

Rocket Jockey™



TM

KIDS TO ADULTS



CONTENT RATED BY
ESRB

SEGA SOFT™



DEVELOPED BY

WINDOWS® 95 / PC CDROM

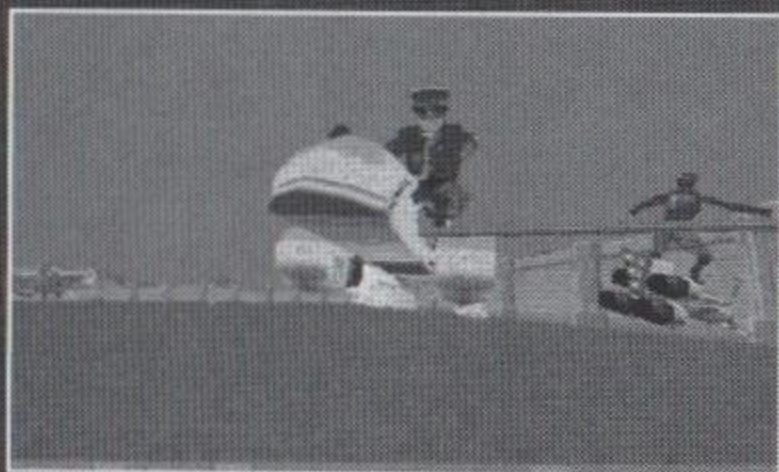


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GLADIATORS OF THE DIRT ARENA

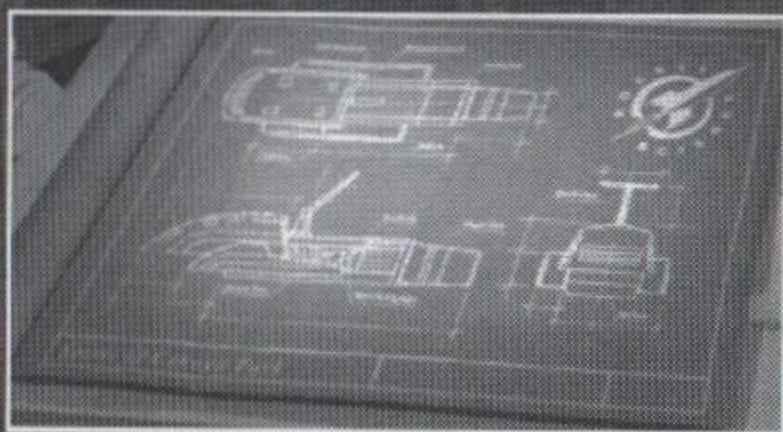
A few discerning sportsmen have asked, "Is there a game like soccer or lacrosse where the ball could explode at any moment?" Or "Where can I drag someone around on their face at the end of a steel cable in front of a cheering crowd?" And still others ask, "Is there a sport where I maneuver through a grueling pylon course and the only thing between me and a concrete wall might be my nose?"



The resounding answer to all questions is "ROCKET JOCKEY!"

ROCKET JOCKEY is the three-tiered gladiatorial field sport of the athletically deranged. The games take place in a simpler time, when athletes and judges alike agree that compound fractures, mutilation and mayhem are enjoyable. Jump on a rocket-powered cycle that goes like hell, and fire multi-functional grappling cables to steer, hook items and "clothesline" your opponents.

The OUTRAGEOUS Rocket CYCLE

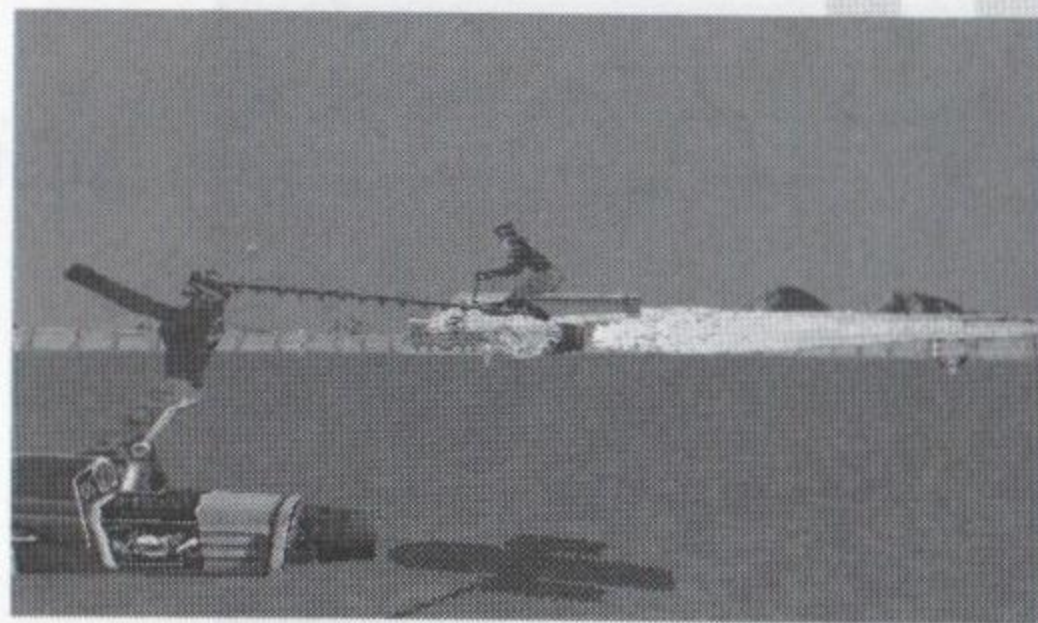


The rockets – and there's a full stable of choices – are buzzin', home-brewed dirt devils cooked up by part-time thrill-seekers from spare parts in some garage. They feature ease of operation and absolutely no protection against crashes.

