THE ROAD RASH GANG

Front row: Michael Bartlow, Peggy Brennan, Connie Braat, Randy Breen, Walter Stein, Jeff Fennel, Dan Geisler. Back row: Paul Vernon, Cynthia Hamilton, Michael Lubugin, Arthur Koch.

ELECTRONIC ARTS

EA has been making exciting and innovative games for close to nine years. Part of the company's success is due to the diligent teams of everyone on every project:

Production and Development people form the idea. They conceptualize the game and guarantee heart-stopping fun and adventure.

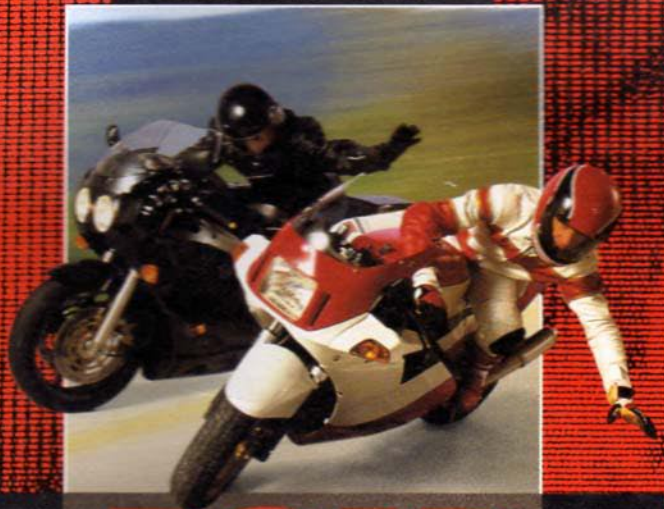**Pixel artists** draw and animate the detailed action in every move on every screen.

The music and sound guys get your heart racing with the hot rhythms and infectious downbeats that accompany the action.

Programmers pull it all together, implement it, then somehow manage to stuff it all into a few chips of metal inside a little black cartridge.

We've created this game to make your gaming experience better than you've ever known, so let loose and enjoy.

702005

ROAD RASH

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Electronic Arts in no way condones or wishes to perpetuate unsafe motorcycle riding. Always wear a helmet and brightly colored clothing when cycling, and under no circumstances should you try the actions illustrated in this game.

!WARNING!

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

Directional Pad (D-Pad)   Start

Button C

Button B

Button A
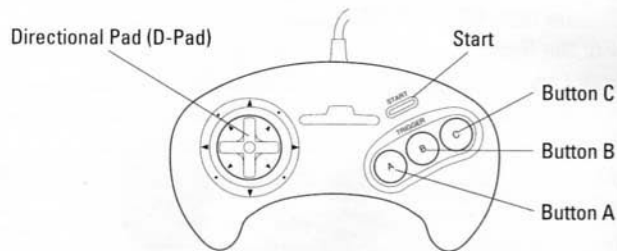
1. Move the power switch on your Sega Genesis to OFF. Never insert or remove a game cartridge when the power is on.

2. Make sure a controller is plugged into the port labeled *Control 1* on the console.

3. Insert the game cartridge into the slot on the Genesis. Press firmly to lock the cartridge in place.

4. Flip the power switch to ON. The Electronic Arts logo appears followed by the Road Rash title screen. If you don't see the screens, begin again at step 1.

   After the title screen, a demo of the one-player game begins.

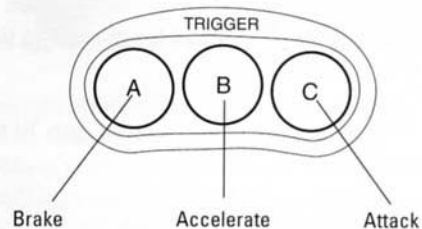5. Press **START** to get to the Track Selection screen.

So ya wanna race RIGHT NOW?!

OK, at the Track Selection screen,

1) D-Pad **RIGHT** or **LEFT** to select a track

2) Press **START** twice.

For a description of each track, see *THE ROADS*.

TRIGGER

A   B   C

Brake   Accelerate   Attack

No, the Road Rash didn't start in a galaxy far, far away, but it did start a long time ago. Right here, in your own backyard.

In the way back, two bad boys known as Fang and Polygon were racing their way to stardom. Competitions were held each week down at the local track. They were destined for fame and fortune on every circuit. That glowing future was shattered one night, at their last official competition.

Polygon's girl, Natasha, was at that race helping him adjust some stuff on the bike when he leaned over to her.

He shook his hitchhiking thumb toward Fang's unattended bike, then grabbed his wire-cutters.

"Be right back!" laughed Polygon. Natasha giggled, then looked around for Fang — he was nowhere in sight.

