



NTSC U/C

PlayStation®

ROGUE TRIP™

Vacation 2012™



SLUS-00643
04-15883

From the
MiLLION Selling
Developer of
CAR COMBAT


SINGLETRAC™
www.singletrac.com


GT Interactive
Software
www.gtgames.com

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE

A VERY SMALL PERCENTAGE OF INDIVIDUALS MAY EXPERIENCE EPILEPTIC SEIZURES WHEN EXPOSED TO CERTAIN LIGHT PATTERNS OR FLASHING LIGHTS. EXPOSURE TO CERTAIN PATTERNS OR BACKGROUNDS ON A TELEVISION SCREEN OR WHILE PLAYING VIDEO GAMES, INCLUDING GAMES PLAYED ON THE PLAYSTATION GAME CONSOLE, MAY INDUCE AN EPILEPTIC SEIZURE IN THESE INDIVIDUALS. CERTAIN CONDITIONS MAY INDUCE PREVIOUSLY UNDETECTED EPILEPTIC SYMPTOMS EVEN IN PERSONS WHO HAVE NO HISTORY OF PRIOR SEIZURES OR EPILEPSY. IF YOU, OR ANYONE IN YOUR FAMILY, HAS AN EPILEPTIC CONDITION, CONSULT YOUR PHYSICIAN PRIOR TO PLAYING. IF YOU EXPERIENCE ANY OF THE FOLLOWING SYMPTOMS WHILE PLAYING A VIDEO GAME - DIZZINESS, ALTERED VISION, EYE OR MUSCLE TWITCHES, LOSS OF AWARENESS, DISORIENTATION, ANY INVOLUNTARY MOVEMENT, OR CONVULSIONS - IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR PHYSICIAN BEFORE RESUMING PLAY.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

DO NOT CONNECT YOUR PLAYSTATION GAME CONSOLE TO A PROJECTION TV, UNLESS IT IS OF THE LCD TYPE. OTHERWISE, IT MAY PERMANENTLY DAMAGE YOUR TV SCREEN.

HANDLING YOUR PLAYSTATION DISC:

THIS COMPACT DISC IS INTENDED FOR USE ONLY WITH THE PLAYSTATION GAME CONSOLE.

DO NOT BEND IT, CRUSH IT OR SUBMERGE IT IN LIQUIDS.

DO NOT LEAVE IT IN DIRECT SUNLIGHT OR NEAR A RADIATOR OR OTHER SOURCE OF HEAT.

BE SURE TO TAKE AN OCCASIONAL REST BREAK DURING EXTENDED PLAY.

KEEP THIS COMPACT DISC CLEAN. ALWAYS HOLD THE DISC BY THE EDGES AND KEEP IT IN ITS PROTECTIVE CASE WHEN NOT IN USE.

CLEAN THE DISC WITH A LINT-FREE, SOFT, DRY CLOTH, WIPING IN STRAIGHT LINES FROM CENTER TO OUTER EDGE. NEVER USE SOLVENTS OR ABRASIVE CLEANERS.

Need a hint?

1-900-CALL-2GT

1-900-225-5248

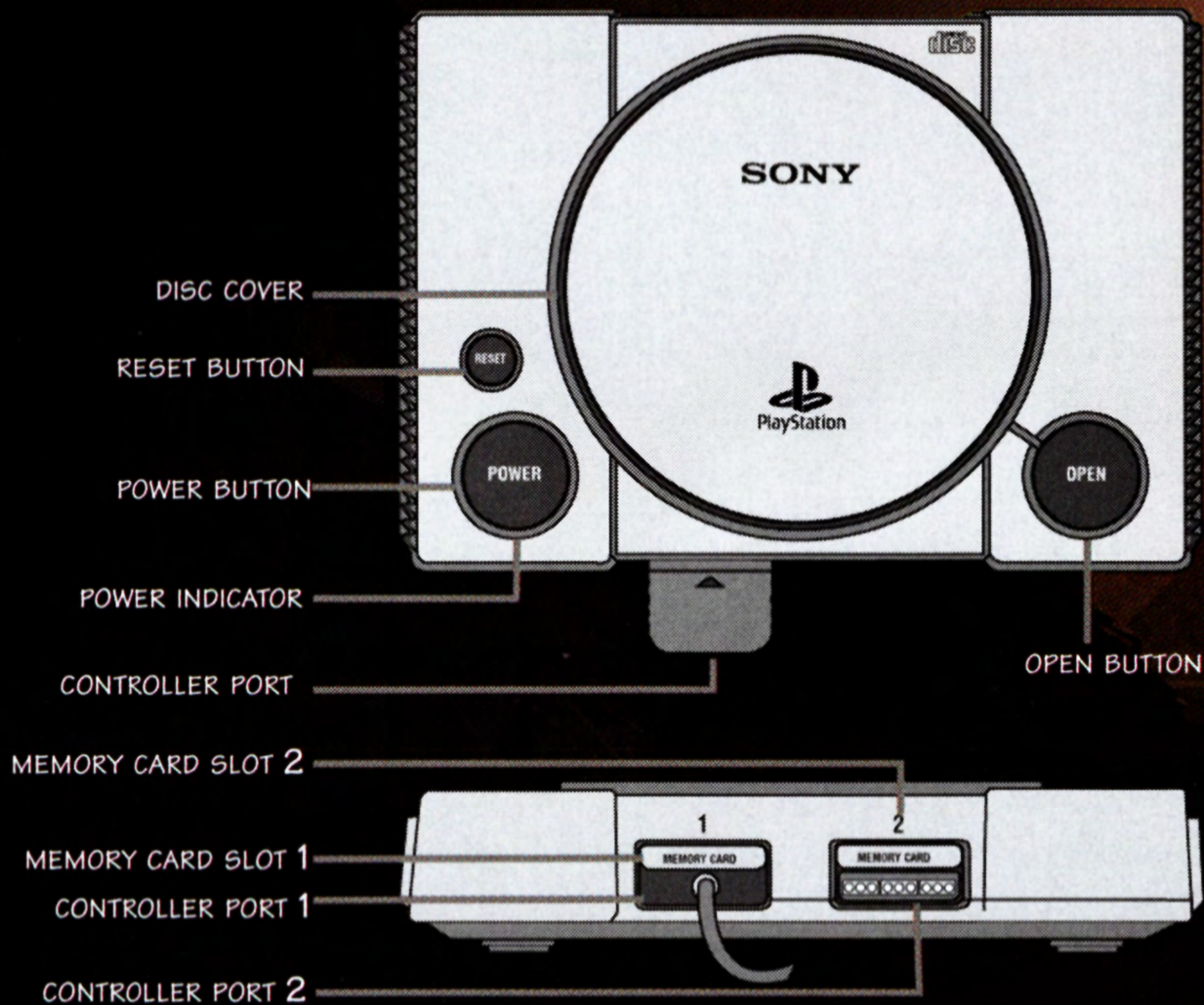
(95¢ per minute. \$1.95 for fax back maps.)

must be 18 years or older, or have parent's permission
to call. touch tone phones only.

