



NTSC U/C

PlayStation®



PRO-PINBALL

BIG RACE
USA

empire
interactive

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.

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GETTING STARTED

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 Big Race USA disc and close the Disc Cover. Insert game controllers and turn on the PlayStation® game console. Follow on-screen instructions to start a game.

First you will be presented with the Language Select screen. Highlight your preferred language and press the **X** button or

START to confirm. Then some logo screens are displayed, followed by the Big Race USA table backbox. From the backbox, you can load the table and play games, or use the Options menu. Press the **Left** and **Right** Directional buttons or the Left analogue stick to highlight the options. Press the **X** button to make your selection.

NOTE: You must use MEMORY CARD SLOT 1 for your MEMORY CARD. Please make sure you have enough free blocks on your memory card before commencing play.

If your MEMORY CARD is new, you must **format** it before you first use it. Big Race USA automatically detects this if you try to Save Options on to an unformatted MEMORY CARD.

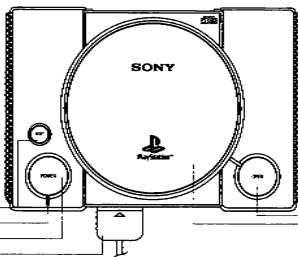
To format a MEMORY CARD, select the Memory Card menu, then select the Save option. This displays the Format menu. Select YES to format your MEMORY CARD or NO to return to the Memory Card menu.

For further information on using a MEMORY CARD in Big Race USA, please see page 6.

Console

Top View

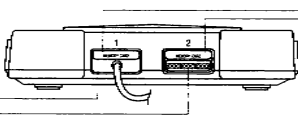
RESET BUTTON
POWER INDICATOR
POWER BUTTON
CONTROLLER PORT



OPEN BUTTON
DISC COVER

Front View

CONTROLLER PORT 1
CONTROLLER PORT 2



MEMORY CARD SLOT 1
MEMORY CARD SLOT 2

DUALSHOCK™ analog controller



NOTE: Compatible only in Digital and Analog mode
or
Compatible only in Digital and Vibration mode
or
Compatible only in Digital mode

NOTE: You may have a controller that looks like this,
if so please follow the digital instructions outlined above.



QUICKSTART

To start playing Big Race USA, select the Table icon from the table backbox.

DEFAULT CONTROLS

The default buttons used to control Big Race USA are as listed below, but you can change these to buttons you prefer (see page XX).

-  Start new game; or add extra player, up to four players
-  Launch ball into play, or activate Nitro Boost
- LEFT** Activates the Left flipper
Directional Button
or Left Analogue Stick
-  Activates the Right flipper
- L2** Nudge the left of the table
- R2** Nudge the right of the table
- L1 or R1** Nudge the table upwards
- START** Pause Game (in-game options)

HIGH-SCORE INITIALS ENTRY

Use the left and right flipper buttons to select a letter or character, then press the Launch button to enter the selected letter or character. To back up one character, select and enter the ← character. You can enter up to three characters; select the final → character to enter the initials into the High-Score Table.

CONNECTING HEAD-TO-HEAD

NOTE: Head-To-Head play requires each player to have their own Console, each running its own copy of Big Race USA. The two systems must be connected using a Link Cable.

Big Race USA will automatically detect the Link Cable during startup.

As each game starts, Head-to-Head mode will be selected automatically.

If you cancel this by pressing the LAUNCH button, you will enter single player mode.

OPTIONS

At the backbox, select the Sliding Bar Icon to use the simulation's Options Menu. If you have a memory card in your system, you can save all Option settings on to it so that they will automatically be used as the starting Options when you next run Big Race USA (see the Memory Card section below).

Use the **UP**, **DOWN**, **LEFT**, and **RIGHT** Directional buttons or Left analogue stick to highlight options, and **X** to confirm selections. During a game, Sound Volume options are also available on the Pause Menu; see page 7. The Options menu items are described below.

TABLE VIEW

Use this Option to select your preferred viewing angle of the table from the three Big Race USA table views available, shown in the small graphics at the bottom of the screen. The main graphic shows a larger version of the selected view. Gameplay is identical regardless of the view.

CONTROLS

Use this Option to change the buttons which control Big Race USA.

Highlight "Change Controls" and press the **X** button to select, or press to go back.

While each control action is highlighted, press the button you want to assign (use) to perform that action. Press **START** during selection to keep or reassign the previous button(s) assigned to that action.

You can assign a second button to the same action by holding down the first button whilst pressing the second button. Be careful not to accidentally assign the same button to two different actions.

Use the Restore Default Controls menu selection to restore all the default buttons.

