WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.
Wanted: A Few Good Heroes

So you want to be a Rock N' Roll star? Do you have the nerves to race against the best? We have a fine tradition here at the Flip Johnson Racing School—a tradition of losing drivers who ease up on the gas pedal just a little too early—then KAPOW, they're out.

That's right, not since Flip Johnson won the Indianapolis Super Cup back in 2911 have we had a winning ticket. What makes you think you'll win?

You know who else will be racing against you? Criminals, machines, geniuses and the lizard prince of Bogmire, Ragewortt himself.

Oh very well kid. You're in. We're counting on you. Good luck! You're gonna need it.
The following suggestions will help keep your Super NES Game Pak in its best working condition.

1. Keep the Game Pak away from heat or cold, water and especially direct sunlight. Life is rough enough on the track.

2. Keep the Game Pak in its protective cover when it's not being used. The cover works like your car's armor to protect it.

3. If your Game Pak gets dirty or dusty, use a clean, soft cloth to clean it. Do not use any chemicals. A clean Pak will assure you hours of racing fun.

4. Never take the Game Pak apart. There is nothing for you to use in there. Just like your racing car, keep your fingers out of the engine!

5. Always be sure the Super NES power is OFF when inserting or removing the Game Pak.
For you recruits who want to blast right into the action, you’ll need to know a few things:

1. You’re here to have fun. Make sure your Super NES power is off. Insert the Rock N’ Roll Racing™ Game Pak into your Super NES and power up!

2. Press START on your Controller.
   Choose NEW GAME.

3. Choose ONE or TWO PLAYERS.

4. Choose play level: Rookie, Veteran or Warrior.

5. Select your Hero (see Hero Biographies.)

6. Select your Car (See Buying a New Car.)

7. Select Start Race at the MAIN SCREEN.
The first automobile race was held in France in 1894, seven years after the first car was made by Herr Daimler and Herr Benz of Germany. They made the first combustion engine used in cars of the late 19th, 20th and early 21st centuries (one of Daimler's daughters was named Mercedes; together the engineers made Mercedes Benz, still a mark of quality in the 30th Century.) In these automobile races, men wanted to test their wits, skill and machines against each other where only the best survived. Old nations like Germany, England, France and the United States began holding regular races to celebrate the automobile, the new standard for transportation.

When mankind discovered intelligent life on Bogmire in the year 2833 it started a craze like nothing ever seen before. The Saurions on Bogmire started racing with all sorts of souped up cars to classic Rock N' Roll music from the planet Earth. The idea caught on, and the Rock N' Roll Racing Commission was formed. They are responsible for the
rules, regulations and fun of Rock N' Roll Racing™.

The first race was held in 2911, one millennium after the Indianapolis 500 began, so they named the grand prize the Indianapolis Super Cup.

Flip Johnson from Terra won the first complete Rock N' Roll Race with his brand of nitrous oxide called Lightning Nitro. It was an upset since on the three-race tour, Dangbar of Bogmire was clearly in the lead. Dangbar threatened to eat Flip if he competed again, so Flip opened a school of driving on Terra, his home planet, and retired from racing.

Now of course, Rock N' Roll Racing™ is the most watched sport in the universe. An estimated 7.8 billion people from 17 planets tune in regularly to see the modern age demolition derby.
A native of Terra, Snake Sanders wants to win an Indianapolis Super Cup not for himself, but for his home planet. Over the years people from other planets have been dominating Rock 'N' Roll Racing™. For once he thinks the people who invented race car driving should win. He wants to prove that the people who made the race car are still best at it. Snake is quick off the race line and isn’t scared of pushing the pedal all the way down.

**New Game**

You should start your career as a Rookie. You only get to race three planets, which means you can’t win the game, but you’ll get the experience you need before becoming a veteran. Veterans race the full 5 planets, but the game is much trickier. By winning all 5 planets you win the Indianapolis Super Cup.

Warriors face the toughest computer play, and you get to race on Inferno, the bonus planet. Slam your car into overdrive for this one!

