SEGA™

SEGA SATURN™

By Buzz Puppet
and The Advanced
Technology Group

ROAD RASH™

KIDS TO ADULTS

K-A

AGES 6+

OFFICIAL
SEGA
SEAL OF
QUALITY

ELECTRONIC ARTS®

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM.

T-5008H

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME 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.

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.
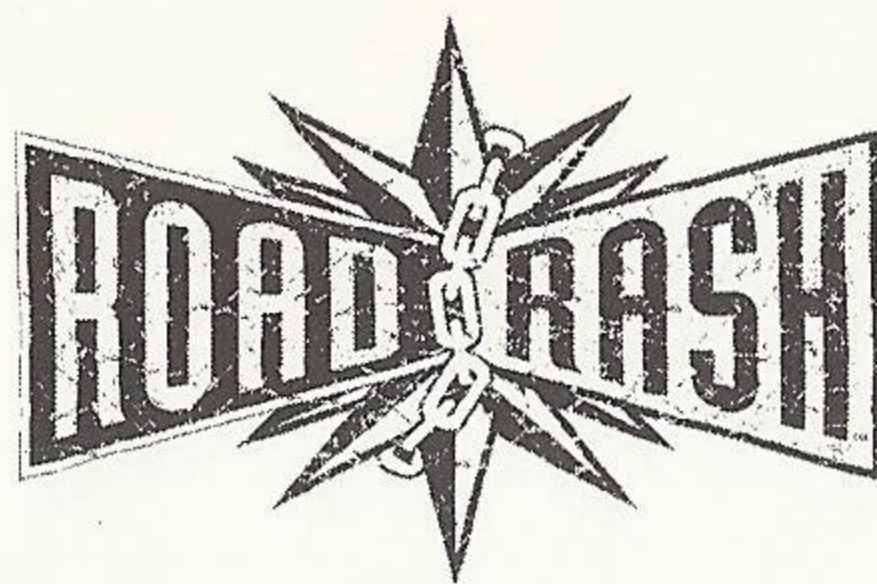
 This official seal is your assurance that this product meets the highest quality standards of SEGA.™ Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM.

HANDLING YOUR COMPACT DISC

- The Sega Saturn disc is intended for use exclusively in the Sega Saturn™ system.

- 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 recess during extended play, to rest yourself and the Sega Saturn compact disc.

- Keep your Sega Saturn compact disc clean. Always hold by the edges, and keep it in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.
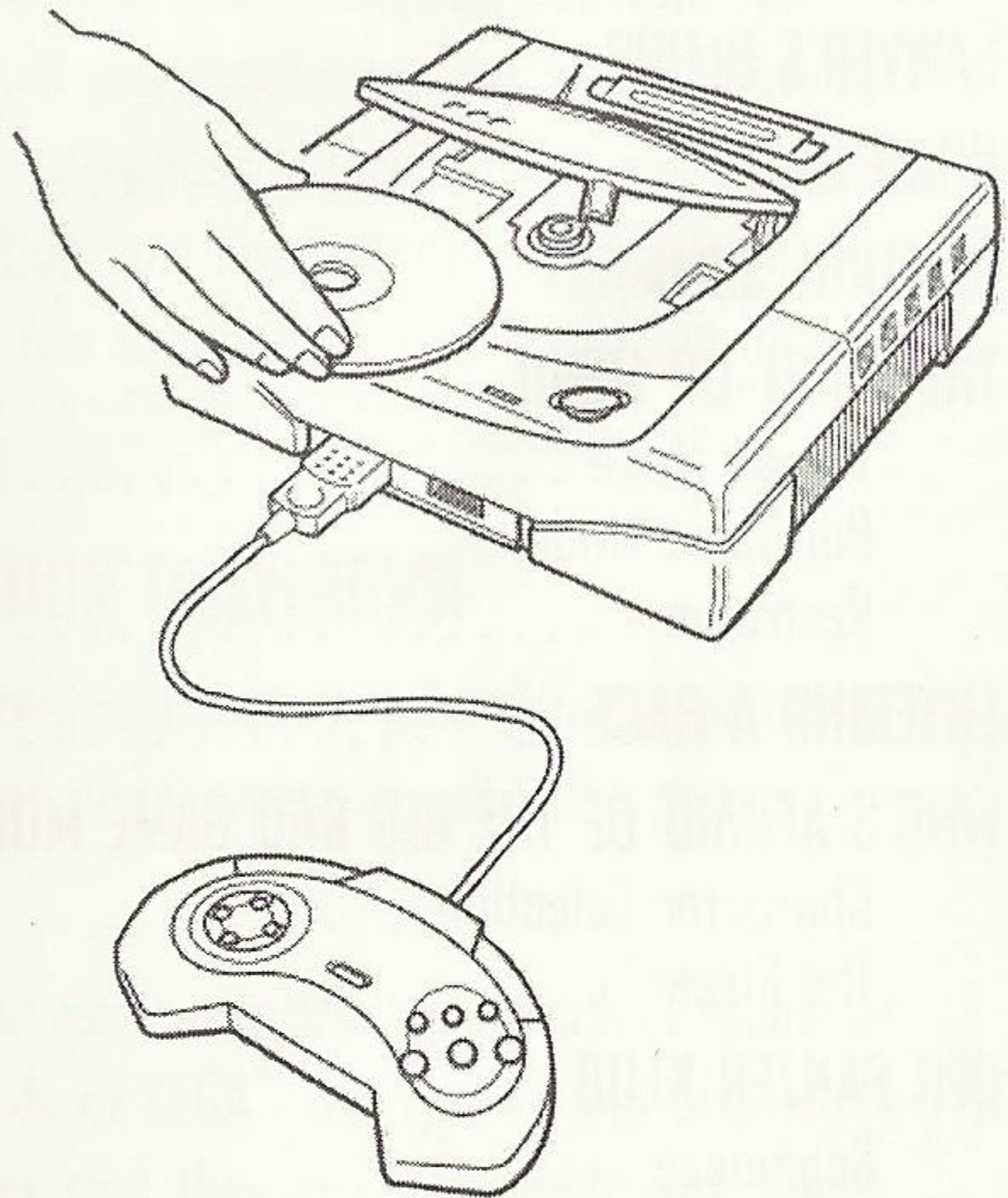
CONTENTS

ROAD RASH

STARTING THE GAME

1. Turn ON the power switch on your Sega Saturn system.

2. Make sure a control pad is plugged into the port labeled Control 1 on your Sega Saturn system.

3. Open the disc tray and place the *Road Rash*™ disc inside. Close the tray.

4. Press **START** to advance to the Start-up menu.

LAWYER'S BLURB

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 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.
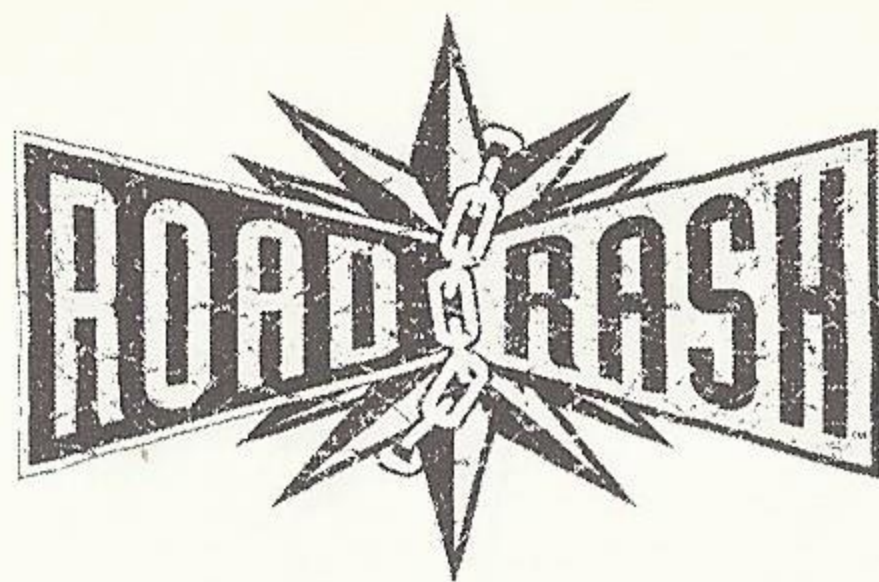
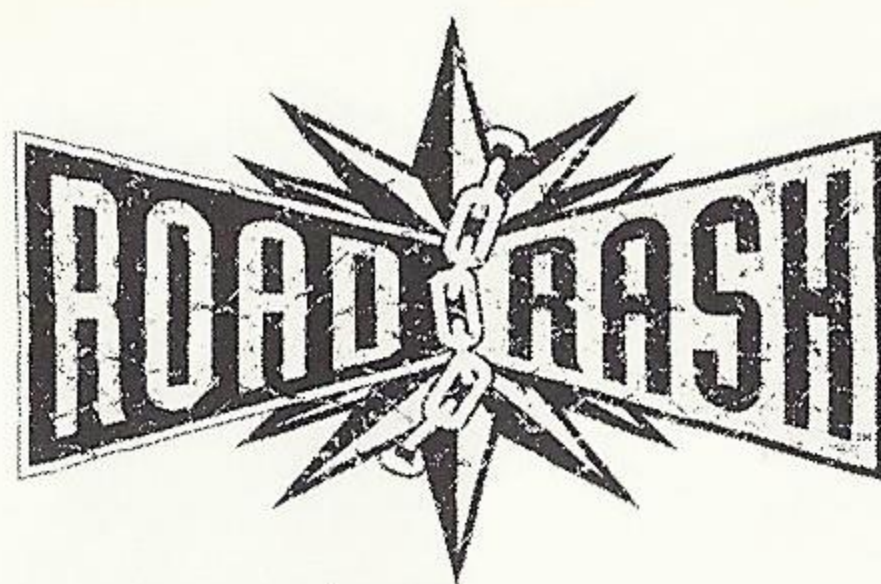# ROAD RASH

Road Rash explodes onto the Sega Saturn with more attitude and aggression than ever before! We've packed the world's best racing/combat game with awesome 3-D animations, tons of reactive video sequences, and some of the nastiest characters you'll find this side of anywhere! And, for your parents' listening discomfort, we've thrown in 14 original songs from six of A&M Records' hottest alternative bands.

Check out the adrenaline-pumping *Road Rash* introductory sequence, then sign up and race the circuit yourself. *Road Rash* contains five all-new courses in five picturesque locations up and down the Golden State—from the tip of the Sierra Nevada to the shores of the City by the Bay. Place in one of the top three positions on each track to advance to the next level. Qualify on each of the five courses on the fifth level to walk away with the *Road Rash* cup, the respect of your peers, and a bladder full of the bubbly stuff.

And your parents said you'd never amount to anything!

ROAD RASH FEATURES INCLUDE:

- Five race environments that offer heart-stopping realism and all the lawless high-speed action *Road Rash* fans expect.

- In-game action digitized from real-life for fierce combat and vicious wipe-outs.

- Eight reactive opponents with individual personalities.

- 15 killer choppers, including Nitro-equipped Super Bikes.

- Seven memory slots to save your games-in-progress.

- Live-action video and raw, energetic music featuring Soundgarden, Paw, Swervedriver, Therapy?, Monster Magnet, and Hammerbox.

ROAD RASH

CONTROL SUMMARY

Left SHIFT

Right SHIFT

X

Y

D-PAD

Z

START

C

B

A

START

A

RACING CONTROLS:

Lean left

Lean right

Handlebars

Throttle

Brakes

FIGHTING CONTROLS:

C + ↑ for a backhand punch
C + ↓ to kick

Punch /
Grab Weapon /
Use Weapon
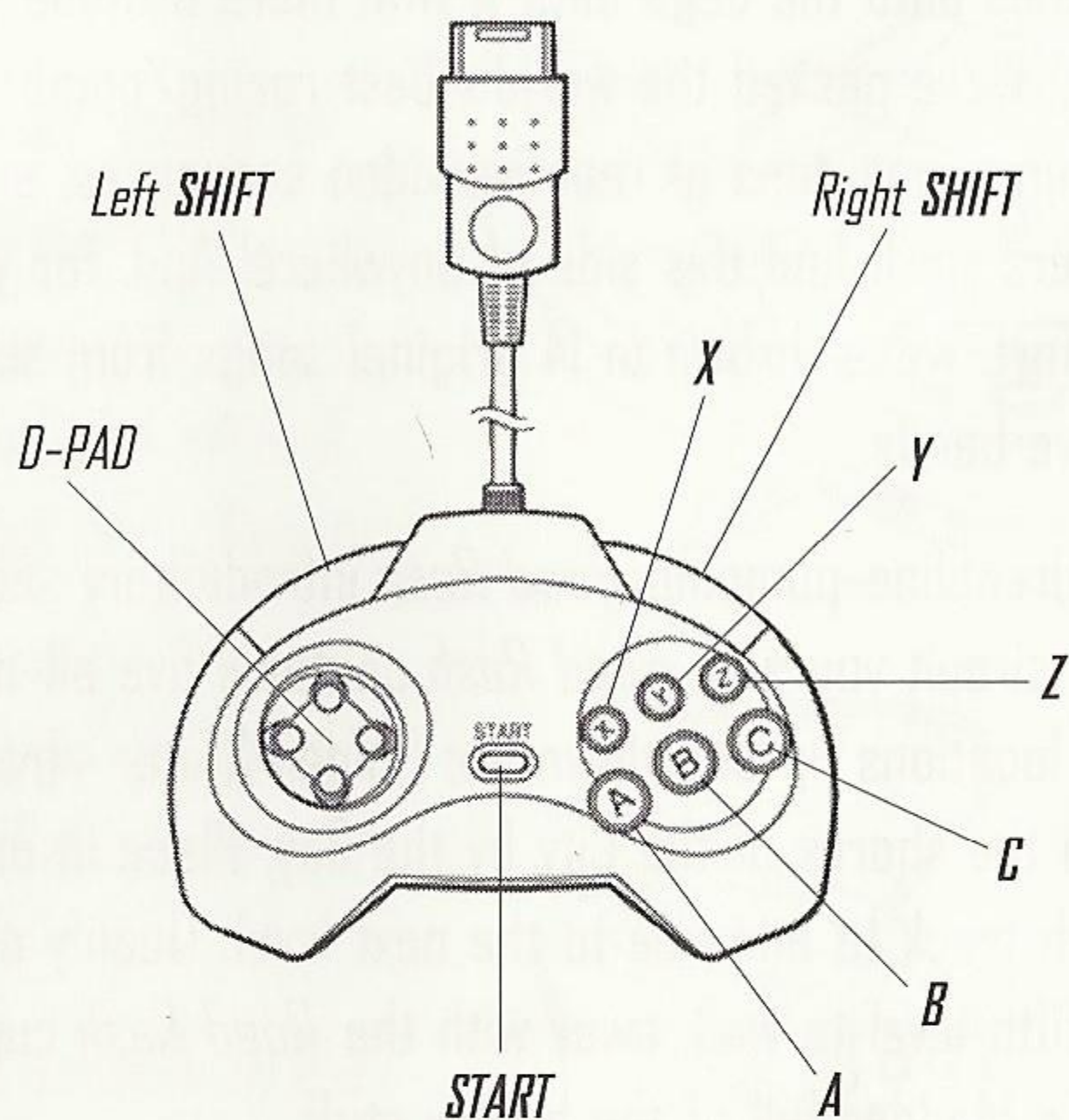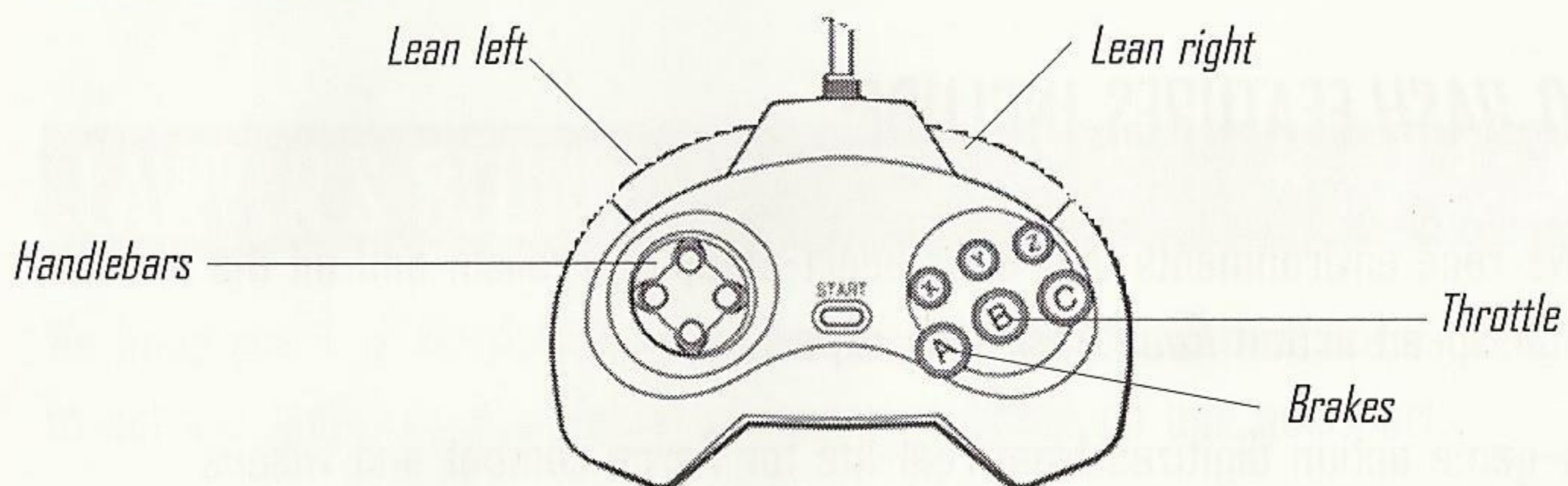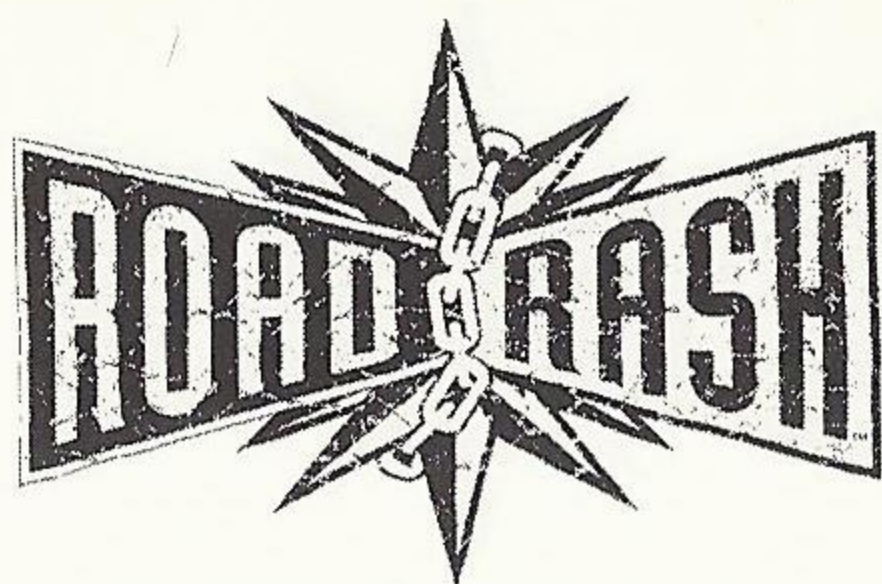
GETTING AROUND IN THE MENUS
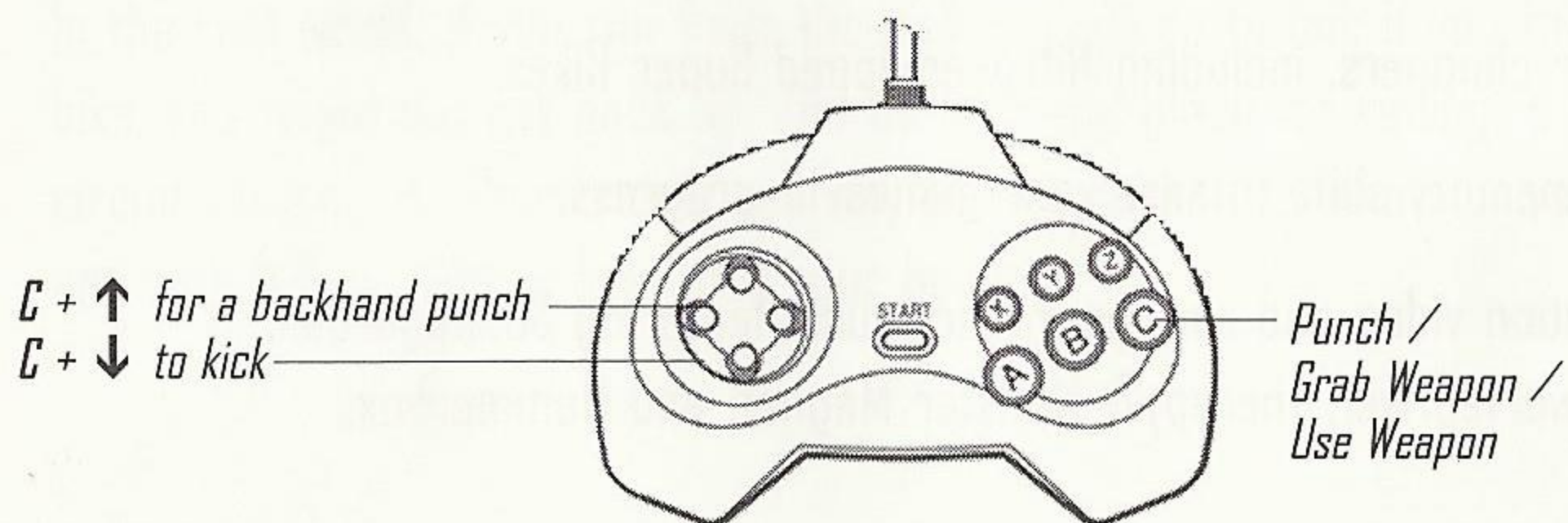
ACTION	COMMAND
Highlight a Menu Item	D-Pad ↑ ↓ ↔
Accept Choice/Continue	A, B, C, X, or START
Adjust Music Volume	L/R Buttons

CONTROLLING YOUR BIKE

ACTION	COMMAND
Steer Left/Right	D-Pad ↔
Lean Left/Right	L/R Buttons
Brake	A
Accelerate	B
Nitrous Burst (nitro bikes only)	B (twice quickly)

PUNISHING YOUR OPPONENTS

ACTION	COMMAND
Punch/Use Weapon	C
Backhand Punch	C + D-Pad ↑
Kick	C + D-Pad ↓
Grab Weapon From Opponent	C

GENERAL GAMEPLAY

ACTION	COMMAND
Pause/Continue Race	START
Quit Game	X (with game paused)

THE START-UP MENU

A dark, damp alley in the toughest part of town. Nobody, not even your high school guidance counselor, imagined you'd sink this low. You're a Road Rasher now, and it's all about satisfying your fix for the next race. Choose a Start-up menu option to begin.
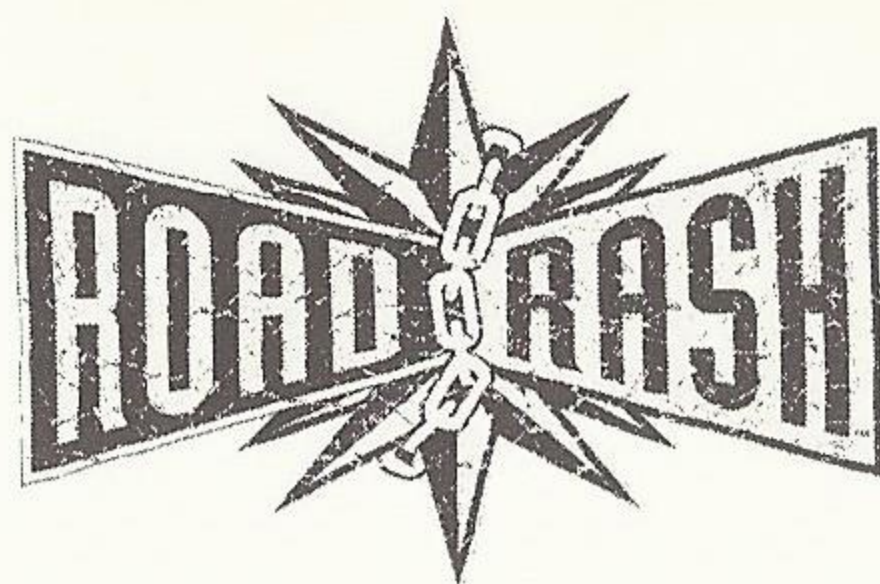

Highlight

> Thrash Mode   Big Game Mode   Restroom
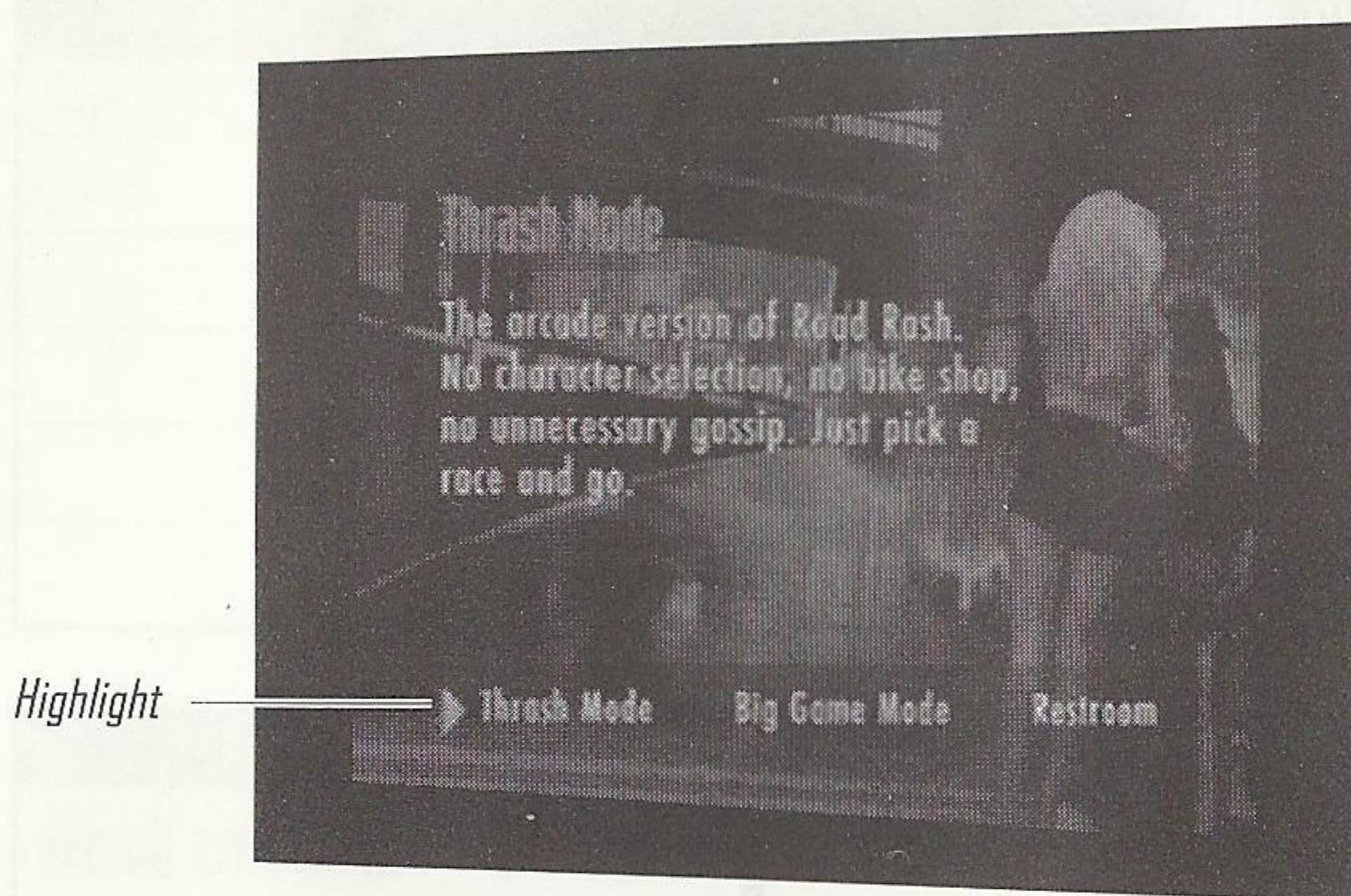
TO CHOOSE A START-UP MENU OPTION:

1. From the START-UP menu, D-Pad ⟷ to highlight an option.

2. Press **A** to select the highlighted option.

THRASH MODE

The stripped down, no frills version of *Road Rash*. Just pick a track (set Restroom options if you want), then hit the road.

BIG GAME MODE

Immerse yourself in the *Road Rash* lifestyle—assume an alter ego, race the circuit for cash, and bust up the local club scene with your co-rashers between races. You can use your winnings to purchase new bikes, pay your fine if you get busted, and repair your scooter when you wreck.

RESTROOM

Load or save games-in-progress, change the player mode, and set race options. If you don't have any saved games, choose a racing mode first; you'll get another opportunity to visit the Restroom later.

ENTERING A RACE

If you're already chomping at the bit to hit the starting grid, here's the quickest way we know to enter a race.

● Check the *Control Summary* on page 4, then choose THRASH MODE, select a track, and wait for the flag to drop.