Vibration

NOTE: This Option will only appear if an Analog Controller (DUAL SHOCK™) is plugged into Controller Port 1. Choose Enabled or Disabled. If you want to use your Analog Controller (DUAL SHOCK™) for

nudging, press the Analog Mode Switch on the Controller and make sure the LED lights up (RED).

GRAPHICS

The Graphics Options are described below.

Focus

Choose Soft or Sharp focus for the graphical display. If you notice flicker on your display, choosing Soft focus should reduce it.

Dot Matrix

The Big Race USA dot matrix display (DMD) shows the current score, is used to play video modes, and provides additional information during gameplay.

You can choose a DMD which is Solid—with no table features showing through, or Transparent—so you can see the ball while it's moving behind the DMD.

Dot Matrix Position

Choose Low, Medium, or High to set the position of the dot matrix display on your screen.

AUDIO

Audio output is an integral part of Big Race USA gameplay and Dolby Surround Sound is used throughout.

The Audio Options are described below.

Test Mechanical Sound / Test Speech and SFX / Test Music

Use these Options to choose a test Big Race USA game sound from each category. Each selected test sound plays repeatedly until you switch it Off.

You then use the Volume Controls to adjust the levels of each type of sound to your personal taste.

Volume Controls

Use these Options to set your preferred volume levels for each category of Big Race USA game sounds. Note that you won't hear any sounds unless you use the Test settings described above to choose and play test sounds.

Mode

Choose one of Mono, Stereo, and Swapped Stereo settings. Choose Swapped Stereo if the flipper sounds play on the wrong speaker.

MEMORY CARD

Auto Save

Choose Enabled or Disabled. When Enabled, Options and high-scores will automatically be saved to your MEMORY CARD.

Load

Loads Option settings and high-scores from the MEMORY CARD. You can also use this Option to load data from another MEMORY CARD.

Save

Saves Option settings and high-scores to the MEMORY CARD.

EXAMINE TABLE

Use this Option to see the incredible detail within the Big Race USA playfield in extreme close-up.

Press the Directional buttons or Left analogue stick to move, the **X** button to zoom in, and or the **SELECT** button to zoom out.

TABLE RULES

Use this Option to view the rules card on the Big Race USA table, which gives an outline of the basic rules of gameplay.

This is by no means an exhaustive list of all the aspects of the game, and there are many hidden features and modes that you will only discover by practice and repeated play.

SLIDESHOW

Use this Option to view a slide show tour of the Big Race USA playfield in close-up, clockwise from the bottom left of the table. This will help you to understand and learn the playfield layout.

Press the **X** button to see the next slide in the show; the show continues looping until you exit by pressing or the **SELECT** button.

CREDITS / START SIMULATION

Self-explanatory.

PAUSE MENU (IN-GAME OPTIONS)

Pressing the Pause Game button (**START** button) during gameplay pauses the game in progress and displays the Pause Menu, which allows you to change some game Options, use the Operator menus, or adjust the position of the graphical display on your screen.

You can also use the Pause Game button (**START** button) during Attract Mode (when no game is in progress).

Use the **UP**, **DOWN**, **LEFT**, and **RIGHT** Directional buttons to highlight options, and **X** to confirm selections.

The individual Pause Menu items are described below.

RETURN TO SIMULATION

Continues the game in progress, or resumes Attract Mode.

START NEW GAME / ADD PLAYER / RESTART GAME

During a game, this Option changes as appropriate.

Start New Game / Restart Game

Starts a new game. Any game in progress is immediately abandoned.

Add Player

Adds a new player to the game in progress, up to a maximum of four. This must be done before the final player's Ball 1 drains (goes out of play).

DIFFICULTY LEVEL

Sets one of five preset game difficulty levels from Extra Easy to Extra Hard, or a Custom game difficulty setup which you have previously created by altering Adjustment settings using the Operator's Menu (see page 27).

TABLE SETUP

Slope

Sets the angle of the table slope, in half-degree steps from four degrees to eight degrees.

The higher the angle, the faster the ball will travel down the table.

Condition

Sets the condition of the table, from New to Neglected.

A clean new table does not spin the ball as much as an older neglected table; so on a new table, the ball tends to slide more and travel faster. Playfield rubbers and mechanics are also less powerful on more neglected tables.

Lower Flippers / Upper Left Flipper / Upper Right Flipper Power

Sets the power levels of all flippers. Note that increasing flipper power will not necessarily make the gameplay any easier.

ACTIVATE OPERATOR'S MENU

NOTE: Selecting this item abandons any game in progress.

Enters the Operator's Menu system on the dot matrix display. The Operator's Menu System is described in detail starting on page 26 of this manual.

EXIT OPERATOR'S MENU

(only displayed while Operator's Menu is active)

Exits the Operator's Menu system and resets the table to Attract Mode.