A unique all-purpose cable system helps maneuver the rocket and does double duty as a weapon. Launch a cable to lasso and bulldog opponents, lash them to pylons, or bounce their candybutts around the arena.

The Challenge

Your choice of riders and rockets is only the beginning of your strategy. The moves are fast. The competitions are intense: easy to understand but tough to master! You'll get better, and so will they. Only your split-second decisions and quick learning curve will keep you ahead of the pack.



So strap up your nerve and play the event of your choice.

Rocket Ball – Get the ball and go for the goal. If an opponent augers in because you accidentally cabled him, that's tough!

Rocket War – Attack an opponent, keeping in mind that numerous other jocks want to see what you look like in a body cast. Get ahead with pure brutality.

Rocket Race – This is a race that demands great flying skill. But if you're not good, the next best thing is treachery. Gain extra points by making the other guy crash. Half the pack is racing in the wrong direction.

Don't be selfish – there are people out there who desperately need organ donors.

GETTING STARTED

System Configuration

Required Components

- Windows 95 running on Pentium® 90 machine or equivalent
- 16 MB of RAM with approximately 55 MB free hard disk space
- 4X CD-ROM drive
- SVGA monitor and card (640x480, 256 colors)
- 16-bit sound card

Recommended Upgrades

- Windows 95 running on Pentium® 133 machine
- 32 MB of RAM with about 70 MB free hard disk space
- 8-button game controller
- High-quality stereo sound system

Installing the Software

1. Start Windows 95 and insert the ROCKET JOCKEY CD into the CD drive.
2. Make sure your display is at least 640x480 in 256 colors.
3. Click the SETUP program on the ROCKET JOCKEY CD.
4. Follow the prompts on the screen to complete the installation.

Note: ROCKET JOCKEY uses Microsoft DirectX 3. You should have your Windows 95 CD available for any drivers needed.

Re-Installing the Software

Whenever you change your system components, such as RAM, the video card, or the sound card, you should re-install ROCKET JOCKEY from the CD.

1. Start Windows 95 and insert the ROCKET JOCKEY CD into the CD drive.
2. Make sure your display is at least 640x480 in 256 colors.
3. Click the SETUP program on the ROCKET JOCKEY CD.
4. Follow the prompts on the screen to complete the re-installation.

Un-Installing the Software

To delete ROCKET JOCKEY from your system:

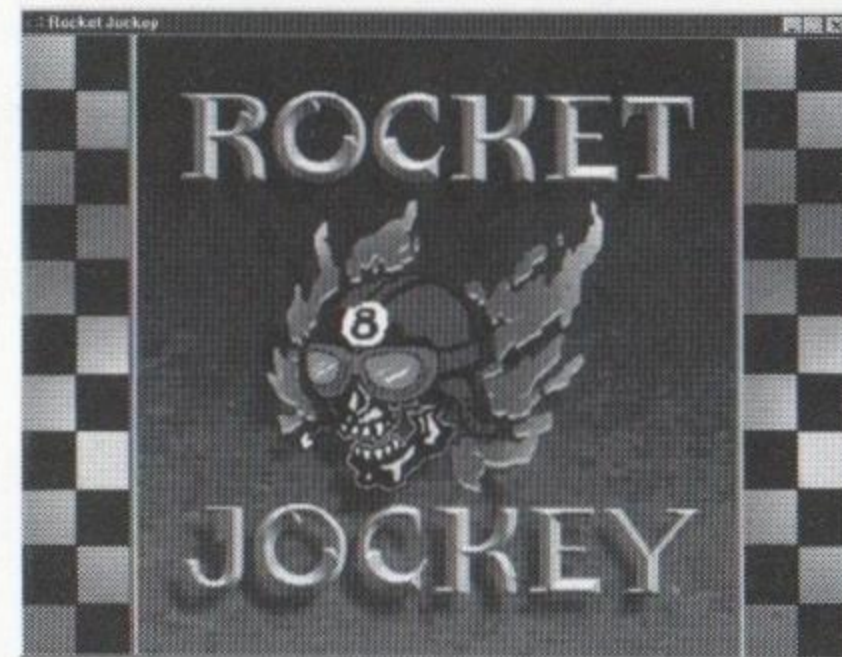
1. Start Windows 95.
2. Select the program group containing ROCKET JOCKEY.
3. Select UNINSTALL ROCKET JOCKEY

Loading the Game

1. Start Windows 95 and insert the ROCKET JOCKEY CD into the CD drive.

Note: In the full setup, ROCKET JOCKEY runs from the hard disk with the CD supplying music.

2. Make sure your display resolution is at least 640x480 and 256 colors. (256 colors are recommended for best performance.)
3. Select Rocket Jockey from the Start menu under Programs or by the icon in the window created at setup time.
4. When you see the ROCKET JOCKEY title screen, press **Enter** or the left mouse button to begin. You'll be admitted to the Rider's Lounge.



CONTROLS

HELP: Press **[F1]** during play to see a Help menu of default controls.

Note: You can remap the default controls on the Options screen. See "Options" for instructions.

