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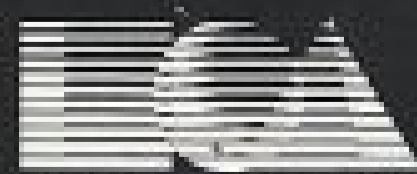
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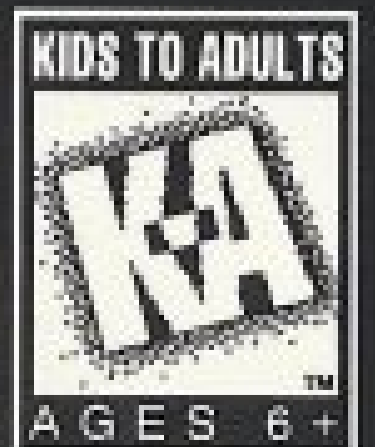
*ROAD & TRACK* PRESENTS

# THE NEED FOR SPEED™

by PIONEER PRODUCTIONS  
and ELECTRONIC ARTS CANADA



ELECTRONIC ARTS®



LICENSED BY SEGA ENTERPRISES, LTD.  
FOR PLAY ON THE SEGA SATURN™ SYSTEM

## **WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM**

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 previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—**IMMEDIATELY** discontinue use and consult your physician before resuming play.

## **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

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



This official seal is your assurance that this product meets the highest quality standards of SEGA.™ Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM.

## **Handling Your Compact Disc**

- The Sega Saturn disc is intended for use exclusively in the Sega Saturn™ system.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges, and keep it in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



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## STARTING THE GAME



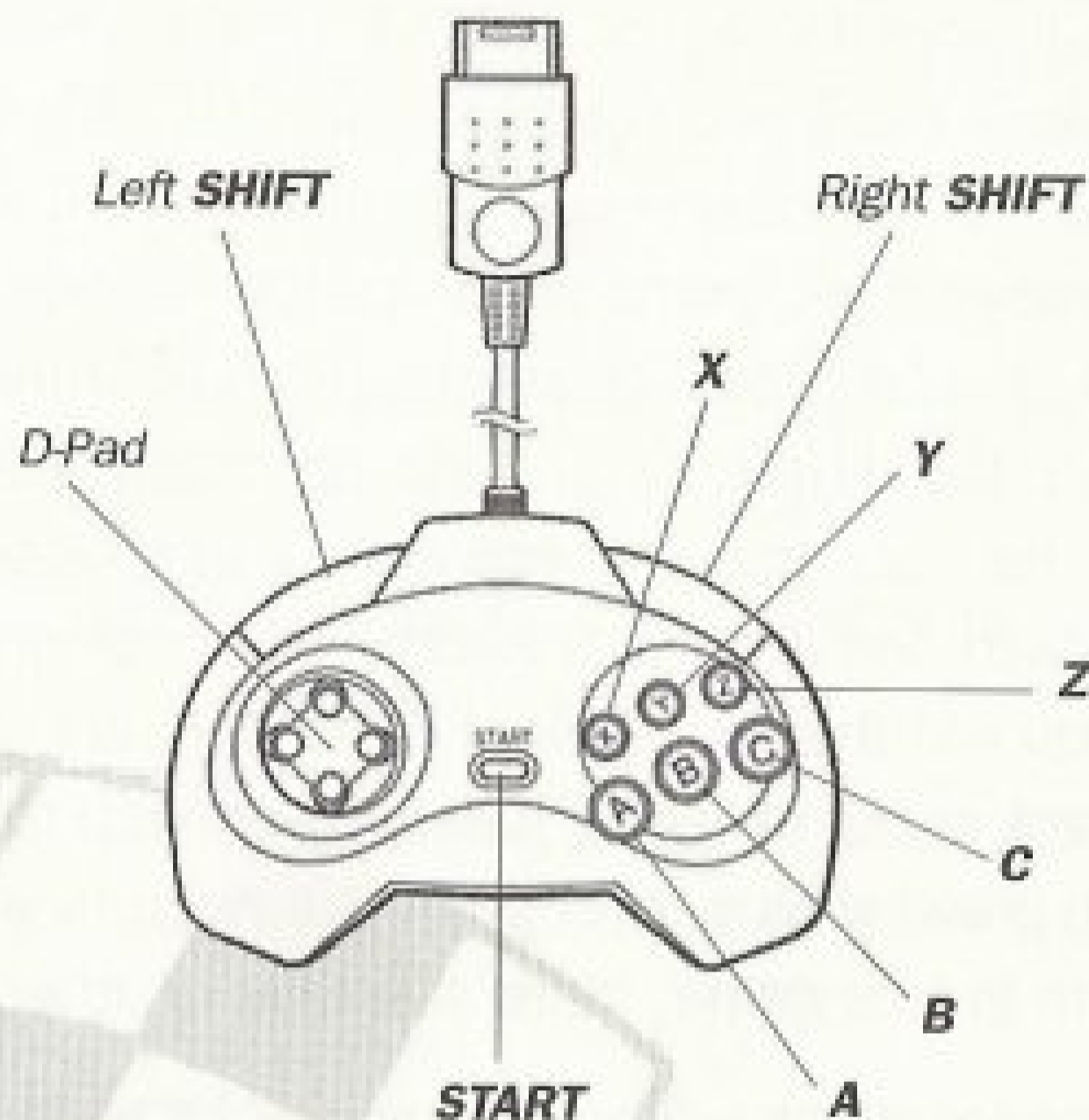
1. Turn ON the power switch on your Sega™ Saturn™ system.
2. Make sure a control pad is plugged into the port labeled Control 1 on the Sega Saturn system.
3. Open the disc tray and place the disc inside.
4. Press **START** to advance to the Game Mode screen. See *Game Mode* on page 4.

**NOTE:** Records and settings are saved and loaded automatically (if there are any) when the game is started.

**UNFORMATTED MEMORY NOTE:** Your memory must be formatted before playing *The Need for Speed*. If memory is not formatted you will receive a prompt stating that the System Memory is not ready for use.

- Press any button to access the Sega Audio CD Control screen. From this screen, select SYSTEM SETTINGS, then MEMORY MANAGER to clear your memory.

## CONTROL SUMMARY



### In All Menus

Highlight option	D-Pad ↓↑
Cycle/toggle highlighted option	D-Pad ↔
Advance/activate highlighted option	A or C
Return to previous screen (if applicable)	B

### Default Gameplay Controls

FUNCTION	CONTROL PAD	ARCADE RACER™	MISSION STICK™
Pause game	START	START	START
Steer the Car	D-Pad ↔	Steer ↔	Stick ↔
Accelerate	A	C	Stick ↑
Brake	B	B	Stick ↓
Shift Gears up	Right SHIFT	Right flipper	B
Shift Gears down	Left SHIFT	Left flipper	C
Cycle through Camera Views	X	X	X
Hand Brake	C	A	A
Toggle Heads up display	Z	Z	Z
Horn	Y	Y	Y

## WELCOME!

Welcome to the high-speed world of *ROAD & TRACK® Presents: The Need for Speed™*! *The Need for Speed* combines spine-tingling action with awesome graphics. As you race down an alpine road in your choice of eight high performance cars, you'll be amazed by the detail and realism. The sophisticated physics model recreates the feel of the cars themselves; you'll notice the difference in handling, braking, and raw power. Plan your strategy for each track—there are six to choose from during regular play, and each demands a different style of driving. There's also a bonus track if you win the Tournament. With different cars, different tracks, and different styles of racing fueling your need for speed, you'll find your addiction growing to a fever pitch. No need to worry—when you crash and burn in this game, there's always another day.