ADJUST VOLUME

Sets the volume levels of game sounds and music.

ADJUST SCREEN POSITION

Sets the position of the display on your screen.

QUIT TO OPTIONS

Abandons the game in progress (if any) and displays the Options menu (see page 44).

WORLD WIDE HIGH-SCORES TABLE

Empire Interactive maintains a World Wide High-Scores Table for Big Race USA on its Web site at <http://www.empire-interactive.com/propinball/brusa>.

The finest pinball players in the world post their high-scores to this Table, and former world championship players feature in the current Pro Pinball: The Web and Pro Pinball: Timeshock! High Score Tables.

How to Enter a Score in the Table

Once your high scoring game has ended, press and hold both Flipper Buttons for at least two seconds.

This displays the high-score code for the game just played.

Make a careful note of your high-score code because the World Wide High-Scores Table will ignore invalid codes.

On your next visit to the World Wide High-Scores Table, type in your name and your code. The Table will update automatically.

FEEDBACK

Cunning Developments, the Pro Pinball development team, welcomes all comments and bug reports you may have; please send these to us by e-mail to brusa@propinball.com. We do read all the messages sent to us, but we cannot guarantee a personal response.



TABLE RULES

INCLUDES

Introduction

Key to Playfield

How to Play Big Race USA

Table Rules

Head-To-Head Table Rules

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INTRODUCTION

Welcome to Big Race USA, the third in the PRO PINBALL series of pinball machine simulation programs. As pinball machine owners ourselves, the aim of everyone on the PRO PINBALL team is to bring you the closest experience possible to actually owning and playing an arcade pinball machine, without the distractions of scrolling or split screens. This manual is an important part of that experience.

Because the Big Race USA simulation program contains operator features identical to those on real machines, this manual is written in the same style as operator manuals for arcade pinball machines. So if, like us, you own one or more real arcade pinball machines, we're sure you'll find the Big Race USA simulation program (and this manual) genuinely faithful to the real thing.

Though the default Big Race USA machine settings have been carefully chosen to give balanced gameplay, you can fine tune the machine to suit your preferences and playing style. You can even examine the machine's audit information and adjust the difficulty of individual features exactly as you would on a real machine. And for the first time in a PRO PINBALL simulation, you can adjust the table slope and condition!

Also for the first time, you can play Head-To-Head games against friends who have their

own copies of Big Race USA. With an Internet connection, you can log your high scores in our official worldwide table and test your pinball skills against some of the world's top pinball players!

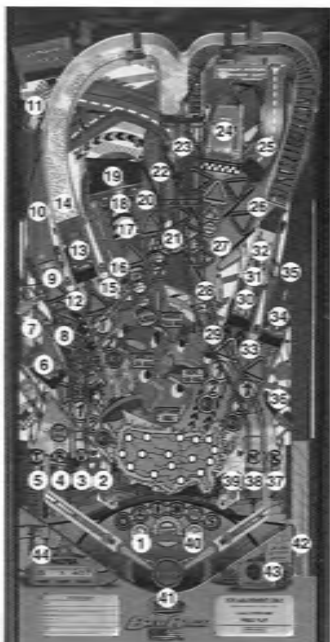
We sincerely believe that you'll find the playfield design, mechanics, music, features, sound effects, depth of rules, animations, operator menu, and gameplay in Big Race USA are truly the equal of a typical modern pinball machine. The major differences are that you don't have to find house room for the machine, there is zero maintenance, and it only costs one per cent of the price of the real thing to own! Plus, you have the bonus of the new Head-To-Head feature and worldwide high scores tables.

Those of you who already own our earlier simulations—The Web and Timeshock!—can rest assured that Big Race USA is even better than its predecessors. You will discover many new playfield mechanics and features to enjoy, even better graphics and physics realism, real airballs, and much more.

We hope you enjoy playing Big Race USA and welcome your feedback. If you have an Internet connection, you can visit the PRO PINBALL website at <http://www.propinball.com>. If you prefer to use e-mail, please send this to us at the address .

KEY TO PLAYFIELD

- | | |
|--------------------------|----------------------------|
| 1. Left Flipper | 27. Top Right Mini Flipper |
| 2. Left Slingshot | 28. Mystery Target |
| 3. Left Inlane (Inner) | 29. South Standup Target |
| 4. Left Inlane (Outer) | 30. Monster Truck |
| 5. Left Outlane | 31. Right Ramp |
| 6. Hot Rod | 32. MagnoCharger™ |
| 7. Saucer | 33. East Standup Target |
| 8. Upper Left Flipper | 34. Mini Beetle |
| 9. Spinner | 35. Right Orbit |
| 10. Left Orbit | 36. Right Scoop |
| 11. Jay's Secret Stash | 37. Right Outlane |
| 12. West Standup Target | 38. Right Inlane |
| 13. Sports Car | 39. Right Slingshot |
| 14. Left Ramp | 40. Right Flipper |
| 15. North Standup Target | 41. Air Bag |
| 16. MagnoLock™ | 42. Plunger Lane |
| 17. Pop Up Mini-Ramp | 43. Nitro Boost |
| 18. Police Car Scoop | 44. Meter |
| 19. Police Car | |
| 20. U-Turn | |
| 21. Compass Standup | |
| 22. Mini Loop | |
| 23. Top Left Ramp | |
| 24. The Taxi | |
| 25. Top Right Ramp | |
| 26. Big Loop | |