TABLE OF CONTENTS

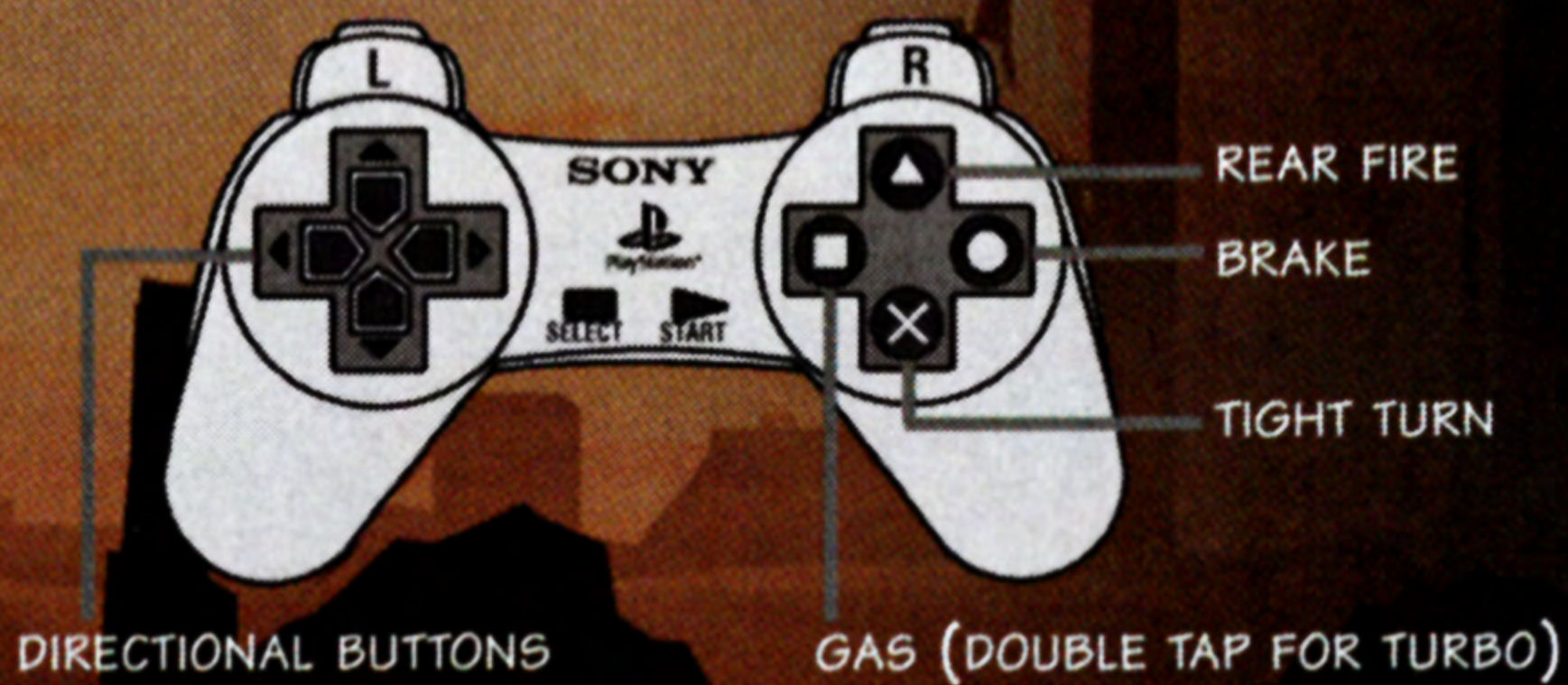
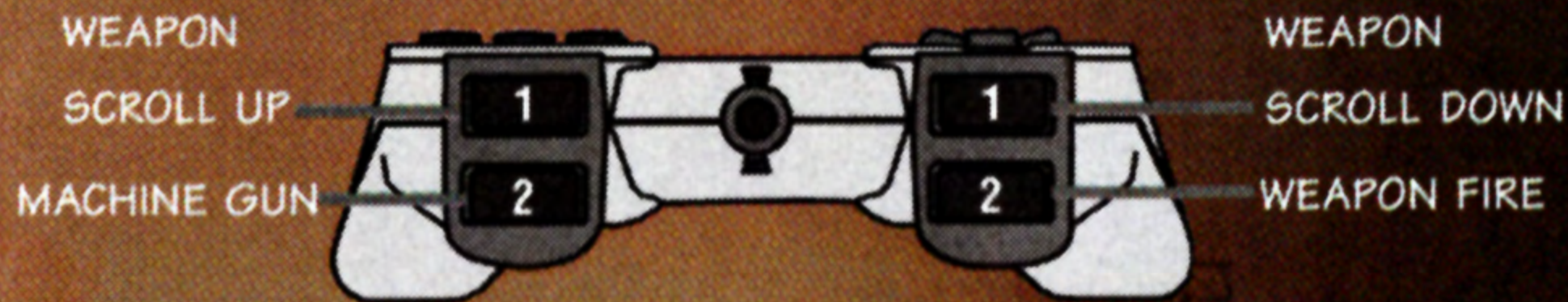
| | |
|---|----|
| The PlayStation Game Console and Controllers | 4 |
| Rules of the Rogue Trip | 6 |
| Start Your Engines | 8 |
| Saving a Game..... | 9 |
| The HUD | 10 |
| Pack Your Bags (a first look at the tourists) | 11 |
| Coffee, Tea or Shrapnel (Weapons) | 12 |
| Big Daddy's Vacation Haute Spots..... | 14 |
| The Automercenaries | 16 |
| Credits..... | 29 |
| Big, Fat, Juicy Secret..... | 29 |
| Technical Support | 30 |
| End-User License Agreement..... | 31 |

STRAP YOURSELF IN AND CHECK OUT THE WAY THIS BABY HANDLES!

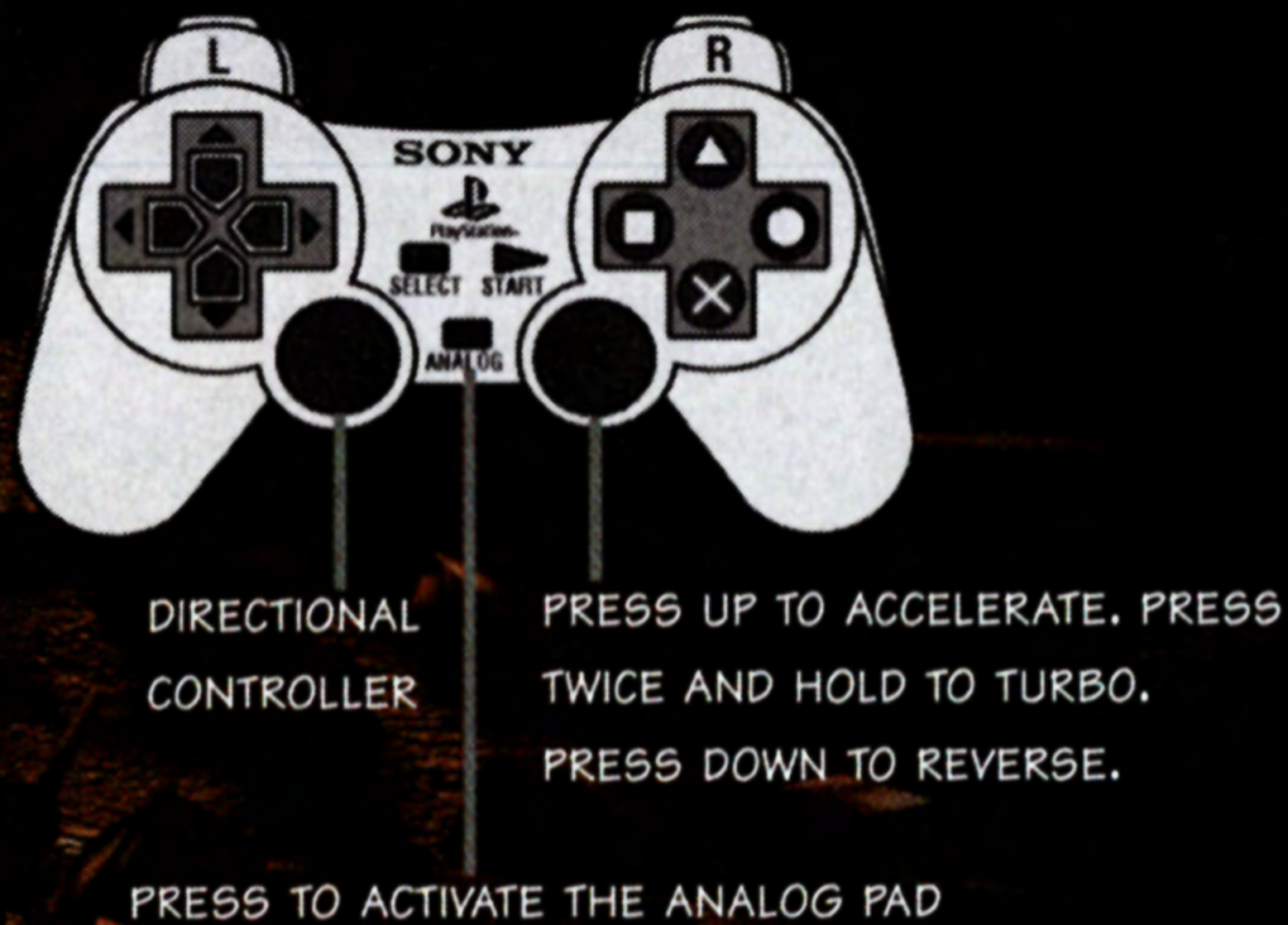


SET UP YOUR PLAYSTATION GAME CONSOLE ACCORDING TO THE INSTRUCTIONS IN ITS INSTRUCTION MANUAL. MAKE SURE THE POWER IS OFF BEFORE INSERTING OR REMOVING A COMPACT DISC. INSERT THE ROGUE TRIP DISC AND CLOSE THE LID. INSERT GAME CONTROLLERS AND TURN ON THE PLAYSTATION GAME CONSOLE. FOLLOW ON-SCREEN INSTRUCTIONS TO START A GAME.

CONTROLLER



DUAL SHOCK™ ANALOG CONTROLLER



NOTE: USE THE DIRECTIONAL CONTROLLER TO COMPLETE COMBO MOVES IN ANALOG MODE.

COMBO MOVES

JUMP: L1 AND R1 TOGETHER

REAR MISSILE FIRE: ▲ AND L2 TOGETHER

UP ON 2 WHEELS (LEFT): ▲, UP, DOWN, LEFT

UP ON 2 WHEELS (RIGHT): ▲, UP, DOWN, RIGHT

ADJUSTING YOUR VIEW

TOGGLE SPLIT SCREEN BETWEEN HORIZONTAL AND VERTICAL: HOLD SELECT AND PRESS LEFT.

TOGGLE HUD: HOLD SELECT AND PRESS UP.

CHANGE PERSPECTIVE : HOLD SELECT AND PRESS DOWN

THE PLAYSTATION LINK CABLE

TO USE THE LINK CABLE FOR THE PLAYSTATION® GAME CONSOLE YOU WILL NEED TWO TELEVISIONS AND TWO PLAYSTATION GAME CONSOLES.

TO SET UP A LINKED GAME:

1. CONNECT THE LINK CABLE FOR THE PLAYSTATION® GAME CONSOLE TO SERIAL I/O PORT ON BOTH GAME CONSOLES.
2. SELECT 2-4 PLAYERS FROM THE STARTUP MENU.
3. SELECT LINK GAME FROM THE MULTI-PLAYER MENU AND FOLLOW DIRECTIONS TO START A 2 TO 4 PERSON GAME.

ROGUE TRIP'S GUIDE TO RANDOM

THE FUTURE IS HERE! THE WORLD IS COMPLETELY DESTROYED BY POLLUTION AND THE HUMAN RACE HAS BECOME AN UNRULY CROWD OF BACK-STABBING, OVERWORKED, UNDER PAID SLOBS...OK, SO IT'S NOT THAT FAR OFF. GIVE US A BREAK, WE'RE JUST TRYING TO HAVE SOME FUN HERE.

A FEW OF US MONEY HUNGRY BLOODSUCKERS HAVE FOUND A WAY TO MAKE MAJOR CASH IN THIS GOD-FORSAKEN WORLD AND NOW WE'RE WILLING TO SHARE OUR SECRET WITH YOU...

