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PlayStation™

ELECTRONIC ARTS®

PlayStation™

NTSC U/C

PlayStation



TEEN
T
AGES 13+
CONTENT RATED BY ESRB

SLUS-00035

ELECTRONIC ARTS®

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:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT). avoid repeated or extended use of video games on large-screen projection televisions. Refer to your projection TV instruction manual for more details.

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.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

ROAD RASH

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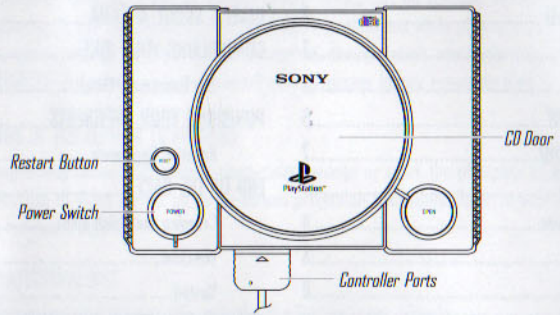
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STARTING THE GAME



1. 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.**
2. Insert the *Road Rash*™ disc, and close the CD door.
3. Insert game controllers and turn on the PlayStation game console.
4. Follow on-screen instructions to start a game. The STARTUP menu appears.

LAWYER'S BLURB

We hope you find *Road Rash* as entertaining as we do. Games are a great way to act out fantasies in a virtual environment where no one gets hurt.

The game is meant for entertainment purposes only. Events in the game and in the video are fantasy and are not meant to model reality in any way.

In the real world, if you run from the police you'll go to jail; if you fall off your bike, you might not get back up. There's only one place for racing: a closed-circuit race track. There's only one way to ride: within the limits of your abilities and with full protective gear. Use your head.

ROAD RASH

Road Rash explodes onto the PlayStation game console with more attitude and aggression than ever before! We've packed the world's most successful racing/combat game with awesome 3-D animations, tons of reactive video sequences, and some of the nastiest characters you'll find this side of anywhere! And, for your parents' listening discomfort, we've thrown in 14 original songs from six of the hottest alternative bands A&M Records has to offer.

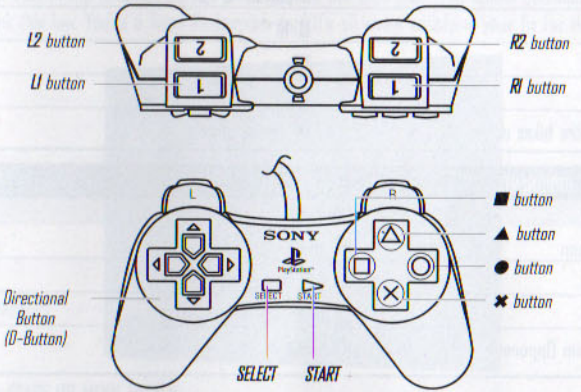
Check out the adrenaline-pumping *Road Rash* introductory sequence, then sign up and race the circuit yourself. *Road Rash* contains five all-new courses in five unique locations up and down the golden state—from the tip of the Sierra Nevada to the shores of The City by the bay. Place in one of the top three positions on each track to advance to the next level. Qualify on each of the five courses on the fifth level to walk away with the *Road Rash* cup, the respect of your peers, and a bladder full of the bubbly stuff.

...and your parents said you'd never amount to anything!

ROAD RASH FEATURES INCLUDE:

- Five race environments offering heart-stopping realism and all the lawless high-speed action *Road Rash* fans expect.
- In-game action digitized from real-life for fierce combat and vicious wipe-outs you can almost feel.
- Reactive opponents with individual personalities.
- Seven memory slots to save your games-in-progress. (PlayStation memory card required.)
- 15 killer cycles, including Nitro-equipped Super-bikes.
- Live-action video and raw, energetic music featuring Soundgarden, Paw, Swervedriver, Therapy?, Monster Magnet, and Hammerbox.

