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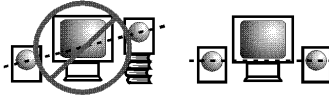
EPILEPSY WARNING

PLEASE READ BEFORE USING ANY VIDEO GAME OR ALLOWING YOUR CHILDREN TO USE IT

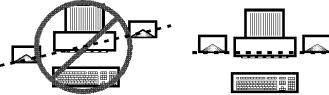
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic 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.

QSound Optimal Listening Setup

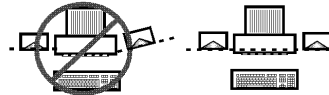
QSound produces a greatly expanded soundfield of amazing realism from regular speakers. For best results...



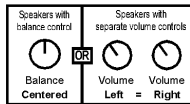
1. Speakers should be at the same height.



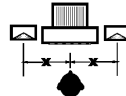
2. Speakers should be in the same plane.



3. Speakers should be at the same angle.



4. Equal L/R Volumes



5. Listen centered.

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QSound™ VIRTUAL AUDIO GUIDE TO OPTIMAL LISTENING

Congratulations! The SPEEDSTER product you have purchased incorporates QSound™ Virtual Audio from QSound™ Labs Inc. QSound™ is a patented, innovative process that creates a dramatically enhanced soundfield extending far beyond the bounds of regular stereo. The result is an audio experience of unparalleled realism.

The following guidelines will help you get the maximum benefit from QSound™ Virtual Audio.

Since QSound™ is a stereo process, you will need a stereo playback system.

The aim of the following suggestions is simply to set up your system symmetrically, so that both left and right speakers are similarly arranged.

Both speakers should be placed at the same distance from the listening position.

Make sure both speakers are at the same angle.

(Facing straight forward or turned slightly toward the listening position; whichever is your preference.)

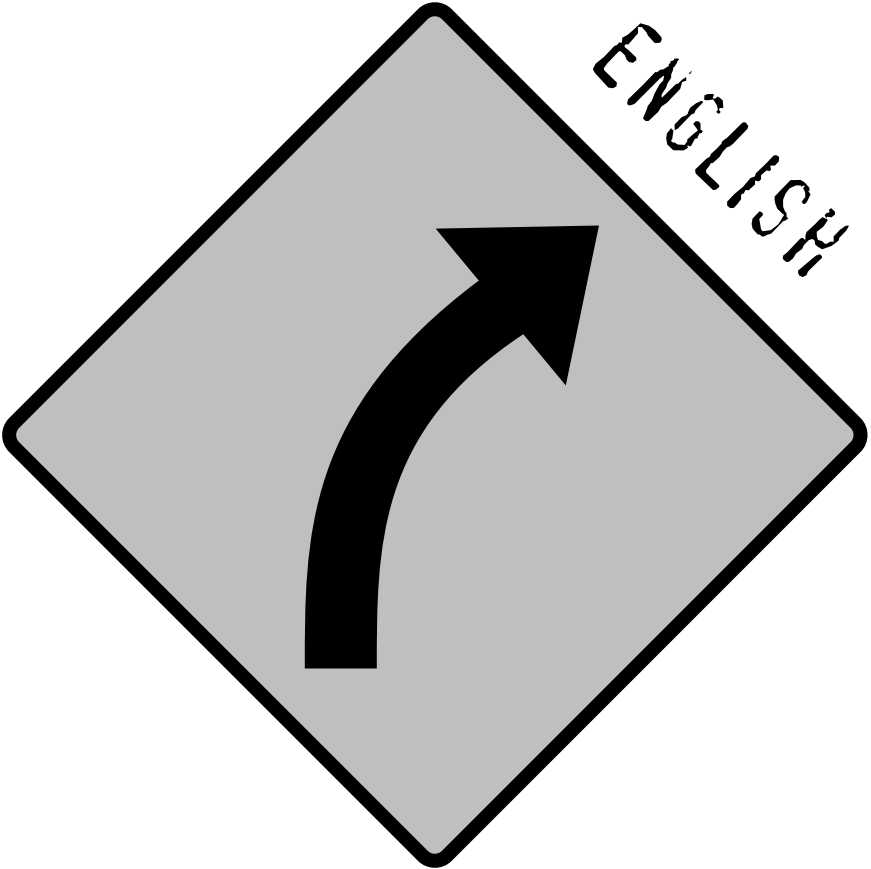
Arrange both speakers at the same height.