- 🏁 7 different race locations—3 open road tracks and 3 closed circuit tracks, plus 1 bonus track.
- 🏁 8 exotic automobiles.
- 🏁 4 race types
- 🏁 Multiple camera angles and instant replay let you see your spectacular crashes in full detail.
- 🏁 State of the art graphics improve the sensation of speed.

## GAME MODE

Select a one or two player game, view Records, and configure Options. The following controls are used for all screens and menus.

### In All Menus

Highlight option	D-Pad ↓↑
Cycle/toggle highlighted option	D-Pad ↔
Advance/activate highlighted option	<b>A</b> or <b>C</b>
Return to previous screen (if applicable)	<b>B</b>

## GAME MODE OPTIONS

- ONE PLAYER** Race against computer opponents or race against the clock in Time Trial.
- TWO PLAYERS** Race with a friend on a split screen.
- RECORDS** View records for different tracks and race configurations. See *Records* on page 17 for more information.
- OPTIONS** Customize your game sound, and control options. See *Options* below.
- Ⓐ When finished, highlight ONE PLAYER or TWO PLAYER and press **A** or **C**. The Race Type screen appears. See *Race Type* on page 7.

## OPTIONS

Customize your game sound, and control options.

- Ⓐ To access the Options menu, highlight OPTIONS from the Game Mode menu and press **A** or **C**. The Options menu appears.
- Ⓑ To return to the Game Mode menu, press **B**.

### AUDIO

- Ⓐ To access Audio options, select AUDIO from the Options menu. The Audio menu appears.
- Ⓑ To adjust Audio volumes, highlight the sound option you want to adjust and D-Pad  $\leftrightarrow$ .

**SONG SELECT** Choose a song to hear while racing. The song that you choose starts to play a moment after you have finished cycling through the choices.

**MENU MUSIC VOLUME** Adjust the volume of music played in the menus and between races.

**RACING MUSIC VOLUME** Adjust the volume of music played during the game.

**SOUND EFFECTS VOLUME** Adjust the volume of sound effects played during the game.

**NARRATION** Toggle the narrator ON/OFF.

**STEREO** Toggle between STEREO/MONO. (Select MONO if you do not have a stereo TV.)

- Ⓐ When you are finished, press **A** or **C** to accept changes. The Options screen appears.

## CONTROLS

- Ⓐ To access Control options, select CONTROLS from the Options menu. The Controls menu appears.
- Ⓐ To select the controller to be configured, highlight the Player bar and D-Pad ←→.
- Ⓐ To cycle through different controller configurations, highlight the Configuration bar and D-Pad ←→. A chart of the new control configuration appears.

**NOTE:** If you are using a Mission Stick or Arcade Racer, you will be required to calibrate your controller before exiting the Controls screen.

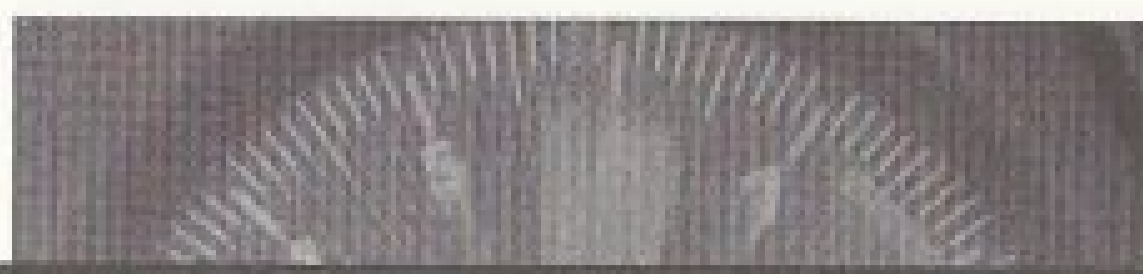
**NOTE:** If it becomes difficult to navigate menus due to an uncalibrated controller: Unplug the controller and return to the Controls screen using the standard control pad. Then plug your Arcade Racer or Flight Stick back in and recalibrate.

- Ⓐ When you are finished, press **B** to accept changes. The Options menu appears.

## CREDITS

- Ⓐ To view credits, highlight the Credits bar and press **A** or **C**.
- Ⓐ When credits are finished, the Options menu appears.






## RACE TYPE

Choose one of four different kinds of races.

### TIME TRIAL

Race in any car on any track against the clock. This is a flat out duel against time; there are no cops or traffic to distract you.

 **EA TIP** This is a great mode for practicing and learning the cars and tracks. Start with Rusty Springs Raceway and Autumn Valley Speedway, as they are easier to learn on than the more winding tracks.

When you set records in this mode, they are marked by a "T.T." to distinguish them from records obtained during a race.

### HEAD TO HEAD

Race against a single opponent, either the computer or another player on a split screen. You can select any car or track. If you select an open road track (i.e., Alpine, Coastal, or City), you'll face traffic and cops to make things more challenging. Records in this mode are marked by an "H.H." to distinguish them from records obtained during a race.

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### NO MERCY MODE

To disable traffic, cops, and any computer racing assistance between opponents: Highlight HEAD TO HEAD, and press and hold both SHIFT buttons. While holding both **SHIFT** buttons, press **A** or **C** to choose No Mercy mode and advance to the Race Location screen. If you are using an Arcade Racer, press and hold **X**, **Y**, and **Z** to choose No Mercy mode.

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### SINGLE RACE

Select this mode to race against seven computer opponents, or six computer opponents and a friend. The car you select for your computer opponent is used by all computer drivers unless you select THE PACK, in which case one of each type of car will be raced by a different computer driver. The open road tracks have been blocked off to public traffic for this event, and the cops are down at the local donut shop.

## TOURNAMENT

This mode lets you participate in a Tournament in which you must place first on all tracks to win the Championship and advance to a BONUS Track.

### To Start a Tournament

1. Select TOURNAMENT from the Race Type screen.
2. At the Tournament screen there are three options:

**NEW TOURNAMENT** Start a new Tournament.

**PASSCODE** Enter a password to resume a saved tournament.

1. Select PASSCODE from the Tournament screen.
  - ⊙ D-Pad ↓↑ to change letters.
  - ⊙ D-Pad ↔ to change spaces.
2. Press **A** or **C** to enter your tournament password.
3. The Race Location screen appears.

**CONTINUE** Continue a Tournament.

**MEMORY** Access memory to load a saved tournament.

1. D-Pad ↔ to cycle through available saving locations (such as SYSTEM MEMORY, CARTRIDGE MEMORY, or EXTERNAL MEMORY DEVICE) and press **A** or **C**.
2. D-Pad ↓↑ to the Tournament you want and press **A** or **C**. The Race Location screen appears.

**INSUFFICIENT MEMORY NOTE:** *The Need for Speed* requires 52 free blocks of memory from your System Memory, Cartridge Memory, or External Memory Device for saving game data. If insufficient memory is available, you will receive a prompt stating that there is insufficient memory to save a new file.

- Select YES at the prompt to continue without saving any data. Select NO to access the Sega Audio CD Control screen. From this screen, select SYSTEM SETTINGS, then MEMORY MANAGER to free up additional memory.

