

RENEGADE RACERS™



Interplay™

Games Player Charter

- Avoid playing when tired. Play for no more than one hour at a time.
 - Sit well away from the screen.
 - Play games in well lit areas.
- Reduce the brightness of the screen to darken the contrast.
- Use as small a screen as possible. These tips will help you enjoy your gameplaying more and maximise your performance.



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1. Start Windows® 95 or 98.
2. Insert the Renegade Racers disc into your CD ROM Drive.
3. When the setup program begins, follow the on-screen instructions. If the program does not AUTORUN, then you can run it by double-clicking on your 'My Computer' icon. Locate and double-click on your CD ROM drive and then double-click on the file named SETUP.
4. The first thing you will see is the launcher. From here you will be able to run the setup program. The setup program must be run before playing the game.
5. Click on the Install button within the launcher. Here you will be able to verify that you have the correct version of Direct™ X, select a rendering device, select a sound device, select a control device and calibrate your joystick, set your default detail level and other misc.
6. After the game has installed, you can then run it from the Windows Start Button, Program Files Menu. Now click on Play from the launcher to start the game.

MULTI MONITOR SUPPORT

If you have more than one Direct3D compatible video card in your machine (or a dual-head card) you can play Renegade Racers on more than one monitor. To enable multi-monitor, go to Renegade Racers CONFIG program and select the graphics button. Select the primary and secondary video cards in the Monitor1 and Monitor2 tabs (Note: if you have a pass thru video card, such as a Voodoo2, you will have to tick the 'Enumerate Pass Through video cards as separate monitors' button in the General tab).

While Renegade Racers in a single player game, the other monitor views can then be changed with the Function keys. In a multi-player game, monitors will be assigned to players as appropriate.

BASIC CONTROLS

Here is a list of the default basic controls for your racer. These controls can be assigned/ reassigned in the Input Section in the CONFIG program.

←	Turn Left
→	Turn Right
↑	Accelerate
↓	Brake
CTRL	Fire Primary Weapon
ALT	Fire Secondary Weapon
SPACEBAR	Powerslide
END	Rear View



IN THE BEGINNING

Although it was a cool night, Buck Billionaire was covered with sweat. Standing alone atop one of the huge cable support towers that make up the Brooklyn Bridge he wiped his forehead with a \$1000 bill and absentmindedly returned it to a pocket completely stuffed with others of equal value.

Buck had left his own 30th birthday party ... early. He couldn't stand it any more. His life had become filled with ordinary people talking about their ordinary fortunes and doing things he could no longer stand to hear about. By the age of 21 Buck had already earned an eight-figure fortune to go along with the seven-figure sum his parents had already given him. By 25, he had climbed Everest, swum the English Channel, dated (and ditched) numerous starlets, pacified an alligator with his bare hands, bungee jumped from his own private blimp, and established top speed records on water, on land, in the air, and even in space.

In short, the world held little challenge for Buck Billionaire; it was time to end it all.

Taking one last massive lung-full of air into his chiselled chest (in case he survived the plunge), Buck closed his eyes and took a single step to the front. Dropping at precisely 62 feet per second, he figured it would take approximately 12 seconds to hit the horizontal wall of deadly, swirling waters below. Two seconds into the plunge, however, a nimble yacht cleft the waters heading for a berth on the far side. Buck opened one eye, looked down in horror past his shoes, and realised there was no way to avoid the deck of the sloop below!

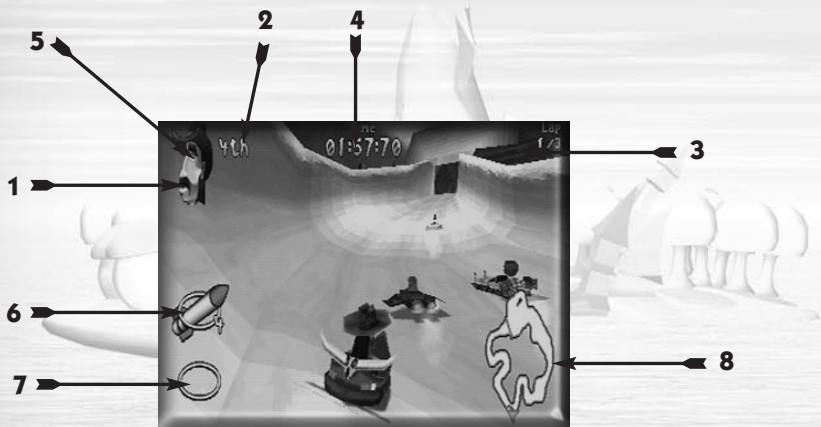
Fate intervened. Buck struck ... feet first into a tall stack of life preservers. Having broken his fall, Buck not only survived, but was also shot up into the air again, landing on the comfy cushions of a nearby deck chair.

