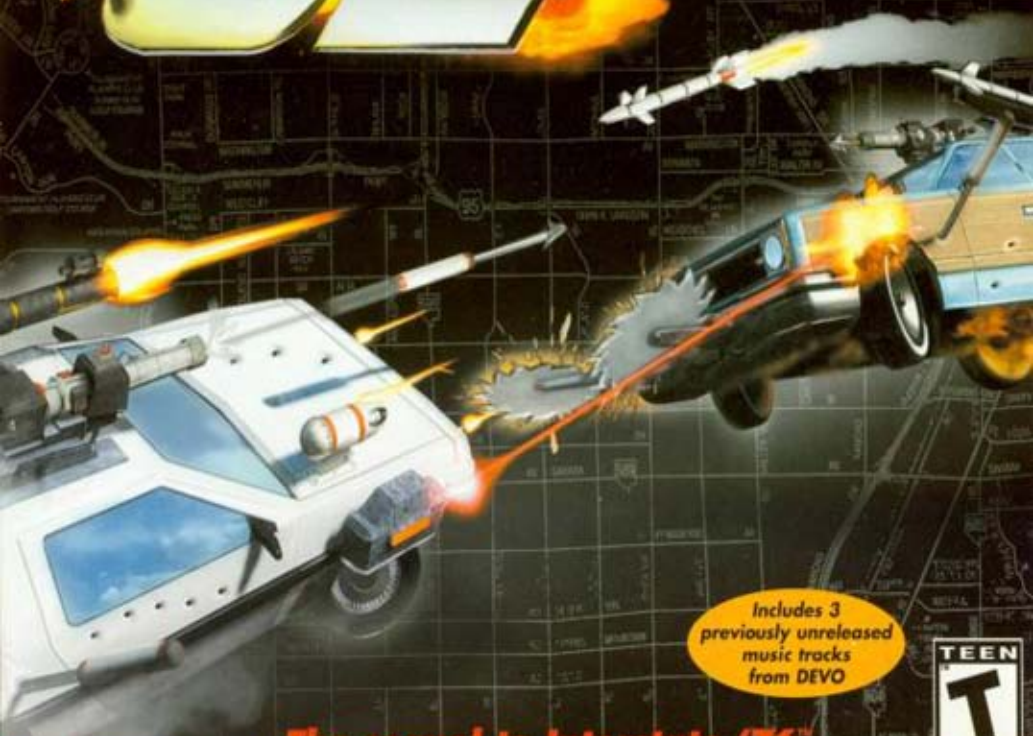


**BAD-ASS CARS. BIG-ASS GUNS.**

# INTERSTATE '82



Includes 3  
previously unreleased  
music tracks  
from DEVO

**The sequel to Interstate '76,  
"Game of the Year"**

— GQ Magazine

**ACTIVISION**



**3-D Accelerator  
Card Required**

# Contents

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THE SKYE LETTERS . . . . .	7
MINIMUM SYSTEM REQUIREMENTS . . . . .	12
INSTALLING INTERSTATE '82 . . . . .	13
HOW TO INSTALL . . . . .	13
TITLE SCREEN BUTTON FUNCTIONS . . . . .	14
TROUBLESHOOTING . . . . .	15
Online Help . . . . .	15
AutoPlay . . . . .	15
DirectX 7.0 . . . . .	16
Problems and Solutions . . . . .	17
LAUNCHING THE GAME . . . . .	19
Quick Start (New Trip) . . . . .	19
THE MAIN MENU - GETTING AROUND INTERSTATE '82 . . . . .	20
Training . . . . .	20
The Trip . . . . .	20
Instant Action . . . . .	21
Multiplayer Setup Screen . . . . .	23
VEHICLE CUSTOMIZATION . . . . .	27
Customizing Your Car After a Trip Mission . . . . .	27
Chassis Space Grids . . . . .	27
Weapons, Specials, and Shielding . . . . .	27
Internal Components . . . . .	28
Customizing Your Car for Instant Action/Multiplayer . . . . .	29
Chassis Tabs . . . . .	29
Model/Variant List . . . . .	29
BASIC DRIVING . . . . .	30
COMBAT . . . . .	30
VEHICLE INSTRUMENTS . . . . .	30
Speedometer . . . . .	30
Tachometer . . . . .	30
Weapons Status . . . . .	31
Specials Status . . . . .	31
Threat Indicators . . . . .	31

Internal Damage Lights	31
Targeting Reticle	31
Radar	31
Vehicle Condition Bar	32
SELECTING AND FIRING WEAPONS	32
Targeting	32
Turreted Weapons	32
Grouping Weapons	33
Weapon lock	33
PEDESTRIAN MODE	33
Overtaken Vehicles	33
Commandeering Vehicles/Hand Gun	34
VEHICLES	35
COMPACT CARS	35
'82 Daisan 420x	35
'32 Deuce Coupe	35
'73 Phaedra Pony	35
'80 BMW 813s	35
'82 Fiarello 803GHBs	36
'82 De Landau	36
'81 Messernacht	36
'79 Greens-Queen	36
MID-SIZE CARS	37
'68 Phaedra Palomino	37
'69 Courcheval Cavera	37
'73 Courcheval Manta	37
'70 Courcheval El Paseo	37
'82 Potomac Pan Am	38
'82 Brunetti Perrigrina	38
'81 Picard Reliable J	38
FULL-SIZE CARS	39
'69 Dover Lightning V/X	39
'82 Courcheval Royale	39
'82 Courcheval Cruiser	39
'50 Picard Kustom	39

'59 Adirondack Lisbon . . . . .	40
'81 Phaedra Estate Wagon . . . . .	40
'82 Dover Stag Pickup . . . . .	40
'40 Phaedra Pickup . . . . .	40
TRUCK/OTHER . . . . .	41
'80 Phaedra Clydesdale . . . . .	41
'81 Courcheval Street Van . . . . .	41
'82 Moth Cab-over . . . . .	41
'82 Moth Tanker . . . . .	41
'82 Moth Loadmaster . . . . .	42
'82 Moth Dudehauler . . . . .	42
'80 Drill King MoleMaster . . . . .	42
WEAPONS AND COMPONENTS . . . . .	43
SLUG THROWERS . . . . .	43
The Wessel and Ripper 52 caliber Light Machine Gun . . . . .	43
The Bruding-Nanger 9.47mm Heavy Machine Gun . . . . .	43
The GunCo Homekeeper Cannon . . . . .	43
SELF-PROPELLED PROJECTILES . . . . .	44
The Fire-Rite Unguided Rocket . . . . .	44
The Lockwell Global AIM-Nein Infrared-Guided Missile . . . . .	44
4U Propulsion's "Dr. Radar" Radar-Guided Missile . . . . .	44
LIQUID THROWERS . . . . .	45
FX-21 Fire-Fry Flame Projector . . . . .	45
KARPOONS . . . . .	45
Narladyne Systems - CHIP Karpoon . . . . .	45
Narladyne Systems - HaVIK Karpoon . . . . .	45
Narladyne Systems - MaGMA Karpoon . . . . .	46
DROPPERS . . . . .	46
West Valley Kustom and Marine - Oil Dropper . . . . .	46
Charwell-Hurtzer - CH18 Lava-Boy Fire Dropper . . . . .	46
Bruging-Nanger - BM21 Standard Type Proximity Mine . . . . .	46
West Valley Kustom and Marine - Paint Sprayer . . . . .	47
CONTACT WEAPONS . . . . .	47
Dover Motors Weapon Division - Structo-Bumper . . . . .	47
Dover Motors Weapon Division - Carbide Cutters . . . . .	47