HOW TO PLAY BIG RACE USA

Travel West from New York to San Francisco, then compete in The Big Race from West to East!

GENERAL

BONUS X

Shoot Left or Right Ramp to light U-Turn for Advance Bonus X. Shoot lit U-Turn to Advance Bonus X.

OPEN THE TRUNK

Complete T-R-U-N-K to light Saucer for Open The Trunk. Shoot lit Saucer to choose Cash or random Award.

MAGNOCHARGER™

Shoot top ramps to light outer left inlane for MagnoCharger™. Shoot lit outer left inlane to light Right Ramp for Advance MagnoCharger™ Level. Shoot lit Right Ramp repeatedly to Advance MagnoCharger™ Level, inflate Air Bag, and collect Awards.

NITRO BOOST

Shoot consecutive U-Turns to light Launch Button for Nitro Boost. When lit during feature or mode play, press Launch Button to

activate Nitro Boost and automatically complete ALL flashing arrow shots.

IN THE CITY

CITY MODES

Shoot Police Car Scoop to start a City Mode Feature or Quickshot Award. Shoot lit WHITE shots to complete City Mode, then shoot Police Car Scoop again to 'Hit the Road.'

SPEEDWAY CHALLENGES

Complete 3-2-1 on Saucer, Left Ramp, Right Ramp, or Right Orbit to start Speedway Challenge. Shoot lit RED, YELLOW, and GREEN shots to complete Speedway Challenge and light Left Orbit for Speedway Frenzy.

SPEEDWAY FRENZY

Shoot lit Left Orbit to start Speedway Frenzy, then shoot lit RED shots to score Jackpots and light top ramps for Super Jackpots.

SPEEDWAY MANIA

Complete all four Speedway Frenzies to light Left Orbit for Speedway Mania. Shoot lit Left Orbit to start Speedway Mania, then make all shots for an Extra Ball.

PASSENGER FRENZY

Shoot Taxi to light Taxi for Passenger Locks. Lock 2-4 balls in Taxi to start Passenger Frenzy, then shoot RED shots to collect Jackpots, deliver Passengers, and earn Cash.

JAY'S SECRET STASH

Shoot Loops consecutively to light Left Orbit for Jay's Secret Stash. Shoot lit Left Orbit to visit Jay's and buy items.

ON THE ROAD

TRAVELLING

Shoot Spinner or Taxi to increase speed. Make any shot to reduce distance to next city. When distance is zero, shoot Left Orbit to 'Enter City.'

POLICE CHASE FRENZY

If not lit, increase speed to 56 mph to light U-Turn for Speed Trap. Shoot lit U-Turn to light U-Turn for lock, then rapidly shoot U-Turn again to lock ball and start Police Chase Frenzy. Shoot Taxi to light U-Turn for Jackpots, then shoot lit U-Turn to score Jackpots.

DUELS

Complete lit YELLOW shots to light Police Car Scoop for Start Duel. Shoot lit GREEN shots to catch opponent, then shoot cycling shot to overtake opponent, then shoot Taxi

Scoop to win Duel and improve grid position for The Big Race.

VIDEO MODE

Advance MagnoCharger™ Level to light Taxi Scoop for Video Mode. During Video Mode, ram other cars off the road to score points.

RACES

THE BIG RACE

Travel to San Francisco on the West Coast to start The Big Race. Shoot Car Scoops to move up places. When back at New York and in First Place, shoot Finishing Line to win.

THE REALLY BIG RACE

Complete Speedway Challenges, complete Duels, deliver all Passengers, smash Roadblocks, win The Big Race, and earn \$100,000 to start The Really Big Race.

HEAD-TO-HEAD GAME RULES

ROUND ONE: CITY CHALLENGE

Make shots to turn lit **YELLOW** shots **GREEN** and travel faster; opponent's shot will turn **RED** and opponent will travel slower. When distance reaches zero, shoot **Finishing Line** to win round.