Navigating Menus

Action

Move to next item

Move to previous item

Control

[→] or **[↓]**, press spacebar or Enter to choose

[←] or **[↑]**, press spacebar or Enter to choose

Game Performance

Action

Decrease/increase screen resolution

Shrink/enlarge game window

View Help menu during play

Pause

Access Options Select menu

Toggle full screen/window
(in higher than 640x480 resolution)

Control

[F7] / **[F8]**

[F9] / **[F10]**

[F1]

[F5]

[esc]

[F6]



Quit application

esc brings up the option menu

Camera

Action

Camera change left/right

Control

W / **R** (press button, release)

Instant replay on/off

F4

Toggle replay targets

F3

Save replay (last 5 replays)

F12

On the Cycle

Action

Thrust

Control

E

Brake

C

Dive (nose down)

↑

Climb (nose up)

↓

Lean left

←

Lean right

→

Cable left; release cable

S

Cable right; release cable

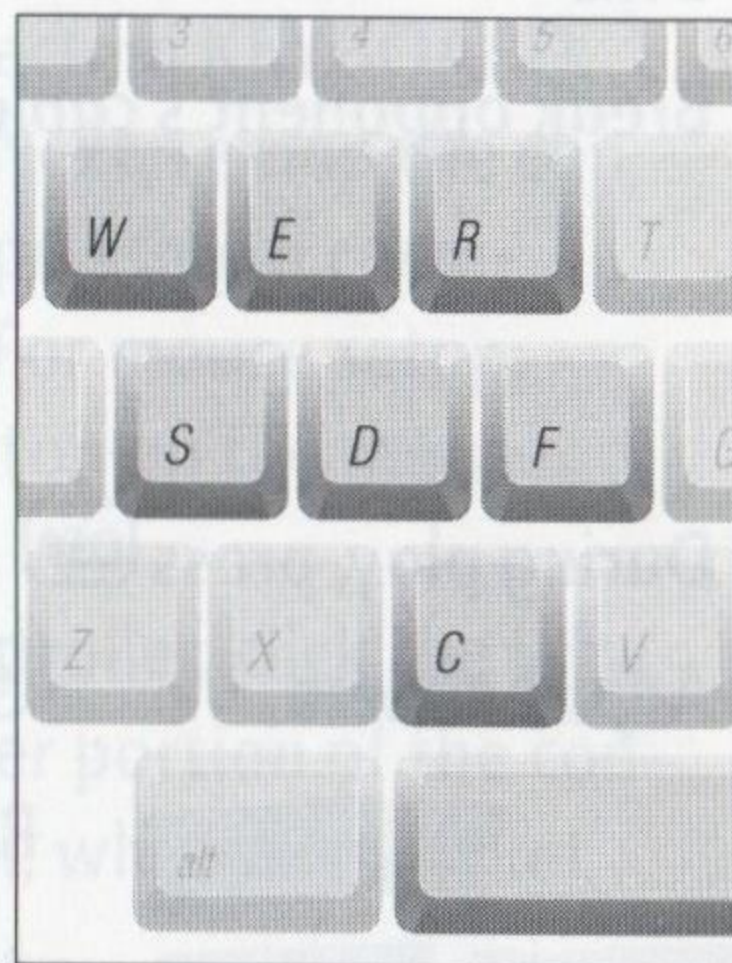
F

Connect cables

D

Bail off rocket

Spacebar



On Foot

Action

Run forward

Jump

Turn left

Turn right


Dive

Break opponent's cable hold


Control





Spacebar

Tap  (run forward) rapidly until free

OPTIONS

During play, press  to pause the game and display the Options Select menu.

Adjust sliders

 or 

 CONTINUE

Return to the game

 ABORT

 QUIT

Abort game; exit application

 OPTIONS

Access the Options menu to adjust game performance

 MUSIC VOLUME

Set the music volume, from 0 (off) to 10 (loudest)

 SOUND EFFECTS VOLUME

Set sound FX volume, from 0 to 10

DISPLAY REALISM

Adjust the detail level, from 1 (minimum) to 10 (maximum)

SOUND REALISM

Adjust the amount of 3D sound used, from 1 (volume queuing) to 10 (full 3D)

CANCEL**OK**

Select and press **enter**

Note: Adjusting DISPLAY REALISM and SOUND REALISM downward (to lower numbers) uses less RAM and may aid performance for a minimum system.