Blazed across the bow of the yacht was the name RENEGADE.

Buck's thoughts swirled. Renegade.... Renegades! Here was an intriguing side of life he hadn't explored...

Immediately, Buck decided to design a Renegade Race for racers trying to gain a dominant place in the world. Once back at Billionaire Estates, he put together a media blitz that spanned the globe. Within a week he was inundated with responses. Out of thousands he invited twelve, including himself, to participate. Each had their own unique story, and inside of each a renegade passion burned, a passion that wouldn't be quenched without being the first to cross the finish line as a Renegade Racer.

IN-GAME DISPLAY SCREEN



- | | |
|---|--|
| 1. Character selected. | 5. Energy level (red tinge indicates damage). |
| 2. Current Position | 6. Weapon 1. |
| 3. Lap Number | 7. Weapon 2. |
| 4. Current race time
(either total time or time remaining). | 8. Map. |

NEW ARCADE GAME

This will prove to be a challenge for any player, after you have selected your Racer (see Racer Select later in Manual) you will be presented with 32-48 (dependant on selected difficulty levels) increasingly difficult challenges to complete. The Pre-Race Screen will detail your task, time and required race finish position in order for you to progress to the next level.

A detailed description of the Challenge Modes you will encounter is listed later in the manual.

QUICK RACE

This is a 1 or 2 player game mode. To start with only one race is available; each time you unlock a Boss in the Arcade Mode (Head To Head Challenge) another track is available to play up to a maximum of 6 tracks.

HIGH SCORE RACE

This is a 1-player game, and it allows the player to re-race their favourite races that they have already completed in Arcade Mode.

On screen will be 32 icons for easy mode, 40 for medium and 48 for hard. Some of these icons will not be selectable, as they have not yet been raced in Arcade mode in the corresponding difficulty level. Selecting an icon will give the player information on the race and selecting again will allow the player to race for a better high score. High scores are for a race type only. There is not a high score for every race, only each race type e.g. Air Time, Smash & Grab, etc.

PARTY PLAY

This game mode is for 2 to 8 players, two Controllers are also required. Player one chooses the number of players there are in each race. If there are more than two players chosen, they are paired off with one another and race two times each. The players with the highest score go through to the next round. Either 2 or four players go through depending on how many players were selected. If four go through the game goes to a straightforward semi-final, and if only two go through the game goes straight to a final.

If only two players are selected the game goes straight to the final.

NETWORK RACE

You can play Multiplayer games of Renegade Racers on a LAN (Local Area Network) or you can select to have 2 players on one machine. This section contains details on how to start (or join) a Multiplayer game, and also contains troubleshooting suggestions, and all the details on the Multiplayer Menus and Options available while playing.

Follow the on-screen instructions to either create a new Network Game or join an existing game.



OPTIONS MENU

Effects Volume

Increase/ Decrease the volume of the in-game sound effects.

Music Volume

Increase/ Decrease the volume of the in-game music.

Difficulty

Choose from Easy, Medium and Hard. Play 32 levels on Easy, 40 levels on Medium and 48 levels on Hard.

LOAD ARCADE GAME

Highlight the Save Game that you wish to play and press the ENTER key to confirm your selection.

VIEW HIGH SCORES

This allows you to view the High Scores in each of the Race Modes.

IN-GAME MENU

Press the ESCAPE button to pause the game. Highlight your choice from the In-Game Menu and press ENTER to confirm.

Continue

Returns you to the race.