Each track is rated for a particular performance class of cars. By selecting a track, you are assigned to the corresponding **Tournament Class A, B, or C**. This defines the cars you can select. Your opponents are seven computer controlled cars in the same class. For information on selecting a track, see *Race Location* on page 10.

**Tournament Class C:** City and Rusty Springs Raceway featuring the Mazda RX-7,<sup>®</sup> the Acura NSX,<sup>®</sup> and the Toyota Supra<sup>®</sup> Turbo.

**Tournament Class B:** Coastal and Autumn Valley Speedway, featuring the Porsche<sup>®</sup> 911 Carrera, the Dodge Viper<sup>®</sup> RT/10, and the Corvette<sup>®</sup> ZR-1.

**Tournament Class A:** Alpine and Vertigo Ridge, featuring the Lamborghini Diablo<sup>®</sup> VT and the Ferrari<sup>®</sup> 512TR.

You may select the tracks in any order. If you place 1st on any track, a win video plays, and that track is marked with a checkered flag. When you place 1st on all tracks, you receive access to a Bonus track. The Bonus track becomes accessible through the Race Location screen.

## To Save a Tournament

**NOTE:** You can save your place in a Tournament only after you win on at least one track.

1. Select **OPTIONS** from the Game Mode screen.
2. At the Options screen, select **MEMORY**.

**NOTE:** If there is no memory available, you will not be able to access the Memory screen.

3. To cycle through available saving locations, highlight the Memory bar. Then D-Pad  $\leftrightarrow$  to cycle through available saving locations such as **SYSTEM MEMORY**, **CARTRIDGE MEMORY**, or **EXTERNAL MEMORY DEVICE**.
3. D-Pad  $\downarrow$  to **SAVE TOURNAMENT**, and press **A** or **C**.
4. To choose a memory slot to save in, D-Pad  $\downarrow\uparrow$  and press **A** or **C**.
- Ⓐ D-Pad  $\downarrow\uparrow$  to change letters.
- Ⓐ D-Pad  $\leftrightarrow$  to change spaces.
5. When finished, press **A** or **C**. The Memory screen reappears.

## RACE LOCATION

It's time to select the track. Initially, there are six tracks to choose from. Three are open road tracks, and three are closed circuit tracks. A seventh bonus track becomes available *only* after you've won on all six tracks in Tournament mode. The open road tracks are Alpine, Coastal, and City. These tracks are divided into three segments with each segment ending with a Checkpoint. The closed circuit tracks are Rusty Springs Raceway, Autumn Valley Speedway, and Vertigo Ridge.

**NOTE:** In Tournament mode, only certain cars can be driven on specific tracks. (See *Tournament* on page 8.)

If the Track you chose is an open road track, a detailed Segment map is displayed.

Ⓜ To cycle through the segments, highlight the SEGMENT VIEW bar and D-Pad ←→.

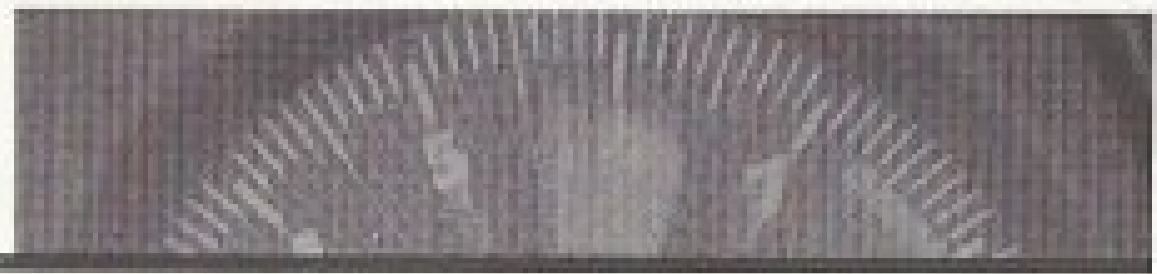
If the Track you chose is a closed circuit track, the entire circuit is displayed with numbers marking the major turns. You also have the option to choose the number of laps for the race.

**NOTE:** In Tournament mode, the number of laps is always set to NORMAL.

Ⓜ To cycle through the lap choices, highlight the LAPS bar and D-Pad ←→.

Ⓜ To cycle through lighting effects for different times of day, highlight the MIDDAY bar and D-Pad ←→. On each track there are three settings for time of day: Morning, Midday, and Evening.

Ⓜ When finished, press **A** or **C**. The Car Selection screen appears.



## CAR SELECTION

Before you start burning rubber, you need to choose a car that suits your driving style. We've included eight high performance cars to choose from—the ones you've dreamed about taking out on the road. All performance and design statistics are in the game, but you can always check out a car's performance for yourself by taking it for a test drive.

- ⊙ To cycle through the different cars, highlight the car photo and D-Pad  $\leftrightarrow$ .
- ⊙ To toggle between MANUAL and **AUTOMATIC** shifting, highlight the AUTOMATIC bar and D-Pad  $\leftrightarrow$ .
- ⊙ To access the Car Showcase screen to view all the cool stats and specs, highlight CAR SHOWCASE and press **A** or **C**. See *Car Showcase Screen* on page 13 for more information.

### Automatic Shift Mode

In Automatic, your shift range comprises Reverse, Neutral, and Drive. The car automatically shifts into a higher or lower gear, letting you concentrate on steering, braking, and accelerating. Automatic mode is a good way to start out, but to squeeze the last ounce of performance out of each car you have to master Manual shift mode.

### Manual Shift Mode

In Manual, you shift by yourself. This takes concentration and dexterity. If you can make it through a race successfully at this level, you are a true master of the road.

- ⊙ To shift up, press right **SHIFT**.
- ⊙ To down-shift, press left **SHIFT**.

## SELECTING YOUR CAR

### Time Trial

- Ⓐ When you have selected the car that you want, press **A** or **C**.  
The race begins.

### Head to Head

1. When you have selected the car that you want, press **A** or **C**.  
The Opponent selection screen appears.
2. When you have selected a car for Player 2 or the computer opponent, press **A** or **C**. The race begins.

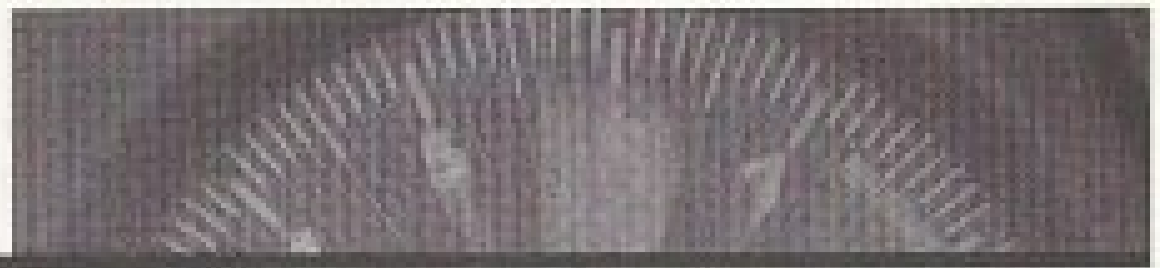
### Single Race

1. When you have selected the car that you want, press **A** or **C**.  
The Opponent selection screen appears.
  2. If you are playing a two player game, Player 2 selects a car and presses **A** or **C**. The Opponent selection screen reappears.
  3. Select a car for your computer opponents.
- Ⓐ To race against seven different cars at the same time, cycle through the car choices until you reach THE PACK, and press **A** or **C**. The race begins.
  - Ⓐ To race against seven cars that are all the same model, select the model that you want and press **A** or **C**. The race begins.

