Welcome
informati
as a mem
although
illustrated

Be sure to
this publi

Remembe

AVG has made a substantial a grow
pioneered the use of weapons in au
designs and the use of synthetic ma
vehicles at each stage of the produc
that the vigilantes are the central ele

The AVG story of growth and achieve
weaponry and protection informatio

the latest
ole to you
st of all,
and well

section of

ne
its
reness

Taurus

2/17/76

You'll be riding with Taurus and Skeeter. They're the best at what they do and you can trust them with your life. Listen to them, Groove.

Taurus

I don't know his real name, but he's from somewhere in New England. He was a poet there – even had a few published. His wife and daughter were killed by criminals – don't ever bring it up. He came to the desert to clear his head and never left. Guess he figured it was time to start doing things his own way. After awhile he hooked up with me and we've been riding together ever since. He drives a fully loaded '66 Jefferson Sovereign and is the best man to have on your wing.

Protect him and he'll protect you. Once you're out in the field, be sure to listen to your CB, especially in combat. It's your only link with Taurus. And don't forget to keep notes in your notepad.

The inside story
illustrations — t
an engineer to g

AVG has made a
“On-Pavement an
publication.

Remember, damag
to the growing fam
in auto combat, wea

AVG pioneered the u
designs and the use

AVG has also developed ways to build quality roc
extensive use of automation and — most importa

We care about your safety.

Skeeter

2/21/76

Skeeter

What can I say? Skeeter is... different. He doesn't have any known family and I figure people have been taking advantage of him all his life. He's probably wanted by the law for crimes he doesn't even know he committed. He eventually got a job on one of Daddy's pit crews. When I decided it was time to leave, he came with me. I have to say he's the best damn mechanic around. He can fix anything.

He'll follow you and Taurus in his van, and cannibalize the creepers' cars. When the action slows down, he'll hook up with you and do any salvage and repair work you want done. The weird thing about Skeeter is that sometimes he sees things clearer than anyone else – he can say some pretty dark shit. A word of advice: watch out when he drives, I think he's narcoleptic.

DALLAS STAR N

At a benefit for the United Texas Law Enforcement Agencies last night, respected businessman Antonio Malochio presented Marshall Jessup Stetson of the Texas Rangers with a donation of $500,000 to aid in the fight against crime and corruption. Texas Governor Paul Whitfield issued a statement officially thanking Malochio and Norman Industries Limited, the company he represents, for their generosity.

"With the generous assistance of Mr. Malochio and his associates at N.I.L., we can make significant advances in our fight against crime. I can only hope that other businessmen will follow his shining example," Whitfield stated. Antonio Malochio, a Vietnam veteran, currently owns numerous import/ businesses throughout the has donated on occ state and organizatio was back in February 2 a benefit for the home of the county of New where they had a with respect to

The Dallas Texa Tuesday a requirement th least 5 feet tall Departmen requested that requirement h they have that short capable o of a polic Furthern require depart lawsui who we of their Depart minir more

3/3/76

I guess now I should tell you why I'm asking you to risk your life. I wish I could give you a better explanation than I've got, but here it is.

Right before I left the racing circuit in Texas, I noticed a lot of shit happening. Auto-villains were creeping up everywhere and the cops either couldn't or wouldn't do a damn thing about it. Crime was rampant. But it seemed organized, like something bigger was going on than just what everyone was seeing. I started doing a little snooping around and realized that something big was going down. Something I couldn't let happen. Here's what I know....

The man behind it all is Antonio Malochio, a 'Nam vet who served three consecutive tours. He was one of those guys who liked it over there. This guy was into some heavy shit deep in the jungles of Cambodia, and supposedly he was connected with Pol Pot, leader of the Khmer Rouge. After the war, he returned to his business as a furniture importer/exporter. It's all a front. From what Taurus and I can tell, he's been dealing with some "businessmen" in the Middle East who have been "funding" him. And now he's recruited every freelance auto-mercenary in the Southwest. He's building an army, Groove, and something big is going down. You have to find out what he's up to. It's obvious that the cops won't be much help. But you've got to get to Texas and find out what's going on. People are dying.

This is big. Very big.

Remember this, baby bro?
Groove '74

Title Screen Button Functions

More - Click this button to access the buttons below.

Exit - Click this button to close the title screen and exit *Interstate '76*.

Install - Installs the game.

Play - If the game has already been installed to your system, click this button to access the play options.

Activision Webpage - Click this button to link to the Activision Webpage, where you can preview and download various Interstate '76 goodies. A web browser and Internet account is required.

I76 Help - Click this button to view the latest technical information not found in this manual.

Previews - Click this button to see previews of some exciting Activision games.

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

Electronic Registration - Click this button to register your copy of *Interstate '76* over the modem.

Uninstall - Click this button to remove all Interstate '76 files from your computer.

3D Acceleration

Interstate '76 includes 3D hardware acceleration for 3Dfx and Rendition chipsets. Provided you have a 3D video card using either of these chipsets, these additional play options are available after selecting Play from the Title Screen:

3Dfx This option launches the game using the native 3Dfx Glide API. A 3D video card using a 3Dfx chipset is required. Selecting this option without having a 3Dfx card properly installed in your system will cause the game to crash.

Rendition This option launches the game using the native Rendition RRedline API. A 3D video card using a Rendition chipset is required. Selecting this option without having a Rendition card properly installed in your system will cause the game to crash.

Direct 3D This option launches the game using Microsoft's Direct 3D API, which is a part of DirectX. This option allows for accelerated play on both 3Dfx and Rendition video cards. Using this option, the game may also play on other Direct 3D compatible 3D cards, such as PowerVR, but performance is optimized specifically for 3Dfx and Rendition cards.

These options are available in addition to the standard Normal and Windows modes, which do not require a 3D accelerator card. For troubleshooting and further general information regarding 3D acceleration for *Interstate '76*, please consult the Technical Help file accessed from the Title Screen (the Title Screen displays shortly after inserting the Interstate '76 CD into your CD-ROM drive).

Troubleshooting

Online Help

We have supplied a technical help file that can help you to troubleshoot problems. There are three ways to access this help file:

- Right-click on the **Interstate '76 CD** icon and select **Help**.
- From the title screen, click on **More** and then **I '76 Help**.
- After installation, from the Start menu, select **Programs/Interstate '76/Interstate '76 Technical Help**.

Options - Click this button to access the Game Options (see page 34). These options can also be accessed by hitting the **Esc** key.

Exit - Click this button to exit *Interstate '76* and return to Windows 95.

Melee - Click this button to access Multi Melee and Auto Melee (see page 17).

Click this button to enter the **TRIP** (see page 17).

TRIP

The TRIP is a Total Recreational Interactive Production in which you become Groove Champion, auto-vigilante. Here you will drive to avenge your sister's death and save America. Before and after each mission, you will rendezvous with Taurus and Skeeter to discuss the latest situation and upcoming plans. This isn't just small talk, so pay attention. You will be on the run without any kind of home base, so this is the only chance you'll have to plan your next move. Selecting **TRIP** from the Launch screen will display the following options:

New TRIP

Click on this to start a new TRIP experience.

Load Bookmark

Click on this to show a list of previously saved TRIP positions known as Bookmarks, then click on the saved Bookmark you wish to launch. See page 36 for details about loading and saving Bookmarks.

Training

Click on this to launch a training mission, where rookie auto-vigilantes can practice driving and using weapons. Pay close attention to your instructor.

Melee

MELEE features a variety of both multi-player and single-player modes divided into two main sections.

Multi Melee

Here you can host or join a battle via local area network (IPX).
Interstate '76 features dynamic network play in the form of host migration and dynamic joining. A player who is hosting a network game can exit without affecting the current game. Instead another player is automatically selected as the host. Also, players can join a network game at any time without having to start a new game. *Due to the complexity and nature of the multi-player technology, you may experience various bugs.*

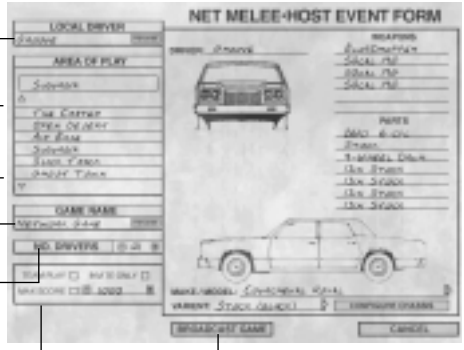
Auto Melee

Here you can select from a variety of single-player Scenarios that feature Groove and Taurus, and Instant Melee missions where you select computer-controlled auto-villains to battle.

Multi Melee - IPX (Local Area Network)

To Host

To host a battle on a local area network click on **MELEE/MULTI MELEE/HOST/IPX** from the Launch screen. The following screen will appear. See page 23 for details about vehicle selection.



Local Driver - Enter your name here.

Area of Play - Click on the area in which you want to do battle.

Game Name - Enter the name of your game here.

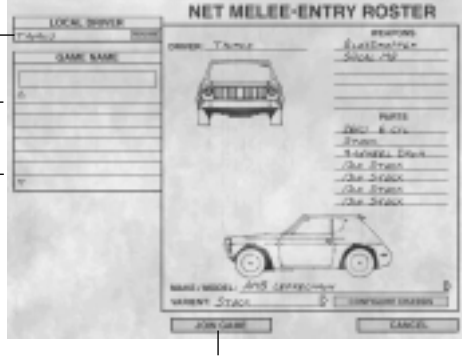
No. Drivers - Click on the + or - sign to set the number of players for your game. *Interstate '76* supports up to eight auto-vigilantes over a local area network.

Team Play and **Scoring** - See page 25 for details.

Broadcast Game - Click on this to broadcast your game to the network.

To Join

To join a battle on a local area network click on **MELEE/MULTI MELEE/JOIN/IPX** from the Launch screen. The following screen will appear. See page 23 for details about vehicle selection.



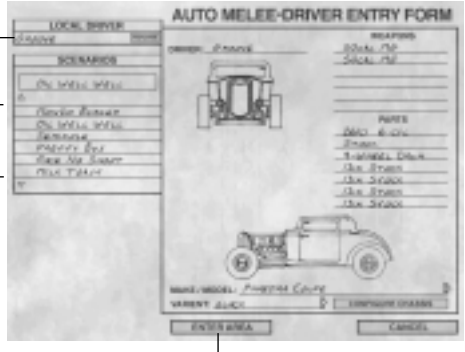
Local Driver - Enter your name here.

Game Name - Here you will see a list of existing network games. Click on the game name that you wish to join.

Join Game - Click on this to join the selected game.

Auto Melee - Scenarios

Here you play Groove in a variety of instant scenarios. To jump into a scenario click on **MELEE/AUTO MELEE/SCENARIO** from the Launch screen. The following screen will appear. See page 23 for details about vehicle selection.



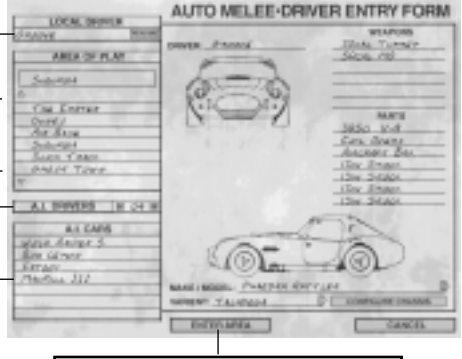
Local Driver - Enter your name here.

