
ELECTRONIC ARTS
PlayStation
NTSC U/C
PlayStation
Auto Destruct
TEEN
AGES 13+
CONTENT RATED BY ESRB
SLUS-00522
ELECTRONIC ARTS

CONTENTS

STARTING **THE GAME** 2
CONTROL **SUMMARY** 3
INTRODUCTION 5
MAIN MENU 6
STARTING A GAME 7
SNIS Screen 7
The Game Screen 9
Driving the Car 10
Pausing The Game 11
At The End of a Mission 11
OPTIONS 11
TIME TRIAL 13
During the Time Trial 13
After the Time Trial 14
MEMORY CARD 14
PASSWORD 15
EQUIPMENT AND WEAPONRY 16
Other Pick-ups 20
TIPS FROM THE TEMPLE 22
CREDITS 24

For more info about this and other titles, check out Electronic Arts on the web at **www.ea.com**.

Other Pick-ups

Armor (Class I-IV)

The Temple's armor specialists have created four classes of highly resistant ceramic armor that can be placed beneath the outer skin of your car. Class I armor takes a fair amount of abuse whilst the Class IV armor soaks up most anything the Cult can throw at you. Armor adds longevity to both vehicle and its occupant and appears on the damage meter as a green overlay.

Other Vehicular Armor in Current Use

The Temple's technicians have asked us to point out that there are a number of other armors in use by the Cult of Lazarus. You should use your wit and judgment to find the best method of cracking these over-grown tin cans.

Nitro

Put a firecracker in your tailpipe! A Nitro pick-up gives your car much improved acceleration and top speed for a limited time. Burn some serious rubber!

- To activate the Nitro press ▲, then use ✖ as normal to accelerate.

Cruisin' 120 Engine

A tasty number, the Cruisin' 120 is the standard issue powerplant in your vehicle.

Cruisin' 140 Engine

The bigger brother of the Cruisin' 120. Stick this baby under the hood and hold on tight.

Ultra Extreme Engine

Developed exclusively by The Temple's technicians this powerplant delivers unrivaled power and pick-up. Keep a sharp eye on the horizon because everything else will be a blur.

✔ ***EA TIP:*** A faster version of this engine is placed in Time Trial vehicles.

EZ Grip Tires

Top of the range remolds make these tires a cut above those found on less worthy road vehicles.

Super Slick Tires

The height of German engineering produces tires of the highest caliber. For a roadworthy, street-legal machine this rubber is second to none.

Ultra Slick Tires

Forget the rest. If you are lucky enough to get your hands on these, go easy! These Temple-developed prototypes are suitable only for drivers who know how to handle a vehicle at the edge of the envelope. If you've got the credentials you can find out what it's like to drive on rails!

TIPS FROM THE TEMPLE

Keep 'em Peeled

Keep a sharp eye out for pick-ups (Yellow and Green targets). Some are vital to complete mission objectives (Green targets); others are necessary for your protection (Yellow).

✔ ***EA* TIP:** In addition to pick-ups indicated by yellow and green targets, there are bonus pick-ups hidden all around the city. These pick-ups do not show up on the Scanner or Nav-Pad so you'll need to scout around to find them.

Weapon vs Armor

Study the effectiveness of different weapons against the Cult's medley of combat vehicles. Temple technicians point out that the armor used on the various Cult wrecks they have examined have differing armor composition. They suggest trying different weapons until you find a sound plan of attack. The key here is experimentation.

Use your Nav-Pad

Consult your Nav-Pad regularly. It enables you to plan a fast route to the next waypoint as well as allowing you to track targets out of scanner range.

- Press **SELECT** to access the Nav-Pad.

✔ **Note:** When you access the SNIS, the action stops.

Watch those Civilians!

The poor citizens of the world's cities live in fear as the threat of the Lazarus looms large. The Temple is committed to wasting disciples, not civilians. We trust you'll try to keep civilian casualties to a minimum. In the final analysis, however, we feel it is better to shoot first and ask questions later.

Use the Views

Use **L1** and **L2** to give you a broader view of the theater of operation.