BECOME AN AUTOMERCENARY!

LEISURE TRAVEL HAS BECOME ILLEGAL, TURNING THE ENJOYABLE PASTIME OF HOLIDAY TRAVEL INTO A KILL OR BE KILLED EVENT. WE'RE LOOKIN' FOR A FEW GREEDY SCOUNDRELS, LIKE YOURSELF, TO STICK IT TO THE FAT CATS THAT CONTROL THE ONLY REMAINING VACATION SPOTS ON EARTH AND MAKE A NICE WAD OF CASH WHILE YOU'RE AT IT. IT'S A NO BRAINER, ALL YOU HAVE TO DO IS...

1. GRAB THE TOURIST WHO IS WAITING AT CURBSIDE FOR A LIFT. GET THERE FIRST OR YOU'LL HAVE TO FIGHT TO GET POSSESSION.

HERE'S A TIP: USE THE PREMATURE EJECTULATOR WEAPON TO EJECT THE TOURIST FROM ANOTHER CAR.

2. ONCE YOU'VE GOT THE TOURIST HEAD FOR THE PHOTO-OPS. STAY ON EACH ONE LONG ENOUGH FOR YOUR PASSENGER TO SNAP A PHOTO BEFORE MOVING ON.
3. PICK UP SOME CASH! THERE ARE FOUR WAYS TO RAKE IT IN:

TOURIST



1. GRAB THE TOURIST



2. HIT THE PHOTO-OPS



3. PICK UP SOME CASH

ACTS OF SENSELESS VIOLENCE



4. HEAD FOR THE UPGRADE STANDS



6. KILL OFF YOUR COMPETITORS



7. WIN THE LEVEL

- ◆ PICK UP THE TOURIST FOR A HEFTY TIP WHEN YOU HIT EACH OF THE PHOTO-OPS.
- ◆ MAINTAIN POSSESSION OF THE TOURIST FOR CONTINUAL CASH FLOW.
- ◆ SNAG THE CASH ICONS WHEN YOU FIND 'EM LYING ON THE GROUND.
- ◆ BLOW STUFF UP! YOU MAY FIND CASH HIDDEN IN DESTRUCTIBLES OR DYNAMIC INTERACTIVE FODDER.

4. HEAD FOR THE UPGRADE STANDS. WITH A LITTLE CASH (\$1000) YOU CAN UPGRADE YOUR FAVORITE WEAPON FOR AN EVEN DEADLIER ATTACK ON THE ENEMY.

5. DON'T GET KILLED OR THE TOURIST WILL BAIL, CHOOSING NOT TO GO DOWN IN FLAMES.

IF YOU'RE GETTING LOW ON HEALTH AND YOU'VE GOT SOME CASH YOU CAN HEAD TOWARD THE REPAIR STAND. AFTER A QUICK RECHARGE YOU'LL BE READY TO DIVE BACK INTO BATTLE AND CLAIM WHAT'S RIGHTFULLY YOURS.

6. ANNIHILATE THE COMPETITION.

7. AT THE END OF THE LEVEL, IF YOU'VE DONE YOUR JOB WELL, ALL OF YOUR COMPETITORS WILL BE REDUCED TO SCORCHED METAL AND YOU'LL BE LEFT HOLDING THE CASH.

WHAT HAVE YOU GOT TO LOSE? YOUR LIFE! BUT, IF YOU WIN IT'LL ALL BE WORTH IT WHEN YOU CASH IN ON THE LAST VESTIGES OF THE HIGH LIFE.



REPAIR STAND

START YOUR ENGINES!

1. SELECT THE NUMBER OF PLAYERS (1 PLAYER OR 2-4 PLAYER).
2. SELECT A GAMEPLAY MODE.
3. IF YOU'RE PLAYING GETAWAY OR CHALLENGE MODE, SELECT YOUR BATTLEGROUND.
4. SELECT A VEHICLE FROM THE VEHICLE SELECTION SCREEN.
TIP: TO BYPASS CHARACTER VOICE-OVERS, CLICK THE X BUTTON.

SINGLE PLAYER GAME MODES

VACATION: GRAB YOUR TOURIST, HEAD FOR THE PHOTO-OPS AND DESTROY OTHER BLOOD THIRSTY AUTOMERCENARIES LOOKING TO HIJACK YOUR TOURIST. FULL GAME.

GETAWAY: PICK YOUR VACATION DESTINATION AND PICK YOUR VEHICLE. THEN DIVE IN!

CHALLENGE: FORGET ABOUT THE TOURIST! SELECT A LEVEL, THEN GET OUT THERE AND KILL, KILL, KILL.

MULTI-PLAYER GAME MODES

CO-OP VACATION: 2 PLAYER CO-OPERATIVE FULL GAME WITH TOURISTS.

2 PLAYER GETAWAY: 2 PLAYER SINGLE LEVEL CO-OPERATIVE GAME WITH TOURISTS.

* THE 2-PLAYER GETAWAY MODE IS NOT CO-OPERATIVE, USERS COMPETE FOR WINS & TOURISTS.

2 PLAYER CHALLENGE: NO TOURIST, JUST A BLOODY SINGLE LEVEL BATTLE.

LINK GAME: IF YOU ARE USING THE LINK CABLE FOR THE PLAYSTATION GAME CONSOLE. YOU CAN PLAY A 2-4 PERSON CHALLENGE MATCH IN LINK MODE.



SAVING A GAME

THE SAVE GAME SCREEN



IF YOU HAVE A MEMORY CARD FOR THE PLAYSTATION GAME CONSOLE, YOU CAN SAVE YOUR GAME AFTER EACH LEVEL OF ROGUE TRIP.

TO SAVE A ROGUE TRIP GAME:

1. AFTER YOU HAVE COMPLETED A LEVEL, CLICK **SAVE GAME**.
2. SELECT A MEMORY BLOCK AND ENTER YOUR PERSONALIZED CODE.
3. CLICK THE X BUTTON TO SAVE.

TO SAVE OVER AN EXISTING SAVED GAME:

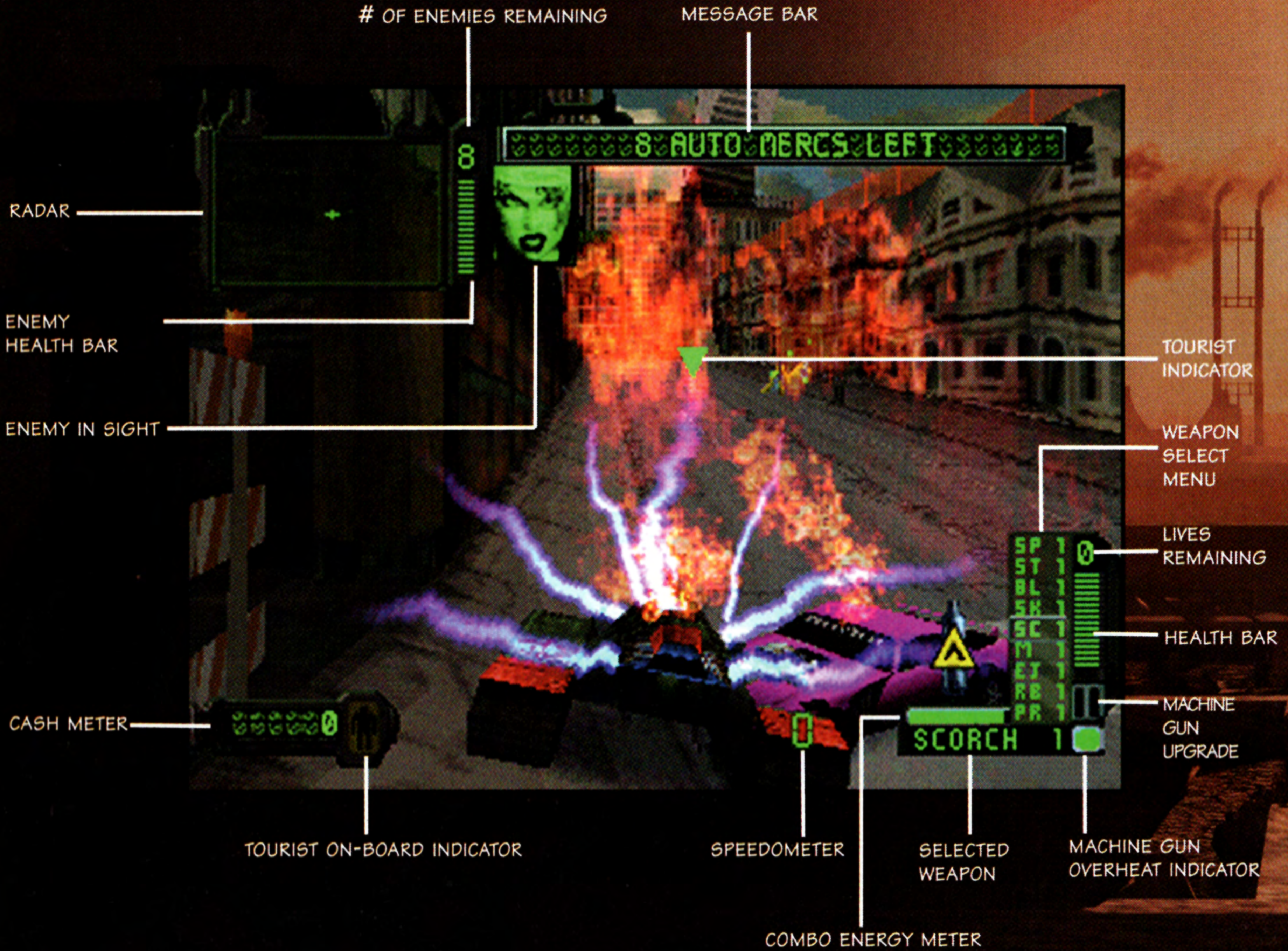
1. SELECT **SAVE GAME** AFTER YOU HAVE COMPLETED A LEVEL.
2. SELECT THE GAME YOU WANT TO SAVE OVER AND PRESS X.
3. CLICK **YES** TO SAVE.