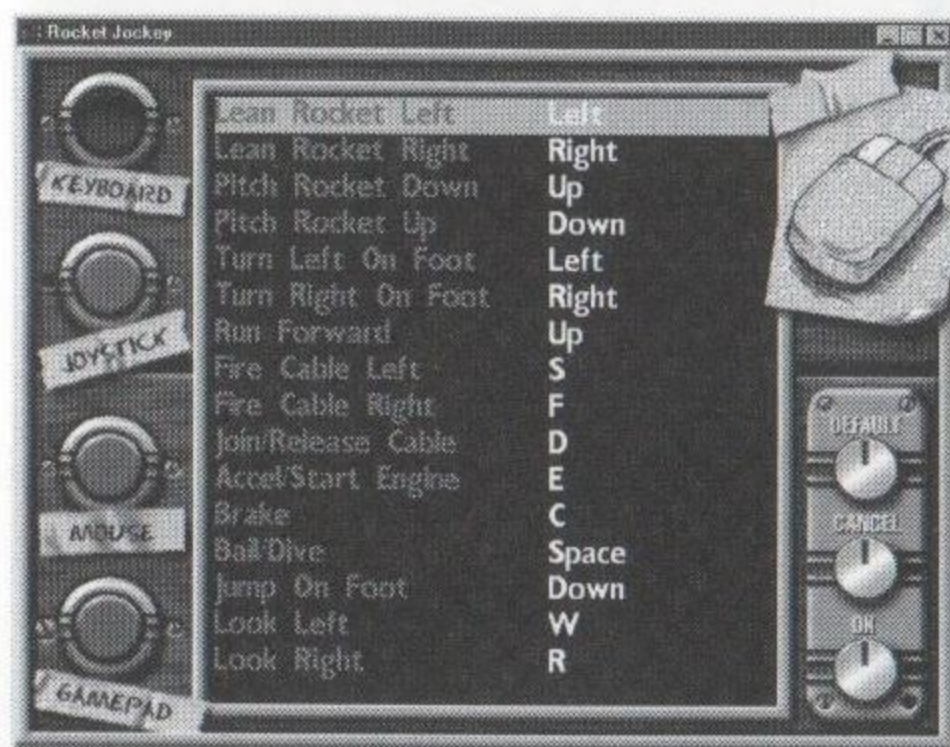
CONTROLLER

Indicate your controller type by selecting KEYBOARD, JOYSTICK, MOUSE, or GAMEPAD. Next, remap the controls by highlighting an action and pressing a corresponding key or button. For mouse setup,

click the appropriate button on the mouse graphic.

To flip the axis of the controller, click the left mouse button in the upper portion of the controller assignment screen, where the rocket control is defined.

When you're finished, select OK to confirm, CANCEL to exit with no change, or DEFAULT to return the settings to their defaults.



Note: Any input device should be attached and installed before running ROCKET JOCKEY.

REV UP THE ACTION

Riders' Lounge: Selecting a Jockey

Your first official act is selecting your rider. Base your choice on the *nom de guerre* and rider logo that intrigues you most. Over time, you'll want to give them all a go and pick out a favorite.



Buster Buetox



Boomer Brachman



El Muerté



Demolition Donna Dombrowski



Ace Ban Dage



Arty "The TORCH" Jablonski



Mimi EnFuego



Catherine "CRASH" Conroy


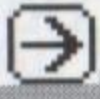
1. Press **enter** at the title screen to be admitted to the Rider's Lounge.
2. Click on the photos or highlight and press Enter to thumb through the "mug" shots.
3. Select PIT PASS to bet your life on the current jockey and continue to The Pits, or REFUND to return to the title screen.

The Pits: Selecting a Rocket

Never underestimate the importance of your ride. Your rocket's capabilities and your skillful handling of it are two of the most important factors in winning. At the start of a new game, you can choose from four machines:

- Spirit of Canoga Park
- El's R-1 Special
- Rimsky's Wonder Rocket
- Hagsville Hurricane



1. Click on the blueprints or highlight with  or  and press Enter to flip through the rocket selections.
2. Select ARENA to choose the current rocket and continue to the contest gates, or RETURN TO RIDERS' LOUNGE to go back to jockey selection.

Note: More tricked-out, powerful, and menacing machines become available as you win matches and steal them from other riders.

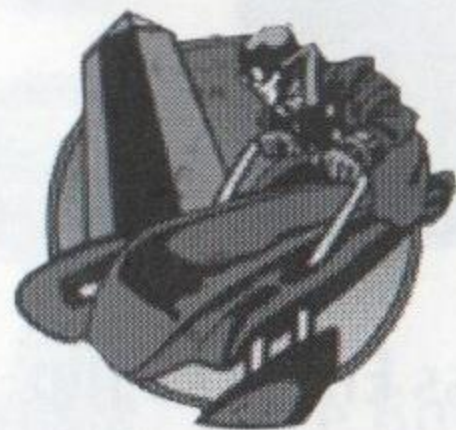
Arena: Selecting a Contest Mode

Choose your method of mayhem:



ROCKET WAR

Kick butt! Knock other jockeys off their rockets before they pound you in the dirt. Cable them to pylons, “clothesline” ’em (fun to watch!) and run them over. Be the last jockey riding before time runs out.





ROCKET RACE

Bolt through the flashing gates in the right order and be first to finish the required lap count before you run out of time. Dodge or destroy opponents going in the other direction!





ROCKET BALL

Cable balls and slam ’em home for goal points. Many kinds of balls, tons of obstacles, and plenty of ways to make your point. Score the required number of goals before the clock hits zero. Use tactics learned in Rocket War and Rocket Race to keep their score low and yours high. All’s fair – except bein’ a wimp.

1. Click on a gate or highlight with  or  and press Enter to select one. The selected gate opens.
2. Select START THE CONTEST if you're ready for action, or BACK TO THE PITS to review your rocket selection.

Clipboard: Selecting a Circuit & Arena

Each contest has 5 circuits, with from 2 to 4 arenas per circuit. At the start of a new game, you will play circuit 1, and you can choose any arena.

1. Click on an arena name, or highlight with  or  and press Enter to select one. An X appears to the left of the selected name.
2. Select START to continue, or BACK to select a different contest.

After winning the arenas of circuit 1, you can enter circuit 2. Continue winning, and more circuits and courses become available on the clipboard.

The game automatically saves your progress. Arenas where you've won the course are checked on the clipboard, and you can replay these levels whenever you want.

When the clipboard starts filling up, flip through the sheets by clicking on the arrows to the right.

Bodily Injury Liability Waiver

Read the release (or have someone read it to you). Be sure you're clear on your rights (none) and obligations. The refs get p.o.'d when the riders don't clean up after themselves.

INSTRUMENT PANEL DISPLAY

The rocket's Instrument Panel Display gives you important information. Responding immediately to its display is as important to winning as keeping your butt in the saddle.

