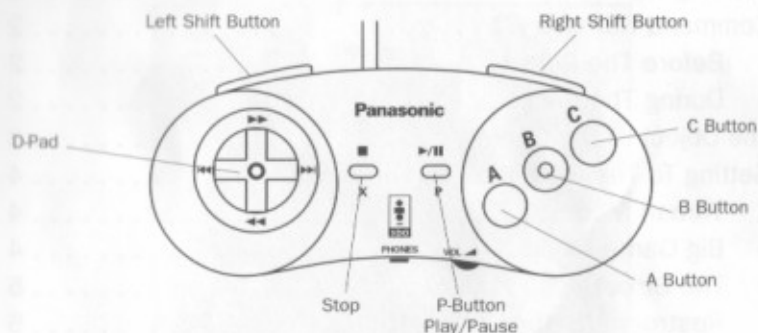
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions 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.

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Starting the Game

1. Turn ON the power switch on your 3DO Interactive Multiplayer™. The READY light indicates that the unit is on.
2. Make sure a Control Pad is plugged into the Control Port on the Multiplayer console (if not, turn the player OFF, plug in a controller, and turn the player ON again).
3. Press the OPEN/CLOSE button. The disc tray extends.
4. Insert your game disc into the disc tray (label side up) and press OPEN/CLOSE to retract the tray. The 3DO™ logo appears. (If you don't see it after a few seconds, turn OFF the player and begin again at step 1.)



Command Summary

Before The Ride

- Highlight an Item **D-Pad UP/DOWN/LEFT/RIGHT**
- Select an Item **A, B, or C**
- Set Volume **Right/Left Shift**

During The Race

- Steer **D-Pad LEFT/RIGHT**
- Brake **A**
- Accelerate **B**
- Get a Nitro Burst (Nitro bikes only) **B (twice quickly)**
- Punch **C**
- Use Weapon (when you have weapon) **C**
- Backhand **D-Pad UP & C**
- Kick **D-Pad DOWN & C**

- Backhand with Weapon (when you have weapon) **D-Pad UP & C**
- Grab Weapon (when opponent is holding it out) **C**
- Pause the Game **Play/Pause**
- Call Up Dashboard **Stop (X-Button)**
- Body Lean Left **Left Shift**
- Body Lean Right **Right Shift**
- Quit **Pause then Stop**
- Cycle Dash/Mini-Dash **Both Shifts**

The Object of the Game

Some say it's to win, some, to survive. Whatever the motivation, there's only one way to get it out of your system: cross the finish line in 3rd place or better at every location and at all five levels. Sound easy? At each level the fines are heavier, the courses are longer, and the opponents are...let's just say they're less friendly. Punch, kick, and run your opponents off the road. Grab a club or a chain and thrash your way to the front of the pack. Place in a few races, save some cash, and trade up to a faster bike. Duck into Der Panzer Klub and schmooze with the other bikers, then take it to the street with a little something up your sleeve. And when you're out there rubbing elbows with this crowd, remember, you get back only the love you give!



Getting To The Grid- The Start-up Menu

Choose options now or save it for the Restroom.

- To Select Menu Items:
 - 1) D-Pad **UP/DOWN/LEFT/RIGHT**
 - 2) Press **A, B,** or **C**

Thrash Mode

For those who need a quick fix. Choose a race location and hit the road. You can advance through five levels and bring your bike with you, but your progress cannot be saved.

Big Game Mode

A tricked out version of the game where you can assume a false identity, blow your wad on a new bike, and get the skinny on the rashers and courses. This is where you race to win. Place third or higher at all five tracks and advance to the next level. Place third or higher at the fifth level and win it all!

Character Select

Who would you want to be if you could be anyone? OK, what if you had to be one of these guys? Generally, the lighter a rider is, the quicker he rides. The heavier a rider is, the harder he hits. Some of these freaks start each race with weapons; some grid up with a bundle of cash; and some are just plain aggressive muthas.

The Street

Hang out in the 'hood. Duck into Der Panzer Klub for a hot tip and set up your next race. You can also throw down some cash on a bike at Olley's.

Der Panzer Klub

Schmooze

Chat with another rasher.