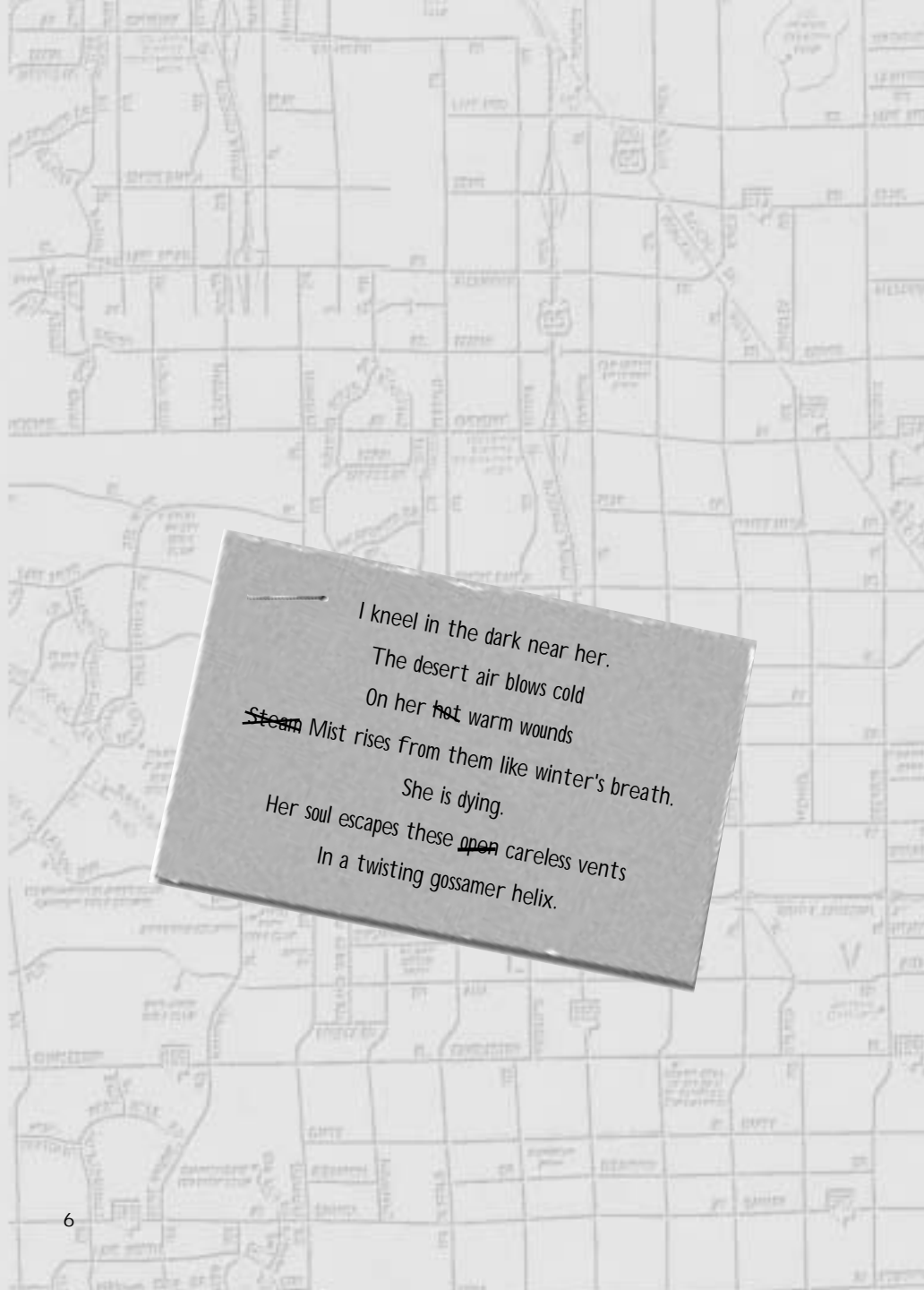
LOBBED WEAPONS . . . . .	48
GunCo - 82mm Mortar . . . . .	48
ENERGY WEAPONS . . . . .	48
Andersen Semiconductor - L5000 Industrial Cutting Laser . . . . .	48
Lockwell Global - L.A.R.S. Up-link . . . . .	48
SPECIALS . . . . .	49
Narladyne Systems - Sure-Hot 350 Flare Launching System . . . . .	49
Corcheval Motors Countermeasures - Threat-Be-Gone Chaff Ejector . . . . .	49
North American Dental - N02 . . . . .	49
Corcheval Motors Countermeasures - Fire-X Fire Extinguisher . . . . .	49
NASA Home Rocketry Division - SuCCLeR . . . . .	49
SHIELDING/ARMOR . . . . .	50
West Valley Kustom and Marine - Armor Mount . . . . .	50
Narladyne Systems - Radar Missile Shield . . . . .	50
Corcheval Motors Countermeasures - Heat Missile Shielding . . . . .	50
Dover Motors Weapon Division - Fire Shield . . . . .	50
Lockwell Global - Reflect-O-Shield . . . . .	50
Andersen Semiconductor - Surge Shield . . . . .	51
Smell-So-Swell PurePine - Air Freshener . . . . .	51
Internal Components . . . . .	51
OPTIONS MENU . . . . .	52
Play Options/Difficulty . . . . .	52
SOUND . . . . .	52
Sound Effects Volume . . . . .	52
Speech Volume . . . . .	52
Music Volume . . . . .	52
Graphic Options . . . . .	52
Controller Configuration . . . . .	53
CREDITS . . . . .	55
WON.net . . . . .	60
CUSTOMER SUPPORT . . . . .	61
SOFTWARE LICENSE AGREEMENT . . . . .	62

Any references to CD, DVD, game discs, optical drives and related functionality, such as Autoplay or disc installation process, do not apply to software purchased via digital download.

[REDACTED]

Inside eight identical cylinders are  
Eight alike pistons and  
Eight individual rods connect to  
One fine balanced crank  
Which turns a timing chain  
That runs the cam  
That ~~raises~~ lifts the lifters  
And rocks the rockers  
And ~~moves~~ impels the valves  
Which bares the bore to the  
Gas / air mixture  
Which when ignited by  
The coil, burns like hellfire  
Whose oxidation causes expansion  
Inside eight identical cylinders.

[REDACTED]



I kneel in the dark near her.  
The desert air blows cold  
On her ~~hot~~ warm wounds  
~~Steam~~ Mist rises from them like winter's breath.  
She is dying.  
Her soul escapes these ~~open~~ careless vents  
In a twisting gossamer helix.



# *The Skye Letters*

---

***(Transcribed from correspondence between Skye Champion  
and Vice President of the Auto Vigilante Guild,  
Thomas B. Waite)***





October 31st, 1982

Thomas B. Waite  
Auto Vigilante Guild  
P.O. Box 78654  
Rachel, NV 89001

Dear Mr. Waite,

How are you? I hope this letter finds you good.  
My name is Skye Champion. If you do not recall who  
I am, we met at the AVG summer picnic this year.  
My brother, Groove Champion (Swinger, is his AVG  
handle), introduced us.

I wish I could say my reason for writing this letter is  
casual correspondence but I can't.

I'm looking for Groove. I spoke to him about four  
months ago but have not heard from him since  
except for a strange phone message he left two nights  
ago. He sounded worried but didn't tell me where he  
was.

If you have any information as to his situation or  
whereabouts I would greatly appreciate it if you would  
pass that on to me. It would put me and my  
mother's minds at ease.

Thanks in advance,  
Skye

Skye Champion  
Champion Racing  
2882 Sirocco Road  
Lubbock, TX 79412

November 5th, 1982

Skye Champion  
Champion Racing  
2882 Sirocco Road  
Lubbock, TX  
79412

Dear Ms. Champion,

I'll try to make the situation as clear as possible, but before I start I must impress upon you how important it is that you destroy this letter after you have read it. It is normally against AVG rules to use non-coded correspondence. Groove was operating in the Yuma area. He was trying to get the twenty on the leader of an auto-felon gang down that way that was up to some cash trafficking or border running or who knows what. The AVG needed an experienced auto-vigilante to go and try to get inside the gang and Groove said he'd do it. This was in August. Since then the AVG has not officially heard from him. However the Vigilante Radio Net (VRN) has from time to time relayed to us coded messages from Swinger to other AVG field operatives. By decoding these messages we knew he was alive and still on track. However, on the night of the 29th of last month the VRN forwarded to us an un-coded message they received over citizens band. It was a distress call, what we call a mode-niner. Mode-niner is used only by an AVG operative in extreme danger requesting assistance from anyone with ears on. This was the last signal either the VRN or the AVG received from your brother and, like I said, this was on the 29th of last month. I'm sorry I had to be the one to let you know the news. To be perfectly frank we all here fear the worst.

We have mobilized a search. Not knowing exactly where he was operating is making the search for him difficult. But even as I write fifteen of the best AVG drivers are out right now searching in southern Nevada and parts of Arizona.

We will find out what happened to him.

Yours truly,

Tom

Thomas B. Waite  
Auto Vigilante Guild  
P.O. Box 78654  
Rachel, NV 89001

November 8th, 1982

Thomas Waite  
Auto Vigilante Guild  
P.O. Box 78654  
Rachel, NV 89001

Dear Mr. Waite,

Thank you for your letter. I burned it.  
I'm beside myself and I apologize if I'm brief.

Is there any news?  
If not, how can I get in touch with  
Stampede?  
Skye

Skye Champion  
2882 Sirocco Road  
Lubbock, TX 79412

November 11th, 1982

Skye Champion  
Champion Racing  
2882 Sirocco Road  
Lubbock, TX  
79412

Dear Ms. Champion,

I'm sorry, there is no news at all concerning the whereabouts of your brother. Again, I'm sorry.

As to your question about Stampede, I don't have a number on him. He has been off the AVG roster for over four years. Last I heard he was out of the game completely.

I don't know if this is true but one of the guys says they heard he was driving a cab in Ohio. He said maybe Cleveland.

I will let you know if anything changes.

Yours truly,

Tom

Thomas B. Waite  
Auto Vigilante Guild  
P.O. Box 78654  
Rachel, NV  
89001

# Minimum System Requirements

- 3-D Hardware Accelerator\*
- 233 Pentium® processor with 32 MB of RAM  
or  
200 Pentium processor with 64 MB of RAM
- 100% Microsoft Windows® 95/98-compatible computer system  
(including compatible 32-bit drivers for CD-ROM drive, video card,  
sound card, and input devices)
- English language Windows 95/98 operating system
- 400 MB of uncompressed hard disk space for game files, plus 45 MB  
for the Windows swap file
- Quad-speed CD-ROM drive (600 K/second sustained transfer rate)
- 100% DirectX 7 or higher compatible sound card
- 100% Windows 95/98-compatible mouse and driver
- 100% Windows 95/98-compatible joystick (optional)
- CD Audio (Redbook) support
- Multiplayer Requirements:
  - Internet (TCP/IP) and LAN (TCP/IP) play supported.
  - Internet play requires a 100% Windows-95/98 compatible 28.8  
Kbps (or faster) modem

This game uses Microsoft's Direct 3D to support 3D hardware acceleration. It has been tested on many, but not all of the major cards incorporating the chipsets listed below. Some 3D accelerator card brands utilizing the chipsets whose logos appear on this box may not be fully compatible with the 3D acceleration features of this product. For a complete list of the cards and drivers that have been tested, please visit [www.activision.com](http://www.activision.com).

Chipsets tested as of ship: 3Dfx Banshee, Voodoo 1, Voodoo 2, Voodoo 3, Nvidia TNT, Nvidia TNT2, Savage 4, ATI Rage 128, Matrox G200, Matrox G400, Intel i740, ATI Rage Pro.

\*Important Note – Requires your system to have the latest Windows 95/98 DirectX 7-compatible drivers for CD-ROM, video card, sound card, modem, and input devices.

# *Installing Interstate '82*

---

Note: For Interstate '82 to operate best, it requires that your system have the latest drivers for your CD-ROM drive, sound card, and 3D video card, as well as any other peripherals you want to use (e.g., joysticks). If you have any problems running the program, older sound or video drivers are the most likely cause.

If you need help on how to obtain the latest sound and video drivers, check out our Technical Help file accessible from the Start menu or the Interstate '82 title screen. The title screen displays shortly after inserting the Interstate '82 CD into your CD-ROM drive. Just press the More button then the Help button. We have supplied a list of major computer hardware companies and their telephone numbers to help you with most problems. You can find them listed under Vendor List. This file has a lot of other helpful information on installation and system setup, as well as game-specific technical help.