### Tournament

- Ⓐ When you have selected the car that you want, press **A** or **C**.  
The race begins.

**NOTE:** In Tournament mode your car selection is limited to specific cars depending on which track you are racing. To learn which cars are available on which tracks, see *To Start A Tournament* on page 8.



## CAR SHOWCASE SCREEN

The Car Showcase screen displays the following five options:

- Ⓐ To access each showcase screen, highlight the category you want and press **A** or **C**.
- Ⓑ For more information, highlight NEXT CAR or NEXT SLIDE and press **A** or **C**, and D-Pad **↔**
- Ⓒ To return to the Car Showcase screen from any of the following screens, press **B**.
- Ⓓ When finished, press **B**. The Car Selection screen appears.

### GENERAL

Price, weight, and wheelbase are examples of the info you'll find here. Check out the classy shots of the car from every angle.

### PERFORMANCE

Acceleration and top speed are just a couple of the performance statistics you'll read and hear about at this showcase screen. Statistics and voice-over commentary are supplied by *ROAD & TRACK*.

### MECHANICAL

Engine type and chassis layout give you the information you need to select a car for a specific open road or closed circuit track.

### HISTORY

Like to get the whole story behind the development of your car? Select this option and you'll read and hear all about it. You'll also see a photo montage of early models.

### VIDEO

Select this option to see a smokin' video of each car in action. Press any button to exit this video.

All statistics and voice-overs are provided by *ROAD & TRACK*, the premiere auto-enthusiast's magazine.

## TAKING IT TO THE STREETS

Now it's time to satisfy a certain need—pin the accelerator and feel the G's.

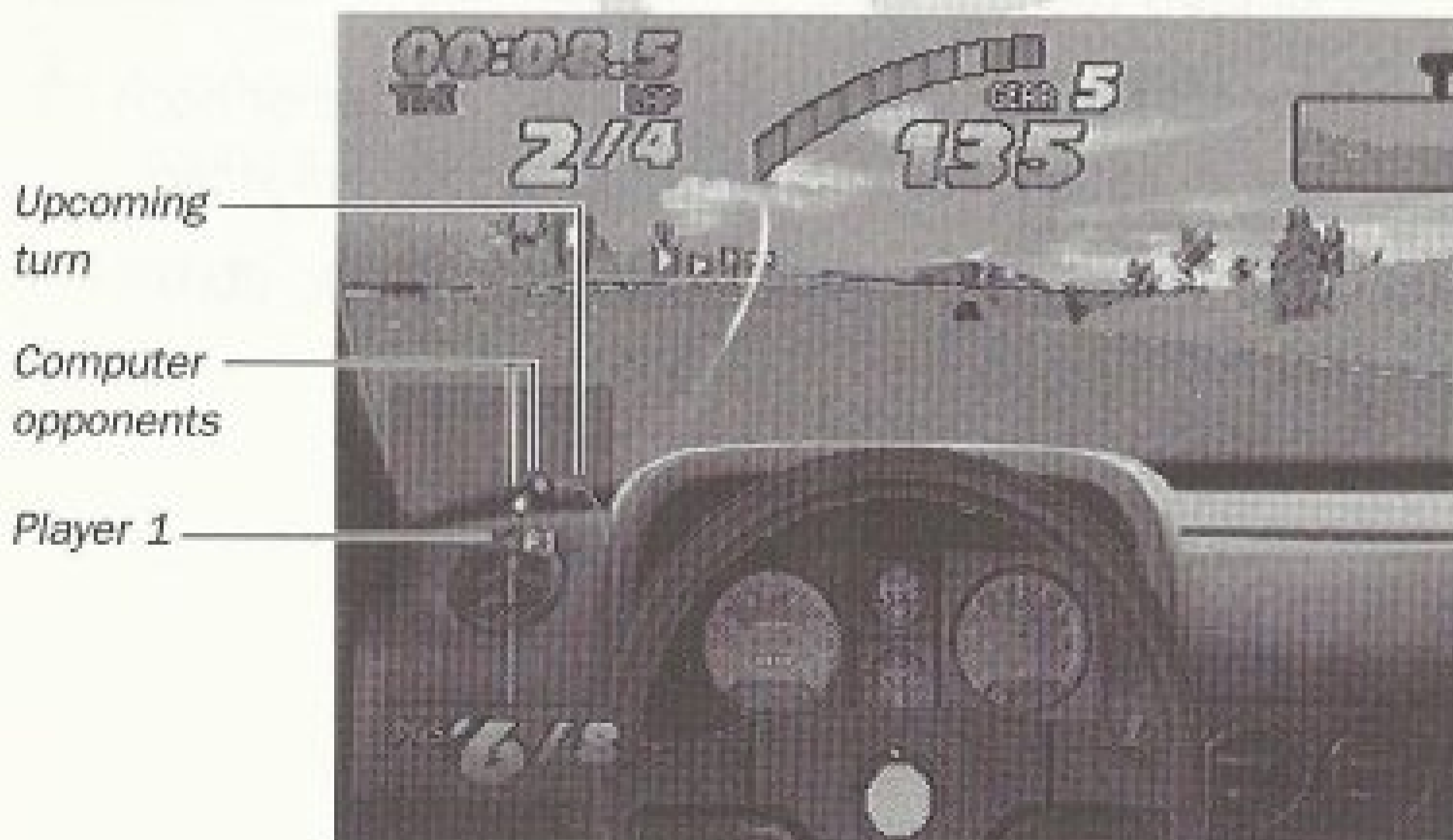
- Ⓜ To start the game select your race type, race location, and car, then press **A** or **C**. The game loads and you are taken to the cockpit of your car.



**NOTE:** To remove the Heads-Up Display, press **Z**.

### RACING MAP

*The Need for Speed* cockpit sports a high-tech race map. A quick glance shows you your relative position and prepares you for upcoming turns.







When the race begins you must shift out of neutral and into first to get the car moving. The default shift mode is Automatic. See *Car Selection* on page 11 for information on changing shift modes.

 To shift up, press right **SHIFT**; to down-shift, press left **SHIFT**.

Watch the starting lights in the center of the game screen—when the green light comes on, shift into 1st and hit the gas!

## DRIVING THE CAR

FUNCTION	CONTROL PAD	ARCADE RACER™	MISSION STICK™
Pause game	<b>START</b>	<b>START</b>	<b>START</b>
Steer the Car	D-Pad ↔	Steer ↔	Stick ↔
Accelerate	<b>A</b>	<b>C</b>	Stick ↑
Brake	<b>B</b>	<b>B</b>	Stick ↓
Shift Gears up	Right <b>SHIFT</b>	Right flipper	<b>B</b>
Shift Gears down	Left <b>SHIFT</b>	Left flipper	<b>C</b>
Cycle through Camera Views	<b>X</b>	<b>X</b>	<b>X</b>
Hand Brake	<b>C</b>	<b>A</b>	<b>A</b>
Toggle Heads up display	<b>Z</b>	<b>Z</b>	<b>Z</b>
Horn	<b>Y</b>	<b>Y</b>	<b>Y</b>

While driving, you're given road monitoring and performance information, including an alternating red and blue light on the racing map to indicate that a cop is near.