Scenarios - Here you select from various missions. Just click on the scenario you wish to experience.

Enter Area - Click here to launch the selected scenario.

Auto Melee - Instant Melee

Here you can select and configure computer-controlled auto-villains to battle in a variety of settings. To jump into an Instant Melee click on **MELEE/AUTO MELEE/INSTANT MELEE** from the Launch screen. The following screen will appear. See page 23 for details about vehicle selection.



Local Driver - Enter your name here.

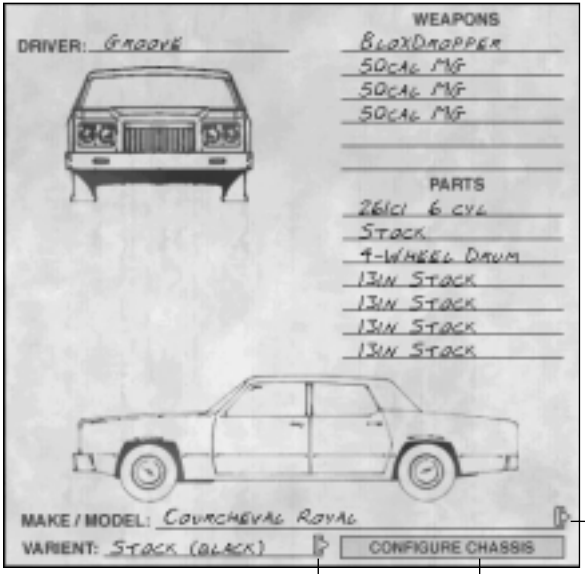
Area of Play - Click on the area of play in which you want to battle.

A.I. Drivers - Click on the + or - sign to select the number of enemies.

A.I. Cars - Lists the enemies you are about to face.

Enter Area - Click here to enter Instant Melee.

The **Vehicle Selection** section is used for selecting and configuring a vehicle during any Multi-Melee or Auto-Melee games.



Increase front and rear armor and chassis reinforcement for heavy battle. Watch car weight - will affect handling!

Click here to display a menu of available vehicles, then click on the desired vehicle.

Click here to display a menu of available paint jobs and configurations. The variant menu will also include any variations of a make/model previously configured and saved by you.

Click here to display the **Chassis Configuration Form** (see page 24).

Chassis Configuration Form

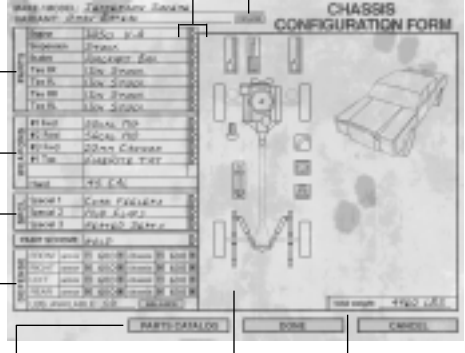
Here you can configure your Engine, Suspension, Brakes and Tires.

Here you can configure the vehicle components by clicking on the right arrows to display popup menus of available parts. The default components are listed when the form is first displayed.

Rename - Here you can rename your variant by entering a new name. This is required to save custom variants.

Here you can configure your weapons load. Each vehicle has its own weapons slot allotment that determines how much weaponry can be outfitted to the selected vehicle.

- #1 and #2 Top: These are forward facing weapon slots on top of your vehicle.
- #1 and #2 Fwd: These are forward facing weapon slots on the front or side of your vehicle.
- #1 and #2 Rear: These are rear facing weapon slots on the back of your vehicle.
- #1 Dropper: This is a rear facing dropped weapon slot.
- Hand: This is your handheld weapon that can be fired out your side windows.



Here you can select up to three goodies that give your vehicle a little something extra. See **Specials** on page 52 for more information.

Here you can adjust your armor and chassis reinforcement values. Just click on + and - to raise or lower the values. The number displayed next to **LBS. Available** is what is available for distribution. You can click on **Balance** to evenly distribute your armor and chassis reinforcement. See **Damage** on page 26 for more information.

Click here to display a comprehensive list of all available vehicle components.

To the right of the screen is a graphic display of your vehicle that will reflect the changes that you make by displaying icons that represent each component.

This number represents the total weight of your vehicle, which is comprised of the base vehicle plus that of all the components and weapons. The heavier your car, the harder it is to handle.

Scoring

When playing IPX and Internet multi-player games or Instant Melee games against computer-controlled auto-villians, you are awarded score for enemy kills. The base score for each enemy is 1000 points. However, this may be adjusted depending on a score multiplier that is determined by the vehicle weight of the enemy divided by your vehicle weight (see page 24 for details on vehicle weight). For example, if you are using a large car that is fully loaded with the biggest weapons and you destroy a small car with small weapons, the score awarded for the kill will be less than 1000 points because of the multiplier, which exists to maintain fairness between players who use varying car and weapon types.

Click on the **Max. Score** box on the **Net Melee Host Even Form** to enable a maximum score level. When this option is enabled, the game will end when the maximum score is reached. You may click on the + or - signs to adjust the maximum score. The default is 20,000 points.

Team Play

When hosting an IPX or Internet multi-player game, you have the option of selecting team play by clicking the **Team Play** box on the **Net Melee Host Event Form**. After clicking on the **Broadcast Game** button, the **Choose A Team** menu will appear. Here you can select from one of eight different teams, each with a color in the team name. Once the game starts, the targeting brackets of the currently targeted vehicle will appear as the team color. This will help you differentiate between friends and foes in battle. Remember that you can kill a teammate just as easily as an enemy, but you are awarded no points.

When joining a team game, the **Choose A Team** box will appear after clicking on the **Join Game** button. Just select which team you wish to join.

Interstate '76 features over 30 types of vehicles many of which feature multiple variants. In the TRIP, you inherit Jade's Picard Piranha, which you can configure between missions. In Melee, you can choose and configure any of the vehicles that appear in the game.

Basic Driving

Take advantage of skidding. Use E-brake to spin around and fire off return shots. Rolling = bad.

Vehicles feature realistic driving physics and will handle accordingly. You will tend to lose a little control when driving off-road—especially over rough terrain. When driving off-road, be careful when driving over steep bumps as you may get airborne and roll your car. Also watch your speed or you may skid or fishtail the car.

Damage

Have Skeeter fix as much as possible - damaged parts won't be much help in battle.

Throughout the game, you will take damage in a variety of ways. To protect you, vehicles are outfitted with two types of defenses:

Chassis Reinforcement - This protects you from all types of collisions including rough terrain, structures, signs and other vehicles.

Armor - This protects you from the various types of weapons fire with the exception of bloxdroppers, which affect your chassis reinforcement. *Note:* Recent tests by the AVG have concluded that no defense is sufficient against fire weapons. The nature of the fire streams allow penetration through any defense system.

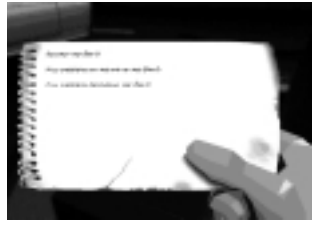
Monitor status gauges - protect your weak spots!

Between TRIP missions, you can select damaged parts to be repaired over the course of the next mission. Upon return, you can configure your car using these repaired parts. See **Salvage Management** on page 34 for more information on repair.

When out in the field, be sure to take advantage of these helpful items:

Binoculars

Press the Binoculars (**B**) key to zoom in on what is ahead.



Notepad

Press the Notepad (**N**) key to glance at your notepad. This displays your completed and remaining mission objectives.

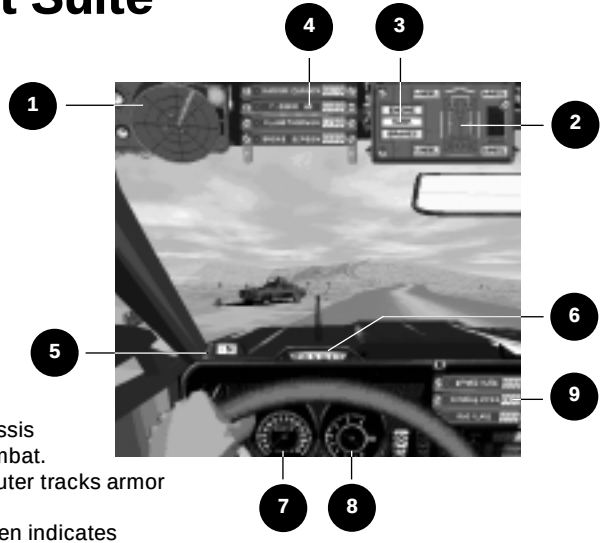
Study maps before getting into action -
try to remember landmarks. Use road signs.

Maps

Skeeter has provided maps of all the major areas in the Southwest. Use these to help guide you through your missions by pressing the Map (**M**) key.

Tyler-Barnett TB525
Limited Edition Vigilante Instrument Suite

From world renowned Tyler-Barnett Industries comes the ultimate in auto-vigilante technology–the latest in a long tradition of the finest vehicle instrumentation. Presenting the ***Tyler-Barnett TB525 Limited Edition Vigilante Instrument Suite (VIS)***. Where road domination and elegance come together in perfect harmony.



Primary Display

1. Radar

State-of-the-art military technology provides for easy tracking and targeting of enemy vehicles. Enemies will appear as blips on the radar. The radar will sweep until locked onto a target at which point the sweep will follow the target.

2. Armor/Chassis Reinforcement

Making its debut for 1976, this new addition to the VIS tracks body armor and chassis reinforcement, making it easy to know when to change driving patterns during combat. There are two graphic displays comprising the basic outline of your vehicle. The outer tracks armor status (protection from weapons fire) and the inner tracks chassis reinforcement (protection from collisions). Any section that is damaged will light accordingly. Green indicates slight damage, yellow indicates moderate damage and red indicates severe damage.

3. Systems Gauge

A quick glance is all you need to know the status of your vehicle's major components. Each component has its own indicator, which will light depending on the level of damage. White indicates no damage, green indicates slight damage, yellow indicates moderate damage and red indicates severe damage.

4. **Weapons Display**

   Easy-to-use weapons display and ammunition counter. The display shows Forward facing weapons listed above the red and yellow stripe. Rear firing and Dropper weapons are listed below the stripe. Indicators conveniently placed next to each weapon will light when the weapon becomes damaged. White indicates no damage, green indicates slight damage, yellow indicates moderate damage and red indicates severe damage.

5. **Compass**

   A standard compass that shows your directional heading. Provided free of charge with purchase of Limited Edition Package.

6. **Drive Gear Indicator**

   The gear indicator is often ignored, but not anymore. By repositioning it from the steering column to the dashboard, you can check your gear with a quick glance.

Secondary Instruments

7. **Speedometer**

   Accurately track your speed with this finely-tuned precision instrument.

8. **Tachometer**

   Also new for 1976, this shows your current RPMs.

9. **Specials Display**

   When in the heat of battle, it's hard to remember the little things. So, we've included the added luxury of a completely customizable Specials display, where you can easily list all of the goodies that have been added to your car.

Tyler-Barnett. . . Filling your auto-vigilante needs since 1972!