## ***How to Install***

1. Before installing, close all other applications.
2. Verify that you have at least 450 MB of free hard drive space.
3. Insert the Interstate '82 CD into your CD-ROM drive and wait a few moments until the Interstate '82 title screen appears. (If the title screen does not appear, please refer to AutoPlay in the Troubleshooting section.)
4. Click the Install button to begin the installation process and then follow the on-screen instructions.

After the Interstate '82 setup is complete, your computer will install the Microsoft DirectX 7.0 drivers if you do not already have them. When DirectX 7.0 installation is complete, you will need to restart your computer for the new drivers to take effect. For more information on DirectX 7.0, see page 16 of this manual.

Now you can run Interstate '82 by choosing Programs/Interstate '82/Interstate '82 from the Start menu or by clicking Play on the CD title screen.

## *Title Screen Button Functions*

### *WON.net*

Click here to launch WON.net. WON provides online community resources to extend the fun and action of *Interstate '82*.

### *Install Earthlink*

Click here to sign up with Earthlink. Earthlink is an Internet Service Provider.

### *Install*

Installs the game. Once the game has been installed, this button will change to Play.

### *Play*

If the game has already been installed to your system, click this button to play Interstate '82.

### *More*

Click this button to access WONswap, WON.net, Activision's Web site, Register, Customer Support, Help, and Uninstall.

### *Exit*

Click this button to close the title screen and exit Interstate '82.

## **More Menu**

### *Install WONswap*

Click here to install WONswap. After installing WONswap, click here to launch WONswap.

### *Activision Web Site*

If you have Internet access, clicking this button will take you to



Activision's Web site.

### *Register*

Click this button to register your copy of Interstate '82 over the modem.

### *Customer Support*

Click this button to view information on how to contact Activision.

### *Help*

Click this button to view the latest technical information not found in this manual.

### *Uninstall*

Click this button to remove all Interstate '82 files from your computer.

## *Troubleshooting*

---

### *Online Help*

We have supplied a technical help file that can help you in troubleshooting problems. There are two ways to access this help file:

From the splash screen, click on More then Help (see the AutoPlay section that follows).

After installation, from the Start menu, select Programs/Interstate '82/Interstate '82 Help.

### *AutoPlay*

If the Interstate '82 splash screen does not appear after inserting the game CD, try performing the following steps:

Double-click on the My Computer icon on your desktop or right-click on the icon and choose the Open option.

Select the Refresh option located in the View pull-down menu.

Double-click on the Interstate '82 CD icon in the window or right-click on the icon and choose the AutoPlay option.

After the Interstate '82 splash screen appears, click on the Play/Install

button.

If the AutoPlay feature does not function, please check the following:

Make sure the CD is clean and properly placed in the CD-ROM drive.

Your CD-ROM driver may not be optimized for use with Windows 95/98.

To verify this, perform the following steps:

Open the Windows 95/98 Control Panel folder and double-click on the System icon.

Click on the Performance tab. If any of your hardware drivers are not fully optimized for use with Windows 95/98, they will be listed here with an explanation of the exact problem and suggestions on how to fix it.

## ***DirectX 7.0***

Upon completion of the Interstate '82 setup, the installation process will continue by determining if Microsoft's DirectX 7.0 needs to be installed on your computer. If so, the appropriate files will be installed on your computer automatically.

### **What is DirectX 7.0 and why do I need it?**

Microsoft's DirectX 7.0 is a set of functions that gives Windows 95/98 games and other applications their power. Using these functions allows applications to perform advanced functions in networking, graphics, sound, and input beyond what's possible on other operating systems and accounts for many of the performance gains associated with Windows 95/98 games. Interstate '82 uses Direct3D, DirectDraw, DirectSound and DirectInput, four of the DirectX 7.0 functions.

### **If I don't have DirectX 7.0, will Interstate '82 install it for me?**

Yes. If InstallShield does not detect DirectX 7.0 on your computer, it will install DirectX 7.0 for you, if you choose. After the entire installation is complete, you will need to restart your computer in order for DirectX 7.0 to take effect.

### **I already have other Windows 95/98 games installed on my computer. Will the Microsoft DirectX Installer change my DirectX files?**

If you already have other Windows games on your computer, chances are

you already have the initial version of DirectX installed. In this case, the Microsoft installer will detect and overwrite any previous versions with DirectX 7.0. At that point, you will need to restart your computer for the changes to take effect.

If, however, you already have DirectX 7.0 installed on your computer, the Microsoft DirectX 7.0 installer will detect that and not overwrite any DirectX 7.0 files.

## ***Problems and Solutions***

### **Movies Don't Play Properly**

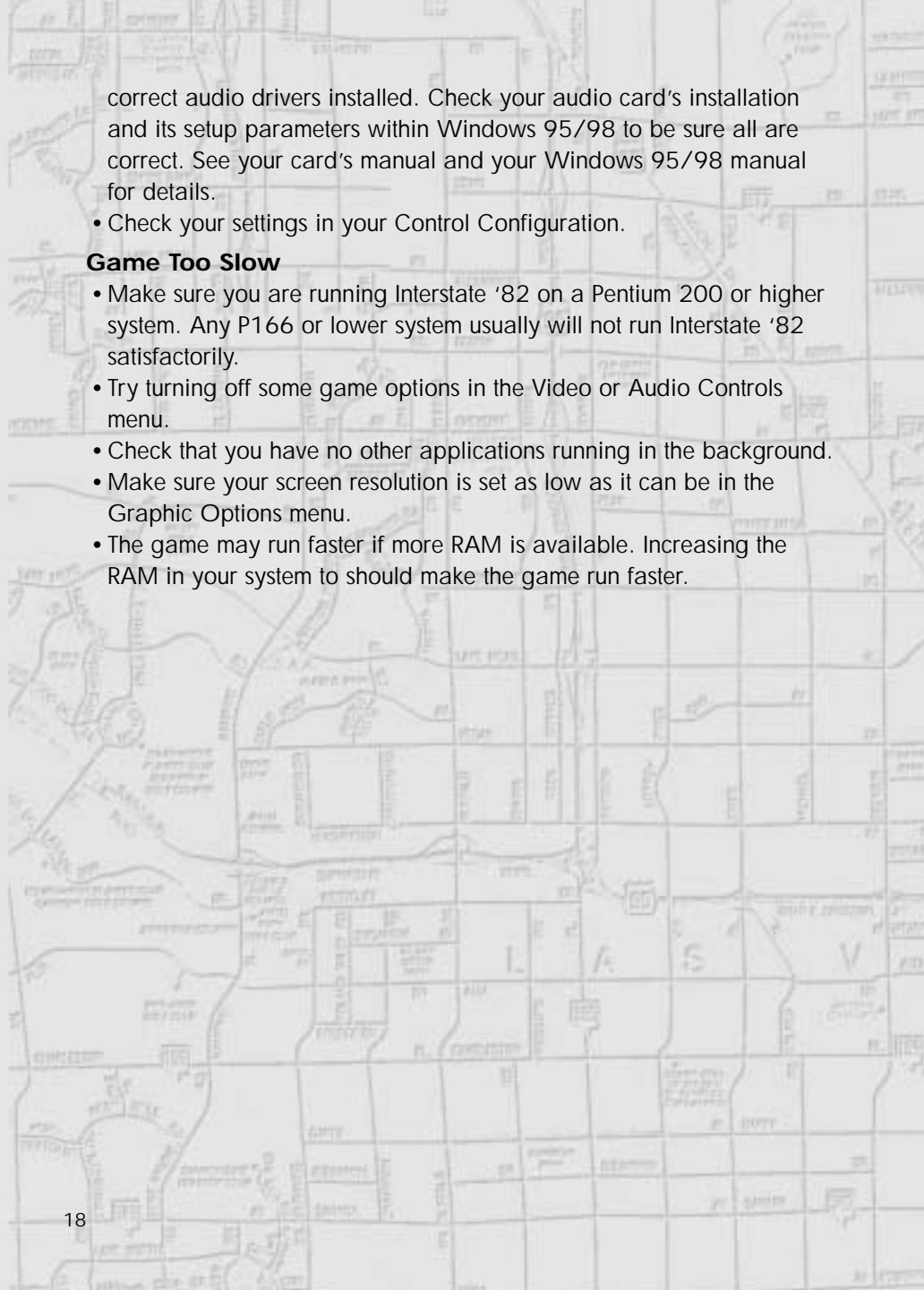
- Make sure your system meets the minimum requirements for the program, especially your CD-ROM drive. The program requires a CD-ROM drive with a minimum sustained transfer rate of 600K/sec (a quad-speed drive).
- Try Full Install, which installs the movies to the hard drive.
- You may not have enough RAM to run movies. Check to make sure you have sufficient RAM to run this product.
- Too many other applications may be running. Close down other applications (especially DOS boxes or modem programs) and try again. We strongly recommend that you not run other applications while running Interstate '82.

### **Game Freezes**

- Make sure your computer meets the minimum system requirements.
- Check to see that you are using the latest 32-bit drivers for all your peripheral devices.
- Make sure you have the latest drivers installed for your 3D card.

### **No Sound or Partial Sound or No Voices/Effects**

- Make sure you have a 100% Windows-compatible sound card in your computer.
- Check that your speakers are plugged in correctly and turned on, and make sure the volume is turned up to an audible level.
- Make sure you are using the latest 32-bit sound drivers for your sound card.
- Check that your audio card is properly installed and that you have the



correct audio drivers installed. Check your audio card's installation and its setup parameters within Windows 95/98 to be sure all are correct. See your card's manual and your Windows 95/98 manual for details.

- Check your settings in your Control Configuration.

### **Game Too Slow**

- Make sure you are running Interstate '82 on a Pentium 200 or higher system. Any P166 or lower system usually will not run Interstate '82 satisfactorily.
- Try turning off some game options in the Video or Audio Controls menu.
- Check that you have no other applications running in the background.
- Make sure your screen resolution is set as low as it can be in the Graphic Options menu.
- The game may run faster if more RAM is available. Increasing the RAM in your system to should make the game run faster.