Engine Temperature Air flow cools the rocket engine while you accelerate. Braking heats up the engine and the temperature rises. Overheating (braking too much, too often) kills the engine, the cycle, and your chances of winning unless you hijack a machine dropped by another rider. Keep an eye out for a critical rise in temperature and an ear out for the warning klaxon that lets you know you're about to flame out.

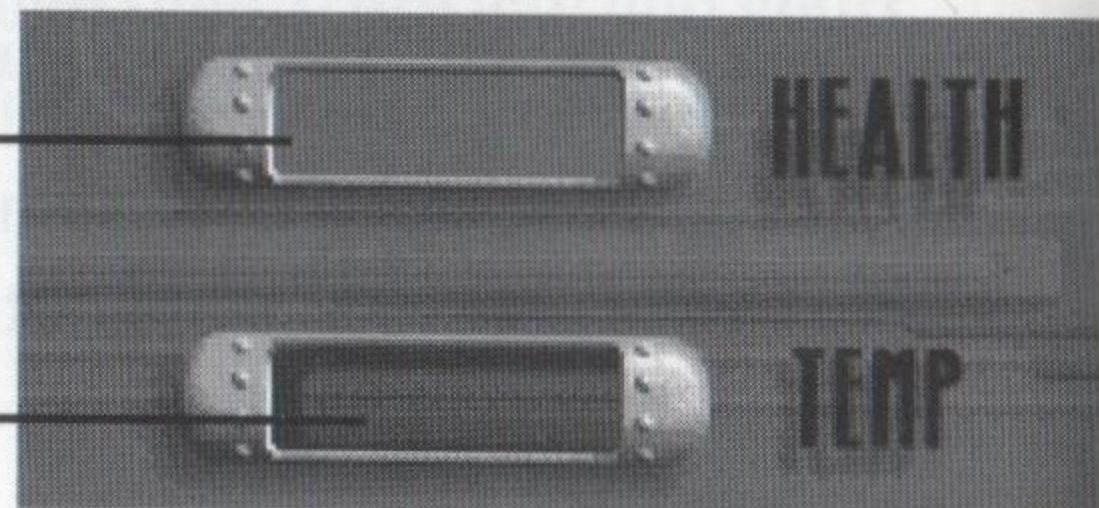
Rider's Health The green bar decreases as you take damage. If health runs out, you lose even if you have time remaining.

Rider Insignia Same as on the back of your jockey's bomber jacket. Helps you know who you are on the field.

Game Time Counts those murderin' seconds.

Rider's Health

Engine Temperature



Radar

Spots the positions of riders, cycles, and playfield items. You are the white dot at the center of the screen. To fly to any item on the field, place it at 12 o'clock on the radar and go for it. The radar for Rocket Race contains more information, so check that contest description for complete information.

Red dots – Other riders on cycles

White dots – Riders on foot, ripe for picking

Green dots – Riderless rockets, easy targets

Orange dots – Balls

Radar

Game Time



Rider Insignia

RIDING THE ROCKETS

Rocket cycles go like one-passenger artillery shells. Nobody mass-produces these flying machines. Each jockey slaps together his own moonshine version in a garage or machine shop.

But true rocket cycles all have certain things in common. First, the cycles use cable launchers that fire out of each side of the craft to grab objects, including pylons, other cycles, and even other jockeys. Without the cables to maneuver, a rocket cycle is a one-way ticket to Splatterville. Second, rocket cycles have the power-to-weight ratio of a hand grenade and are capable of denture-damaging speed.

Jockeys steer the cycles by leaning into turns. They change altitude from 0 to 30 feet with steering wings. But the cable system provides the astounding maneuverability of these machines. For really sharp turns, a jockey snags a large, solidly anchored object such as a pylon and pivots into a turn. Brain-squashing 180° direction changes are no problem as long as you do them right. But choke on the timing or cable the wrong object and you're a stain, Wayne.

All rocket cycles have dead man's switches. When a rider is knocked off his cycle, it decelerates and comes to rest close to – or far from – the rider. In Rocket Racing and Rocket Ball, riders wear tether lines so they don't fall too far from their cycles. But in Rocket War, those sissy tethers are nowhere to be seen.

As a player, you'll have a radar screen to help track other cycles, find key objects, and set a course to pylons.

Progress in skill, point standing, and experience to get a shot at more cycles with better performance specs. Or you can upgrade your ride the old-fashioned way: mug another jockey and hijack his cycle. Win the level and the rocket is yours to keep.

LEARNING THE CABLES

The key to jockeying a rocket cycle is learning how to use the cables. Shoot cables from the left or right side of the cycle to grab any object. Pylons designed for cable attachment dot each arena.

STRATEGIES

- Learn to ricochet off walls instead of smashing into them headlong. To ricochet, lean away from the wall at the moment of contact. Doing this will give you more time on your cycle and less on the dirt, and you'll see the difference in the clock.
- If riders cable you, hook the jerks back and rip 'em off their rockets. You'll need a stronger cable than the other guy's to do this, so the rule is: Always get the toughest cable available.
- When knocked off your cycle, use the on-foot controls to get up and rush your rider to an available cycle. To mount it, come in contact with the riderless machine. Press the Thrust key to fire up the engine.