TO LOAD A SAVED GAME:

1. SELECT **LOAD GAME** FROM THE STARTUP MENU.
2. USE THE DIRECTIONAL BUTTONS TO SELECT A SAVED GAME AND PRESS X TO START.

TIP: HOLD **SELECT** AND **START** TO BEGIN THE COUNTDOWN TO RESET A GAME.

THE HUD



PACK YOUR BAGS

THESE TOURISTS ARE PREPARED FOR THE VACATION OF A LIFETIME.



BILLY RAY-BOB, 'BUDDY' DUROC, IS A MAN OF ENORMOUS TASTE... AND HE HAS THE GUT TO GO WITH IT. HE'S FASTER THAN HE LOOKS, AND EVEN FASTER WITH THE INSULTS. YOU'RE GOING TO NEED TO HAVE A THICK SKIN TO PUT UP WITH THIS ONE.



THIS LITTLE BALL OF FIRE HAS SEEN IT ALL AND WILL TELL ANYONE WHO WILL LISTEN. HORTENSE VAN KRANK IS HARD TO IMPRESS AND EVEN HARDER TO STOMACH. LET'S JUST SAY SHE HAS A CERTAIN "AIR" ABOUT HER.



LOCHNAR HAS JUST DROPPED IN FROM OUT OF TOWN...WAY OUT OF TOWN. HE'S GOT A HEAD FOR FIGURES AND AN EYE FOR THE LADIES. HE ENJOYS BEEF, GRAIN, AND TRAVEL TO FAR AWAY PLACES. HE'S ALSO AN AMATEUR SURGEON.



NICK BAXTER, ALIAS 'CAPTAIN PROTON' IS TAKING A BREAK FROM CRIME FIGHTING TO SEE A FEW SIGHTS. HE CLAIMS TO HAVE SINGLE-HANDEDLY SAVED THE WORLD FROM CERTAIN DESTRUCTION NO LESS THAN 9 TIMES. BUT NO ONE NOTICED.

COFFEE, TEA OR SHRAPNEL?

ALL THAT ROAD RAGE IS FINALLY GOING TO COME IN HANDY. USE YOUR ARSENAL OF WEAPONS TO SNACK ON A WEINERMOBILE OR TAKE A BITE OUT OF GATOR BAIT.



MACHINE GUN

UPGRADE THESE BABIES WITH A PICKUP, BUT WATCH THE OVERHEAT.



SCORCHER

FIRE IT UP! HOLD DOWN THE WEAPON FIRE BUTTON TO KEEP THE SCORCHER FIRING.



PROWLER

GRAB THE REINS OF THIS REMOTE-PILOT MISSILE. IT DRIVES JUST LIKE YOUR VEHICLE.



METEOR

GET YOUR ENEMY IN FRONT OF YOU AND THEN PRESS FIRE TO CALL IN A METEOR STRIKE FROM THE SKY.



BLASTER

BREAK OUT THE BIG BOY. THIS IS THE MOST POWERFUL WEAPON IN YOUR ARSENAL.



REMOTE BOMB

HOLD THE FIRE BUTTON TO CHARGE, THEN PRESS FIRE AGAIN FOR A LONG DISTANCE ATTACK.

COMBO WEAPONS

SHIELD: ▲, UP, RIGHT, DOWN

STUN: ▲, RIGHT, LEFT, UP

REAR STUN: ▲, RIGHT, LEFT, DOWN

CASH SUCK: ▲, LEFT, RIGHT, UP

MINE: ▲, LEFT, RIGHT, DOWN

DON'T USE ▲ TO COMPLETE COMBOS IN ANALOG MODE.



STINGERS

DON'T BE STINGY WITH THESE HOMING MISSILES. YOU'LL FIND A PLENTIFUL ARRAY OF STINGER PICKUPS IN THE ENVIRONMENT.



PREMATURE EJECTULATOR

FREE THE TOURIST FROM ENEMY HANDS WHEN YOU FIRE THE EJECTULATOR.



STALKER

DON'T TURN YOUR BACK ON THIS FUNKY MISSILE OR YOU MAY PAY FOR IT WITH YOUR LIFE.

UPGRADING WEAPONS

EACH WEAPON IS UPGRADABLE TO AN EVEN DEADLIER VERSION OF THE CURRENT WEAPON.

TO UPGRADE A WEAPON:

1. GET SOME MONEY, \$1000 FOR EACH UPGRADE.
2. SELECT A WEAPON TO UPGRADE.
3. GO TO AN *UPGRADE STAND* AND PRESS THE FIRE BUTTON TO UPGRADE.



UPGRADE STAND

YOU CAN UPGRADE MULTIPLE WEAPONS. JUST MAKE SURE YOU HAVE ENOUGH CASH AND MORE THAN ONE OF THE WEAPON YOU WANT TO UPGRADE IN YOUR ARSENAL.

WEAPON UPGRADES

MACHINE GUN:

FIRST PICKUP: DOUBLE BULLET DAMAGE

SECOND PICKUP: TRIPLE BULLET DAMAGE

SCORCHER: DOUBLE THE RANGE AND DOUBLE DAMAGE

PROWLER: ADDS A SHIELD TO YOUR CAR.

METEOR: MORE HOMING AND DOUBLE DAMAGE

BLASTER: ADDS AN ADDITIONAL FLAME DAMAGE

REMOTE BOMB: BIGGER BLAST RADIUS

STINGER: DOUBLE DAMAGE

PREMATURE EJECTULATOR:

ENHANCED HOMING CAPABILITIES

STALKER: DOUBLE DAMAGE

BIG DADDY'S VACA



XLAX

WHEN YOU REACH XLAX, YOU'LL FIND A BEVY OF ATTENTIVE, WILLING AUTOMERCENARIES WAITING FOR YOU. (TIPS ARE APPRECIATED.)

ONCE YOU EXIT XLAX YOU'LL BE ON YOUR WAY TO ONE OF BIG DADDY'S EXOTIC VACATION SPOTS. CHOOSE FROM...



DADDYWOOD

SURF THE HOLLYWOOD HILLS FOR A WILD RIDE WITH THE RICH AND FAMOUS, BUT WATCH OUT FOR DRIVE BY SHOOTINGS. THEY'VE GOTTEN FAIRLY COMMON AROUND HERE.



THE MAUL

LEVEL YOUR FAVORITE MONUMENTS AND UNCOVER A LITTLE SCANDAL WHEN YOU ROCK THE WHITE HOUSE IN DC.



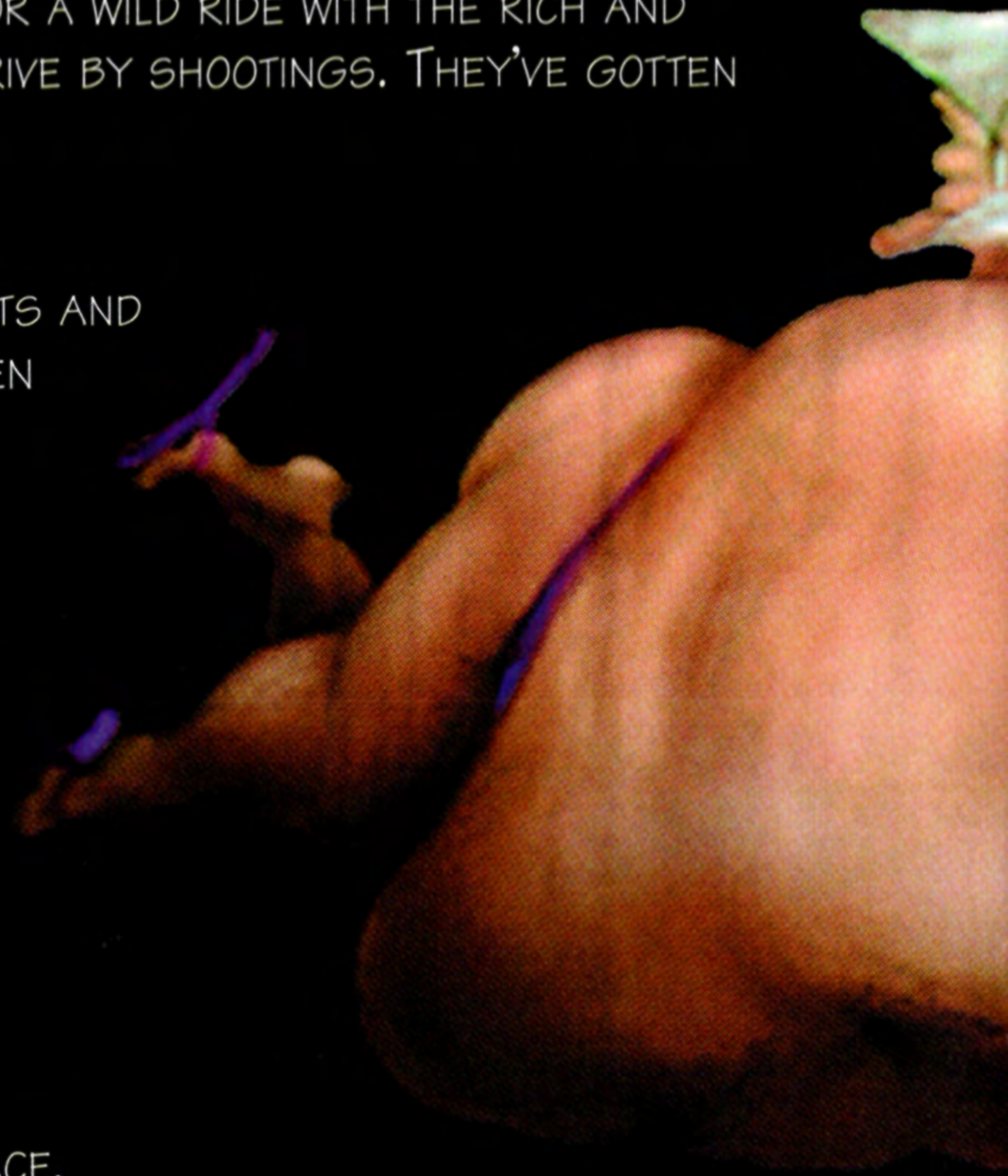
AREA 51

SHOOT FOR THE STARS IN THE MYSTERIOUS AREA 51. BIG DADDY'S SECRET BASE HOLDS THE KEY TO THE AGE-OLD MYSTERY OF LIFE ON OTHER PLANETS.