ROUND TWO: TAXI DUEL

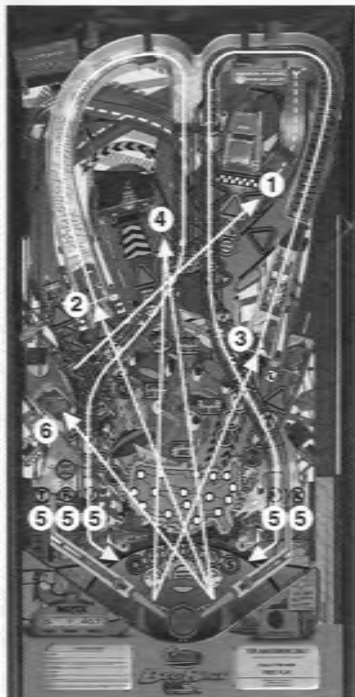
When leading, make the same shots as in **Round One**. When behind, make any shot twice in sequence to overtake opponent. Shoot **Finishing Line** to win round.

ROUND THREE: THE BIG RACE

Lock balls to move up places and drop opponent down places. Shoot flashing **Finishing Line** to win **The Big Race** and the round.

During any round, complete **T-R-U-N-K** to inflate **Air Bag** and deflate opponent's **Air Bag**.

SKILL SHOT, BONUS X, OPEN THE TRUNK



SKILL SHOT

Shoot Top Right Ramp (1) from ball launch for big points and big Cash Award.

BONUS X

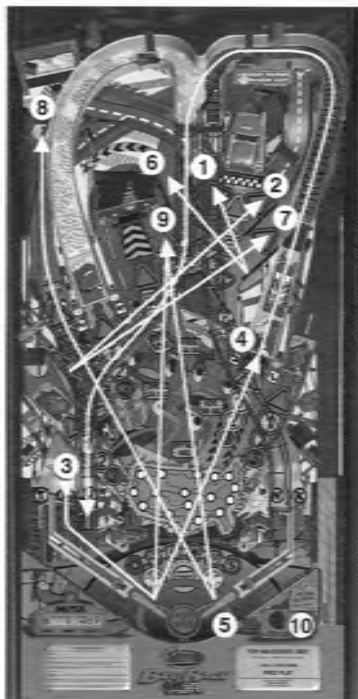
Shoot Left Ramp (2) or Right Ramp (3) to light U-Turn (4) for Advance Bonus X.

OPEN THE TRUNK

Complete T-R-U-N-K (5) to light Saucer (6) for Open The Trunk.

Shoot lit Saucer to choose Cash Award or random Award.

MAGNOCHARGER™, JAY'S SECRET STASH, NITRO BOOST



MAGNOCHARGER™

Shoot top Ramps (1 or 2) to light Outer Left Inlane (3) for MagnoCharger™.

Make lit Inlane to light Right Ramp (4) for Advance MagnoCharger™ Level.

Shoot lit Right Ramp repeatedly to Advance MagnoCharger Level™, inflate Air Bag (5), and collect Awards.

JAY'S SECRET STASH

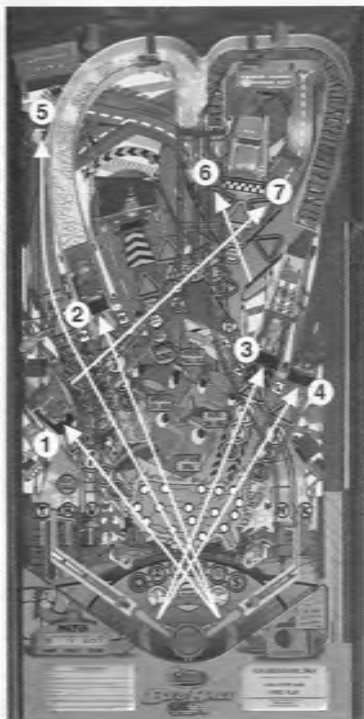
Shoot consecutive Loops (6 or 7) to light Left Orbit (8) for Jay's Secret Stash.

Shoot lit Left Orbit to visit Jay's and buy items.

NITRO BOOST

Shoot consecutive U-Turns (9) to light Launch Button for Nitro Boost (10).

During feature play, press Nitro Boost to automatically complete ALL flashing arrow shots.



SPEEDWAY CHALLENGES

Complete 3-2-1 on Saucer (1), Left Ramp (2), Right Ramp (3), or Right Orbit (4) to open Car Scoops for Speedway Challenges.

Shoot open Car Scoop to start Speedway Challenge.

Shoot lit RED, YELLOW, and GREEN shots to complete Speedway Challenge and light Left Orbit for Speedway Frenzy.

SPEEDWAY FRENZIES

Shoot lit Left Orbit (5) to start Speedway Frenzy.