Default Gameplay Controls

ACTION	COMMAND
Steer left/right	D-Button ↔
Accelerate	✖ or D-Button ↑
Brake	■ or D-Button ↓
Reverse	D-Button ↓
Fire Weapon (with weapon pick-up)	●
Nitro (with nitro pick-up)	▲
Change View up/down	**L1/L2**
Change Weapon (with multiple weapon pick-ups)	**R1**
Rear View	**R2**
Pause; Access map/objective	**SELECT**
Pause; Access Pause menu	**START**

INTRODUCTION

Potential Operative Booth,

The Cult of Lazarus is an insane and disparate group of individuals, styling themselves as a modern salvationist religion-cum-Mafia. Headed up by the eponymous Lazarus, a mysterious but charismatic intellect, this cult has gained enormous popularity amongst people of many walks of life.

Their disciples have contacts at all levels of society. They operate outside the law, showing no respect for human life in their struggle for domination. Their 'scriptures' emphasize martyrdom for the cause and nearly every disciple apprehended alive has borne this out. They remain stonily silent and will desperately attempt a bizarre form of Hari-Kari at any opportunity.

Where do you come into all this? We, The Temple, have launched a search for a young gearhead with tenacity, ability, and a score to settle. Someone to take the battle to Lazarus and his cult of suicidal maniacs. We selected you because, after your tragic loss, we feel your focus, resolve, and motivation will give you the edge in most road-combat situations. Are you with us?

Potential drivers are often unwilling to join our ranks. This is understandable, given the myriad risks and covert nature of our operation. Nonetheless, we trust you will step into the breach and help save the cities of the world and their innocent citizens from the clutches of Lazarus and his denizens of evil.

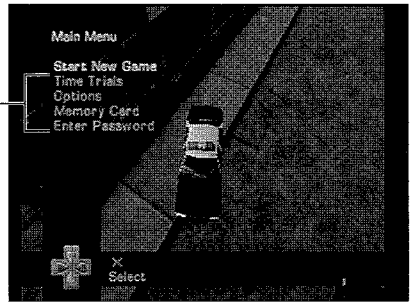
If you are tempted by this opportunity read on. Otherwise, leave this document for another, more hardy individual.

—High Level Operative Alex
For and on behalf of The Temple

MAIN MENU

At the Main menu you can start a new game, set game options, or resume a saved game.

To select a Main menu option, D-Button ↕ to highlight it, then press ✖



START NEW GAME Go straight to the action. ➤ *Starting a Game* on p. 7.

TIME TRIALS Run a practice mission to refine your racing skills and gain local knowledge. ➤ *Time Trial* on p. 13.

OPTIONS Configure sound and controllers. ➤ *Options* on p. 11.

MEMORY CARD Load a saved game from your Memory card. ➤ *Memory Card* on p. 14.

ENTER PASSWORD Enter a password divulged at the end of an earlier mission. ➤ *Password* on p. 15.

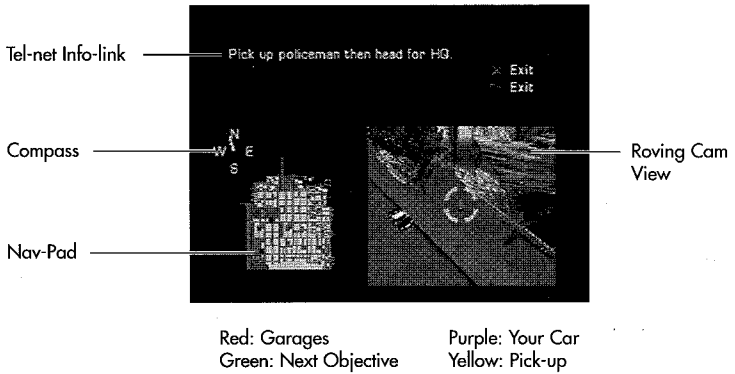
STARTING A GAME

If you like to learn a game on the fly, here's all you need to get on the road and in the fray. If it's revenge you seek, you're in the right place.

❒ When you select START NEW GAME from the Main menu, the Sat-Nav Info Screen (SNIS) appears.