**NOTE:** When racing with a friend in split screen mode, there are no cops.

## CAMERA VIEWS

There are four different camera views while driving: an In-car Cam, a Road Cam, a Tail-Cam, and a Heli-Cam.

 To toggle through the camera views while driving, press **X**.

**NOTE:** When racing with a friend in split screen mode, In-car Cam is not available.

## PAUSE MENU

You can pause the game at any time during the race without losing your place.

- ⊙ To pause the game during a race, press **START**. The Pause Menu screen appears.
- ⊙ To access the pause screen options, D-Pad **↑↓** to highlight the option you want, then press **A** or **C**.

**CONTINUE** Return to the race at the same point.

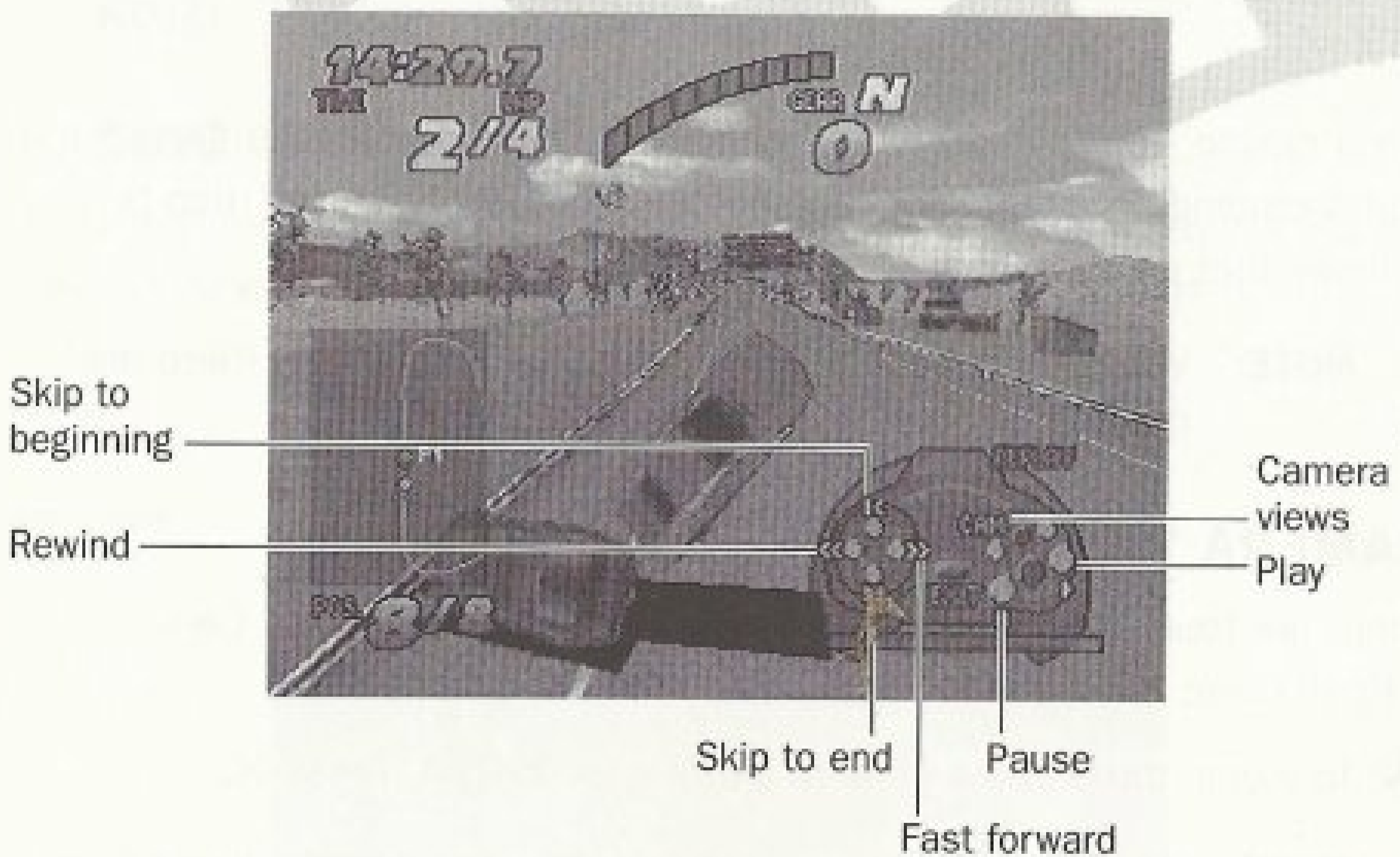
**REPLAY** View a replay of the current race. See Replay below for replay controls.

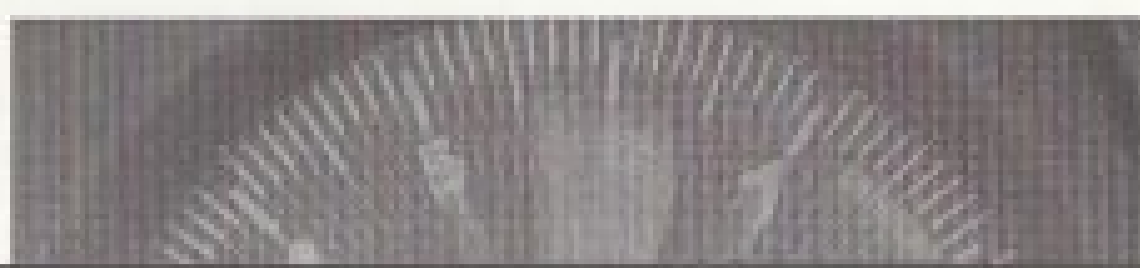
**RESTART** Restart the current race at the beginning.

**QUIT** Exit the race and go straight to the Game Mode screen.

## REPLAY

To view a replay during a race, pause the game by pressing **START**, then select **REPLAY**.





## REPLAY CONTROLS

Advance to end/beginning of reel	D-Pad ↑↓
Fast forward/rewind	D-Pad ↔
Return to race	<b>START</b>
Select replay speed	<b>Y</b>
Pause	<b>A</b>
Play	<b>C</b>
Change camera view	<b>X</b>
Toggle Heads up Display	<b>Z</b>

## RECORDS

View records for best times and speeds for all tracks and race configurations.

*Cycle through the different tracks*

RECORDS			
<b>VERTIGO RIDGE</b>			
<b>ENDURANCE / 12 LAPS</b>			
6-10			
<b>BEST TIMES</b>			
6. ROD HIGO	ZR-1	22:04.8	HH.
7. LOTTO	VIPER	22:34.0	T.T.
8. GOLFBOY	SUPRA	22:45.5	
9. REGULUS	911	23:06.0	T.T.
10. CPT KIRK	NSX	23:06.0	HH.
<b>RECORD TOP SPEED</b>			
BLOOD	VIPER	143 MPH	
<b>RECORD LAP TIME</b>			
ALPHADOG	512TR	1:38.2	T.T.

*Cycle through lap configurations*

*View places 1-5 or 6-10*

**NOTE:** Records and settings are saved and loaded automatically (if there are any) when the game is started.

- ⊕ To cycle through records set on different tracks, highlight the bar with the track name and D-Pad ↔.
- ⊕ To cycle through records for races with different numbers of laps (circuit tracks only), highlight the bar with the lap numbers and D-Pad ↔.