Your speakers should not be too far apart. For example, in a multimedia setup, they should be just to either side of your video monitor. If your system has a balance control, be sure it is centered. If, on the other hand, each speaker has its own volume control, adjust them so that the speakers are as closely matched in relative volume as possible.

Although enhancement can be heard off axis, dramatic sound localization will be heard when you are centered between the speakers. By taking a little time to set up your system properly, you will maximize your enjoyment of the QSound™ audio enhancement built into SPEEDSTER.

QSound™ Labs, Inc. Calgary AB, Canada 403.291.2492





1. INTRO	5
2. STARTING THE GAME	6
SYSTEM REQUIREMENTS	6
INSTALLING SPEEDSTER	6
UNINSTALLING SPEEDSTER	7
3. THE TRACKS	8
4. THE SPEEDSTERS	9
5. MENUS	11
USING MENU SCREENS	11
TITLE SCREEN	11
MAIN MENU	11
ONE PLAYER	11
TWO PLAYERS	11
AUDIO OPTIONS	11
OPTIONS	11
CONTROLLER	11
BEST TIMES	11
RACE MODE MENU	16
VEHICLE SELECTION	16
CHAMPIONSHIP	17
SINGLE RACE	17
TIME TRIAL	17
IN-GAME MENU	18
END OF RACE	18
6. PLAYING THE GAME	19
GAMEPLAY INFORMATION	19
7. CREDITS	20

CONTENTS



1. INTRO

“ When they asked me to race in the Speedster Championship, I jumped at the chance.

A lack of professional racing experience didn't bother me, I was a speed-pro in the arcades at the age of nine. In those days, of course, I couldn't reach the machine's pedals, so I'd get my mate, Harrison, to work them while I steered. We were a great team, always clocking up best lap times and new track records. The greatest buzz was seeing my name immortalised in the Hall of Fame - forever - or at least until they turned the machines off at night.

We dominated every new racing game that entered the arcade. Each one harder to master than the last, but we mastered each one and all the kids would crowd round in awe. We were the thrill-kings of our generation. And the arcade's most regular customers.

Like Harrison, I left school with no more than a degree in arcade racing. Any vehicle, any time, anywhere - I earned the nickname “MPH” - Miles Per Hour, and at one time, my alter-ego monopolised every Hall of Fame screen on every racing game in every arcade across town.

Then at 19, me and Harrison transferred our arcade racing prowess onto the streets.

Looking back it was dumb to even think about racing for real. But race we did... As I fled the scene, I still remember seeing Harrison's twisted wreckage in my rear-view mirror.

Mum thought it was best I got some help with my grief. I did.

The counsellor suggested I took up racing as a profession - after all, it had been my number one hobby for ten years. So I took up racing. And I was good at it too, I knew I would be.

I dedicated my first trophy to Harrison.

My arcade playing days were over, I was playing with the big boys now, and for me, winning the Speedster Championship is the ultimate buzz.

MPH lives on...”

2. STARTING THE GAME

SYSTEM REQUIREMENTS

Minimum Machine Specification: P75 (P100 Recommended)

Minimum RAM Memory: 8MB (16MB Recommended)

Operating System: Windows® 95

Soundcard: 16 Bit Sound Blaster or 100% compatible

Video: 1MB SVGA Video Card (2MB SVGA Video Card Recommended)

Colours: 256

Drive: Quad Speed CD Rom or higher

Mouse: No

Controls: Keyboard / Pad / Joystick / Steering Wheel (Madcatz)

Save Game: Yes

Hard Disk (space required): 5MB

INSTALLING SPEEDSTER

Insert the Speedster CD for the game to run automatically.