- On foot, jump or dive over cables to keep opponents from hooking you. Stay out of their clutches.
- When cabled, tap the on-foot “run” key rapidly and repeatedly to break free.
- Speed isn’t always your best strategy. There’s a reason for that brake pedal.
- If your rocket drops a wing, it loses balance and “pulls” in one direction, so you’ll need to overcorrect your steering. If you lose both wings, your steering’s gone. Time to hijack.
- No matter how good you think you are, you will not be able to find everything by chance or “gut feeling.” **USE THE RADAR.** Red indicates a rider and cycle, white a rider on foot, and green a riderless (and thus available) cycle. You’re always in the center of the radar screen, so to get to any object, place it at 12 o’clock and **GO!**

ROCKET WAR

War Objective

The object of the game is to maim, tie other jockeys to pylons, disable all other contestants, and be the last jockey riding. Look out for obstacles, booby traps, and attacks from multiple riders. Use any diabolical ways and means to unseat and string up the other riders. Score points for the various attacks. The faster you're going, the more points you get.

War Rules

1. Avoid damage to stay in play.
2. Disable all other contestants before game time is called.
3. The last jockey riding an operational rocket wins.
4. Score enough points and you compete in the next level.

War RADAR

Radar is indispensable for stalking victims, avoiding attack, and finding riderless cycles. The color of a radar object dot tells what the object is:

- Red – A rider and cycle.
- White – A rider on foot.
- Green – A riderless rocket cycle, available for hijacking.

Remember: You are always at the center of the radar screen. Place any object you want to intercept at 12 o'clock and accelerate!

Rough Rider U: Rocket War

- Blast around the arena attacking your opponents by ramming, or cabling riders to yank them off their rockets.
- Watch the score display at the top of the screen. You score points by knocking other riders from their cycles. You gain extra points when you “clothesline” opponents. (To “clothesline,” connect to pylons on your left and right simultaneously, then press the “connect cables” key. Speed away, leaving the “piano wire” menace for some hapless victim (just make sure you don’t garrote yourself in your own trap). Gain more points for speed.
- Always be ready to hijack a riderless bike, but make sure it’s better than yours.
- If you are knocked off your cycle, you become an even easier target for attack from other riders. Learn to jump to avoid their whipping cables. If you want to get really crazy, try jumping to knock your attacker off his cycle!
- Ram into a pedestrian. Kinda tough to do, because the target is small and the cycle is moving fast, but it causes lots of damage and makes an excellent highlights reel. Do it with speed and get extra points.
- Cable bombs and swing them under your rocket; release to fling them into the path of an oncoming rider. Flung bombs explode. Get out of the way!

ROCKET RACE

Race Objective

Race through an obstacle course that includes a sequence of gates while part of the pack speeds at you in the opposite direction. Beat the clock and all your opponents to enter the next level.

Race Rules

1. Laps are counted when the rider travels through the entire course in proper gate order.
2. Attacks on other riders increase your elapsed time but slow down other riders, too.
3. During the race, the next gate you must pass will flash. A gate can be either two flashing pylons that you pass between or a single flashing pylon that you must touch with a cable. Watch the ground and your radar for arrows directing you to gates.
5. You must achieve the required qualifying time and finish first in order to advance to the next level.

Race RADAR

In Rocket Race, the radar display lays a track to guide you to the next pylon.

- Yellow dots indicate the next gate in the sequence.

- The yellow track is the direction to the next gate. Adjust your course to place the yellow track at 12 o'clock. The closer you are to the pylon, the shorter the yellow track line becomes. If the yellow track gets longer, you are off course.
- The gray track line represents the next leg of the race. Use this line to prepare for the turn at the end of the yellow track. The gray line turns yellow when you reach the end of the previous leg.

Rough Rider U: Rocket Race

- Make your attacks count, because they take time. Strike a balance between progressing through the course and attacking opponents.
- Avoid damage to your cycle. If you lose a wing, steering gets real dicey.
- Get your momentum going. If you can get to feeling like you're "swinging through the trees," you've mastered the rhythm of the ride.
- Pay attention to audio and visual cues, including flashing yellow gates and ground arrows on the playfield.
- Radar provides an excellent dynamic road map. Learn to use it.

ROCKET BALL

Ball Objective

Score points by getting the ball into any goal. The balls keep changing. Each ball handles differently. Some balls explode; others can smash into an opponent, causing major damage.

Ball Rules

1. Use a cable to grab a ball and sling it into the goal.
2. You get one point for each goal.
3. You'll be "whistled" for holding a ball too long, and the cable will automatically release.
4. The first rider to score the required number of goals within the time limit wins.
5. You must beat your opponents by a required point spread to advance to the next level.

Ball RADAR

In addition to the standard dots, orange blips on the radar screen show ball positions.

Rough Rider U: Rocket Ball

- Fight for control of the ball and keep it headed toward the goal. Attack the other player with cables or by ramming.
- Get possession of two balls and "clothesline" them together. Then send them into the goal for a double score.

- Make a goal. The easiest way is to cable a ball and drag it into a goal. Harder to do, but not impossible, is to use the built-up momentum of the cycle to fling the ball into the goal.
- You must be at the correct altitude and cycle tilt to pocket the ball.

ACCESSORIES & HAZARDS

Cables

There's a cable made for every lethal task. All cables break after a few seconds of tension, so work 'em while you can. Picking up a cable replaces any cable you already have.

Fine – The jockey's choice for stringing almost invisible clotheslines.

Bungee – The Rocket Baller's choice for really slinging a goal shot.

Hooks

Hooks give special capabilities to cable systems. Some hooks can be used only a limited number of times. You will lose others if you string a clothesline with them. Any hook you pick up replaces a hook you already have.

Probe Hook – Carries a warhead tip that explodes when it releases from any object. Supplies are limited, so use them when you really need them.

Lawn Anchor – Holds to any ground surface. Great for extra-quick turns when no pylons are around.