- Ⓐ To toggle between records 1-5 and 6-10, highlight the bar with the place numbers and D-Pad  $\leftrightarrow$ .
- Ⓐ When finished, press **B**. The Game Mode screen appears.

## **COPS**

One of the major obstacles to going as fast as you want, when you want, is the presence of law officers. When racing on an open road track in Head to Head mode, you'll see them in force. If you keep an eye on your map and your ear tuned to your radar detector, you can try to avoid them. The police cruiser shows up as a red and blue flashing light on your race map. Whatever you do, don't crash when there are cops around and don't let them pass—you are certain to get a ticket.

- Ⓐ If a cop catches you, you'll receive a speeding ticket. If you get two speeding tickets on any segment, you are arrested and disqualified from the race.

## **FINISH LINE/CHECKPOINTS**

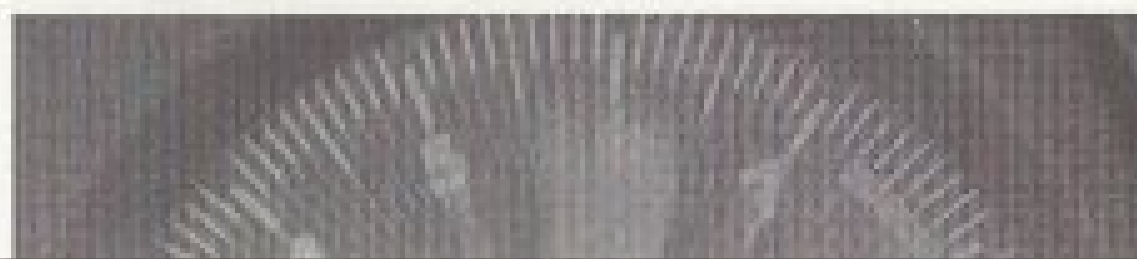
At the end of the three closed circuit tracks you receive Game Standings. On the three longer, open road tracks, which are divided into three segments, each segment ends in a Checkpoint.

When you end a race or pass through a Checkpoint, your car screeches to a stop and you are taken to a Game Standings screen. This displays the current rank, top speed, and a running total for the race/segment. If you break a record, you are prompted to enter your name into the records.

- Ⓐ When you're done looking at your performance statistics, press **A** or **C**. The Finish/Checkpoint menu appears.

### **To enter your name:**

- Ⓐ To choose a letter, D-Pad  $\updownarrow$ .
- Ⓐ To move between spaces, D-Pad  $\leftrightarrow$ .
- Ⓐ When finished press **A** or **C**. Your name is entered into the records.



## THE FINISH/CHECKPOINT MENU

The Finish/Checkpoint menu gives you an opportunity to make changes and review your run.

 To select a Checkpoint menu option, press **A** or **C**.

### CONTINUE

If this is a Checkpoint, you return to your game in progress. If this is the end of the race, you return to the Race Location menu.

### HIGHLIGHTS

Highlights include all of the best crashes, passes, skids, powerslides, and jumps of the race you just drove. It offers several camera angles, and you can view the tape in several different ways to gain a greater understanding of the road and its hazards or to watch a fantastic wipe-out in slow motion! The camera views available are In-Car, Tail, Heli (as if the camera were in a helicopter), Sky, and Chase Cam. If an opponent or cop car is nearby, you can get a view from their perspective as well. Highlights automatically show the best parts of the previous race, but you can take control and view them in any order you want—just grab the controller and follow the on-screen instructions or see *Replay* on page 16 for video controls.

### RESTART

Select this option to restart the same race you just finished.

### QUIT

Select this option to exit the race and return to the Game Mode screen.

## WINNING AND LOSING

In a race against opponents, the object is to place first on a chosen track. At the completion of a race on an open road track, all segment times are added together. The winner is the one with the lowest total open road track time. At the end of the race, a Game Standings screen listing the total standings appears and a video plays for the winner.

If you're racing against the clock, you don't really win or lose, but work instead to place a best time or top speed.

**ARTISTS' PHOTO**

**Top row (l-r):** Gordon Ludlow, James Hague, Sasha Runnels, Robert Ridihalgh

**Bottom row:** Andy Fuller, Greg D'Esposito, Bronwyn Richardson

## CREDITS

### SATURN VERSION

#### EA SEATTLE:

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*Lead Artist:* Andy Fuller  
*Artists:* Sasha Runnels, Mike Cressy,  
Victor von Beck  
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*Testing:* Gayle Johnson  
*Development Director:*  
Bronwyn Richardson

#### EA CANADA

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*Technical Director:* Brad Gour  
*Audio Director:* Alistair Hirst  
*Development Director:* Brett Bradstock  
*Game Design:* Hanno Lemke,  
Scott Blackwood  
*Producer:* Hanno Lemke  
*Associate Producer:* Gregg Giles  
*Assistant Producer:* Scott Blackwood  
*Production Assistant:* Serena McCabe  
*Product Manager:* Peter Royea  
*Package and Design:* Dave Parmley

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*Documentation Design & Layout:*  
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*Quality Assurance:* Ollie Ongpin,  
Bryan Davis  
*Art Direction:* Nancy Waisanen

#### International Development

*Associate Producer:* Marcus Lindblom  
*English Voice Over:* Michael Donovan  
*German Voice Over:* Egon Hoegen,  
Rolf-Dieter Busch, Martin Siebel  
*Japanese Voice Over:* Toru Furuya  
*Japanese Staff:* Takashi Mori, Takashi  
Yamaguchi, Satomi Ishii

#### Quality Assurance:

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*Lead QA Tester:* Martin McQueen  
*Backup QA Tester:* Tim Lewinson  
*Testers:* Darren Sleno, Eric Bertram,  
Trevor Kerslake, Ryan Marshall,  
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*Senior Programmer:* Brad Gour  
*Programmers:* Dave Lucas, Laurent  
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Funky Swadling, Michael Pohoreski,  
David Bullock  
*Additional Programming:* Jay MacDonald,  
Victoria Wong, D.M. Abrahams-Gessel  
*Lead Artist/3D Modelling:* Kent MacLagan  
*Artists:* Scott Jackson, Peter King,  
Robert Sculnick, Dejan Stanisavljevic,  
Tom Graham  
*Track Modeling:* Sheila Allan  
*3D Modeling:* Markus Tessmann  
*Lead Audio:* Alistair Hirst  
*Music:* Jeff Dyck, Saki Kaskas,  
Alistair Hirst  
*Recording Engineers:* Jeff Dyck,  
Edwin Dolinski  
*Video Technician:* Richard Mul  
*Development Director:* Brett Bradstock  
*Technical Director:* Brad Gour  
*Art Design:* Scott Jackson  
*Producer/Designer:* Hanno Lemke  
*Asst. Producer/Designer:* Scott Blackwood  
*Production Assistant:* Serena McCabe  
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**International Development**

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*Assistant Producer:* Yoko Ando

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*German Voice Over:* Egon Hoegen,  
Rolf-Dieter Busch, Martin Siebel

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*Q.A. Back-Up Lead:* Jeff Hutchinson

*Testers:* Darren Sleno, Adam Mackay-  
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Peter Saumur, Andrew Teal, Cary Chao,  
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*Librarian:* Otis D. Meyer

