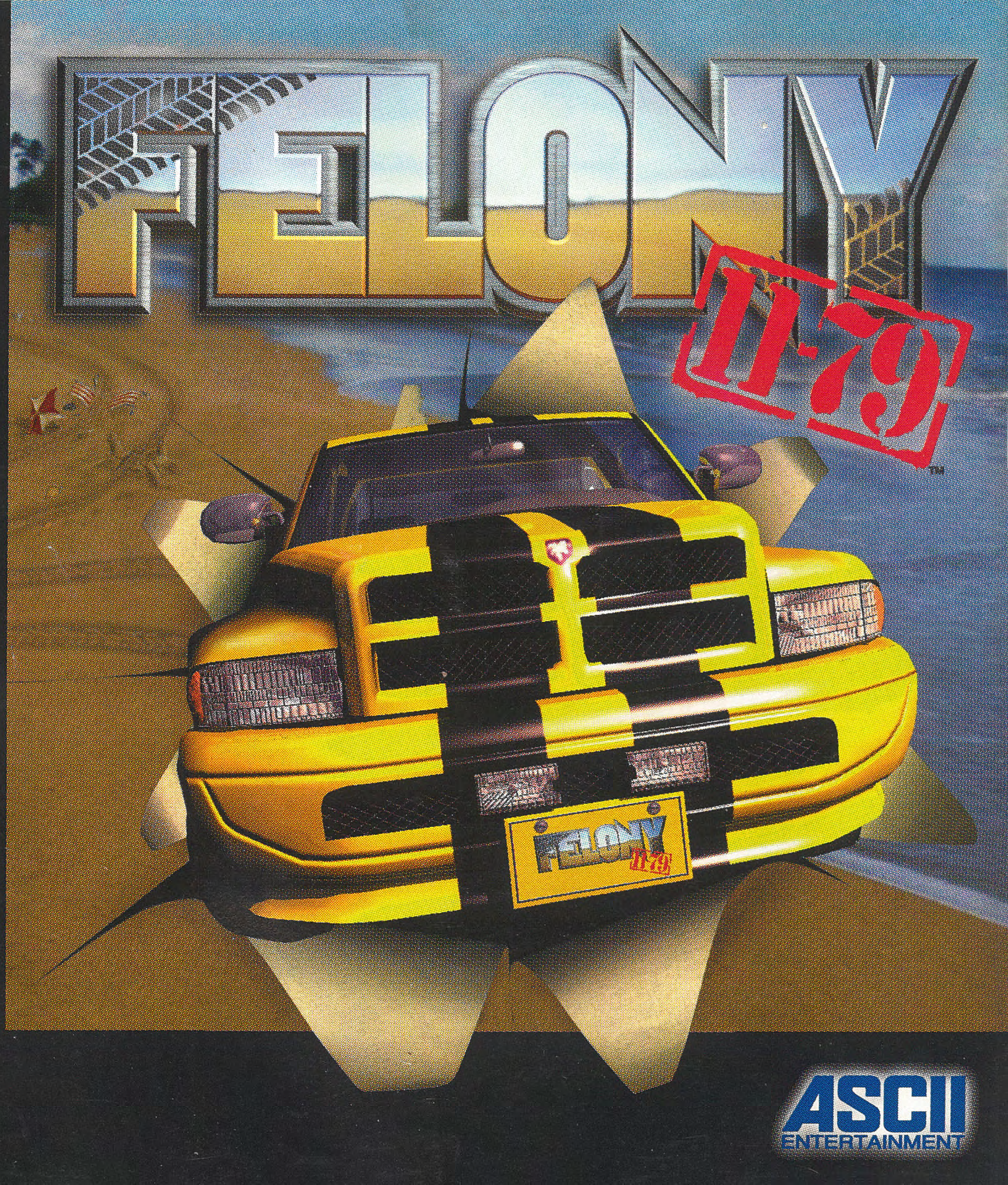




NTSC U/C

PlayStation™



SLUS-00533
8600



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 without first consulting the user manual for your 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 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.

