

INTRODUCTION

Yeah, I used to be a young motorhead punk just like you. I thought I was invincible and bulletproof until the cops and a few hard crashes proved me wrong. But I wanted to keep a hand in the action, so now I run that little bike shop just down the street. I've seen dozens of kids just like you burn out in a hurry and all of them had one thing in common—they thought they were too cool to listen to the advice of an old has-been like me. Sit back and I'll tell you a little bit about what you're getting yourself into. The Rashers, well they're the biggest bunch of misfits and degenerates this side of Deliverance. They can be your best friend or your worst enemy (besides cops of course). One minute you can be schmoozing with them at Der Panzer and they're giving you race tips, the next they'll be trying to bash your brains in with a club at 100 miles per hour.

When you're just getting started, the races are pretty short, but don't expect the other Rashers to take it too easy on you just because you're new. Once you prove yourself, you can step up to the next level. The races get longer and the Rashers get meaner and faster. If you have any expectations of making your way to the top, you've gotta find a way to win some races and put away some cash. Once you do that, come and see me. You're gonna need a better bike than that pile of crap that you're riding now if you want to compete in the higher levels. One more thing—you're never gonna win anything if your butt is in jail or on the pavement, so avoid the fuzz and keep your butt on your bike.

Later Days,

-Olley



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.

INSTALLATION

NOTE: Road Rash is a native Windows® 95 program and does not run in MS-DOS.

DISK PREPARATION

Before you install any software, it is critical that your hard drive be in proper working order. We recommend running SCANDISK or DEFRAG. SCANDISK searches your hard drive for any lost allocation units as well as any cross-linked files and directories. DEFRAG ensures that your data is sorted properly. Failure to verify this may result in corrupt data.

Steps for running these preventative applications are given below for Windows® 95.

WINDOWS® 95 PREPARATION

FIRST, RUN SCANDISK. To start SCANDISK, left-click on the **Start** button from the Taskbar. The Start menu opens.

From the Start menu, highlight **Programs**, and then select **Accessories** from the menu that appears. Yet another menu appears—from that menu, select **System Tools**. Finally, highlight **ScanDisk**, and the program starts.

Once activated, make sure there is a check mark in the **Automatically Fix Errors** box and select the hard drive you are installing the game to (e.g., C:). Once everything is set up correctly, click **Start** to have the program scan the drive and correct any errors.

NEXT, RUN DEFRAG. To start DEFRAG, go to **System Tools** (as in the previous step) and highlight **Disk Defragmenter**. As with SCANDISK, select the drive you are installing the game to and click **OK**.

INSTALLATION

Start the Windows® 95 operating system.

Insert the *Road Rash* CD into your CD drive. The Electronic Arts launcher screen appears.

To quit without installing, select **Quit**.

To install the program, click **Install**. Follow the onscreen prompts to complete installation. Please read *Direct X Install Notes* below before choosing your Direct X install options.

DIRECTORY OPTIONS

- To install *Road Rash* to the default directory (C:\ElectronicArts\RoadRash\), click **NEXT** from the Install Directory Screen.

- If you want to install to another directory:

Click **BROWSE** from the Install Directory screen.

Type in the name of the directory where you want to install *Road Rash* or select an existing directory.

If you typed the name of a new directory, the installer prompts you to create it. Click **YES**. The Install Directory screen reappears.

Click **NEXT** and proceed with your installation.

DIRECTX INSTALL NOTES

Road Rash uses DirectX 2.0 for displaying graphics. If you have a more recent version of DirectX or DirectX drivers specific to your video adapter, you should not install these drivers.

The first part of the DirectX installation program verifies whether you have DirectX certified drivers installed. DirectX driver versions ending in "95" are DirectX 1.0 drivers, those ending in "96" are DirectX 2.0 drivers. Speed and overall performance may be improved with DirectX 2.0; though on some cards incompatibilities between Direct X 1 and Direct X 2 may cause problems. While Road Rash will run with either version other games may not.