*Car Schematics:* Bill Dobson

*Photography Provided by:* Road & Track

*Additional Photography:*

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**Special Thanks:**

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(Corvette Specialties Auto Group)  
W.A.M., Sharx Recreational Services,  
Frank Barchard, Iain Macanulty,  
Rick Friesen, Jay Page

**ADDITIONAL CREDITS**

*Film Production:* Cactus Production

*Director:* James Head

*Director of Photography:* Peter Woeste

*Executive Producer:* Scott Kennedy

*Producer:* Louise Valgardson

*Art Director:* Ron Bignall

**Policeman:** Michael St. John Smith

*Additional Video:* Coast Mountain Post  
Production

*Additional Music:* KoKo Productions,  
Jamie Bowers

**Additional Musicians:**

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Mark Rogers

*Cymbals and Hi-Hat:* Chris Taylor,  
Darren Sleno

*Vocals:* Angela Somerville

*Bass:* Robin Steen

*Additional Audio Editing:* Jennifer Lewis,  
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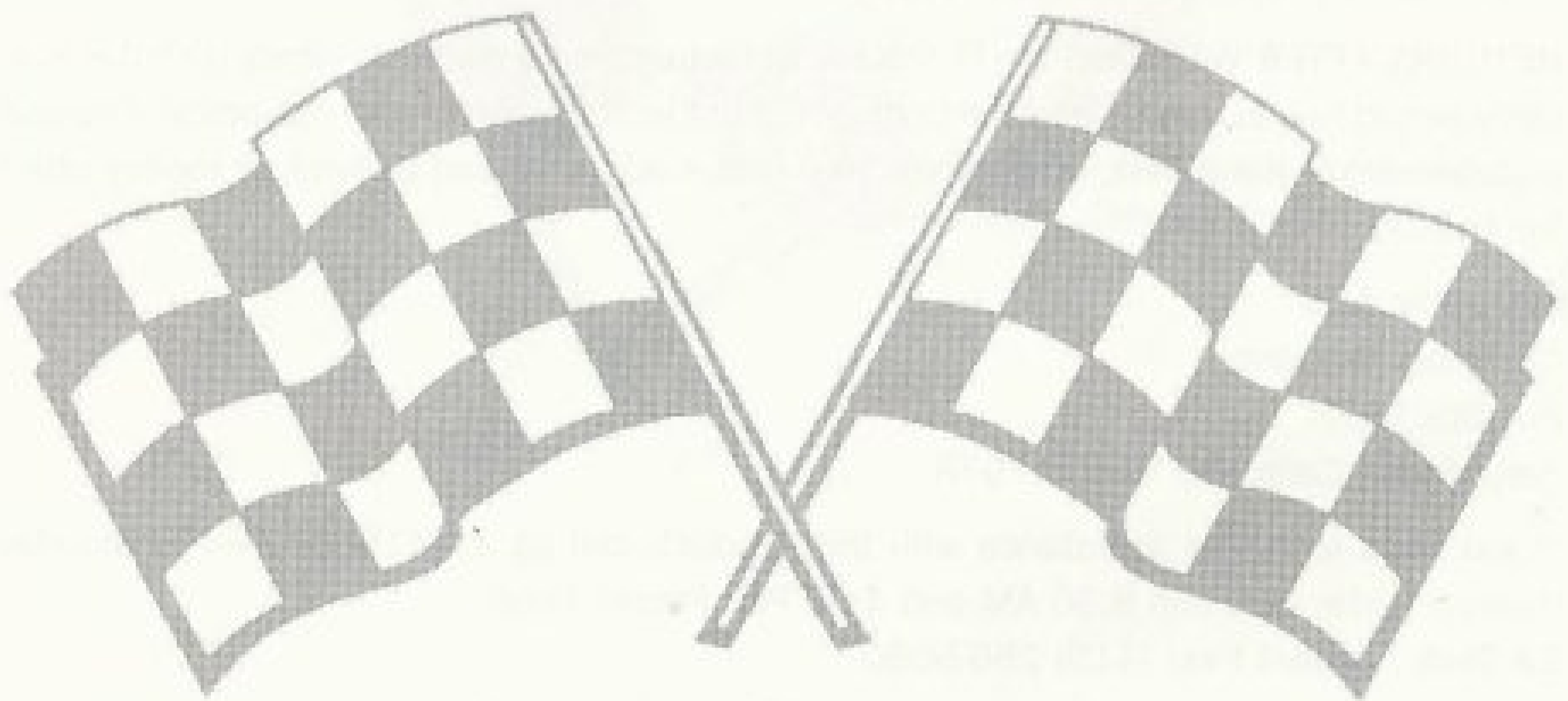
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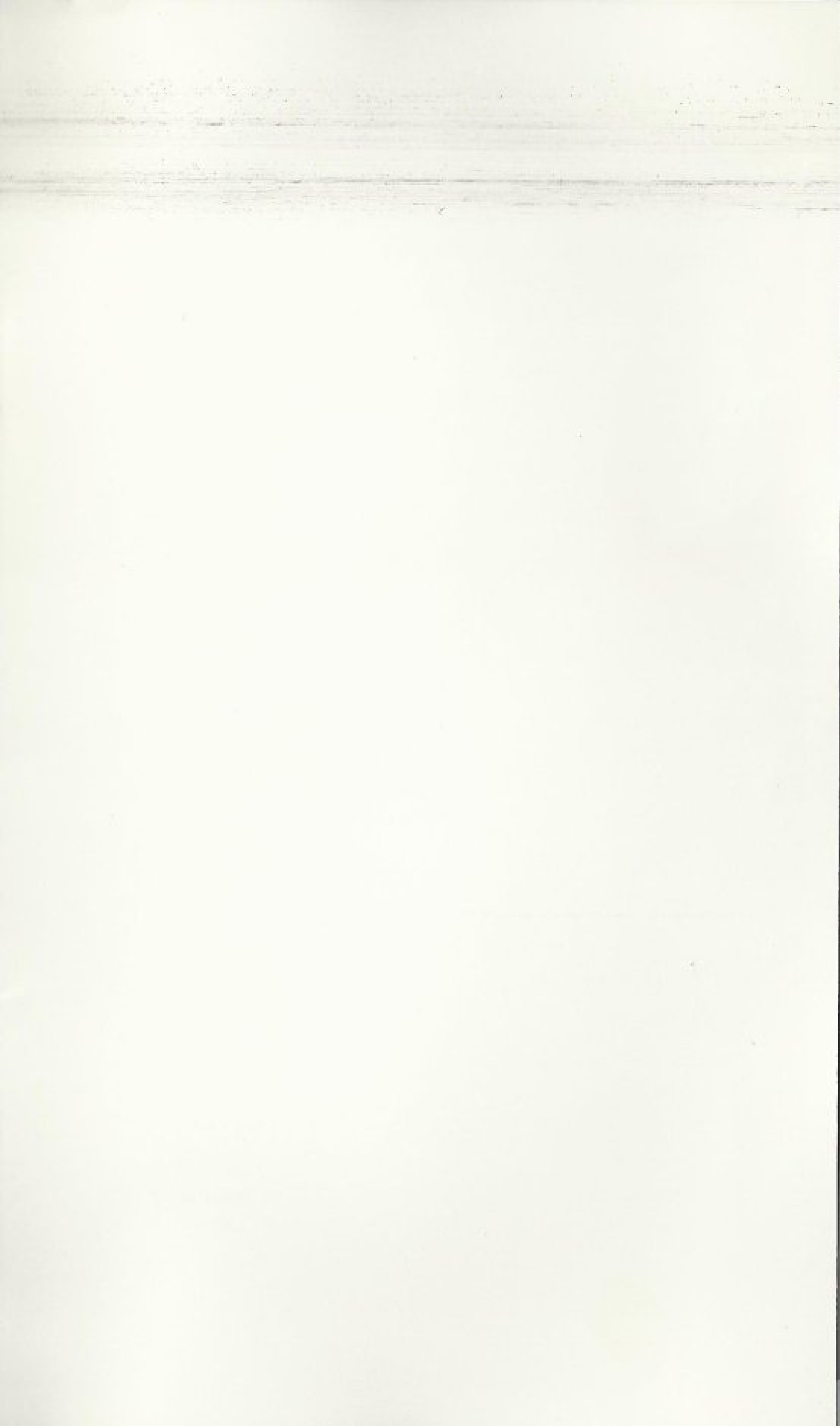
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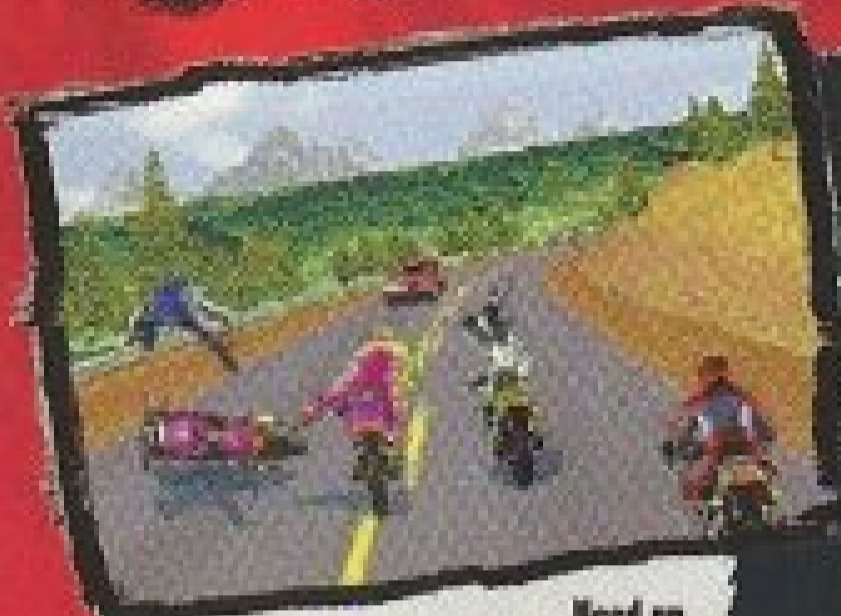
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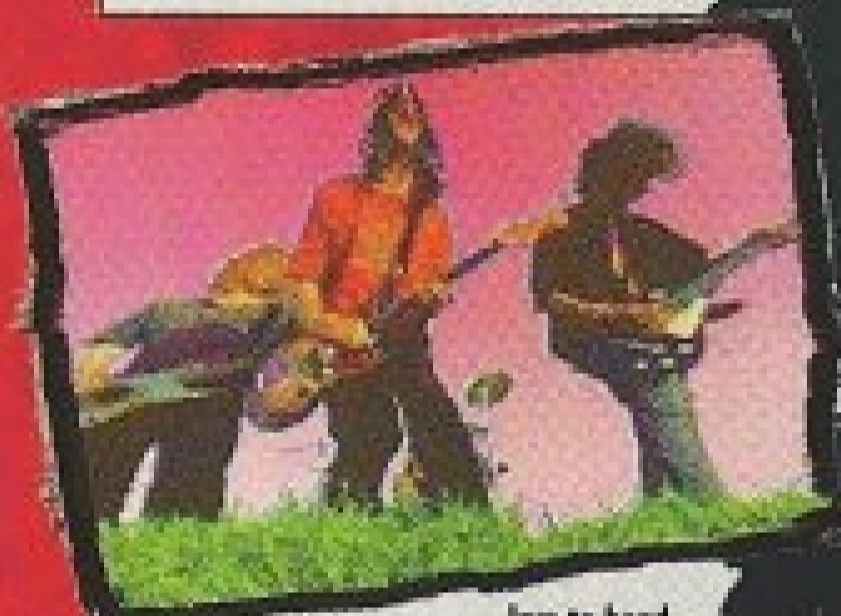




