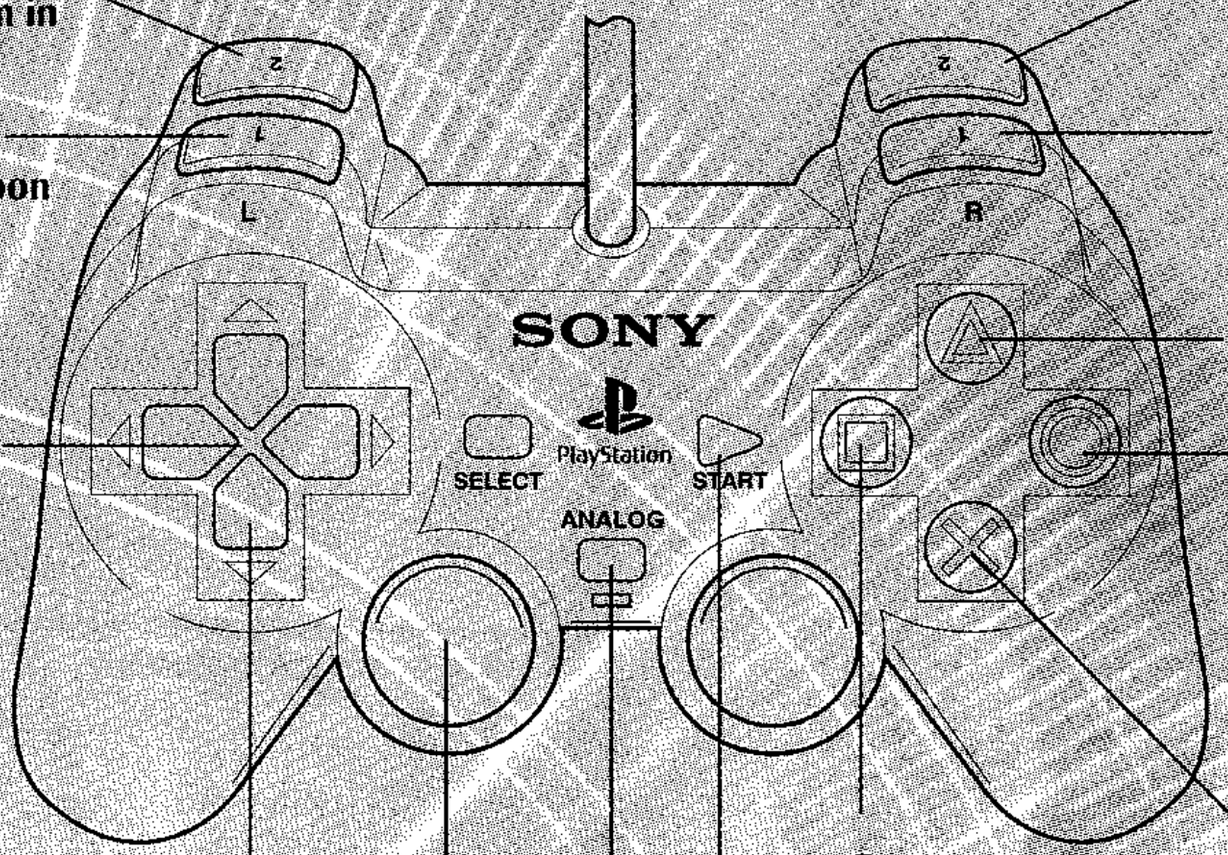

PlayStation
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EVERYONE
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CONTENT RATED BY
ESRB
SLUS-00857
STAGE
rollcage II
™
DUAL SHOCK™
MIDWAY

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ROLLCAGE CONTROLS



L2 BUTTON:
camera zoom in

L1 BUTTON:
fire left weapon

steer vehicle

rear-view mirror

steer vehicle

Analog Mode Switch

pause

R2 BUTTON:
camera zoom out

R1 BUTTON:
fire right weapon

△ BUTTON:
reverse

○ BUTTON:
auto-correct
(Easy Mode
only)

□ BUTTON:
brake

✕ BUTTON:
accelerate

"This scene is about 3 things," he yells. "Tuning, styling and ICE."