You’ll be placed into Fast Eddie’s shop to buy your first car (see Buying a Car.) After your purchase you will be placed at the MAIN SCREEN.

On the MAIN SCREEN (above) you see player one on the left (that’s you) and your car below. On the right is your enemy and his car below.
In the middle are some statistics. At the top is the player being showcased; beneath the player is how much money you have. Next is the planet you’ll be racing on (and its picture.) RACES RUN shows how many races on this planet you have under your belt and how many are left in the season. For example, if it says 6 of 8, that means you’ve raced six times on this planet and you have two more until the Division ends. Last is your SCORE, how much you’ve earned and how many you need to advance (see Score and Advancement.) The bottom of the main screen contains five buttons to choose from.

Select this one to START THE RACE.

This brings you to Gordo the Saurion’s Gift Shop where you buy stuff for your car (see Buying Equipment.)

This brings you to Bay 2, where Captain Floyd Braddock, your Space Limo Chauffeur, will hyperspace you to the next race (see Score and Advancement.)

This returns you to Fast Eddie’s to buy a new car or to repaint your car. Planets you visit later will have different cars to choose from.

This lets you change a few options, like sound, music, etc., and this is where you find a password to save your game (see Options.)
When Boomer Bradshaw left his body to science he had no idea they'd make him into a racing cyborg. But they did. Cyberhawk is an advanced prototype, genetically remastered racing maniac. He only knows how to win, because for him, coming in second place is losing the race. If Cyberhawk wins the Indianapolis Super Cup, you can be sure to see more cyborgs on the race track.

Cyberhawk's quick off the line and leaps easily over land mines and oil slicks.

The bottom right of the MAIN SCREEN shows your weapon type and how many shots you've purchased. On top is your FORWARD WEAPON, then your REAR WEAPON, and on the bottom are your POWER CHARGES. The maximum you can have of each is seven.

**Let the Carnage Begin**

When you have equipped your car to your liking select START RACE. At the track you'll hear Larry "Super Mouth" Huffman begin the race, and here is where you have to prove yourself.

On the race screen you will see a little map, numbers, dots and the number of laps remaining. The race track is on the top left; it shows you
where you and your opponents are. These cars are colored just like the real-life ones.

Some race tracks have alternate routes you may take. Be aware, some tracks may appear to have alternate routes. If you cheat, the race officials won’t count your lap. Two samples are shown above. If you don’t know which way to go, follow an opponent.

The top of the race screen shows how many charges you have left for all your weapons. The first is your FORWARD WEAPON, then your POWER CHARGES, then your REAR WEAPONS. Remember, they’re recharged after every lap.

There are some other track features you’ll learn about as you play and race against the best. Three are shown below.

- **CASH BONUS** $1,000
- **BEAR CLAW MINES!**
- **REPAIRS YOUR ARMOR**

A robotics team on Drakonis made Grinder X19 to be the best racer ever. It is in perfect physical shape with skin made of steel, blood made of transmission fluid, and a heart made of cold iron. Grinder and its car are as one on the race track; it will take true living ingenuity to beat this machine.
As you drive you will want to blow the competition away with your weapons. Your forward weapons cannot damage your car, but your rear ones (like mines) can if you run over them later.

Hitting other cars can also damage you. The faster you hit a car the more damage you're likely to take. Flying off the track will trash your car, so be careful off the jumps and when to fire up the Lightning Nitro.

At the top right are GREEN or RED ARMOR DOTS which show how damaged your car is. When you have two dots left they turn red and your car will smoke all the time. When you have no dots left your car blows up. But don't worry, in a few seconds Fast Eddie will deliver your new car! When you buy better armor you get more dots to play with.

Also in the top right of your race screen are the number of laps remaining. LAP 1 means you're in the final lap. Larry will announce this if he's turned on (see Options.)
When you win a race you will get MONEY and SCORE. Your SCORE is what you really need. Only with enough points will you be allowed to advance to the next planet. If you have enough points to advance, you may either advance early by selecting ADVANCE A LEVEL, or at the end of the season the race officials will decide for you (see Score and Advancement.)