## *Launching the Game*

---

Once installed—to launch Interstate '82, insert the game disc into your CD-ROM drive. Windows will AutoPlay the game disc and pull up the Interstate '82 splash screen. Click on the Play button on the Interstate '82 splash screen. Or, if AutoPlay is disabled, select Programs/Interstate '82/Interstate '82 from the Start menu.

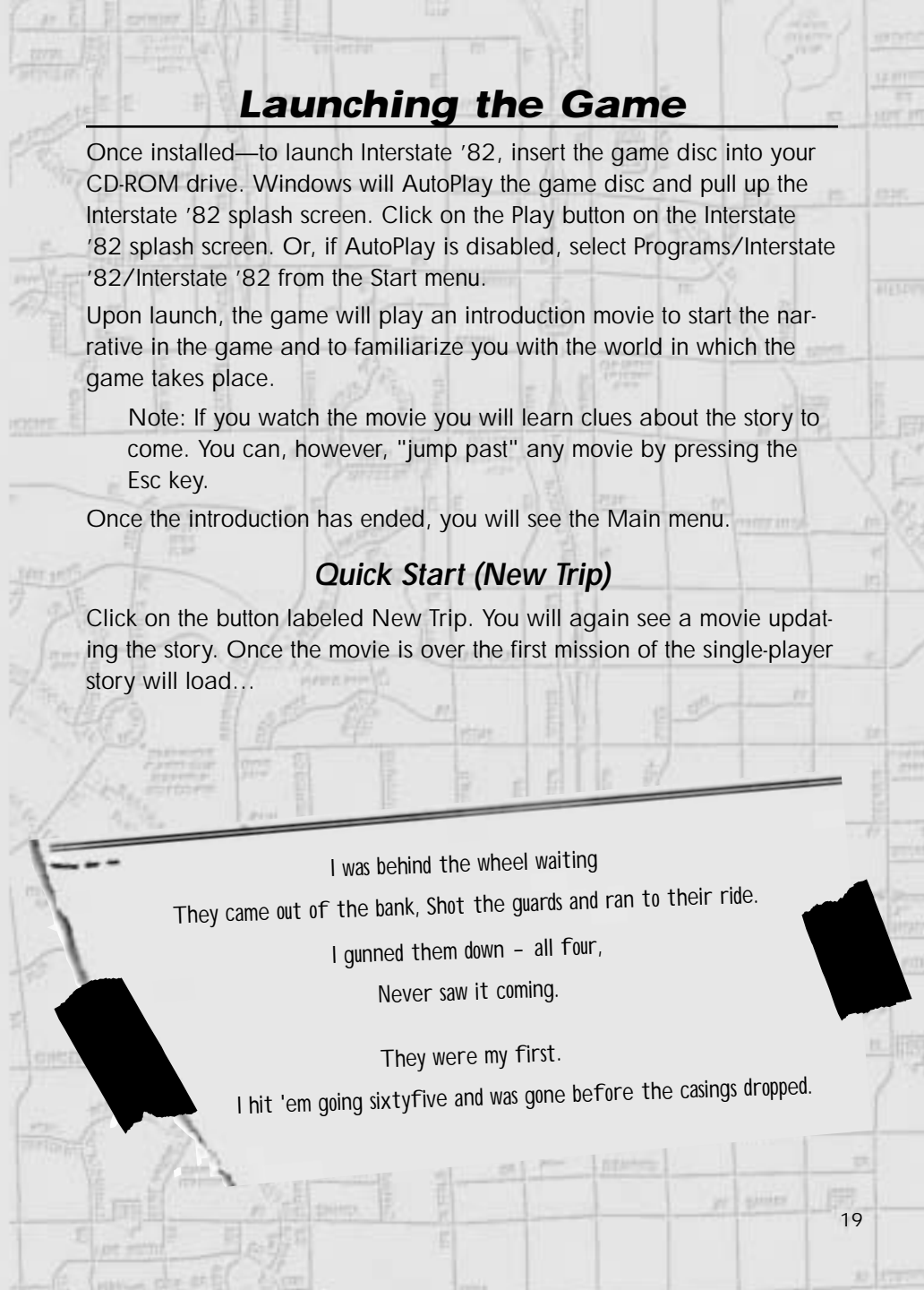
Upon launch, the game will play an introduction movie to start the narrative in the game and to familiarize you with the world in which the game takes place.

Note: If you watch the movie you will learn clues about the story to come. You can, however, "jump past" any movie by pressing the Esc key.

Once the introduction has ended, you will see the Main menu.

### *Quick Start (New Trip)*

Click on the button labeled New Trip. You will again see a movie updating the story. Once the movie is over the first mission of the single-player story will load...



I was behind the wheel waiting  
They came out of the bank, Shot the guards and ran to their ride.  
I gunned them down - all four,  
Never saw it coming.  
They were my first.  
I hit 'em going sixtyfive and was gone before the casings dropped.

## *The Main Menu— Getting around Interstate '82*

---

Interstate '82 is broken down into three general parts: Training, The trip, Multiplayer and Instant Action (described below). Wait. That was four general parts, not three. I meant four. You access these areas of the game from the Main Menu.

### ***Training***

Click this button to start the training missions. The training missions have been carefully designed to teach you all you will need to know to be a competent auto-vigilante.

Beginners to driving combat should start here. No really.

They should. YOU should. In fact you'd be a fool not to. "Why?" you ask. Because you'll be happy you did. Because there's a funny guy with a funny voice who tells you to do things, funny things. Not to mention you'll learn how to shoot things and drive and all that. Besides, there are only two of them. It's not like you can't handle it. Or are you too much of a wuss? In fact forget it. Don't go do the training missions. See if I care. Take your life in your own hands – go right ahead. I'm not listening. I can't hear you. I can't heeeear you. I have my fingers in my ears and I'm humming.



### ***The Trip***

The trip, the main single player component of the game, consists of a series of missions, which combine to tell the story. After a successful mission in the trip your progression will be saved automatically as an "autosave checkpoint." You can load an autosave to replay previously successful missions. During the trip you will be treated to the story in the

form of cut-scenes that play between missions. At any time you can bypass them by pressing the Esc key.

Note: The cut-scenes in this product contain the answers to life's biggest mysteries. Users not prepared for such enlightenment should take care while watching, or should consider not looking directly at the glowing eye of truth.

When you start the trip, the vehicle you begin with is the Fiarello 803GHBs. After you have successfully completed a level, you can modify your car with the money you earned during that mission (see Getting Salvage). During the trip, you can carjack enemies and continue play with their cars or keep the one you have (see Pedestrian Mode). Between missions in the trip, you can customize your vehicle to make your homicidal binge\* more efficient.

\*For the purposes of this text, "homicidal binge" and "execution of justice" are interchangeable.

Oh, also, the car you end a mission with will be the car with which you start the next. All damage will be fixed by Skeeter before the next mission but you will be responsible for using your hard earned casheesh to pay for upgrades.

### ***Getting Salvage***

Killing any ENEMY will give you a fixed amount of salvage, which is automatically exchanged for a cash value.

### ***Instant Action***

Selecting Instant Action will take you to the Instant Action screen where you can either jump right into a prefabricated melee with a "stock" car, or create your own scenario and rip it up with a fully customized death sled.





***New/Change***

Selecting New/Change takes you to the Game Setup screen. Here you can change many variables for the game.

**Game Name:** Edit the name of game.

**Description:** Add a description for the game.

**Game Type:** Kill Fest – just kill the bad guys.

**Kills:** Set the amount of kills you need to end the game.

**Locale:** Select which map you want to play on.

**Change AI button:** Takes you to the AI Player Setup screen.

**Options:** Click on the Time Limit button to set a time limit for the game. Set the amount of time in minutes.

**AI Player Setup screen:**

**Add AI button:** Takes you to the AI Setup screen. At this screen you setup the AI just like you would setup your player except here you can set the AI's aggression level from Very Easy to Very Hard.

**Change AI button:**

Highlight an AI and click here to make any changes to the AI.

**Delete AI button:**

Highlight an AI and click here to remove the AI from the list.

**Cancel:** Returns you to the previous screen.

**Accept:** Saves the settings of the AIs you made/edited and returns you to the Game Setup screen.

**Delete:** Highlight a game and click on Delete to permanently remove a game that has been setup.

**Change Car:** Click on this to setup a car. See the Vehicle Customization section of the manual.

**Cancel:** Takes you back to the previous screen.

**Launch:** Highlight a game and click Launch to start the game.



## ***Multiplayer Setup screen:***

**Multiplayer:** Click this button to join or host a multiplayer game. This will take you to the Choose Connection Type screen. Here you choose what connection you want to use. There are two connection types to choose from, Internet and TCP/IP LAN. The Internet option is the only one that allows you to play over the Internet. To do this successfully you must make sure that you are actually connected to the Internet beforehand. The last one is for local area network use.

(Please note that due to online gaming's reliance on the Internet for signal transmission, you may experience various problems due to bandwidth issues and latency fluctuations inherent to Internet architecture.)

## ***Choose Connection Type Screen***

Here you will choose the connection type with which you will connect to other players. You can use the Internet or a local area network (or LAN). The TCP/IP layer is used on LANs.

### ***Internet play***

Highlight internet and click Next on the Choose Connection type screen. You should see the Select a Server screen. Select which server you want to play on and then click on Next.

Note: If you choose a server with a low ping number you will encounter less connection problems.

### ***Local Area Network play***

If you want to play on a LAN, simply try TCP/IP and create a game using the steps on the following pages and see if other players connected to the LAN can see your game.

It is tangy and synthetic  
it curls and pops inside my nose like a  
Polyvinyl-chloride circus.  
It is a pleasure joy few can attain more  
Than once or twice in a lifetime.  
That new car smell.

## **Select a Player Screen**

Choose a player you have already made or create a new one here. Refer to the Vehicle Customization section for more details. After you have selected your player, click on Next to get to the game lobby.