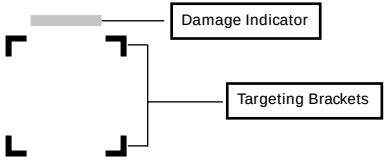
Selecting And Firing Weapons

Cycle through available weapons using the **Weapons Toggle** key (**Enter**), then hit the **Fire** key (**Space Bar**) to use the highlighted weapon. You can also link similar weapons that are facing the same direction by hitting the **Link Weapons** key (**L**). This will allow you to fire the linked weapons simultaneously by hitting the **Fire** key (**Space Bar**). You can also use a joystick for cycling through weapons (**Button 2**) and firing (**Button 1**). See **Controller Config** on page 38 for details.

Targeting

You can visually target a vehicle by centering it in the reticle on your hood or by using your vehicle's targeting system, which features the following functionality:

Radar Range	**R**
Target Nearest Enemy	**T**
Target Next Enemy	**E**
Cancel Target	**Y**
Target Under Reticle	**Q**
Weapons Camera	**W**



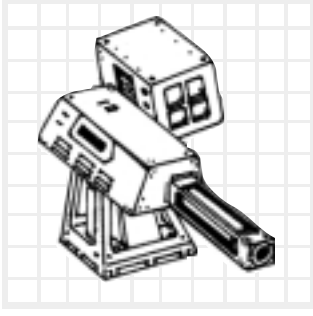
Hitting any of the above targeting keys will target the corresponding vehicle or object provided it is within range. A targeted object will have brackets around it in addition to a damage indicator. The damage indicator will change colors as the vehicle or object becomes more damaged. White indicates no damage, green indicates slight damage, yellow indicates moderate damage and red indicates severe damage.

You can adjust the range of the radar by pressing the **Radar Range** key (**R**). This will toggle between two different tracking ranges. And by pressing the **Weapons Camera** key (**W**), you can use the built-in weapons camera to display a graphic representation of the current target. This feature is only available when using a turreted weapon.

Turreted Weapons

A turreted weapon is mounted on the top of your car, and rotates regardless of the direction you are driving. It will lock on to the current target shown on your radar and will track it until a new target is selected. A turreted weapon is very useful when driving in extreme battle conditions.

Turrets remain locked on target - keep an eye on all nearby creepers in combat. Change targets if necessary. Use your weapon cam for extra assistance.



Heavy Machine Gun with Turret

Linking Weapons

You can link similar weapons (**L**), which will allow you to simultaneously fire weapons of the same type that are facing the same direction. For example, any Slug Throwers that are facing the same direction may be linked. The same is also true for any Droppers, Flamethrowers, Mortars and self-propelled projectiles. Turreted weapons may not be linked.

Salvage Management

When in the TRIP, Skeeter will salvage what he can from the vehicles you destroy in the field. Then between missions, you can choose from the salvage and reconfigure your car or leave parts to be repaired. There is no Salvage Management in Melee.

Car/Van Inventory

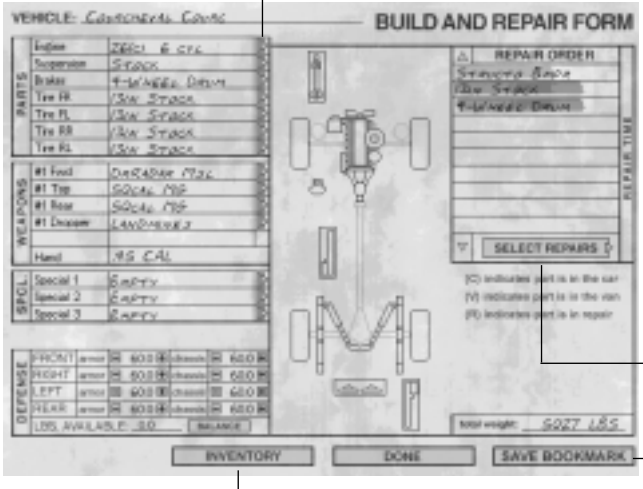
1. When you arrive at this screen, review the **Field Salvage** area to see what parts Skeeter has salvaged from the previous mission.
2. Check out the **Car/Van Inventory** to see what you already have both on your car (**C**) and in Skeeter's van (**V**).
3. Click on the Field Salvage items you wish to put into your **Car/Van Inventory** (**V**).
4. Click on **Accept Salvage** to proceed.

Save Bookmark - Click on this button to save your current position in the TRIP. You can then return to any saved positions by using the **Load Bookmark** option found by clicking **Options** on the main title screen or by hitting the **Esc** key during the game and selecting **Reconfigure/Load Bookmark**.

Leave behind what you don't need - take what you do.

The damage state of a given part is indicated with a colored highlight. No highlight indicates no damage, a green highlight indicates a slightly damaged part, a yellow highlight indicates moderate damage and red indicates severe damage.

Here you can reconfigure the Piranha using the available parts from Skeeter's van. Just click on the arrows to display popup menus for each component. Parts that are listed with a (**C**) in the popup menus are those that are currently part of the Piranha. Those listed with a (**V**) are part of the van inventory and those listed with an (**R**) are currently in repair. To the right of the screen is a graphic display of the Piranha that changes as the car is being reconfigured.



Use Skeeter when you can - he can fix anything. But he can only fix so much!

Parts may be left for Skeeter to repair over the course of the next mission. Just click on this button to display a popup menu of the car/van inventory, then click on the part you want repaired. Note—Skeeter has a limited amount of time for repairs, so watch the **Repair Time** bar as it indicates how much time he has left to fix additional parts. Parts marked for repair will be listed with an (**R**).

Save Bookmark - Click on this button to save your current position in the TRIP. You can then return to any saved positions by using the **Load Bookmark** option found by clicking **Options** on the main title screen or by hitting the **Esc** key during the game and selecting **Reconfigure/Load Bookmark**.

Click here to return to the **Car/Van Inventory** screen.

Options

Selecting **Options** from the Launch screen or pressing the **Esc** key will display the following sets of options:

Play Options

Arcade Phys. - This option eliminates skidding for easier handling and also prevents you from rolling your vehicles. For wannabe auto-vigilantes.

No Salv. Manag. - Choosing this will disable Salvage Management. You will be unable to salvage parts from the battlefield after each mission, manually reconfigure your car or repair salvaged parts.

Unlim. Ammo - Gives you unlimited ammo for your weapons. Enabling this option does not allow progression to the next mission.

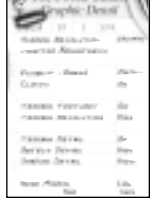
Unlim. Armor - Gives you unlimited armor. You will not take damage from weapons fire. Enabling this option does not allow progression to the next mission.

Unlim. Chas. Rein. - Gives you unlimited chassis reinforcement. You will not take damage from being rammed by other vehicles or driving over rough terrain. Enabling this option does not allow progression to the next mission.

Unlim. Wiper Fluid - Keeps your windshield clean.

Difficulty Levels - Choose between three different difficulty levels: Wimp, for newbies; Champ, for average players; and Badass for veteran players.

Graphic Detail



Screen Resolution - Choose between low-res (320x200) or high-res (640x480) resolution modes. Playing the game in low-res will provide for better performance while high-res will provide for better graphics.

Monitor Brightness - This adjusts the brightness of the game. Just click the X's to raise or lower the brightness level.

Visibility Range - This adjusts the clipping plane—in other words, how far the horizon extends. Near provides for better performance while Far provides for better graphics and gameplay.

Clouds - Here you can turn sky textures on and off.

Terrain Textures - Here you can turn terrain textures on and off.

Terrain Resolution - This allows you to adjust the level of detail for terrain rendering. The minimal amount of polygons are rendered if Low is selected while the maximum amount is rendered if High is selected.

Terrain Detail - Here you can turn scrounge and other terrain objects on and off.

Object Detail - Here you can turn building, sign and other object textures on and off.

Shadow Detail - Here you can adjust the level of detail for the shadows.

Rear Mirror - Here you can adjust the level of detail for the rear view mirror or turn this option off.

Audio Control

Music Level - Allows you to adjust the music volume.

SFX Level - Allows you to adjust the sound effects volume.

Voice Level - Allows you to adjust the character voices volume.

Number of Channels - Allows you to set the number of sound channels used.

Stereo - Allows you to select stereo sound.

Rev. Channels - Allows you to reverse the sound channels.

Modem Settings

Port - Here you enter the port to which your modem is attached.

Baud Rate - Here you enter the baud rate of your modem.

Dialing Method - Here you select between Pulse or Tone.

Initialization String - Here you enter the initialization string of your modem. If you are unsure of which string to use, try using the default setting.

Consult the documentation that was included with your modem for more information about configuring your modem.

Controller Configuration

Here you can configure your keyboard, mouse, joystick and other input devices to your liking. Just click on the currently selected input—for example, **B** for **Binoculars**—to display a menu containing available inputs for all devices. Scroll through the menu and select the desired input. You can also right-click on the currently selected input, then press the desired key or button you want to designate as the input.

Calibrate Gaming Device - Click here to launch Windows 95 joystick calibration from the Control Panels. This allows you to calibrate your joystick, steering wheel or other input device.

Restore - Click here to restore the default configuration.

Interstate '76 supports any 100% Windows 95-compatible input device, including but not limited to:

Microsoft Sidewinder Joystick; CH Flightstick Pro and Virtual Pilot; Gravis Analog Joystick, Analog Joystick Pro and Gamepad; Thrustmaster Flight Control System.

Load/Save Bookmark

Between TRIP missions, you can save your current position as a Bookmark by clicking on the **Save Bookmark** button anytime during **Salvage Management**. (See page 34 for details on **Salvage Management**.)

To load a bookmark, access the **Load Bookmark** screen from the Options menu by clicking the **Options** button on the Interstate '76 Launch Screen or by hitting the **Esc** key. Then click on the up and down arrows to scroll through the list of saved TRIP positions. Click on the bookmark you wish to launch, then click on the **Load** button.

You will experience a lot of action in the field and your life will depend on how well you fight while driving. Here are some helpful hints contributed by members of the AVG.

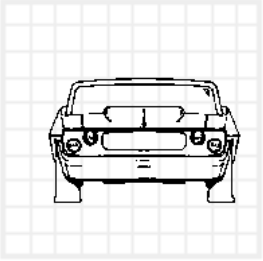
- Be careful when driving off road. You may take severe chassis reinforcement damage when driving over rough terrain.
- Keep your eye on everything around you. Be sure to use your radar and targeting functions to track enemy vehicles.
- While it is easy to lose control of your vehicle, you can also use skidding to your advantage. Auto-villians will often try to tail you and attack from behind. Use your **Emergency Brake** (**Z**) to quickly spin the car around and return fire.
- Use turreted weapons to your advantage. Once a target is selected, a turreted weapon will remain locked on the target and fire directly at it regardless of the direction you are driving.
- Be careful when firing missiles at close range. There is a chance that you will miss the target. Missiles are best used for medium and long range combat.
- Watch your speed around sharp turns. It is easy to lose control of your car and slide into the side of a mountain.
- Take advantage of the direct-firing weapon keys (**1**-**5**). This allows for easier and quicker firing without having to first cycle through your weapons.
- Use the **F4** view in combat. This allows for the currently targeted vehicle to always remain in your view.
- For added firepower, link identical weapons facing the same direction (**L**) to allow for simultaneous firing.
- Try not to waste ammunition. You have a limited supply, and it is very dificult to fend off creepers when you have no weapons.