Flag Girl

You

Axle   0   14   00.0   Killjoy
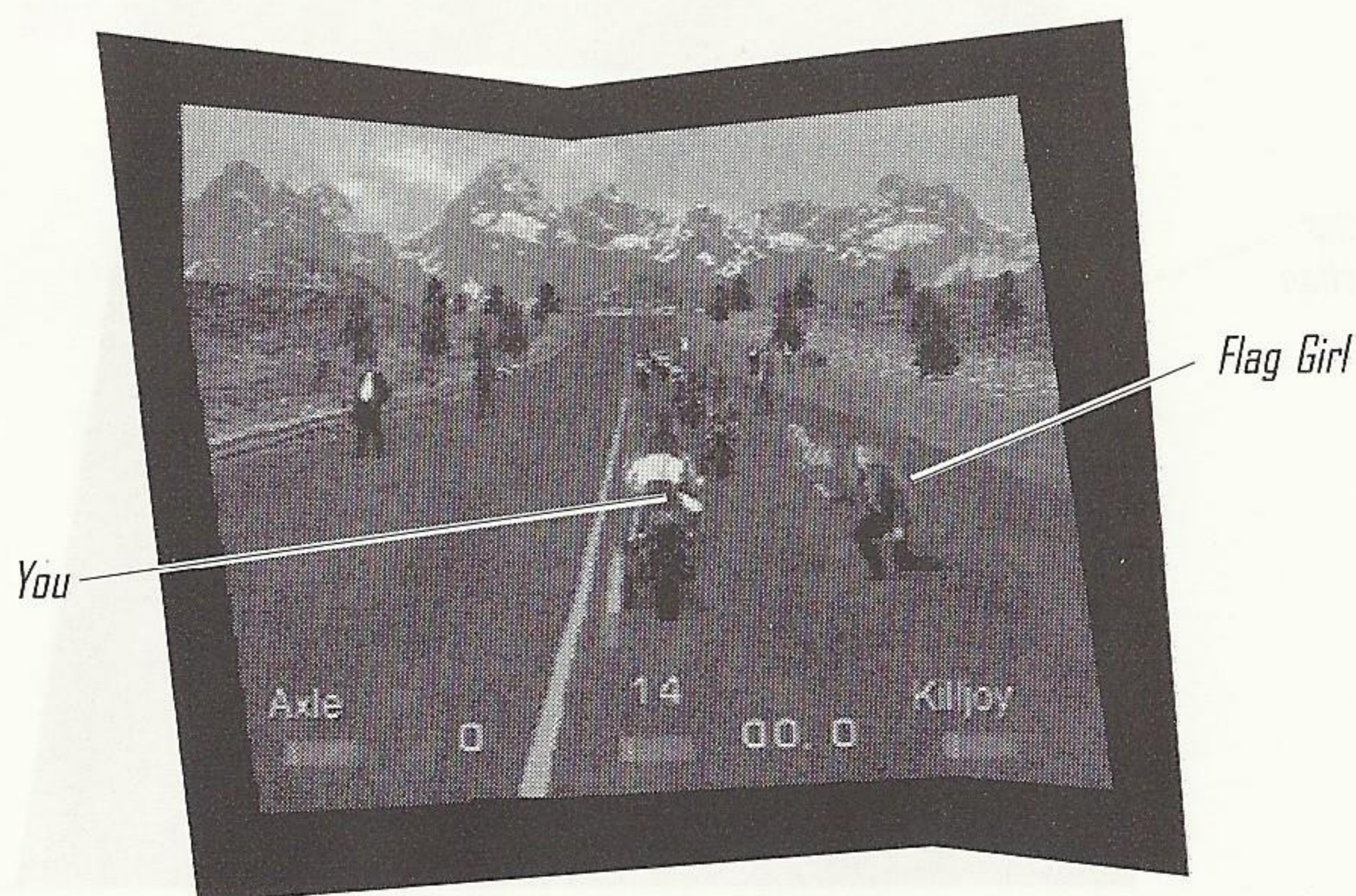
☠ To learn more about *Road Rash* before entering a race, read on.

ROAD RASH

If you think you're *all that* (and a bag of chips), enter Big Game mode, and show us what you're really made of. Winning the Big Game circuit means more than just burning up t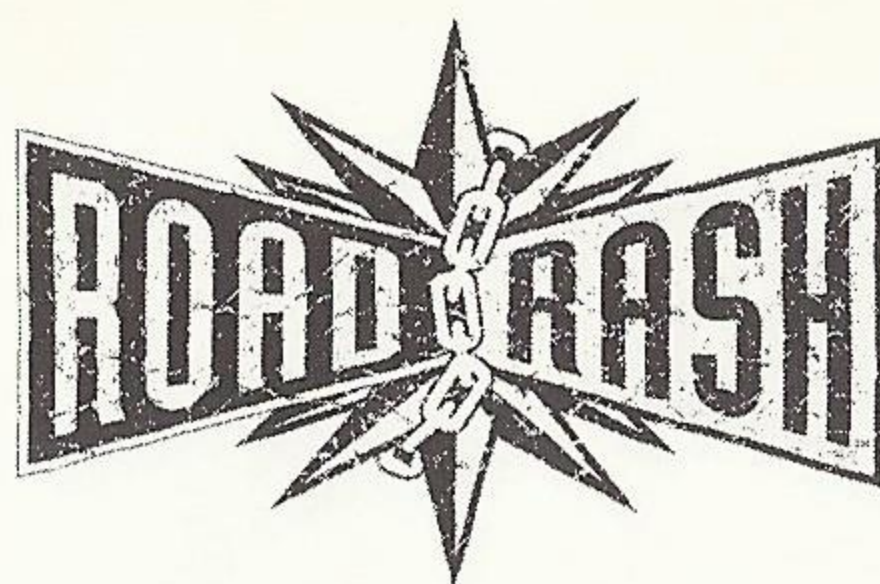he track; you've gotta select an alias whose size and personality complement your racing style and—in the later levels when the competition heats up—you'll have to spend some of that cash to purchase faster bikes.

●   To enter Big Game mode, select BIG GAME MODE from the STARTUP menu. The CHARACTER SELECTION screen appears.

CHARACTER SELECTION

Remember those people you grew up with who seemed to fall off the face of the earth when you moved on to high school? Well, we combed all the bowling alleys, water towers, and movie theater parking lots in town 'til we rounded 'em up. Choose your alter ego at the Character Selection screen; you can base your decision on bike, personality, size, and bank account.

☠ *EA* TIP: As a rule of thumb, smaller rashers ride more quickly, while bigger rashers pack more punch. Rashers with bigger bank accounts? Well, they've got more money.

Character Description
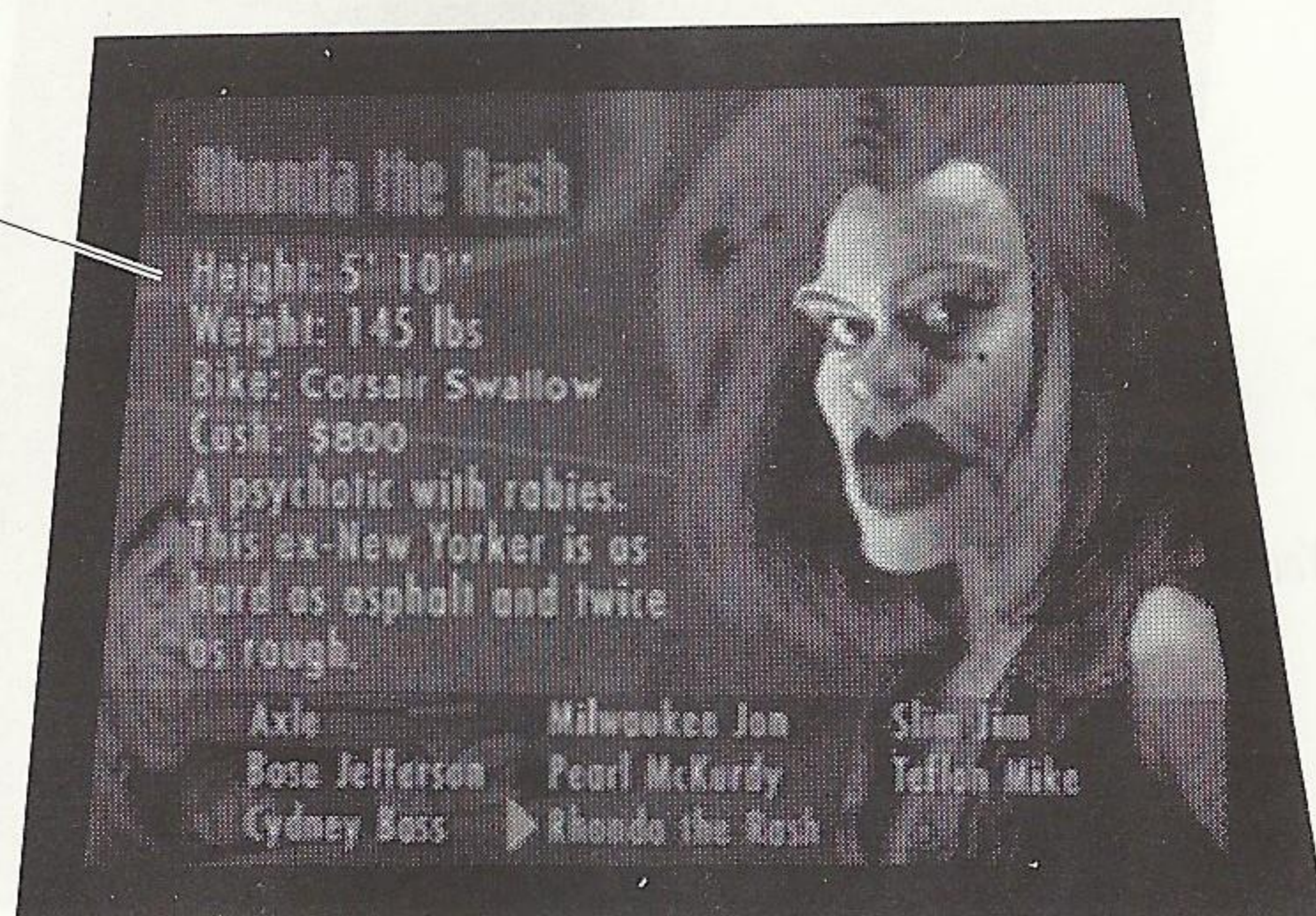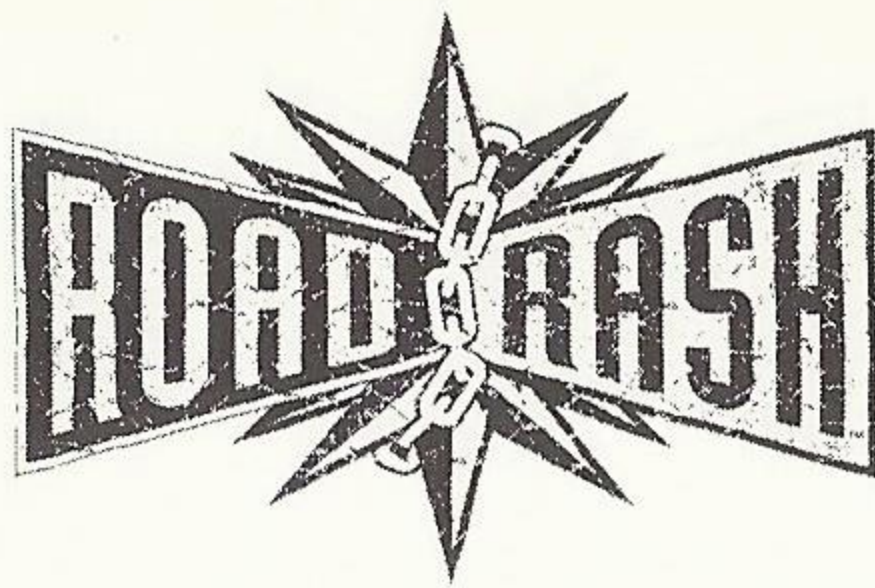
TO CHOOSE A CHARACTER:

1. From the CHARACTER SELECTION screen, D-Pad ↑ ↓ ←→ to highlight the character you want.

2. Press **A** to select the highlighted character. THE STREET appears.

THE STREET

From The Street, you can duck in Der Panzer Klub to hang out with your fellow dirtbags before the race or take a peek at what's new on the showroom floor in Olley's Skoot-A-Rama.
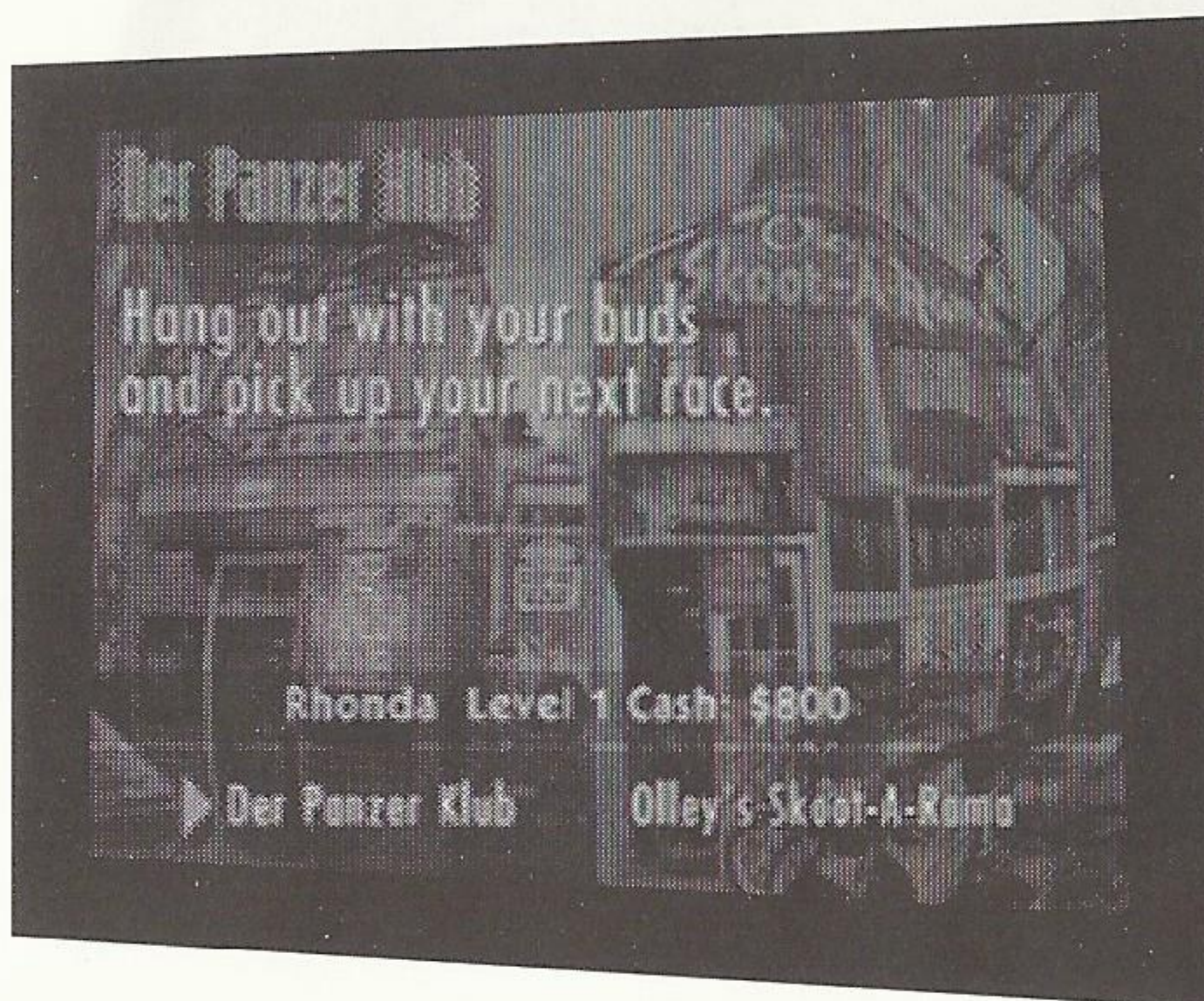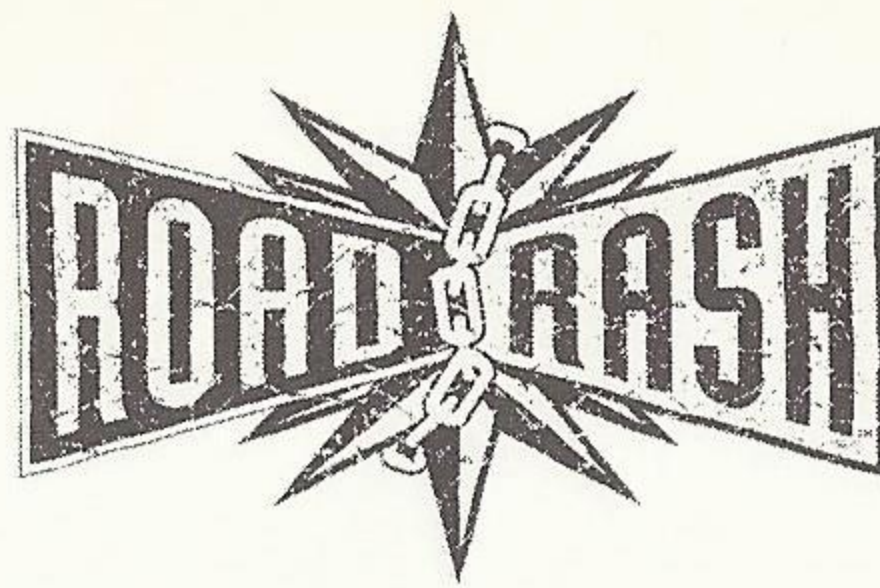
ROAD RASH