Shoot lit RED shots (1 to 4) to score Jackpots and light top Ramps (6 and 7) for Super Jackpots.

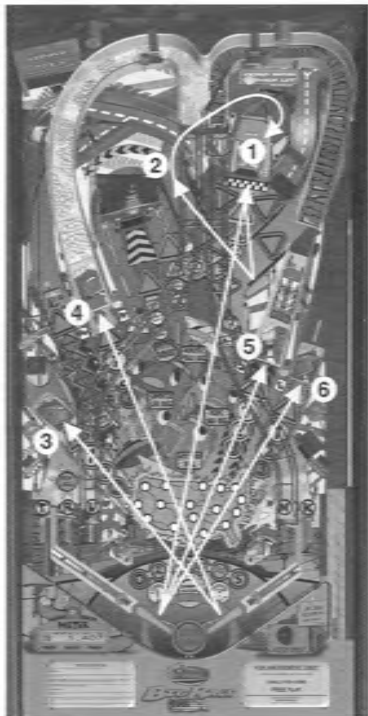
SPEEDWAY MANIA

Complete all four Speedway Frenzies to light Left Orbit (5) for Speedway Mania.

Shoot lit Left Orbit to start Speedway Mania.

Complete all lit shots (1 to 4) for Extra Ball.

PASSENGER FRENZY



Shoot Taxi (1) to collect Passenger Balls and light Taxi for Passenger Locks.

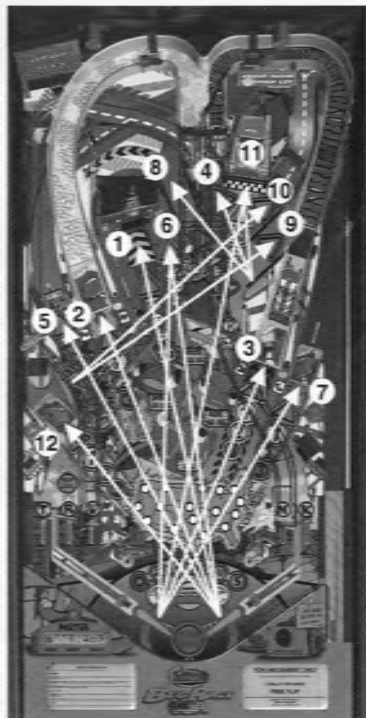
Lock 2 to 4 balls in Taxi (2) to start Passenger Frenzy.

Shoot RED shots (3 to 6) to score Jackpots, deliver Passengers, and collect Cash Awards.

When all passengers are delivered, shoot Taxi to collect more passengers.

Deliver four different passengers to light Taxi for Super Jackpot.

CITY MODE FEATURES



While 'In The City,' shoot Police Car Scoop (1) to start random City Mode Feature or light Taxi for random City Mode Quickshot Award. When Feature is started, shoot lit WHITE shots to complete Feature, then shoot Police Car Scoop again to 'Hit the Road.'

ALIEN INVASION

Shoot lit moving shot (5, 2, 6, 3, or 7) to destroy invading flying saucers.

ATTACK OF THE REALLY BIG CREATURE

Shoot Spinner (5) repeatedly to escape from the creature.

CAR PARK CALAMITY

Shoot lit Loops (8 or 9) to search for parking space. Shoot top Ramps (4 or 10) to move up floors.

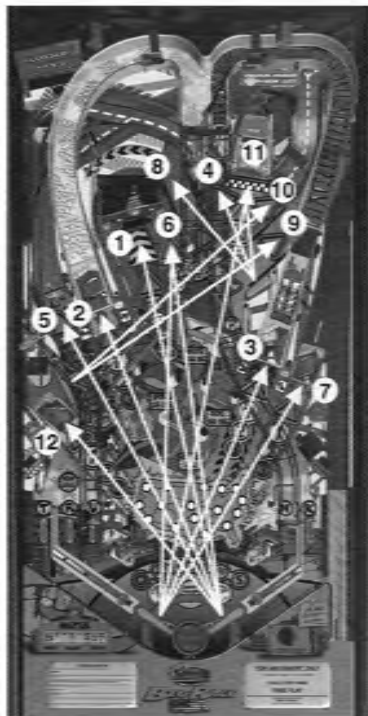
When parking space is found, shoot lit Taxi (11) to park.

CAR WASH CHAOS

Shoot Left Ramp (2) repeatedly to clean car.

...continued

CITY MODE FEATURES CONTINUED



GRID LOCK LUNACY

Shoot Police Car Scoop (1), avoiding raised Pop Up Mini-Ramp (1), to escape from Grid Lock.

MALL MAYHEM

Shoot Saucer (12), Police Car Scoop (1), Left Orbit (5), and Taxi (11) to light U-Turn (6).