You may want check with your hardware manufacturer to find out if they have more recent drivers or patches for Direct X available. Based upon results of this verification you can choose the following options:

(Re)Install DirectX, or Restore Windows Drivers.

Exit the DirectX installation clicking the "X" in the upper right corner of the certification window.

Be aware that uninstalling DirectX will require your original Windows95 system disk(s).

ROAD RASH DESKTOP THEMES

Road Rash has included a full compliment of Road Rash themes to customise your desktop.

INSTALLATION

NOTE: You must have MS Plus! Pack installed in order to use the Road Rash Themes.

Open **My Computer**.

Right-click on your CD-ROM drive and select **Explore**.

Open **Desktop.exe**.

Enter the drive letter that your MS Plus! Pack is installed to (example 'C:').

Open **Control Panel**.

Open **Desktop Themes**.

Road Rash I and **Road Rash II** will now be available to select as desktop themes.

STARTING THE GAME

NOTE: We recommend that you disable DIAL-UP NETWORKING when playing *Road Rash*. It causes Windows to page information in and out of your system while running the game and will affect performance during game play.

NOTE: Before starting the game, quit all running applications. Windows '95 is a multi-tasking environment therefore it divides its resources and processor power between running applications. Even if Road Rash is the only active application, other programs (or TSR's) can still be running in the background, "stealing" processor power from the game. Even one application running in the background may slow down the game. Common programs that are left running are screen savers, disk-optimisers, e-mail, navigators, etc.... Road Rash runs optimally when it is the only programming running on the machine.

1. Insert the CD in your CD drive.
2. Start the Windows® 95 operating system.

NOTE: If you insert the CD into the CD drive after the Windows® 95 operating system is already running, the Launcher screen appears. Click Quit to continue or Run to start the game.

ALTERNATE STARTUP

1. Open the **Start Menu** and select **Programs**.
2. Scroll up to Road Rash and start the program by selecting RUN ROADRASH.

EA TIP: For a quicker way to start the game, right-drag the Road Rash program icon (RASHME.EXE) onto your desktop and release the right mouse button. Select Create Shortcut (s) Here to place a shortcut icon on your desktop. To start the program, double-click the Road Rash shortcut icon.

CONTROL SUMMARY

NOTE: The controls listed in this manual are the default settings. To customise your controls see Customising Your Controls.

GETTING AROUND IN THE MENUS

Action

Highlight A Menu Item
Accept Choice/Continue
Escape Credits or Videos

Keyboard

Cursor Keys
Enter
Any Key

Mouse

Move mouse
Left-click
Any button

CONTROLLING YOUR BIKE

Action

Steer Left/Right
Lean Left/Right

Keyboard

Left/Right Cursor
Home/Page Up

Joystick

Left/Right
Left/Right cursor
(keyboard)

Brake
Accelerate
Nitrous Burst (nitro bikes only)
Dismount

Down Cursor
Up Cursor
'N'
'D'

Down
Up
'N' (keyboard)
Up Cursor (keyboard)

PUNISHING YOUR OPPONENTS

Action

Punch/Use Weapon
Backhand Punch
Kick
Grab Weapon From Opponent

Keyboard

Ins
Spacebar
Enter
Ins

Joystick

Button 1
Spacebar
Button 2
Button 1

GENERAL GAMEPLAY

Action

Toggle dashboard ON/OFF
Pause
Send Chat Messages
(See Chat messages)
Chat Message - on the fly
(See Chat messages)
Cycle through 0, 3, or 6 lines of visible
chat messages (See Chat messages)
Increase/decrease graphic detail
Resume
Quit Game

Keyboard

F10
Esc
F1-F8
F9
Control + F10
+/- (numeric keypad)
any key
Esc twice

Joystick

F10
Esc (with no movement)
F1-F8
F9
Control + F10
+/- (numeric keypad)
Any button
Esc twice

GAME MODES

TO CHOOSE A GAME MODE MENU OPTION:

1. From the **Startup** menu, press the arrow keys or move the mouse to highlight an option.
2. Press **Enter** or left-click the mouse to select the highlighted option.