1. **First Place gives you the Gemini Gold Trophy, $10,000 and 400 Points.**

2. **Second Place gives you the Silver Atlas Trophy, $7,000 and 200 Points.**

3. **Third Place will give you a cute blue ribbon, $4,000 and 100 Points.**

4. **Fourth Place means you need more practice. Sorry, you get nothing.**
How Do I Work This Thing?

Your Controller is set up in the following format for Rock N' Roll Racing™:

**C. Pad** This steers your car. Left and right will turn your race car as though you were in the driver's seat. Down will brake, but who ever brakes in a Rock N' Roll race?

**L/R** These will make sharp left or right turns when you steer with the Control Pad.

**B** This is your gas pedal during the race (you'll probably want to press it all the time) and this is your SELECTION button in the other screens.

**X** This will use your POWER CHARGES.

**Y** Fires your FORWARD WEAPON.

**A** Fires your REAR WEAPON.

**Start** During a race you can give up by using this button. Don't worry if you press it on accident, it will ask you to confirm YES or NO.

**Select** Does nothing.
CAR & EQUIPMENT SELECTION

The next few pages bring you to the car and gift shops. You will need to visit both to do well on the track. All drivers are loaned $20,000, and if you are lucky enough to win, you won't have to pay it back. With this money you can buy your car and equipment.

After racing you will want to buy better supplies at Gordo's Gift Shop. He has locations at all Rock N' Roll Racing™ planets and popular driver hangouts.

Each car can only carry a certain type of FRONT WEAPON, REAR WEAPON, and POWER CHARGE. They can't be exchanged between cars.

Every time you complete a lap around the track the officials will recharge your WEAPONS and POWER CHARGES up to the number of shots you bought. So if you buy one laser shot, you get one charge for every lap. If you buy seven laser shots (the maximum), you get seven charges every lap.

When you buy armor, tires, engines and shocks they're yours for keeps until you buy a new car. When you buy a new car you will have to buy all over again the nice things your last car had, and maybe more.

Helcy is serving 14 consecutive life terms on New Mojave, the prison planet. He has vowed not to let any Rock N' Roll driver leave New Mojave alive. With his fast & chemically-enhanced reflexes he may just keep his promise. Be careful turning your back on Helcy, he's as trustworthy as a politician up for election.
Welcome to Fast Eddie’s, the only authorized Rock ’n Roll Race Car dealer in the universe. You can’t race without a car, see, so tell me what you want and I’ll see what I have in stock for ya’.

Our fine selection of race cars are guaranteed for life. Since you racers are the unruly sort, these cars are sure to get pretty banged up. But since I’m the only dealer, I have to replace your car free of charge in only a few seconds. Nice deal, eh?

On Chem VI, the first planet, you will have a choice of three cars to choose from, the Dirt Devil, Marauder or Air Blade, although you won’t be able to afford an Air Blade at the beginning of your career. On later planets you will be able to choose a Battle Trak or Havac, the finest modern racing machines in the galaxy.

To choose the color of your car, select the paint color you want on the left side of the screen and press B. Move the Control Pad left or right to move the Claw and you can view the cars being showcased.

When you’re satisfied, select BUY. Sorry, no refunds and no returns.
Butcher is one of the most brilliant men in the universe, and the only wise guy who dares to race. He will use his every wit to outsmart you. He races on the coldest planet, a big advantage to him, but with a brain like his, you will have to be pretty tricky to finish the race!

**Dirt Devil $18,000**

Dirt Devils are designed after one of the most successful automobiles on Earth. Dirt Devils use VK Plasma Rifles, BF’s Slip Sauce, and Locust Jump Jets.
TARQUINN

Tarquin is everyone’s hero. He was raised from poverty on Aurora and became a Starship Captain, the highest military rank ever to come from his planet. He appears in cosmic talkshows and gets paid well for doing it. Now, with Rock N’ Roll Racing™ the biggest sport in the universe, he wants to prove himself as the best race car driver, and the only driver worthy of the Indianapolis Cup. Tarquin’s military experience gives him an edge on top speed and cornering.