Polygon had just finished cutting a few innocent-looking cables and walked away when Fang strutted up to his bike, mounted it, and roared the engine to life. Fang glared at the criminal couple and screeched out of his garage as the couple doubled over with laughter.

The sun sank in the West, as the track lights lit the asphalt for the main event. The face-off race between Polygon and Fang captivated every person in the stadium who knew that those two had been hard competitors for a long time. Sitting at the starting line, Fang and Polygon exchanged words.

"Good luck," grinned Polygon through his teeth.

"Bite me" said Fang, sweetly. This was going to be one hell of a race.

Fang's bike didn't make it through the second lap.

Natasha dashed onto the track and leaned over Fang's crashed bike and a sprawled Fang.

"What a shame," she laughed. Polygon pulled up beside her and she hopped on to accompany him on his victory ride around the track.

Fang knew then that he had to beat Polygon — even if he had to use a club.

He challenged him to an unofficial off-track race.

"No rules. Just you and me." Fang said.

"Got a death-wish, boy?" taunted Polygon. He narrowed his eyes and continued "You got it. Meet me at the long section on the Pacific Coast at noon tomorrow — and bring a doctor."

"I'll tell him to bring a broom — so he can sweep what's left of you off the pavement." said Fang.

The stage for the first Road Rash was set.

Fang brought his doctor, but it was pointless. The injuries and abominable disregard for the law begun that day were to set the tone for the thousands of Road Rash Races to follow. Punching, kicking, and clubbing at 150 miles per hour are the norm for Rashers...

...But there are no doctors present anymore.

PASSWORD LOG

Write down the numbers and a description of the race so you don't forget which numbers go to which races (and make 'em legible, will ya?).

For descriptions of each of these tracks, see *THE TRACKS*.

1) D-Pad **RIGHT** or **LEFT** to look through the different tracks.

2) When you're ready to race, press **START**.

- Press **A** to select one or two-player action

- Press **B** to turn music on and off

- Press **C** to get to the password screen

   At the password screen, you can enter your name or a password from a previous game. Any name you have entered is not saved.

   If you finish five races (a level) then get a password, the next time you use that password, you will have to compete in one more race to advance levels.
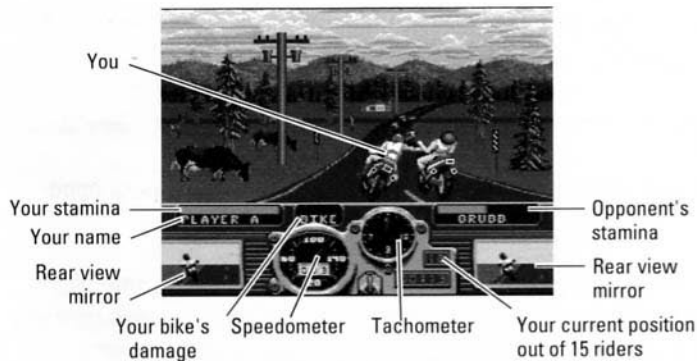
Your stamina meter is full when you're in good health. It's full and green when you're fresh and uninjured. It gets red and short when you're dukin' it out with the other guys. You'll be OK when you crash — your bike won't. If your stamina goes down to zero and you get punched or kicked, yer knocked into oblivion.

Your bike damage meter measures how many dents you've put in and chunks you've taken out of your bike. When your bike damage meter is empty, yer out of the race.

Your nearest opponent's name appears when you're gaining on them *or they're gaining on you.*

Your nearest opponent's stamina meter shows how their health is holding out during the grueling ride. If it's full and green, you'll have to kick 'em a LOT to knock 'em down. If it's short and red, you'll just need to "blow 'em a kiss" to send 'em flying.

The Tachometer tells you how high your bike is revving (your drive shaft's revolutions per minute).

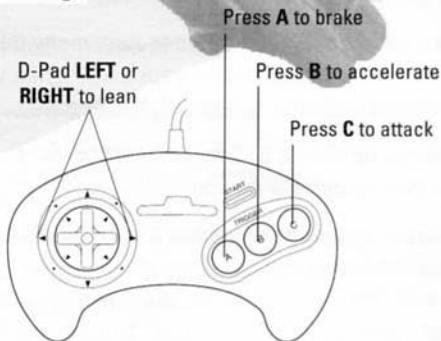**The Odometer** measures how many miles you've currently traveled.

Check your speedometer to see your speed.

Check your rear view mirrors to see any traffic, cops, or opponents coming up from behind.

Your current position number lets you know your current place out of fifteen riders. You can also see your position each time you pass an opponent. It's displayed in place of your name for a moment under your stamina meter.