THRASH MODE

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

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

Choose **Thrash Mode**, select a track, and wait for the flag to drop.

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.

If you think you're hard, enter Big Game mode and see what you're really made of. Winning the Big Game circuit means more than just burning up the 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.

MANO A MANO (MULTIPLAYER)

Mano a Mano, loosely translated from Latin, it means “I bet I can kick your ass in a free-for-all motorcycle race”. So if you're tired of playing with yourself (!) then take on some other Rashers via Modem, Direct Link or Network.

To start a multiplayer game, select **Mano a Mano** from the **Startup** menu. The **Multi-Player** screen appears.

Note: If you can't seem to follow the simple on-screen instructions, check out the *Mano a Mano* section of the manual on page 21.

RESTROOM

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

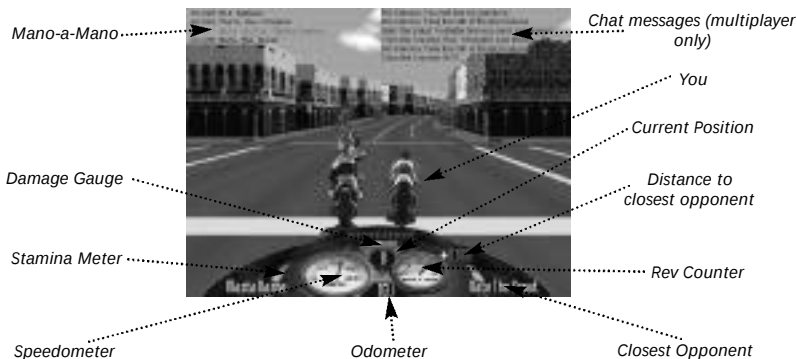
RIDING

When you get out on the open road, you'll be racing at 100+ MPH—down mountain grades, along unpaved roads, over all kinds of nasty road hazards, and through construction sites. We can't tell you what decisions to make for each situation, but we *can* give you the basics.

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.

To toggle the dashboard on/off during a race, press **F10**. This allows you to see more of the road while still displaying all vital information.



STAMINA METER

The stamina meter begins at full strength and is reduced each time an opponent lays a blow on you. If it hits zero, you hit the pavement.

DAMAGE GAUGE

The Damage Gauge tracks the condition of your bike. When it's gone, so's your bike!

CLOSEST OPPONENT

The Closest Opponent display gives you the name and Stamina Meter of your closest opponent.

ODOMETER

The Odometer shows how far you've travelled from the starting line. Memorise 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 the finish line is.

SPEEDOMETER

The Speedometer shows how fast you're moving. Watch how quickly the numbers go down when you're skidding along the asphalt!

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 at the back of the pack. You'll want to finish in one of the top three positions. The Current Position indicator keeps you informed of your position in the pack.

MANO A MANO

Keep track of the positions of all human opponents in a multiplayer race

CHAT MESSAGES (MULTIPLAYER ONLY)

Goad your fellow rasher opponents in making an error.

FIGHTING

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 beatin' the tar out of someone at 100 MPH, then watching as they bounce, skip, and skid along the pavement.

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.



You've got the chain!

Note: The following are default controls. If you want to customise your controls, use the Configure Input option in the Restroom.

Action	Keyboard	Joystick
Punch/Use Weapon	Ins	Button 1
Backhand Punch	Spacebar	Spacebar
Kick	Enter	Button 2
Grab Weapon From Opponent	Ins	Button 1

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 next race.

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.

RESTROOM OPTIONS

LOAD GAME

Load a saved game and continue racing the *Road Rash* circuit with your track qualifications, level progressions, and bank roll intact. For detailed instructions, see Saving and loading games on page 15.

SAVE GAME

It's quick, it's easy, and darnit, it's just a good idea to save your game! If you save after each track qualification, you won't lose your progress if you wreck, get busted, or accidentally freak out and toss your PC across the room at your pesky little brother. This function only allows you to update an existing saved game. This option is not available until a saved game already exists. For detailed instructions, see Saving and loading games on page 15.