## **Game Lobby**

### **Game List**

In the game list you will see all active games being played if there are any in progress. Highlight game to view the game info.

### **Players in Lobby**

Shows the players that are currently in the Lobby.

### **Chatting with other players**

If there are other players in the lobby you can chat with them using the Lobby Chat window. Click on the Public button to chat with everyone in the Lobby. Select the Whisper button to chat with just the highlighted person.

### **To join a game created by another player:**

#### **Join Game**

Highlight a game you want to join and click Join Game. You will be taken to (yup, you guessed it) the Joining Game Screen.

### **Joining Game Screen.**

Click on Launch to send the host your launch confirmation.

## ***To host your own game:***

### ***Create Game***

Click here to start your own game that others may join. This will take you to the Select a Game screen.

### ***Select a Game screen***

You can create a new game setup, edit, or delete any existing game setups. Choose New to go to the Game Setup screen.

### ***Game Setup***

**Game Name:** Name your game here.

**Password:** Add a password here so only people that know the password may enter your game.

**Description:** Add a description for your game.

**Game Type:** Choose from the four types of games.

**Kill Fest:** If you choose this option, the player with the most kills wins.

**Hot Potato:** Did you ever play that stupid children's game hot potato?

Well this is the same concept, only with cars, and it's, um, not stupid.

You have this potato, see. But its not really a potato – it's really a bomb, a time bomb. The only way to ditch it is to COLLIDE with another fool. If the timer reaches zero before you ram someone then you die, dig?

**Capture-the-Trout:** Two teams compete against each other with the objective to delve into enemy territory and capture the opposing team's trout and return with it. Teams start in their base, or Trout Zone, and must make it to the enemy Trout Zone, touch the enemy trout to "catch" it, and return it to their Trout Zone to score. A caught trout will be seen over the vehicle that has it. If the trout carrier dies, the trout swims back to its original Trout Zone. The winner is the team with the highest score at the end of the game.

Note: You can't score if your trout has been captured. You'll have to get it back before you get a point.

**Locale:** Choose what map you want to play on

**Max Players:** Set the maximum number of players you want in the game at any one time

## Options

**Potato Bomb:** When a Hot Potato game is selected you can set the time it takes for the bomb to blow-up.

**Time Limit:** Use this option to set how long the game will last. The player with the most kills at the end of the time limit wins.

**Teams:** If you want to play with teams, check here. You can also set the number of teams playing. This will be automatically set for Capture the Trout.

**Synchronize Launch:** Check here if you want everyone to Launch into the game at the same time.

**Auto-Respawn:** Check here if you want players to automatically respawn when they die.

## Restrictions

**Max \$ Value:** This lets you set a dollar value to how much a player can spend on a car and modifications.

**Max Weight:** This option sets a maximum allowable weight for cars entering the game.

**Components and Weapons:** You can choose which types of components and/or weapons cannot be taken into the game.

After you have your game set, click on Next. You can look up a player's info by highlighting their name and clicking on the Player Info button. As host, you can also kick a player out of the game by highlighting the name and selecting Kick Player. You have the same chat options with the addition of Team Chat.

## Game Lobby

**Back:** Returns you to the previous screen

**Launch:** Launches the game

**Change Settings:** Takes you to the Game Setup screen

**Main Menu:** Goes right to the Main game menu

During a game you can view your score by pressing the Delete key.

After a multiplayer game there is a Standings button where you can

26 view how everyone did in the game.

# Vehicle Customization

During the trip, you will be able to customize your car between missions. You can use cash earned during the previous missions to buy upgrades to your current vehicle.

In Instant Action and Multiplayer, you can choose any chassis and make all the modifications you want; money is not an issue. Some multiplayer games may, however, have cash or weight limits.

## *Customizing your car after a Trip mission*

Since you can only customize the car you left the mission with, you may want to make some upgrades for the next mission to come.

When you load a saved game, click on the Customize Car button. This will take you to the Vehicle Customization screen. Here you will see your chassis with weapons and some open component spaces.



## *Chassis Space Grids*

The chassis space grid has four areas: Bumper/Hood, Roof/Turret, Internal, and Rear Bumper/Trunk. Depending on your vehicle's chassis, there will be a different number of available spaces in each of these areas. Weapons, specials, or shielding can only be placed on certain areas of the car. For instance, turreted weapons can only be placed on roof turret spaces, and Droppers can only be placed on the rear bumper area.

## *Weapons, Specials, and Shielding*

Choose the parts you want for your car by dragging them onto your vehicle's chassis space grid. Any parts that you can't yet afford appear

grayed out. Practice adding and removing parts by dragging them, it's easy and burns calories.

### ***Internal Components***

A vertical bar with a slider allows you to modify each internal component to fit your needs. Prices for each modification are listed to the right. Upgrades to internal parts take up space -- there is a finite amount of space under the hood for modifications. For instance, when you increase the power (and size) of your engine by raising the slider, some of the internal space is taken up which would otherwise be available for the addition of specials and/or shielding.

### ***Cancel***

Cancels any changes that you've made and returns you back to the previous screen.

### ***Accept/Purchase***

Accept and save your vehicle changes. Make sure to name your car.

### ***Repaint***

Players who want to customize their vehicles can do so using an external paint programs such as Adobe Photoshop®. Custom paint jobs will be uploaded to all opponents' machines during multiplayer.

### ***To Create a Custom Paintjob:***

1. To make a custom paintjob, first start with a default paintjob. These are found in the PAINT directory inside the I82 directory. CHART.TXT (found in the same directory) has a complete list of car names and their corresponding .TGA file masks.
2. Modify the .TGA. Feel free to put on a team logo, change the color, or any other details you might want. Hint: The car's shininess is determined by the .TGA's alpha channel—the whiter areas of the alpha channel make the parts of the bitmap shinier, the darker parts less so.
3. Save the .TGA into the PAINT directory. When saving changes, make sure to use the same three-letter code as shown in CHART.TXT for the first three letters of your new .TGA. Without that prefix, your new paintjob will not appear in the custom paintjob list in the game.



4. Select the new paintjob. Once back in the Custom Paint screen you should see a list of all the .TGA files starting with the three-letter code of your vehicle including the one you've just created. Select your new paintjob, save your variant, and play the game with your new custom finish.

NOTE: Activision Technical Support is unable to offer assistance with creating custom paintjobs and any problems that occur due to custom paintjobs.

## ***Customizing Your Car for Instant Action/Multiplayer***

**In Instant Action** – Simply click on the Customize Car button.

**In Multiplayer** – Choose what connection type you want. Click on New to make a new character. Enter a name for yourself in the name field, and then click on the Customize button.

In either case, the next screen you will see is the Purchase Chassis screen.

### ***Chassis Tabs***

Here you can choose from the four chassis weight classes. Choose from among the available vehicles keeping in mind your driving style. A larger chassis may not be as maneuverable, but can take more punishment.



### ***Model/Variant List***

Choose from the list of variants for each stock chassis. There may be some pre-modified cars listed for you to take a test drive in. The price for each vehicle is listed next to the variant.

### ***Cancel***

Cancel any changes you have made and go back to the previous screen.

## **Delete**

If you highlight a car and click on the Delete button, you will permanently remove it from the list.

Pick a chassis and click on Select. Treat the remaining process like setting up your car for the Trip (outlined in Customizing Your Car After a Trip Mission). Keep in mind that the host of the multiplayer game may have placed a maximum cash value or a weight limit on a given game. Otherwise cash and weight are unrestricted.

## **Basic Driving**

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All of the vehicles have realistic driving physics and will handle according to their chassis size, wheelbase, acceleration, braking distance, and speed. It is easier to lose control of the car when the conditions are wet, oily, or rough.

Watch your speed and braking while cornering, or the car may skid or fishtail. In combat situations, use driving physics to your best advantage. Using the emergency brake while in motion allows for a quick 180 degree turn to fire at pursuing foes.

## **Combat**

This is why you were invited to the shindig.

## **Vehicle Instruments**

The vehicle's instruments are more than helpful, they're downright necessary.

### **Speedometer**

Displays the speed your car is currently traveling in miles per hour or MPH.

### **Tachometer**

Displays the amount of revolutions per minute, or RPMs, your engine is putting out.



## ***Weapons Status***

Displays the weapons on your car and the level of ammo you have for each weapon. The blue mark next to the weapon indicates which weapon is currently selected. The green box to the right of each weapon icon shrinks as ammo is used up. The weapon icon itself "fills" from left to right to show that weapon's recharge rate.

## ***Specials Status***

Shows what special item you have and the level of its supply. The yellow mark indicates which special item is currently selected. Once again, the green box to the right of each special icon shrinks as charges are used up.

## ***Threat Indicators***

The corresponding icons will light-up when there is a threat to your car. There are four indicators: Oil Slick, Fire, Radar lock, and Infra-Red lock. If you see that someone has radar or IR lock on you, it probably means they are about to fire a guided missile at you. This is good time to use a countermeasure, such as a Chaff or Flare.

## ***Internal Damage Lights***

These will light up when an internal component of your car becomes damaged. There are four indicators: Transmission, Engine, Suspension, and Brakes. The performance of the internal component will degrade with damage. The faster a specific damage light flashes – the more that part is damaged.

## ***Targeting Reticle***

Appears in the first-person view when a target is locked on radar. Put the bad guy under the target reticle and pull the trigger, dig?

## ***Radar***

Shows all possible targets that have engines running as "blips." The good guys are in blue, bad guys in red, and neutral guys in green. A yellow box will appear around the currently targeted vehicle. In Capture-the-Trout, when a person has a certain color flag, then that color will appear around that person's radar blip.

Hint: Turn your engine off to "disappear" from radar.

## ***Vehicle Condition Bar***

This bar indicates the condition of your car. As you take damage, the size of the bar shrinks from the right to the left.

When the right end of the bar is in the green area, damage is applied to the armor of the car. Armor protects internal parts as long as it exists and is designed to wear away as it is damaged.

The Vehicle Condition bar (or VCD) reaches the yellow zone, all armor has been depleted and damage is then applied to the car's internal parts. Internal parts degrade as they take damage.