If it does not run automatically then run "Speedster.exe".

The "Speedster Installation Program" will run.

Select where you want to install the game using the box provided. Click "install" to begin installing the game. Cancel will exit the install program.

If the path you have chosen does not exist then it will ask if you want to create it - select YES or NO.

Setup now installs "Microsoft Direct X" and "Speedster".

If "Direct X" is fully installed (as opposed to simply updating a few files) then the install program will tell you that you need to restart your computer. Do this and then re-run the game to play Speedster.

If you do not need to restart your PC then simply click on the "Run Game" button to play Speedster.



UNINSTALLING SPEEDSTER

Run “uninstal.exe”

The “Speedster Uninstall Program” will run.

Select Uninstall to remove the game or cancel to quit the program.

When you select Uninstall you will be asked: “Are you sure? YES/NO”

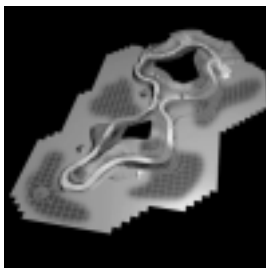
When the Game is uninstalled a message box will appear to tell you.

Click OK to finish.

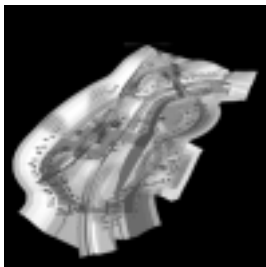
NOTE: All configuration, High Scores, Best Lap times and Ghost Car saves will be deleted when you uninstall the game.