SNIS SCREEN

During the game, the SNIS screen appears automatically at relevant points to guide you through the carnage and highlight the next objective which will generally flash on the Nav-Pad.



- If at any point you are lost, confused, or need a hint press **SELECT** to access the SNIS screen.

✔ ***EA* TIP:** To get a fly-by view of the next objective (waypoint), press ✖.

✔ **Note:** The SNIS screen is not available in Time Trial mode.

Tel-net Info-link

Written and spoken instructions commence immediately. Listen to and read these instructions carefully. Failure to do so will lead to your speedy defeat.

- To scroll the written instructions D-Button ↕.

Nav-Pad

Below the Info Link is the Nav-Pad. The Nav-Pad displays a map of the city and a compass. Flashing lights on the map represent various items, targets, and objectives.

FLASHING GREEN	FLASHING RED	FLASHING WHITE	FLASHING BLUE
Next Objective	Enemy Target	Neutral	Friendly

✔ ***EA* TIP:** The compass always points in the direction your car is facing.

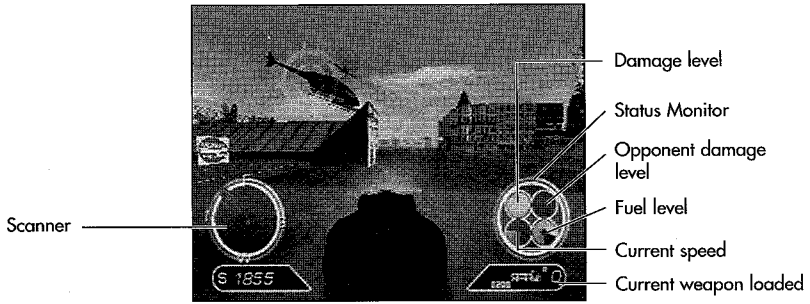
Roving Cam View

More than a pretty picture, this screen displays mission related footage gleaned from the city's many hidden surveillance cameras.

This screen is always available and constantly updated through your car's sophisticated on-board satellite navigation and info system.

THE GAME SCREEN

Behind the wheel of one of the Temple's high-powered cars this is one of a choice of driving views you have on the action. The other views are Chase, Long Chase, and Overhead.



Green: Next Objective Blue: Nearest Friend Red: Nearest Enemy

Choose a driving view to suit your style. Some angles give you a better idea of your surroundings while others are better for close combat.

- To change your driving view up/down, press **L1/L2**.

The Garage and Repair Shop

You begin *Auto Destruct* with four lives (cars). When your car's damage level becomes critical, a white arrow appears on your scanner directing you to the nearest Repair Shop. Heed these warnings as you are not invincible... yet.

San Francisco has two Repair Shops; they appear as red blocks on the Nav-Pad. You may refuel or get your vehicle repaired at these locations—for a price.

Driving the Car

Your vehicle is a finely tuned combat sports car and, therefore, needs to be handled with precision. If you have difficulty driving the vehicle both fast and accurately, we recommend some time trial practice to sharpen your driving skills and improve your knowledge of the city streets.

❒ For default gameplay controls, ➤ *Control Summary* on p. 3.

✔ ***EA* TIP:** To allow you to focus on mission objectives, trees, light poles, and sign posts don't impede your progress or cause damage to your car.

You begin with no weaponry loaded. You'll find weapons dropped or placed at various points during the game. Weaponry appears as yellow dots on the Scanner and as yellow targets on-screen. Look out for these and pick them up—without ammunition you are powerless to defeat the Cult of Lazarus.

❒ For more information on items you will encounter during the missions, ➤ *Equipment and Weaponry* on p. 16.

Pausing The Game

- To pause the game, press **START**. The Pause menu appears.
- To select a Pause menu option, D-Button ↕ to highlight it then press ✖.

Continue	Return to your mission.
Restart Mission	Speaks for itself. Keep in mind you lose a life.
Options	Configure sound effects and controllers. (➤ *Options* below.)
Quit Game	End mission and return to the Main menu.

At The End of a Mission

Upon completion of each mission, a screen appears displaying two choices and a 9-letter password. The password allows you to start your next session at that point. This is useful if you do not have a Memory card. ➤ *Password* on p. 15.