"What's ICE mean?" another guy yells back. Someone does a burn out about 3 yards away. It's not great for chat.

"In Car Entertainment, buddy," he bellows. "Size of your system, bass speakers the size of cannons, and all that."

"And tuning's what goes on under the hood and styling what goes on the outside?"

"Dead right."

CRUISE PATROL BURN OUT, BURNLEY, UK, JUNE 1997

* * *

"*...and coming up after the break, Trudy will be taking a look at how you can improve your ICE system -without breaking the bank. We'll also have an easy to enter competition to win a customized car of your choice and after that, I'll be looking at some delicious summer recipes with Roddy Havro, the hilarious mad cap host of What's My Name Norman? Don't go away...*"

The Morning Show, Daytime 5, 04/06/2407

* * *

URGENT COMMS.

STRICTLY CONFIDENTIAL
05/06/2407

TO: Head Of Intelligence - Lawrence J. Gallagher

FROM: Agent LaHare

RE: ROLLCAGERS

4/6/2407- Transcript of pertinent conversation between several unknown parties at Mario's Chop House.

Sir, there is a little introductory banter, mainly regarding women, cars and the size of various ICE systems. For your convenience, I have taken the liberty of omitting such excess verbiage from the report.

SPEAKER #1 (UK accent): So we're all agreed that this ROLLCAGE thing is getting well out of hand. I mean, you know, we were in on this from the beginning. It was always about three simple things: TUNING, STYLING and ICE. Alright so it weren't such a bad thing when it started to catch on. But now everyone is gettin' in on the act - they even did a piece about ICE on The Morning Show! Pathetic daytime TV stuff!! I mean, Pritchard Vadely driving a maxed up motor. That was never in the script when the original ROLLCAGERS and ICERS started out.

SPEAKER #2 (Italian accent): In fact I can remember us all saying that if any of that stuff happened then we would leave the scene.

SPEAKER #3 (German accent): Of course, you are right my friend. And we did. But five years is a long time to be away. However, I'm happy to let you know that the on-board weapons management system is successfully chipped - and the structure of the new kevlar polycarbonate shell is stable enough to make our vehicles granite hard, in short, indestructible. I suggest to everyone that the time is right for us to come back into it.

SPEAKER #4 (2 synchronized Japanese voices): For sure, he is right. Three hundred and sixty degrees no rules non-stop racing – bam bam – we come, we go, they too slow to know.

SPEAKER #5 (USA accent): So maybe the new ROLLCAGE is about to be opened up.

SPEAKER #1 (UK accent): Dead right. Those bums from The Morning Show ain't going to have seen anything like it.

Laughter and then the conversation turns to more mundane things.

Report ends. Awaiting instructions.

* * *

"...it was thought that there was an element of dissatisfaction when the ICE cult went 'overground' as it were. What once was an underground movement had become a commercial commodity. Large-scale burn out's sponsored by the likes of YO YO'S INSURANCE were hardly at the cutting edge of youth culture. And I think this impression of having 'sold out' created the desire in an elite set of drivers to go one step further, to take the scene back underground – which is perhaps why we are seeing the weapons and destruction come in. And having seen the risible efforts of the police to stop tonight's racing, it looks like the ROLLCAGERS, who've been raising hell for 3 years now, will be around for considerably longer."

Tommy McLaren, The Tonight Show, Daytime 10, November 2410

* * *

URGENT COMMS.