Bulletin Board

Pick up your next race.

Restroom

Set game options.

The Street

Get some fresh air.

Olley's Skoot-A-Rama

Choose from Olley's fine selection of Rat Bikes, Sport Bikes, and Super Bikes. Never bought a bike before? Don't worry. Just remember this general rule: the lighter a bike is, the easier it is to steer.

When you select a bike, you'll get a chance to take a good look at the machine and the specs before you lay down your cash. And if you get cold feet, just hit the Street.

Restroom (Setup Options)

Set Thrash or Big Game mode, set number of players, mess with the sound, and load saved games.

Load/Save Game

You can save a game at your current level. Options, such as identity and bike, are also saved. You can save only in Big Game mode.

- **To Save:** D-Pad **UP/DOWN** to highlight the slot of your choice, then press **A, B,** or **C.**
- **To Load a Saved Game:** D-Pad **UP/DOWN** to highlight the slot of your choice, then press **A, B,** or **C.**



Game Mode

Choose Thrash Mode or Big Game Mode.

Player Mode

You can play solo or you and an enemy can take turns racing.

Player Level

Choose from five levels of difficulty. The higher the level, the longer the courses and the tougher the opponents. You can set the level only in Thrash mode.

Engine Sounds On/Off

Hear the manic whine of engines or relax with simulated earplugs.

Race Music On/Off

Bash to the beat or turn the race music off.

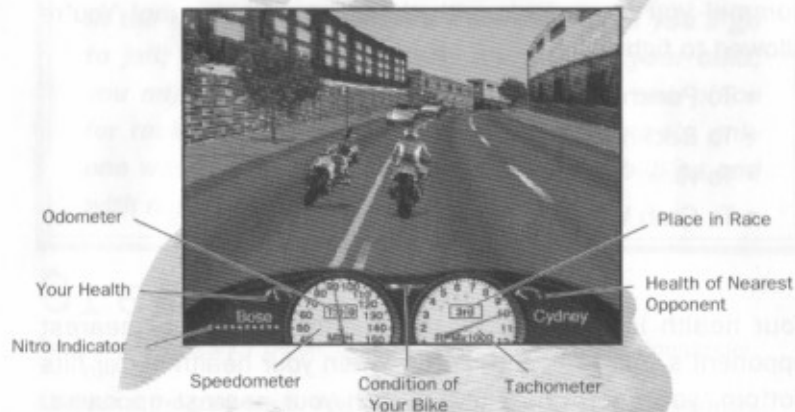
Jukebox

Play that tune. Sample the metal warping scree of mosh gore, courtesy of A&M Records' finest. Choose the piece you want to hear.

Racing

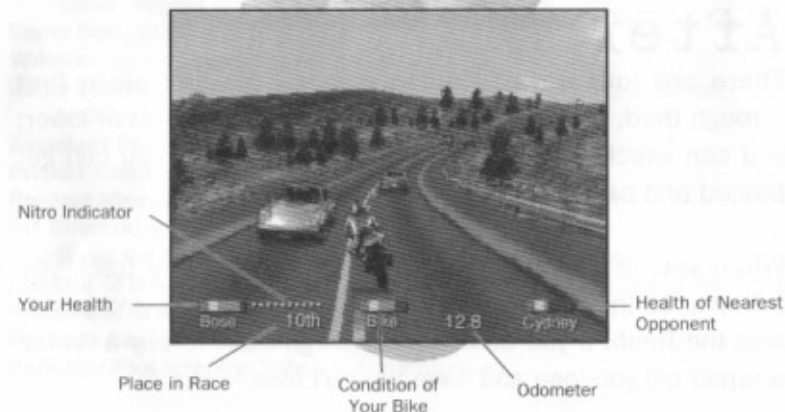
Press both shift buttons to cycle through the instrument panel or the mini-dash.

The Instrument Panel



The Mini-Dash

Confused by the glut of gauges? No problemo. Just press both shift buttons to bring up the Mini-Dash, a stripped down version of the instrument panel displaying only the most vital information.





Fighting

Some come at you with clubs, some with chains. Some try to pummel you to menudo with their fists. Chill, man! You're allowed to fight back.