DER PANZER KLUB

Der Panzer Klub is where Road Rashers gather to soak up a little liquid courage before contests. From the Klub you can sign up for the next race on the circuit, schmooze with those select few rashers who *can* speak in complete sentences, or hit the Restroom to... uh, adjust things.
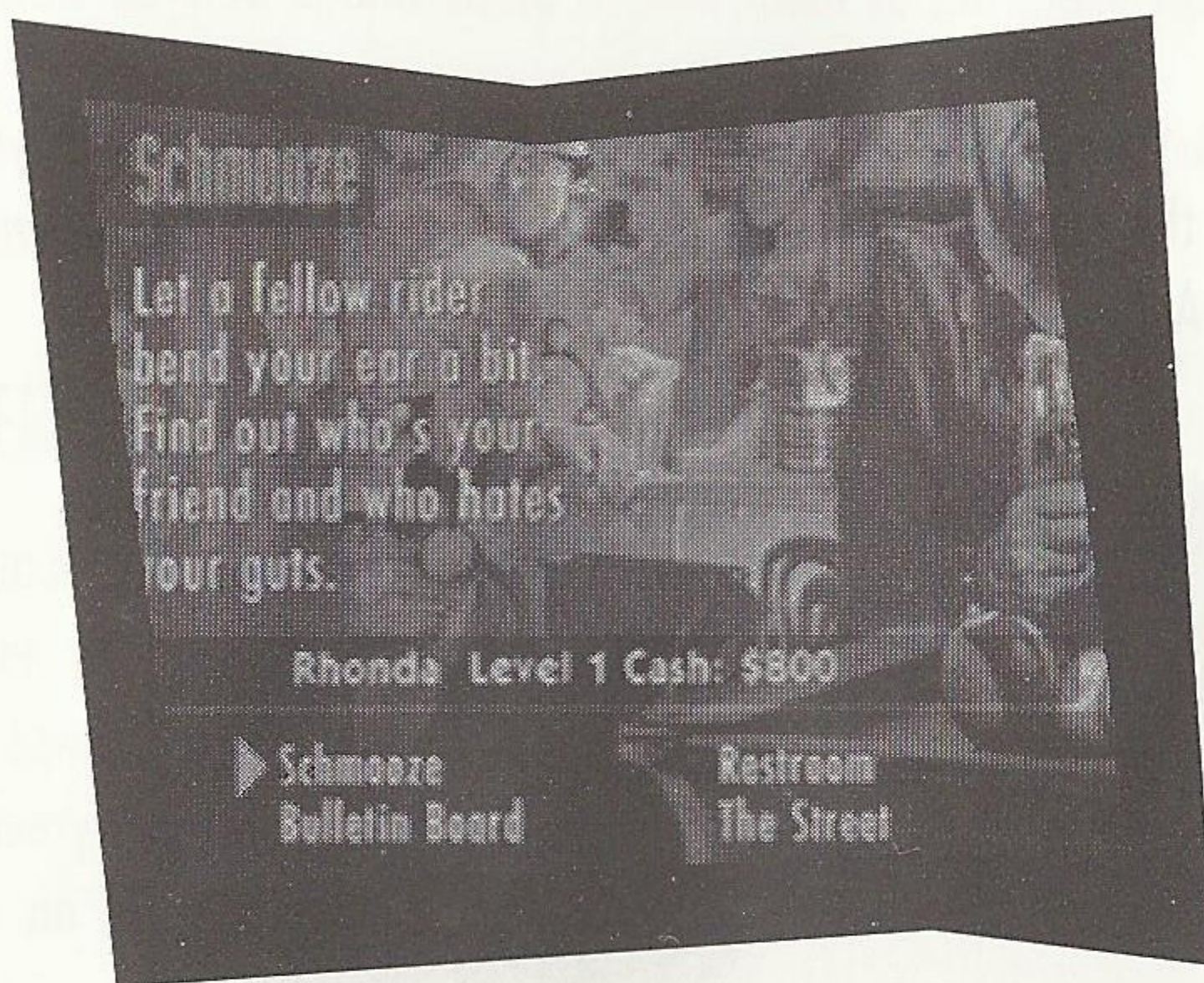
![ROAD RASH]

SCHMOOZE

In addition to its speed, aggression, and vice, the *Road Rash* scene is kind of a social scene (demented and sad, but social). Cozy up to your favorite delinquents and find out what's on their dim-witted minds.

☠ *EA* TIP: Pay attention to what the other rashers have to say. They've been known to let racing tips slip out when they get loose.

- To Schmooze the next rasher, press **A**. When you've heard it all, the DER PANZER KLUB menu appears.

Slim Jim

Hey Babe, hang to the left at the Peninsula's first split. It's longer, but it's a wide open 4-lane.
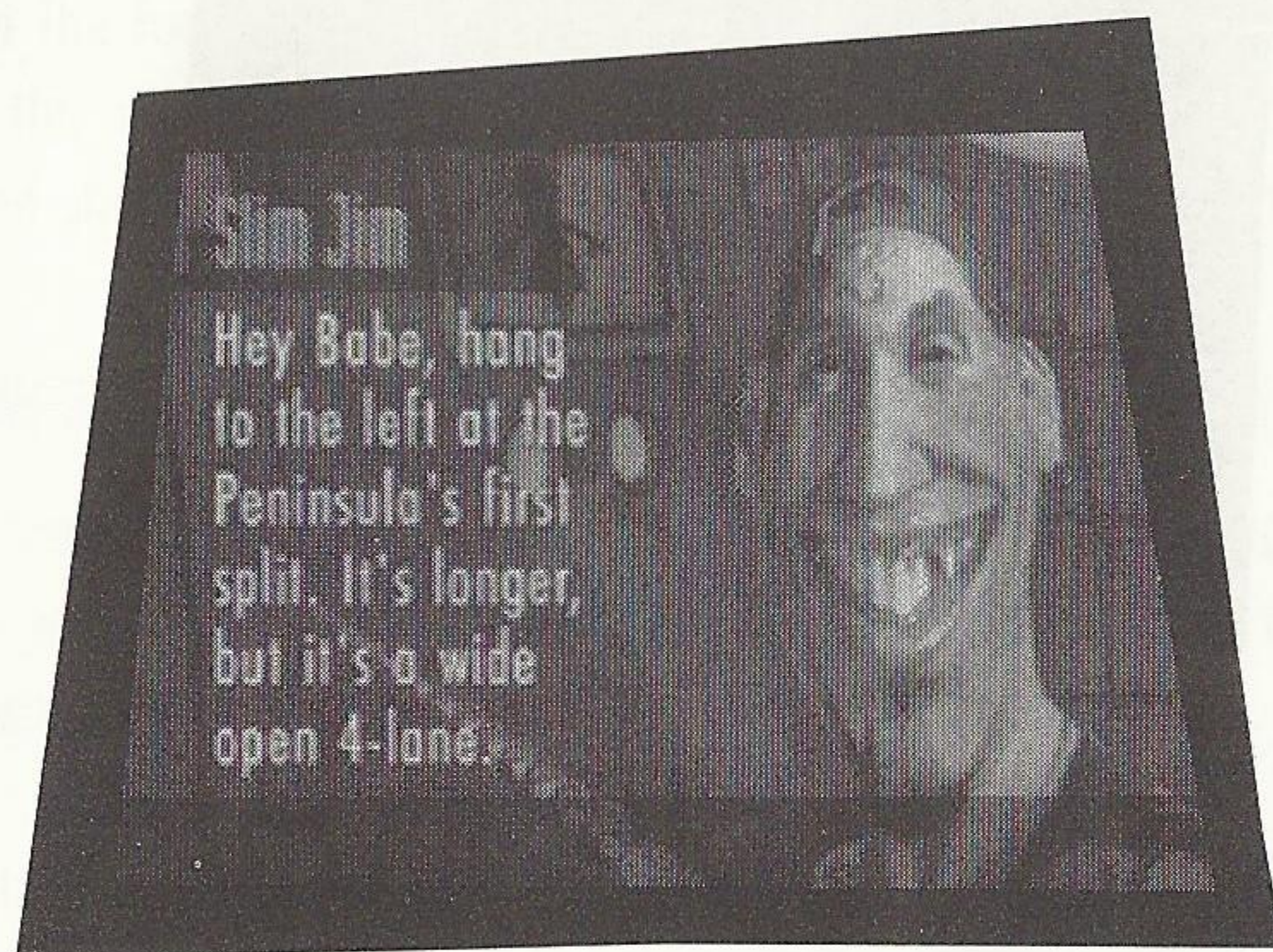
BULLETIN BOARD

There's a bulletin board at Der Panzer Klub with postcards of all the tracks on the *Road Rash* circuit—this is where you sign up for your next race. Each postcard contains a description of the track along with the course length for the current level. When you qualify on a track, a checkered flag appears on its postcard.

*Course
Description*
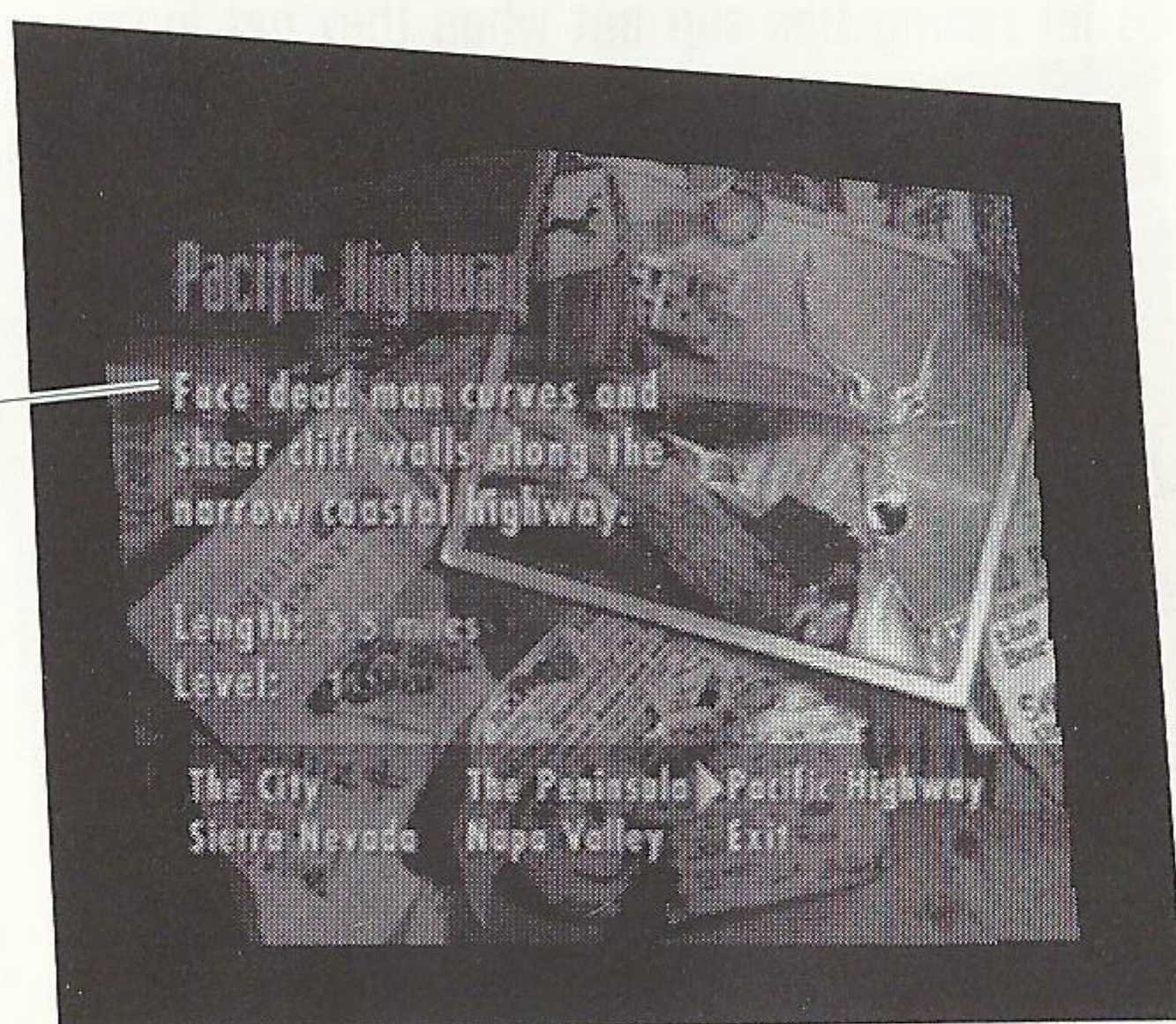
TO SIGN UP FOR A RACE:

1. From the BULLETIN BOARD screen, D-Pad ↑ ↓ ←→ to highlight the track you want.

2. Press **A** to select the highlighted track and get ready to race.

●   To return to DER PANZER KLUB without selecting a course, select DER PANZER KLUB.