CONTROL SUMMARY



GETTING AROUND IN THE MENUS	
ACTION	COMMAND
Highlight A Menu Item	D-Button ↑↓←→
Accept Choice/Continue	■, ✖, or ●

CONTROLLING YOUR BIKE

ACTION	COMMAND
Steer Left/Right	D-Button ←→
Lean Left/Right	L1/R1
Brake	■
Accelerate	✖
Nitrous Burst (nitro bikes only)	✖ (twice quickly)

PUNISHING YOUR OPPONENTS

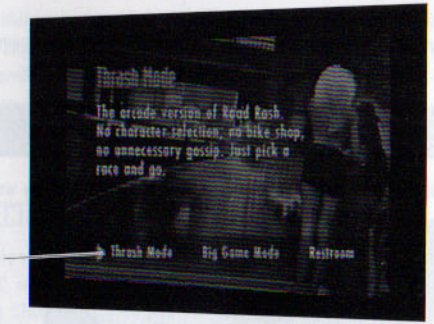
ACTION	COMMAND
Punch/Use Weapon	R2 or ●
Backhand Punch	● + D-Button ↑
Kick	L2 or ● + D-Button ↓
Grab Weapon From Opponent	R2 or ●

GENERAL GAMEPLAY

ACTION	COMMAND
Pause/Continue Race	START
Quit Game	START + SELECT

THE START-UP MENU

A dark, damp alley in the toughest part of town. Nobody, not even your high school guidance counselor, imagined you'd sink this low. You're a Road Rasher now and it's all about satisfying your fix for the next race.



Highlight

TO CHOOSE A START-UP MENU OPTION:

1. From the START-UP menu, D-Button ←→ to highlight an option.
2. Press ■, ✖, or ● to select the highlighted option.

THRASH MODE

The stripped down, no frills version of *Road Rash*. Just pick a track (set Restroom options if you want), then hit the road.

BIG GAME MODE

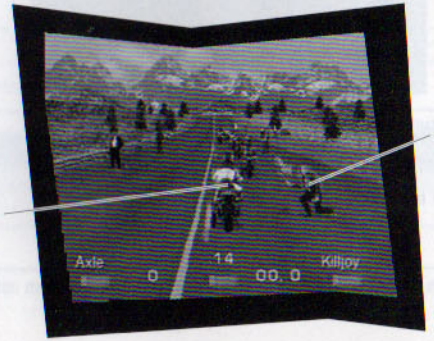
Immerse yourself in the *Road Rash* lifestyle—assume an alter ego, race the circuit for cash, and bust up the local club scene with your co-rashers between races. You can use your winnings to purchase new bikes, pay your fine if you get busted, and repair your scooter when you wreck.

RESTROOM

Load or save games-in-progress and set race options. If you don't have any saved games, go ahead and choose a racing mode first; you'll get another opportunity to visit the Restroom later.

ENTERING A RACE

If you're already chomping at the bit to hit the starting grid, here's the quickest way we know to enter a race.



- Check the *Control Summary* on p. 5, then choose THRASH MODE, select a track, and wait for the flag to drop.

To learn more about *Road Rash* before entering a race, read on.

WHO'S AFRAID OF THE BIG "BAD" GAME MODE?

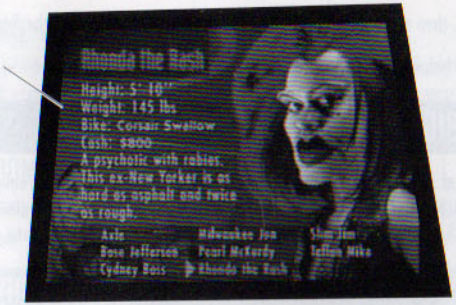
If you think you're *all that* (and a bag of chips), enter Big Game mode and let's see what you're really made of. Winning the Big Game circuit means more than just burning up the track; you've gotta select an alias who's size and personality complement your racing style and—in the later levels when the competition heats up—you'll have to spend some of that cash to purchase faster bikes.

