PlayStation™

NTSC U/C

PlayStation™

KIDS TO ADULTS

CONTENT RATED BY ESRB

SLUS-00282
MN-PSX-153-0

RE-VOLT

ASPHALT™



RACING WITH A VENGEANCE

Interplay™

BY GAMERS. FOR GAMERS.™

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.

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.

TABLE OF CONTENTS

PLAYSTATION™ CONSOLE SETUP 2
PLAYSTATION CONTROLLER DIAGRAM 3
WELCOME TO THE PRISON BARGE 4
OPENING MENU 5
MAIN MENU 6
CHARACTER SELECTION 7
CAR SELECTION 8
EQUIPMENT 9
OPTIONS 10
CONTROLLER CONFIGURATION 11
LOADING AND SAVING GAMES 12
REMOTE SETUP 13
GAME SCREEN 14
POWERUPS 15
AFTERMATH 16
FROM HELL'S MAW 17
CHARACTER DESCRIPTIONS 22
CAR DESCRIPTIONS 24
CREDITS 27

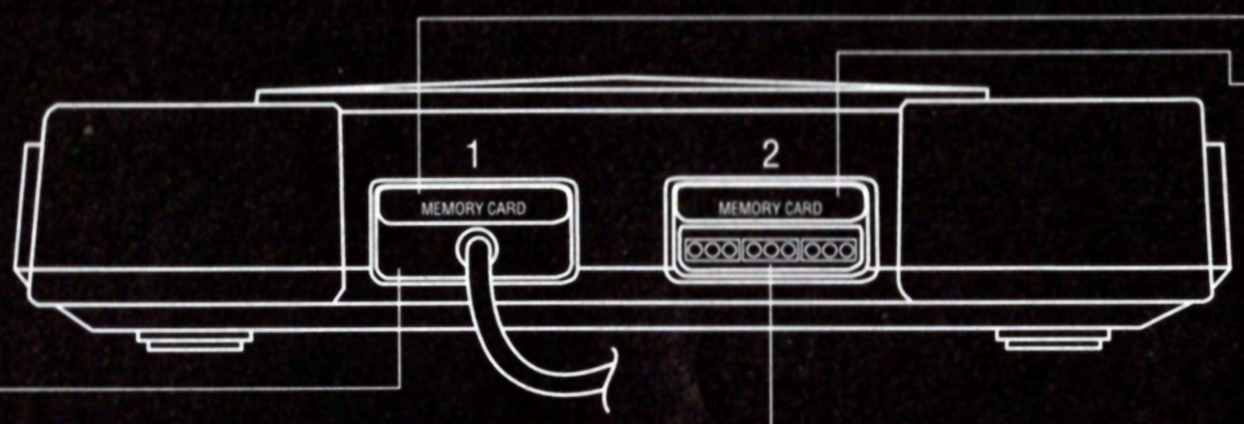
PLAYSTATION CONSOLE SETUP

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 Red Asphalt™ disc and close the disc cover. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.

Top View

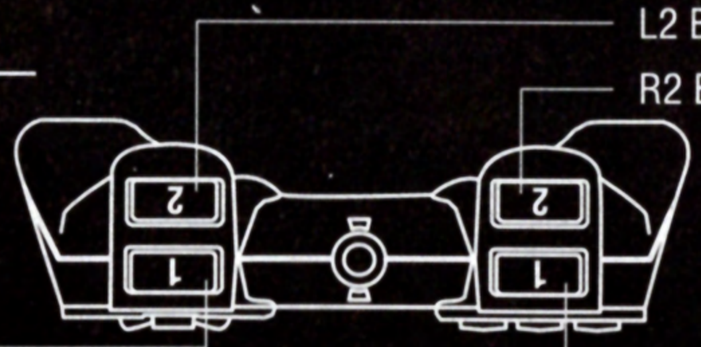


Front View

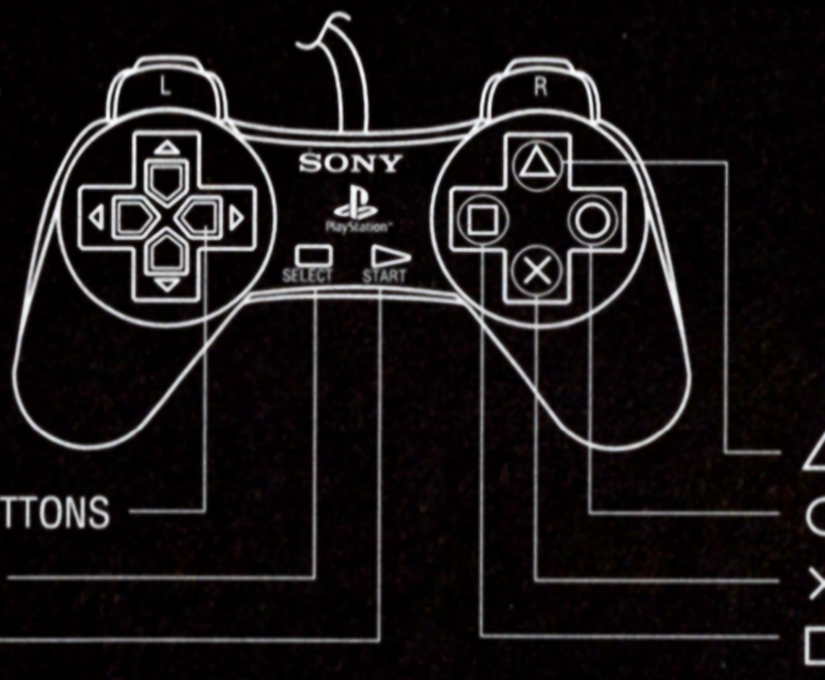


PLAYSTATION CONTROLLER DIAGRAM

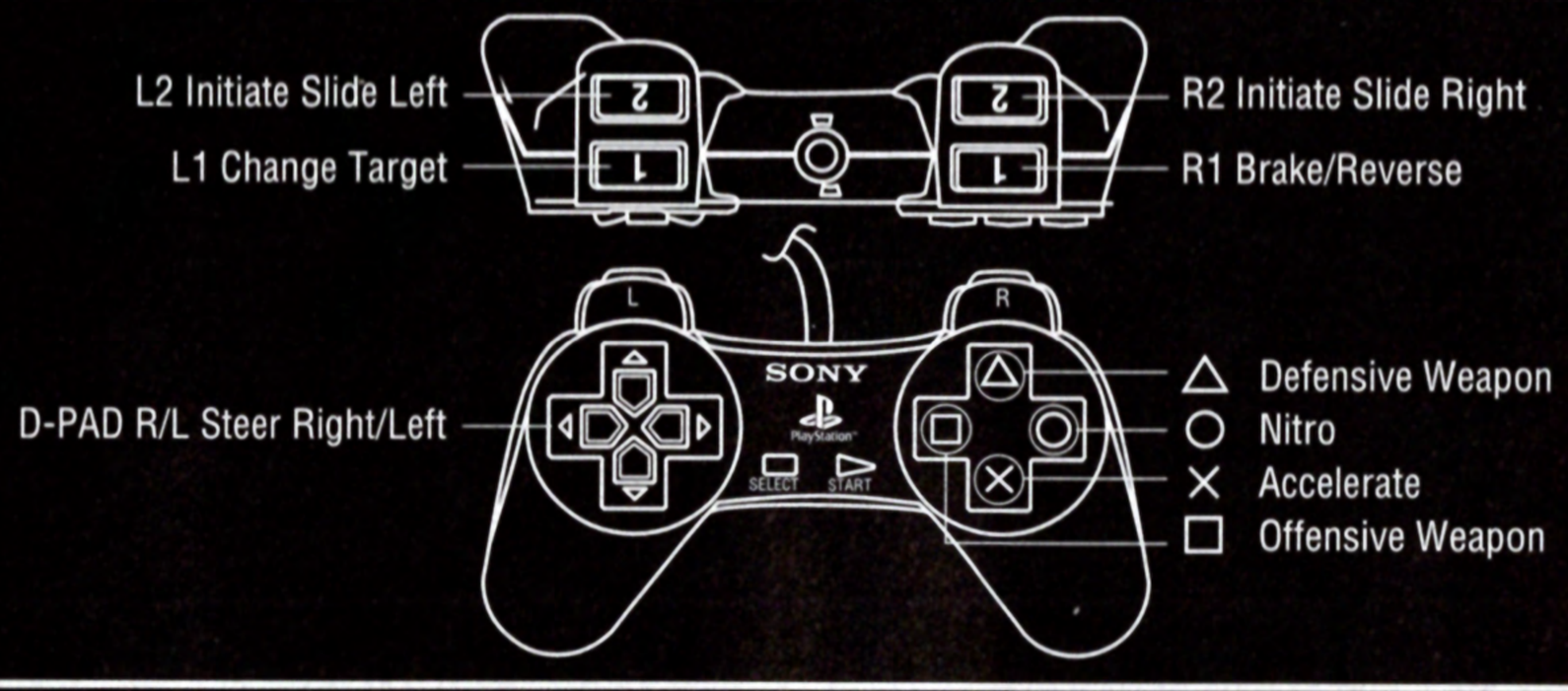
Front View



Top View



DEFAULT CONTROLLER CONFIGURATION



WELCOME TO THE PRISON BARGE...