TRAFALONNY



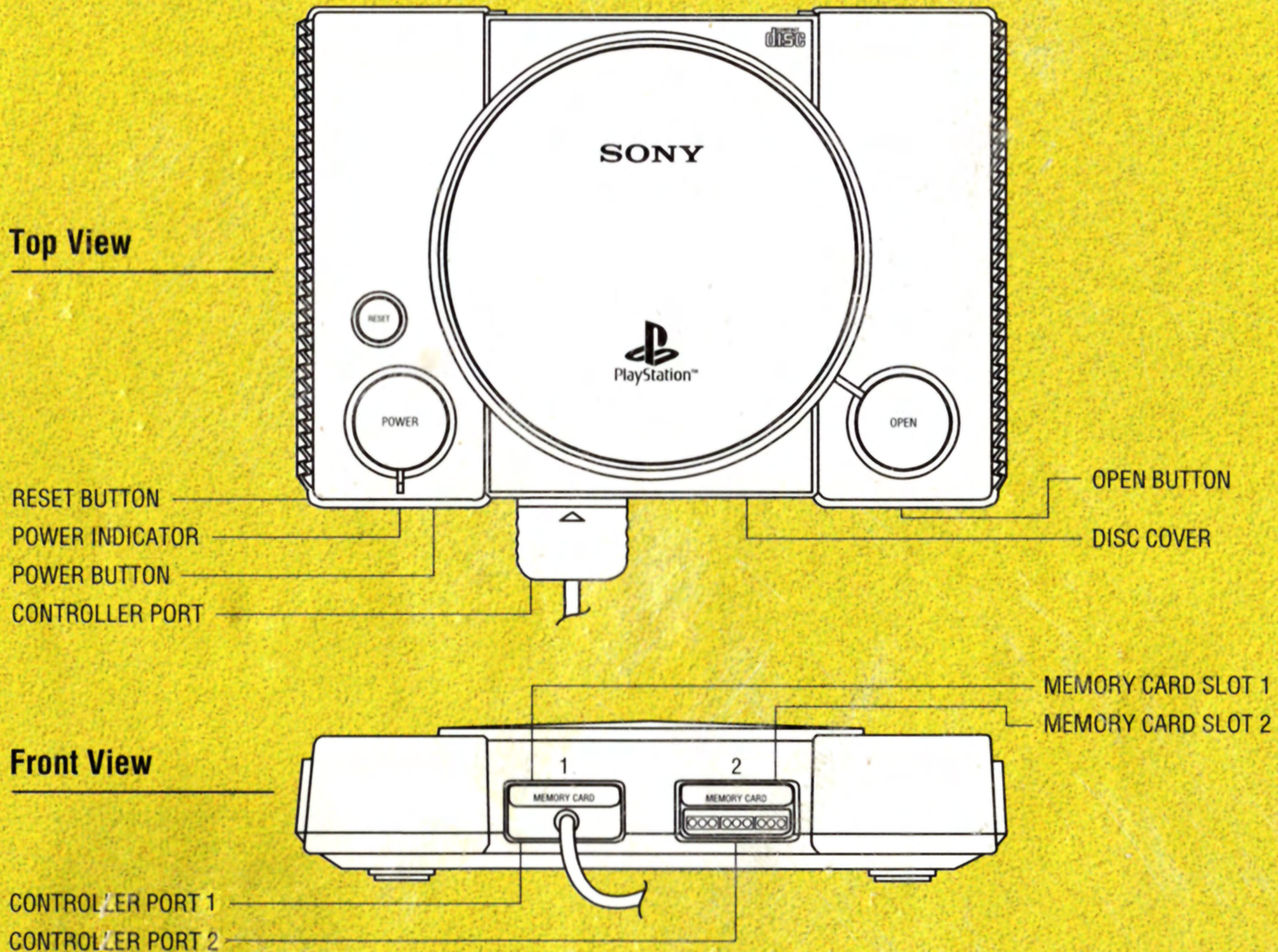
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WARNING: The driving scenes in this game are fictitious, the actions that are depicted in this game should not be attempted in real life. Any such actions could result in serious injury and severe legal penalties. (In other words, only try this at home — on your PlayStation game console!)

Produced by Climax Co. Ltd., Distribution by ASCII Entertainment Software, Inc.

GETTING STARTED

GETTING STARTED



Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the PlayStation game console's power is off before inserting or removing a compact disc. Insert the Felony 11-79 disc and close the disc cover. Insert a game controller and turn the PlayStation game console ON. The opening story will start, and then the Title/Game Start Menu will appear. Press the Start Button to begin play. Follow the on-screen instructions to start a game.

CONTROLS AND OPERATIONS

CONTROLS AND OPERATIONS (NORMAL CONTROLLER)

By selecting the option feature on the main menu, you can enter the control screen and configure your controls. Below is the default setting for the standard PlayStation game console controller.