Marauder $18,000

The return of a classic, the Marauder is a favorite among novice drivers until they build a bank roll. Marauders use VK Plasma Rifles, BF’s Slip Sauce, and Locust Jump Jets.

Air Blade $70,000

This car was designed for smooth aerodynamics. Also great for quick stops to a drive-thru. Air Blades use Rogue Missiles, Bear Claw Mines and Flip Johnson’s brand of Lightning Nitro! 

Interplay Productions
Battle Trak $110,000

Manufactured exclusively on Fleagull, Battle Trak gives you extra traction on those slippery corners. Traks use Rogue Missiles, KO's Scatter Packs and Lightning Nitro. What a set! The Battle Trak's treads are not affected by oil strips.

Havac $130,000

This is 12-time winner Slash's favorite. Wreak some havoc with a Havac! They are mighty expensive, but they don't need tires or shocks! They use heat-seeking Sundog Beams, Scatterpacks and Nitro. The Havac hovers right over oil and land mines.

Since Inferno became the final racing planet, Slash, with a face even his mom doesn't love, has won the Indianapolis Super Cup every time. Slash lives to race, and as long as he wins, his government pays him well. Slash's alien physique gives him incredible endurance on the race track. He has a few extra senses which help him drive even with his eyes shut. Be very careful around him. He isn't the grand champion for nothin'!

If you beat Slash on the Warrior level you are surely a Rock N' Roll Racing™ Driver to be reckoned with.
Welcome to Gordo the Saurion’s Gift Shop! We have the best selection of weapons, armor, engines, tires and shocks you’ll find anywhere. And with every purchase, we’ll give you a free hair cut!

With each new car you buy you get one free sample of equipment. But you can’t keep any of the upgrades on any new cars you buy because all purchases are custom fit. Sorry.

Come on in and browse around! I’m friendly.

Move the CONTROL PAD to see the equipment available for purchase. Displayed in the upper right is the item you have, the next best item (upgrade), and its price. Pressing B will purchase the item. Select EXIT to return to the MAIN SCREEN.

Sorry, no refunds, no returns.
This favored military weapon is heat-seeking and packs a wallop!

Price includes tax, shipping and installation

These twin brothers are the sons of Mondo the rich tycoon. They aren't particularly good drivers but sometimes they get lucky or downright naughty. You see, their father wants a Indianapolis Super Cup in his collection but the twins just want to race. So whenever you advance to the next planet, dad will bribe or blackmail officials to make sure Rip and Shred get to drive against the best in the universe!

In a two-player game, only Rip will race against you.
Scientists began settling on Chem VI because its diverse climates made certain scientific studies easier than on any other settled planet. The atmosphere is a mix of chlorine and methane, and it's home to some of the strangest creatures ever imagined. But nothing stops science, and Chem VI now hosts the first Rock 'N' Roll Racing™ event. Don't forget your gas mask!
**Track Masters**
These tires are great for sliding around!

**Super Mudwhumpers**
These tires offer extra grip and extra width. Great for a fast start any day.

**Atlas Power Claws**
Gordo's Gift Shop is proud to be the exclusive dealer for Atlas brand tires. The xenon-powered tire works like a suction cup, only they're much faster. Buy Atlas brand, your opponent does!

**SHOCKS**

**Hydro Twinpacks**
Double your fun! When you're ready to give a serious race, these puppies will do you well.

**Grasshoppers**
With these shocks you stand a fair chance of staying on the road.

**Road Warriors**
Are you mad? These will try to keep you on the track to the max. Made from recycled toothbrushes and soda cans.