Red Asphalt is a racing combat game... that means you gotta be good at both if you expect to make it out alive. In the end, it's gonna be a combination of your racing skills and your weapon skills that get you to the big showdown with Draenek in the Arena of Death. It's that simple.

Your first step is choosing a Character and a Car. You can choose one of six characters, each with different abilities, so take a close look before pickin' one. Your car choices are limited because you're broke... so use your brain when you buy one. As you race, you'll be gettin' Chaos Points, Cash, and Experience Points depending on how you perform, so your early decisions are important.

It's the Chaos Points that determine whether or not the IRC (InterGalactic Race Council) will allow you to advance through the circuit. There are five different Worlds including the Arena of Death, and you need 2 million Chaos Points per world to move between them. Any Cash you earn on the track or otherwise can be spent on your car, and you better spend it wisely... whether it's for new toys on your current vehicle or buyin' a whole new one is up to you. You can use your Experience Points to upgrade your Character's abilities between races... and believe me, they're gonna need it.

You gotta place 1st, 2nd, or 3rd in the races to get any Chaos or Experience Points. If you haven't accumulated enough Chaos Points by the sixth race of any given World, the IRC sends you back to the first and takes all your winnings... it makes for a bad day.

Each World has a Boss who's gonna be a real pain in the neck. Some of 'em live to see you burn, others are just lookin' for the finish line. Most of these boys are Draenek's puppets, so all they really want is to see you losin'. Keep 'em off your backside and try not to listen too hard to all the trash they talk... start gettin' emotional on the track and you're skragged.

One last piece of advice... make sure to grab those Powerups on the track and spend your Cash and Experience Points. It's only the very few who ever make it to the Arena, and you can't do it if you ain't thinkin' straight. Draenek is one tough customer, and you'll only get one chance to blow him away.

Oh... and stay outta my way.
– Motormouth

OPENING MENU

When you first start up Red Asphalt, the first menu that appears allows you to decide what kind of game you wish to play. Move the D-pad UP and DOWN to move through your choices and press X to select.



ONE PLAYER
Starts a single player game. You choose a character and begin your war against Dranaek.

TWO PLAYER
Begins a 2-player game via link cable. You can play Cooperative or Total Chaos – pick your poison.

LOAD GAME
This will take you to the memory card screen allowing you to load a game previously saved to the memory card.

MAIN MENU

You're going to need a car and a character to begin your reign of destruction.

The Cube is your interface to get both of these as well as set up your options for the game. To move around in the Cube, use the D-PAD. When you want to select a highlighted item, press X. RIGHT and LEFT will rotate the sub menu on the left side of the screen. UP and DOWN will move between the other selections. Press the △ button to reset to the title screen.

Rotate to get to:
CARS, CHARACTERS, OPTIONS and EQUIPMENT.

Shows what world you are currently racing on.



NEXT WORLD
Select this when you have enough Total Chaos Points and want to skip ahead.

TIME TRIAL
Prepare for the next track by racing it without the opponents. A perfect opportunity to get the upper hand.

RACE
When your car is ready, your equipment bought and your character is primed, select RACE to begin the carnage.

NOTE: Press the ○ button in any menu for quick reference control info.

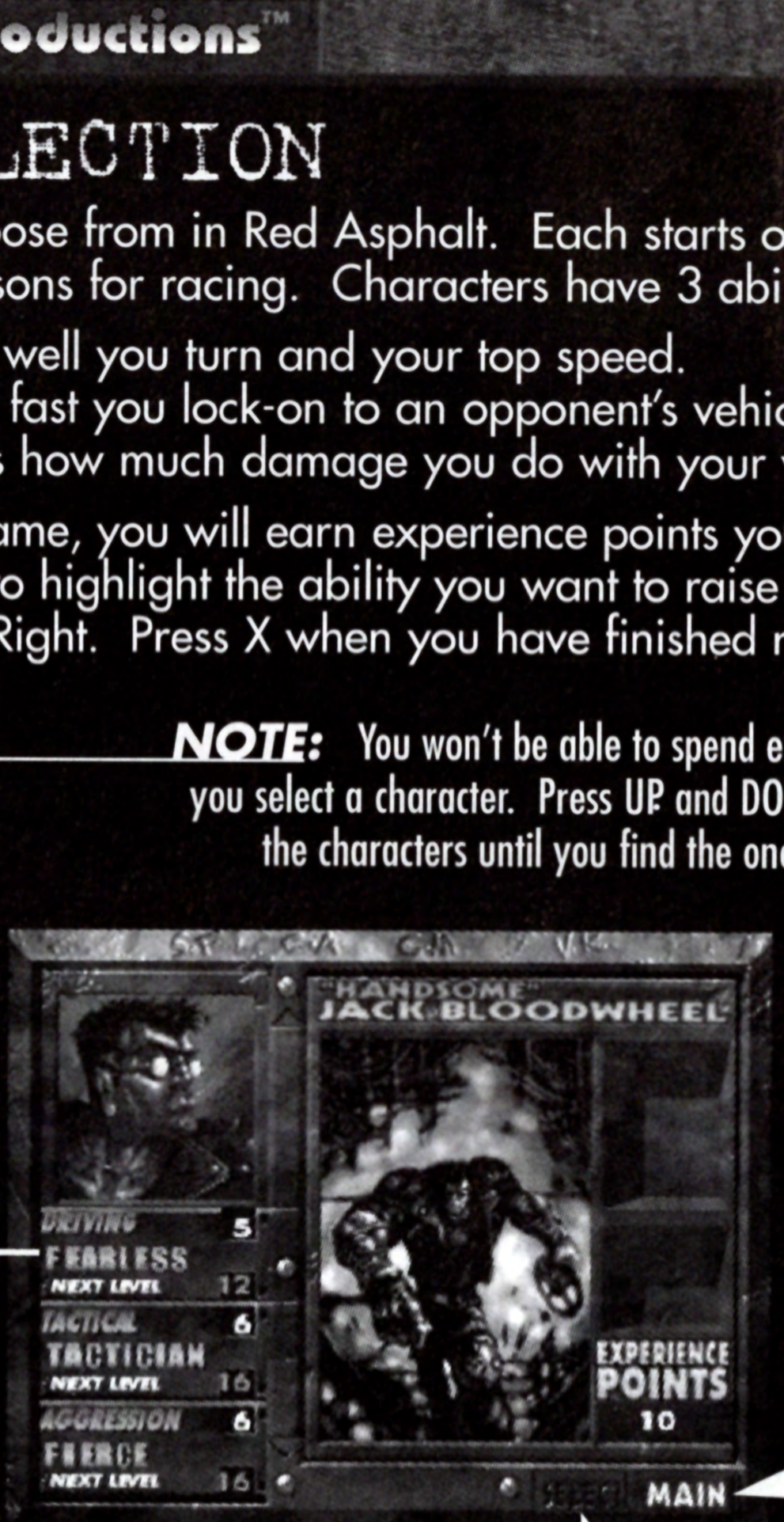
CHARACTER SELECTION

There are six characters to choose from in Red Asphalt. Each starts out with different abilities, and has different reasons for racing. Characters have 3 abilities:

DRIVING - Affects how well you turn and your top speed.
TACTICAL - Affects how fast you lock-on to an opponent's vehicle.
AGGRESSION - Affects how much damage you do with your weapons.

As you progress through the game, you will earn experience points you can use to raise these abilities. Use the D-pad to highlight the ability you want to raise and increase it by moving the D-pad Left and Right. Press X when you have finished raising abilities.

NOTE: You won't be able to spend experience points until you select a character. Press UP and DOWN to rotate through the characters until you find the one you want to SELECT.



Your character's current level of ability.

A brief description of their skill.

How many experience points to raise the ability to the next level.

MAIN
Head back to the Main Menu.

SELECT
Pick this character. This option is only available at the beginning of the game.

CAR SELECTION

Your car is your tool of destruction. Getting it upgraded or junking it for the next model is going to be crucial to keeping yourself competitive (as opposed to being dead).

The Car Selection screen only allows you to buy new cars. The Equipment screen (see page 9) is where you buy your upgrades. When selecting a car, the general rule of thumb is that the more it costs, the better it is. To stay alive however, you better factor in speed, brute force, and durability when you pick your vehicle. And you have to give up your old car too, so pick wisely.