- To select an option, D-Button ↕ to highlight it then press ✖.

Next Mission	Proceed directly to the next mission.
Save Game	Save your progress to a Memory card (if applicable).

✔ **Note:** For information on saving games, ➤ *Memory Card* on p. 14.

OPTIONS

- To select an option, D-Button ↕ to highlight it, then press ✖.
- To return to the Options menu from an option screen, highlight EXIT and press ✖.
- To proceed to the game from an option screen, press **START**.

Sound Configuration

Music Volume: To adjust the level of background music, D-Button ↔.

Effects Volume: To adjust the level of sound effects, D-Button ↔.

Speech Volume: To adjust the level of spoken dialog, D-Button ↔.

Reset to Default: To return to the default audio settings, highlight RESET TO DEFAULT and press ✖.

- To activate the sound effect, music, or speech sample, press ✖.

Controller Configuration

Configuration Type: To choose between four controller setups, D-Button ↔. Highlight EXIT and press ✖ to accept.

Reset to Default: To return the controller configuration to the default setting, highlight RESET TO DEFAULT and press ✖. (➤ *Control Summary* on p. 3.)

Analog Controllers

Analog controllers deliver a more realistic driving experience than their digital counterparts because they allow for gradual control, rather than simple on/off functions.

To calibrate an analog controller:

1. Insert the game controller and turn on the PlayStation game console.

❒ If your controller has an Analog/Digital switch, it must be set to Analog.

2. Go to the Controller Configuration screen, highlight ANALOG CONFIGURATION, and press ✖.
3. Follow the instructions on the Calibration screen, then press **START** to accept.

TIME TRIAL

Select Time Trial to refine your driving skills and gain familiarity of the city. In a Time Trial, the car functions as normal but weapons are not loaded.

❒ When you select TIME TRIAL from the Main menu, the Time Trial screen appears.

- To select a city from the Time Trial screen, D-Button ↕ then press ✖. The Time Trial starts.

✔ **Note:** To start with, you can attempt a Time Trial only on the streets of San Francisco. As you complete levels other cities become available.

During the Time Trial

Arrows appear on-screen to guide you through the Time Trial course. An imminent direction change is accompanied by an audible warning.

✔ ***EA* TIP:** If you take a wrong turn, the arrows direct you to the point at which you left the course.

After the Time Trial

When you finish the course you are given three options:

- To select an option, D-Button ↕ to highlight it then press ✖.

Try Again: Restart the current Time Trial.

Save Best Time: Save a particularly good time. (➤ *Memory Card* below).

Quit Time Trial: Exit the Time Trial and return to the Main menu.

✔ **Note:** If you save Time Trial records, they are automatically loaded from the Memory card when the game begins.

MEMORY CARD

If you have a Memory card for your PlayStation game console you may save your progress at the end of each mission.

✔ **Note:** You may not save mid-mission.

To Save a Game:

1. On completion of a mission, highlight SAVE CURRENT GAME and press ✖ to select. The Save Game Screen appears.
2. Highlight an empty memory slot then press ✖ to save the game.

- To exit the menu, highlight NEXT MISSION and press ✖.

✔ **Note**: Never insert or remove a memory card when saving or loading files.

To Load a Saved Game:

1. From the Main menu highlight MEMORY CARD and press ✖. The Memory Card Option screen appears.
2. Highlight LOAD and press ✖. The Load Game screen appears.
3. Highlight the Saved game you wish to load (Auto Destruct games have an AD icon), then press ✖ to load the game. The game begins.

To Delete a Saved Game:

1. From the Main menu highlight MEMORY CARD and press ✖. The Memory Card Option screen appears.
2. Highlight DELETE and press ✖. The Delete Game? screen appears.
3. Highlight the Saved game you wish to delete, then press ✖ to select.
4. To confirm that you wish to delete the game, highlight YES and press ✖.

- To exit the menu press ▲.

✔ **Note:** A regular save game has an 'AD' icon while a Time Trial record has a 'TT' icon.