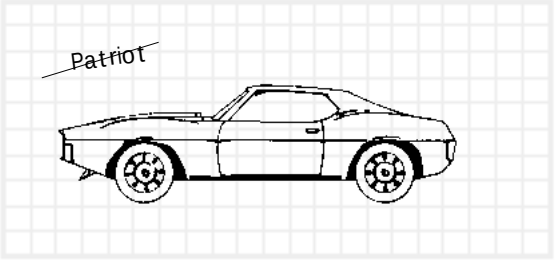
Study this Groove. You'll need all the help you can get!

All vehicle statistics calculated by a professional AVG driver on a closed course at sea level.

ABX

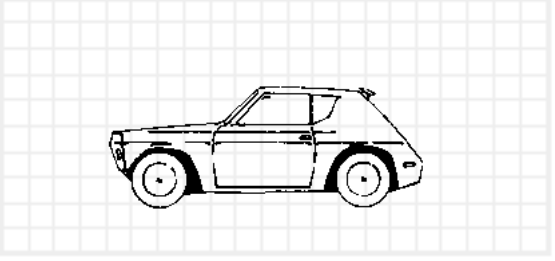
AMZ	
Year:	70
Dry Weight:	3470 lbs.
Top Speed:	130 mph
Acceleration 0 - 60 mph:	6.5 sec.
1/4 Mile:	14.5 sec./95 mph
Braking 70 - 0 mph:	200 feet
300 ft skid pad (g's):	0.81



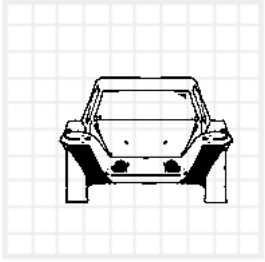


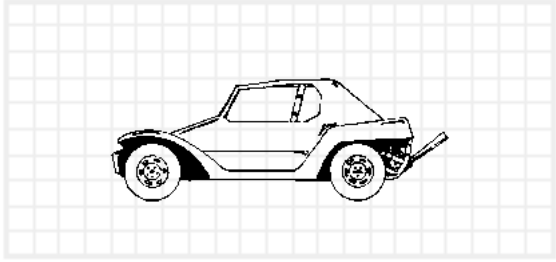
Default Weapon Slots			
Forward Facing	Top Mounted:	1
	Front Mounted:	0
	Side Mounted:	0
Rear Facing	Rear Mounted:	1
	Droppers:	1

Leprechaun	
Year:	76
Dry Weight:	1900 lbs.
Top Speed:	96 mph
Acceleration 0 - 60 mph:	12.3 sec.
1/4 Mile:	20.4 sec./74 mph
Braking 70 - 0 mph:	248 feet
300 ft skid pad (g's):	0.77



Default Weapon Slots			
Forward Facing	Top Mounted:	1
	Front Mounted:	0
	Side Mounted:	0
Rear Facing	Rear Mounted:	0
	Droppers:	1

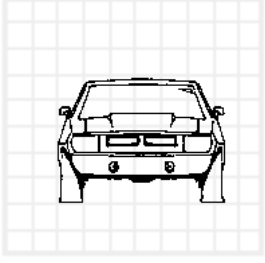


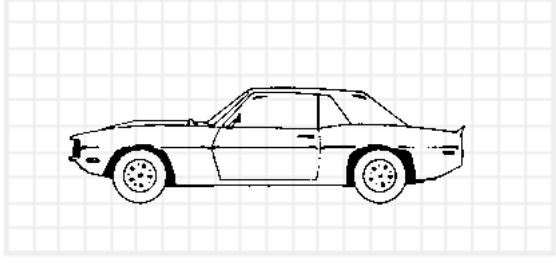


Default Weapon Slots			
Forward Facing	Top Mounted:	1
	Front Mounted:	0
	Side Mounted:	0
Rear Facing	Rear Mounted:	0
	Droppers:	1

Strider	
Year:	76
Dry Weight:	1795 lbs.
Top Speed:	103 mph
Acceleration 0 - 60 mph:	14.9 sec.
1/4 Mile:	23.0 sec./69 mph
Braking 70 - 0 mph:	260 feet
300 ft skid pad (g's):	0.76

Courcheval

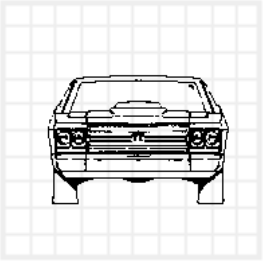


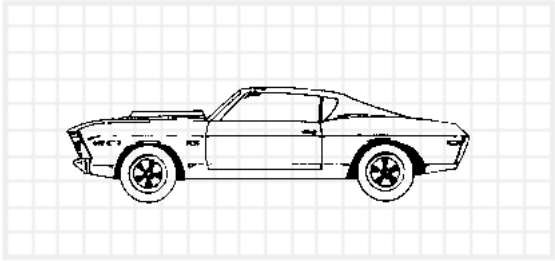


Default Weapon Slots			
Forward Facing	Top Mounted:	2
	Front Mounted:	0
	Side Mounted:	0
Rear Facing	Rear Mounted:	1
	Droppers:	0

Cavera	
Year:	69
Dry Weight:	3250 lbs.
Top Speed:	135 mph
Acceleration 0 - 60 mph:	6.7 sec.
1/4 Mile:	14.2 sec./96 mph
Braking 70 - 0 mph:	190 feet
300 ft skid pad (g's):	0.80

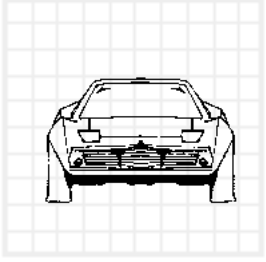
Courchelle	
Year:	70
Dry Weight:	3900 lbs.
Top Speed:	157 mph
Acceleration 0 - 60 mph:	5.5 sec.
1/4 Mile:	12.4 sec./114 mph
Braking 70 - 0 mph:	215 feet
300 ft skid pad (g's):	0.80

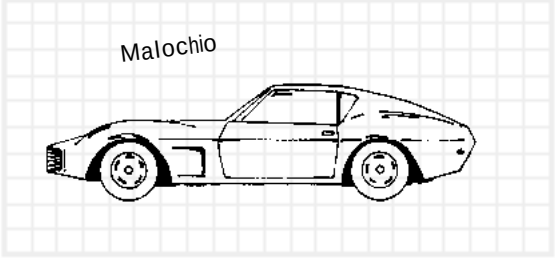




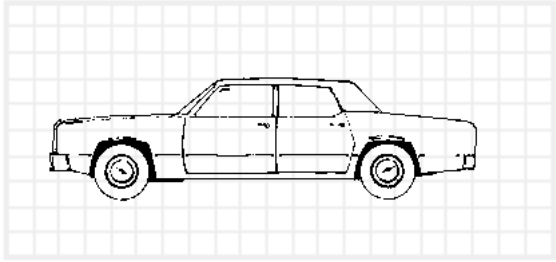
Default Weapon Slots			
	Forward Facing	Top Mounted:	1
		Front Mounted:	0
		Side Mounted:	1
	Rear Facing	Rear Mounted:	1
		Droppers:	1

Manta	
Year:	69
Dry Weight:	3370 lbs.
Top Speed:	145 mph
Acceleration 0 - 60 mph:	5.9 sec.
1/4 Mile:	12.8 sec./107 mph
Braking 70 - 0 mph:	175 feet
300 ft skid pad (g's):	0.89



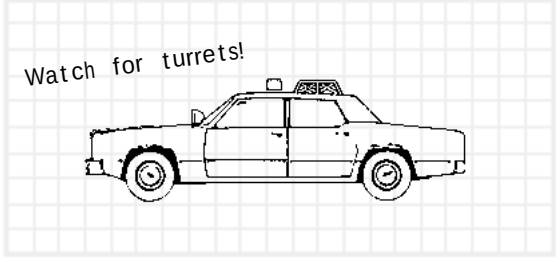


Default Weapon Slots			
	Forward Facing	Top Mounted:	2
		Front Mounted:	2
		Side Mounted:	0
	Rear Facing	Rear Mounted:	0
		Droppers:	1



Royale Special	
Year:	76
Dry Weight:	4100 lbs.
Top Speed:	120 mph
Acceleration 0 - 60 mph:	9.0 sec.
1/4 Mile:	15.8 sec./93 mph
Braking 70 - 0 mph:	222 feet
300 ft skid pad (g's):	0.79

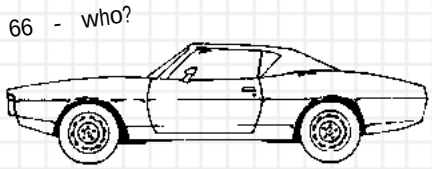
Default Weapon Slots			
Forward Facing	Top Mounted:	0
	Front Mounted:	3
	Side Mounted:	0
Rear Facing	Rear Mounted:	0
	Droppers:	1



Royale Police Cruiser	
Year:	76
Dry Weight:	4100 lbs.
Top Speed:	135 mph
Acceleration 0 - 60 mph:	8.0 sec.
1/4 Mile:	13.8 sec./103 mph
Braking 70 - 0 mph:	222 feet
300 ft skid pad (g's):	0.79

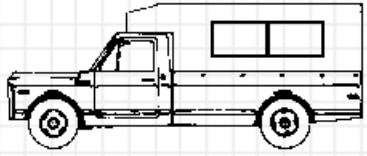
Default Weapon Slots			
Forward Facing	Top Mounted:	1
	Front Mounted:	1
	Side Mounted:	0
Rear Facing	Rear Mounted:	0
	Droppers:	1

Lightning VX	
Year:	68
Dry Weight:	3690 lbs.
Top Speed:	150 mph
Acceleration 0 - 60 mph:	6.9 sec.
1/4 Mile:	13.6 sec./104 mph
Braking 70 - 0 mph:	227 feet
300 ft skid pad (g's):	0.79

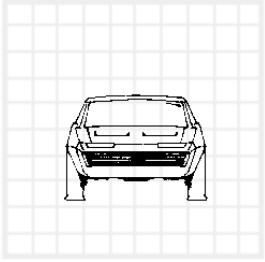


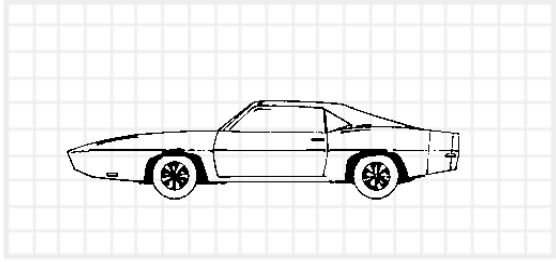
Default Weapon Slots			
	Forward Facing	Top Mounted:	2
		Front Mounted:	0
		Side Mounted:	0
	Rear Facing	Rear Mounted:	1
		Droppers:	1

Stag Pickup	
Year:	70
Dry Weight:	4500 lbs.
Top Speed:	112 mph
Acceleration 0 - 60 mph:	8.9 sec.
1/4 Mile:	15.2 sec./108 mph
Braking 70 - 0 mph:	231 feet
300 ft skid pad (g's):	0.71