PLAY
View the commercial for the current car.

STOP

CASH
How much money you have.

MODEL
The name of the car.

MAKER
The company that makes the car.

TOP SPEED
The car's normal top speed. Engine upgrades, nitro, and gravity will increase this.

WEAPONS PACKAGE
Type of offensive weapons package.

PRICE
$$$

NOTE: The D-Pad moves the highlight between areas on the cube. Use UP and DOWN to toggle the submenu.

BUY
Put your money on the table.

MAIN
Go back to the Main Menu.

EQUIPMENT

Upgrading your car is gonna help keep you alive. Without the right hardware, you're skragged.

ARMOR - Allows a car to take more damage before exploding.
ENGINE - Increases top speed and acceleration.
TIRES & SUSPENSION - Increases turning ability.
OFFENSIVE WEAPON - Increases fire power and/or projectile quantity.
DEFENSIVE WEAPON - Increases effectiveness and/or damage.
NITRO - Use these to boost speed considerably for a short period of time.

NOTE: The D-Pad moves the highlight between areas on the cube. Use LEFT and RIGHT to toggle the submenu.

CURRENT LEVEL
Shows the level of the item you're looking at.



UPGRADE SELECTION
Move up and down to pick the level you want to upgrade to. Hit X when you want to buy something.

PRICE
$$$

CASH
Shows how much you've got.

CANCEL/BUY
CANCEL: Cancel everything you have bought while in this menu.
BUY: Put that cash on the table.

MAIN
Return to the Main Menu.

OPTIONS

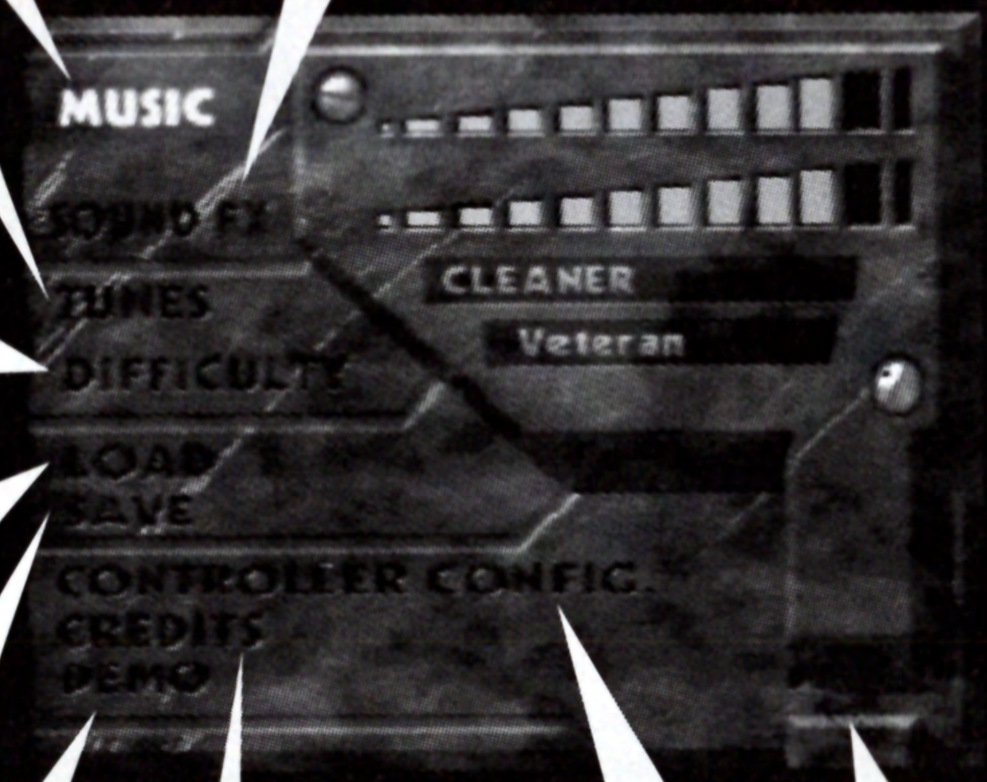
Move around to the different options using UP and DOWN on the D-pad. Press X to make a selection or use LEFT and RIGHT to toggle through or adjust a setting.

MUSIC
Adjusts the volume level of the music.

SOUND FX
Adjusts the volume level of the sound effects.

TUNES
Changes the song to be played while racing.

DIFFICULTY
Changes the game's difficulty level. There are 3 levels of difficulty, ***Veteran*** (normal), ***Sissy Boy*** (easy), and ***Death Wish*** (hard).



LOAD
Opens the Load Game menu (see p12).

SAVE
Opens the Save Game menu (see p12).

DEMO
Starts up demo mode.

CREDITS
Shows the credits movie for Team Rock-N-Roll.

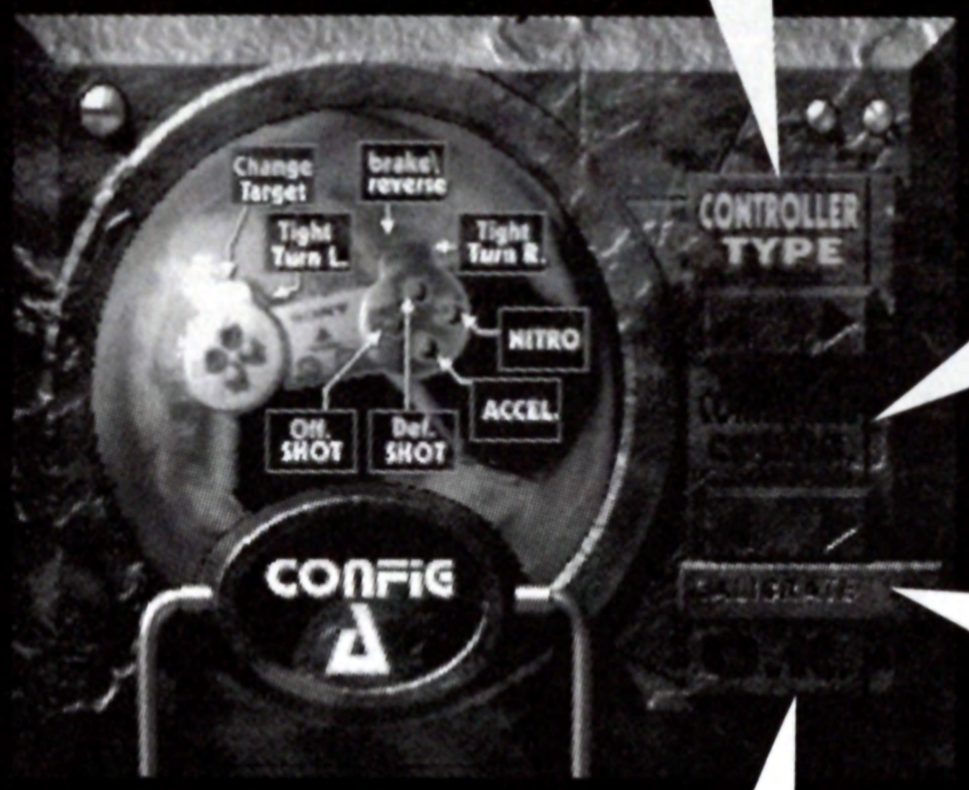
CONTROLLER CONFIG
Opens the controller configuration menu (see p11). If you are using an analog device, you will need to select and calibrate it using this option.

MAIN
This will return you to the Main Menu.

CONTROLLER CONFIGURATION

Use this screen to change the button configuration of your PlayStation controller, or to set up and calibrate your Analog Control device. Move between the different options using UP and DOWN on the D-pad. Use LEFT and RIGHT to toggle the various settings. When you have made your selection go to OK to exit back to the Options menu.

CONTROLLER TYPE
If you are using an analog device, use LEFT and RIGHT to change to the controller type when this is highlighted.



CONTROLLER CONFIG
There are 5 different button configurations for the control device. Cycle through using LEFT and RIGHT to find the one that'll guarantee the most carnage.

CALIBRATE
If you are using an Analog Control device such as a steering wheel or NeGCon, move to this option and press X to select. Follow the on-screen prompts to calibrate the device.

OK
Takes you back to the OPTIONS screen.

LOADING AND SAVING GAMES

The Load/Save screen is accessible from the Title screen and the Options screen. If you have a Memory Card, you can save your progress in the game. Red Asphalt requires 1 Block on your memory card. Move between the menu options using UP and DOWN on the D-pad. Press X to make a selection and use LEFT and RIGHT to toggle through or adjust a setting.

LOAD
Use this option to load a previously saved game. Red Asphalt will display any active memory cards and what is saved on them. Select the Red Asphalt save icon for the game you wish to load and press X. When you load, your current game data will be lost.