PASSWORD

At the end of each mission a password appears. Be sure to write down the password exactly as it appears on the screen.

1. When you start a session highlight ENTER PASSWORD on the Main Menu, then press ✖. The Password screen appears.

2. D-Button ↕ to cycle through the letters and D-Button ↔ to move onto the next letter. When you have selected all nine letters press ✖. If the password is correct the next mission loads.

EQUIPMENT AND WEAPONRY

Machine Gun (Class I and II)

The technology may not have changed in a century but this weapon, well aimed, will devastate most vehicles on the road. The Class II machine gun is a more advanced, quicker discharging weapon. Eat 7.6mm lead, disciples!

Rockets/Heavy Rockets

An armor-piercing, explosive-tipped rocket that will have your enemies weeping into their coffee. Big damage, if you hit your target, but difficult to aim.

Heavy Rockets are similar to standard rockets but have more punch per projectile.

Homers/Heavy Homers

Like a rocket only a little smarter. This computer-controlled baby will home in on the closest target reducing it quickly to scrap. Especially useful against airborne adversaries the Homer is a proven way to clean the streets of disciple scum.

The Heavy Homer is a sure-fire way to break up a tea party. This is the meaner, more meaningful version of the Homer. Not to be taken lightly.

Laser/Double Laser

Using laser optic technology, this fires a 500 megawatt pulse charge right to the heart of the matter. An extremely powerful weapon that makes mincemeat out of any would-be or already-are bad guys.

The Double Laser provides twice the power and twice the fun.

Cannon/Heavy Cannon

An updated version of the medieval staple. It's relatively slow fire rate might get you into trouble if ill-aimed. However, this is little compensation for the unfortunate individual on the receiving end of its' considerable destructive power.

The Heavy Cannon is simply the Cannon's bigger, badder brother.

Mine/Heavy Mine

Tired of aggressive tailgaters? Drop a few of these pressure sensitive fellas then check your rear-view mirror as things heat up. Be careful though, a few unfortunate operatives have been known to drop a mine and then put their car into reverse—with disastrous consequences!

✔ ***EA* TIP:** Mines, of both varieties, deactivate after a short time.

Oil/ Oil Stream

These rear mounted, tarmac lubrication devices cause mayhem to people on your six. The Oil Stream dumps more oil than the simple Oil and is thus more effective.

✔ ***EA* TIP:** This hardware causes all steering, braking or acceleration input to be ineffective until the oil has worn off the vehicle's tires.

Smoke Screen

This rear mounted device pumps out a thick cloud of dense smoke making careful driving impossible. The Cult often uses this evasion method in unison with Oil so be alert.

✔ ***EA* TIP:** A smoke cloud will clear after a few moments.

Bomb/ Heavy Bomb

Pop these percussion-capped devices into the fray and watch the sparks and metal fly. The Bomb and Heavy Bomb are launched a set distance so learning how to aim them effectively will reap dividends for the eager follower of The Temple. A Bomb explodes on contact with anything.

Bouncer

Similar to the Bomb but with added inspiration from Barnes Wallaces' famous bouncing bombs. The Bouncer will only explode upon contact with a vehicle; as such it can be bounced off walls, sidewalks and the city streets. Causes heavy damage if it hits a vehicle.

✔ ***EA* TIP:** Any Bouncers that do not make contact with a vehicle self-destruct after a set timespan.

Swarmers

Brings out the sadistic streak in any operative. These svelte but deadly mini-rockets literally swarm around the closest target and deliver their explosive sting to the nub of the issue.

❒ Each press of ● launches three Swarmers; their homing function makes them useful against airborne or evasive prey.

Plasma

Biotech engineering delivers firepower to die for, so to speak! This Plasma Gas Accelerator fires pulses of plasma energy disrupting and destroying most objects in its path. As its manufacturers, Biotech, boast: It's beyond the laws of physics.

Laser Beam/Double Laser Beam

A continuous double 700 megawatt laser stream literally fries your foes! Cuts armor and steel like a knife through butter though your electricity bill may be a little high.

The Double Laser Beam consists of two weapons mounted on either side of your vehicle firing in unison.