Suction Hook – Holds onto wall surfaces. Great when no pylons are near. Bad news if you miss what you're aiming at and get slammed into the wall you connected to.

Pylons

Use pylons for making sharp cable turns or as landmarks. Cabling some pylons can get fatally tricky.

Stump – Short pylons that stay out of your way but are easy to cable. Hooks are drawn to them like magnets.

Corkscrew – Cable around this yellow-and-black pylon clockwise to go up, counter-clockwise to go down.

Spinner – Latch onto this black-and-white checkered pylon for whiplash spinning as it reels in your cable. If you don't release quickly, you're a goner. String a bomb to one of these and leave a nasty swinging trap for others.

Balls

Some are heavy, some are light, others bounce like hell. All are pumped out by field dispensers.

Wrecking Ball – Very heavy iron for smashing stuff to pieces.

Super Ball – Power bouncing.

Hockey Puck – They're just old tires with a motor and propeller inside. They float above the arena grounds and they can move!

Beach Ball – They may not look like much, but try to get one into a goal.

Bombs

Just another form of ball, but they blow up real good. Throw 'em, string 'em, trade 'em with your enemies. They all explode big time if they hit something hard enough.

Proximity Bomb – Just get close and this puppy explodes.

Time Bomb – This load of dynamite blows after a short time.

Fuse Bomb – Just like a time bomb but with a less predictable timer and a bigger boom.

Painters

Painters are big, circular contraptions that apply a coat of chemicals to your cycle (and unfortunately, to you) when you fly through one. Each coating or “paint job” gives a special, temporary feature to your rocket cycle.

Coolant – Cools down your rocket engine, nullifies previous damage to your rocket.

Cable Repellent – Prevents most cable hooks from attaching to your cycle.

Stealth-coat – Dampens the sound of your rocket engine and keeps you out of the opposition's radar.

Aero-coat – Makes your cycle handle like a million bucks but really tough to slow down.

Acid Bath — Removes your last paint job and a layer of skin.

Red Boost — Squeezes an extra bit of power out of your engine every time you hit the thrust button. Nobody knows how this stuff works, but it can't be good for your lungs.

Blue Boost — An improvement on the Red Boost formula, it gives a more sustained boost to your power.

Gates

Gates are found all over in Rocket Racing. They establish the course. You have to just touch a single gate with a cable, while double gates must be flown through. Double gates can be narrow or wide and can have any number of clotheslines, harpoons, or speed walls between them.

Flails

Flails are pylons with a mean streak. Some swing iron balls to ring your bell. Others swing bombs and toss them for the fun of it. Time your pass around these just right or it's trauma time.

Harpoons

Beware of harpoons. Find them planted in the ground or installed in pylons. Some fire at rocket cycles, some at balls, and others at anything that moves. Stringer harpoons stick a bomb to anything that comes close.

Pop Walls

Pop walls can pop up in your face if you don't stay with the program. Or they can just pop up so you smash into them for no reason.

Slow Pop Wall – When you read the sign on this one that says “GO SLOW,” do it or you'll smash into a closed gate.

Fast Pop Wall – Hit this one at top speed or you're toast.

TROUBLESHOOTING

- Check the READ ME file for the latest information.
- For the best performance, close any other applications before playing Rocket Jockey.
- If you make any changes to the hardware on your computer, you should re-install Rocket Jockey in order to reset its performance-based installation options. If you have a virus check which scans disks upon all access, turning that option off may improve performance.
- Any increase of RAM over 16 MB will be a benefit to running the game.
- Use a defragmentation program to optimize your hard disk. This will reduce loading time for any files needed and increase game performance.
- 3D hardware accelerators that support Criterion's RenderWare should run without modification to Rocket Jockey. Some card/driver configurations must run in full-screen mode. If you have problems, contact the card manufacturer. The manufacturer may also have posted the latest information about their equipment to online sites.

CREDITS

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ROCKET JOCKEY MUSIC

Theme from Rocket Jockey (Tom Hays)

Performed by Alpha 60

The Pit (Dick Dale)

Performed by Dick Dale

From the Beggar's Banquet release Calling Up Spirits

Nitrus (Dick Dale)

Performed by Dick Dale
From the Beggar's Banquet release Calling Up
Spirits

The Wedge Paradiso (Dick Dale)

Performed by Dick Dale
From the Beggar's Banquet release Calling Up
Spirits

In-Liner (Dick Dale)

Performed by Dick Dale

Xodus (Dick Dale)

Performed by Dick Dale

Surrounded by Assassins (Eric Lenchner)

Performed by The Ultras

Rocket Boy (Tom Hays)

Performed by The Ultras

Vaque Ton (Peter Cavallero)

Performed by The Ultras

Magic Wand (Eric Lenchner)

Performed by The Ultras
From the Vanilla Sludge release Surf-Pop-Sludge

Death Tube (Eric Lenchner)

Performed by The Ultras
From the Vanilla Sludge release Surf-Pop-Sludge

Ultra Rocket (Eric Lenchner)

Performed by The Ultras

Transtemporal (Tom Hays)

Performed by Alpha 60

Gang (Tom Hays)

Performed by Alpha 60

Link (Tom Hays)

Performed by Alpha 60

Taps (Traditional)

Performed by Alpha 60

An Honorable Defeat (Tom Hays)

Performed by Alpha 60

Jack Lord (Monte Vallier)

Performed by Alpha 60

Drum solo from Nitrus (Dick Dale)

Performed by Dick Dale's drummers

Victory (Tom Hays)