SAVE GAME AS

Choose a name for your saved game, save your first game, or change the name of a previously saved game. For detailed instructions, see Saving and loading games on page 15.

GAME MODE

The Game Mode options are the same options you get at the Startup menu. Choose between **Thrash Mode**, **Big Game Mode**, and **Mano a Mano**.

GRAPHICS OPTIONS

Choose your options for race and biker resolution, and choose **Large**, **Small** or **Off** for videos. Lowering resolution increases game performance.

PLAYER LEVEL (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**

PLAYER NAME

Type in your name and press **Enter**. When finished, memorise your name so you will know who you are.

SELECT CHARACTER

Choose your alter ego in **Big Game Mode**. You can base your decision on bike, personality, size, and bank account.

JUKEBOX

Road Rash contains 14 tunes by six A&M recording artists (okay, they're bands). At the Juke Box you can listen to all the tracks or just play your favourite, and check out two cool music videos.

SOUND MIX

Customise the sound levels that you want to hear in the menus and when you're Rashin'.

CONFIGURE INPUT

Road Rash gives you total freedom to choose how you want to ride your bike. .

DONE

When you're ready to leave the Restroom, select **Done**. In **Big Game mode**, the **Character Selection** screen appears. In **Thrash Mode**, the Bulletin Board screen appears. In **Mano a Mano**, the Multi-Player screen appears.

GO HOME

Quit the game. If you're at the office, stop playing *Road Rash* and pretend like you're working. If you're at home, turn off your computer and go outside. There's a whole world out there!

SAVING AND LOADING GAMES

All loading and saving of games is done from the Restroom.

The Restroom can be accessed from the Der Panzer Club, the Bulletin Board (In Thrash Mode), and from the Multiplayer screen.

If you have not saved your game before selecting GO HOME from the Restroom or The Street, you are prompted to do so.

LOAD GAME

TO LOAD A SAVED GAME:

Select the LOAD GAME option in the Restroom. A dialogue box displays your saved games.

NOTE: If you have a game in progress when you select LOAD GAME, you are prompted to save the current game.

Select the game that you want to load, and left click on OPEN. Your game is loaded and the Restroom reappears.

SAVE GAME

TO SAVE A GAME:

Highlight the SAVE GAME option in the Restroom. A box displays the name and location of the current save file.

If this is the location where you want to save your game, select SAVE GAME. If you want to save your game under a different name or save a new game for the first time, select SAVE GAME AS (see below).

SAVE GAME AS

TO SAVE A GAME AS:

Select the SAVE GAME AS option in the Restroom. A window appears displaying the current name of your saved game (if a file exists).

Type the new name in the FILE NAME box, and click SAVE. The Restroom reappears.

THE STREET

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



DER PANZER KLUB

Der Panzer Klub is where Road Rashers gather to soak up a bladder full of courage before a race. 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.



SCHMOOZE

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



To Schmooze with the next rasher, press **Spacebar** or **left-click**. When you've heard it all, the Der Panzer Klub menu appears.

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 chequered flag appears on its postcard.

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.



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 affluent suburb. Your average 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.



A pleasant ride through a beachside 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 scabby 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 isn't quite as forgiving.



NAPA VALLEY

What is it about Napa Valley that draws Sunday drivers in droves? The historic wineries, the rolling hills, or the organic mud baths? Napa Valley may be the only course 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.



OLLEY'S SKOOT-A-RAMA

As you progress through the levels in Big Game mode, a couple of things occur: you acquire lots of prize money and the competition speeds up exponentially. The only way to keep up with the pack is to step into Olley's Skoot-A-Rama and lay down some green on a meaner machine.



TO PURCHASE A BIKE:

From Olley's Skoot-A-Rama, scroll left or right or use the mouse to highlight a Bike Class, then press **Enter** or **left-click** the mouse to select. the **Bike Class** screen appears.