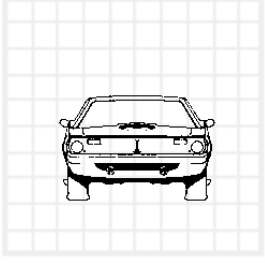
Default Weapon Slots			
	Forward Facing	Top Mounted:	2
		Front Mounted:	0
		Side Mounted:	2
	Rear Facing	Rear Mounted:	0
		Droppers:	1

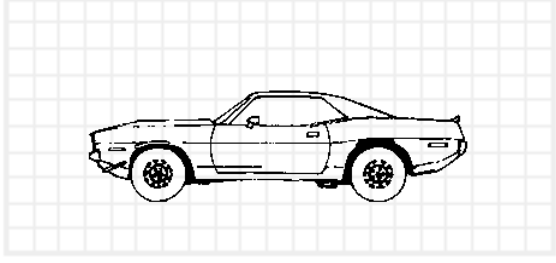




Jackrabbit Banshee	
Year:	69
Dry Weight:	3700 lbs.
Top Speed:	160 mph
Acceleration 0 - 60 mph:	6.7 sec.
1/4 Mile:	13.9 sec./111 mph
Braking 70 - 0 mph:	205 feet
300 ft skid pad (g's):	0.78

Default Weapon Slots			
	Forward Facing	Top Mounted:	1
		Front Mounted:	0
		Side Mounted:	1
	Rear Facing	Rear Mounted:	0
		Droppers:	2





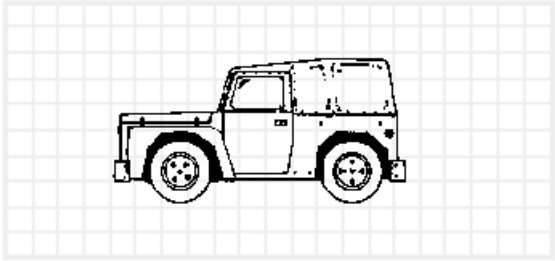
Piranha	
Year:	71
Dry Weight:	3220 lbs.
Top Speed:	140 mph
Acceleration 0 - 60 mph:	6.3 sec.
1/4 Mile:	13.1 sec./102 mph
Braking 70 - 0 mph:	190 feet
300 ft skid pad (g's):	0.84

Default Weapon Slots			
	Forward Facing	Top Mounted:	2
		Front Mounted:	0
		Side Mounted:	0
	Rear Facing	Rear Mounted:	1
		Droppers:	1

Glenn, Inc.

Bushmaster	
Year:	73
Dry Weight:	4700 lbs.
Top Speed:	94 mph
Acceleration 0 - 60 mph:	12.2 sec.
1/4 Mile:	19.8 sec./80 mph
Braking 70 - 0 mph:	256 feet
300 ft skid pad (g's):	0.70

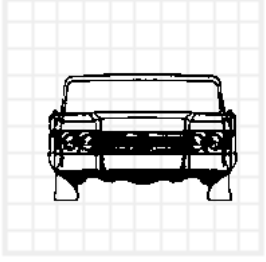
Pecos by 380 - check riverbed

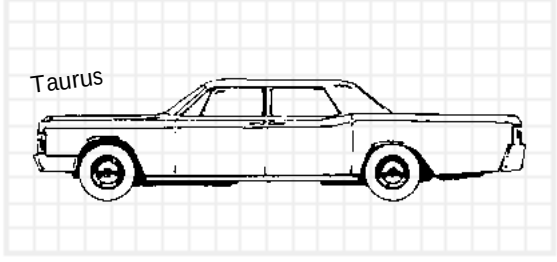


Default Weapon Slots			
	Forward Facing	Top Mounted:	0
		Front Mounted:	2
		Side Mounted:	1
	Rear Facing	Rear Mounted:	0
		Droppers:	2

Jefferson Motors

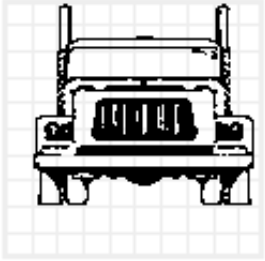
Sovereign	
Year:	69
Dry Weight:	5000 lbs.
Top Speed:	150 mph
Acceleration 0 - 60 mph:	8.5 sec.
1/4 Mile:	15.8 sec./90 mph
Braking 70 - 0 mph:	244 feet
300 ft skid pad (g's):	0.77

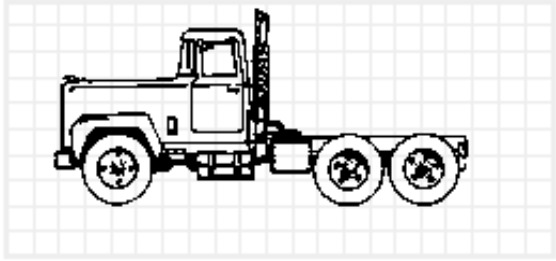




Default Weapon Slots			
	Forward Facing	Top Mounted:	1
		Front Mounted:	3
		Side Mounted:	0
	Rear Facing	Rear Mounted:	0
		Droppers:	0

Moth Trucks

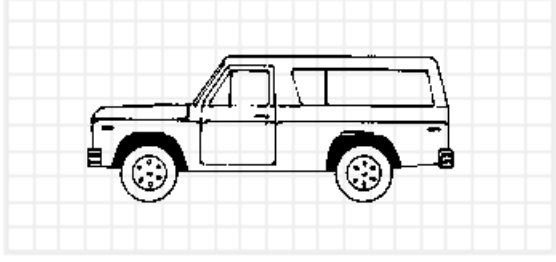




Truck	
Year:	72
Dry Weight:	12000 lbs.
Top Speed:	100 mph
Acceleration 0 - 60 mph:	20.0 sec.
1/4 Mile:	20.0 sec./60 mph
Braking 70 - 0 mph:	300 feet
300 ft skid pad (g's):	0.69

Default Weapon Slots			
	Forward Facing	Top Mounted:	1
		Front Mounted:	0
		Side Mounted:	2
	Rear Facing	Rear Mounted:	0
		Droppers:	2

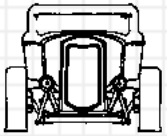
Phaedra Motor Company

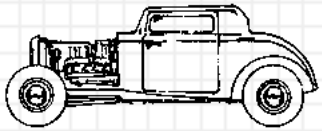


Clydesdale	
Year:	70
Dry Weight:	4900 lbs.
Top Speed:	105 mph
Acceleration 0 - 60 mph:	10.9 sec.
1/4 Mile:	17.9 sec./89 mph
Braking 70 - 0 mph:	250 feet
300 ft skid pad (g's):	0.71

Default Weapon Slots			
	Forward Facing	Top Mounted:	2
		Front Mounted:	1
		Side Mounted:	0
	Rear Facing	Rear Mounted:	1
		Droppers:	1

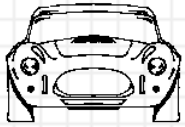
Coupe	
Year:	32
Dry Weight:	1318 lbs.
Top Speed:	130 mph
Acceleration 0 - 60 mph:	4.8 sec.
1/4 Mile:	12.0 sec./119 mph
Braking 70 - 0 mph:	220 feet
300 ft skid pad (g's):	0.79

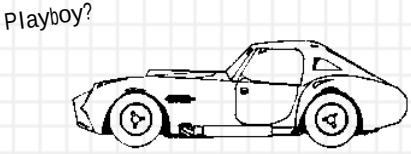




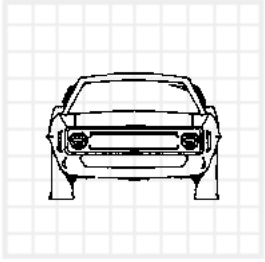
Default Weapon Slots			
	Forward Facing	Top Mounted:	1
		Front Mounted:	0
		Side Mounted:	1
	Rear Facing	Rear Mounted:	0
		Droppers:	0

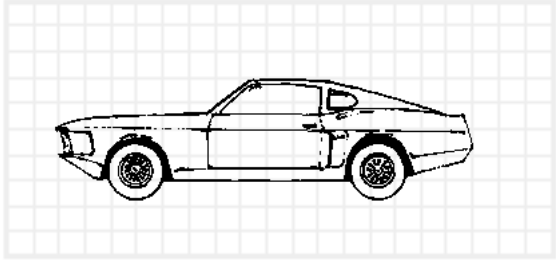
Findley Rattler Taladega	
Year:	67
Dry Weight:	2100 lbs.
Top Speed:	148 mph
Acceleration 0 - 60 mph:	4.9 sec.
1/4 Mile:	11.9 sec./131 mph
Braking 70 - 0 mph:	160 feet
300 ft skid pad (g's):	0.90





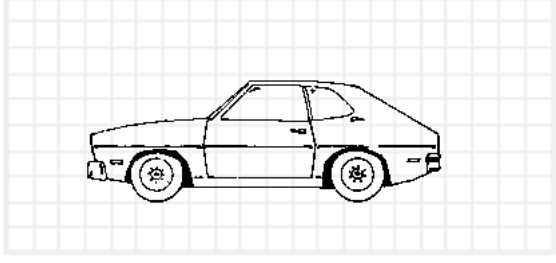
Default Weapon Slots			
	Forward Facing	Top Mounted:	2
		Front Mounted:	0
		Side Mounted:	0
	Rear Facing	Rear Mounted:	0
		Droppers:	0





Palomino	
Year:	70
Dry Weight:	3100 lbs.
Top Speed:	135 mph
Acceleration 0 - 60 mph:	6.5 sec.
1/4 Mile:	14.0 sec./98 mph
Braking 70 - 0 mph:	190 feet
300 ft skid pad (g's):	0.82

Default Weapon Slots			
	Forward Facing	Top Mounted:	0
		Front Mounted:	2
		Side Mounted:	0
	Rear Facing	Rear Mounted:	0
		Droppers:	1



Pony SS	
Year:	76
Dry Weight:	2300 lbs.
Top Speed:	102 mph
Acceleration 0 - 60 mph:	11.0 sec.
1/4 Mile:	19.8 sec./79 mph
Braking 70 - 0 mph:	255 feet
300 ft skid pad (g's):	0.72

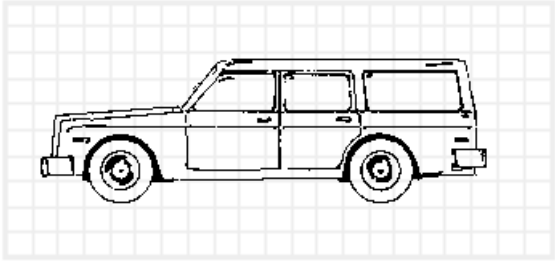
Default Weapon Slots			
	Forward Facing	Top Mounted:	1
		Front Mounted:	0
		Side Mounted:	0
	Rear Facing	Rear Mounted:	1
		Droppers:	0

Inferno

(AVG)

Vikea International

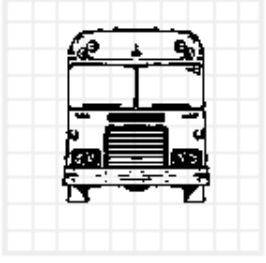
420LG Wagon	
Year:	73
Dry Weight:	3700 lbs.
Top Speed:	120 mph
Acceleration 0 - 60 mph:	7.0 sec.
1/4 Mile:	15.3 sec./93 mph
Braking 70 - 0 mph:	230 feet
300 ft skid pad (g's):	0.76