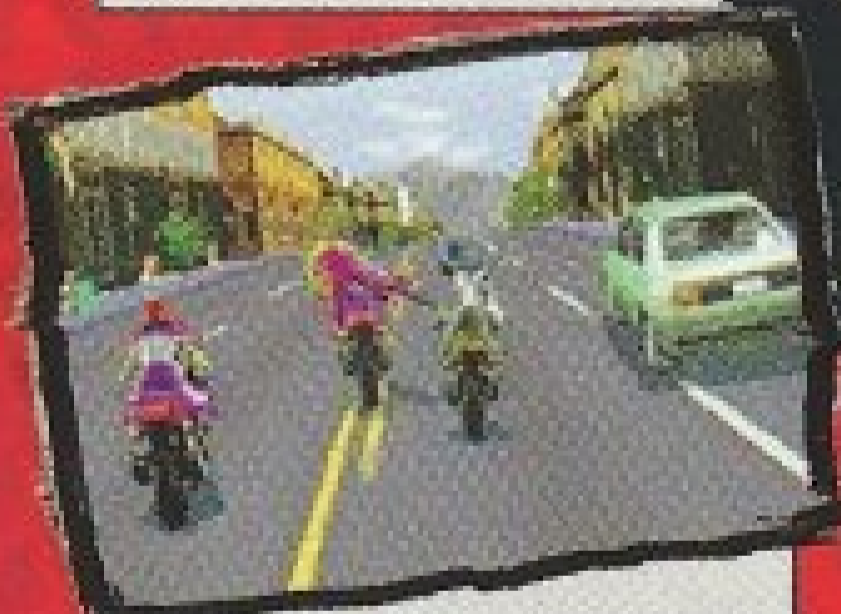
# ROAD RASH



Need an edge to beat your competition? Punch, kick and fight your way to the top.



Join to head bangin' music from A&M bands like Pan, Soundgarden, Hammerbox, Therapy?, Swervedriver and Hooster Magnet. Or check out 2 full-length music videos.



5 levels, plus 5 courses in each — 25 ways to test your Rashing stamina. Do you have what it takes?

It's not a game, it's a way of life. Road Rash for the Sega Saturn system mashes no-holds-barred motorcycle combat racing and the hottest alternative bands to deliver the hardest-hitting action around. You've got only one objective—WIN AT ALL COSTS. Lucky for you there are only 3 options—

**LEAD, FOLLOW, OR BECOME ROAD-KILL.**



Open up the throttle and let it RIP with over 25 minutes of hardcore video.



There's no easy road for a Rasher, so pinch a chain or club from an opponent for extra insurance.



After crushing your opponents, cruise through the bike shop to check out 15 different cycles to speed your feet on; fat bikes, Sport bikes, or go nitro with a Super bike.

ELECTRONIC ARTS

KIDS TO ADULTS  
**EA**  
 AGES 8+

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