SAVE
If you want to save your game, select this. The game will determine which slots are available for saving. Pick your Block, then name the game using the alphabet shown. Select End when you are done naming your save game. Overwriting your previous game will speed this up by automatically copying over your last save.



DELETE
Use this option to erase a Block of data from the Memory card. Select the Block you wish to erase and press X.

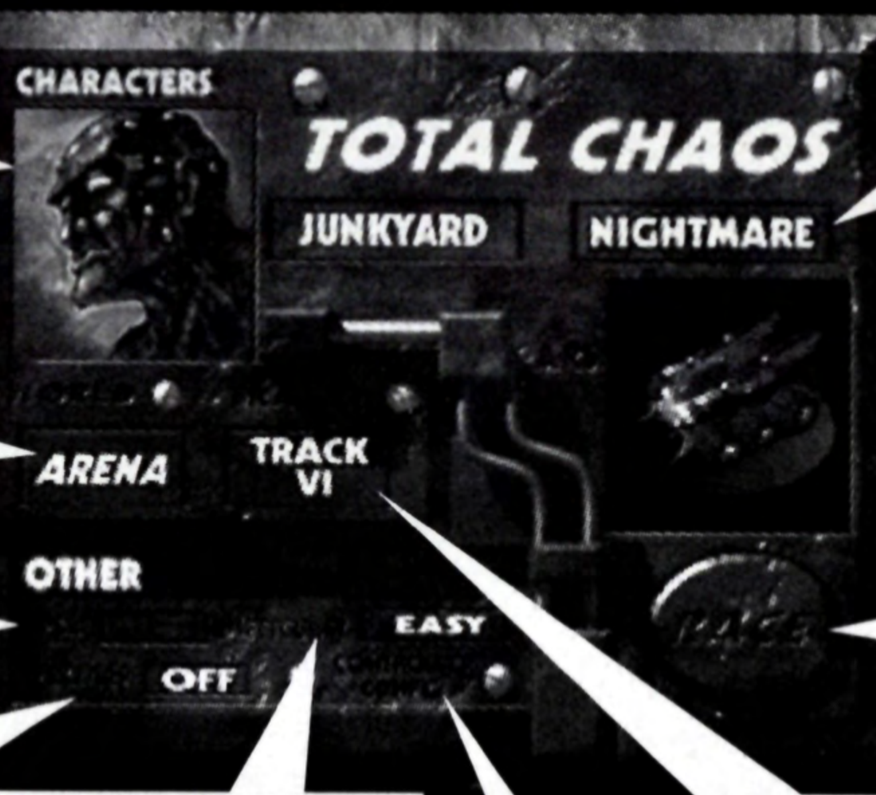
REMOTE SETUP

2-player games require the Link Cable. After you have everything set up, boot both PlayStations. After a brief 'synchronization' screen, you will be asked if you wish to play:

COOPERATIVE - play the game through like single player – except with 2 players. Both players pick their cars and characters as in single player.

TOTAL CHAOS - no quantity of armament will be enough when you go for head to head combat. Take out your buddies on any track, with any car, with any character. This option will take you to the Total Chaos screen where you pick your options, and one player (the host) picks the track. Use the D-pad UP and DOWN to cycle through the areas of the menu, use the RIGHT and LEFT to cycle through the options in any area. Go to RACE to begin.

CHARACTER
Select the character you want to use. The character's abilities are set at maximum for the race.



CAR SELECTION
Pick any of the 6 cars available. In Total Chaos, the cars will be fully upgraded to their highest level.

WORLD
Pick the world.

OPPONENTS
On/off.

SPECIALS
Turn powerups on/off.

DIFFICULTY SETTING
Sissy Boy/Veteran/ Death Wish.

RACE
Start the contest.

TRACK
Pick the Track.

CONTROLLER CONFIG
Select this to go to the Controller Configuration Screen. (See page 11.)

GAME SCREEN

ARMOR
This meter shows how much damage your car can sustain before you start eatin' asphalt. When it gets low, you better head for the pit. The pit repairs damage to your armor.

LAP BONUS
The time to beat on your current lap to pick up some extra cash at the end of the race.

RANK
Your current position out of the number of drivers in the race.

LAP #/TIME
The lap number you are currently on (out of 3) and your current lap time.

NITRO
How many you have left. Use nitro to add an extra burst of power for your engine.



KILLS
Tally 'em up.

DEFENSIVE POWER
This meter indicates how much juice you have left in your defensive weapon.

SPEEDOMETER
Shows how fast you're going.

RADAR/MAP
This shows the location of other cars around you. MAP shows the entire track and RADAR shows who is directly ahead of and behind you.

DEATH COUNTER
If you're a bit too slow, the Intergalactic Race Council (IRC) will blow you away. This shows how much time you have left to finish the current lap.

OFFENSIVE POWER
How much power your main weapon has left. Both Offensive and Defensive power recharges.

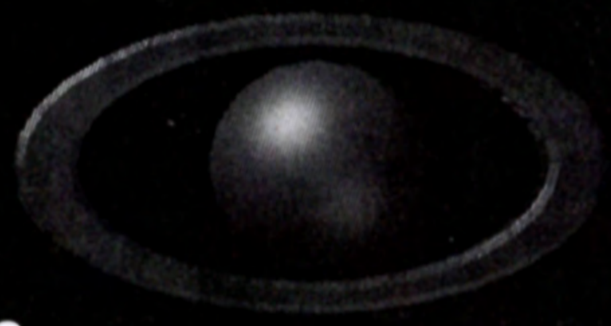
POWERUPS

Powerups are available in various locations on every track. They don't move, so remember where they are. You'll find they can be the difference between a hefty cash bonus and a trip to the loser's circle.



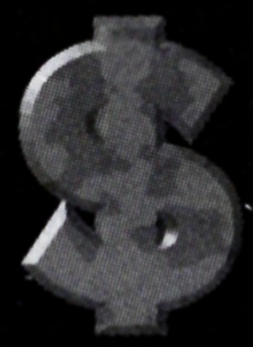
ARMOR

Replenishes at least some of that damage you've taken.



DARK MATTER

It's hard to shoot at a car that's not solid.



CASH

Free money.



NITRO

Add another nitro to your stockpile.



SUPER-SHOT

Deal out the damage with your main weapon in massive quantities.



SHIELD

The glowing blue energy shield can deflect almost any amount of damage.



WHITE DWARF

Stay clear of the glowing white car, one touch equals death.

AFTERMATH

At the end of each race, you will go to the aftermath screen. This screen will display your Cash winnings, as well as any Experience Point and Total Chaos Point awards. Press X to advance through the results and to the next screen.

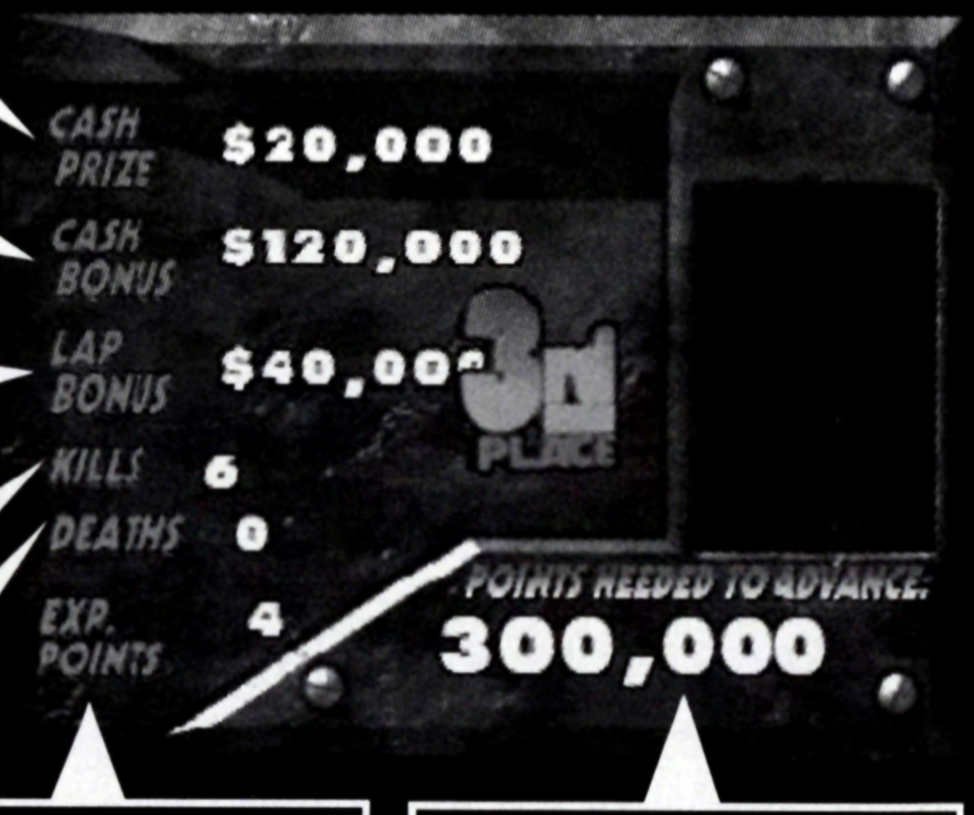
CASH PRIZE
Place 1st-3rd to receive money and Total Chaos points. This is the cash part.