- To enter Big Game mode, select BIG GAME MODE from the STARTUP menu. The CHARACTER SELECTION screen appears.

CHARACTER SELECTION

Remember those people you grew up with who—when you moved on to high school—seemed to fall off the face of the earth? Well, we combed all the bowling alleys, watertowers, and movie theater parking lots in town 'til we rounded 'em up. Choose your alter ego at the CHARACTER SELECTION screen; you can base your decision on bike, personality, size, and bank account.

As a rule of thumb, smaller rashers ride more quickly, while bigger rashers pack more punch. Rashers with bigger bank accounts? Well, they've got more money.



TO CHOOSE A CHARACTER:

1. From the CHARACTER SELECTION screen, D-Button ↑↓←→ to highlight the character you want.
2. Press ■, ✖, or ● to select the highlighted character. The Street appears.

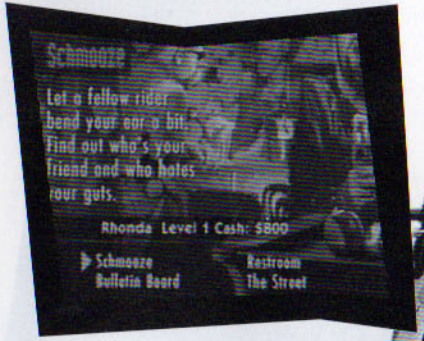
THE STREET

From The Street, you can duck in Der Panzer Klub to hang out with your fellow dirtbags before the race or take a peek at what's new on the showroom floor in Olley's Skoot-A-Rama.



DER PANZER KLUB

Der Panzer Klub is where Road Rashers gather to soak up a little liquid courage before contests. From the Klub you can sign up for the next race on the circuit, schmooze with those select few rashers who *can* speak in complete sentences, or hit the Restroom to... uh, adjust things.

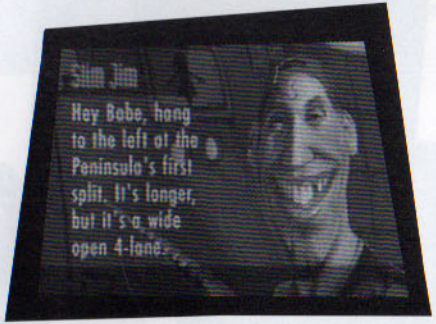




SCHMOOZE

In addition to its speed, aggression, and vice, the *Road Rash* scene is *kind of* a social scene (demented and sad, but social). Cozy up to your favorite delinquents and find out what's on their dim-witted minds.

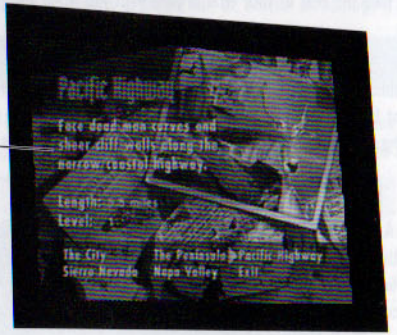
Pay attention to what the other rashers have to say. They've been known to let racing tips slip out when they get loose.



- To Schmooze the next rasher, press ■, ✖, or ●. When you've heard it all, the DER PANZER KLUB menu appears.

BULLETIN BOARD

There's a bulletin board at Der Panzer Klub with postcards of all the tracks on the *Road Rash* circuit—this is where you sign up for your next race. Each postcard contains a description of the track along with the course length for the current level. When you qualify on a track, a checkered flag appears on its postcard.



TO SIGN UP FOR A RACE:

1. From the BULLETIN BOARD screen, D-Button ↑↓←→ to highlight the track you want.
2. Press ■, ✖, or ● to select the highlighted track. The game loads.
   - To return to Der Panzer Klub without selecting a course, select EXIT.

When you arrive at the BULLETIN BOARD screen in Thrash mode, you can enter the Restroom by selecting RESTROOM.