From the **Bike class** screen, select the bike you're interested in purchasing. Olley gives you a close-up look at the bike.

From the **Purchase** screen, scroll left or right or use the mouse to make your decision. Press **Spacebar** or **left-click** the mouse to confirm.

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 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!



MANO A MANO (MULTIPLAYER)

The Mano a Mano game mode allows you to race against up to seven other players via network or one other player via modem or direct link.

NOTE: Modem play requires a 28.8K modem for both machines.

NOTE: In all multiplayer games, the Host should be using the fastest machine.

To start a multiplayer game, select MANO A MANO from the main game screen or go to the Restroom, select GAME MODE, and then select MANO A MANO. The Multiplayer screen appears.

MULTIPLAYER SCREEN

This screen allows you to host, join, or configure options for a multiplayer game. The options are as follows:

HOST

TO HOST A NETWORK GAME:

Select HOST from the Multiplayer screen. A box appears listing available levels.

Select the level that you want to race. A box appears giving you the option to ENABLE/DISABLE cars.

Select ENABLE or DISABLE. A box appears with three options: MODEM, TCP/IP, and IP/X.

Select the type of network that you are using. A box appears giving you the option of having computer controlled bikes in your race. Select HUMANS ONLY or LIMITED AI BIKERS.

Your network address will then appear. You may need this information if you are playing across different subnets.

TO HOST A MODEM GAME (TWO PLAYER RASHING ONLY):

Select HOST from the Multiplayer screen. A box appears listing available levels.

NOTE: In order to switch from hosting to joining a modem game, you must exit the game completely in order to insure proper "hang up."

Select the level that you want to race. A box appears giving you the option to ENABLE/DISABLE cars.

Select ENABLE or DISABLE. A box appears with three options: MODEM, TCP/IP, and IP/X.

Select MODEM. The Establish Modem connection window appears.

Select your modem setup. At this point you must wait for a call to establish a modem connection.

See *After connecting to a multiplayer race* on page 24.

TO HOST A NULL MODEM GAME (TWO PLAYER RASHING ONLY):

NULL MODEM SETUP

Establishing a null modem connection in *Road Rash* requires that Direct Cable Connect (DCC) is set up in Windows® 95. Setting up DCC adds the null modem cable to the modem drop down scroll menus in both the host and join dialogue boxes as "Serial Cable on Com...".

To set up Direct Cable Connect:

Click **Start** on the Windows® 95 taskbar.

Highlight **Programs**.

Highlight **Accessories**.

Click **Direct Cable Connection**.

Follow the setup instructions on your screen.

Dial-Up Networking is automatically installed with DCC, but it can be disabled to prevent possible game pauses. See *Network Performance Tips* on for further instructions.

Select HOST from the Multiplayer screen. A box appears listing available levels.

Select the level that you want to race. A box appears giving you the option to ENABLE/DISABLE cars.

Select ENABLE or DISABLE. A box appears with three options: MODEM, TCP/IP, and IP/X.

Select MODEM. A window appears with an ESTABLISH MODEM connection with the option for modem or serial cable in a scroll down menu.

Select SERIAL CABLE from the scroll down menu. A "Waiting for a call" message appears. At this point you must wait for a call to establish a null modem connection.

See *After connecting to a multiplayer race* on page 24.

JOINING A NETWORK GAME

NOTE: Depending on the condition of the network that you are using, it may take several attempts to successfully join a game. To ensure proper connection, all players should remain at the Mano a Mano screen until all players are connected.

TO JOIN A TCP/IP NETWORK GAME:

Select JOIN from the Multiplayer screen. A box appears with three options: MODEM, TCP/IP, and IP/X.

Select TCP/IP. A dialogue box with available games appears.

Select the game that you want to join and click OK.

See *After connecting to a multiplayer race* on page 24.

TO JOIN AN IPX GAME ON THE SAME SUBNET:

Select JOIN from the Multiplayer screen. A box appears with three options: MODEM, TCP/IP, and IP/X.

Select IPX. A dialogue box with available games appears.