When the Vehicle Condition bar slides all the way to the left, the vehicle will suffer a catastrophic failure of sufficient magnitude to impart a fatal kinetic episode (or FKE) upon the driver. In other words the driver becomes SPAM IN A CAN (or SIAC).

## ***Selecting and Firing Weapons***

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Cycle through your available weapons using the Weapons Toggle key (Enter), then press the Fire key (spacebar) to use the highlighted weapon.

### ***Targeting***

Targeting places a "bracket" around a given vehicle on the battlefield. To target an enemy press E. To target a friendly press F. An enemy will automatically become targeted when s/he comes into range. In most cases, targeting is simply a way to "keep track" of a single opponent during combat, however, targeting is useful in other ways as described below. To change the vehicle you have targeted, simply press the E key repeatedly until you have the creeper you want in the brackets.

### ***Turreted Weapons***

Turreted weapons can only be placed on the roof of your vehicle in available weapons slots. They can rotate 360 degrees regardless of the direction that your car is traveling. Turrets automatically follow any vehicle that is targeted. If no vehicle is targeted, the turret faces forward.

## ***Grouping Weapons***

You can group weapons that are facing the same direction so that they all will be fired at once by pressing the Group Weapons key (G). They can be ungrouped by pressing the key again. Ungroup your weapons to conserve ammo.

## ***Weapon Lock***

Some weapons require "lock" to function effectively. Missiles, for example, will not hit their targets without first acquiring weapon lock. To acquire lock, the intended enemy must first be targeted (see Targeting). Your vehicle must then be facing the target with the target near the reticle. In other words you must be "pointing at" your target.

Once you are directly facing your opponent AND he or she is targeted, the "lock acquiring" beep will be heard and the target lock brackets will begin to converge upon the target. When the lock brackets converge, the lock acquiring beep will stop and the lock tone will sound. The lock tone and a solid green box around the target indicate lock. Fire at this point. Watch the madcap fun ensue.

## ***Pedestrian Mode***

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You may decide to exit your vehicle at some point. This is such a bad idea. Don't do it. If you do, you will only have your handgun for defense. There is an upside to doing this however – you can attempt to find another ride.

## ***Overtured Vehicles***

All vigilante vehicles are equipped with self stabilizing gyros which explains their tendency to right themselves during normal combat. The internal gyro mechanism can, if necessary, actually flip over a completely overturned vehicle. Due to the dangerous nature of this maneuver most auto-combatants prefer to "flip" from outside the car. The mechanism is wired into the door handles and only operates if the vehicle has come to rest on its top.

To flip a car, approach the door and press X just like you would if you were trying to enter the car.

## ***Commandeering Vehicles/Hand Gun***

While traveling on foot you are extremely vulnerable to grievous bodily injury. You have no armor and inferior weaponry—a .45 is no match for a flamethrower. However, a .45 can do something no other weapon can—get the headshot. (See Waxing a Chump with a .45 Cal Slug to the Dome.)

### ***Entering a Car***

As a pedestrian, line up on either of the car's doors and press the X key to enter that car.

### ***Exiting a car***

When inside a car, press the X key to exit your ride. You can't exit a vehicle when it's moving too fast. Slow down before jumping out.

### ***Waxing a Chump with a .45 Cal Slug to the Dome***

Use your handgun (either from inside the car or out) and attempt a headshot on an enemy driver. The more damaged the target car is, the more likely any given handgun shot will pierce the armor and wax the fool behind the wheel. The advantage of using this waxation methodology is that the car takes no damage but the driver's skull does.

### ***Ped Tips***

Look for vehicles of opportunity...um...BEFORE the one you have is about to explode.

When I was a child

There was a cave two towns ~~away~~ down

Behind the hills and ~~not~~ beyond the  
Cranberry bogs.

We walk to it on train tracks and slide  
The September wet slope to its mouth.

It smells dank and earthy.

Once inside we creep in a steady semi-shower of water from the cave roof  
Where a million wet fingers pierce the darkness above - reaching tendrils  
of plant life, hidden from the top walkers' sight, Known only to us,  
under.

# Vehicles

## Compact Cars



### **'82 Datsun 420x**

The 420x represents Datsun's commitment to providing a truly high performance compact sports car that is still affordable. The classic front engine, rear wheel drive design provides effective weight distribution and handling.



### **'32 Deuce Coupe**

When Hank Phaendra introduced the "Model S" in 1932 he had no idea that this car, like no other, would become the most modified, customized model ever. It ultimately became the definitive hot rod. It's light. It's fast as \$#!+.



### **'73 Phaendra Pony**

This car is crap. Some people put big engines and big guns on them. The best thing about the Pony is being able to say, "Hey charky, I whupped your ass in a PONY!"



### **'80 VW 813s**

The VW has become very popular in recent years among the young and upwardly mobile. It is somewhat fast and handles tolerably well.





### ***'82 Fiarello 803GHBs***

This model was made famous by the hit TV series *Magnum Private Dick*, set in tropical Hawaii. In *Magnum PD* the lead character drives a 803GHBs while fighting the bad guys. The car performs wonderfully despite being somewhat fragile.



### ***'82 De Landau***

The De Landau's body is made of beautiful brushed stainless steel making it quite resilient. The car is consequently quite heavy when compared to other sports cars of comparable size.



### ***'81 Messernacht***

Perhaps the premiere German car manufacturer, Messernacht honed its skills while producing fighter aircraft during WW2. Messernacht's race division has earned themselves continual victories on the European circuits.



### ***'79 Greens-Queen***

The Greens-Queen M666 represents the very latest in fairway mobility. It's gasoline powered motor, dual bag-rack, all wheel suspension and all-weather cover provide the golfer or security professional all the golf-cart magic they can handle.

## Mid-size Cars



### **'68 Phaedra Palomino**

Phaedra Motors has dominated the "pony car" market since the release of the first Palomino in 1964. The car's moderate performance and cheap price tag equates to big sales for this model. What this car lacks in handling it more than makes up for in acceleration and durability.



### **'69 Courcheval Cavera**

The Cavera may well be the king of "pony cars". Courcheval motors is committed to offering its consumers well built, reliable, high performance cars and back them with numerous "race type" factory upgrades.



### **'73 Courcheval Manta**

A true sports car, the Manta incorporates modern race design in every new model. This model's fiberglass body offers little protection for the auto combatant. However some of the greatest villains and vigilantes swear by it.



### **'70 Courcheval El Paseo**

The handling characteristics of a sports car and the hauling capacity of a pickup truck... This may very well be the perfect car.



### **'82 Potomac Pan Am**

The Pan Am was created by Squire Incorporated as an advanced test vehicle to counter the perceived auto-terrorist threat. Early attempts to fit the car with an artificial intelligence module failed utterly when the AI became hostile to the test drivers.



### **'82 Brunetti Perrigrina**

Perhaps the pinnacle of Italian sports car performance, the Perrigrina represents the state of the art in automotive design. Like any finely tuned instrument, this car performs immaculately but does not respond well to stress.



### **'81 Picard Reliable J**

Calling this car "Reliable" is at the same time true and laughable. The general overall design of the car's internals results in a robustness well suited to auto combat. The same lack of finesse translates into generally unreliable internal components and mechanical elements.

It is satin not glossy  
Smooth to ~~the~~ touch and slightly sparkly.

It is ~~gray~~ black and sometimes chipped but  
It is mostly majestic and deeply divine.

This skin absorbs light, cuts color and  
flattens the sun light's bold blades with folds  
of the blackest of blackest anti-bright coal-soaked rust-choked -  
Primer - the never-done un-paint.

## Full-size Cars



### **'69 Dover Lightning V/X**

In many minds Dover is the undisputed king of muscle. The lightning is strong and whip-quick off the line. It was chosen to be the star vehicle in TV's hit show the Durks of Blizzard County, the story of two cretins who get their hands on a powerful car with which they break laws.



### **'82 Courcheval Royale**

The Royale is Corcheval's full-size sedan. It comes with a variety of engines and seats six in relative comfort. If you need to fight crime and haul the family, this is the car for you.



### **'82 Courcheval Cruiser**

Based on the Royale, this car is sold as a police cruiser worldwide. It is engineered with the best internals to handle the rigors of police work, though it is questionable whether or not the added weight is worth it.



### **'50 Picard Kustom**

Hand-customized in 1953, this one-of-a-kind has the following modifications: it's lowered, nosed, decked, shaved, and the frame is C'd in the rear. It sports a modified original flathead V-8 with Ardun heads and Offy intake with three 97s.



### ***'59 Adirondac Lisbon***

Adirondac has been the luxury leader in the American automotive industry since the start of this century. The '59 Lisbon Coupe D'gras is regarded by many to be a superb example of Adirondack style.



### ***'81 Phaedra Estate Wagon***

The popularity of the "estate wagon" or station wagon has swelled in recent years. It's versatility in cargo carrying makes it a good choice for the auto-vigilante who needs a little extra punch in the weapon department.



### ***'82 Dover Stag Pickup***

Dover's line of pickups enjoy a reputation of durability and power. The 1982 Stag one ton exhibits the performance and pulling power you would expect, while showing off all the styling enhancements expected of a modern automobile.



### ***'40 Phaedra Pickup***

Quite small by truck standards, this pre-war Phaedra pickup is very sought-after by hot rodders. It displays classic pre-unitized design and elegant curves. Take care with this one—it's twice as old as you.

## Trucks/Other



### **'80 Phaedra Clydesdale**

Phaedra's line of 4x4s are called Clydesdales. This vehicle's gearing and suspension are perfect for off-road applications causing it to suffer in the top end and on the pavement. Use this vehicle if you expect to be without asphalt.



### **'81 Courcheval Street Van**

Good if you like to bring your bed into combat.



### **'82 Moth Cab-over**

This is the standard Moth big rig "dog nose" hauler. The "tractor" can be fitted to a trailer or a rigid chassis for lighter duty. The big advantage with the semi in auto combat is weight. If you don't like what is in your way, don't worry—it don't matter.



### **'82 Moth Tanker**

This is the standard Moth cab hooked up to rigid liquid tanker chassis.