- To Punch: **C**
- To Backhand: D-Pad **UP** & **C**
- To Kick: D-Pad **DOWN** & **C**
- To Grab Weapon: **C** (when opponent is holding it out)

Your health is indicated by the health meter, your nearest opponent's, by his health meter. When your health meter hits bottom, you go down. Likewise with your nearest opponent. (Note: If you're losing a scrap and your health meter is low, it's best to back off until your energy is restored.)

The more you rag on your opponents, the more they're gonna want to take you down. Go easy on 'em and you might pick up some riding tips or dirt on the courses, so to speak, next time you drop in at Der Panzer Klub.

After A Race

There are four ways to finish a race. You can place first through third, which is the goal; you can finish fourth or lower; you can wreck your bike and pay for repairs; or you can get busted and pay a fine.

When you've placed first through third at every track you advance to the next level. Finish off all five levels and you've won the Rash. If you don't have enough cash to pay a fine or a repair bill you lose and have to start over.

We hope you find Road Rash as entertaining as we do. Games are a great way to act out fantasies in a virtual environment where no one gets hurt.

The game is meant for entertainment purposes only. Events in the game and in the video are fantasy and are not meant to model reality in any way.

In the real world, if you run from the police you'll go to jail; if you ride recklessly and fall off your bike, you might not get back up. There's only one place for racing: a closed-circuit race track. There's only one way to ride: within the limits of your abilities and with full protective gear. Use your head.

Credits

Programming: Randy Dillon, Dan Hewitt, David Stokes & Emmanuel Berriet

Additional Programming : Wei Shoong Teh, Don Veca, Tim Learmont, Frank Giraffe & Drew Topel

Graphics: Louis Sremac, Matt Sarconi, Neil Strudwick, Nathan Walrath, Margaret Foley & Oliver Wade

3D Graphics: Dimitri Detchev

Photography: Robert Fujioka Studios, Inc.

Game Music: Don Veca

Game Sound Effects: Don Veca, Tony Berkeley & Marc Farley

Track Editor: Thom Phillabaum

Track Layout and Design: Steve Murray, Jeff Glazier, Mike Lopez & Steve Matulac

Game Design: Randy Breen & Lori Washbon

Writers: David Luoto & Jamie Poolos

Game Testing: Richard Rogers, Mike Hensley, Mike Lopez & Colleen McManus

Assistant Producer: Steve Murray

Project Manager: Lucy Bradshaw

Product Manager: David Sze

Art Director: Jeff Smith

Additional Art (Direction): Lori Washbon & Dale Horstman

Director of Development: Keith McCurdy

Producer: Randy Breen

Package Design: E.J. Sarraille Design Group

Package Photography: Robert Fujioka Studios



Package Art Direction: Nancy Waisanen

Documentation: Jamie Poolos

Documentation Layout: Tom Peters

Quality Assurance: Stewart Putney

Game Cast

Motorcycle Rider: Denise "Bud Man" Kobza Jr.

Motorcycle Cop: Randy Breen

Flag Girls: Noreen Berberiech & Lisa Higgins

Business People: Lucy Bradshaw, Margaret Foley, Jeff Lee, Mark Douglas, Cyndi Hill & David Stokes

Tourist: Andrea Smith

Pedestrian: Emily Favors

Old Lady: Audrey Gustafson

Joggers: Randy Dillon & Audrey Gustafson

Skateboarders: Dave Luoto & Nathan Walrath

Bikers: Noreen Berberiech, Randy Dillon, Mark Douglas, Lisa Higgins, Dave Luoto, Andrea Smith & Jeff Smith

Boogie Boarder: Dan Hewitt

Beach Dwellers: Dan Hewitt & Kara Mabry

Divers: Kara Mabry & David Stokes

Tennis Player: Jeff Lee

Hitchhickers: Margaret Foley & Dan Hewitt

Caltrans Workers: Mark Douglas, Dan Hewitt, Lisa Higgins, Dave Luoto, Jeff Lee & Andrea Smith