NEON NIGHTMARE

TRY YOUR LUCK AT CZAR'S PALACE, WHERE BIG DADDY'S LOOSE SLOTS MAKE HIGH ROLLERS DROOL.



BIG

YOUR GUIDE TO THE UL

TION HAUTE SPOTS

ETERNAL ACRES

THESE LUSH, ROLLING HILLS ARE A PERFECT PLACE FOR A LITTLE R&R. JUST MAKE SURE IT'S NOT YOUR FINAL RESTING PLACE.

SO CAL

SUNSHINE AND BEACH BABES ABOUND IN SO CAL. THIS EXTRAVAGANT OCEANSIDE RESORT OFFERS ALL THE SUN AND FUN YOU CAN HANDLE.

HELL-O-STONE

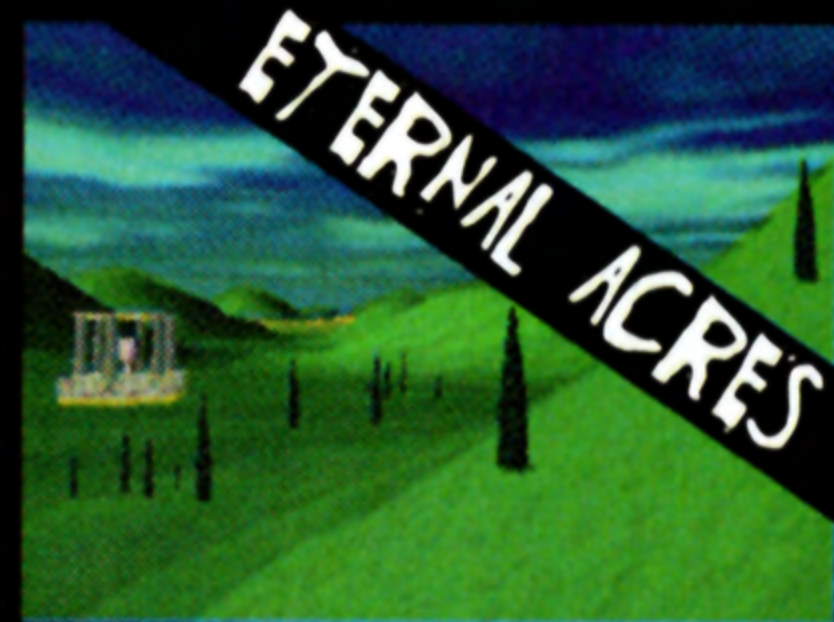
EXPERIENCE ONE OF THE GREATEST NATURAL WONDERS OF THE WORLD, BUT WATCH WHERE YOU'RE DRIVING, THOSE NATURAL SPRINGS ARE HOT! THEY DON'T CALL IT HELL-O-STONE FOR NOTHING.

QUAKE-A-RONI

SHAKE, RATTLE AND ROLL YOUR WAY THROUGH QUAKE-A-RONI. IT MAY BE TOUGH TO CLIMB THESE STEEP HILLS, BUT ONCE YOU'RE ON TOP YOU'RE THE MASTER OF THIS WILD RIDE.

NUKE YORK

IT'S A BIG, BAD CITY FULL OF GNARLY DIRTBAGS JUST WAITING FOR YOU TO INVAD THEIR WORLD OF SKYSCRAPERS AND SEWERS.



DADDY

TIMATE IN LUXURY TRAVEL

THE AMALGAMATED ASSOCIATION OF AUTOMERCENARIES WANTS YOU!

JOIN THE WORLD OF TERROR TOURISM, FIGHTING FOR THE LAST OF THE BIG TIPPERS. PACKING HEAT AS A PASSPORT AND DRIVING HEAVILY ARMED AND ARMORED ATTACK VEHICLES, RACE AGAINST THE BEST FIGHTERS ON EARTH TO GAIN POSSESSION OF THE FEW REMAINING TOURISTS AND TAKE THEM ON AN ILLEGAL VACATION AT BIG DADDY'S EXPENSE.



DESTROYING ANGEL

THIS BUS WAS ONCE USED AS A SUNDAY SCHOOL BUS. IT SPORTS RIVETED STEEL WINDOW PLATES, RAZOR WIRE AND, OF COURSE, COLD STEEL BARS OVER THE EMERGENCY EXIT.

SPECIAL WEAPON: TORCHED BY AN ANGEL

WHEN SHE DROPPED THE ROSARY BEADS SHE PICKED UP THIS DEADLY BOMB CLUSTER. HOLD DOWN THE FIRE BUTTON TO RELEASE THE HALO, THEN PRESS AGAIN TO DETONATE THE CLUSTER BOMB.

SISTER MARY LASCIVIOUS

SHE'S ONE MEAN SISTER WITH A VERY NASTY HABIT.

MARY HAS A PENCHANT FOR DISCIPLINE AND HER OWN CULT FOLLOWING. WITH A RIGHTEOUS WEAPON LOAD AND DIVINE MISSILE GUIDANCE, SHE'LL HAVE YOU BEGGING FOR MERCY.



MEAT WAGON

DICK'S READY TO FRY THE COMPETITION WITH HIS LETHAL MEAT WAGON. THIS RENEGADE VERSION OF A HOT DOG WAGON IS LOADED WITH YUMMY, GUT SMACKIN' TREATS.

SPECIAL WEAPON: WEENIE WHACKER

HOLD THE FIRE BUTTON TO PREPARE FOR AN ATTACK, THEN RELEASE TO WATCH YOUR ENEMIES COWER IN HORROR WHEN THE WHACKER COMES DOWN ON 'EM.



RICHARD 'DICK' BIGGS

DON'T BE FOOLED BY SIZE. IN BIGGS' CASE, A LITTLE DICK GOES A LONG WAY INDEED. HE STANDS UP AGAINST EVEN THE TOUGHEST ADVERSARIES. IF YOU THINK BIGGS IS EASILY TAKEN OUT OF THE GAME - WELL, YOU DON'T KNOW DICK.

BIOHAZARD

AGENT ORANGE ESCAPED CHEMICAL WARFARE DUTY IN THIS TOP-SECRET TANK. WHILE ITS WEAPON LOAD REMAINS A MYSTERY, IT'S NO SECRET THAT THIS MASSIVE BOMBER IS BUILT TO BRING ON THE APOCALYPSE WITH MASSIVE TANK TREADS AND A BODY THE SIZE OF A WW2 BOMBER.

SPECIAL WEAPON: ZOOMY ROCKETS

ONLY AGENT ORANGE KNOWS THE SOURCE OF THE MYSTERIOUS GAS THAT EMANATES FROM THESE SWARMING ROCKETS WHEN THEY DETONATE ON THE ENEMY.

AGENT ORANGE

HE'S A MYSTERIOUS MAN WITH A UNIQUE 'AURA' ABOUT HIM. WE CAN ONLY GUESS WHAT HORRORS ARE HIDDEN BY HIS GAS MASK, ELBOW-LENGTH GLOVES AND FALLOUT SUIT. EVERYTHING ABOUT AGENT ORANGE IS TOXIC, INCLUDING HIS HEART.



GATOR BAIT

GATOR BAIT'S A SLIPPERY SWAMP THING, SNEAKIN' AROUND AND SICKIN' HER CHICKENS ON UNSUSPECTING FOES. THIS CONVERTED AIRBOAT IS A PROP-DRIVEN INSTRUMENT OF DESTRUCTION GUAR-ON-TEED TO SLIT YOUR CHITLINS.

SPECIAL WEAPON: CHICKEN LICKIN'


WHEN GATOR BAIT IS READY TO GO FOR THE JUGULAR SHE RAMS HER ENEMY TO RELEASE HER SWARM OF DEADLY TRAINED CHICKENS. PRESS THE FIRE BUTTON FOR ADDITIONAL LICKIN'S.



DAISY JUNE MCCOY

THE ORIGINAL CROC TEASER, DAISY JUNE MCCOY REELS THEM IN AND EATS 'EM ALIVE. SHE'S A SMALL TOWN GAL WITH SIMPLE TASTES: COLD STEEL AND HOT LEAD.

PYRO



IT'S ALL THE BULLYING, ROAD HOGGING, SPEEDING, DEATH WISH BIG RIGS ON EARTH ROLLED INTO ONE...PLUS, IT'S GOT SOME KILLER WEAPONS. THIS FLAME-SPEWING SEMI FUEL TRUCK IS THE BIGGEST BAD BOY ON THE ROAD AND HE KNOWS IT. STAY OUT OF THE WAY UNLESS YOU'RE READY TO BE STEEL ON A STICK.