●   When you arrive at the BULLETIN BOARD screen in Thrash mode, you can enter the Restroom by selecting RESTROOM.

THE CITY

Rage through the most beautiful city in the world, where cable cars climb halfway to the stars. Commuters, pedestrians, and buildings (lots of 'em) make this one of the most challenging courses you'll face. Leave your heart in the City, but try to take the rest of your vital organs with you when you go.

ROAD RASH

THE PENINSULA

Think you smell bacon? Wouldn't surprise us. The Peninsula boasts more cops than doctors and lawyers combined, and that's quite a feat for this ultra-affluent 'burb. Your average Road Rasher has a rap sheet as long as his or her arm, and you can bet the majority of it came from busts during races on the Peninsula.

PACIFIC HIGHWAY

A pleasant ride through a beach side community, not much traffic and very little threat from The Fuzz. Sounds like a piece of cake, right? Wrong! The Pacific Highway is the most demanding course on the circuit. Its narrow tunnels, sharp corners, and sheer cliffs have brought lesser rashers to their skinned knees.

SIERRA NEVADA

The Sierra Nevada course was a far easier ride before the latest logging restrictions went into effect. These days, it seems, every time you stray from the asphalt you run the risk of slamming into an evergreen. The branches may cushion your blow a bit, but the Damage Gauge is not quite as forgiving.

NAPA VALLEY

What is it about Napa Valley that draws Sunday drivers in droves? The historic wineries, the rolling hills, the organic mud baths? Napa Valley may be the only course on the circuit where you're safer riding in the left-hand lane than in the right. It's up to you, but rear-ending grandpa can be almost as damaging as a head-on collision.
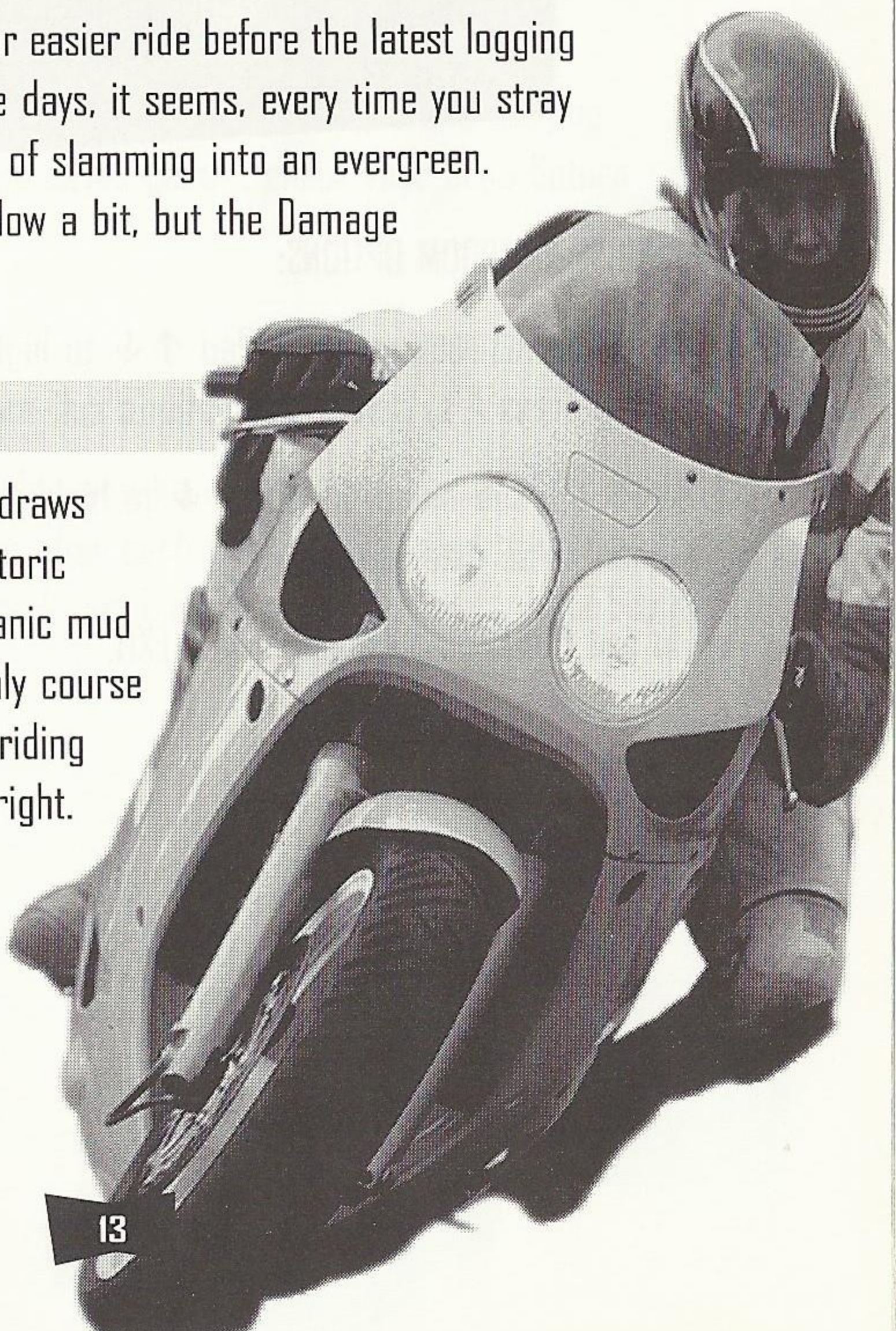
RESTROOM

The Restroom is where you find your game options. You can Load or Save games; choose Game and Player modes; set Player Level, Engine Sound, and Race Music; or drop a quarter in the Juke Box and spin a funky tune.

☠ NOTE: Default options in this section appear in **bold** type.

TO CHOOSE RESTROOM OPTIONS:

1. From the RESTROOM menu, D-Pad ↑↓ to highlight the option you want, then press **A** to select. The option's sub-menu opens.

2. From the sub-menu, D-Pad ↑↓ to highlight the choice you want, then press **A** to select.

● To exit the RESTROOM menu, select EXIT.

LOAD GAME

Available only in Big Game mode when you have saved one or more games. Load a saved game and continue racing the *Road Rash* circuit with your track qualifications, level progressions, and bank roll intact.

TO LOAD A SAVED GAME:

1. From the RESTROOM menu, select LOAD GAME. The MEMORY LOCATION overlay appears.

2. Select SYSTEM MEMORY to load a game from the Sega Saturn internal memory or CARTRIDGE MEMORY to load a game from an external memory cartridge. The LOAD GAME menu appears.

3. From the LOAD GAME menu, select the memory slot that contains the game you want. The LOAD GAME menu closes.

4. Exit the RESTROOM menu and continue your game.

☠ NOTE: For information on external memory cartridges and copying, removing, and clearing saved games, check your Sega Saturn instruction manual.

SAVE GAME

Available only in Big Game mode when you have completed one or more races. It's a good idea to save your game after each track qualification; that way you won't lose your progress if you wreck, get busted, or if your bratty little brother decides to pull the plug on you.

TO SAVE A GAME-IN-PROGRESS:

1. From the RESTROOM menu, select SAVE GAME. The MEMORY LOCATION overlay appears.

2. Select SYSTEM MEMORY to save a game to the Sega Saturn internal memory or CARTRIDGE MEMORY to save a game to an external memory cartridge. The SAVE GAME menu appears.

3. From the SAVE GAME menu, select a vacant memory slot. The SAVE GAME menu closes.

*   Saved games are labeled by your character's name and the memory slot number.

*   You can save over an existing game by selecting an occupied memory slot from the Save Game menu.

☠ NOTE: For information on external memory cartridges and copying, removing, and clearing saved games, check your Sega Saturn instruction manual.

GAME MODE

The Game Mode options are the same options you get at the Start-up menu. Choose between **Thrash Mode** and Big Game mode.

PLAYER MODE

You can play *Road Rash* by yourself, or you can compete against a friend by taking turns at the circuit. Choose **ONE PLAYER** or TWO PLAYERS. (See *Two Player Mode* on page 26.)
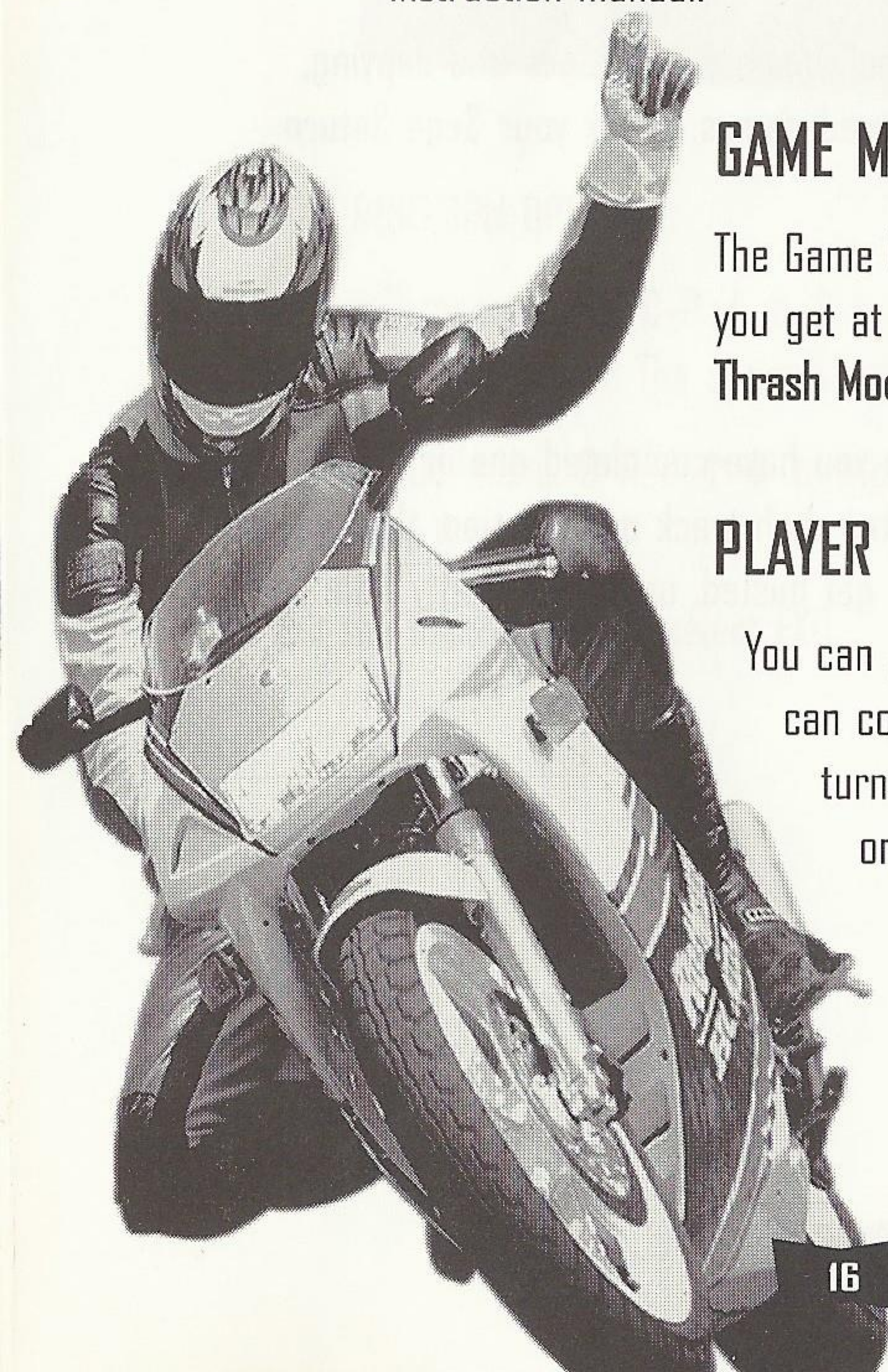
PLAYER LEVEL (AVAILABLE IN THRASH MODE ONLY)

In Big Game mode, you've gotta qualify on each track to progress through the levels. In Thrash mode, you can use the Player Level option to set the race level. Select **LEVEL 1** through **LEVEL 5**.

ENGINE SOUND

Set the engine sounds for all 15 screaming choppers during the race to **STEREO**, **MONO**, or **OFF**. To hear stereo sound, your monitor must be equipped for stereo sound.

RACE MUSIC

Set the music during the race to **STEREO**, **MONO**, or **OFF**. To hear stereo sound, your monitor must be equipped for stereo sound.

JUKE BOX

Road Rash contains 14 tunes by six A&M recording artists. At the Juke Box you can listen to all the tracks or play a special request.

- The JUKE BOX sub-menu goes one level deeper than the other RESTROOM option menus.

- When the JUKE BOX menu appears, highlight a band name to open the SONG sub-menu, then select a song.

EXIT

When you're ready to leave the Restroom, select EXIT. If you're in Big Game mode, the Character Selection screen appears. If you're in Thrash mode, the Bulletin Board screen appears.