CASH BONUS
This tally shows you total cash powerups collected during the race.

LAP BONUS
If you beat the lap bonus one or more times, you'll pick up a little extra cash here.

NUMBER OF KILLS

NUMBER OF DEATHS



EXPERIENCE POINTS
If you place well enough, you'll get experience points to spend on your character's abilities.

CHAOS POINTS NEEDED TO ADVANCE
To advance to the next world you need Total Chaos Points. When this reaches zero, you can hop straight to the next world.



TOTAL CHAOS POINTS
Your running tally on Total Chaos points for the entire game.

FROM HELL'S MAW

(Excerpts from the memoirs of Motormouth, competitor and survivor of The Races, 2019-2023. Statistics available, HoloLib 122.511.3)

[Editor's Note: The events described within these pages follow the enigmatic career of an individual known only as Motormouth, who raced for Earth in the years following the Invasion. Any records which may have shed light on his true identity were lost in the early years of the War. In fact, many historians believe he and his alleged Companions were only mythical, a by-product of a culture in the Rebuilding sorely in need of heroes. Unfortunately, Motormouth and his Companions were as real as the dark times which tested their mettle and proved their courage. Any opinions to the contrary would seem to be an effort to forget what actually transpired in those days when "Draenek's Horde swept down from the sky like God's own judgment." Who knows...maybe it was.]

15 May, 2019

First race tomorrow. Don't really know why I'm writing this...never have been much for words. I figure someone might pick it up tomorrow, and get a good laugh while they're scraping what's left of me off Ventura Blvd. I've spent the last 6 months in some of Draenek's most luxurious sectors. The 6' by 6' cube ain't so bad, unless they forget you're in here. Spent almost four days without food or water last week. I think the guy next to me either went insane or bought it. I never made a sound. Been in "training" for the races. I'd call it more like target practice. Guess who's wearing the bullseye? Stopped counting the number of people I know who've been skragged. Gambling on the outcomes is big these days. I take our boys on the long odds when they're even posted.

I'm broke.

16 May, 2019

Tired as hell. I really hate LA...this place was worthless even before the Horde showed up. By the way, I won. Took out a couple a has-been Drakarians and slid in right as the Ragdarkan got missile lock. Have to admit it...it was a good time. Nothing like laughing at Death when he doesn't know the joke. Crowds were hysterical. The Ragdarkan contingent executed their boy on the spot. Imagine the nerve...losing to an Earthen.

Race again in two weeks.

24 December, 2019

Merry Christmas. And what a banner year...no presents, but I did get a free beating from the Drakarian Yuletide Cheer Committee. Funny how those boys keep finding their way into our "secure" Participant's Sector. They're all scared...seems the Earthen wonder boy has been causing quite a ruckus in the hallowed halls of the InterGalactic Race Council. They know they can't kill me outside the races (seems Draenek has taken a keen personal interest in my activities, and my safety), but that doesn't stop them from coming here every once in a while to lessen my chances on the track. Talked to Hiroki again for a few earlier this afternoon...first non-Earthen I've spoken to who wasn't trying to blow me away. He's a strange one. Tar'arien from the E4 binary

system. Warbird of the Seventh Stone Clan, or however it translates. Those eyes of his...scary how empty they are. Tomorrow is the final race here in LA. Placers move on to Hellworld. I'm sure the Drakarian racers have got something real nasty cooked up for me and the HellFalcon.

I'll show 'em nasty.

25 December, 2019

St. Nick brought a helluva present today. First interworld qualifier from Earth since the beginning of the races. Hiroki was right behind me--flew across the finish line in a ball of flame. Thought he was a neg when the rear tanks of his Aztek blew. And then he walks out of the inferno like the Angel of Death. Looked like an old friend. I wasn't the only Earthen who qualified...seems that some good 'ol boy named Jack BloodWheel went and volunteered for the Races a couple weeks ago. I don't know what kind of an idiot would willingly participate in this mess, but he's pretty good from what I've seen. Rumor has it he won his first race with a '67 Camaro and a shotgun. Crazy hick. Old Santa brought some stocking stuffers, too. Six fatalities, three of them Drakarian. Who said the Christmas spirit was dead? We travel to Varkon in seven days. I received a little bonus from my "sponsor" today. Funny--seems the only thing I'm allowed to purchase with these winnings are better toys for the 'Falcon. Well, it's not like they won't get put to good use.

Hellworld's about to get a whole new definition.

12 July, 2020

Six months in the InterSpatials doesn't do a lot for the joints. Neither did the nitro-gas wake-up call. Nothing like an immediate re-anim from suspended--still trying to find the muscle that's not cramped. Varkon swirls beneath us like the level that Dante forgot. No place like home. First prelims start tomorrow. Don't really know a whole lot about the track, but they say it gets pretty hot down there. Good thing I bought the new armored alloy--wanted to grab those heat-seekers as well, but good ol' Moore Industries seemed to run out of funds.

Next race, they say.

Bank on it.

14 July, 2021

Took the prelims today. Stuck me with some rookie from Ralkon. Yeah, right. I see how this place got its name...it's all tunnels and lava and fire. Some of these underground tracks are suspended by chains. They ain't new. This place has been around for centuries...some really strange things going on down there. That huge demonic statue still gives me the willies.

Never was a religious man, but I know I don't want to end up in Hell.

16 July, 2021

Saw something today that was pretty scary, even for the races. I was heading into the largest cavern, and the Gamarlian in the '18 Bomback took out the lead car (I'd never seen the model). Figured the guy was lava bound. And then I see this figure fly from the cockpit of the car just as it heads downtown. This guy landed on the 'Back, smashed the windshield with his hands, and

then proceeds to chuck the Gamarlian into the great unknown. He grabs the wheel and wins it in the 'Back. Jackal. His name was Jackal. And this boy's got style. I took second, and Hiroki jumps in again at third. BloodWheel started out a little slow, but I think he's fifth in the standings. Seems me and Hiroki have somewhat of an understanding. Don't know what the Council will do if they figure it out. Don't really care. Jackal walked by my room a little while ago. Stood there sizing me up or something and then threw a nitro cartridge into my lap as he turned and walked away. 'Falcon compatible and everything. I'd be grateful, but with the Tamani you never know. Could have meant he'd taken a dislike to me.

I'd like to know if that Gamarlian had any surprise nitro.

12 September, 2021

Another wonderful day in rehab. Been in this chamber o' horrors they call med-unit for the past six weeks. Took a bad spill in the semis--run off the road by some Narlian half-breed in a '19 Scimitar. Cost me first place and a few notches in the standings. Also cost me my left arm. Doctors say these cyber limbs are top of the line...should work even better than the old flesh and blood. Hell, what's a little humanity compared to increased performance in the races? Draenek's little game is beginning to give me a real gut ache. I race again in three days...my previous record landed me in the finals even after my little medical leave. Got a little payback brewin', but not with the Narlian. I heard Jackal caught up with him in the next race. Score settled. Heard a rumor the other day. About where this is all leading. I'll have to check it out, but it gave me some things to think about. If what I hear is true, Draenek's gonna wish he never stopped by our little corner of the galaxy.

15 September, 2021

Said goodbye to Hellworld today with a bang. Eight stiffs eatin' lava when the checkered flag dropped. Five survivors. Hiroki, BloodWheel, me and Jackal. The fifth was this girl from parts unknown. Thula Crimstone--seen her name on the boards but never really noticed her 'til today. Helluva driver...really knows how to handle that TigerShark. It looks like this year's model, and she's got plenty of the extras so she's well sponsored. Two of those negs were hers. Spoke to Jackal after the race. Seemed to Hiroki and me that he'd joined our little club. I hinted at it. He said, "A warrior smiles when death chooses his friends and enemies." Still don't know which I am. BloodWheel seems to be pretty friendly on the track, too, but he's keeping to himself. He sure does laugh a lot, but I don't think I want to know what about. He racked up a body count the likes of which Hellworld had never seen. We ship out tomorrow for Tranzine. Next races are held on the streets of its capital city. Earthens can't pronounce the actual name, so we call it Neo-Tokyo. They say it's a beautiful place to visit. And me without a camera.

