

Credits

Programmed by

Dan Scott

Graphic Artist

Toby Gard

Game Design

Toby Gard

Guy Miller

Dan Scott

Produced by

Jeremy Smith

Additional Design Support

Simon Phipps

Original Concept

Jason Gee

John Hilliard

Music & Sound Effects

Martin Iveson

Storyboard

Guy Miller

Animated Introduction

Billy Allison

Graphics Support

Stu Atkinson

Product Support

Troy Horton

Jamie Marton

Darren Price

Adrian Smith

David Ward

Athletic Support

Jack Strapp

Creative Manager

Guy Miller

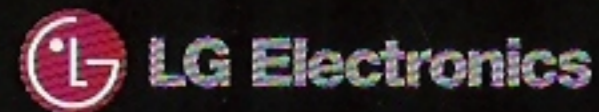
BC Racers ©1995 Core Design Ltd. All Rights Reserved. 3DO and the 3DO logos are trademarks and/or registered trademarks of The 3DO Company and used under license from The 3DO Company. This game is licensed for home play on the 3DO system. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

© 1995 LG Electronics Inc.

Made in U.S.A.



GoldStar



MORE INSANITY FOR
YOUR 3DO SYSTEM.

DEFCON



PEACE HAS A PRICE...



GoldStar



PRIMAL RAGE



EPILEPSY WARNING

PLEASE READ BEFORE USING YOUR 3DO VIDEO GAME SYSTEM OR ALLOWING YOUR CHILDREN TO USE THE SYSTEM

A very small percentage of people have a condition that causes them to experience an epileptic seizure or altered consciousness when exposed to certain light patterns or flashing lights, including those that appear on a television screen and while playing video games. Such people may have no medical history of seizures or epilepsy. Please take the following precautions to minimize any risk.

Prior to use

1. If you or anyone in your family has an epileptic condition or has experienced altered consciousness when exposed to flickering light, consult your doctor prior to playing.
2. Sit at least 2.5m (8ft) away from the television screen.
3. If you are tired or have not had much sleep, rest and commence playing only after you are fully rested.
4. Make sure that the room in which you are playing is well lit.
5. Use the game on as small a television screen as possible (preferably 14" or smaller).

During use

1. Rest for at least 10 minutes per hour while playing a video game.
2. Parents should supervise their children's use of video games. If you or your child experiences any of the following symptoms while playing a video game - dizziness, disorientation, any involuntary movement or convulsions - IMMEDIATELY discontinue use and consult your doctor.



Get Prehysterical!

Millionaire playboy caveman Millstone Rockafella arranges a wild n' wacky BC bike race, the winner of which receives the ULTIMATE BOULDERDASH BIKE. Cool n' crazy CLIFF ACE has had his sunglasses set on a boulderdash bike since he was knee-high to a baby diplodocus, so he signs up for the race - taking his cave-babe ROXY along for the ride! But he's got some rock-hard competition in the form of Sid Viscous, Granite Jackstone - and eight other fast n' fierce opponents!

Starting Up

1. Set up your 3DO™ System and plug your controller into the control port.
2. Press the power switch to turn the unit ON.
3. Insert the game CD into your 3DO System.
4. Press the **P Button** on the controller to start.

BC Bike Control

Standard Control Pad

- 1 Directional Button (D-Button)
- 2 Stop Button
- 3 Button A
- 4 Button B
- 5 Button C
- 6 Start/Pause Button

1 Directional Button (D-Button)

Press left to steer your bike left.
 Press right to steer your bike right.
 Press down to brake your bike.
 Press down and left or right, while accelerating (Button B), to perform a handbrake turn.

2 Start Button

Press to pause the game and then press either Button A, Button B or Button C to change your view of the track. There are three view modes to choose from: Behind the Bike (Button A), Above and Behind the Bike (Button B) and High and Behind the Bike (Button C). When paused, pressing the stop button will return you to the Main Menu.