OLLEY'S SKOOT-A-RAMA

As you progress through the levels in Big Game mode, the speed of your competition increases. The only way to keep up with the pack is to lay down some green on a meaner machine. When you've saved some prize money, step into Olley's Skoot-A-Rama and see what kind of rig you can afford.
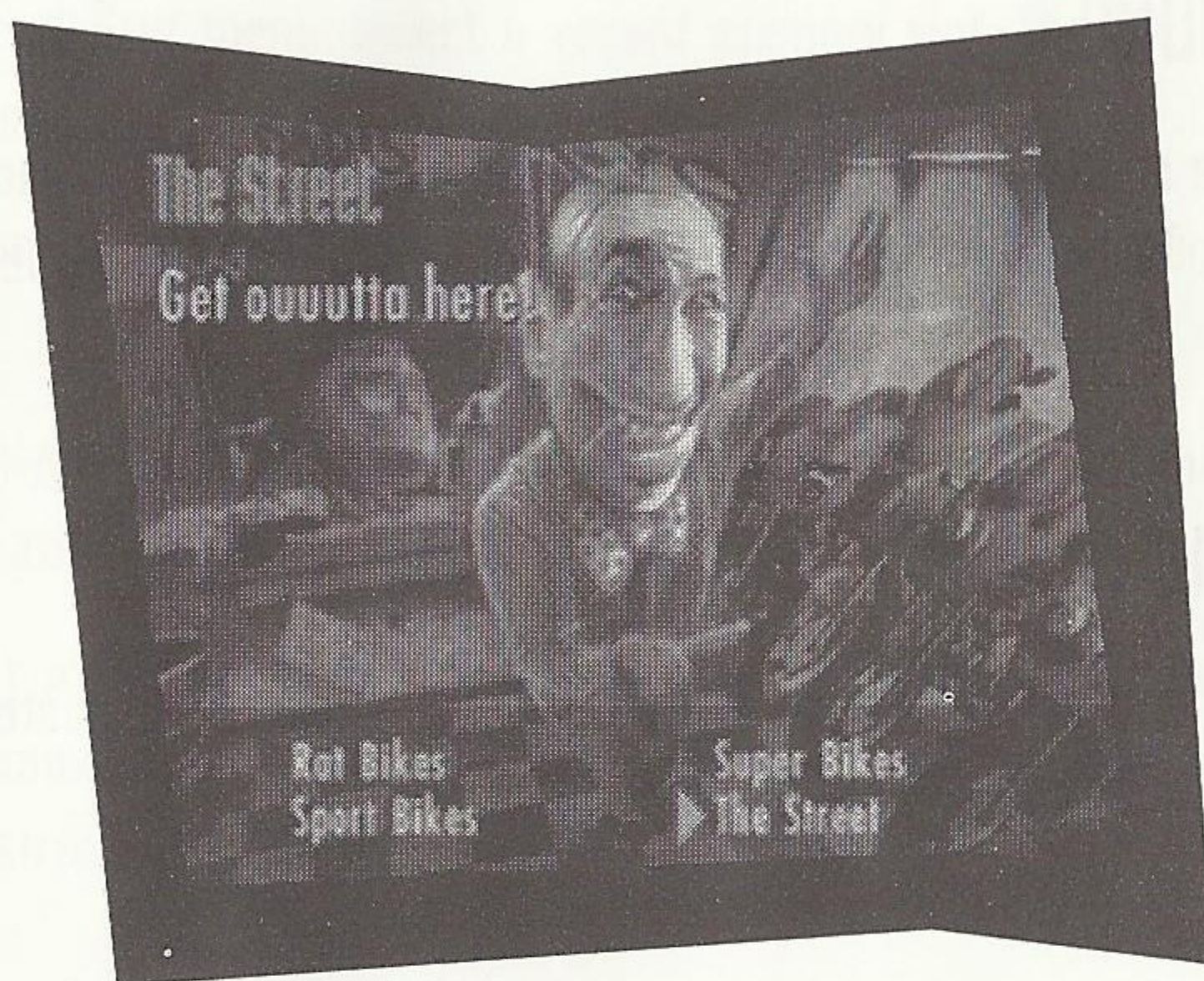
TO PURCHASE A BIKE:

1. From OLLEY'S SKOOT-A-RAMA, select a Bike Class. The BIKE CLASS screen appears.

2. From the BIKE CLASS screen, select the bike you've got your eye on. Olley gives you a close-up look at the bike, then the PURCHASE screen appears.

3. From the PURCHASE screen, D-Pad ↔ to make your decision, then press A to confirm.

1000cc BMG M00

An extremely reliable heavyweight, the German-made BMW is a good mount for the Rasher who likes to brawl.
$16875
120 HP/515 LBS
HANDLING: Stable
ACCELERATION: Moderate
TOP SPEED: Hair-raising

Axle   Cash-Trade:$1624 Bike:Swallow

▶ Buy   Exit
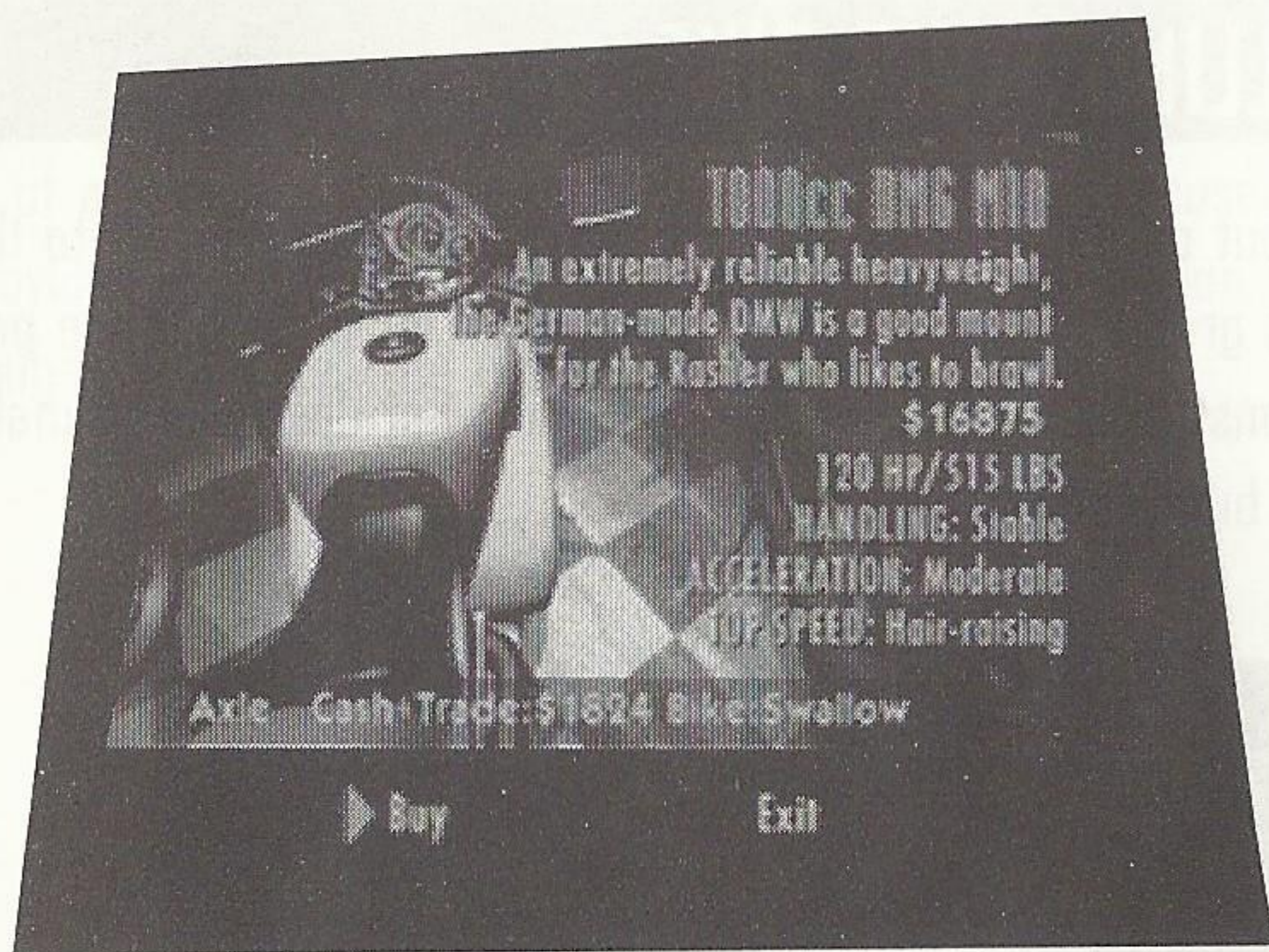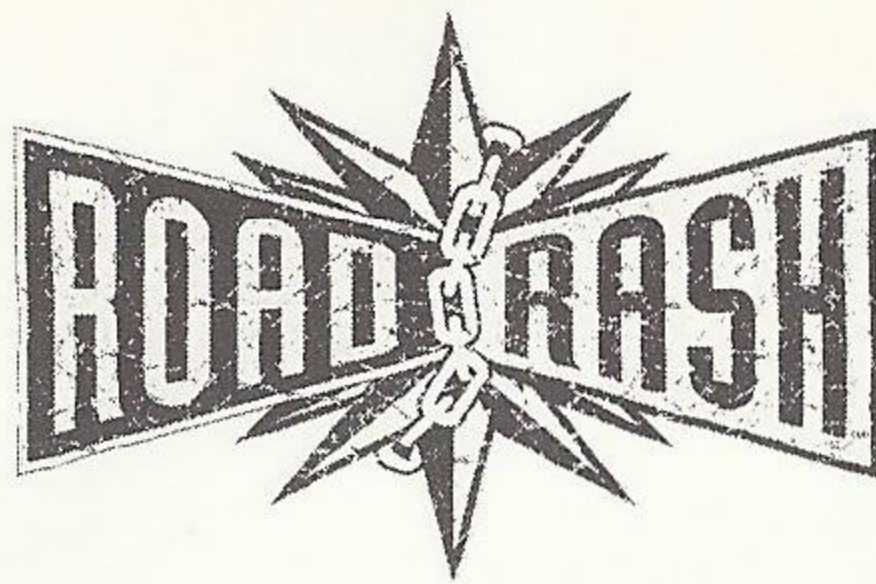
RAT BIKES

Rat Bikes are the plankton of the racing food chain. Don't stay in this class long; you'll be lucky to qualify beyond Level 2 on one of these sorry cycles!

SPORT BIKES

As you move up to the Sport Bike class you may need to adjust your riding technique just a bit. Brake into turns more often and keep your eyes peeled for oncoming cars—decision-making time becomes a luxury.

SUPER BIKES

When you've got the funds to make a purchase from the Super Bike showroom, you're probably set to compete for the Road Rash cup. We've taken care of the speed; all you've gotta do is learn to survive on these crotch rockets!

CONTROLLING YOUR BIKE

When you get out on the open road, you'll be racing at speeds up to 180 MPH—down mountain grades, along unpaved roads, over oil slicks and ice patches, and through construction sites. We can't tell you what decisions to make for each situation, but we can give you the basics.

You

Player 1   6   Bose
107

RACING CONTROLS:

Lean left

Lean right

Handlebars

Throttle
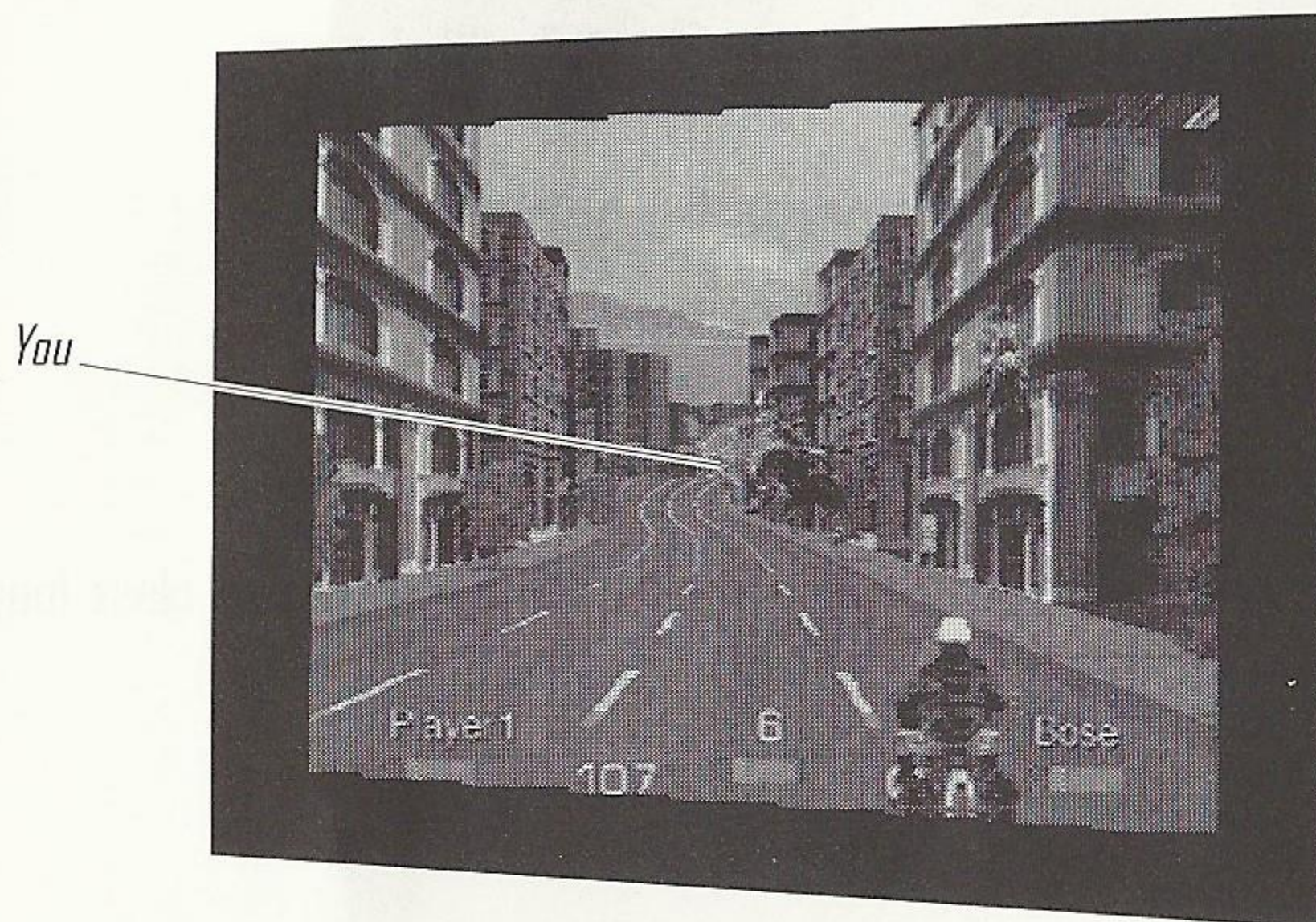
Brakes
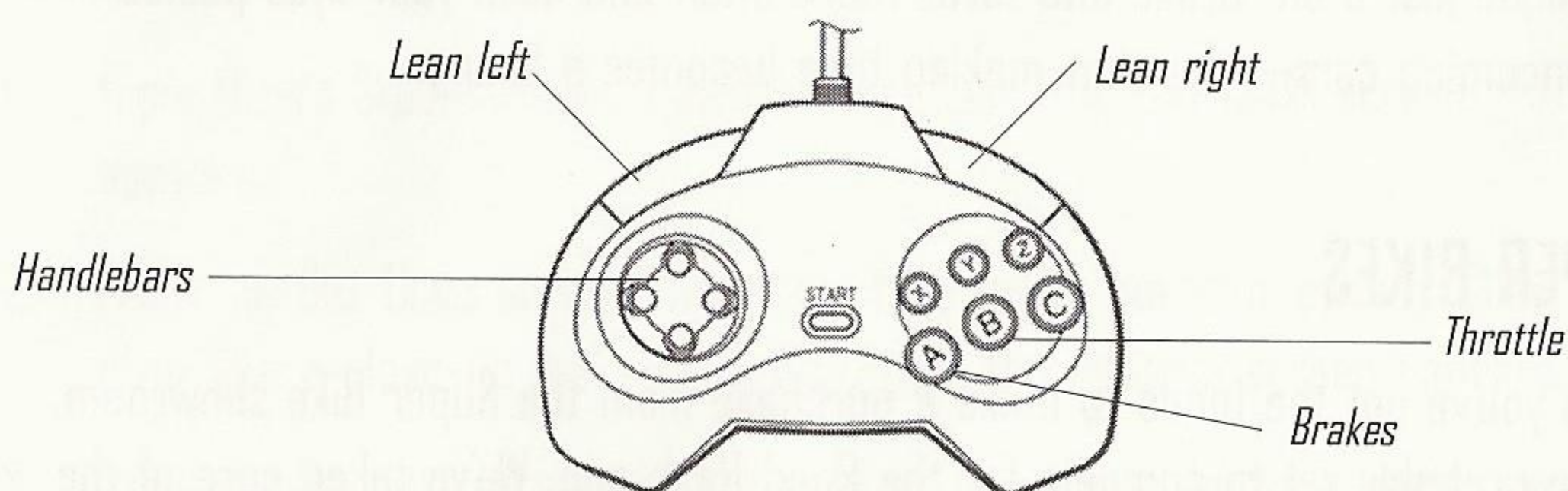
- For power slides, D-Pad ⟷ in conjunction with **L** and **R**.