3. THE TRACKS

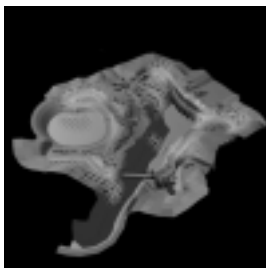
1. ATLANTIC TRAIL



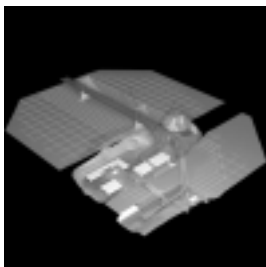
3. YUKON PASS



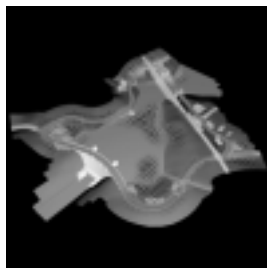
5. TUSCAN GORGE



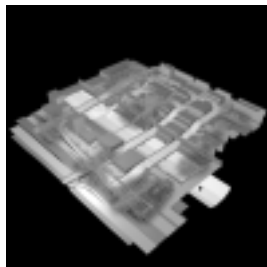
7. PACIFIC DREAM



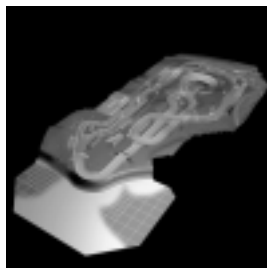
2. COUNTRY VALLEY



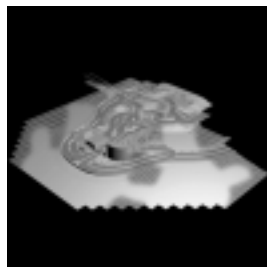
4. DOWNTOWN



6. CW6 RACEWAY



8. GOLDEN SANDS



4. THE SPEEDSTERS
HIGH PERFORMANCE

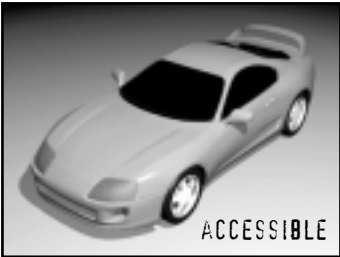
EUROPA TOURER



SUPER BLUE



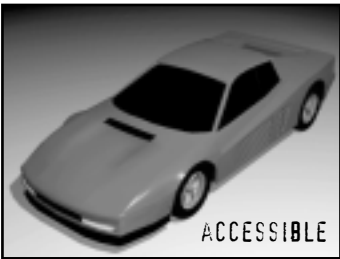
YELLOW THUNDER



STOCK CAR



RED FLASH



HOT-HATCH



SILVER BULLET



M4 SALOON



HEAVY METAL

RANGER



HGV

DUNE BUGGY



MONSTER TRUCK

JEEPSTER

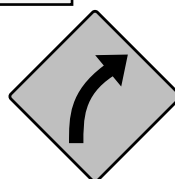


TROOPER

DALLAS PICK-UP



BADGER



5. MENUS

USING MENU SCREENS

Use Left, Right, Up and Down Cursor Keys to highlight required options.
Press RETURN (or button 1 on your joystick or gamepad) to confirm. Press ESCAPE (or button 2 on your joystick or gamepad) to return to the previous menu.

TITLE SCREEN

Press any key to go to the MAIN MENU.

MAIN MENU

Use Left, Right, Up and Down Cursor Keys to highlight required options.
Press RETURN (or button 1 on your joystick or gamepad) to confirm.

ONE PLAYER

Go to the One Player Game Settings Screen

TWO PLAYERS

Go to the Head 2 Head Settings Screen

AUDIO OPTIONS

Go to the Audio Options Screen

OPTIONS

Go to the Options Screen

CONTROLLER

Go to the Controls Options Screen

BEST TIMES

Go to the Best Times Screen

EXIT GAME

Exit back to Windows® 95

ONE PLAYER GAME SETTINGS SCREEN

RACE MODE

Use Left and Right to choose the type of race you want to compete in:
CHAMPIONSHIP, SINGLE RACE or TIME TRIAL.

DIFFICULTY

Use Left and Right to choose your own rank. The difficulty level ranges from NOVICE, through INTERMEDIATE, up to PROFESSIONAL.

AUTO BRAKING

Use Left and Right to turn the Auto Braking facility ON or OFF.

VEHICLE CLASS

Use Left and Right to choose the type of vehicle you want to drive:
HIGH PERFORMANCE or HEAVY METAL.

CHECKPOINTS

Use Left and Right to turn the Checkpoints ON or OFF.

GHOST CAR

Use Left and Right to turn the Ghost Car ON or OFF.

This option is only available in TIME TRIAL MODE.

HEAD 2 HEAD SETTINGS SCREEN

DIFFICULTY

Use Left and Right to choose your own rank. The difficulty level ranges from NOVICE, through INTERMEDIATE, up to PROFESSIONAL.

AUTO BRAKING

Use Left and Right to turn the Auto Braking facility ON or OFF.

VEHICLE CLASS

Use Left and Right to choose the type of vehicle you want to drive:

HIGH PERFORMANCE or HEAVY METAL.

SLOW CAR BOOST

Use Left and Right to turn the Car Boost ON or OFF.

AUDIO OPTIONS

MUSIC

Use Left and Right to program the music tracks to play randomly, sequentially, by name or just turn the music OFF.

MUSIC VOLUME

To adjust the volume use Left and Right to choose from 0% to 100%.

SOUND MODE

Use Left and Right to choose between Mono / Stereo / QSound / Dolby Surround.

SPEECH / SFX VOLUME

To adjust the volume use Left and Right to choose from 0% to 100%.

ENGINE VOLUME

To adjust the volume use Left and Right to choose from 0% to 100%.

AMBIENT VOLUME

To adjust the volume use Left and Right to choose from 0% to 100%.



OPTIONS

SCREEN MODE

Use Left and Right to choose between Normal and High Resolution graphics.

DIRECTION ICONS

Use Left and Right to choose between ON or OFF.

The Direction Icons appear in-game at the top of the screen as yellow warning signs. These signs give notice of upcoming road-hazards.

LIGHT SOURCING

Use Left and Right to choose between ON or OFF.