### **'82 Moth Loadmaster**

This is the standard Moth cab hooked up to rigid cargo box chassis.



### **'82 Moth Dudehauler**

The Dudehauler 9000 is Moth's full size bus. Versions include school bus, municipal bus, corrections institutional transport, and many others.



### **'80 Drill King MoleMaster**

The MoleMaster is made for deep mining operations. In its standard configuration, it is well suited for drilling into any sub-igneous material including slate, schist, gneiss, and marble, as well as limestone and sandstone.

Pure plum 1969 Cavera GT  
Single scrounged - Nam vintage  
Bruding- Nanger M61  
Belt fed - zeroed in at 50ft.  
Iron sights, no dynamic compensation  
of any kind.  
Rigged up armor plate on the inside  
"Convoy style" with - you know- slots  
to see out of.  
A big bull on the hood.

# Weapons and Components

## **Slug Throwers**

### ***The Wessel and Ripper 52 caliber Light Machine Gun***

The Wessel and Ripper 52 caliber light machine gun was developed in the 1950s as a standard-issue, general purpose machine gun for the US military. This weapon is used widely by auto combatants due to its small size, availability, durability, and general effectiveness. The weapon is gas-operated, belt-fed and air cooled. Its rate of fire is 600rpm.

### ***The Bruding-Nanger 9.47mm Heavy Machine Gun***

The Bruding-Nanger 9.47mm Gatling heavy machine gun uses the multi-barrel Gatling principal to fire relatively large rounds at a very high rate of fire. The weapon's general bulk, complexity, and prohibitive cost are more than made up for by its devastating firepower. The 9.47mm Gatling heavy machine gun is air-cooled and belt-fed. The action of its six-barrel drum is electrically operated. The rate of fire is a whopping 6000rpm.

### ***The GunCo Homekeeper Cannon***

The GunCo Homekeeper 42mm cannon packs a wallop. Various versions of the Homekeeper have been used in naval and land-based applications since its appearance in the late thirties. It can be used in single- and multiple-barrel mountings. However, most auto combatants use only single-barrel setups due to the weapon's relatively large ammo diameter and recoil characteristics. The gun is very reliable in the field and is relatively accurate. A major drawback of the gun is its slow rate of fire.



## ***Self-Propelled Projectiles***

### ***The Fire-Rite Unguided Rocket***

The Fire-Rite unguided rocket from Narladyne Systems is primarily used in a close-range car-to-car role. The rockets are designed to be carried in a "pod" and are usually single-launched to conserve ammunition, though some drivers have been known to "hot-box" the entire pod at once. Fire-Rites are fin-stabilized, each opening after launch. Each pod contains 50 rockets. The payload is usually highly explosive, but armor-piercing and anti-personnel versions do exist.

### ***The Lockwell Global AIM-Nein Infrared Guided Missile***

The Lockwell Global AIM-Nein is a tried-and-true auto combat weapon. Developed originally to perform in an air-to-air infrared or "heat seeking" role during the US conflict in Thailand during the late sixties, the AIM-Nein now enjoys use in many modern armies around the globe. Although the missile's systems are complex and its airframe quite large, its kill-to-cost ratio remains within acceptable limits to any "funded" auto combatant. The AIM-Nein has been altered only slightly in its newer car-to-car role with the addition of a ground avoidance module and a more sensitive exhaust profile sensor.

### ***4U Propulsion's "Dr. Radar" radar guided missile***

4U Propulsion's "Dr. Radar" radar-guided missile is well suited to the car-to-car role. This missile requires an active radar "lock" on the target's ignition signature to function. Once fired with a successful lock, the missile will home in on the target using the target's ignition signal. The lock can be broken by some forms of electronic interference such as "E-mag" shielding or "scrambler" electronics. The target can also turn off its ignition to evade lock. The Dr. Radar carries a large payload and a direct hit is quite devastating. The weapon's astronomical cost and massive weight prevent it from being widely used. Its size coupled with vehicle space restrictions usually dictate that it be used alone at the cost of other, smaller weapons.

## ***Liquid Throwers***

### ***Charwell-Hurtzer of North America FX-21 Fire-Fry Flame Projector***

Charwell-Hurtzer of North America's FX-21 Fire-Fry Flame Projector has been adapted from its normal role in riot control by many industrious mechanics to work well in the car-to-car role. The weapon is very effective at close range but suffers dispersion problems at medium range and does not work to any capacity at longer ranges. Damage from projected fire has the added benefit of being persistent - meaning it will continue to be effective even after the "damage event" is over.

## ***Karpoons***

### ***Narladyne Systems-CHIP Karpoon***

The Narladyne Systems corporation developed Karpoons expressly for auto combat. A Karpoon is a specialized weapon capable of delivering and attaching a payload to the outer surface of a target car. In the case of the CHIP (Car-launched Hyper-caustic Inhalant Projectile) Karpoon, a minute needle pierces the outer skin of the car and injects a caustic gas which causes the driver to flee the car. The gas cylinders are large and therefore the ammo count is low. This weapon is effective at "defooliating" a target car.

### ***Narladyne Systems-HaVIK Karpoon***

The HaVIK (High Voltage Ignition Killer) Karpoon is a large capacitor that delivers an electrical discharge to a car, momentarily interrupting the ignition and all other electronic onboard systems. The effect is only temporary, but often lasts long enough to provide an opportunity to inflict further damage.

## ***Narladyne Systems-MaGMA Karpoon***

The MaGMA (Magnetic Guidance Missile Attractor) Karpoon will cause any currently airborne and subsequently launched missiles to lose lock on their intended targets and be guided to the victim of the Karpoon attack. This weapon is particularly effective when used by an organized team of attackers for obvious reasons.

## ***Droppers***

### ***West Valley Kustom and Marine-Oil Dropper***

Lex Stein of West Valley Kustom and Marine in Chatsworth, CA manufactures a beautiful oil dropping system used by many of the best auto combatants. Lex Stein and his employees still make each unit by hand and use only the highest quality hardware, gaskets, and pumps. Lex also builds combat powerboats for aqua-villains and aqua-vigilantes throughout California and the world. Out of state orders are tax free!

### ***Charwell-Hurtzer-CH18 Lava-Boy Fire Dropper***

Charwell-Hurtzer pretty much cornered the market when they came out with the FG18 Lava-Boy Fire Dropper. No other fire dropping mechanism in existence compares when it comes to ease of use, ease of cleaning, reliability, and spray pattern customization. And if safety is an issue to you, it has the only UL listed napalm storage system in the world!

### ***Bruding-Nanger-BM21 Standard Type Proximity Mine***

In addition to their well-known line of automatic combat machine guns, Bruding-Nanger has introduced a new line of anti-car munitions. New for '82 is the BM21 Standard Type Proximity Mine. Changes from last year's BM20a include a stainless steel fuse case and a far more sensitive personnel "sniffer" for those pesky stealthy pedestrians. Safety features include arm-in-place trip circuits and what Bruding-Nanger calls a "finite arming window" which causes the mine to detonate after an onboard timer runs out. Let's keep those normals safe!

### ***West Valley Kustom and Marine-Paint Sprayer***

Lex Stein of West Valley Kustom and Marine in Chatsworth, CA is at it again with his new paint sprayer. The device is designed to coat the target car's windshield in paint - momentarily obscuring the driver's view. Of course the paint wears off quickly but it sure gives the vigilante in a pinch the valuable time he or she needs to get away. Call Lex for a free catalog.

## ***Contact Weapons***

### ***Dover Motors Weapon Division-Structo-Bumper***

Dover Motors Weapon Division is still offering the venerable Structo-Bumper. This year's model has improved mount points for more reliable collision damage transfer. As always, the Structo-Bumper still imparts excellent protection from frontal and oblique collisions while transferring the maximum amount of damage to the target vehicle.

### ***Dover Motors Weapon Division-Karbide Cutters***

Dover Motors Weapon Division recommends the Carbide Cutters to any auto combatant whose primary tactic is ramming or "contact engagement." No other car combat weapon delivers more damage during a collision. Period. This year's model is no longer engine-driven due to the recurring problem of drive belt breakage. As a plus, the new electric motors are very reliable and are no longer RPM dependent. The whole package, however, is somewhat more bulky.

## ***Lobbed Weapons***

### ***GunCo 82mm Mortar***

The Gun Company's slow velocity 82mm mortar has been adapted to perform in the car-to-car role. The mortar's firing trajectory is dramatically arched, making it useful for indirect fire applications such as shelling into zones of fire for suppression purposes. It is ideal for firing at targets from behind hardened positions, over structures, into depressions, etc. The shaped charge within the shell is very effective against normal automotive armor.

## ***Energy Weapons***

### ***Andersen Semiconductor-L5000 Industrial Cutting Laser***

The L5000 Cyanide-Beryllium Cutting Laser is used in many industrial applications including CNC milling, metal hydride etching, tele-dildonic appliance fabrication, and micro-ferrite diatomic ripple effect harmonically sub-sampled xeno-magnetic materials bonding applications. It is also pretty good at tearing the crud out of enemy cars.

### ***Lockwell Global-L.A.R.S. Up-link***

Be very careful with this one. It's really very secret and is used by the US military and CIA and who knows who else to do things like cold-blooded murder, surgical threat neutralization, and general global "law enforcement." L.A.R.S. stands for Light Amplifying and Reflecting Satellite and as one can imagine, is quite powerful, quite messy and leaves huge stains. If you still don't get the picture—remember when you were a child and you burned ants with a magnifying glass? Well it's like that, only much bigger, and your target is the ant.

## ***Specials***

### ***Narladyne Systems-Sure-Hot 350 Flare Launching System***

The Narladyne Systems - Sure-Hot 350 Flare Launching System is the gold standard of infrared countermeasures. Its small size, reliability, and inexpensive cost make it without doubt the countermeasure of choice when dealing with pesky heat seekers. When an AIM-Nein is inbound and your bumper is to the wall you know who to call - call SURE HOT!