STRICTLY CONFIDENTIAL
15/08/2410

TO: Agent LaHare

FROM: Head Of Intelligence – Lawrence J. Gallagher

RE: ROLLCAGERS

Having read your frustrating transmissions over the last three years and witnessed your singular lack of a conviction, I have had no choice but to take the following course of action. I have secured the services of an internationally proven covert operative who has been briefed to set up a series of races against the ROLLCAGERS on behalf of our government. His objective is to destroy the racing confidence of each one of them and so prevent further civil disturbance. Whether he will is purely dependent on his driving skills. But as he is an ex-racing driver with a record number of Drivers' Championships to his credit, I am supremely confident in his ability to do just that. You will find below a dossier that he has compiled on the suspects. This is for your information only – as of now you are suspended from this operation and must await a new briefing.

Message Ends

Await new briefing.

* * *

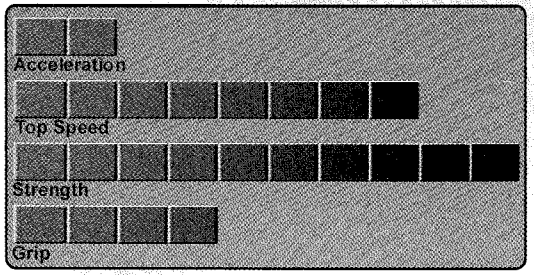
LENNY HICKS



Name: Lenny Hicks

Nationality: Irish American

Age: 25



SWOT ANALYSIS:

Utterly ruthless, Lenny Hicks requires no more motivation than winning, and will often block or ram to do so. However, his competitive character does not allow him to accept defeat with anything approaching grace. A thoroughly unpleasant young man and one that I look forward to removing from the public arena.

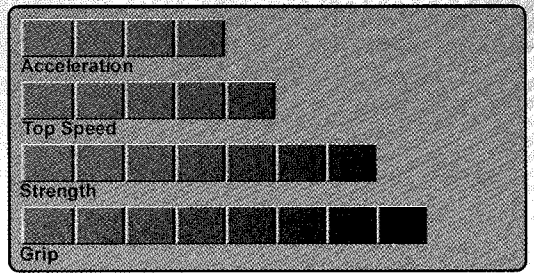
LEON MANEVAL



Name: Leon Maneval

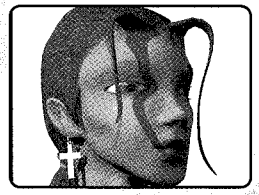
Nationality: French

Age: 28



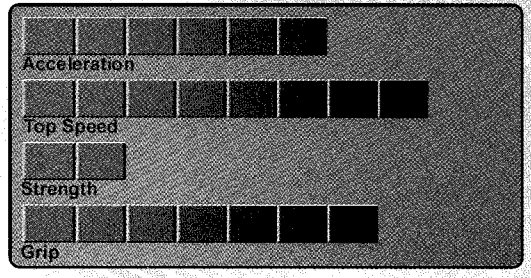
SWOT ANALYSIS:

Beyond comparison in terms of ability, but lacks the mental toughness to approach difficult race situations with any clarity. During racing his judgement has a tendency to be clouded by his fierce temper. I relish the thought of examining this character trait under the harsh light of my racing prowess.



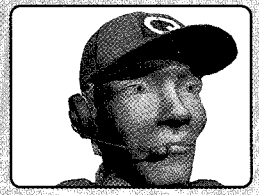
RIA SIMBA

Name: Ria Simba
Nationality: Italian
Age: 31



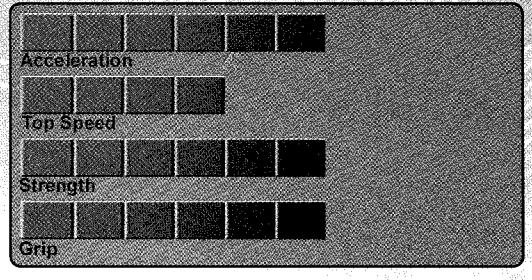
SWOT ANALYSIS:

Ria Simba possesses of one of the fastest vehicles that I have ever had the pleasure to witness and her ability to control it at such high speeds is a testament to her racing skill. However, she has sacrificed strength for her love of speed and it is this weakness that I will concentrate upon.