Turning the light sourcing OFF will result in a significant performance boost on slower PCs.

TEXTURE MAPPING

Use Left and Right to choose between ON or OFF.

Turning the texture mapping OFF will result in a significant performance boost on slower PCs. This option only affects the landscape textures and not the car textures. It's also quite a cool "retro" look!

CD REPEAT

Turn the CD Repeat ON or OFF to choose whether to listen to one repeating music track or a number of tracks.

SFX MIXING RATE

Choose between settings High and Low. High is recommended for faster machines only.

MAX. N° OF SFX

Choose between 10 and 6 for the level of sound effects heard in-game. Level 10 is recommended for faster machines only.

CONTROLS

ONE PLAYER GAME

If a joystick is not connected, then Player 2 must be set to DISABLED to allow the successful set-up of Player One.

The control options for Player One are: KEYBOARD, GAME PAD A, GAME PAD B, JOYSTICK A, JOYSTICK B and STEERING WHEEL.

Press Left or Right to change the control option.

TWO PLAYER GAME

During a Two Player Game, only one player can use the keyboard. Therefore, two players must be keyboard and joystick or two joysticks only.

The control options for Player One are: KEYBOARD, GAME PAD A, GAME PAD B, JOYSTICK A, JOYSTICK B and STEERING WHEEL.

The control options for Player Two are: DISABLED, KEYBOARD, GAME PAD A, GAME PAD B, JOYSTICK A, JOYSTICK B and STEERING WHEEL.

Press Left or Right to change the current setting for whichever player is currently being edited.

RECONFIGURATION

To reconfigure the Keyboard use the Up and Down Cursor keys to scroll through the settings and highlight the setting you wish to change: ACCELERATE, BRAKE, LEFT or RIGHT. Press RETURN to confirm. Next press the key you wish to assign to that setting. Once happy with your settings highlight the CONFIRM SELECTION option and press RETURN.

If the assigned key clashes with a key already in use or if the joystick port has not been set up in Windows®95 or is not plugged in, then the CONFIRM SELECTION option will change to a message detailing what is wrong with the current selection. The settings for all other in-game actions cannot be re-assigned (see GAMEPLAY INFORMATION).

Pressing ESCAPE at any time will cancel the current changes and return to the Main Menu.

PERIPHERALS

All peripherals must be configured in Windows®95 system settings before commencing play.

Note: Replays and Ghost Cars are NOT available when using analog controllers.



BEST TIMES SCREEN

If you beat any best time after a race you can enter your name.

When a race is completed and a record created, it will be displayed on this screen.

In CHAMPIONSHIP MODE the Top 3 Times will be displayed. This refers to how long the whole Championship took you to complete on each track.

In SINGLE RACE MODE the Top 3 Times are displayed for each track differentiating between Vehicle Class, Skill Level and Checkpoints ON/OFF. The single Best Lap Time for each track is also displayed.

In TIME TRIAL MODE the Top 3 Times are displayed for each track differentiating between Vehicle Class and Skill Level. The single Best Lap Time for each track is also displayed.

RACE MODE MENU
VEHICLE SELECTION

Choose the High Performance category and select from the following four vehicles:

- Europa Tourer
- Yellow Thunder
- Red Flash
- Silver Bullet

Finish 1st in a Championship and access the following High Performance vehicles:

- Super Blue ----- (via Europa Tourer)
- Stock Car ----- (via Yellow Thunder)
- Hot-Hatch ----- (via Red Flash)
- M4 Saloon ----- (via Silver Bullet)

Choose the Heavy Metal category and select from the following four vehicles:

- Ranger
- Dune Buggy
- Jeepster
- Dallas Pick-up

Finish 1st in a Championship and access the following Heavy Metal vehicles:

- HGV ----- (via Ranger)
- Monster Truck ----- (via Dune Buggy)
- Trooper ----- (via Jeepster)
- Badger ----- (via Dallas Pick-up)

NOTE: Hidden vehicles NOT accessible in NOVICE MODE.