Performed by Alpha 60

Dick Dale's Band

Dick Dale – guitar
Ron Eglit – bass
Scott Matthews – drums (tracks 2, 3, 4, and 19)
Prairie Prince – more drums (tracks 2, 3, 4, and 19)
Ned Stroh – drums (tracks 5 and 6)
Dick Dale Enterprises, P.O. Box 1713, Twentynine
Palms, CA 92277
Tel.: 619-367-0588 Fax: 619-367-7003
Business/Legal – Malcolm Wiseman
Tel.: 310-441-3745 Fax: 310-441-4864

The Ultras

Eric Lenchner ("Sludge") - guitar

Trey Sabatelli ("Trey King Kool") - drums

Bing Nathan ("String Bing") - bass (tracks 7, 10, and 11)

John Seabury ("Chauncey Berry") - bass (tracks 8, 9, and 12)

For Info-Ultra-Mation call: 415-239-5390

Vanilla Sludge Records, P.O. Box 460205, Noe

Valley Station, San Francisco, CA 94146-0205

Find them at www.iuma.com

Alpha 60

Tom Hays - guitar

Monte Vallier - bass

John Weiss - drums

Rich Armstrong - trumpet

Monte Vallier appears courtesy of pSycho-sPecific Records

Tracks 1, 8, 9, 12-18, and 20 recorded and mixed at Toast, San Francisco.

Engineer: Craig Silvey

Assistant Engineer: Jason Carmer

Tracks 2, 3, and 4 recorded and mixed at Prairie Sun Recording, Cotati, CA.

Engineer: Allen Suddeth

Assistant Engineers: Scotty Johnson and Tony Krauts

Tracks 5 and 6 recorded at Ear to Ear, Santa Monica, CA.

Track 5 and 6 mixed at Toast, San Francisco.

Track 7 recorded and mixed at Secret Studios.

Engineer: Doug Carlson

Tracks 10 and 11 recorded at The Pen and mixed at Sound & Vision.

Tracks 1, 7-9, 12-18, and 20 produced by Tom Hays.

Tracks 2-4 and 19 produced by Dick Dale, co-produced by Ron Eglit (P) 1996.

Tracks 5 and 6 produced by Dick Dale (P) 1996.

Tracks 2-6 and 19 published by Surf Beat Music (ASCAP).

Masters for Tracks 2-4 (P) 1996 Beggar's Banquet Records Limited.

Tracks 10 and 11 produced by Scott Matthews.

Tracks 10 and 11 © 1993, Vanilla Sludge (BMI) (P), The Ultras.

Tracks 7 and 12 © 1996, Vanilla Sludge (BMI) (P), The Ultras.

Compilation mastered by Ken Lee at Rocket Labs. SF

Engineer: Doug Carlson
Tracks 10 and 11 recorded at The Ultrasonic
Sound Studios, Los Angeles, California
Tracks 1, 2, 9, 12-18, and 20 produced by Tom Hays
Tracks 3-4 and 19 produced by Dick Dale

co-produced by Ron Egan (tracks 19 and 20)
Tracks 2 and 6 produced by Dick Dale (1993)
Tracks 5 and 17 produced by Sam Beal (1993)
(ASCAP)

Masters for tracks 3-4 (© 1993) and 19-20
produced by Scott Matthews
Records Limited
Tracks 10 and 11 produced by Scott Matthews

Tracks 10 and 11 © 1993, Vanilla Sludge (SMB) (P)
The Ultras
Performed by Dick Dale

Tracks 7 and 12 © 1995, Vanilla Sludge (SMB) (P)
The Ultras
Performed by The Ultras
Compilation mastered by Ken Lee at
Rocket Labz SF

Performed by The Ultras
Vague Ten (Peter Cavallaro)
Performed by The Ultras

Magic Wand (Eric Lechner)
Performed by The Ultras
From the Vanilla Sludge release Surf-Pop Studies

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Eric Lechner (Magic Wand)
Performed by The Ultras

The Ultras
Eric Lechner ("Judge") - guitar
Jay Sabatelli ("Key King Kool") - drums
Bing Nathan ("String King") - bass
and 11)

John Zebary ("Chaucery Berry") - bass
Tracks 2, 9, and 13)
Performed by Alpha 60
For info - Ultra-Motion call: 415-239-2300

Vanilla Sludge Records, P.O. Box 10000
Valley Station, San Francisco, CA 94110-0000
Find them at www.ultra.com
An Honorable Debut (1993)
Performed by Alpha 60

Alpha 60
Tom Hays - guitar
Monte Valler - bass
John Weiss - drums
Rich Amador - drums

Monte Valler - guitar
Records
Tracks 1, 8, 9, 12-18, and 20 recorded and mixed at
Toot, Son Francisco
Performed by Alpha 60

Engineer: Craig Sivey
Assistant Engineer: Jason Carter
Tracks 2, 7, and 4 recorded and mixed at Toot, Son
Recording, Los Angeles, CA
Scott Matthews - drums

Dick Dale's Band
Dick Dale - guitar
Tracks 2, 7, and 4 recorded and mixed at Toot, Son
Recording, Los Angeles, CA
Scott Matthews - drums

Tracks 2 and 6 recorded and mixed at Toot, Son
Recording, Los Angeles, CA
Tracks 7 recorded and mixed at Toot, Son
Recording, Los Angeles, CA
Tel: 415-239-2300



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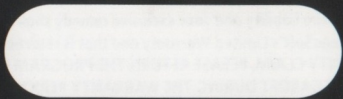
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