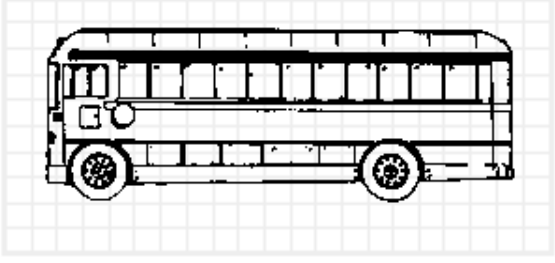


Default Weapon Slots			
Forward Facing	Top Mounted:	1
	Front Mounted:	0
	Side Mounted:	0
Rear Facing	Rear Mounted:	0
	Droppers:	2

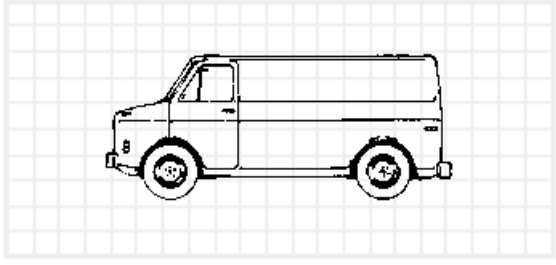
School Bus

School Bus	
Year:	70
Dry Weight:	18000 lbs.
Top Speed:	85 mph
Acceleration 0 - 60 mph:	25.0 sec.
1/4 Mile:	25.0 sec./60 mph
Braking 70 - 0 mph:	280 feet
300 ft skid pad (g's):	0.65





Default Weapon Slots			
Forward Facing	Top Mounted:	1
	Front Mounted:	0
	Side Mounted:	1
Rear Facing	Rear Mounted:	1
	Droppers:	2



Street Van	
Year:	71
Dry Weight:	8200 lbs.
Top Speed:	107 mph
Acceleration 0 - 60 mph:	10.0 sec.
1/4 Mile:	18.2 sec./87 mph
Braking 70 - 0 mph:	247 feet
300 ft skid pad (g's):	0.73

Default Weapon Slots			
	Forward Facing	Top Mounted:	1
		Front Mounted:	0
		Side Mounted:	2
	Rear Facing	Rear Mounted:	0
		Droppers:	2

Heavy Cannon

Lead your target

Dumb-Fire Rockets

Heat tracker

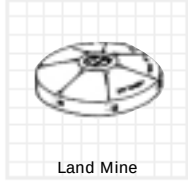
Heavy Flamer

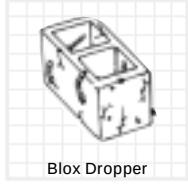
Radar guided

Weapon	Turret Available	Rounds (per minute)	Range (meters)	Speed (meters per	Weight (pounds)	Damage Type	Ammo Cap
Slug Throwers							
30cal Machine Gun	Yes	600	150	900	32	Ballistic	2000
50cal Machine Gun	Yes	400	300	1200	47	Ballistic	2000
7.62mm Machine Gun	Yes	200	500	1500	91	Ballistic	4000
20mm Cannon	Yes	60	150	400	69	Ballistic	350
25mm Cannon	Yes	50	300	600	89	Ballistic	300
30mm Cannon	Yes	45	500	800	150	Ballistic	250
HADES Cannon	Yes	38	600	600	160	Ballistic	200
SPP Pods							
FireRite Rocket	Yes	120	1000	300	94	Concussion	60
AIM-Nein Missile	Yes	30	2000	900	169	Concussion	15
DrRadar Missile	Yes	12	3000	200	208	Concussion	10
Cherub Missile	Yes	12	4000	200	217	Concussion	2
Flamethrowers Good for close range - penetrate any defense							
Flamethrower	Yes	N/A	40	N/A	40	Flame	800
Gas Launcher	Yes	N/A	35	N/A	60	Flame	700
Napalm Hose	Yes	N/A	30	N/A	102	Flame	600
Pyro-Tomic	Yes	N/A	30	N/A	120	Flame	500

Weapon	Turret Available	Rounds (per minute)	Range (meters)	Speed (meters per	Weight (pounds)	Damage Type	Ammo Cap
Mortars Use when stationary							
HE Mortar	No	60	100	20	70	Concussion	80
WP Mortar	No	50	100	20	89	Concussion	70
Cluster Bomb	No	40	100	20	109	Concussion	30
EZKill Mortar	No	30	100	20	123	Concussion	40
Droppers							
Oil Slick	N/A	N/A	N/A	N/A	46	N/A	2000
Fire Dropper	N/A	N/A	N\A	N\A	70	Flame	2000
Land Mines	N/A	N/A	N/A	N/A	60	Concussion	25
Blox Dropper	N/A	N/A	N/A	N/A	139	Impact	10
Car-E-Racer	N/A	N/A	N/A	N/A	80	Concussion	5
Hand Held							
45cal Automatic	N/A	45	70	300	N/A	Ballistic	N/A

Grenade Launcher


Land Mine


Blox Dropper

Let creepers catch up to your tail, then release - Don't waste!

Use hand gun at close range - kill driver only and salvage car parts.

Specials

If no jammer, then shut off engine to avoid radar/heat trackers.

Use oxide or blower for jumps.

Specials	Function
Radar Jammer	Invisible to radar
Nitrous Oxide	50% increase to current acceleration / 20% increase to top speed / Lasts only 15 seconds / 3 charges
Blower	25% increase to current accleration / 10% increase to top speed / Lasts until removed or destroyed
X-Aust Brake	Cuts braking distance in half
Structo Bumpers	Double value of current front and rear chassis reinforcement
Curb Feelers	Prevents you from scraping your vehicle against curbs
Mud Flaps	Protects your vehicle from the hazards of mud damage
Heated Seats	Keeps your body warm during those cold desert evenings
Cup Holders	Allows you to quench your thirst without the nuisance of having to hold your cup while driving

Engines

Engine	Horse Power	Weight (Pounds)	Acceleration (0-60 mph)	Mile (Time/Speed)
261ci 6 cylinder	225	398	9.5 sec	17.5 sec / 87mph
305ci V-8	300	459	7.0 sec	14.7 sec / 96 mph
432ci SHO V-8	425	550	5.5 sec	13.5 sec / 111 mph
595ci V-10	576	678	4.7 sec	11.4 sec / 134 mph

Suspensions

Suspension	Lateral Acceleration	Weight (Pounds)	Off-Road Damage Resistance
Stock	.70 g	70	0%
Sway Bars	.82 g	75	-10%
Coil Overs	.93 g	82	-20%
EtherX Rally	.99 g	91	-45%

Brakes

Brakes	Braking (70-0 mph)	Weight (Pounds)
4-wheel Drum	250 feet	25
Disc & Drum	220 feet	29
4-wheel Disc	170 feet	34
Aircraft Brakes	120 feet	39

Be careful on rough terrains - all parts can get damaged. Flat tires in combat = bad.

Wheels

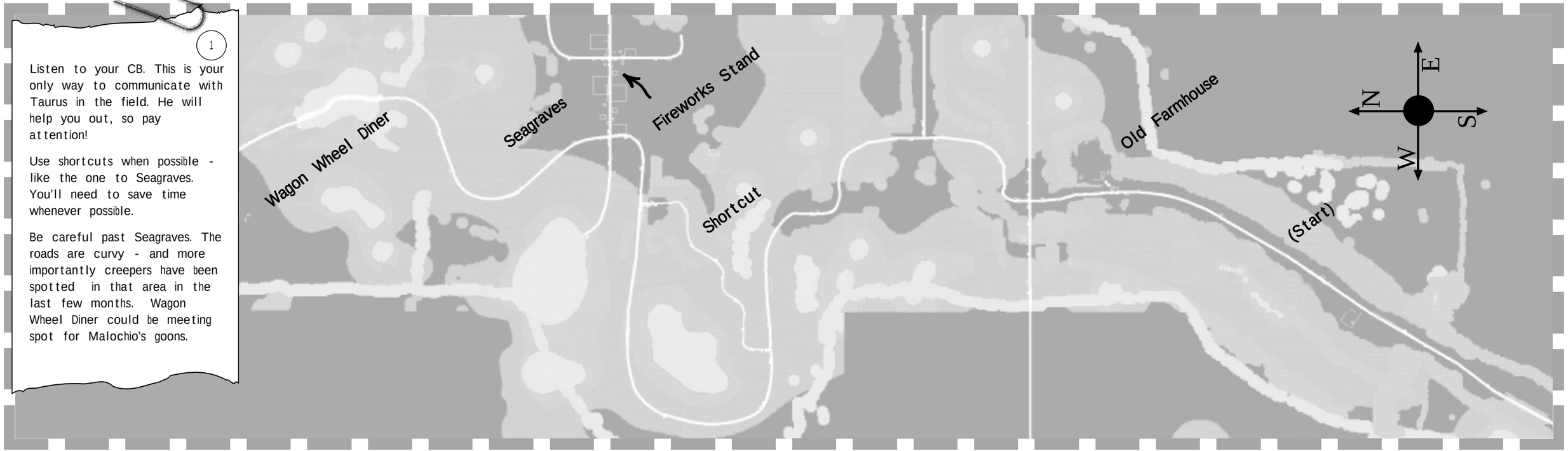
Wheel	Weight (Pounds)
13in Stock	84
14in Rally	89
15in Kragers	93
16in Billits	103