CHAMPIONSHIP

The number of tracks available depends on the difficulty level (4 NOVICE, 6 INTERMEDIATE and 8 PROFESSIONAL). The number of laps depends on the difficulty level (2 NOVICE, 3 INTERMEDIATE and 4 PROFESSIONAL). Once you have chosen your Game Settings press RETURN or JOYSTICK/PAD BUTTON 1 to go to the Vehicle Select Screen. Now use the Left and Right Cursor Keys to select a vehicle and press RETURN or JOYSTICK/PAD BUTTON 1 to confirm. Then after the Loading Screen it's into the race...

SINGLE RACE

Once you have chosen your Game Settings press RETURN or JOYSTICK/PAD BUTTON 1 to go to the Select a Vehicle Screen. Press RETURN or JOYSTICK/PAD BUTTON 1 to choose a vehicle. This will take you to the Single Race Screen, where you can choose which Track you want to compete on. Use the Left and Right Cursor Keys to choose a track from the eight listed below:

Atlantic Trail
Country Valley
Yukon Pass
Downtown
Tuscan Gorge
CWG Raceway
Pacific Dream
Golden Sands

The above order is the track sequence you will encounter during the Championship. An extra track for Championship winners exists...

The number of laps depends on the difficulty level (2 NOVICE, 3 INTERMEDIATE and 4 PROFESSIONAL).

When satisfied with your selections, press RETURN or JOYSTICK/PAD BUTTON 1, and it's into the race...

TIME TRIAL

Can you get the fastest lap times on all the tracks? On TIME TRIAL MODE you can prove it! You can choose any track to compete in over 3 laps. Once you have chosen your Game Settings press RETURN or JOYSTICK/PAD BUTTON 1 to go to the Select a Vehicle Screen.

Press RETURN or JOYSTICK/PAD BUTTON 1 to choose a vehicle.

If you choose to have the Ghost Car ON, you will be up against a shadow of yourself. Getting used to the track is what it's all about here, so don't be spooked by your ghost!

IN-GAME MENU

Press **ESCAPE** (Player One) or **F12** (Player Two) during a race to select this menu. The race action will pause and you will be presented with three choices:

CONTINUE

Press **RETURN**, **ESCAPE**, **SPACE** or **JOYSTICK/PAD BUTTON 1** to continue the race.

RESTART

Press **RETURN**, **ESCAPE**, **SPACE** or **JOYSTICK/PAD BUTTON 1** to return to the beginning of the race. A prompt will appear asking "Are you sure?" Use **Left** and **Right** to highlight **YES** or **NO** and press **RETURN**, **ESCAPE**, **SPACE** or **JOYSTICK/PAD BUTTON 1** to confirm. Choosing **NO** will return you to the In-Game Menu.

EXIT

Press **RETURN**, **ESCAPE**, **SPACE** or **JOYSTICK/PAD BUTTON 1** to choose Exit. This will return you to the **MAIN MENU**.

A prompt will appear asking "Are you sure?" Use **Left** and **Right** to highlight **YES** or **NO** and press **RETURN**, **ESCAPE**, **SPACE** or **JOYSTICK/PAD BUTTON 1** to confirm. Choosing **NO** will return you to the In-Game Menu.

END OF RACE

CHAMPIONSHIP

If you finish in **1st** place you will get the option to **Watch Race Replay**, **Race Next Circuit** or **Exit to Main Menu**.

If you finish in **2nd** or **3rd** place you will be awarded a free **Race Credit**.

You will then get the option to **Watch Race Replay**, **Restart** or **Exit**. By choosing **Restart**, you will get another attempt to gain **1st** place by using up another credit. If you do not finish in the **Top 3**, you fail to qualify. You are given the option to **Restart the Race** or **Exit to Main Menu**. By choosing **Restart**, you will get another attempt to gain **1st** place by using up another credit.

When your **3 Race Credits** expire then it's **Game Over**.