Select the game that you want to join from the Public Games menu and click OK. (See *To join an IPX game on a different subnet* below.)

See *After connecting to a multiplayer race* on page 24.

TO JOIN AN IPX GAME ON A DIFFERENT SUBNET:

NOTE: If you are connecting to a game that is not on your subnet, you will have to get the IPX address of the Host and manually type it in.

Select JOIN from the Multiplayer screen. A box appears with three options: MODEM, TCP/IP, and IP/X.

Select IPX. A dialogue box with available games appears.

Click UNLISTED GAMES, select NEW (if the address has not been previously entered), and type the name of the host and his IPX address.

When the proper address is entered, click OK.

Finally, click OK to begin the connection.

See *After connecting to a multiplayer race* on page 24.

TO JOIN A MODEM GAME:

Select JOIN from the Multiplayer screen. A box appears with three options: MODEM, TCP/IP, and IP/X.

NOTE: In order to switch from hosting to joining a modem game, you must exit the game completely in order to insure proper “hang up.”

Select MODEM. The Establish Connection screen appears.

Select a dialling entry or create a new one, and select which modem you want to use. When finished, click OK. Your modem now calls the host computer.

See *After connecting to a multiplayer race* on page 24.

TO JOIN A NULL MODEM GAME:

Select JOIN from the Multiplayer screen. A box appears with three options: MODEM, TCP/IP, and IP/X.

Select MODEM. The Establish Connection screen appears.

Select the cable you want to use.

NOTE: Make sure that you are connecting the Null Modem cable set on the port where your cable is installed.

See *After connecting to a multiplayer race* on page 24.

AFTER CONNECTING TO A MULTIPLAYER RACE:

When the connection is established, the Character Selection screen appears.

Select the character that best matches your racing style. The Multiplayer screen reappears with a box in the upper right corner displaying players who have joined, course selections, and chat messages.

Select Bulletin Board from the Multiplayer screen. The Bulletin Board screen appears.

Select the track that you want to race and wait for the other players to make their selection.

When the Host goes into the Bulletin Board, the race is closed.

NOTE: When the Host enters the Bulletin Board, other players can choose the track that they want to race. Track selection is decided by a majority vote.

When all players have selected a track, the Game Loading screen appears followed by a countdown that begins the race.

NOTE: It may take a few seconds before the countdown starts as all machines get synched with the Host.

MULTIPLAYER RACING DISPLAY FEATURES:

During a multiplayer race, special on-screen indicators display your location on the track and the relative locations of your opponents.

In the upper left hand corner of the screen, your position and the position of all your HUMAN opponents are displayed.

NOTE: If you are playing in lo-res graphic mode, the position indicator or the chat window is displayed. To toggle between them, press **I**.

This indicator calculates your distance to the end of the track and shows the relative location of your opponents.

To scroll through the positions of all human opponents, press **Page up/Page down** keys. To centre this indicator around you, press **Home** key

A mileage indicator is displayed on the bottom middle of your dashboard. To toggle the dashboard on/off, press **F10**.

This number is the ACTUAL distance you have travelled during a race. It does not imply a mile marker. So even though two bikers may be riding next to each other, they may not have the same mileage.

A chat window displays messages from other rashers. The chat window displays include:
The number of players connected.

Who is in the race and which course they selected.

Official in-game status of human racers (busted, wrecked, quit).

Chat messages.

Press **Control+F10** to cycle through 0, 3, or 6 lines of visible chat messages during a race.

BULLETIN BOARD

Select BULLETIN BOARD to choose the track that you want to race. In a network game, the track is decided by a simple majority.

CHAT MESSAGES

Select CHAT MESSAGES to write messages that are sent to all players during a multiplayer race. Messages can also be sent before and after a race.



TO WRITE CHAT MESSAGES:

Select CHAT MESSAGES from the Multiplayer screen. The Chat screen appears with a slot for keys **F1—F8**

To write a message: select a function key, type in your message, and then press **Enter**. You do not have to fill in all of the slots.