THE CITY

Rage through the most beautiful city in the world, where cable cars climb halfway to the stars. Commuters, pedestrians, and buildings (lots of 'em) make this one of the most challenging courses you'll face. Leave your heart in The City, but try to take the rest of your vital organs with you when you go.

THE PENINSULA

Think you smell bacon? Wouldn't surprise us. The Peninsula boasts more cops than doctors and lawyers combined, and that's quite a feat for this affluent suburb. Your average rasher has a rap sheet as long as his or her arm, and you can bet the majority of it came from busts during races on The Peninsula.



PACIFIC HIGHWAY

A pleasant ride through a beachside community, not much traffic and very little threat from The Fuzz. Sounds like a piece of cake, right? Wrong! The Pacific Highway is the most demanding course on the circuit. Its narrow tunnels, sharp corners, and sheer cliffs have brought lesser rashers to their skinned knees.

SIERRA NEVADA

The Sierra Nevada course was a far easier ride before the latest logging restrictions went into effect. These days, it seems, every time you stray from the asphalt you run the risk of slamming into an evergreen. The branches may cushion your blow a bit, but the Damage Gauge is not quite as forgiving.

NAPA VALLEY

What is it about Napa Valley that draws Sunday drivers in droves? The historic wineries, the rolling hills, the organic mud baths? Napa Valley may be the only course where you're safer riding in the left-hand lane than in the right. It's up to you, but rear-ending grandpa can be almost as damaging as a head-on collision.

RESTROOM

The Restroom is where you find your game options. You can Load or Save games; choose Game and Player modes; set Player Level, Engine Sound, and Race Music; or drop a quarter in the Juke Box and spin a funky tune.



Default options appear in **bold** type, in this manual.

To choose Restroom options:

1. From the Restroom menu, D-Button ↓↑ to highlight the option you want, then press ■, ✖, or ● to select. The option's submenu opens.
2. From the submenu, D-Button ↓↑ to highlight the choice you want, then press ■, ✖, or ● to select. The submenu closes.
   - To exit the Restroom, select EXIT

LOAD GAME (AVAILABLE WITH GAMES SAVED ONLY)

Load a saved game and continue racing the *Road Rash* circuit with your track qualifications, level progressions, and bank roll intact.

The memory card used to save your game must be connected to your PlayStation game console in order to load the game.

TO LOAD A SAVED GAME:

1. From the Restroom menu, highlight LOAD GAME, then press ■, ✖, or ● to select. The Load Game menu appears.
2. From the Load Game menu, highlight the game you want to continue, then press ■, ✖, or ● to select. The Load Game menu closes.
3. Exit the Restroom and continue your game.

SAVE GAME (AVAILABLE WITH RACES COMPLETED ONLY)

It's a good idea to save your game after each track qualification; that way you won't lose your progress if you wreck, get busted, or if your bratty little brother decides to pull the plug on you.

You must have a memory card connected to your PlayStation game console in order to save a game.

TO SAVE A GAME-IN-PROGRESS:

1. From the Restroom menu, highlight SAVE GAME, then press ■, ✖, or ● to select. The Save Game menu appears.
2. From the Save Game menu, highlight the memory slot you want to save your game to, then press ■, ✖, or ● to select. The Save Game menu closes. Your game is saved and the memory slot is labeled by your character's name.

You can save over an existing game by selecting its memory slot from the Save Game menu.

To delete a saved game, check your PlayStation game console instruction manual.

NOTE: *Road Rash* only uses one block of your memory card to save all seven games.

GAME MODE

The Game Mode options are the same options you get at the Start-up menu. Choose between THRASH MODE and BIG GAME mode.

PLAYER MODE

You can play *Road Rash* by yourself, or you and a friend can take turns at the circuit. Choose ONE PLAYER or TWO PLAYERS.

In Two Players mode, players alternate using the controller connected to Controller Port 1.

PLAYER LEVEL (AVAILABLE IN THRASH MODE ONLY)

In Big Game mode, you've gotta qualify on each track to progress through the levels. In Thrash mode, you can use the Player Level option to set the race level. Select LEVEL 1 through LEVEL 5.