SPECIAL WEAPON: VAPOR CLOUD

HOSE 'EM DOWN WITH THIS FLAMMABLE VAPOR STREAM, THEN FIRE AWAY TO LIGHT UP THE ENEMY FOR AN EVEN MORE PAINFUL HIT.

NECROBOT

THIS FUGITIVE FROM THE JUNK HEAP HAS A ONE TRACK...UH...PROCESSOR. IF IT'S FLAMMABLE OR EXPLOSIVE, THIS GUY IS INTO IT.

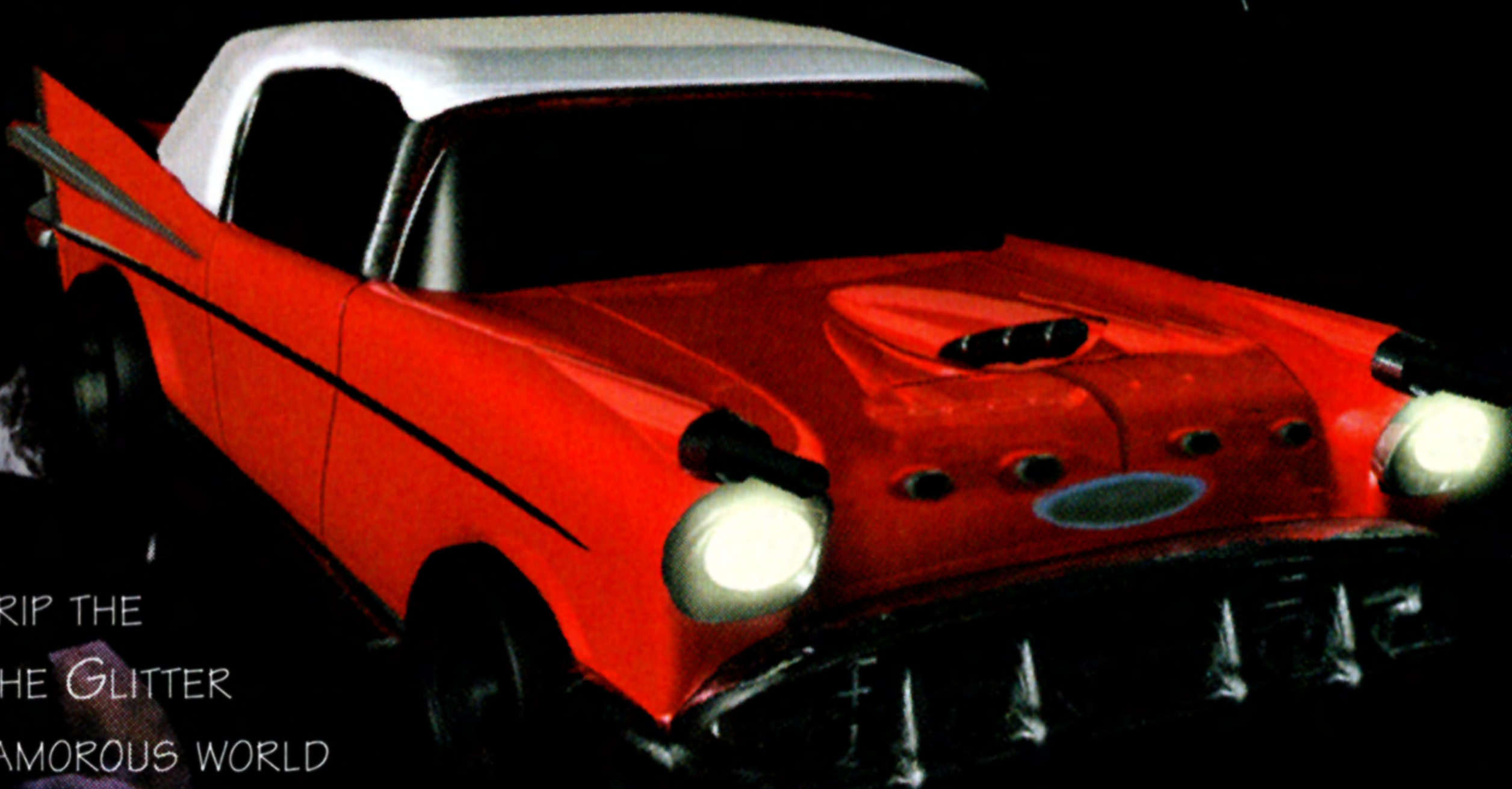


ROCK N' RULE

THIS JACKED UP, TRICKED OUT CLASSIC IS PRIMED FOR PAIN WITH HIGH-TECH GUN TURRETS AND ROCKET LAUNCHERS. YOU MAY WANT TO ADMIRE THIS CHERRY WAGON FROM AFAR.

SPECIAL WEAPON: GLITTER ROCKET

SHARDS OF CRUSHED DISCO BALLS RIP THE ENEMY TO SHREDS WHEN YOU FIRE THE GLITTER ROCKET, A FINAL SALUTE TO THE GLAMOROUS WORLD OF ROCK AND ROLL.



ELVIS D. KANG

D. KANG STRIKES A CRUEL CHORD WITH AN ARSENAL THAT CAN ONLY BE MEASURED IN MEGATONS. THIS JUMPSUITED THROWBACK REALLY KNOWS HOW TO ROCK YOUR WORLD.

OZONE

FLASHING LIGHTS, DEAFENING SIRENS AND MACHINE GUNS MAKE THIS STOLEN AMBULANCE A FREAK'S DREAM MACHINE. IT'S ALL OUT INSANITY WHEN OZONE TAKES TO THE STREETS.

SPECIAL WEAPON: SHOCK TREATMENT

ONE THING SCHIZ LEARNED IN THE INSANE ASYLUM IS THE POWER OF PAIN. HE RULES THE ROAD WHEN HE SLAMS ENEMIES WITH HIS LETHAL SHOCK TREATMENT. PRESS FIRE BUTTON RAPIDLY FOR ADDITIONAL SHOCK THERAPY.



SCHIZ O' MANIC

THIS WIGGED-OUT NUTCASE HAS A SHOCK TREATMENT HAIRDO AND AN EAR-TO-EAR GRIN. STILL WEARING THE STRAITJACKET HE ESCAPED IN, SCHIZ DRIVES WITH HIS BARE FEET.



BITCHIN' WHEELS

IT'S PROM QUEEN MEETS HEAVY METAL WHEN YOU DRIVE THE BITCHIN' WHEELS. SLIP INTO THE SWEET PINK SLIP COVERS, COCK YOUR HAMMER AND HEAD FOR YOUR OLD BOYFRIEND'S HOUSE FOR A LITTLE "PAYBACK" VISIT.

SPECIAL WEAPON: POODLE POWER

THIS PACK OF NASTY LITTLE FUR BALLS ARE TRAINED TO ATTACK AND THEY'RE READY TO SNACK ON THEIR FAVORITE TREAT...BLOOD.



BUNNY

THIS BIG-HAIRED FORMER BEAUTY QUEEN HAS TRADED HER SCEPTER FOR A SAWED-OFF. SHE CAN FORGET ABOUT WINNING "MISS CONGENIALITY" THIS TIME.



INTRUDER

HE MAY HAVE GOTTEN STUCK WITH THE BUDGET SUPER HERO VEHICLE, BUT HE'S PULLED IN A FEW FAVORS FROM THE SEWER AND SANITATION DEPARTMENT AND ADDED A FEW "SUPER" UPGRADES. STEER CLEAR OF INTRUDER, RAT MAN'S OUT FOR VENGEANCE.

SPECIAL WEAPON: THE RIPPER

THESE THREATENING BUZZ SAW BLADES WILL DESTROY ANYTHING IN INTRUDER'S PATH. HOLD THE FIRE BUTTON TO PREPARE FOR AN ATTACK, THEN LET GO TO RELEASE THE RIPPER.

RATMAN

IT'S TOUGH BEING A SECOND-STRING SUPER HERO, BUT RAT MAN IS OUT TO PROVE HE'S THE MAN FOR THE JOB. THIS LITTLE WEASEL HAS A REAL NOSE FOR CRIME. RAT MAN'S MOTTO: "MAN BY DAY, RAT BY NIGHT, SAVING OTHERS FROM THEIR PLIGHT."



SIDEWINDER

IT'S BEEN A LONG, DUSTY TRAIL AND SIDEWINDER'S READY FOR BATTLE. THIS RENOVATED DUNE BUGGY IS HEAVILY ARMORED AND STOCKED TO THE HILT WITH AN ARRAY OF WEAPONS THAT'LL KILL YOU FASTER THAN A DIAMONDBACK'S BITE.

SPECIAL WEAPON: EXPLODING ARROW

HE'S QUICK TO THE DRAW AND A DARN GOOD AIM, SO BEWARE OF SIDEWINDER'S DEADLY CROSSBOW SHOT. IT'S LOADED WITH DYNAMITE.



SNAKE EYE SHADDOCK

THIS CYBER-COWBOY IS A HARD-DRIVING, HIGH STRUNG, HARD CASE WITH A MECHANICAL ARM AND A MONOCULAR LASER-SIGHT FROM WHICH HE TAKES HIS NAME.



VERMIN

DON'T LET THIS PEST GET UNDER YOUR SKIN OR YOU'LL SUFFER VERMIN'S WRATH.

THIS LITTLE DEMON CAN WREAK MORE HAVOC THAN YOU EVER THOUGHT POSSIBLE WITH ITS DEADLY ARSENAL OF BLADES, BULLETS AND BOMBS.