Restart Race

Allows you to restart the current race.

Exit Race

Allows you to exit the current race.



RACE MODES

Battle Race

Race around the track and blast your opponents. The Pre-Race Screen will detail the race parameters.

Check Point Challenge

Race around the course making sure to make your Checkpoints. The Pre-Race Screen will detail the race parameters.

Smash & Grab

Collect the crystals and finish the race The Pre-Race Screen will detail the race parameters.

Air Time

Use the ramps to gain the most airtime. The more airtime you gain, the longer your racer will jump. The Pre-Race Screen will detail the race parameters.

Drop Zone

Use the ramps to angle your racer to jump and hit the targets (you can't cheat just by driving over them). You can score 25, 50 and 100 points on each target; the bulls-eye (red circle at centre of the target) is worth the most ... so aim for them. The Pre-Race Screen will detail the race parameters.

Treasure Hunt

Collect as many of the items as possible by steering your racer into them. The Pre-Race Screen will detail the race parameters.

Dodgems

Avoid as many of the items as possible by steering your racer around them. The Pre-Race Screen will detail the race parameters.

Head To Head

This race is against the Level Boss and will enable you, once you have won the race, to unlock the Boss for use later in the game. The Pre-Race Screen will detail the race parameters.

WEAPONS AND PICKUPS

Certain races are without weapon pick-ups but the majority contain assorted weapons and pick-ups to use on your opponents. Steer your racer into the crates and the weapon or pick-up will be added to your inventory. Be aware that you can only store two weapons/ pick-ups at any one time and only one of each type.

Some weapons have multiple levels (e.g. Mines which have 3), you must collect the corresponding crate and not use them (e.g. 3 Mine crates) to obtain the level required.

Shield



Level 1: Protects your racer from vital energy loss, other racers are still able to target you but the shield protects you from mines and missiles.

Level 2: Stealth Mode prevents other racers from targeting you.

Mines



Mines are thrown from the racer and travel backwards ... although it should be noted that you should experiment with speed and direction when throwing mines ... it is possible to vary their direction.

Level 1: Minimal damage.

Level 2: Increased damage and proximity.

Level 3: Increased damage and proximity.

Missiles



The mainstay of the game, make sure you practice using standard missiles as this tactic may just win you the race.

- Level 1:** Non-homing missile.
- Level 2:** Homing missile, which will track to the nearest opponent in front of you.

Turbos



Vital for overtaking opponents and gaining that winning position. Use with caution as activation at the wrong time could send your racer straight into a wall.

Once used the racers speed is boosted by 10% (Level 1), 15% (Level 2) and 20% (Level 3).



Medi-Pak



A strong favourite with the less aggressive racers in the game, utilising this pick-up restores your racers health to 100%.

Question Mark



A variety of interesting effects can be achieved when activating this pick-up; trouble is you won't know whether it's good or bad until you activate it. Once activated a 3,2,1 countdown will appear over the racers (who are to be affected by the pickup) heads ... if it appears over your racer's head then it's going to be bad. You can counteract a bad pick-up by activating your shield.



THE CONTENDERS

Name:	Major General Jessip Ergertain
Nationality:	American
Place of Birth:	Washington DC
Date of Birth:	July 4, 1959
Weight:	Heavy
Manoeuvrability:	Good
Acceleration:	Fast



Major General Jessip Ergertain is AWOL from the US Army because he thinks it's gone soft. He wants to "take command" again and will use exposure from the race as a way to establish himself as top dog in a newer, tougher "mean green fighting machine".

Strengths:

A proponent of conservative West Point tactics, Ergertain prefers the frontal assault over flanking manoeuvres. The shortest distance between two lines is where you'll likely find this old soldier. He is determined to win at all costs and is a disciplined, fearsome opponent.

Weaknesses:

Ergertain's drive to win sometimes gets in the way of making rational decisions, like finding timely power-ups. He also tends to be trigger happy, so watch out!

Notes:

When playing against Jessip his favoured pick-ups are missiles and mines.