November 8, 2021

A relatively short hop to Tranzine, so we didn't have to use the InterSpatials. The garbage bay they appropriated for quarters is almost as comfortable...the five finalists from Hellworld really command some respect. What an interesting trip it's been. Plenty of free time to talk with my fellow drivers. Found out Thula is a delegate from the Starian Senate. Seems their diplomacy policies have taken a new direction...72 confirmed kills gives a whole new meaning to extreme prejudice. Jackal doesn't say much, but I think we can count him among the angels. Quote of the trip..."Hard days indeed when darkness finds light's savior." The guy's a regular philosopher. Hiroki told us about his homeworld Tar'ar and what happened when Draenek showed up there. The invasion on

earth was ugly, but I see where Hiroki got those eyes. Two thirds of the people on his planet are gone. Jack decided to speak up for a change. He told us a little about what the Horde did back in Alabama. The guy's pretty cocky, but I wouldn't want to get on his bad side. This whole thing is like a game for him, and he doesn't like losing. The rumor I heard was true. Looks like the Intergalactic Finals are held on Drakar, Draenek's homeworld. Thula's been there. The winner faces Draenek in what they call the Arena of Death.

Draenek is undefeated.

We put our heads together and a plan is beginning to form. We land in five days.

November 20, 2021

Prelims went about as expected. First heat landed me in second behind this mean looking KilScience Tormentor battle tank. The thing fires anti-matter. Glad I wasn't one of the boys it sent to the other side. The Tormentor's driver was Junkyard. Even back on Varkon we heard rumblings about this guy. Pretty ruthless, and for the cash his sponsor laid out for that ordinance he'd better be. Funny thing...he looks like a dog. I mean it...shaggy, big teeth, the works. I'd say he was even uglier than the Drakarians, but he might find out about it. Hiroki placed first in his heat followed by Thula. Jackal took first in his, and so did Jack. Someone started calling him "Handsome Jack" in the press, and the name's stuck. Like we need that. So far our little plan seems to be working. As long as more than three of us aren't in a race together, the Council won't catch wind. After that we get creative.

Junkyard poses another problem. I'm no good to anyone dead.

November 25, 2021

I really like this city. Compared to Varkon it's heaven...green grass and blue skies. The architecture is amazing. And, of course, first place in the standings tends to brighten one's outlook. Jackal came into some big cash, and bought himself a nice new Nightmare hovercraft. That thing really flies. Literally. And the Judgment Knight GT's (Ground Torpedoes) he's packing has his body count at an all-time high. Some people have all the fun. Junkyard has been making some noise. Ranked third behind BloodWheel. I took a glancing blow from that A-M cannon...The 'Falcon was in the shop for two days. He's had a lot of chances to take a few of us out for good. I don't know...call it luck.

Maybe.

December 3, 2021

Back in medunit. Lost my lower jaw in the last race before the finals. Three car inferno. Lots of pain. More surgery. Roommate is Junkyard. Tormentor went up along with the 'Falcon. Long talks about the wars and the races and Draenek. More pain. New friend.

Drugs kicking in. Race again soon...

January 9, 2022

Finals ended today. The past few weeks have been a blur...I started racing a few days after I left the medunit. Moore Industries outfitted the 'Falcon with the newest tech accessories after the crash and they haven't been disappointed. Her status as even race-legal is questionable. Nobody's asking. I finished number one in the Tranzine standings by a long shot. The locals here

pinned a nickname on me early. Motormouth. Nobody's laughing now. The finalists are who we need. Junkyard has joined the party. We're headed to the last of the races on Retalia. Cloudworld. I'm very tired. And very angry. I wonder if my synth-voice carries even one-tenth of the hatred I feel for Draenek and his Horde.

If not, my show on CloudWorld will.

March 8, 2022

The races here on Retalia have been fast and furious. All the best racers from throughout the galaxy. I showed up ranked fifth...I'm now at third. Lots of hovercrafts here...they seem to have the best handling on these tracks and they're quick as hell. The 'Falcon's been holding her own, but it could just be a matter of time. Junkyard's taking scalps by the dozen, and Thula's anything if not possessed. Jackal's insane as ever. Hiroki took some bad shots early, but he's making his way back up. I won't even bother describing what Jack's been doing to the poor saps they put against him. We all don't see each other as much...the Council quartered us separately here. Maybe they're beginning to understand.

Semis begin at dawn.

March 20, 2022

They posted rankings this morning. I'm number two behind some maniac named Sidon. He landed Jackal in the medunit yesterday. He's number five. Hiroki's been unstoppable at number three. Thula is ranked four, followed by this monstrosity from Baskor that Earthens call the BoneDaddie. Jack and Junkyard are both right behind and not at all happy. Jackal fell to ten after yesterday. They wouldn't let me into the medunit...the Council knows there's something going on. I think Jackal's injuries are pretty bad. If he doesn't make it, Sidon's gonna have a lot to answer for.

Then again, Sidon's gonna have a lot to answer for if he does.

April 4, 2023

Number one in the rankings. My friends all place in the top ten. The crowds are screaming for blood...the mood here has reached a fever pitch. Haven't slept in days. Everyone's strung out, but it seems we're very close to the end. Tomorrow is the final race here on Cloudworld. Ten drivers to fill out the field. First time we've all been in the same race at once. Don't want to think what might happen. I'll watch their backs when I can, but in the end there's only one winner. Not a whole lot else to be said. Tomorrow's victor moves on to Drakar for the final battle with Draenek. I've heard stories. But the fact is that he's going to be there. His last mistake.

And if I'm the one, I'll go the Arena. I'll get that bastard in my sights. And I'll blow him straight to hell.

[Last entry. For details concerning years following, see HoloLib 122.511.46]

CHARACTERS

MOTORMOUTH



Motormouth is the most feared racer in the galaxy and for good reason. A monstrous fusion of flesh and metal, he rages on the track with an unparalleled record of death and destruction. Being among the first of the Race recruits, he rose from the ruins of Earth leaving only fire and fatalities in his wake. Motormouth is the leader of the team which has decided to race cooperatively to destroy Draenek and end his tyranny.

THULA CRIMSTONE



As first-born daughter and rightful successor to the Emperor of the Starian Empire, Thula Crimstone knew little of war or pain. The Starian Empire had existed in one form or another for ten thousand years, and war among the planets of the Empire was unknown. Thula, as a member of the Starian Senate, fought hard against their policy of passive resistance to Dranaek. To the amazement and disdain of her people, Thula volunteered to Race as a delegate of the Starian Senate, and she would hear no arguments. As the future leader of the Empire, she felt it her duty to send a message to Draenek and the Horde.

JACKAL



Jackal has known nothing but war and the heat of battle his whole life. As a member of the Tamani, a warrior society on the planet Kreshan, Jackal lives by an inflexible belief in the purity of war, a belief which has gone unquestioned among his people for more than three millennia. Jackal wears the Chains of Destiny, a Tamanian symbol of his vow to destroy any who would bring war against his people. In his mind, the Chains have stolen his right to die. Jackal races with the furious wrath of one who walks with Death and finds it pleasing.

JUNKYARD



Drakar, Draenek's homeworld, was once populated by two races, the Drakarians and the Kratorians. These societies had lived in harmony for centuries. When Draenek, a Drakarian, came to power and gathered his Horde, his first act was to eliminate every single Kratorian on Drakar. He killed all but one. It is said that the avenger will one day return to Drakar, to balance the scales of justice with the blood of his enemies. And with him will be an army of conquerors, and they will be the stuff of legend. There he will face the one who stole his future and his past, and with a vengeful hand wipe clean any trace of the Betrayer.