3 Button A

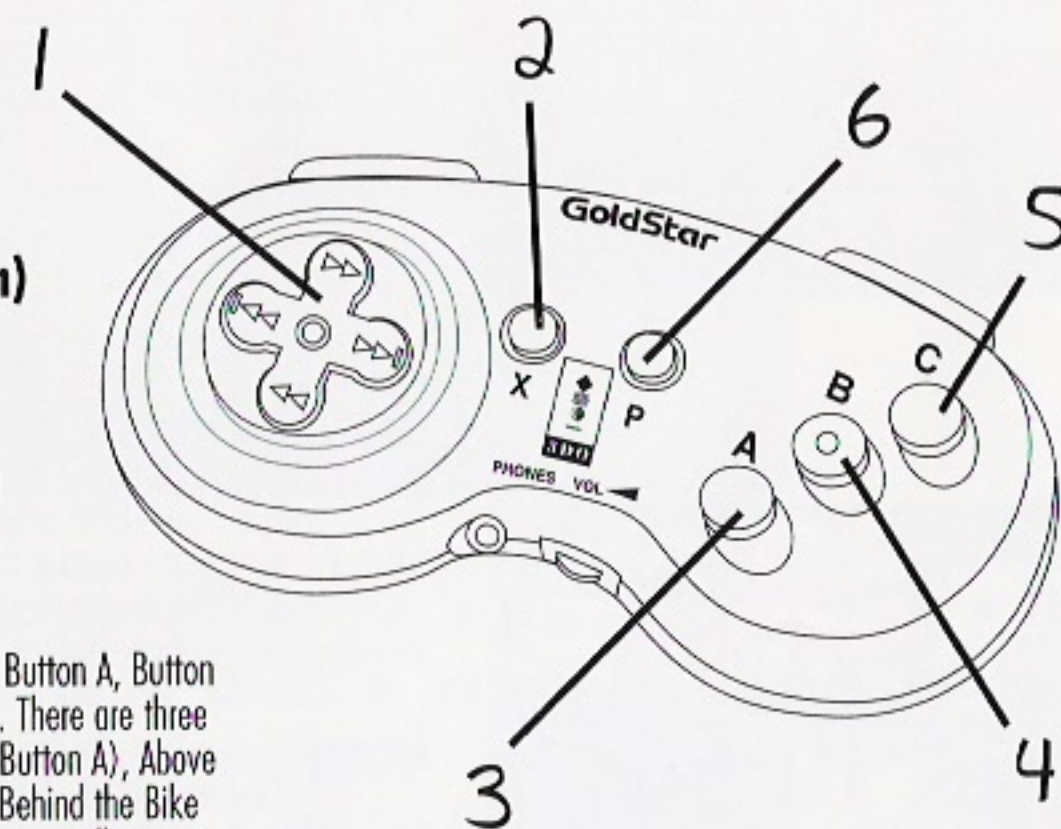
Press to accelerate.

4 Button B

Press to punch right.

5 Button C

Press to activate Nitro.



Getting Started

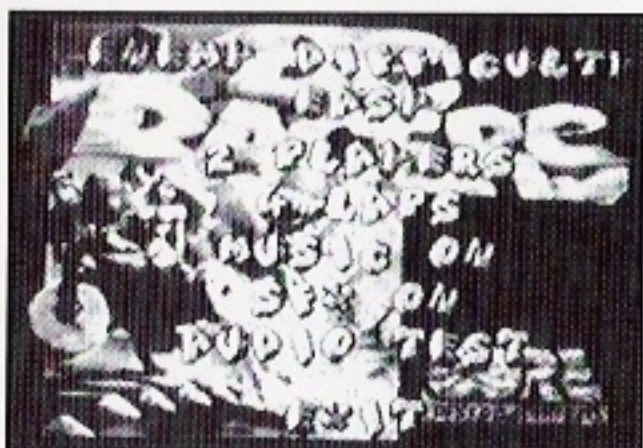
BC RACERS begins with an animated introduction. The introduction is followed by the Title Screen. Press the Start Button to bring down the Main Menu. From the introduction, press the Start Button to go to the Title Screen/Main Menu.

Main Menu



The Main Menu presents you with two choices: Races, comprising the 4 types of BC Race - Easy, Medium, Hard and Rockhard - or Options. Press left or right on the D-Button to select which BC Race you wish to enter and then press the Start Button to take you to the BC Bike n' Riders selection screen. Or, before entering a BC Race, you may want to select Options to take you to the Options menu.

BC Options



The BC Options Menu allows you to set certain conditions in the game. Select the category by pressing the D-Button up or down and make your choices in each category by pressing Buttons 3A, 4B or 5C, to toggle through all the available Options.

Enemy: Select Easy, Medium or Hard enemies. The more difficult the enemy level, the harder your opponents will be to defeat.

Laps: Choose the number of laps per race - 4, 6, 7 or 8.

Players: Choose a 1 or 2 player game.

Music: Play the game with the music on or off.

Sound FX: Play the game with the sound effects on or off.

Music Test: Listen to the rock-solid tunes from the game.

Exit: Return to the Main Menu.