Shoot lit U-Turn (6) to escape from Mall.

SPEED HUMP HILARITY

Shoot any switches to travel over speed humps.

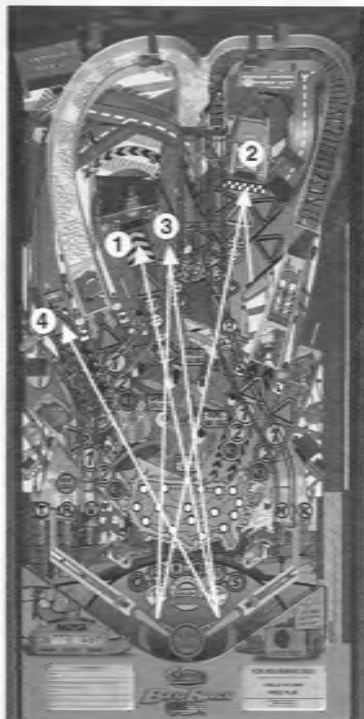
When raised and lit, shoot Pop Up Mini-Ramp (1) to go airborne.

TAXI RANK RAMPAGE

Shoot lit Left Ramp (2), Right Ramp (3), or Top Right Ramp (4) to light Taxi.

Shoot lit Taxi to throw dynamite and destroy opposition.

CITY MODE QUICKSHOT AWARDS



While 'In The City,' shoot Police Car Scoop (1) to start random City Mode Feature or light Taxi for random City Mode Quickshot Award. When Quickshot is started, shoot lit Taxi (2) to collect Award.

BIG RACE BOOSTER

Awards one Big Race Booster (see The Big Race on page 19).

BONUS BONANZA

Lights U-Turn (3) for big Bonus X Advances.

EXTRA BALL

Lights Police Car Scoop (1) for Extra Ball.

HOLD MULTIPLIERS

Holds Bonus X value over to next ball.

JAY'S GIVEAWAY

Awards random item from Jay's Secret Stash.

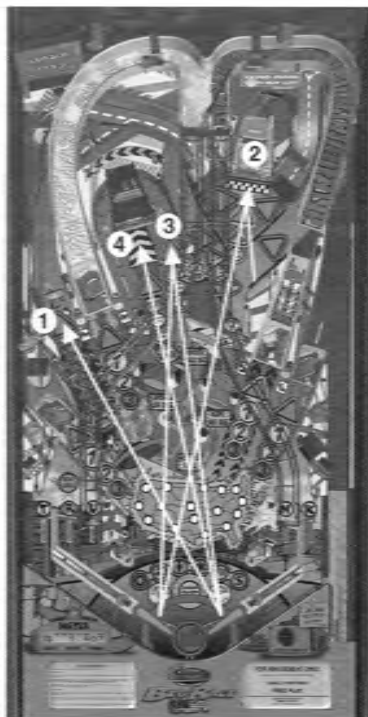
MONEY SPINNER

Lights Spinner (4) for Cash Awards.

NITRO BOOST

Lights Launch Button for Nitro Boost.

TRAVELLING, POLICE CHASE FRENZY



TRAVELLING

While 'On The Road,' shoot Spinner (1) or Taxi (2) to increase speed.

Make any shot to reduce distance to next city.

When distance is zero, shoot Left Orbit (1) to 'Enter City.'

POLICE CHASE FRENZY

If not lit, increase speed to 56 mph to light U-Turn (3) for Speed Trap.

Shoot lit U-Turn to light U-Turn for Quickshot Lock.

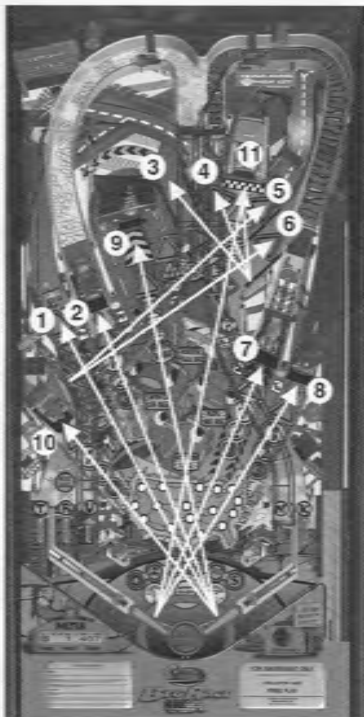
Shoot lit U-Turn again to lock ball and start Police Chase Frenzy.

Shoot Taxi (2) to light U-Turn for Jackpots, then shoot lit U-Turn to score Jackpots.

Score multiple Jackpots then shoot Taxi to raise and light Pop Up Mini-Ramp (4) for 'Chicken.'

Shoot raised Pop Up Mini-Ramp to win 'Chicken' and collect Super Jackpot.