CONTROLS

When you're riding

Press **A** to brake

Press **B** to accelerate

Press **C** to attack

D-Pad **LEFT** or **RIGHT** to lean

When you punch, kick, or backhand, you automatically aim the direction of the jerk closest to you.

To grab a club out of an opponent's hand, just reach out like you're going to punch 'em when they go to swing the club. That usually spooks 'em long enough for you to grab it.

Punch 'em!

Press **C** to punch an annoying jerk.

Kick 'em!

D-pad **DOWN** and hold down **C** to prepare to kick 'em outta your way. When you're ready to kick 'em into tomorrow, release **C** and watch 'em fly!

Slap 'em!

D-pad **UP** and hold down **C** to prepare to backhand 'em straight into oblivion. When you're ready to strike, release **C** and kiss 'em goodbye.

Running back to your bike

After you crash, you automatically run back to your bike, but you can run in different directions to avoid obstacles.

To avoid any traffic that might hit you while you're running,

- D-Pad **RIGHT** or **LEFT** to run right or left
- Press **A** to stand still and wait for traffic to fly by

So ya wanna race against a buddy? Here's how:

- Press **A** at the Track Selection screen until BOTH *Player A* and *Player B* are showing.

You and your opponent take turns racing. The player with a controller plugged into the port labeled CONTROL 1 on the Sega is Player A and races first.

When you win a race, you get some cash to put towards a better bike. The better the bike, the more expensive it is, so save up!

To move up a level, you must place fourth or better on each of the five tracks.

To win the Road Rash, you must finish fourth or better at each track five times.

When you finish a race, you can

- Press **START** to get to the Track Selection screen and select a new track to race

- Press **C** to view bikes for sale and put your winnings to some use

- Press **A** to view the high scores

USING A PASSWORD

GET it

At the end of a race, your password is automatically displayed. If you go to another screen, press **B** to get the password again for your current status and location. At the end of this rasher's manual are a few pages for writing down your passwords. Use 'em.

To get to the password entry screen, press **C** at the track selection screen.

use it

When you want to get back into a game, use your password.

To enter a letter,

1) D-Pad the direction of a letter you want to highlight.

- Press **A** to cycle BACKWARD through the alphabet

- Press **B** to cycle FORWARD through the alphabet

- Press **C** to switch highlighted players

2) Press **START** to enter it and get back to the action!

NOTE!

A PASSWORD FROM ONE PLAYER'S GAME CAN BE USED BY THE OTHER PLAYER. For example, Player A's password can be used by someone playing as Player B.

Take a look at the different bikes available to you at the end of each race. Save the money you win from each race and when you can afford one, buy a new bike. The better the bike, the more expensive it is.

Press **C** to buy the bike shown.

CREDIT tells you how much your old bike is worth plus your cash on hand
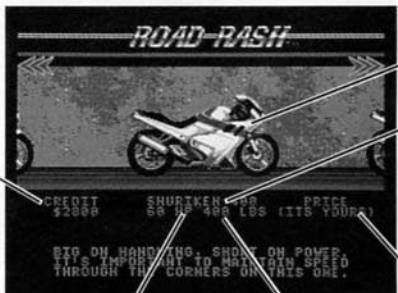
A bike for sale

Name of the bike

Price

Horsepower

Weight

The Shuriken 400 - $4000 has tight steering, but is short on power (that means slow acceleration at a green light), but it has the best handling.

The Panda 600 - $5000 is an excellent all-around sport bike with light, easy steering. It's pricey, but worth it.

The Bonzai 750 - $7000 is known for its tight handling and power at high revs.

The Kamikaze 750 - $8000 has looser steering, but a lot more power than the Banzai.

The Shuriken 1000 - $12000 is faster than wind. Feared for its speed, the other Rashers clear the sidewalk when they see this barrelin' down the roadway in their direction!

The Ferruci 850 - $14000 has V-Twin torque and tight handling, but it's not terribly reliable. One big crash and this one could put you out of the picture.

The Panda 750 - $20000 has excellent mid-range power and the coolest paint job in town. Drive one of these if ya wanna impress Natasha.

The Diablo 1000 - $25000 features fuel-injected horsepower and awesome Italian handling. Don't buy it unless you think you're strong enough to handle the extreme power.

These roads are cruel. Give up now if you can't handle a little hamburger...you're still here? You think you're crazy enough for this? Multiply that by three and you might come close to having the nerve you need to succeed.

Sierra Nevada

You're gambling with your life in this stretch of Rash territory. The pine trees and hills are nasty — especially when yer lodged in between the branches. Good luck gittin' out with your teeth intact.

Pacific Coast

Surf the cement waves on the Pacific Coast Highway if you don't want to kiss the sand. If them Santa Ana winds don't get you, the hilly sand dunes will!