As the science of domed cities improved, mankind settled Drakonis next, named after the strange reptile-like creatures it found there. Drakonis is a desolate place, so it decided to host the second Rock 'N' Roll race to attract tourists to keep its economy alive. It is also a popular place to retire as its population is pretty small and life here is pretty quiet except for racing season. Living quarters are pleasant but the race track is kept at 17°F to save energy.
Bogmire was the first planet discovered by man with intelligent life that didn't look like humans. There were people which looked like birds, lizards, cats and fish. They all are devious racers and they certainly know how to race in the tracks of their home planet.

Races are run in divisions and seasons, two divisions equals one season on each planet. In order for you to advance through the seasons and onto the next planet you need to win races and SCORE. Only with enough SCORE will the race officials let you advance to the next division. If you don't SCORE enough you will have to race again in the division you lost, and your SCORE is set to zero.

At the end of a division you go to Bay 2 where Captain Braddock awaits you. With enough SCORE you will advance. Your SCORE drops to zero; you will have to prove yourself again on the new tracks.

**Early Advancement**

You may want to advance early if your SCORE is high enough. To do so, select ADVANCE A LEVEL on the MAIN SCREEN.
TWO-PLAYER GAMES

Team Play or not Team Play...

To play a two-player game, select 2-PLAYER at the START SCREEN. Everything will be the same as 1-PLAYER games except players will take turns at the MAIN SCREEN.

Player One always goes first. When Player One is ready to race, select the START RACE icon. Then Player Two may work around the MAIN SCREEN. Again, select START RACE when you are done.

On the track, Player One will have the top half of the screen, and Player Two will be on the bottom half.

You can work together or play against each other. Remember, your enemy and Rip will be racing against both of you.

mankind finally made a prison planet, New Mojave, and began sending all convicts there until their sentence was completed. In a long legal battle over prisoner’s rights, the convicts of New Mojave won the right to host the third Rock N’ Roll Racing™ event here. This planet is a scorching 115°F most of the time. Bring your sun screen and a body guard.
Ho was settled because it was so cold, that ice was abundant and free. Now Who supplies desert planets with water at quite an impressive exchange rate. Rock N' Roll Racing™ began here to host the final Fifth race in the worst driving conditions.

Your car will require special care on this glacier of a planet.

**Just Some Action, Please**

Selecting this will give you carte blanche in the racing world. You can race against any enemy (except J.B. Slash) or a second player, and any car you choose will be powered up to the max. This option is good for practice, improving your racing skills, or just for some quick & dirty fun.

Selecting VS. MODE will ask you to choose one- or two-player, and will then ask you which car you'd like to drive. To drive a Battle Trak you'll need to switch to planets where it's available.

VS. MODE will start you on the easiest planet, Chem VI. However, you may change at any time and go to any planet as you wish (except Inferno), or return to planets you've already raced on.
The OPTIONS SCREEN will let you set a few preferences for game play. From top to bottom, you can toggle the features music, sound effects and Larry "Super Mouth" Huffman ON or OFF.

Below these options rests your 12-digit password necessary for saving the game. See Saving a Game on page 26 for details.

Last is the EXIT selection to return to the MAIN SCREEN.
HINTS by Floyd

Controlling your race car is a skill you need to build. After a few hours of gameplay they should be like second nature to you. Don’t give up!

Advancing early isn’t always the best thing to do. If you race the whole Division you can earn some extra much-needed money.

When an enemy’s car is smoking it means he’s damaged. Easy pickings for ramming and weapons!

Save your ammunition for the lead car. If you’re ahead, save your ammo in case you make a mistake. If you’re close to the start/finish line, use everything you have!

A new password to save your game is generated only when you start new divisions or replay the same division. You may view the password at any time by going to the OPTIONS SCREEN. If you want to save a game you must write this password down.

Remember, this password will only restore your game at the point when you started this division.