SPECIAL WEAPON: DISRUPT-O-RAY

THIS BUG ZAPPER IS MORE DEADLY THAN A ROACH MOTEL.



FRANCIS 'LEGS' MCGEE

THIS FORMER PRO WRESTLER IS A SENSITIVE GUY WHO KNOWS HOW TO HURT. HE PREFERS TO RUN AWAY AND THEN PRANCE, ER..., POUNCE, WHEN YOU LEAST EXPECT IT.



ORDER NOW 1.800.229.2714 www.gwpres.com

DON'T JUST
PLAY THE GAME

MASTER IT!

GET ROGUE TRIP
EXCLUSIVE STRATEGY GUIDE
FROM GWPRESS

SPECIAL MUSICAL THANKS TO:

"THE RASCAL KING"

performed by

THE MIGHTY MIGHTY
BOSSTONES

from the Album,

Live From The Middle East

courtesy of Mercury Records.

Written by Dicky Barret and Joe Gittleman, © 1997 EMI April Music Inc and Bosstones Music. Administered by EMI April Music Inc. (ASCAP). © 1998 Mercury Records. All Rights Reserved.

"SNAKE EYES"

PERFORMED BY

NASHVILLE PUSSY



*from their album
"Let them Eat..."
Courtesy Mercury Records.*

Written by Blaine Cartwright. © 1997 Drunk Daddy Music (ASCAP). © 1998 Mercury Records. All Rights Reserved.

CREDITS

SINGLETRAC STUDIO

Designed by: SCOTT CAMPBELL
KELLAN HATCH

Producer: SCOTT CAMPBELL

Creative Director: KELLAN HATCH

Technical Director: RANDY ZORKO

Art Director: MICHAEL JACKSON

3D Graphics Tools: RUSS ALMOND

SW Development Lead: STEVE POULSON

Game SW
Development:

RUSS ALMOND
MIKE BADGER
PIERRE DUFRESNE
RANDY ZORKO

3D Graphic Designers: SCOTT CAMPBELL
WILL DOUGHERTY
KELLAN HATCH
KARL LOVERIDGE

Concept Illustrator: OWEN RICHARDSON

Character art: OWEN RICHARDSON

Music Director: SANDRA E. GEARY

Sound Programmer: SOLOMON BLAZ

Senior Sound
Designer:

SANDRA E. GEARY

Sound Designer: JAREN TOLMAN

Video PostProduction: KEN TEUTSCH

Manual: SANDRA BECKSTEAD

Test Manager/Lead: STEVE KNOPF

ADDITIONAL STUDIO SUPPORT:

NETWORK ADMINISTRATOR: BRYAN BROWN

ASST. NETWORK ADMIN: MATT BARNSON

TESTERS: ALLEN HAWKALUK

JON MARQUETTE

TYLER PENDLETON

WEB DESIGNER: RANDY 'DOOK' LARSON

INTRO & ENDING

CINEMATICS: ARGONAUT 3D
GRAPHICS, INC.

ARGONAUT ARTISTS: BENJAMIN HARRISON
MATTHEW HARRISON
STEVE ARGYLE

UI ART DESIGN: AXIOM DESIGN

AXIOM TEAM: LAQUETTA CARPENTER

ANTONY JONES

MIKE MEYERS

TODD SCHMIDT

RICHARD WATTS

VOICE CHARACTERIZATIONS: MAXX PAYNE

KEN TEUTSCH

OWEN RICHARDSON

CONNIE HIGH

AMY RICHARDSON

CHRISTINE THURMOND

JEFF BORDNER

MUSIC PRODUCED AND
ENGINEERED BY:

CHUCK E. MYERS,
BIG IDEA MUSIC
PRODUCTIONS INC.

MUSIC COMPOSED AND
PERFORMED BY:

CHUCK E. MYERS

TOM HOPKINS

BEN CARSON

BRADY ELLIS

TINO SAIKI

ADDITIONAL PERFORMERS: DR. RAY SMITH

RICH DIXON

SEAN HALEY

DAN WALDIS

TODD SORENGEN

CRAIG POOLE

PAT SMITH

BRYCE MECHAM

TEVIS LAUKAT

BRET JACKSON

VOCALS: PATRICK EVJE

VAL TIATIA

SHAUN SATTIEWHITE

DOUG WALKER

NEAL MIDDLETON

CHRIS CHINDLUND

HEATHER CARSON

ADDITIONAL ENGINEERING: MIKE GREEN

@ L.A. EAST

CAMRON LEVANGER

GT INTERACTIVE

VP OF MARKETING: HOLLY NEWMAN

GROUP PRODUCT

MANAGER: EVAN STEIN

PRODUCT MANAGER: HEH-KYU SINCOCK

COMMUNICATIONS

MANAGER: LANCE SEYMOUR

DIRECTOR OF CREATIVE

SERVICES: LESLIE MILLS

CREATIVE DIRECTOR: VIC MERRITT

PRODUCTION COORDINATOR: LIZ FIERRO

GRAPHIC ARTIST: JILL POMPER

MANUAL EDITOR: PETE WITCHER

BIG FAT JUICY SECRET!

NEVER THOUGHT YOU'D FIND A BIG, FAT, JUICY SECRET IN THE MANUAL, DID YOU? WELL, SINCE YOU TOOK THE TIME TO READ THE CREDITS WE THOUGHT WE'D GIVE YOU A LITTLE SURPRISE. HERE'S THE CODE TO SNEAK A PEAK AT ONE OF THE COOLEST GAME MOVIES OUT THERE,

DUKE NUKEM™ TIME TO KILL.

ENTER THIS CODE AS A PASSWORD IN THE OPTIONS MENU.

■ ■ ● ● ▲ ▲ TO RUN THE MOVIE.

TECHNICAL SUPPORT (U.S. & CANADA)

ASSISTANCE VIA WORLD WIDE WEB

GET UP-TO-THE-MINUTE TECHNICAL INFORMATION AT THE GT INTERACTIVE SOFTWARE WEB-SITE, AT: [HTTP://WWW.GTISONLINE.COM](http://www.gtisonline.com), TWENTY-FOUR HOURS A DAY, SEVEN DAYS A WEEK. THROUGH THIS SITE YOU'LL HAVE ACCESS TO OUR FAQ DOCUMENTS, (FREQUENTLY ASKED QUESTIONS) WHICH CONTAIN OUR LATEST PRODUCT INFORMATION. YOU'LL HAVE ACCESS TO OUR HINTS/CHEAT CODES AREA WHERE YOU CAN PICK UP SOME TIPS IF THEY'RE AVAILABLE, AND AN E-MAIL AREA WHERE YOU CAN LEAVE US YOUR TECH SUPPORT PROBLEMS AND QUESTIONS IF YOU DO NOT FIND YOUR ANSWERS WITHIN THE FAQ.

HELP VIA TELEPHONE/FAX OR MAIL IN THE UNITED STATES & CANADA

FOR PHONE ASSISTANCE, CALL GT INTERACTIVE SOFTWARE'S TECH SUPPORT AT 425-398-3074. WE HAVE AN INTERACTIVE VOICE RESPONSE AND FAXBACK SYSTEM THAT IS AVAILABLE TWENTY-FOUR HOURS A DAY, SEVEN DAYS A WEEK. THIS AUTOMATED SUPPORT WHICH WILL INCLUDE INFORMATION FROM OUR FAQ DOCUMENTS SUCH AS GAMEPLAY TIPS, INFORMATION ON CONTROL KEYS, POSSIBLE CHEAT CODE COMBINATION KEYS, INSTRUCTIONS FOR FINDING SECRET SCREENS AND/OR ADDITIONAL GAME LEVELS IF THESE TYPE ITEMS EXIST AND ARE MADE AVAILABLE FOR THIS PARTICULAR PRODUCT. IF YOU SHOULD NEED LIVE SUPPORT, WE ARE AVAILABLE MONDAY THROUGH FRIDAY, 7:30 AM UNTIL 7:30 PM (PST). PLEASE NOTE THAT LIVE TECH SUPPORT MAY BE CLOSED ON MAJOR HOLIDAYS. YOU MAY ALSO FAX IN YOUR TECHNICAL SUPPORT QUESTIONS OR PROBLEMS TO: (425) 806-0480, OR WRITE IN TO THE ADDRESS BELOW.

PRODUCT RETURN PROCEDURES IN THE UNITED STATES & CANADA

IF YOU ENCOUNTER WHAT MAY BE DETERMINED TO BE A DEFECTIVE PRODUCT MEDIUM ISSUE SUCH AS YOUR GAME FREEZING AT THE BEGINNING OR DURING GAMEPLAY, NO DISPLAY, ETC., YOU MUST CALL OUR TECHNICIANS AT 425-398-3074. IF THEY DETERMINE THAT YOU WILL NEED TO FORWARD MATERIALS DIRECTLY TO US, PLEASE INCLUDE A BRIEF LETTER EXPLAINING WHAT IS ENCLOSED AND WHY. MAKE SURE YOU INCLUDE THE RETURN MERCHANDISE AUTHORIZATION NUMBER (RMA#) SUPPLIED YOU BY THE TECHNICIAN AND YOUR TELEPHONE NUMBER IN CASE WE NEED TO CALL YOU. ANY MATERIALS NOT CONTAINING THIS RMA# WILL BE RETURNED TO YOU UNPROCESSED. YOUR MAIL SHOULD BE SENT TO THE FOLLOWING ADDRESS: GT INTERACTIVE SOFTWARE

13110 NE 177TH PLACE, SUITE # B101, BOX 180 WOODINVILLE, WA 98072-9965, ATTN: TECHNICAL SUPPORT

RMA#: (INCLUDE YOUR RMA# HERE)

WARRANTY POLICY IN THE UNITED STATES & CANADA

IF OUR TECHNICIANS DETERMINE THAT THE PRODUCT STORAGE MEDIUM IS FOUND TO BE DEFECTIVE WITHIN NINETY (90) DAYS OF ORIGINAL PURCHASE, (UNLESS OTHERWISE PROVIDED BY APPLICABLE LAW), GT INTERACTIVE SOFTWARE WILL REPLACE THE ITEM FREE OF CHARGE, TO THE ORIGINAL PURCHASER, IF THE ITEM IS ACCOMPANIED BY THE ORIGINAL DATED RECEIPT AND PACKAGING. IF YOU DO NOT HAVE THE ORIGINAL RECEIPT, OR IF THE WARRANTY PERIOD HAS EXPIRED, GT INTERACTIVE SOFTWARE WILL REPLACE THE PRODUCT STORAGE MEDIUM FOR A NOMINAL FEE.