Name: Yippee
Nationality: American
Place of Birth: Sioux Falls, South Dakota
Date of Birth: What's the date that Custer got it at Little Big Horn?
Weight: Medium
Manoeuvrability: Good
Acceleration: Medium



Jimmy grew up on a reservation and enjoyed a peaceful life until an oil company threw him and his friends off their land. City life wasn't so easy and after finishing high school Jimmy was denied a position with the Bureau of Land Management. Rather than remain bitter, Jimmy has taken on the name Yippee and will use the race to publicize his desire to take his friends back to their homes.

Strengths:

Yippee has the eyesight of an eagle and a boat as powerful as 100 horses. He knows navigation and can use his senses to find the most advantageous currents.

Weaknesses:

As a boat builder and mechanic, Yippee leaves much to be desired. His boat is not fast and he has a difficult time keeping up with the sleeker, speedier competitors.

Notes:

When playing against Yippee his favoured pick-ups are turbos and medi-paks.



Name: Dexter Parnherfer
Nationality: English
Place of Birth: Oxford
Date of Birth: January 1, 1973
Weight: Light
Manoeuvrability: Fair
Acceleration: Medium



Dexter hails from rather common heritage, but he manages to make himself a "royal pain in the a**". And he also manages to look down his nose at everyone. Is it any wonder? Recently fired as chief engineer for a successful rocket company (for dictating that every design was based on his own very ample proboscis), Parnherfer is a bitter man. If he succeeds at racing he will return to purchase the rocket company, then give each of the responsible parties the boot.

Strengths:

Dexter's strength is aerodynamics. His boats are sleek and, consequently, have little wind resistance. Speed is his ally.

Weaknesses:

Heading information for Dexter's boat is calculated by an ancient laptop computer (he was given it by his old bosses as part of a meagre severance package). Beat him by using your guts and brains to calculate better routes around the course.

Notes:

When playing against Dexter his favoured pick-ups are missiles and shields.



Name: Bobby Falluccio
Nationality: Italian-American
Place of Birth: Paisano, Sicily
Date of Birth: Valentine's Day: February 14, 1974
Weight: Light
Manoeuvrability: Medium
Acceleration: Slow



Bobby Falluccio made one too many "five-fingered withdrawals" from the money laundering operation he ran on Chicago's East Side. Now "the family" would like to see Bobby swimming with the fishes instead of racing above them. He plans to use the prize money from the race to clear his name (and he also figures he can lift a few baubles from Buck's mansion after the ceremony. Hey, you can't keep a good crook down).

Strengths:

Falluccio is likely to take a twisted route; he'll never "go straight." Watch for him to bag a wayward power-up before making a hasty twenty-three skidoo.

Weaknesses:

Acts of aggression show disrespect to this "Son of Italy". Regardless of the consequences, there will be retribution. You can pay him now ... because there won't be a later.

Notes:

When playing against Bobby his favoured weapons are medi-paks and mines.

Name: 'Bootsie' Smith
Nationality: American
Place of Birth: Motown – Detroit, Michigan
Date of Birth: November 5, 1966
Weight: Heavy
Manoeuvrability: Good
Acceleration: Fast



Reginald Boots is a hard-driving investment banker. Disgusted because he gets so little credit for the outstanding work he does taking companies public, he dons the clothing and wig of a '70s funk musician and takes to the waves to "stick it to the system!" Take a seat, Reggie. Bootsie's in the house!

Strengths:

There are no flies resting on Bootsie Smith. He uses his speed and agility to outmanoeuvre his opponents. The beat blasting from twin subwoofers can also be a bit distractin'.

Weaknesses:

Bootsie is more susceptible to a missile up the speaker because he just can't hear 'em coming! He also has a tendency to over-steer (while he's checkin' his bad self out in the rear-view mirror).

Notes:

When playing against Bootsie his favoured weapons are missiles and turbos.