ENGINE SOUND

Turn engine sounds during the race **ON** or OFF. This option controls all 15 screaming choppers.

RACE MUSIC

Set the music during the race **ON** or OFF. This option does not effect Juke Box selections.

JUKE BOX

Road Rash contains 14 tunes by six A&M recording artists (okay, they're *bands*). At the Juke Box you can listen to all the tracks or play a special request.

The Juke Box sub-menu goes one level deeper than the other Restroom Option menus.

- When the Juke Box menu appears, highlight a band name to open the Song sub-menu, then select a song.

EXIT

When you're ready to leave the Restroom, select EXIT. If you're in Big Game mode, the Character Selection screen appears. If you're in Thrash mode, the Bulletin Board screen appears.

OLLEY'S SKOOT-A-RAMA

As you progress through the levels in Big Game mode, a couple of things occur: you acquire lots of prize money and the competition speeds up exponentially. The only way to keep up with the pack is to step into Olley's Skoot-A-Rama and lay down some green on a meaner machine.



TO PURCHASE A BIKE:

1. From Olley's Skoot-A-Rama, D-Button ↑↓←→ to highlight a Bike Class, then press ■, ✖, or ● to select. The Bike Class screen appears.
2. From the Bike Class screen, D-Button ↑↓←→ to highlight the bike you're interested in purchasing, then press ■, ✖, or ● to select. Olley gives you a close-up look at the bike.
3. From the Purchase screen, D-Button ←→ to make your decision. Press ■, ✖, or ● to confirm.

RAT BIKES

Rat Bikes are the plankton of the racing food chain. Don't stay in this class long; you'll be lucky to qualify beyond Level 2 on one of these sorry cycles!

SPORT BIKES

As you move up to the Sport Bike class you may need to adjust your riding technique just a bit. Brake into turns more often and keep your eyes peeled for oncoming cars—decision-making time becomes a luxury.



SUPER BIKES

When you've got the funds to make a purchase from the Super Bike showroom, you're probably set to compete for the *Road Rash* cup. We've taken care of the speed; all you've gotta do is learn to survive on these crotch rockets!

CONTROLLING YOUR BIKE

When you get out on the open road, you'll be racing at speeds up to 180 MPH—down mountain grades, along unpaved roads, over oil slicks and ice patches, and through construction sites. We can't tell you what decisions to make for each situation, but we *can* give you the basics.



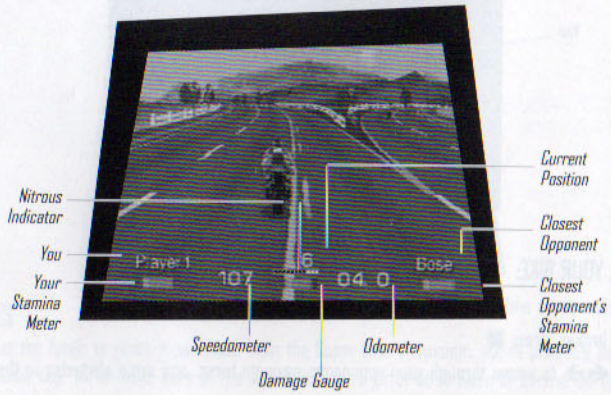
TO CONTROL YOUR BIKE:

- To accelerate, press and hold ✖.
- To hit the brakes, press ■.
- D-Button ←→ to weave through your opponents, navigate turns, and avoid obstacles in the road.

- For less severe turning, press L1/R1 to lean left/right.
- For power slides, D-Button ←→ in conjunction with L1 and R1.
- When you're riding a nitrous-equipped bike, press ✖ twice quickly and hold it down for a nitrous enhanced speed burst.

THE INSTRUMENT PANEL

In the heat of a race, it's essential that you keep your eyes focused on the track, so we've provided you with a heads up display of vital information. One glance at these gauges should tell you everything you need to know.