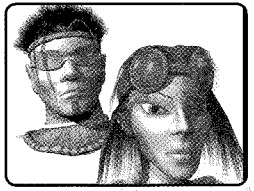
LOTHAR MAIER

Name: Lothar Maier
Nationality: German
Age: 39



SWOT ANALYSIS:

Immensely talented driver and one of the initiators of the new violent breed of Rollcagers. Uses weapons with unerring accuracy. Of all the Rollcagers, he is my main concern.

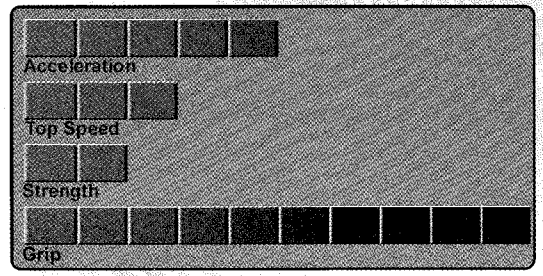


JET & TETSUO

Name: Jet & Tetsuo

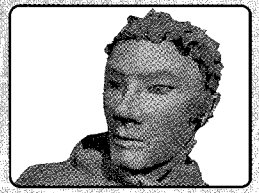
Nationality: Japanese

Age: 21



SWOT ANALYSIS:

A difficult team to analyze given that their driving style is a reflection of both their personalities. This gives rise to an inconsistent style depending on which sibling asserts their personality most forcibly at any given time. Jet is consistent and keeps the car on the racing line, while Tetsuo is prone to attempting outrageous moves. More of a novelty than a threat I do not expect to be troubled by them, however the unpredictable driving style does register a few concerns.

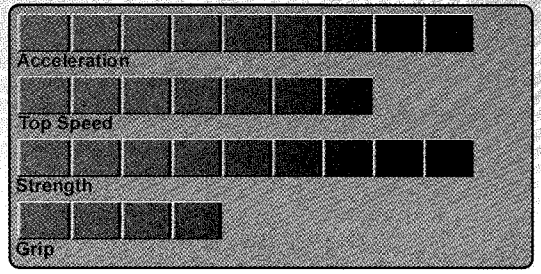


TONY RICHARDS

Name: Tony Richards

Nationality: English

Age: 20



SWOT ANALYSIS:

Quite simply, Tony Richards is an unsophisticated thrill seeker with very little subtlety when it comes to driving. What he lacks in guile, however, he compensates for with brute force preferring to go through, rather than around, any obstacles. Erratic use of weapons means that while he does not unduly concern me, I must be aware of the danger that he presents.

MENUS

USING MENU SCREENS

Navigating the menu screens in Rollcage is as easy as flooring the gas and shredding the opposition. Simply use the directional buttons to highlight an option then press the ⊗ button to confirm. To return to the previous menu screen, press the △ button.

TITLE SCREEN

Press the START button to access the Main Menu.

MAIN MENU

LEAGUE:	go to League Menu
TIME ATTACK:	go to Time Attack Menu
2 PLAYER:	go to 2 Player Menu
PRACTICE:	go to Practice Mode
RECORDS:	go to Records Menu
OPTIONS:	go to Options Menu



LEAGUE MENU



Starting at the bottom of the Gemini League, you must race with the best and work your way up through the Scorpio League and into the elite Taurus League. It doesn't come any harder than this!

Press the ⊗ button to access the Driver Menu (see page 16).

TIME ATTACK MENU

Go up against the clock to beat your lap-time records in Time Attack Mode. Choose your Rollcage venue from the famous four listed below:

NEOTO CITY is a sprawling neon-washed urban complex, complete with imposing skyscrapers and an intricate street network.

SAPHIRE SPRINGS is a mountainside course, where nature and industry forge an uneasy alliance.

HARPOON ISLANDS is a scenic coastal paradise, where the rich and famous pamper themselves and the sun beats down all day.