Name: Nikita Pavlovsky
Nationality: Russian Federation
Place of Birth: Moskva
Date of Birth: March 3, 1968
Weight: Heavy
Manoeuvrability: Fair
Acceleration: Fast



May 1, 1983, was a sad day in the Ukraine. Nikita Pavlovsky, the youngest ever winner of the People's Patriotic Limerick Contest (at age 15) had just been sucked unceremoniously into a wheat threshing machine operated by her collective. Her injuries were considered life threatening, but she was whisked away by a Hind-D military chopper to a nearby secret research installation. Within hours she was fitted with sophisticated mechanical implants, which saved her life – and changed it forever! Once she recovered completely, she was recruited by the Kremlin to be an undercover operative in the West. Now aged 31, Nikita has decided that the Russian Federation no longer needs her services and she is going to use the winner's podium at the race as a forum for displaying her country's most secret documents and microfilm.

Strengths:

Incredible racing skills and 100 percent concentration make Nikita a difficult opponent to defeat.

Weaknesses:

By forcing her craft into the wall, you break her concentration and it takes her a few moments to rev up enough RAM to reach peak performance.

Notes:

When playing against Nikita her favoured weapons are missiles and medi-paks.

Name: Sparks
Nationality: Jamaican
Place of Birth: Kingston
Date of Birth: June 12, 1981
Weight: Medium
Manoeuvrability: Good
Acceleration: Fast



Sparks is a machine crazy girl. Since she ran away from home at age 11 she has bopped around the world finding race teams and pit crews to work with. In time she realized that very few men in the world appreciated her mechanical skills as much as her 38-24-36 build. Frustrated beyond belief after a brief stint overhauling cigarette boats off the Mosquito Coast, Sparks opened her own racing shop. It was just then that she spied Buck Billionaire's invitation. The press resulting from her winning the race would make up for ten years of male domination and prejudice.

Strengths:

Sparks boat is almost as good in all categories as Buck Billionaires'.

Weaknesses:

Sparks has a tendency to believe that power will get her out of any situation, which it won't. Wait for her to make a mistake, then make her pay (but don't crow about it too much afterward or you'll be picking a spanner out of your dentures).

Notes:

When playing against Sparks her favoured weapons are mines and shields.

Name: Mastov Kartnov
Nationality: Russian Federation
Place of Birth: Kiev, Russian Federation
Date of Birth: May 1, 1945
Weight: Light
Manoeuvrability: Good
Acceleration: Medium



Mastov is an expert sub captain who has had the tough luck of finding real aliens instead of Santa Claus at the North Pole. Why bad luck? No one besides Kartnov can see the aliens, so he has lived his life as a discredited crackpot. He sees the race as a way of regaining his status within the new Russian Republic. Perhaps he'll get a new sub command, one that uses alien technology.

Strengths:

Mastov shares the cockpit of his boat with an alien buddy (who goes by the name Gus because his real name sounds like horseradish spelled backwards). Mind control from the alien allows Mastov to turn his boat on a dime.

Weaknesses:

Alien mind control has its place, but sometimes Mastov doesn't want to live with a "split level head". Occasionally he'll wrestle control away from Gus (and make a wrong turn). Pounce upon that moment of indecision for it may be his only weakness!

Notes:

When playing against Mastov his favoured pick-ups are missiles and shields.

Name: Chase Rainbow
Nationality: Child of the World
Place of Birth: Woodstock
Date of Birth: May 1, 1969
Weight: Medium
Manoeuvrability: Medium
Acceleration: Slow



Chase Rainbow (yes, that's his real name) came into this world at 5:48 pm; right smack dab between sets by Santana and The Grateful Dead. It seems truckin' has been his motto ever since. When he hasn't been staying as a guest at some of America's finest penal institutions (for passing out copies of his epic "manifesto"), Chase has kept himself fed selling ice cream bars and zigzags out of an old mail truck. Tired at last of always being picked up by the police, Chase has entered the race in an attempt to put Peace, Love & Happiness back on into mainstream political landscape.

Strengths:

Chase uses his special "Mellow Yellow Groove Transmogripher" (patent pending) to translate simple hand movements into complex racing manoeuvres.

Weaknesses:

Well ... let's just say that he sometimes loses his train of thought somewhere between the start and the finish and leave it at that ...

Notes:

When playing against Chase his favoured pick-ups are medi-paks and question marks.