When finished, select DONE. The Multiplayer screen appears.

To send your messages to other players during a race, press **F1—F8**.

You can also use **F9** to write and send new messages during a race.

TO WRITE AND SEND NEW MESSAGES DURING A RACE:

Press **F9**. A Chat window appears.

Type your message, and press **Enter**. Your new message is sent to all racers.

To adjust the number of lines of visible chat messages:

Press **Control + F10** to cycle through 0, 3, or 6 lines of visible chat messages during a race.

RESTROOM

To set your race options, select RESTROOM.

DISCONNECT

To exit Mano a Mano (multiplayer), select DISCONNECT.

NETWORK PERFORMANCE TIPS

It is important to note that the most significant performance enhancements originate with the Host computer. The tips listed below are designed to help free up processor time and maximise the ability of the Host computer to send packet information to all network players more efficiently.

NOTE: The tips and notes included in this section also (where applicable) improve performance for single player games.

- Make sure that your fastest machine in a multiplayer game is the Host.

NOTE: The Host machine should also change to a lower graphic resolution.

- Change all machines to lower graphic game play resolution.
- The Restroom can be accessed from the Der Panzer Club, the Bulletin Board (In Thrash Mode), and from the Multiplayer screen.
- Turn off AI (computer) bikers. (See the Host section.)
- Turn OFF cars. (See the Host section.)
- Lower detail of track environment. (See Command Summary.)

Before starting the game, quit all running applications. Even one running application in the background of one machine may slow down the game for everyone.

We recommend that you disable DIAL-UP NETWORKING when playing *Road Rash*. It causes Windows to page information in and out of your system while running *Road Rash* and will cause significant performance hits during game play.

TO DISABLE DIAL-UP NETWORKING WITHOUT REMOVING IT:

Click on **Start** on the Windows® 95 task bar.

Highlight **Settings**.

Click **Control Panel**.

Double-click the Network icon.

Click the Configuration tab.

Click **TCP/IP, Dial-Up Adapter**.

Click **Remove**.

Click **OK**.

Restart your machine.

NOTE: It is important to know that the slowest machine connected in the network game can slow down all other machines. Unless all players use sufficiently fast (or equal) machines, it is advisable to play network games in low resolution with low detail in order to achieve the best performance. It is also important to note that even a fast machine running a high resolution network game can slow down other machines set for best performance (i.e. low resolution, low detail).

NOTE: Network traffic greatly impacts the speed of the network games being played. At peak traffic times, Road Rash™ may display lower frame rates than at times when a network is not as busy. If you experience problems, try changing to an alternate protocol (from IPX to TCP or vice-versa). Playing at times when your network is not busy yields the best results.

NOTE: Before starting the game, quit all running applications. Windows® 95 is multi-tasking environment therefore it divides its resources and processor power between running applications. Even one running application in background may slow down the game. Common programs that are left running are screen savers, disk-optimisers, e-mail, navigators, etc.... Road Rash runs optimally when it is the only programming running on the machine. Even if Road Rash is the only active application, other programs (or TSR's) can still be running in the background, "stealing" processor power from the game.

PROBLEMS WITH YOUR SOFTWARE?

If you are having a problem installing or using your software, we want to help.

First, please make sure you have read thoroughly the Installation and System Requirements sections at the beginning of this manual.

If you have followed the directions and are still having trouble installing or operating the software, below are some hints that might help solve the problem.

NOTE: Before attempting any of the following suggestions, please make sure you are familiar with the Windows®95 commands being used.

Consult your Windows®95 manual for more information.

JOYSTICK PROBLEMS

Windows®95 users that experience calibration or control problems with their joysticks may need to configure them properly using the Windows®95 Joystick utility located in the Control Panel. Once you have done this, run the game again.

DIRECTX PROBLEMS

Road Rash has been designed to take full advantage of DirectX technology. Unfortunately, the technology is quite new and many Windows® 95 users can have problems with installing DirectX drivers and running them correctly.