IF YOUR PRODUCT INFORMATION CONTAINS TECHNICAL SUPPORT PHONE NUMBERS FOR EUROPE, YOU MUST CONTACT THOSE PHONE NUMBERS AND ABIDE BY THEIR WARRANTY POLICIES.

TECHNICAL SUPPORT (EUROPE)

HELP VIA TELEPHONE IN EUROPE

TECHNICAL ASSISTANCE: ENGLISH SPEAKING CUSTOMERS CALL 01923 209145

ASSISTANCE TECHNIQUE: REMARQUE: NOTRE SERVICE DE SOUTIEN TECHNIQUE SE TROUVE EN ANGLETERRE. CLIENTS FRANCOPHONES APPELEZ LE 00 44 1923 209148

TECHNISCHER KUNDENDIENST: BEACHTEN SIE BITTE DASS SICH UNSER TECHNISCHER KUNDENDIENST IN ENGLAND BEFINDET. DEN DEUTSCHSPRACHIGEN KUNDENDIENST ERREICHEN SIE UNTER FOLGENDER NUMMER: 00 44 1923 209151

OTHER

PLEASE DO NOT MAKE UNAUTHORIZED COPIES THE PROGRAM YOU'VE PURCHASED WAS PRODUCED THROUGH THE EFFORTS OF MANY PEOPLE WHO EARN THEIR LIVELIHOOD FROM ITS LAWFUL USE. DON'T MAKE COPIES FOR OTHERS WHO HAVE NOT PAID FOR THE RIGHT TO USE IT. TO REPORT COPYRIGHT VIOLATIONS TO THE SOFTWARE PUBLISHERS ASSOCIATION, CALL 1-800-388-PIRB OR WRITE:

SOFTWARE PUBLISHERS ASSOCIATION, 1101 CONNECTICUT AVE., SUITE 901, NW WASHINGTON, DC 20036

THIS PROGRAM IS PROTECTED BY UNITED STATES FEDERAL AND INTERNATIONAL COPYRIGHT LAWS.

ALL TRADEMARKS MENTIONED IN THIS MANUAL ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.

END-USER AGREEMENT

PLEASE READ CAREFULLY. BY USING THIS SOFTWARE, YOU ARE AGREEING TO BE BOUND BY THE TERMS OF THIS LICENSE. IF YOU DO NOT AGREE TO THESE TERMS, PROMPTLY RETURN THE PRODUCT IN ITS PACKAGING TO THE PLACE WHERE YOU OBTAINED IT.

1. License. The software accompanying this license (the "Software") and the related documentation are licensed to you by us and are subject to this license. If the Software is configured for loading onto a hard drive, you may so load the Software only onto the hard drive of a single computer and run the Software off only that hard drive. You may not delete the copyright notices or any other proprietary legends on the original copy of the Software. You may transfer all rights we grant to you in this license to someone else as long as he or she reads and agrees to accept this license. If there is an editor incorporated into the Software, this license is also subject to Section 8 below.
2. Restrictions. The Software contains copyrighted material, trade secrets and other proprietary material. You may not decompile, modify reverse engineer, disassemble or otherwise reproduce the Software except as expressly allowed by us. You may not rent, lease, sublicense or distribute the Software. You may not electronically transmit the Software from one computer or console device to another or over a network.
3. Termination. This License is effective until terminated. You may terminate this License at any time by destroying the Software and related documentation. This License will terminate immediately without notice from us if you fail to comply with any provision of this license. Upon termination, you must destroy the Software and related documentation.
4. Disclaimer of Warranty on Software. You are aware and agree that use of the Software and the media on which it is recorded is at your sole risk. The Software, related documentation and the media are provided "AS IS." Unless otherwise provided by applicable law, GT Interactive Software Corp. warrants to the original purchaser of this product that the Software storage medium will be free from defects in material and workmanship under normal use for ninety (90) days from the date of purchase. This warranty is void if the defect has arisen through accident, abuse, neglect or misapplication. We EXPRESSLY DISCLAIM ALL OTHER WARRANTIES, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. WE DO NOT WARRANT THAT THE FUNCTIONS CONTAINED IN THE SOFTWARE WILL MEET YOUR REQUIREMENTS, NO ORAL OR WRITTEN INFORMATION OR ADVICE GIVEN BY US OR ANY OF OUR AUTHORIZED REPRESENTATIVES SHALL CREATE A WARRANTY OR IN ANY WAY INCREASE THE SCOPE OF THIS WARRANTY. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES, SO THE ABOVE EXCLUSIONS MAY NOT APPLY TO YOU.
5. Limitation of Liability. UNDER NO CIRCUMSTANCES, INCLUDING NEGLIGENCE, SHALL WE BE LIABLE FOR ANY INCIDENTAL, SPECIAL OR CONSEQUENTIAL DAMAGES THAT RESULT FROM THE USE OR INABILITY TO USE THE SOFTWARE OR RELATED DOCUMENTATION, EVEN IF WE HAVE BEEN ADVISED OF THE POSSIBILITY OF THOSE DAMAGES. SOME JURISDICTIONS DO NOT ALLOW THE LIMITATION OR EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. In no event shall our total liability to you for all damages, losses, and causes of action (whether in contract, tort or otherwise) exceed the amount paid by you for the Software.
6. Controlling Law and Severability. This license shall be governed by and construed in accordance with the laws of the State of New York, USA. If any provision of this license is unenforceable, the rest of it shall remain in effect.
7. Complete Agreement. This license constitutes the entire agreement between the parties with respect to the use of the Software and the related documentation.
8. Editor and End-user Variations.
 - (a) The Software may include an "Editor." An "Editor" is a feature which allows you to modify the Software or to construct new variations for use with it. These modifications and variations can be both playable and non-playable. An Editor includes its associated tools and utilities. An Editor is NOT shareware. You may not freely distribute it to any BBS, CD, floppy or any other media. You may not sell it or repackage it for sale.
 - (b) Using the Editor, you may create modifications or enhancements to the Software, including the construction of new levels (collectively referred to as "Variations"), subject to the following restrictions:
 - i. Your Variations must only work with the full, registered copy of the Software, not independently or with any other software.
 - ii. Your Variations must not contain modifications to any executable file.
 - iii. Your Variations must not contain any libelous, defamatory, or other illegal material, material that is scandalous or invades the rights of privacy or publicity of any third party, or contains any trademarks, copyright-protected work, or other recognizable property of third parties.
 - iv. At least once in every online description and with reasonable duration on the opening screen, your Variations must prominently identify (i) the names and email addresses of its creators, and (ii) the words "THIS LEVEL IS NOT MADE BY OR SUPPORTED BY GT Interactive Software Corp., The WizardWorks Group, Inc., or any of their affiliates and subsidiaries."
 - v. Your Variations must be distributed solely for free. Neither you nor any other person or party may sell them to anyone, commercially exploit them in any way, or charge anyone for using them. You may exchange them at no charge among other end-users.
 - vi. By distributing or permitting the distribution of any of your Variations, you hereby grant back to us an irrevocable royalty-free right to use and distribute them by any means.
 - vii. The prohibitions and restrictions in this section apply to anyone in possession of the Software or any of your Variations.

Please do not make unauthorized copies. The program you've purchased was produced through the efforts of many people who earn their livelihood from its lawful use. Don't make copies for others who have not paid for the right to use it. To report copyright violations to the Software Publishers Association, call 1-800-388-PIR8 or write: Software Publishers Association, 1101 Connecticut Ave., Suite 901, NW Washington, DC 20036

This program is protected by United States federal and international copyright laws.

All trademarks mentioned in this manual are the property of their respective owners.

LET THEM EAT LEAD!™

TRAVEL
THROUGH
TIME IN AN
ALL-NEW
DUKE NUKEM™
FRAGFEST!



LIGHT UP L.A. 10



Licensed by



Developed by



DUKE NUKEM TIME TO KILL™

www.duke-nukem.com

Includes a
**DUKE NUKEM:
TIME TO KILL**
Preview Movie
(Rated M by
the ESRB)
TO ACCESS:
In option screen,
use password:
██████

Need a hint?

1-900-CALL-2GT

1-900-225-5248

(95¢ per minute. \$1.95 for fax back maps.)
must be 18 years or older, or have parent's
permission to call. touch tone phones only.



SINGLETRAC™
www.singletrac.com



GT Interactive
Software
www.gtgames.com



PlayStation

©1998 GT Interactive Software Corp. Rogue Trip Vacation 2012™, SingleTrac and the SingleTrac logo are trademarks of SingleTrac Entertainment Technologies, Inc. GT and the GT Games logo are trademarks and the GT logo is a registered trademark of GT Interactive Software Corp. All other trademarks are the property of their respective companies. Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

04-15883