STAMINA METER

The Stamina Meter displays your endurance. The meter begins at full strength and is reduced each time an opponent lays a blow on you. When your Stamina Meter hits zero, you hit the pavement.

If you're in the thick of a battle and your meter's dwindling, back-off until you recover a bit.

DAMAGE GAUGE

The Damage Gauge tracks the condition of your bike, decreasing with each crash. Unlike the Stamina Meter, the Damage Gauge is not replenished during a race. When it's gone, so's your bike!

CLOSEST OPPONENT

Your closest opponent may be in front of you, behind you, or on top of you. In any case, the Closest Opponent display gives you the skinny on his or her name and Stamina Meter.

ODOMETER

The Odometer shows how far you've traveled from the starting grid. Memorize the length of the course from the Bulletin Board before each race so you can glance at the Odometer and figure out exactly how much further to the finish line.

SPEEDOMETER

The Speedometer shows how fast you're moving. Watch how quickly the numbers go down while you're skidding along the asphalt!

NITROUS INDICATOR (NITRO BIKES ONLY)

Nitro bikes line up at the grid with ten nitrous-oxide charges. Each charge boosts your bike with one nitrous-enhanced burst of speed and diminishes the Nitrous Indicator by one.

CURRENT POSITION

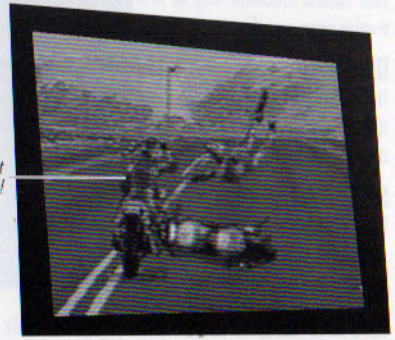
You start each race in 14th place (in Thrash mode, you start in 15th place). Ideally, you'll want to finish in one of the top three positions. Regardless, the Current Position indicator keeps you informed of your position in the pack.

PUNISHING YOUR OPPONENTS

Not to take anything away from the fun of motorcycle racing, but it's hard to think of anything more appealing than beating the tar out of someone at 100 MPH, then watching as they bounce, skip, and skid along the pavement.

Some rashers begin each race with a weapon (either a chain or a bat). If your rasher starts out empty-handed, try to steal a weapon from an opponent.

EA TIP: The easiest way to get a weapon is to rip off a cop's billy club. As the cop attempts to pull you over, you'll have plenty of chances for the grab.



You've got the chain!

TO FIGHT SUCCESSFULLY:

- To punch, press R2 or ● when you're near an opponent.
- To strike your opponent with a stinging backhand, press ● + D-Button ↑.
- To kick, press L2 or ● + D-Button ↓.
- To steal a weapon, press R2 or ● to grab when your opponent takes a swing at you.
- To use a weapon, press R2 or ●.

EA TIP: During combat, use L2 and R2 instead of ●, 'cause when pressing ●, you have to lay off the accelerator and sacrifice speed for swings.

EA TIP: It takes several blows to send an opposing rasher to the pavement, but one well-timed kick can knock 'em into the oncoming traffic—from there, the cars will do the rest.

REACTIVE OPPONENTS

When deciding whether or not to mix it up with one of your fellow rashers, remember one thing: rashers have reactive personalities; the attitude they hold toward you is based upon any action you've taken against them. Don't expect to schmooze a course tip out of a rasher you just spent 5.3 miles hammering into a pulp. *Do* expect that rasher to take a cheap shot at you at some point in the circuit.

END OF THE RACE

Each race begins in exactly the same manner: you and 14 other rashers line up at the starting grid, wait for the flag to drop, then open up the throttle. A race can end in one of three scenarios.

- Press any button to continue through the RACE RESULTS screens.

CROSSING THE FINISH LINE

Crossing the finish line in one piece is a major achievement. If your time is fast enough to qualify for one of the top three positions, you move on to the next track or level. If you don't place this go 'round, you can race the track again or move on to another one and return to it later in the circuit.