DirectX's setup and install are supplied by Microsoft® and do not always do an adequate job of checking whether your system requires them or not. So, we are including the Direct X diagnostics program that will check to see if your various hardware drivers are CERTIFIED for Direct X. If they are not, you have two options for how to update your drivers to work in a native Windows® 95 product.

You can get your hardware manufactures latest DIRECT X drivers from either searching their website or contacting their customer support line and have them sent to you by mail. (See the **NOTE** below.)

You also can install DIRECTX 2 that comes with our product. This should have all the latest drivers from most all major hardware manufactures.

NOTE: If you have newer display drivers than those supplied on Windows® 95 CD-ROM (or disks), they are replaced by the DirectX setup version that comes with Road Rash if you decide to install DIRECTX 2. This type of overwrite may lose some of the features present in the drivers running previous to the install. However, you can re-install Windows drivers, which overwrites DirectX and puts you back to your original setup.

NETWORK PROBLEMS

Due to limitations of the network environment, you may experience non-synched races which can cause warping or jumping of bikers. Generally these issues will mitigate as the various machines get back into synch with one another further in the race. The more complex the race environment, (8 players, AI bikers and Cars ON, hi-res graphics on all machines, wide ranging performance ability between the fastest and slowest machines, and busy network or phone noise) the greater the chances any of these issues will interfere with the quality of your network game. However, we've created a number of setup options that you can change for the both the race itself and on each machine to help stabilise the game environment. See *Network Performance Tips* for more information on speeding up your game.

NO CONNECTION

If you are not able to establish connection or even see a multiplayer game that you know exists, please check the following areas in your system.

Right-click on your NETWORK NEIGHBOURHOOD icon on your desktop.

Go to PROPERTIES and select the CONFIGURATION file.

Look to ensure that you have either CLIENT FOR MICROSOFT NETWORK or CLIENT FOR NETWARE NETWORKS installed. Also make sure you have IPX/SPX and TCP/IP protocols installed.

NOTE: If these are not available or are missing, you will not be able to play a network game. Contact your network administrator.

If everything is installed properly in the CONFIGURATION portion of the NETWORK NEIGHBOURHOOD, but you are still having a problem connecting or seeing a network game, check the following:

Click on the IPX/SPX line in your CONFIGURATION FILE.

Select ADVANCED and scroll down to FRAME TYPE.

Look at the window to the left of this menu and ensure that the frame type is set to the same value as all the other players that you are playing against on your local network.

MODEM PROBLEMS

The "Remote Party Disconnected" message appears when your opponent disconnects either intentionally or as a result of line problems.

Occasionally after seeing the "Remote Party Disconnected" message while in a modem game, Windows will be left in an unstable state. While Windows is in this unstable state, interface audio may loop, subsequent multiplayer races may experience connection problems, and the fade in/out normally seen at the beginning and end of races will most likely occur. We strongly recommend exiting and restarting Road Rash following each instance of seeing the "Remote Party Disconnected" message.

CD PROBLEMS

A double-speed CD-ROM drive is required to run *Road Rash* and you'll get even better results from a 4x or faster CD drive.

Make sure the game was properly installed. See Installation.

Make sure that the CD is in the CD drive. The CD must be in the drive to install or run the game.

VIDEO PROBLEMS

Road Rash requires a Direct Draw-compatible SVGA video card capable of 640x480 with 256 colours (1MB or more video RAM).

If you still are experiencing difficulties with video you may want to consult your video card's manual for specific information on loading a manufacturer-specific DirectX drivers.

GENERAL VIDEO CARD INFORMATION

Please contact the manufacturer of your video card with any DirectX driver or video card issues.

SOUND PROBLEMS

Road Rash supports Direct Sound compatible sound cards only.

If you are having difficulties with your sound card, please look in your SYSTEM SETTINGS in your CONTROL PANEL and select DEVICE MANAGER. Then scroll down to SOUND, VIDEO, and GAME controllers to ensure that there are no conflicts.

Make sure your speakers or headphones are plugged into the appropriate jack and the volume control is turned up.