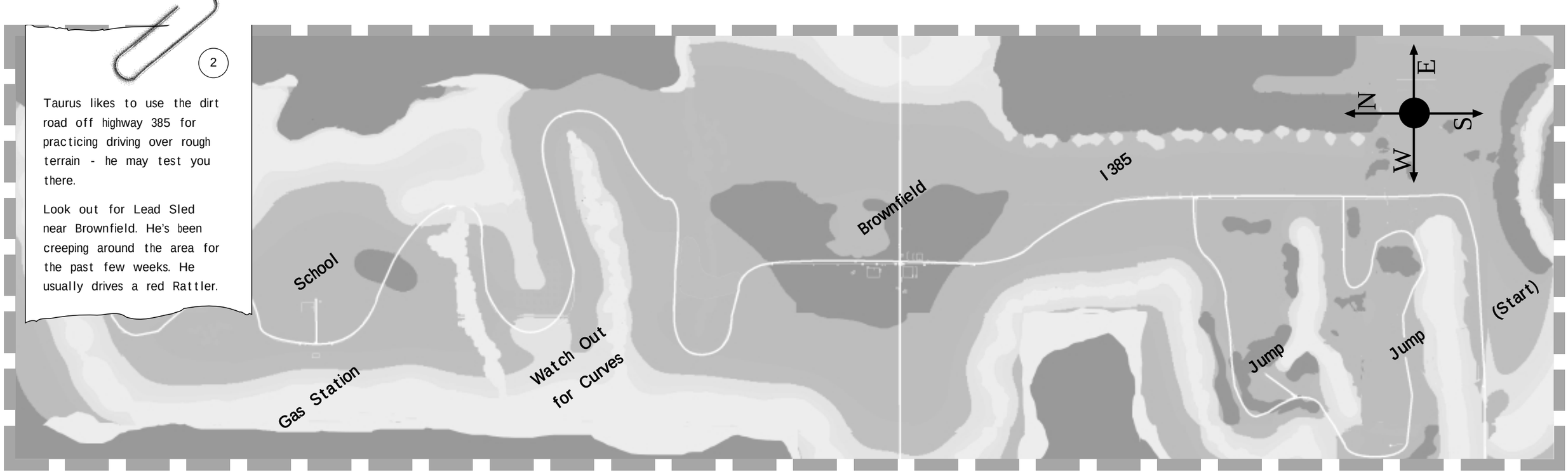
1

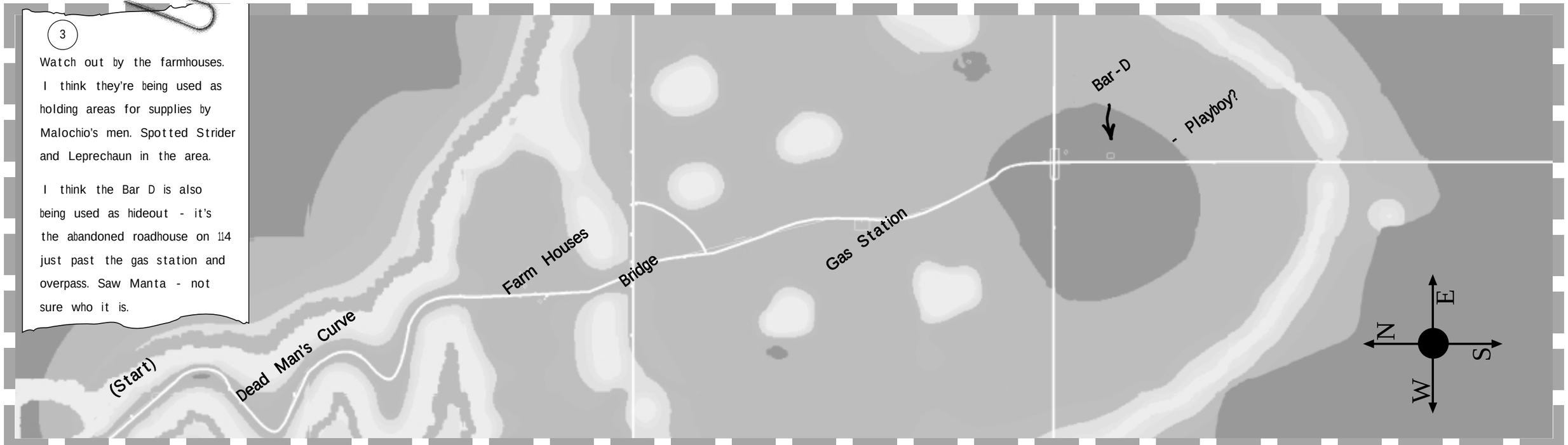
Listen to your CB. This is your only way to communicate with Taurus in the field. He will help you out, so pay attention!

Use shortcuts when possible - like the one to Seagraves. You'll need to save time whenever possible.

Be careful past Seagraves. The roads are curvy - and more importantly creepers have been spotted in that area in the last few months. Wagon Wheel Diner could be meeting spot for Malochio's goons.




2
Taurus likes to use the dirt road off highway 385 for practicing driving over rough terrain - he may test you there.
Look out for Lead Sled near Brownfield. He's been creeping around the area for the past few weeks. He usually drives a red Rattler.
School
Gas Station
Watch Out for Curves
Brownfield
I 385
Jump
Jump
(Start)
N
E
S
W


3
Watch out by the farmhouses. I think they're being used as holding areas for supplies by Malochio's men. Spotted Strider and Leprechaun in the area.
I think the Bar D is also being used as hideout - it's the abandoned roadhouse on 114 just past the gas station and overpass. Saw Manta - not sure who it is.
(Start)
Dead Man's Curve
Farm Houses
Bridge
Gas Station
Bar-D
- Playboy?
N
E
S
W

AVG Registry

Board of Directors

Gasket Head
President

*Humbolt Steelwheels
Vice President

Moog Fuel
Treasurer

Liquid T
Director of Intelligence

Hell Toupee
Strategic Operations

Members

*Torque Daisy
Flack Driver
Thunder Heads
Sire Screech
Griffin Farquar
The Chef
Bob Lemon
Four Banger

Highboy
Jane Brain
*Fire Fly
Nine Ball
Dr. Wrinkles
Sin Dee Racer
*Buckle Knuckle
Dualie Dasher

Mr. Citrus
Handsome Devil
Blue Llama
The Black Watch
Sigh Clone
*Wolf Raider 1
*Wolf Raider 2
*Wolf Raider 3

Wolf Raider 5
Fatboy
*Cromax
Phil Vegas
Lillian Chill
Romeo Dare
ZK Rendarar
Ice Trey

Radiator Mother
Too Tone
*Adam Sabot
Brick Baby
Tar Mack
Mad Hooper
James Nicely
Quillery

Glytch
Irv
Wicked

**Missing*

Production Team

Directed By
Sean Vesce

Produced By
Scott Krager

Lead Designed and Written By
Zachary Norman

Interstate '76 Conceived By
Zachary Norman
Sean Vesce

Lead Programmer
Dan Stanfill

Art Director
Rick Glenn

Associate Producer
Doug Pearson

Technical Game Design
David White

Associate Designers
Lars Fuhrken-Batista
Michael Fletcher

Assistant Designer
Scot Kramarich

Additional Mission Layout
Brian Jennings

Additional Design Coordination
Chip James

Programmers
Kurt Arnlund
Scott T. Etherton
Patrick Griffith
Julio Jerez
Karl Meissner
Jean-Marc Morel
John Northan
Marshall Robin
David White
Henry Yu

Additional Programming
Michael Douglas
Bill Nunan
Dominik Weber

3D Artists
Lance Charnes
Paul Waggonner

2D Artists
Gary Brunetti
Jeff Jorczak
Juan Carlos Rodriguez

Production Coordinator
Chip James

Assets Management
David White
Sung Yoo

QA Project Lead
Jason Wong

Testers
Chuck Bonini
Jermaine Clark
James Coriston
Jonathan Eubanks
Doug Jacobs
Chris Keim
Todd Komesu
Anthony Hatch Korotko
Margie J. Luke
Emily S. Moher
Marietta Pashayan
Matt Powers
Curtis Shenton
Tony Villalobos

Music Produced By
Kelly W. Rogers
Jason Slater

Musical Direction By
Kelly W. Rogers
Arion Salazar
Jason Slater

Original Music By
Bullmark

Music Written By
Arion Salazar

Music Performed By
Jon Bendich
Tom Coster
Les Harris
Brain Mantias
Arion Salazar
David Schul

Additional Cutscene Music By
Jeehan Hwang
Jeremy Ruzumna

Cutscene Animation by
Mondo Media

Project Supervisors
Tova Adelman
Melissa Kangeter

Assistant Project Supervisor
Vivian Barad

Lead Artist
Marco Bertoldo

Artists
Eric Chadwick
Cody Chancellor
Goose
Dave Horowitz
Manny Marquez
Mat Smiley
Donald Wang

Sound Effects By
Mix Magic Post Sound

Project Supervisors
Diana Blake
Oscar Coy

Sound Design and Mixing
Derek Sample

Additional Engineering
Joel Avila
Robert Corbett
Mike Klinger
Lou Thomas

Simulation Weapon Sound Effects By
SoundDelux, Inc.

Additional Sound Effects and Engineering
Michael Schwartz

Vocal Direction
Zachary Norman

Voices
Groove Champion
Andrew Heckler
Taurus
Greg Eagles
Skeeter
Tom Kane
Antonio Malochio
John DeLancie
Jade Champion
Lisa Picotte

Additional Voices
Kurt Arnlund
Aaron Cammarata
Lance Charnes
Lars Fuhrken-Batista
Jesse Donahue
Greg Eagles
Michael Fletcher

Rick Glenn
Sarah Hanlon
Chris Hepburn
Chip James
Brian Jennings
Scott Lahman
Tom Kane
Michael Kirby
Scott Krager
Scot Kramarich
Zachary Norman
Doug Pearson
Lisa Picotte
Marshall Robin
David Stohl
Sean Vesce
Travis

Interstate '76 uses Smacker Video Technology

Copyright 1994 by Invisible, Inc. d.b.a. RAD Software.

Handwritten Font by T/Maker Company.

Copyright 1997. All rights reserved. ClickArt is a registered trademark of T/Maker Company. ClickArt Images copyright 1984-1994 by T/Maker Company. All rights reserved.

ACTIVISION

Executive Producer/Director of Production
Frank Evers

Director of Development
Scott Lahman

Vice President of Technology
Stephen Crane

Director of Multimedia Technology
Henry Yu

Director of QA and Customer Service
Jim Summers

QA Manager
David Arnspiger

QA Senior Lead
Marc Turndorf

Public Relations
Kerstine Johnson

Marketing
Henk Hartong

Documentation and Packaging
Rick Glenn
Ron Graening
Erik Jensen
Scott Krager
Sylvia Orzel
Mike Rivera
Belinda Van Sickle

The Team Thanks:

Dion Brain
Jack Burton
Elizabeth Capps
Gerald Chao
John Clarke
Eveline Cureteu
Eric Dandridge
Nathalie Deschartes
Woody England
Maria Flagg
J.J. Franzen
Daren Friedendal
Alan Gershenfeld
Jamie Green
David Grijns
Matt Harmon
John Harris
Chris Hepburn
Sacha Howells
Eric Johnson
Brian Kelly
Sean Kinnear
Bobby Kotick
Maryanne Lataif
John Lemberger
Howard Marks
Barbara Matias
Veronica Milito
Christi Moore
Jonathon Moses
Marc Norman
Stephanie O'Malley
John Peck
Huisok Pyon
Kenny Rameriz
Alec Tam
Cindy Tse
Bob Troy
Trey Watkins
Andy Zavattero

…and for their help in testing the game, the team thanks:

Tom Abernathy
Justin Acklin
Mark Agustin
Dan Albrecht
Matt Alexander
Eric Aupperlee
Marc Baime
Brian Ball
Kevin Ball
Stephen Beck
Christopher Becks
Shawn Blackwood
Dan Blumenthal
Scott Borow
Joseph Bott
August Branchesi
Lee Briskin
Jonathan Brook
Brian Brookshire
Joey Buck
Jim Burdick
Chris Campbell
Aaron Casillas
Chris Champlin
Chris Chao
Myron Chen
Jonathan Chen
Kay-Yut Chen
Adnan Chowdhury
Igor Cinti
Brian Clarke
Keith Cocking
George Collins
Gary Conroy
Daniel Cook
Kenneth Coon
Stephen Cronin
Doug Cronkhite
Thomas Crow
Rick Culler Jr.
Eric Dahl
Justin Dahlke
Jon Daily
Jim Dangcil
Sean Daniels
Sean Davis
Will Day
James Debbs, Jr.
Maxwell DeChant
Mason Deming
Lane Denson
Ian Des Vignes
Anish Dhingra
Alexander Dietrich
Douglas Dietrich Jr.
Kevin Dorsey
Paul Dunlap
Michael Dwiel
Craig Edrington
Danny Elias
Steve Elwell
Kerim Emre
James Farley
David Finan
Maria Flagg
Steve Flowers
Matt Gaiser
Cody Galey
James Galido
Larry Galka
Chuck Geary
Darin Genereux
David Ghys
Michael Gibson
Ross Graffman
Greg Granger
Brian Grapatin
Eric Gutke
Jeremy Hall
Trevor Hancher