WRECKED

As soon as your Damage Gauge hits zero, your bike is wrecked and you're out of the race. Any track qualifications you've racked up on the current level are revoked. In Big Game mode, you'll have to drop some dough to repair your ride. If you can't afford the labor rate, you're outta the game!

BUSTED

Any time you stop near a cop you're gonna get busted—whether you crash or the cop pulls you over. When you get busted, you're yanked out of the race and your track qualifications on the current level are recalled. In Big Game mode, you've gotta pay your fine to stay on the circuit. If your cash flow comes up short, your game is over!

ADVANCING THROUGH THE LEVELS

Qualifying on all five tracks of the first level advances you to the second level with no qualifications. During the second level, the tracks are longer, your opponents are more aggressive, and the bikes are faster. Qualify on all five tracks to move on again.

By the third level, you'll have trouble qualifying with the bike you started out with. Visit Olley's to see what kind of an upgrade you can afford. If your assets are too low, earn money by competing in more races. Continue to upgrade your bike throughout the circuit.

When you qualify on all five tracks of the fifth level, you're deemed *Road Rash* champion and the cup is presented to you with classically tasteless *Road Rash* regalia!

CREDITS

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Art Direction: Jeff Smith, Lori Washbon, Dale Horstman
Director of Development: Keith McCurdy
Producer: Randy Breen

GAME CAST

Motorcycle Rider: Denise "Bud Man" Kobza Jr.
Motorcycle Cop: Randy Breen
Flag Girls: Noreen Dante, Lisa Higgins
Business People: Lucy Bradshaw, Margaret Foley, Jeff Lee, Mark Douglas, Cyndi Hill, David Stokes
Tourist: Andrea Smith

Pedestrian: Emily Favors
Joggers: Randy Dillon, Audrey Gustafson
Skateboarders: Dave Luoto, Nathan Walrath
Bikers: Noreen Dante, Randy Dillon, Mark Douglas, Lisa Higgins, Dave Luoto, Andrea Smith, Jeff Smith
Boogie Boarder: Dan Hewitt
Beach Dwellers: Dan Hewitt, Kara Mabry
Divers: Kara Mabry, David Stokes
Tennis Player: Jeff Lee
Hitchhikers: Margaret Foley, Randy Dillon
Caltrans: Mark Douglas, Dan Hewitt, Lisa Higgins, Dave Luoto, Jeff Lee, Andrea Smith

VIDEO PRODUCTION

Director: Rod Gross
Line Producer: Larry Lauter
Director of Photography: Robin Mortarotti
Video Engineer: Jim Rolin
Key Grip: Mark Otewalt
Production Assistants: Joe Cravelli, Stefanie Wasserman
Wardrobe/Props: Brenda Giguere
Camera Car: Jeff Bane
Offline Editing: Alan Babbitt, Rod Gross, Rod Swanson
Online Assembly: Jim Spadoni

VIDEO POST-PRODUCTION

Design of Effects & Logo Treatment: Rod Swanson EA Director, Good Pictures, San Francisco
Special Effects & Additional Online Editing: Randy Breen EA Director, Rod Gross Director Western Images, San Francisco
Color Correction: Jeff Smith EA Director, Western Images, San Francisco
Sound Effects: Murray Allen EA Director, Music Annex, San Francisco
Music & Audio Processing: Tony Berkeley, Marc Farly
Video Processing & Compression: Media Lab EA San Mateo, Video Technology EA San Mateo

VIDEO CAST

Squad Car Driver: Ron Boyer
Motorcycle Cop: Cato Samuels
Cop: Melissa Rogers
Stunts: Sean P. Donohue
Motorcycle Riders: Joel Bloom, Randy Breen, Joe Carrillo, Jeff Smith
Race Conclusion Winners, Losers: Joel Bloom, Randy Breen, Joe Carrillo, Randy Dillon, Stacey Hayes, Audrey Gustafson, Jeff Smith, Jeff Stokol
Trophy Presenters: Stacey Hayes, Lisa Higgins, Bill Lee, Nathan Walrath
Delinquent Kid: Anthony Marshall
Bottle Bully: Scott Gilliland
Park and Run Driver: Steve Murray
Dog Trainer: Bow Wow Productions