SINGLE RACE

You will get the option to **Watch Race Replay** (only by finishing in the **Top 3**), **Restart** or **Exit to Main Menu**.

TIME TRIAL

You will get the option to **Watch Race Replay** **Restart** or **Exit to Main Menu**.



6. PLAYING THE GAME

GAMEPLAY INFORMATION

RACE CREDITS

You begin with 3 Race Credits. Each time you finish a race outside of the Top 3, you will lose a Race Credit. When your Credits expire, it is Game Over.

STEERING

Set the handling of the vehicles to your standards. Slow steering is good for novices taking long corners. Fast steering is extremely responsive and takes some mastering. This is not available when using an analog Controller.

AUTO BRAKING

This facility will automatically decelerate the vehicle when approaching corners. Designed for inexperienced racers, this feature works in all game modes.

CHECKPOINTS

Clear the next checkpoint before the time reaches zero, otherwise the race is over.

DAMAGE

Throughout the race you will take damage to your vehicle, either by hitting other vehicles or by smashing into race-track walls and barriers. A damage bar is displayed in-game on the bottom-right of the screen. It will turn from white to red as your damage increases. You're out of the race when the damage bar completely turns red. Note: In CHAMPIONSHIP MODE you will receive an extra Race Credit for finishing in 1st place without taking any damage.

ADJUSTING CAMERA VIEWS

Player 1 zooms in and out with F5 and F6.

Player 2 zooms in and out with F7 and F8.

In a one player game you can resize the screen by pressing "+" and "-" on the keyboard.

REAR VIEW

By pressing F4 (Player One) or F9 (Player Two) on the keyboard during a race you will be presented with an instant view of what is behind you. Release the key to return to normal view.

EXTRA VIEWS

NOTE: only available in a one player game.

By pressing F1 and the player's current setting for ACCELERATE together, the camera will cycle through all the vehicles in the race. Press F1 and F2 together for the camera to return to your vehicle. By pressing F1 and the player's current setting for BRAKE together you will see the game from the track-side cameras. Press F1 and BRAKE together again for the camera to return to normal view.

START DELAY

Use Left and Right to choose a time handicap from 0 to 30 seconds. This will give a headstart to inexperienced players when competing head-to-head with more experienced players.

AGGRESSION

In Professional mode your opponents will drive more aggressively and as you are in with the big boys now, they will be out to stop you. So keep your damage level down...

7. CREDITS

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PLAYSTATION™ LEAD PROGRAMMER

Robert Rawson

PLAYSTATION™ GAME PROGRAMMING

Andrew Brechin, Martin Hall, Darren Coles

TOOLS PROGRAMMING

Robert Rawson, Andrew Brechin, Edward Morley

LEAD ARTIST

Neil Casini

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Gary Baker

CLOCKWORK GAMES ANIMATION

Mark Jackson

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PC ANIM PLAYER

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SOUND DRIVER SOFTWARE

Andrew Crowley

TECHNICAL SUPPORT

Rob Matthews



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Rob Matthews, Gary Baker

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PC Music Ltd

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BETA TESTING

Mark Inman (Group Leader), Jenny Newby (Team Leader), Stephen Allen,
Andrew Durney, Alan McArdle, Wayne Smith, Richard Yandle

MUSIC PRODUCER

Phil Morris

MUSIC

Music composed and recorded by PC Music Ltd

All guitars: Stu Ellis

Mixed in Dolby Surround by Steve Cowell at Pearl Studios, Liverpool.

Music published 1996 by PC Music Ltd

TRACK LIST

- 1) Mesh**
- 2) Resonator**
- 3) Wired Soul**
- 4) Skinned**
- 5) Pulse**
- 6) Metallic**
- 7) Technofear**
- 8) Smelter**
- 9) Sinews**
- 10) Pyrelighter**
- 11) ManMachine**
- 12) Synchronic**
- 13) Fuzzbomb**
- 14) Hot Rubber**
- 15) Dropout**

SPECIAL THANKS TO

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Friends & Family Of Clockwork Games

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Carole Holmes

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