HIROKI



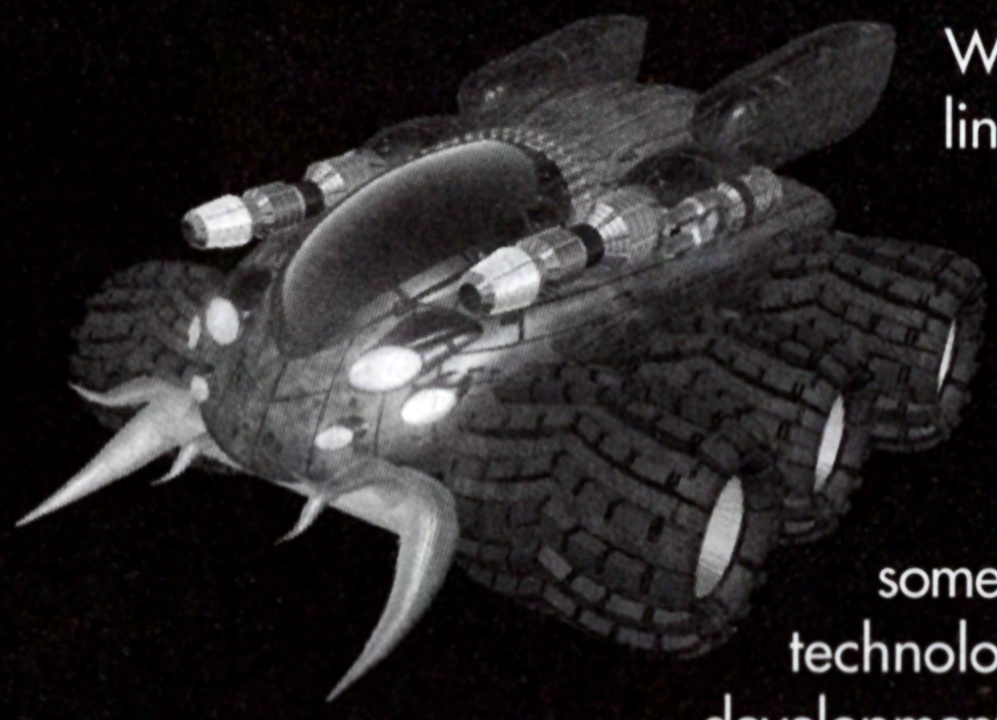
Hiroki is a Tar'arien from the E4 binary system. Before Draenek arrived, Hiroki lived the quiet and wandering life of a nomad. As Warbird of the Seventh Stone Clan, Hiroki had reached almost mythical status among his people, a great spiritual icon among the scattered societies of the Tar'arien plains. Stripped of all but obsession, he races with Motormouth and his Companions, a deadly and efficient killer driven by the vengeful and ghostly cries of his people.

HANDSOME JACK BLOODWHEEL



Legend tells that "Handsome Jack" Bloodwheel was among the crowd that witnessed the first Race on Earth. That very afternoon, with only a '67 Camaro and a shotgun, Jack became the only individual in Earth's history to volunteer for the races. And when the smoke had cleared, there was only one man left. Jack stood alone at the finish line and laughed, a laugh that held dark promises for those who had come and destroyed his beloved Southland. A laugh that spreads fear among racers galaxy-wide.

BOMBACK



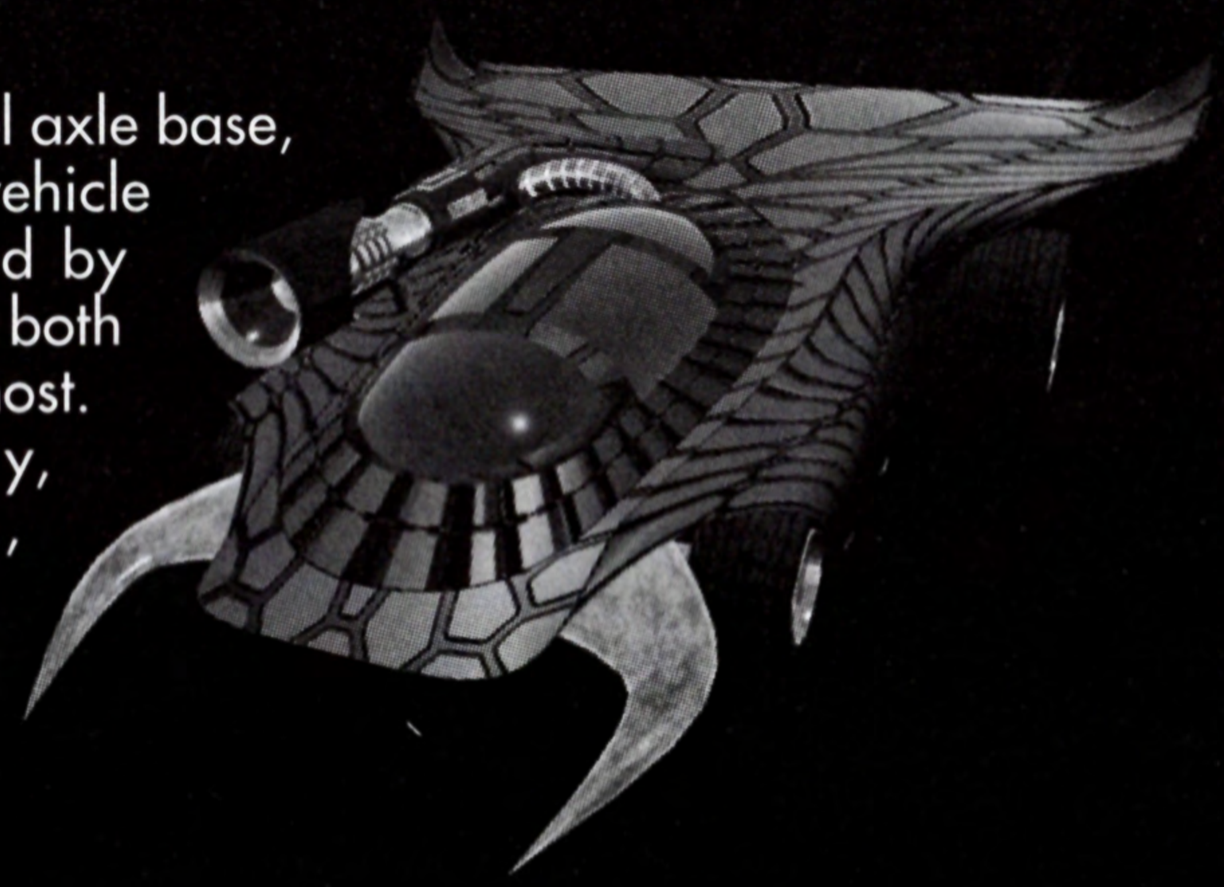
With a titanium reinforced battle-chassis and six Netathium lined tires, the Bomback is a veritable menace on the road. With armor engineering that pre-dates the Invasion, Racing Science & Technology (RS&T) guarantees that the Bomback can take a beating long after other vehicles are nothing but memories. A recent merger with well-known Fazer Optical has the Bomback packing some heavy ordinance...improvements in FO's "cold laser" technology has vaulted RS&T to the forefront of weapons development. And Black Veil has again equipped the Bomback with its defensive oil slick as added protection for when you really need it.

TIGERSHARK

Nemesis Factory (NF) has always adhered to the "run and gun" philosophy, and the TigerShark, with its patented Carbonite Inverted frame, is the lightest vehicle on the market. With superb handling and proven maneuverability, there's not a vehicle on the track that can compare. But the Race isn't all about driving. Trident Corp. has outfitted the TigerShark with its newest offensive weapons hardware line, and newcomer SubTerrain enters the market with a defensive mine package second to none.



AZTEK



With a two-ton frame and an eight-wheel axle base, the Aztek is the most stable mid-sized vehicle ever produced by Newshock. Powered by PRIME's fusion workhorse, the Aztek has both speed and power when you need it the most. Guided plasma weapon technology, recently introduced by Predator Corp., makes the Aztek an offensive force on the track. Predator also provides the Rear Laser Cannon (RLC) for defensive assurance, if you even need it.

HELLFALCON



Armored with Phoenix's FireWrought chrome alloy, and powered by Eruption's super-cooled v24, MOORE Industries has given the Hellfalcon plenty of muscle. Add Daraq's newest "Hell's Fury" missile array and Liquid Death's napalm defensive system, and you've got the meanest machine the Race has ever seen. It's got the kind of style that will have heads turning, and the firepower to ensure it's the last thing they ever see.

TORMENTOR



With Sentinel's newest polymer-alloy plating, the Tormentor is KilScience's most solidly armored dual-tread design to date. EMPEROR has improved its combustion/turbine engine specs, and the performance is off the scale. This machine is the ultimate in destructive power. Matter Masters have developed their anti-matter technology solely for the Tormentor, and the results have the competition staggering. Backed with INFLICT's FieldVortex defensive package, there won't be a vehicle on the road that can touch it.

NIGHTMARE

Air-suspension, the next level in vehicular technology, is provided by Final Balance. With Edge-X's improvements on its ion-compression prototype engine, the Nightmare is a dream to drive. It's not all comfort. With Judgement Knight's GT (Ground Torpedo) hardware, it has the highest-quality offensive weapon systems produced yet. Defensively, it's protected by the most advanced systems design the market has to offer – JK's Satellite Destruction Relay. With this much firepower at your disposal, Bloodmoon Industries guarantees you'll be riding in the lap of luxury for years to come.