Philip Hansen
Clint Hastings
Pete Hawk
Jim Heale
Tom Hepner
Chris Hewish
Byron Hinson
Jonathan Hollander
Josh Horowitz
David Hsu
Glenn Humphrey
Ron Humphrey
Scott Hunt
Dayvid Iannaci
Bret Jansen
Nic Jansma
Shawn Jennette
Alan Johns
Michael Johnson
Derek Johnstone
Tyler Jordan
Ted Kao
Scott Kasai
Stu Katz
Mark Kedzierski
Eugene Khoo
Kenneth Kil
Robert Kilmut
Brian Kilroy
Russell A. Kimes
Sean Kinnear
Adam Kipnis
Eddie Klaynberg
Xaeriq Knight
James Kurleto
Richard Kurnadi
Mike Lacour
Tom Laverty
Sebastien Lavoie

Hardy Lebel
Paul Lee
Rachel Lewis
Alan Liebowitz
Brad Linberg
Richard Link
Eric Lo
David Long
Brian Lowry
Alex MacGregor
John Mahlendorf
Jack Mamais
Irek Markowski
Tanya Martino
John McGrath
Brad McGraw
Sean McKay
Nathaniel McLaughlin
Loren McQuade
Christopher Mermagen
Richard Mi
Matthew Monaco
Johnny Lee Montgomery
Justin Nafziger
Dave Nash
Bryan Nord
Stephanie O'Malley
Terry Olson
Paul Paella
Jenny Park
Richard Payne
Scott Pedersen
Gary Peifer
Jim Perkins
Lewis Peterson
Lance Pickup
Tony Price
Shane Pullham
Raevyn Ralphs

Sean Randolph
Finbarr Regan
Geoffrey Richcreek
Philip Roberts
Kelly Robinson
Theresa Rohr
Scott Rollins
Ken Rumsey
Brant Rusch
Todd Sampson
Eddie Sarphie
Thevin Sattayatam
Stephanie Selden
Andy Serwatuk
John Shackleton
Jeff Shaffer
Ethan Sherman
Eon Shin
Jee Shin
Robert Shisler
David Silverman
Carlo Singson
Martin Sleeman
Luke Slothower
Marc Smith
Ryan Smolar
Zach Smolinski
Jeff Somers
Dale Son
Brent Southard
Neeraj Srivastava
Rob Stahl
Will Stahl
Andrew Stein
Jeff Sterck
Dave Stohl
Leo Sutedja
Kevin Swisher
Jeff Sylvan

David Sylvester
Ashton York Szabo
Jim Szyszko
Murali Tegulapalle
Christopher Tew
Trevor Thacker
Dave Thomas
Sean Tidy
Tyler Tubbs
Peter Tung
Chris Umali
USCIMS
Jack Utley
Mark Valentine
Aaron Vanek
Daiva Venckus
Joel Vinyard
John Virtes
Allan Vogler
Andrew Volk
Justin Wahlstrom
Donovan Walker
Steven Walters
Mike Ward
Charles Wells III
Will Westwater
Joshua Wexler
Robert Wilbert
Scott Wilkins
Nicky Wilson
Malik Woods
Mohammed Wright, A.C.
John Yan
Baldwin Yen
Dirk Young
Michael Zerbo
Eric Zolnowski

Mr. Styles' Wardrobe Provided By
Mr. Brown

Vehicles Provided By
ABX
Dover-Picard Corporation
Glenn, Inc.
Major Motors
Moth Trucks
Phaedra Motor Company
Vikea International

Helicopters Provided By
Quillery Helicopters of Lubbock

No polygynal animals were harmed during the making of this product

"Do not follow where the path may lead. Go instead where there is no path and leave a trail."

– Anonymous

DEDICATED TO THE MEMORY OF JOSEPH C. VESCE (1949-1995)

Customer Support

For the support for all your games bought through GOG.com, please visit our Support page at http://www.gog.com/support.

If you're logged in, go directly to "Support" page, where you can see a list of all your Good Old Games, otherwise you can find the game you're looking for through the smart search. Choose the game that you have problem with and see whether the solution isn't already posted.
If not, go to the "Contact us" page, select "Technical issues with games" and hit "Continue" to send us a message describing your problem. Fill all the required fields with proper data -
please enter as much details as you can, this will help us solve your problem faster.
All your messages and our replies will appear on your "My Account" page.

Software License Agreement

IMPORTANT - READ CAREFULLY: USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES ALL SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ONLINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, INSTALLING, AND/OR USING THE PROGRAM AND ANY SOFTWARE PROGRAMS INCLUDED WITHIN OR, IF YOU ARE DOWNLOADING THIS PROGRAM FROM AN AUTHORIZED ACTIVISION ONLINE RESELLER, BY DOWNLOADING, INSTALLING AND/OR USING THIS PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION PUBLISHING, INC. AND ITS AFFILIATES ("ACTIVISION").

LIMITED USE LICENSE. Subject to the conditions described below, Activision grants you the non-exclusive, non-transferable, limited right and license to install and use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision and, as applicable, Activision’s licensors. This Program is licensed, not sold, for your use. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program. This Software License Agreement shall also apply to any patches or updates you may obtain for the Program.

LICENSE CONDITIONS.
You shall not:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Use this Program, or permit use of this Program, on more than one computer, computer terminal, or workstation at the same time.
- Make copies of this Program or any part thereof, or make copies of the materials accompanying this Program.
- Copy this Program onto a hard drive or other storage device except as specifically permitted herein; you must run this Program from the included CD-ROM or DVD-ROM (although this Program itself may automatically copy a portion of this Program onto your hard drive during installation in order to run more efficiently)unless you are downloading this Program from an authorized Activision online reseller.
- Use the program, or permit use of this Program, in a network, multi-user arrangement or remote access arrangement, including any online use, except as otherwise explicitly provided by this Program.

- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Hack or modify (or attempt to modify or hack) the Program, or create, develop, modify, distribute or use any software programs, in order to gain (or allow others to gain) advantage of this Program in an on-line multiplayer game settings including but not limited to local area network or any other network play or on the internet.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations of the United States government.

PERMITTED INSTALLATION. If you are downloading this Program from an authorized Activision online reseller, you may install this Program onto your computer hard drive.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program (including but not limited to any patches and updates) and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into this Program) are owned by Activision, affiliates of Activision or Activision's licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

PROGRAM UTILITIES. This Program may contain certain design, programming and processing utilities, tools, assets and other resources ("Program Utilities") for use with this Program that allow you to create customized new game levels and other related game materials for personal use in connection with the Program ("New Game Materials"). The use of any Program Utilities is subject to the following additional license restrictions:

- You agree that, as a condition to your using the Program Utilities, you will not use or allow third parties to use the Program Utilities and the New Game Materials created by you for any commercial purposes, including but not limited to selling, renting, leasing, licensing, distributing, or otherwise transferring the ownership of such New Game Materials, whether on a stand alone basis or packaged in combination with the New Game Materials created by others, through any and all distribution channels, including, without limitation, retail sales and on-line electronic distribution. You agree not to solicit, initiate or encourage any proposal or offer from any person or entity to create any New Game Materials for commercial distribution. You agree to promptly inform Activision in writing of any instances of your receipt of any such proposal or offer.
- If you decide to make available the use of the New Game Materials created by you to other gamers, you agree to do so solely without charge.
- New Game Materials shall not contain modifications to any COM, EXE or DLL files or to any other executable Product files.
- New Game Materials may be created only if such New Game Materials can be used exclusively in combination with the retail version of the Program. New Game Materials may not be designed to be used as a stand-alone product.
- New Game Materials must not contain any illegal, obscene or defamatory materials, materials that infringe rights of privacy and publicity of third parties or (without appropriate irrevocable licenses granted specifically for that purpose) any trademarks, copyright-protected works or other properties of third parties.

- All New Game Materials must contain prominent identification at least in any on-line description and with reasonable duration on the opening screen: (a) the name and E-mail address of the New Game Materials' creator(s) and (b) the words "THIS MATERIAL IS NOT MADE OR SUPPORTED BY ACTIVISION."
- All New Game Materials created by you shall be exclusively owned by Activision and/or its licensors as a derivative work (as such term is described under U.S. copyright law) of the Program and Activision and its licensors may use any New Game Materials made publicly available by you for any purpose whatsoever, including but not limited to, for purpose of advertising and promoting the Program.

LIMITED WARRANTY: Excepting patches, updates and any downloaded content, and this Program if you are downloading it from an authorized Activision online reseller, Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision 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 prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGE RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS PRODUCT, INCLUDING DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

Except with respect to patches, updates, downloaded content and this Program if you download it from an authorized Activision online reseller, please refer to Warranty procedures relating to your country of residence from the lists below. If you download this Program from an authorized Activision online reseller, please refer to your authorized Activision online reseller for warranty information and procedures.

In the U.S.

When returning merchandise for replacement please send the original product disks only in protective packaging and include:

1. A photocopy of your dated sales receipt
2. Your name and return address, typed or clearly printed
3. A brief note describing the defect, the problem(s) you encountered and the system on which you are running the product
4. If you are returning the product after the 90-day warranty period, but within one year after the date of purchase, please include a check or money order for $10.00 U.S. per CD replacement or $15.00 U.S. per DVD replacement.

Note: Certified mail is recommended.

In the U.S. send to:

Warranty Replacements
Activision Publishing, Inc.
P.O. Box 67713
Los Angeles, California 90067

In Europe:

When returning merchandise for replacement please send the original product disks only in protective packaging and include:

1. A photocopy of your dated sales receipt
2. Your name and return address, typed or clearly printed
3. A brief note describing the defect, the problem(s) you encountered and the system on which you are running the product
4. If you are returning the product after the 90-day warranty period, but within one year after the date of purchase, please include a cheque or money order for £6.00 sterling per CD replacement or £9.00 sterling per DVD replacement.

Note: Certified mail is recommended.

In Europe send to:

WARRANTY REPLACEMENTS
ACTIVISION (UK) Ltd., 3 Roundwood Avenue, Stockley Park, Uxbridge UB11 1AH, United Kingdom.
Disc Replacement: +44 (0) 870 241 2148

In Australia:

For all Warranty replacements, please return to the store of purchase along with your receipt or proof of purchase.

If you are returning the software product after the 90-day warranty period, but within one year after the date of purchase, please contact Activision on 02 9869 0955. **Note: No returns will be issued unless you have contacted Activision first.**

If an Activision representative advises you that your game is valid for a return, please return the original software product disc to:

In Australia send to:

Activision Asia Pacific, Level 5, 51 Rawson St Epping, NSW 2121, Australia and include:

1. A Photocopy of your dated sales receipt
2. Your name and return address, typed or clearly printed
3. A brief note describing the defect, the problem(s) you encountered and the system on which you are running the software product.
4. Please include a cheque or money order for AUD $20 per CD or AUD $25 per DVD replacement (subject to availability).

LIMITATION ON DAMAGES: IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION: Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS: The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Activision Publishing, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

INJUNCTION: Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

INDEMNITY: You agree to indemnify, defend and hold Activision, its partners, affiliates, licensors, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS: This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.