Redwood Forest

The Redwood Forest is nice for sightseeing, but if you're rashin', keep your eyes on the road and be sure to jump the rocks — not slam into 'em.

Palm Desert

Can you stand the heat?! Doubt it. Avoid getting half-baked on the high-degree highways when the Rashers smear you across the asphalt. Steer straight in the heavy winds and around cacti and cow skulls out here.

Grass Valley

Watch out for the cross-traffic and cows on this nasty asphalt ribbon. Don't hit the sides of the barns — disturbs the cows, don't ya know.

THINGS TO AVOID

Cows and deer

Bovine brutality taken to new extremes. Avoid these oversized critters if you want to stay in the running. They'll wander across the street, and into you if you don't watch 'em.

Cars

Dangerous drivers skate all over the place regardless of you. Avoid oncoming traffic, speeders coming up from behind, and cross traffic at the intersections. Keep your eyes on the rear views, and don't blink — unless you want to be road pizza.

Oil Slicks, sand, and gravel

Avoid any spots of black oil, yellow sand, or brown gravel you see in the road cause all they'll give you is a lot of skid and even more heartache.

Trees

The Diablo 1000 can take you from 0 to 60 in 4 seconds. A tree can take you from 200 to 0 in NO SECONDS.

THE COPS

If you let these guys catch you, you'll get severely fined (or thrown in jail if you're a repeat offender). Don't sweat your first race — you start with $1000 in pocket.

Officer O'Leary is pretty dopey, but if you go too slow, he'll bring up the rear and bump you off the street. He's a nervous rookie, so backtalk this jerk all you want.

Officer Rourke hates the Rasher's outta control attitude. He's pretty uptight and will bust you just for having fun, so keep it clean (or just kick him out of the way).

Officer Flynn will submit you to a heavy dose of harassment, then give you a little more. He's quick, so if he's coming up on your rear, accelerate your head off and cross your fingers.

Officer O'Shea used to be a Rasher himself, but the cops thought they could use somebody who knew the Rasher hangouts and bought him off. This guy's an excellent rider and tough to outrun, so ride like a bat out of hell to avoid him.

Officer O' Connor is the toughest cop on the force. She doesn't take anything from anyone — especially kindness. Try to outrun her if you wanna have any chance of succeeding. The cell she throws you into downtown is dismal!

Natasha was born in Arizona, raised in Babylonia, but she rides like a bat out of hell. If you attack Natasha, prepare for her revenge. Be cool to her if you want some help.

Biff is a preppie jerk with nothing better to do than put his too tight, eight-hundred dollar leathers on and punch easy riders like you off the road. Biff's a hard-hitter, so watch yourself out there.

Slater was a skate rat, but got bored of doing damage at only 20 miles per hour. Slater bought a bike. Now Slater can do damage at 140 miles per hour. Watch this unpredictable dude.

Ikira is the coolest export from Japan since the Sega. He's into the American scene (which happens to include unnecessary violence). Ikira's basically nice — he's only in it for the money.

Sergio wipes the pavement with your face when you least expect it. Sergio has an unnatural passion for his motorcycle, so plan on some serious pain if you dent it.

Helldog is not man's best friend. He eats his best friends for lunch. Helldog comes after you no matter what you try to do, so try to outrun him — or out-beat him if you can.
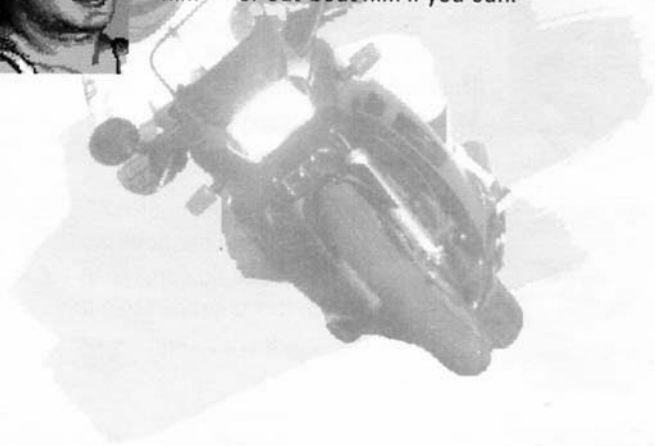
Write down your high scores here, but do it in front of witnesses or no one will believe you later.

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RETURNS AFTER WARRANTY - To replace defective media after the ninety (90) day warranty period has expired, send the original cartridge to Electronic Arts' address below. Enclose a statement of the defect, your name, your return address, and a check or money order for $20.00.

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

If you need to talk to someone about this product, call us at (415) 572-9448 Monday through Friday between 8:30 am and 4:30 pm, Pacific Time.

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