MUSIC CREDITS

Hammerbox
Trip, Simple Passing
Written by Carrie Akre, Harris Thurmond, James Atkins & Dave Bosch. Published by Fat Karma Music/Blue Zephyr Music (ASCAP). Produced by Michael Beinhorn.
℗ 1993 A&M Records, Inc.
From the A&M cassette & CD "Numb"
31454 0072 4/2

Monster Magnet
Dinosaur Vacume
Written by David Wyndorf. Published by Songs of PolyGram International, Inc./Bull-God Music (BMI). Produced by Dave Wyndorf.
℗ 1993 A&M Records, Inc.
From the A&M cassette & CD "Superjudge" 31454 0079 4/2

Paw
The Bridge
Written by Mark Hennessy and Grant Fitch. Published by Dinky Tone Music/Cyberpope Music (ASCAP). Produced by Mr. Colson & Paw. Mixed by Andy Wallace.
℗ 1993 A&M Records, Inc.
From the A&M cassette & CD "Dragline"
31454 0065 4/2

Paw
Pansy, Jessie
Written by Mark Hennessy, Grant Fitch and Peter Fitch. Published by Dinky Tone Music/Cyberpope Music/Camel Face Music (ASCAP). Produced by Mr. Colson & Paw. Mixed by Andy Wallace.
℗ 1993 A&M Records, Inc.
From the A&M cassette & CD "Dragline"
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Soundgarden
Rusty Cage, Outshined
Music & Lyrics: Cornell. Published by You Make Me Sick I Make Music (ASCAP). Produced by Terry Date and Soundgarden
℗ 1991 A&M Records, Inc.
From the A&M cassette & CD "Badmotorfinger" 75021 5374 4/2

Soundgarden
Kickstand
Lyrics: Chris Cornell. Music: Kim Thayil. Published by You Make Me Sick I Make Music/In One Ear And Out Your Mother Music (ASCAP). Produced by Michael Beinhorn & Soundgarden
Mixed by Brendan O'Brien.
℗ 1994 A&M Records, Inc.
From the A&M cassette & CD "Superunknown" 31454 0198 4/2

Soundgarden
Superunknown
Lyrics: Chris Cornell. Music: Kim Thayil & Chris Cornell. Published by You Make Me Sick I Make Music/In One Ear And Out Your Mother Music (ASCAP). Produced by Michael Beinhorn & Soundgarden. Mixed by Brendan O'Brien.
℗ 1994 A&M Records, Inc.
From the A&M cassette & CD "Superunknown" 31454 0198 4/2

Swervedriver
Last Train To Satansville, Duel
Written by Adam Franklin, Jeremy Hindmarsh & Jimmy Hartridge. Published by EMI Music Publishing Ltd., admin. by EMI Blackwood Music Inc. (BMI). Produced by Alan Moulder and Swervedriver.
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"Duel" video © 1993 A&M Records, Inc. Licensed from Creation Records Limited.
From the A&M cassette and CD "Mezcal Head" 31454 0129 4/2

Therapy?
Teethgrinder
Written by Andrew Cairns, Fyfe Ewing & Michael McKeegan.
Published by Music Corporation of America, Inc. (BMI). Produced and Mixed by Harvey Birrell.
℗ 1992 A&M Records Ltd.
From the A&M cassette & CD "Nurse"
31454 0044 4/2

Therapy?
Auto Surgery
Written by Andrew Cairns, Fyfe Ewing & Michael McKeegan.
Published by MCA Music Publishing, a division of MCA Inc. (ASCAP). Co-Produced by Chris Sheldon & Therapy?.
℗ 1993 A&M Records Ltd.
From the A&M cassette & CD "Hats Off To The Insane" 31454 0139 4/2

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