OUTWORLD on the perimeter of the fledgling Martian colony is the newest Rollcage venue. Rollcage always was an out-of-this-world kind of sport!

While Rollcage cars can take all sorts of punishment, most of the trackside features are destructible and this is one thing all Rollcage venues share in common. The spectacle of a building's weak point being pummeled by a car and then crumbling down onto the track and onto the chasing pack has to be seen to be believed.

Once you have selected your venue, you must choose a Rollcage course from the thirteen available tracks. Then press the ⊗ button to access the Driver Menu.

2 PLAYER MENU

Before you go head-to-head with your friend, you must first choose your venue and track. Then press the ⊗ button to access the Driver Menu.

NOTE: the LEAGUE MENU, TIME ATTACK MENU and 2 PLAYER MENU lead directly to the DRIVER MENU (below).

DRIVER MENU:

Lothar, Leon, Jet, Ria, Tony and Lenny each have their own characteristics and will handle their vehicles differently. Choose the driver that suits you. Use the up and down directional buttons to select your driver and press the ⊗ button to access the CONFIRMATION MENU (below).

CONFIRMATION MENU:

The Confirmation Menu is the final menu before the big race, so if you need to alter any options you will not get another chance!

RACE: takes you directly into a new race.

CHANGE TRACK: (if applicable) choose a new race venue and track.

CHANGE CAR P1: (if applicable) reassign driver character.

CHANGE CAR P2: (if applicable) reassign driver character.

QUIT: are you sure? Yes (return to Main Menu) or No (return to Confirmation Menu).



PRACTICE MENU

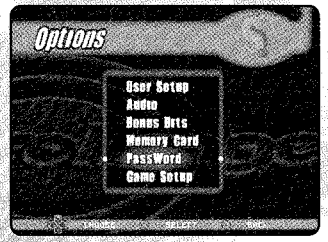
Go trackside to practice your race skills. Handy for polishing your driving techniques and perfecting the art of using your weapons.

To exit the practice session, press the START button then highlight QUIT PRACTICE and press the ⊗ button. You will then be prompted to confirm. Choose YES to return to the Main Menu.

RECORDS MENU

Access the high scores for every track in every venue. Remember the times to beat.

OPTIONS MENU



USER SETUP:

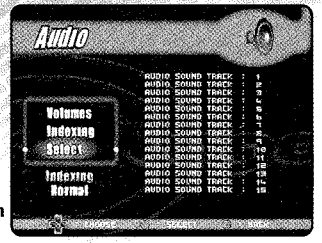
CONTROLS P1: choose from six set-ups to change the control method.

CONTROLS P2: choose from six set-ups to change the control method.

DIFFICULTY: complete Rollcage in EASY mode to access HARD mode and beyond. You have been warned!

ADJUST SCREEN: use the directional buttons to position the screen to your satisfaction.

AUDIO:



VOLUMES: CD Volume - use the left directional button to decrease and the right directional button to increase the volume of the in-game music.

FX Volume: Use the left directional button to decrease and the right directional button to increase the volume of the in-game sound effects.
Exit: Press the ⊗ button to return to the Audio Menu.

INDEXING: Press the ⊗ button to toggle between Normal and Random audio track selection.

SELECT: Press the ⊗ button to scroll through the list of in-game musical tracks.

BONUS BITS:

Unlock hidden Rollcage Death Match courses in various venues. We could tell you how to do this, but that would be cheating. And cheaters never prosper, do they?

MEMORY CARD

LOAD: If you have previously saved Rollcage to a Memory Card, you will be able to load the game. Use the up and down directional buttons to select which Memory Card to load from and press the ⊗ button to confirm.

Rollcage then searches that Memory Card and if a saved game is found, loading can commence. Use the left directional button to highlight YES, then press the ⊗ button to confirm. Alternatively, to abort loading, use the right directional button to highlight NO, then press the ⊗ button to confirm.