Bicyclist: Neil Strudwick

Video Production

Director: Rod Gross

Line Producer: Larry Lauter

Director of Photography: Robin Mortarotti

Video Engineer: Jim Rolin

Key Grip: Mark Otewalt

Production Assistants: Joe Cravelli & Stefanie Wasserman

Wardrobe/Props: Brenda Giguere

Camera Car: Jeff Bane

Offline Editing: Alan Babbitt, Rod Gross & Rod Swanson

Online Assembly: Jim Spadoni

Video Post Production

Design of Effects and Logo Treatment:

Rod Swanson EA Director

Good Pictures, San Francisco

Special Effects & Additional Online Editing

Randy Breen EA Director

Rod Gross Director

Western Images, San Francisco

Color Correction

Jeff Smith EA Director

Western Images, San Francisco

Sound Effects:

Murray Allen EA Director

Music Annex, San Francisco

Music and Audio Processing:

Tony Berkeley & Marc Farley

Video Processing & Compression:

Media Lab EA San Mateo

Video Technology EA San Mateo

Video Cast

Squad Car Driver: Ron Boyer

Motorcycle Cop: Cato Samuels

Cop: Melissa Rogers

Stunts: Sean P. Donohue

Motorcycle Riders: Joel Bloom, Randy Breen, Joe Carrillo & Jeff Smith

Race Conclusion Winners & Losers: Joel Bloom, Randy Breen, Joe Carrillo, Randy Dillon, Stacey Hayes, Audrey Gustafson, Jeff Smith & Jeff Stokel

Trophy Presenters: Stacey Hayes, Lisa Higgins, Bill Lee & Nathan Walrath

Mischievous Kid: Anthony Marshall

Bottle Bully: Scott Gilliland

Park and Run Driver: Steve Murray

Dog Wrangler: Bow Wow Productions

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Rusty Cage - Soundgarden

Music & Lyrics: Cornell; Published by You Make Me Sick I Make Music (ASCAP)
Produced by Terry Date and Soundgarden
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From the A&M cassette & CD "Badmotorfinger" 75021 5374 4/2

Outshined - Soundgarden

Kickstand - Soundgarden

Lyrics: Chris Cornell Music: Kim Thayl
Published by You Make Me Sick I Make Music/In One Ear And
Out Your Mother Music (ASCAP)

Produced by Michael Beinhorn & Soundgarden
Mixed by Brendan O'Brien

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From the A&M cassette & CD "Superunknown" 31454 0198 4/2

Superunknown - Soundgarden

Lyrics: Chris Cornell Music: Kim Thayl & Chris Cornell Published by You Make Me Sick I Make
Music/In One Ear And Out Your Mother Music (ASCAP) Produced by Michael Beinhorn &
Soundgarden Mixed by Brendan O'Brien © 1994 A&M Records, Inc. From the A&M cassette
& CD "Superunknown" 31454 0198 4/2

The Bridge - Paw

Written by Mark Hennessy and Grant Fitch,
Published by Dinky Tone Music/Cyberpop Music/National Fatsos Music/Camel Face Music
(ASCAP)

Produced by Mr. Colson & Paw
Mixed by Andy Wallace

© 1993 A&M Records, Inc.

From the A&M cassette & CD "Dragline" 31454 0065 4/2

Pansy - Paw

Jessie - Paw

Written by Mark Hennessy,
Grant Fitch and Peter Fitch,
Published by Dinky Tone
Music/Cyberpop Music/
National Fatsos Music/
Camel Face Music (ASCAP)

Produced by Mr. Colson &
Paw

Mixed by Andy Wallace
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From the A&M cassette &
CD "Dragline" 31454 0065
4/2

"Jessie" video

© 1993 A&M Records, Inc.



Trip - hammerbox

Written by Carne Ake, Harris Thurmond, James Atkins & Dave Bosch, Published by Fat
Kama Music/Blue Zephyr Music (ASCAP) Produced by Michael Beinhorn © 1993 A&M
Records, Inc. From the A&M cassette & CD "Numb" 31454 0072 4/2

Simple Passing - hammerbox

Teethgrinder - therapy?

Written by Andrew Cairns, Fyle Ewing & Michael McKeegan, Published by
Music Corporation of America, Inc. (BMI) Produced and Mixed by Harvey
Birrell © 1992 A&M Records Ltd. From the A&M cassette & CD "Nurse"
31454 0044 4/2

Auto surgery - therapy?