- When you're riding a nitrous-equipped bike, tap **B** twice quickly and hold it down for a nitrous enhanced speed burst.

THE INSTRUMENT PANEL

In the heat of a race, it's essential that you keep your eyes focused on the track, so we've provided you with a heads up display of vital information. One glance at these gauges should tell you everything you need to know.

Nitrous Indicator

Current Position

Closest Opponent

You

Your Stamina Meter

Closest Opponent's Stamina Meter

Player 1   107   6   04.0   Bose

Speedometer

Damage Gauge

Odometer

STAMINA METER

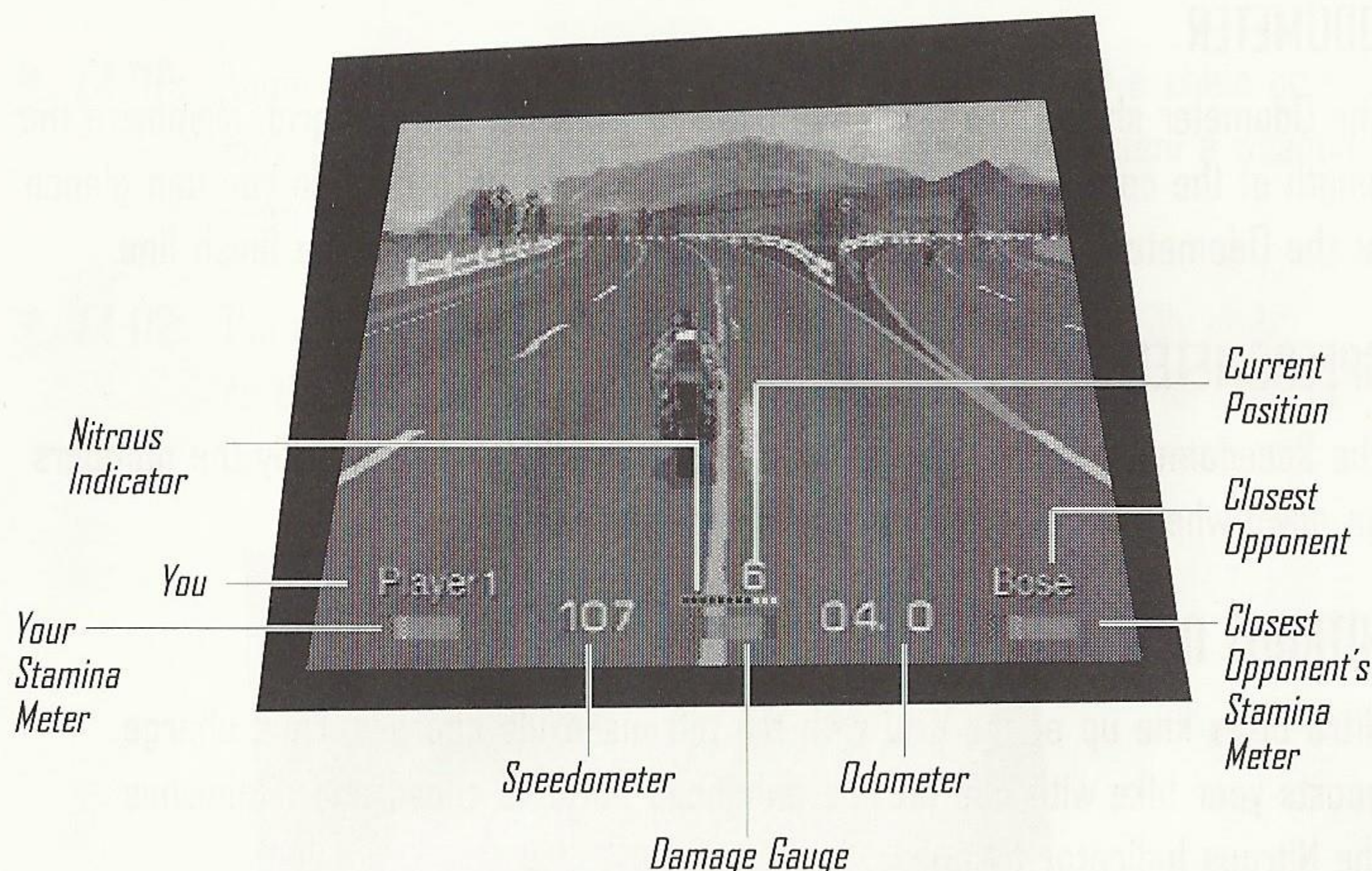The Stamina Meter displays your endurance. The meter is reduced with each blow an opponent lays on you, but it slowly recharges if you can avoid additional abuse. When your Stamina Meter hits zero, you hit the pavement.

☠ **EA TIP:** If you're in the thick of a battle and your meter's dwindling, back off until you recover a bit.

DAMAGE GAUGE

The Damage Gauge tracks the condition of your bike, decreasing with each crash. Unlike the Stamina Meter, the Damage Gauge is not replenished during a race. When it's gone, so's your bike!

CLOSEST OPPONENT

Your closest opponent may be in front of you, behind you, or on top of you. In any case, the Closest Opponent display shows his or her name and Stamina Meter.

ODOMETER

The Odometer shows how far you've traveled from the starting grid. Memorize the length of the course from the Bulletin Board before each race so you can glance at the Odometer and figure out exactly how much further to the finish line.

SPEEDOMETER

The Speedometer shows how fast you're moving. Watch how quickly the numbers go down when you slap your melon on the tarmac!

NITROUS INDICATOR (NITRO BIKES ONLY)

Nitro bikes line up at the grid with ten nitrous-oxide charges. Each charge boosts your bike with one nitrous-enhanced burst of speed and diminishes the Nitrous Indicator by one.

CURRENT POSITION

You start each race in 14th place (in Thrash mode, you start in 15th place). Ideally, you'll want to finish in one of the top three positions. Regardless, the Current Position indicator keeps you informed of your position in the pack.

PUNISHING YOUR OPPONENTS

Not to take anything away from the fun of motorcycle racing, but it's hard to think of anything more appealing than beating the tar out of someone at 100 MPH, then watching as they bounce, skip, and skid along the pavement.

☠ *EA* TIP: Some rashers begin each race with a weapon (either a chain or a bat). If your rasher starts out empty-handed, try to steal a weapon from an opponent.

☠ *EA* TIP: The easiest way to get a weapon is to rip off a cop's billy club. As the cop attempts to pull you over, you'll have plenty of chances for the grab.

You've got the chain!

FIGHTING CONTROLS:

C + ↑ *for a backhand punch*
C + ↓ *to kick*

Punch /
Grab Weapon /
Use Weapon
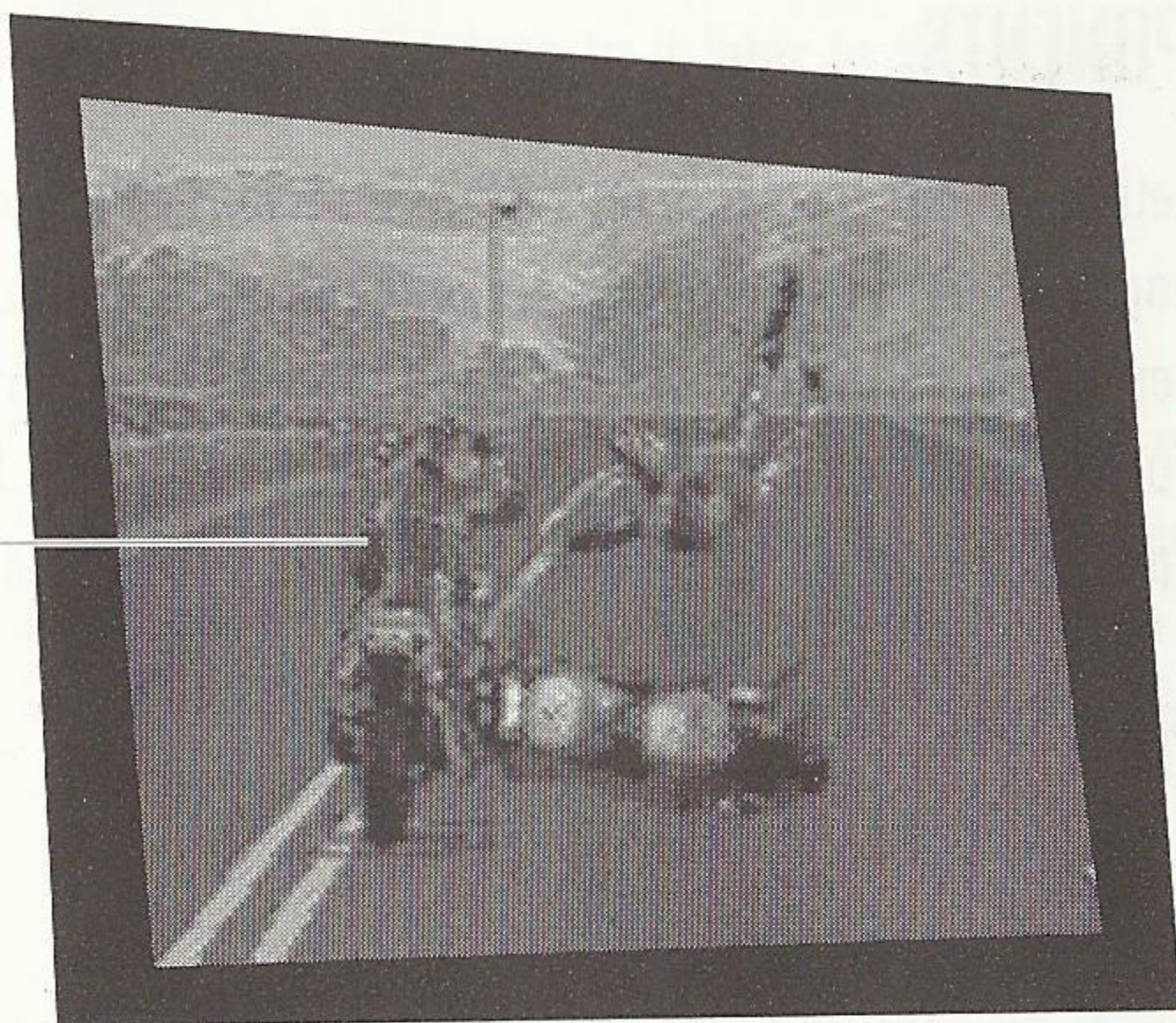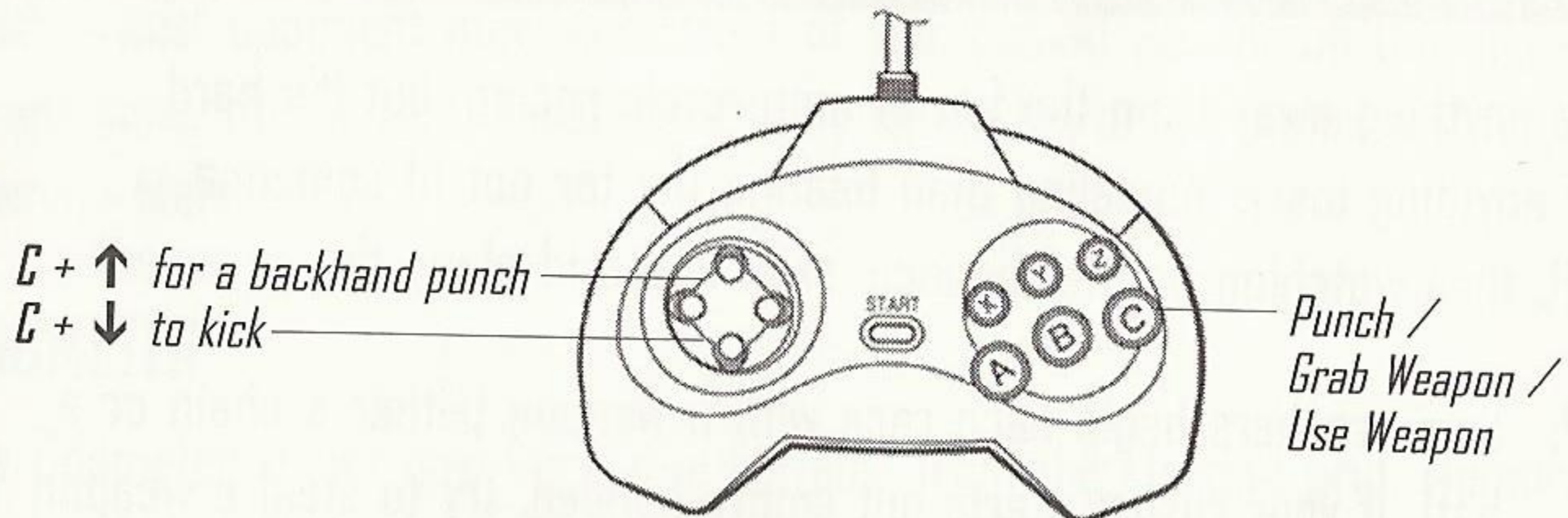
☠ *EA* TIP: It takes several blows to send an opposing rasher to the pavement, but one well-timed kick can knock 'em into the oncoming traffic—from there, the cars will do the rest.

REACTIVE OPPONENTS

When deciding whether or not to mix it up with one of your fellow rashers, remember one thing: rashers have reactive personalities; the attitude they hold toward you is based upon any action you've taken against them. Don't expect to schmooze a course tip out of a rasher you just spent 5.3 miles hammering into a pulp. Do expect that rasher to take a cheap shot at you at some point in the circuit.