COMBOS, DUELS, VIDEO MODE



COMBOS

Shoot any Combo shot (1 to 8) to light other Combo shots **YELLOW** for Combo.

Shoot lit Combo shots for big points.

DUELS

Complete Combo shots to light Police Car Scoop (9) for Start Duel.

Shoot lit **GREEN** shots to catch opponent.

When caught, shoot moving lit shot (10, 2, 7, or 8) to overtake opponent and light Taxi (11).

Shoot lit Taxi to win Duel and improve grid position in The Big Race.

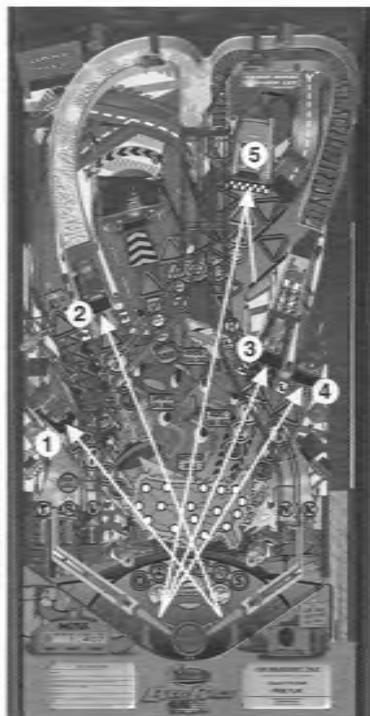
VIDEO MODE

Advance MagnoCharger™ Level (7) to light Taxi Scoop (11) for Video Mode.

During Video Mode, use Flipper Buttons to steer, or both Flipper Buttons to brake. Ram or avoid other cars to score points.

Travel 1,000 miles within the time allowed without crashing to complete Video Mode.

THE BIG RACE, THE REALLY BIG RACE



THE BIG RACE

Collect Big Race Boosters to boost scores during The Big Race.

Travel West to San Francisco to start The Big Race.

Shoot Car Scoops (1 to 4) to lock balls, travel East, and move up places.

Collected Big Race Boosters boost scores during The Big Race.

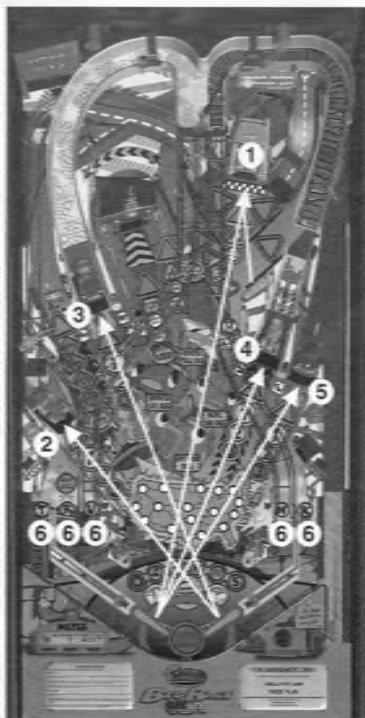
When in First Place and back at New York, shoot the Finishing Line (5) to win The Big Race.

THE REALLY BIG RACE

Complete Speedways, Duels, Passengers, Police Chases, Big Races, and \$100,000 Cash to open and light Jay's Secret Stash.

Shoot Jay's Secret Stash to start The Really Big Race.

HEAD-TO-HEAD TABLE RULES



ROUND ONE: CITY CHALLENGE

Shoot lit **YELLOW** shots to light shots **GREEN** and travel faster: opponent's corresponding shot turns **RED** and opponent travels slower.

When distance reaches zero, shoot flashing **Finishing Line (1)** to win the round.

ROUND TWO: TAXI DUEL

When leading, shoot for the same shots as in Round One.

When behind, make any shot (**2 to 5**) twice consecutively to overtake opponent.

When leading and distance reaches zero, shoot flashing **Finishing Line (1)** to win the round.

ROUND THREE: THE BIG RACE

Lock balls in open **Car Scoops (2 to 5)** to move up places and drop opponent down places.

Shoot flashing **Finishing Line (1)** to win The Big Race and the round.

AIR BAG

During any round, complete **T-R-U-N-K (6)** to inflate **Air Bag** and deflate opponent's **Air Bag**.

BIG RACE

The word 'USA' is rendered in a stylized, bold font. The letters are filled with a pattern of stars and stripes, reminiscent of the American flag. The 'U' and 'S' are larger and more prominent, with the 'A' being smaller and positioned to the right.

OPERATOR MANUAL

A full Operator Manual can be found at www.empire-us.com

NOTE: The controls described in this section relate to a real pinball table, and not to the virtual table you are about to play.

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