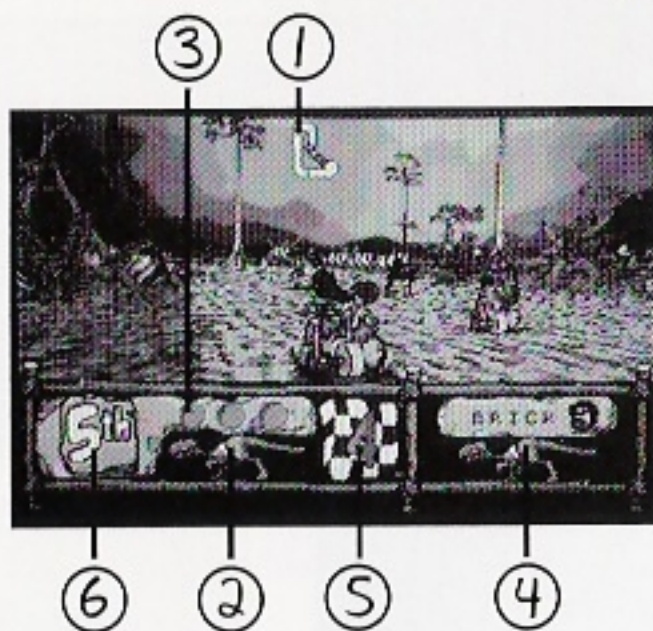
BC Bike n' Riders Selection

You have a choice of 6 bikes n' riders to race with:

Cliff Ace & Roxy
Bob Hardley & Jimi Handtrix
Brick Jagger & Gary Gritta
Chuck Rock & Chuck Jnr.
Granite Jackstone & Tina Burna
Sado-tooth Tyger & Sid Viscous

To select a bike and riders, press the D-Button left or right to rotate the bikes. Pressing 2 Start Button selects that bike and riders. Pressing Buttons 3A, 4B or 5C will cause Jack Hammer, the BC Racers compère, to raise his stone Information Block, with statistics about the riders chiselled on to it. Pressing any of these buttons again will allow you to change your mind and choose another set of bike n' riders. Press Start and the bike n' riders you have selected will then race off-screen.

Screen Signals



- 1. Overhead Map:** Shows you and your opponents' positions on the track.
- 2. Energy Dino:** Shows your current energy level.
- 3. Nitro:** Extra boost.
- 4. Hits Display:** When you hit an opponent their Power level will be displayed, showing how many more hits they will take before crashing out. If you manage to force another racer out of the game, you will be awarded an extra point which will be added to the League Table at the end of that race.
- 5. Lap Position:** Shows your current lap position.
- 6. Power Boulder:** Cracks appear when you take a hit.

The BC Races

There are 4 BC Races: Easy, Medium, Hard and Rockhard. Each Race is split into 8 heats, each heat with 4 tracks of differing difficulty - making 32 tracks in total. The 8 heats will occur in the following order:

- | | |
|-------------------------------|-------------------------------|
| Heat 1: ROCK CITY RACE | Heat 5: SWAMP STOMP |
| Heat 2: NIGHT RALLY | Heat 6: BLIZZARD BLITZ |
| Heat 3: DESERT DRIVE | Heat 7: CAVE RAVE |
| Heat 4: JUNGLE RUMBLE | Heat 8: VOLCANO DASH |



At the finish of each BC Race, a trophy will be awarded to the winner. To win a trophy, you must race through all 8 heats of a particular BC Race (Easy, Medium, Hard or Rockhard). Your position at the end of each heat will win you points which will be applied to the League Table. You will only win the trophy for a particular BC Race if you appear at the top of the League Table after the 8th heat of that Race. Appearing at the top of the League Table after the 8th heat of the "Rockhard" difficulty level BC Race, will win you, not only the Rockhard and Enormous Trophy, but the coveted Ultimate Boulderdash Bike as well!

Continues

If you crash out or come 8th in any of the heats, you will be asked if you want to quit or try again. If you try again, you must re-race the track/heat you crashed out or came 8th in. If you do this, you will use up one of your two Continues.

Cliff's Clues

Cool n' crazy Cliff Ace, has some pre hysterical playing hints to help you out:

- Cut as many corners as you can. Cutting corners will win you the race!
- Knock out as many other riders off their bikes as you can - the more you knock off, the more league table points you'll get!
- Avoid losing at all costs!
- If there are shortcuts on the track, use 'em - if you can find 'em, that is

Handling Your 3DO Compact Disc

The 3DO Compact Disc is intended for use exclusively with the 3DO system.

Be sure to keep the surface of the Compact Disc free of dirt and scratches.

Do not bend it, crush it or submerge in liquids.

Do not leave it in direct sunlight or near a radiator or other sources of heat.

Be sure to take an occasional break during extended play, to rest yourself and the 3DO Compact Disc.

Warning To Owners Of Projection Televisions:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