END OF THE RACE

Each race begins in exactly the same manner: you and 14 other rashers line up at the starting grid, wait for the flag to drop, then open up the throttle. A race can end in one of three scenarios.

● Press any button to continue through the RACE RESULTS screens.

CROSSING THE FINISH LINE

Crossing the finish line in one piece is a major achievement. If your time is fast enough to qualify for one of the top three positions, you move on to the next track or level. If you don't place this go 'round, you can race the track again or move on to another one and return to it later in the circuit.

WRECKED

As soon as your Damage Gauge hits zero, your bike is wrecked and you're out of the race. In Thrash mode, all track qualifications you've racked up on the current level are revoked. In Big Game mode, you'll have to drop some dough to repair your ride. If you can't afford the labor rate, you're outta the game!

BUSTED

Any time you stop near a cop you're gonna get busted—whether you crash or the cop pulls you over. When you get busted, you're yanked out of the race. In Thrash mode, all track qualifications you've accumulated on the current level are recalled. In Big Game mode, you've gotta pay your fine to stay on the circuit. If your cash flow comes up short, your game is over!

ADVANCING THROUGH THE LEVELS

Qualifying on all five tracks of the first level advances you to the second level with zero qualifications. During the second level, the tracks are longer, your opponents are more aggressive, and the bikes are faster. Qualify on all five tracks to move on again.

By the third level, there's no way you'll qualify with the bike you started out with. Visit Olley's to see what kind of an upgrade you can afford. If your assets are too low, earn money by competing in more races. Continue to upgrade your bike throughout the circuit.

When you qualify on all five tracks of the fifth level, you're deemed *Road Rash* champion and the Cup is presented with all the classically tasteless *Road Rash* pageantry you've come to demand!

TWO PLAYER MODE

Two players can compete with each other in *Road Rash* by taking turns at the circuit.

- To set up a two player game, choose PLAYER MODE from the RESTROOM menu, and select TWO PLAYERS.

- In two player mode, players alternate using the controller connected to Controller Port 1.

THRASH MODE

In Thrash Mode, the players are labeled Player 1 and Player 2 before the race on the menu screens and during the race on the Instrument Panel.

BIG GAME MODE

In Big Game Mode, the players assume the names of their aliases following the Character Selection screen. If both players select the same character, keep in mind that Player 1 always races first.

LOADING/SAVING

Available only in Big Game mode when you have completed one or more races. Player 1 and Player 2 share the seven memory slots for loading and saving games-in-progress.

TO LOAD OR SAVE A GAME IN TWO PLAYER MODE:

1. Choose LOAD GAME/SAVE GAME from the RESTROOM menu. The MEMORY LOCATION overlay appears.

2. Select SYSTEM MEMORY for the Sega Saturn internal memory or CARTRIDGE MEMORY for an external memory cartridge. An overlay appears prompting you to select PLAYER 1 or PLAYER 2.

3. Select PLAYER 1, then press A. The LOAD GAME/SAVE GAME menu appears.

4. Select the memory slot you want to load from or save to, then press A. The LOAD GAME/SAVE GAME menu closes.

● Repeat the steps for Player 2.

5. Exit the RESTROOM menu and continue your game.

☠ NOTE: For information on external memory cartridges and copying, removing, and clearing saved games, check your Sega Saturn instruction manual.
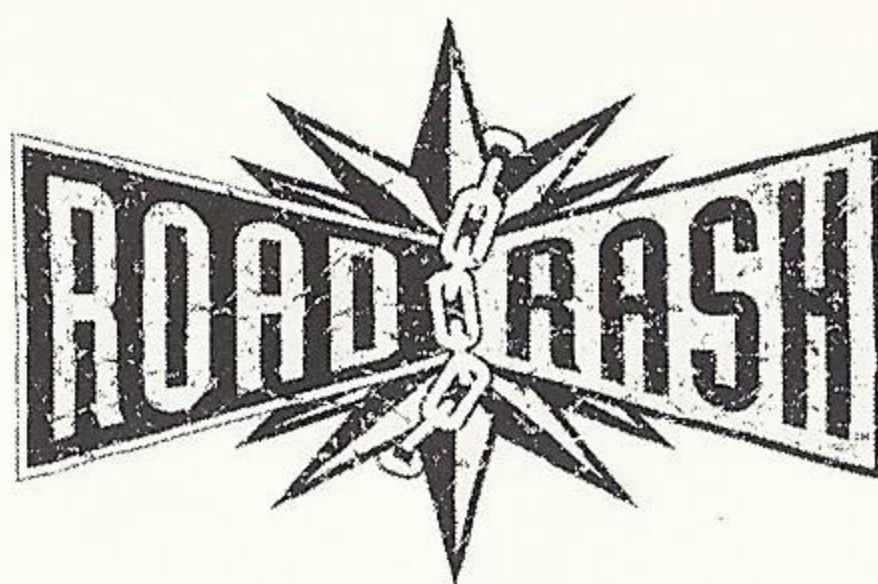
ROAD RASH

CREDITS

ROAD RASH SATURN TEAM

Programming: Tim Wilson Cary Gee, Jeffrey Litz

Tools Programming: Dan Wood

Graphics: Neil Strudwick, Margaret Foley, Walt Ianneo

Audio: David Whittaker

Video Compression: Eric Kornblum, Frederique Guette

Art Direction: Jeff Smith

Director of Development: Keith McCurdy

Project Manager: Stephen Barry

Assistant Producer: Alex Di Ricco

Associate Producer: Steve Murray, Hunter Smith

Executive Producer: Randy Breen

Product Manager: Lisa Higgins, David Zemke

Documentation: Bill Scheppler

Documentation Layout: Corinne Mah

Package Design: Mike Lippert

Package Art Direction: Nancy Waisanen

Product Testing: Jason White, Javier Maldonado, Kurt Heinzman, John Guevara

Quality Assurance: Rafael Lopez

ORIGINAL 32-BIT ROAD RASH TEAM

Programming: Randy Dillon, Dan Hewitt, David Stokes, Emmanuel Maa Berriet
Additional Programming: Wei Shoong Teh, Don Veca, Tim Learmont, Frank Giraffe, Drew Topel, Irene Lee

Graphics Tools: Nancy Philippine

Debugger: Dominique Philippine

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

3-D Graphics: Dimitri Detchev

Photography: Robert Fujioka Studios, Inc.

Game Music: Don Veca

Game Sound Effects: Don Veca, Tony Berkeley, Marc Farly

Course Tool Programming: 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

Associate Producer: Steve Murray

Project Managment: Lucy Bradshaw

Art Direction: Jeff Smith, Lori Washbon, Dale Horstman

Director of Development: Keith McCurdy

Producer: Randy Breen

GAME CAST

Motorcycle Rider: Denise "Bud Man" Kobza Jr.

Motorcycle Cop: Randy Breen

Flag Girls: Noreen Dante, Lisa Higgins

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

Tourist: Andrea Smith

Pedestrian: Emily Favors

Joggers: Randy Dillon, Audrey Gustafson

Skateboarders: Dave Luoto, Nathan Walrath

Bikers: Noreen Dante, 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

Hitchhikers: Margaret Foley, Randy Dillon

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

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 & 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 & Audio Processing: Tony Berkeley, Marc
Farly

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 Stokol

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

Delinquent Kid: Anthony Marshall

Bottle Bully: Scott Gilliland

Park and Run Driver: Steve Murray

Dog Trainer: Bow Wow Productions

MUSIC CREDITS

HAMMERBOX

Trip, Simple Passing

Written by Carrie Akre, Harris Thurmond,
James Atkins & Dave Bosch. Published by
Fat Karma 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

MONSTER MAGNET

Dinosaur Vacume

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

PAW
The Bridge
Written by Mark Hennessy and Grant Fitch.
Published by Dinky Tone Music/Cyberpope
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

PAW
Pansy, Jessie
Written by Mark Hennessy, Grant Fitch
and Peter Fitch. Published by Dinky Tone
Music/Cyberpope Music/Camel Face Music
(ASCAP). Produced by Mr. Colson & Paw.
Mixed by Andy Wallace.
℗ 1993 A&M Records, Inc.
"Jessie" video (c) 1993 A&M Records, Inc.
From the A&M cassette & CD "Dragline"
31454 0065 4/2

SOUNDGARDEN
Rusty Cage, Outshined
Music & Lyrics: Cornell. Published by
You Make Me Sick I Make Music (ASCAP).
Produced by Terry Date and Soundgarden
℗ 1991 A&M Records, Inc.
From the A&M cassette & CD
"Badmotorfinger" 75021 5374 4/2

SOUNDGARDEN
Kickstand
Lyrics: Chris Cornell. Music: Kim Thayil.
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

SOUNDGARDEN
Superunknown
Lyrics: Chris Cornell. Music: Kim Thayil &
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

SWERVEDRIVER
Last Train To Satansville, Duel
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.
"Duel" video (C) 1993 A&M Records, Inc.
Licensed from Creation Records Limited.
From the A&M cassette and CD
"Mezcal Head" 31454 0129 4/2

THERAPY?
Teethgrinder

Written by Andrew Cairns, Fyfe 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

THERAPY?
Auto Surgery
Written by Andrew Cairns, Fyfe Ewing &
Michael McKeegan. Published by MCA Music
Publishing, a division 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

All music courtesy of A&M Records, Inc.

ROAD RASH

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this Electronic Arts software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Electronic Arts software program is sold "as is," without express or implied warranty of any kind, and Electronic Arts is not liable for any losses or damages of any kind resulting from use of this program. Electronic Arts agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Electronic Arts software product, postage paid, with proof of purchase, at the Electronic Arts Warranty Department. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Electronic Arts software product has arisen through abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS—This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate Electronic Arts. Any implied warranties applicable to this software product, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts software product.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at any time and without notice.

RETURNS AFTER WARRANTY—To replace defective media after the ninety (90) day warranty period has expired, send the original CD to Electronic Arts' address below. Enclose a statement of the defect, your name, your return address, and a check or money order for $15.00.

Electronic Arts
Customer Warranty
P.O. Box 7578
San Mateo, California 94403-7578

If you need technical assistance with this product, call us at (415) 572-9448 Monday through Friday between 8:30 AM and 4:30 PM, Pacific Time. EA Tech Support Fax: (415) 286-5080
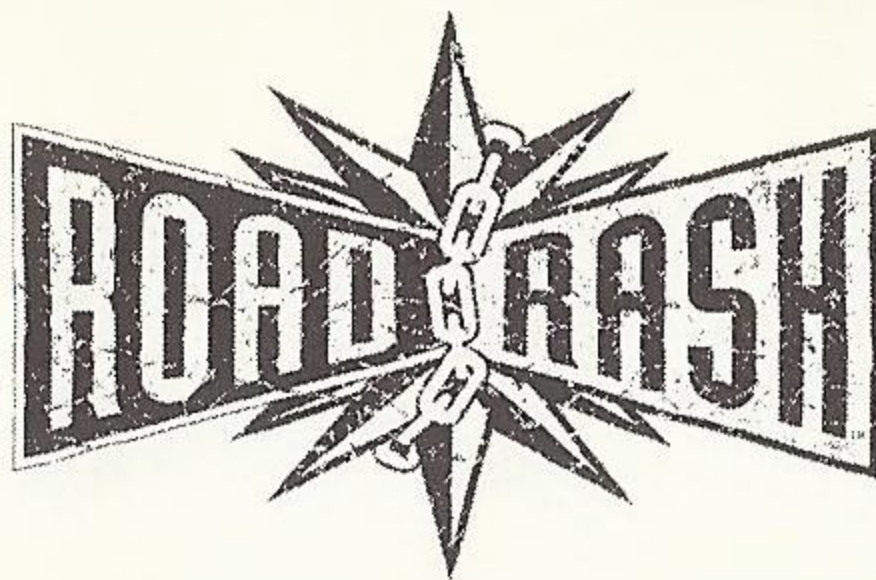
HOW TO REACH US ONLINE

CompuServe: Game Publishers Forum A (GO GAMAPUB)
Or send e-mail to 76004,237

America OnLine: Send e-mail to ELECARTS

Internet E-mail: support1@ea.com
Or send e-mail to elecarts@aol.com or 76004.237@compuserve.com

World Wide Web: Access our Web Site at http://www.ea.com

FTP: Access our FTP Site at ftp.ea.com

If you live outside of the United States, you can contact one of our other offices.

In **Australia**, contact:

Electronic Arts Pty. Ltd.
P.O. Box 432
Southport Qld 4215, Australia

In the **United Kingdom**, contact:

Electronic Arts Ltd.
P.O. Box 835
Slough SL3 8XU, UK
Phone (753) 546465.

In **Australia:**   For Technical Support and Game Hints and Tips, phone the EA HOTLINE:
1 902 261 600 (95 cents per min.) ITM 7 days a week 10 AM–8 PM.
If you are under 18 years of age parental consent required.
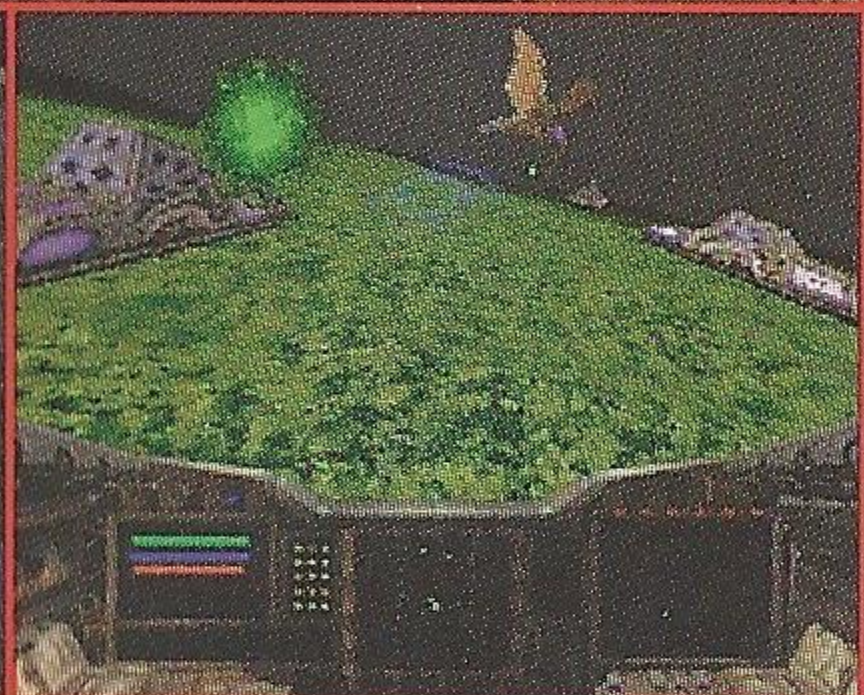
ROAD RASH IS A TRADEMARK OF ELECTRONIC ARTS.

Patent numbers: U.S. Nos. 4,442,486/4,454,594/4,462,076/5,371,792; Europe Nos. 80244; Canada Nos. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155; U.K. No. 1,535,999