Name: The Mummy
Nationality: Egyptian
Place of Birth: Cairo
Date of Birth: Old enough to forget!
Weight: Medium
Manoeuvrability: Good
Acceleration: Slow



Reincarnated by a mystic, The Mummy finds he is down on his luck. Once he played before pharaoh's. Now a really big gig is "topping the bill" at a birthday party for some local brat; anything for a few dollars. The Mummy's lack of success has brought shame to his adopted family. Even his favourite cobra slithered out on him. He cannot return home until he finds success. Perhaps the race will be a way of climbing back on top.

Strengths:

The sinuous movements of The Mummy's boat in the water can have a hypnotic affect on other racers. Watch out! At the last moment he strikes to take the lead from a competitor lulled to sleep.

Weaknesses:

The Mummy's boat reacts well to his patient touch, but bump into him if you can. Break his concentration and his steering becomes wilder.

Notes:

When playing against The Mummy his favoured pick-ups are missiles and question marks.

Name: Franklin Stein
Nationality: Transylvania and Moldavia
(counting just his head and chest)
Place(s) of Birth: Really, too many to know ...
Date(s) of Birth: See line above!
Weight: Heavy
Manoeuvrability: Medium
Acceleration: Fast



You know the story. Scientist animates dead tissue, makes a monster out of bits and pieces, abandons the project just when it's getting good, then lets the villagers take over and torch the whole thing. Well Frank Steen's monster didn't die in the blaze. After escaping, he endured a couple of centuries of hardship until he finally discovered the Internet and distance learning. Now, armed with a law degree from Harvard, Franklin (as he likes to be known) does a lucrative victim's rights consulting business from his home in a mountaintop chalet. But a hidden, faceless existence isn't enough and Franklin Stein has chosen the race as the perfect occasion for his (second) coming out party!

Strengths:

At 6' 8", Franklin is the strongest competitor and never lacks for steering power. And he always seems to have a knack for coming up with just the right, you guessed it ... spare part!

Weaknesses:

Although he is a good all-rounder, he can't help but fall to pieces when the pressure is on. Make a good run for the tape and he won't hold together.

Notes:

When playing against Franklin his favoured pick-ups are question marks and turbos.

Name: Buck Billionaire
Nationality: American
Place of Birth: The Billionaire Estate, Silverspoon, California
Date of Birth: Thanksgiving Day, 1969
Weight: Light
Manoeuvrability: Good
Acceleration: Fast



There are no thrills in Buck Billionaire's life. He had made all the money he could possibly want by the time he was twenty, then travelled to the farthest reaches of the earth in search of adventure. On his 30th birthday he stood on the Brooklyn Bridge, high above the Hudson River, and contemplated suicide. Even as he plunged toward the frigid waters below, a powerful motor yacht swung from the docks and intersected his path. Saved because he stuck feet first into a stack of life preservers, Buck there and then had a vision of the ultimate race. It would bring together the world's most amazing collection of renegades. Perhaps by carousing with the participants, Buck might find a new purpose in life.

Strengths:

Buck's billions have bought him the fastest, most manoeuvrable racing craft known to man.

Weaknesses:

None, to speak of, that is ...

Notes:

When playing against Buck his favoured pick-ups are missiles and mines.

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TECHNICAL SUPPORT

Thank you for purchasing Renegade Racers™. If you are experiencing difficulties with this title, please take advantage of the following product support. Please note that all our operators only speak English and that we are unable to give gameplay hints through our Technical Support number.

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- Speed and Manufacturer of your Processor.
- Make & Model of your Sound Card and Video Card.
- Make & Model of your CD-ROM drive.
- Amount of RAM present.
- Any additional Hardware and Peripherals.
- Information contained in your Config.Sys & Autoexec.Bat files.

Note: If you have any problems in obtaining any System Information please consult your System supplier. It is extremely important that you have the information above at hand when you call.

When contacting us by post, ensure you include the Title & Version of the game, a detailed description of the problem you are experiencing and the exact type of hardware that you are using.

When sending us a fax, please remember to leave your fax machine switched on and ready to receive. If you are using a Telephone/Fax system please make sure that the Fax connection is enabled. Ensure to include your name, a return Fax number with the area code and a Voice number so we can contact you if we experience problems when trying to Fax you back.

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