CREDITS

TEAM ROCKNROLL IS:

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AI Design Ken Lee, Rich Lovejoy
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Interface Art Vance Kovacs
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Producer#2/MIA Mick Stragey
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Gameplay Music
"Wreck"
Decomposed and Deformed by Ronald Valdez
Super Genius Guitar Solo by Brian Luzietti
Mixed by Jean Smit at Interplay Studios

"Trashed"
Composed and performed by Brian Luzietti
Mixed by Charles Deenen at Interplay Studios

"Dead Ass Meth" and ***"Holocaust del Puerco"***
Composed and performed by Nature.
Mixed by Brian Taylor

"Road Killers", "Overkill", "Cleaner", and ***"Head Voices"***
Composed and performed by Rik Schaffer
Mixed by Rik Schaffer at Womb Music Studios

"Intensity" and "Slingshot"
Composed and performed by Johann Langlie
Guitar: Curtis Matthewson Bass: Deon Estus
Drums: Dean Butterworth
Tracked at Paramount and Clearlake Studios
Mixed by Johann Langlie at Cornerstone
Johann Langlie uses ReBirth by Steinberg Software
Talent Acquisition: Douglas Rappaport
Music Editing by Rick Jackson
Music Mastered by Tom Baker at Future Disc
Music Supervisior: Brian Luzietti

VOICE OVER

VO Direction / Casting / Supervision Chris Borders
VO Cast Jim Cummings, Frank Welker, Tony Jay, Rob Paulsens, Jennifer Hale, and Michael Haley as "Motormouth"
VO Mastering Doug Rappaport
VO Editing Douglas Rappaport, Sergio Bustamante II, Ronald Valdez

CINEMATICS

EFX THE SOUND OF PICTURES

Sounddesign Harry Cohen, Ann Scibelli, Tim Walston, Michael Kamper
SoundFX Supervision Charles Deenen
Cinematics Music Rik Schaffer, Rick Jackson
Cinematics Mastering Sergio Bustamante II
Cinematics Dialogue Editing Chris Borders
Voice Processing Sergio Bustamante II, Doug Rappaport
Additional Sound Effects Editing Caron Weidner
Re-Recording Mixer Ken Teaney
Re-Recording Assistant Juan Peralta
Mixed in dolby surround

DOLBY SURROUND

SPECIAL THANKS

Monica Guerra (Marketing), Erika Price (PR), Steve Spandle (Traffic), Julie Anne Cruz (Traffic), Trish Wright (The Just), Tiffany Hansen (Sales), Jeremy Barnes (our MIS), Rob Nesler (3D Guru), Joe O'Brien, Didier Malenfant, the Kids.

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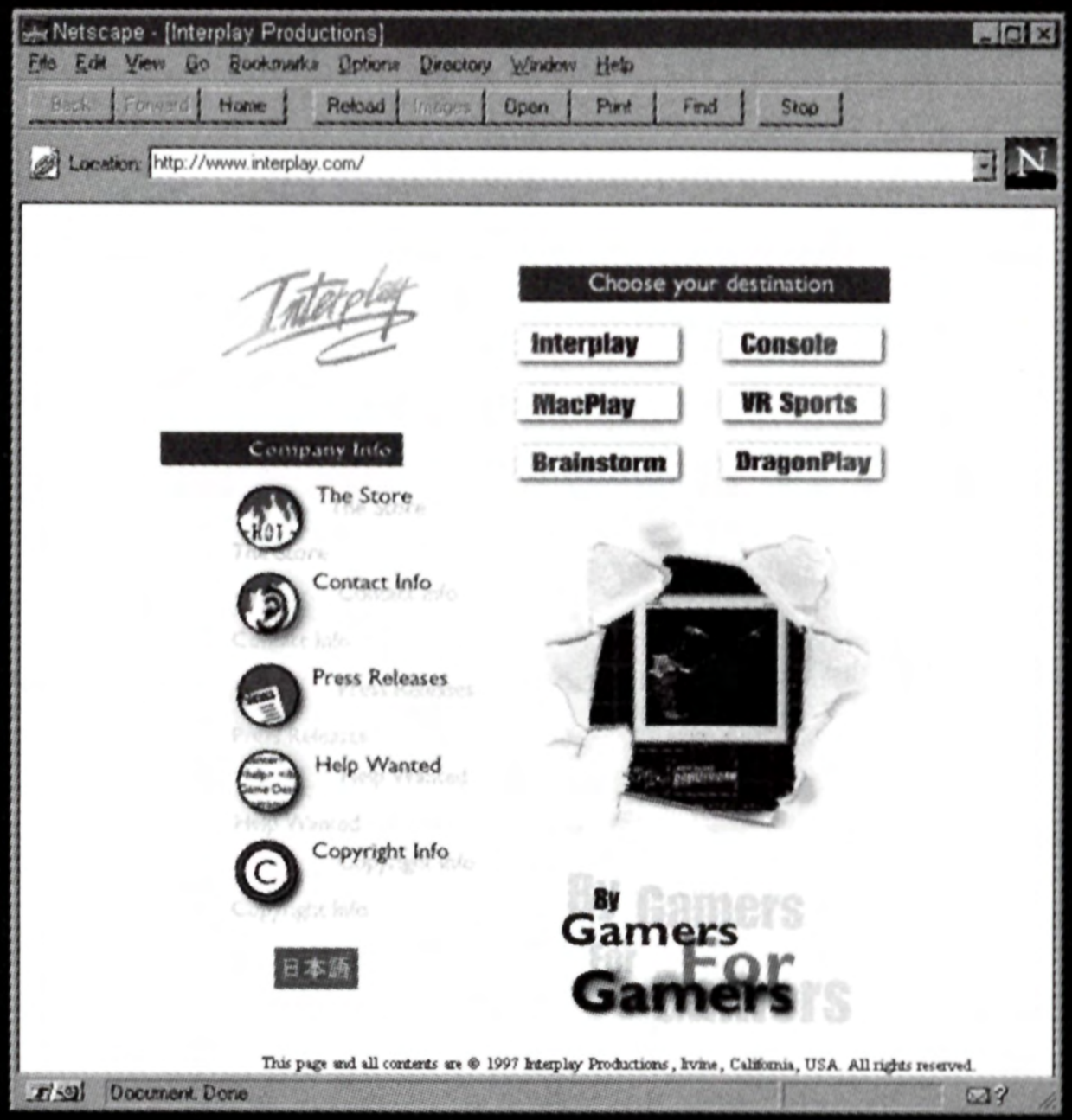
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Once again, Welcome!
Brian Fargo

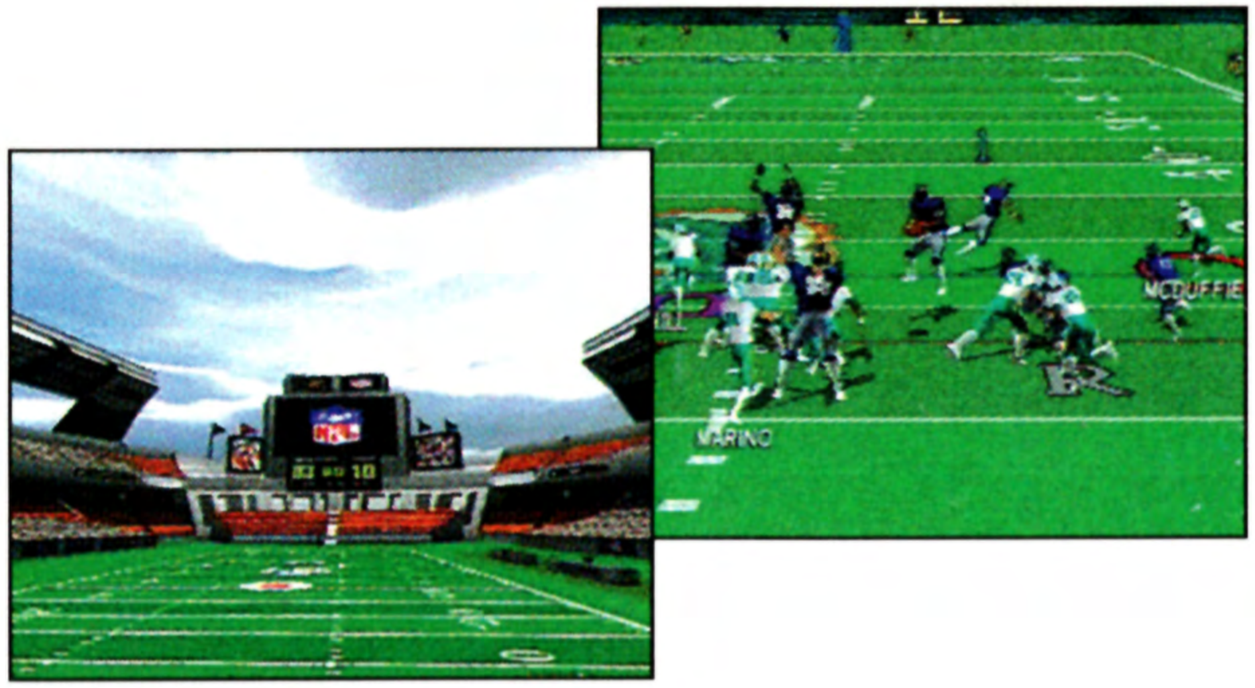
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