### ***Corcheval Motors Countermeasures- Threat-Be-Gone Chaff Ejector***

Corcheval Motors has decided to enter into the auto-munitions manufacturing arena with it's new Threat-Be-Gone Chaff Ejector. The Threat-Be-Gone unit is designed to defeat radar-guided and ignition-seeking threats such as the widely-used (and quite deadly) Dr. Radar missile. The Threat-Be-Gone is simple in design and easy to service.

### ***North American Dental-N02***

N02, or Nitrous Oxide, is a colorless gas which when mixed with air and gasoline in suspension causes a cooling effect and an increase in gas/air compression within an engine. The result is more horsepower, which means more speed and torque. The gas can be obtained inexpensively from North American Dental under catalog number 4500-N02-M005.

### ***Corcheval Motors Countermeasures- Fire-X fire extinguisher***

Corcheval Motors Countermeasures offers their Fire-X fire extinguisher system as an option for new models and also sells a kit for retrofitting an existing car. No auto-combatant should be without one.

### ***NASA Home Rocketry Division- SuCCLeR (Self Contained Car Launching Rocket)***

If you think NASA is only about huge orbital vehicles and space exploration then you are mistaken. NASA makes some of the most dynamic, reliable, and reusable products for home rocketry in the world. Take for instance the "SuCCLeR or Self Contained Car Launching Rocket system.

This set of highly efficient solid rocket boosters straps securely to your car's undercarriage and allows you and your vehicle to literally lift off. The thrill of blastoff is no longer had only by astronauts and TV stars!

## ***Shielding/Armor***

### ***West Valley Kustom and Marine-Armor Mount***

Lex Stein of West Valley Kustom and Marine in Chatsworth, CA has made a beautiful new forged steel armor mount expressly for auto combat applications. The armor mount points are CNC machined and drop forged for strength.

### ***Narladyne Systems-Radar Missile Shield***

Narladyne Systems corporation has developed an exciting new countermeasure system designed expressly for car fighting. It is simply a carbon-ferrite paste which when painted onto the outside of a vehicle renders it "invisible" to radar homing missiles. Very useful indeed!

### ***Courcheval Motors Countermeasures-Heat Missile Shielding***

Courcheval Motors Countermeasures offers a rather lo-tech and effective Infrared Missile Shield in the form of engine insulation and exhaust baffling. The whole package can be fitted with normal tools by auto-combatants with average skill.

### ***Dover Motors Weapon Division-Fire Shield***

Dover Motors Weapon Division has crafted a simple solution to an age-old problem—how to keep your car from bursting into a deadly inferno. Dover Motors has found that the key to fire retardation is in a substance called "asbestos." Dover sells Fire Shielding in the form of asbestos matting. It comes in rolls and they recommend covering all panels. A lead-based adhesive is provided with the kit. Asbestos is a totally non-toxic substance derived from nature.

### ***Lockwell Global-Reflect-o-Shield***

Upon realizing just how destructive their L.A.R.S. technology actually is, coupled with the fact that they no longer have their fingers on the but-

tons of their own invention, the engineers at Lockwell Global decided that it might be a good idea to make an effective countermeasure against energy-based attacks. The only practical solution they could come up with is actually quite simple. They call it Reflect-o-Shield. The rest of the world calls it chrome.

### ***Andersen Semiconductor-Surge Shield***

The engineers at Andersen Semiconductor have come up with a new electronic anti-surge package to counter invasive electronic threats. AS claims that it renders some kinds of Karpoons ineffective. Surge-Shield only requires a 12 volt source and is completely automatic.

### ***Smell-So-Swell PurePine-Air Freshener***

Put this in your ride and protect yourself from the hazards of gas attacks, even from outside the car.

## ***Internal Components***

The internal components of a given car can be upgraded. Each upgrade provides the vehicle with improved performance. For example, if you upgrade the brakes then the car goes faster. And if you upgrade the engine the car will turn yellow. And if you upgrade the Framerstam the car will become unstable and enter another nearby dimension... You're not listening to me.

Increasing the performance of your engine will generally increase top speed. Increasing the performance of the transmission boosts acceleration off the line at the cost of top speed. Better brakes results in shorter stopping distances, and better suspension means more traction and less body roll.

Each upgrade costs one internal box.

**Engine** – This component affects mainly top speed.

**Transmission** – This component affects acceleration.

**Suspension** – Suspension affects handling.

**Brakes** – Brakes affect stopping power.



Internal components take damage when the Vehicle Condition Bar is in the yellow. As they take damage, their performance degrades. Try to keep bullets out of your engine!

## *Options Menu*

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### ***Play Options/Difficulty***

Set it to Low, Medium, or High.

### ***Sound***

#### ***Sound Effects Volume***

Use the slider to change the volume of the sound effects.

#### ***Speech Volume***

Use the slider to change the volume of in-game dialogue.

#### ***Music Volume***

Use the slider to change the volume of the songs.

### ***Graphic Options***

In the Options menu, click on the Graphics button to access the Graphics Options screen. Here you can choose your display device and screen mode and have access to the graphics sliders.

All graphic options are set and optimized by the game's installer to suit your individual machine. We do not recommend that you change them dramatically. You can change them, however, to suit your play style or if you change hardware.

The graphics sliders handle visual detail of the following; special effects, cars, world, and lighting complexity. Set them towards the left to increase the game's frame rate. Move them more to the right if you want to maximize the game's visual punch. Either way it's a tradeoff—frame rate vs. game detail. Slide responsibly kids.

## ***Controller Configuration***

On the Options screen accessible from the Main menu is the Controls button. Clicking it takes you to the Controller Configuration screen. Every in-game input can be custom-configured here.

To change a function's active input, click on the button to the right of the text describing that function and then press the key (or other input such as a joystick trigger) you wish to map that function to. The joystick and mouse can be fully mapped as well. To map an "axis input," simply click the button to the right of the functionality text and then move the joystick or mouse in the direction you wish it to be mapped.

Note: To avoid inadvertent mouse control input, do not move the mouse after the input button (to the right of the text describing the function) has been clicked. Click, then press the new input directly.

The default keys are:

<b>Accelerate</b>	<b>Numpad 8</b>
<b>Brake/Reverse</b>	<b>Numpad 2</b>
<b>Steer Left</b>	<b>Numpad 4</b>
<b>Steer Right</b>	<b>Numpad 6</b>
<b>E Brake</b>	<b>Z</b>
<b>Enter/Exit Vehicle &amp; Use Switch</b>	<b>X</b>
<b>Ped Roll Left</b>	<b>Numpad 7</b>
<b>Ped Roll Right</b>	<b>Numpad 9</b>
<b>Start Engine</b>	<b>S</b>
<b>Headlights On/Off</b>	<b>L</b>
<b>Horn</b>	<b>H</b>
<b>Show Map</b>	<b>M</b>
<b>Escape Menu</b>	<b>Esc</b>
<b>Poetry</b>	<b>P</b>

<b>Weapon Fire</b>	<b>Spacebar</b>
<b>Weapon Cycle</b>	<b>Enter</b>
<b>Weapon Group/Link</b>	<b>G</b>
<b>Hardpoint 1 Fire</b>	<b>Keyboard 1</b>
<b>Hardpoint 2 Fire</b>	<b>Keyboard 2</b>
<b>Hardpoint 3 Fire</b>	<b>Keyboard 3</b>
<b>Hardpoint 4 Fire</b>	<b>Keyboard 4</b>
<b>Hardpoint 5 Fire</b>	<b>Keyboard 5</b>
<b>Hardpoint 6 Fire</b>	<b>Keyboard 6</b>
<b>Special Use</b>	<b>Right Alt</b>
<b>Special Cycle</b>	<b>Right Shift</b>
<b>Special 1</b>	<b>Keyboard 7</b>
<b>Special 2</b>	<b>Keyboard 8</b>
<b>Special 3</b>	<b>Keyboard 9</b>
<b>Special 4</b>	<b>Keyboard 0</b>
<b>Special 5</b>	<b>Keyboard -</b>
<b>Enemy Target</b>	<b>E</b>
<b>Friendly Target</b>	<b>F</b>
<b>Interior View</b>	<b>F1</b>
<b>Chase View</b>	<b>F2</b>
<b>Target View</b>	<b>F3</b>
<b>Cinematic View</b>	<b>F4</b>
<b>Look Left</b>	<b>Left Arrow</b>
<b>Look Right</b>	<b>Right Arrow</b>
<b>Look Back</b>	<b>Down Arrow</b>
<b>Show Scores</b>	<b>Delete</b>
<b>Team Chat Input</b>	<b>End</b>
<b>Chat Input</b>	<b>PgDn</b>

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JOSH MANCELL

"Modern Life" (previously unreleased)

Written by GERALD V. CASALE and  
MARK MOTHERSBAUGH

"One Dumb Thing" (previously unreleased)

Written by GERALD V. CASALE and  
MARK MOTHERSBAUGH

"Faster And Faster" (previously unreleased)

Written by GERALD V. CASALE and  
MARK MOTHERSBAUGH

All three above songs Performed and  
Produced by DEVO and published by  
Recombinant Music (BMI).

Licenced courtesy of Devo, Inc. by arrange-  
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### **All other audio tracks**

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SHARIF DUMANI: Guitar

TROY TAROY: Bass Guitar

NEIL TAYLOR: Drums

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MICHAEL BOLGER: Trumpet

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Uses Miles Sound System. Copyright ©

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Uses Bink Video Technology. Copyright ©

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#### **Force Feedback**

Uses TouchSense® technology from

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AND TO ALL OF THE  
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FRIENDS, AND FAMILY MEMBERS  
THAT STOOD BY US DURING THE  
PRODUCTION OF THIS GAME



It's never too late for them to rip  
Into ~~the~~ fruit of our labor.

Their ink tipped claws tear and shred  
Leaving the juiciest of juices

To desiccate amid the ~~dirt~~ dust and spilled oil of the  
Cold concrete garage floor.

They do it in the name of profit

Each hiding behind the others ~~next~~  
Most succulent with the casual ease of

Seasoned smiling surgeons without the vaguest taste  
for the fruit they cut.