SAVE: Use the up and down directional buttons to select which Memory Card to save to and press the ⊗ button to confirm.

To commence saving, use the left directional button to highlight YES, then press the ⊗ button to confirm. Alternatively, to abort the save, use the right directional button to highlight NO, then press the ⊗ button to confirm.

If a previously saved game is found, you will be prompted to overwrite the saved data. To overwrite, use the left directional button to highlight YES, then press the ⊗ button to confirm. Alternatively, to abort loading, use the right directional button to highlight NO, then press the ⊗ button to confirm.

EXIT: Choose EXIT to return to the Options Menu.

PASSWORD

To unlock Rollcage's secret features, you can enter a password here.

Use the left and right directional buttons to rotate the letter selector. Then press the ⊗ button to confirm. Repeat this process until you have entered an eight-character word. If it is incorrect you will return to the Options Menu. Enter the correct password and the following on-screen message will be displayed:

"Password Accepted"

You will return to the Options Menu, but will now have access to previously hidden features.

GAME SETUP



WEAPONS: on or off (use the left and right directional buttons to select).

CATCH UP: on or off (use the left and right directional buttons to select).

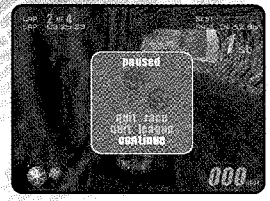
HUD LEVEL: use the left button to decrease and the right button to increase the brightness of on-screen message overlays.

SPLIT SCREEN: use the left and right directional buttons to divide the 2 Player screen horizontally or vertically.

WEATHER: good or bad (use the left and right directional buttons to select).

MOTION BLUR: on or off (use the left and right directional buttons to select).

IN-GAME MENU



MUSIC VOLUME: use the left directional button to decrease and the right directional button to increase the volume of the in-game music.

SFX VOLUME: use the left directional button to decrease and the right directional button to increase the volume of the in-game sound effects.

QUIT RACE: choose NO to return to the In-Game Menu. Choose YES to access the Results Menu. You will not be awarded any points for quitting the race.

QUIT LEAGUE: choose NO to return to the In-Game Menu. Choose YES to return to the Main Menu.

CONTINUE: press the ⊗ button to resume racing.

ROLLCAGE WEAPONS

As everybody knows, Rollcage cars are indestructible. But they can be slowed down by on-track obstacles and a range of stylish weapons, listed below:

HOMING MISSILE

The homing missile locks on to structural weaknesses and is very useful for destroying trackside buildings. Scattering debris in your wake, it is a good way to slow down the opposition. Alternatively, use the up directional button to target the vehicle in front and flip it out of control.

DRILLER

The driller will bore through numerous consecutive targets, causing devastating explosions, and eventually expire when it hits an indestructible object. Stay out of its way!

TIME WARP

With the ability to tear up the racetrack, metaphorically speaking, the time warp is an innovative weapon. While you speed along as usual, your competitors' cars will have their engine power cut and their speed radically reduced.

ICE SHEET

Put the skids under the opposition by firing electro-ice. Any vehicle caught in the ice sheet will lose 80% of its tire friction.

TURBO

Go turbo and feel the g-force. Extra speed for those who need it.

LEADER MISSILE

The leader missile chases around the track, seeking out the current vehicle in first place. When it reaches the leader, it briefly overtakes before doubling back and hitting the leader head on. Being in front does not guarantee success.

WORMHOLE

The wormhole will materialize a few feet beyond the vehicle in front and engulf it. It will then transport that vehicle behind yours in a hi-tech version of leapfrog. Good fun and highly effective.

SHIELD

The shield reduces enemy weapon impact, but more importantly reduces the chances of spinning after a collision with another object. Therefore, you are more likely to win a run-in with another car or to destroy a support on a building with only minor implications. The shield lasts for a number of collisions, rather than for a set amount of time.

THE GAME SCREEN