Written by Andrew Cairns, Fyle Ewing & Michael
McKeegan, Published by MCA Music Publishing, a div-
ision of MCA Inc. (ASCAP) Co-Produced by Chris
Sheldon & Therapy? © 1993 A&M Records Ltd.
From the A&M cassette & CD "Hats Off To The Insane"
31454 0139 4/2

Dinosaur Vacume - monster magnet

Written by David Wyndorf,
Published by Songs of PolyGram
International, Inc./Bull-God Music
(BMI)

Produced by Dave Wyndorf
© 1993 A&M Records, Inc.

From the A&M cassette & CD
"Superjudge" 31454 0079 4/2

Last Train To Satansville - swervedriver

Duel - swervedriver

Written by Adam Franklin, Jeremy Hindmarsh & Jimmy Hartridge, Published by
EMI Music Publishing Ltd., admin. by EMI Blackwood Music Inc. (BMI)
Produced by Alan Moulder and Swervedriver © 1993 A&M Records, Inc.
Licensed from Creation Records Limited. From the A&M cassette & CD "Mezcal
Head" 31454 0129 4/2 "Duel" video © 1993 A&M Records, Inc. Licensed from
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SOUNDGARDEN

Music is more than a random collection of notes and phrases, more than a group of people creating sound together. Music is the most honest (and brutal) expression of the individual spark that some call soul and others call madness. Few bands personify this as acutely, or as intensely as Seattle's Soundgarden. Working with the raw tools of the monster riff, the passionate scream and the rage of rhythm, Soundgarden create true masterpieces for the modern age.

Available on A&M: Louder Than Love Badmotorfinger Superunknown

PAW

Imagine if Ernest Hemingway was in a punk rock band...or even better yet, imagine if Aerosmith wrote the great American novel. Can't do it? Well, maybe you should listen to Paw to get a few ideas on how to mix bone-crushing rock with passion-drenched short stories. Formed in Lawrence, Kansas in '89 by the Fitch Brothers and fellow malcontents Mark Hennessy and Charles Bryan, Paw are simply one of the best hard rock, hard love, hard life bands around today.

Available on A&M: Dragline

HAMMERBOX

Whoever said that girls are nice, sugar and spice, obviously never heard of Hammerbox. Hailing from Seattle and powered by the dynamo-hum vocal skronk of Carrie Akre, Hammerbox make music that will grind, grunge and grapple your brain into a deep well of hard rock bliss and then gently lift you up to sonic heaven. If you ever woke up mad at the world...and liked it, then this is music that is made especially for you.

Available on A&M: Numb

THERAPY?

They come from Belfast, a town that conjures images of internecine violence that disturbs and provokes. Maybe that's why the sound they make hammers the soul, and strips the paint of a day-to-day existence. These young, Irish rock rebels take a long, hard look at this wack world we live in and instead of giving in...they give themselves up to the pure joy of making some of the most uncompromising music ever. Obviously, strap-on stereoscopic futura-rock is the only Therapy? possible for the likes of you.

Available on A&M: Nurse Hats Off To The Insane Troublegum

MONSTER MAGNET

Up from the stygian depths and down for the count, Monster Magnet came roaring at the world with music from their debut A&M album Superjudge. The band sprang full-blown from the warped mind of Dave Wyndorf in '89 and have been melting minds and twisting metal ever since. Notorious for their live shows—primal thud guitar scree accompanied by synapse-snapping liquid light shows—Monster Magnet make music that threatens to blow apart the safe world of rock as we know it.

Available on A&M: Superjudge

SWERVEDRIVER

Take the plunge into the dark, swirling guitar maelstrom that is Swervedriver. Stoked by the fire of all the sounds known to man, and seduced by harmonies of all the things that drive you mad...this is music for the rest of your life. These four Englishmen create music that can take you to the edge of the sonic spectrum and then, just as you think you've finally lost your mind, transport you to a tranquil sea of translucent sound. Give your ears the ride of their life with Swervedriver.

Available on A&M: Raise Reel To Real
Mezcal Head

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