To continue a saved game, select PASSWORD from the START SCREEN. You will be given a grid of letters, numbers and symbols to enter by using the Control Pad and the button. Make sure all 12 characters are entered correctly and the game will continue where you left off. Select CLR (clear) to wipe the slate clean. Select END when you are done.
CREDITS

GAME DESIGN
Silicon & Synapse
Alan Pavlish

PRODUCERS
Allen Adham
Alan Pavlish

EXECUTIVE PRODUCER
Brian Fargo

PROGRAMMING
Bob Fitch
Pat Wyatt
Allen Adham

ARTWORK
Samwise Didier
Ron Miller
Joeyray Hall

ADDITIONAL ARTWORK
Stu Rose
Clyde Matsumoto
Paul Barton
Anthony Gomez

AUDIO PROGRAMMING
Software Creations

QUALITY ASSURANCE DIRECTOR
Kerry Garrison

ASSISTANT QA DIRECTOR
Rodney Relosa

LEAD TESTERS
Dave Healy
Dean Schulte
Chris Tremmel

ADDITIONAL TESTING
Frank Alberry
Michael Packard
Brian Fargo
Matt Findley
Darn Near Everyone at Interplay

THANKS TO
Todd Camasta
Bill Heineman
Allen Anderson

MUSIC
Bad to the Bone
Written by George Thorogood
Published by Del Sound Music (BMI)

Born to be Wild
Written by Mars Bonfire
Copyright by Music Corporation of America
International Rights Secured.
Not for broadcast transmission.
All rights reserved. DO NOT DUPLICATE.

Highway Star
Written by Blackmore, Gillan, Glover, Lord, Paice
Copyright by Mauve Music Inc.
International Rights Secured.
Not for broadcast transmission.
All rights reserved. DO NOT DUPLICATE.

Peter Gunn
Written by Henry Mancini
Copyright by All Nations Music on behalf of Northridge Music Company
International Rights Secured.
Not for broadcast transmission.
All rights reserved. DO NOT DUPLICATE.

Paranoid
Written by Anthony Iommi, William Ward, Terence Butler, John Osbourne
Copyright by Essex Music International Inc.
International Rights Secured.
Not for broadcast transmission.
All rights reserved. DO NOT DUPLICATE.

VOICE
Larry "Supermouth" Huffman

MANUAL DESIGN & PRODUCTION
Jerry Friedman • Galahad Graphics

SCREEN SAVER

Rock 'n Roll Racing™ comes with a screen saver to save your poor television screen from image burns.
After awhile of not playing or not doing anything it will activate. Pressing any button will let you resume play.
# Password Notebook

Use the space below to record your passwords.

<table>
<thead>
<tr>
<th>Password 1</th>
<th>Password 2</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>
WARRANTY INFORMATION

Interplay Productions warrants to the original consumer purchaser of this Software will be free from defects in material and workmanship for 90 days from the date of purchase. If the Software is found defective within 90 days of original purchase, Interplay Productions agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its Factory Service Center of the product, postage paid, with proof of date of purchase. This warranty is limited to the Software originally provided by Interplay Productions and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product are limited to the 90-day period described above. Interplay Productions disclaims all responsibility for incidental or consequential damages. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Limited Lifetime Warranty

If the Software should fail after the original 90-day warranty period has expired, you may return the Software to Interplay Productions at the address noted below with a check or money order for $15.00 (U.S. Currency), which includes postage and handling, and Interplay will mail a replacement to you. To receive a replacement, you should enclose the defective Software (including the original product label) in protective packaging accompanied by: (1) a $15.00 check, (2) a brief statement describing the defect, and (3) your return address. If replacement Softwares are not available the defective Pak will be returned and the $15.00 refunded. Due to the nature of batteries, the battery back up in any Software can only be warranted for a period of one year from the date of purchase.

If you have a problem with your Software, you may wish to call us first at (714) 553-6678 from 9:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday. If your Software is defective and a replacement is necessary, U.P.S. or registered mail is recommended for returns. Please send the Software, with a description of the problem and $15.00 to:

WARRANTY REPLACEMENTS
Interplay Productions
17922 Fitch Ave.,
Irvine, CA 92714

NOTICE

Interplay Productions reserves the right to make modifications or improvements to the product described in this manual at any time and without notice.

Copyright 1993. All rights reserved. Rock N' Roll Racing is a trademark of Interplay Productions.