L1 button

Down shift for manual transmissions (R, N, 1-6 gear). The number of gears depend on the vehicle you're using.

R1 button

Up shift (R, N, 1-6 gear) for manual transmission. The number of gears depends on the vehicle you're using.

△ button

Switch the view during play (first person or behind the car view).

× button

Acceleration or select at menu screen.

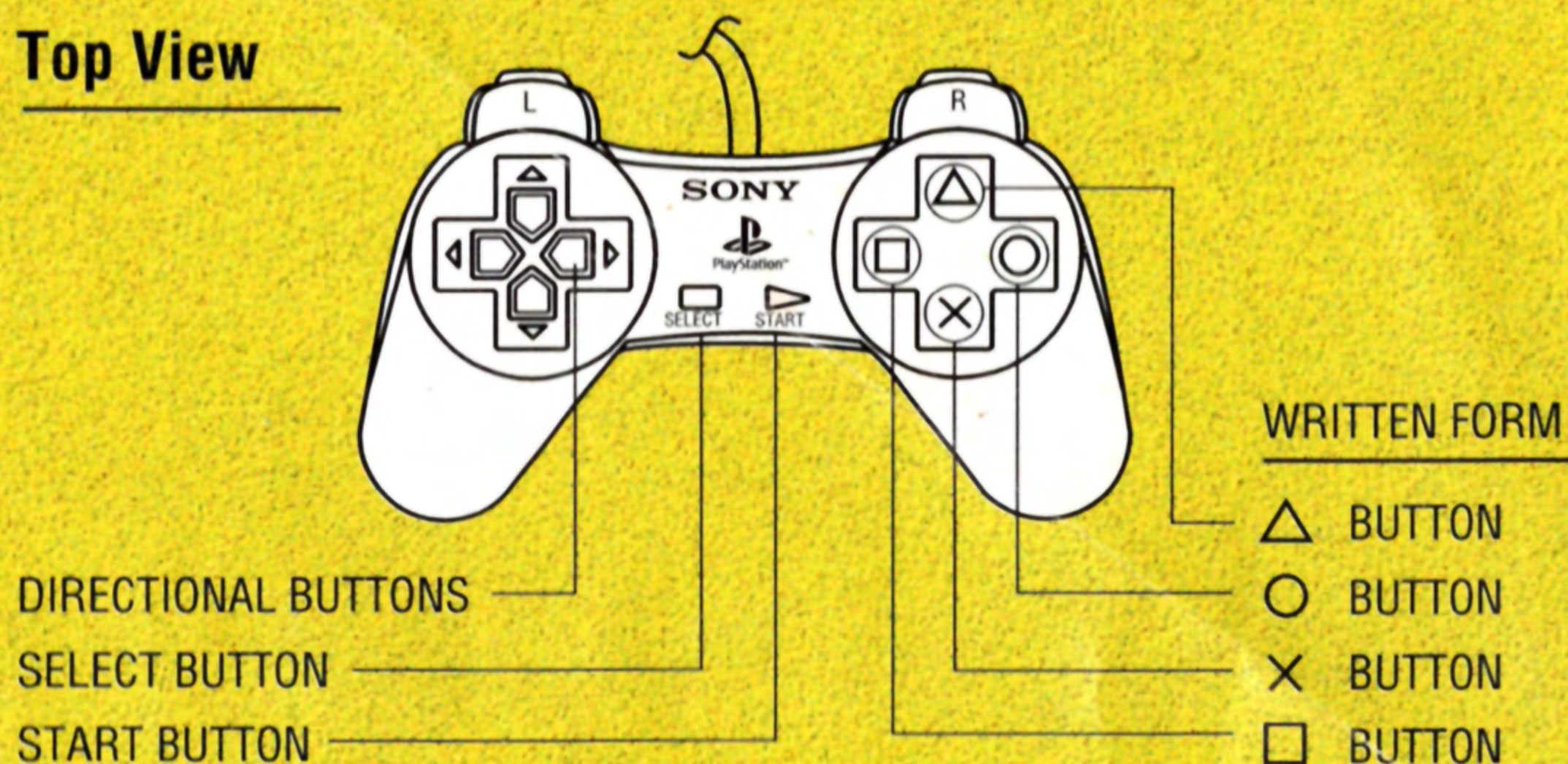
○ button

Reverse — can be used from any gear and at any speed... but if you try it, you may be surprised!

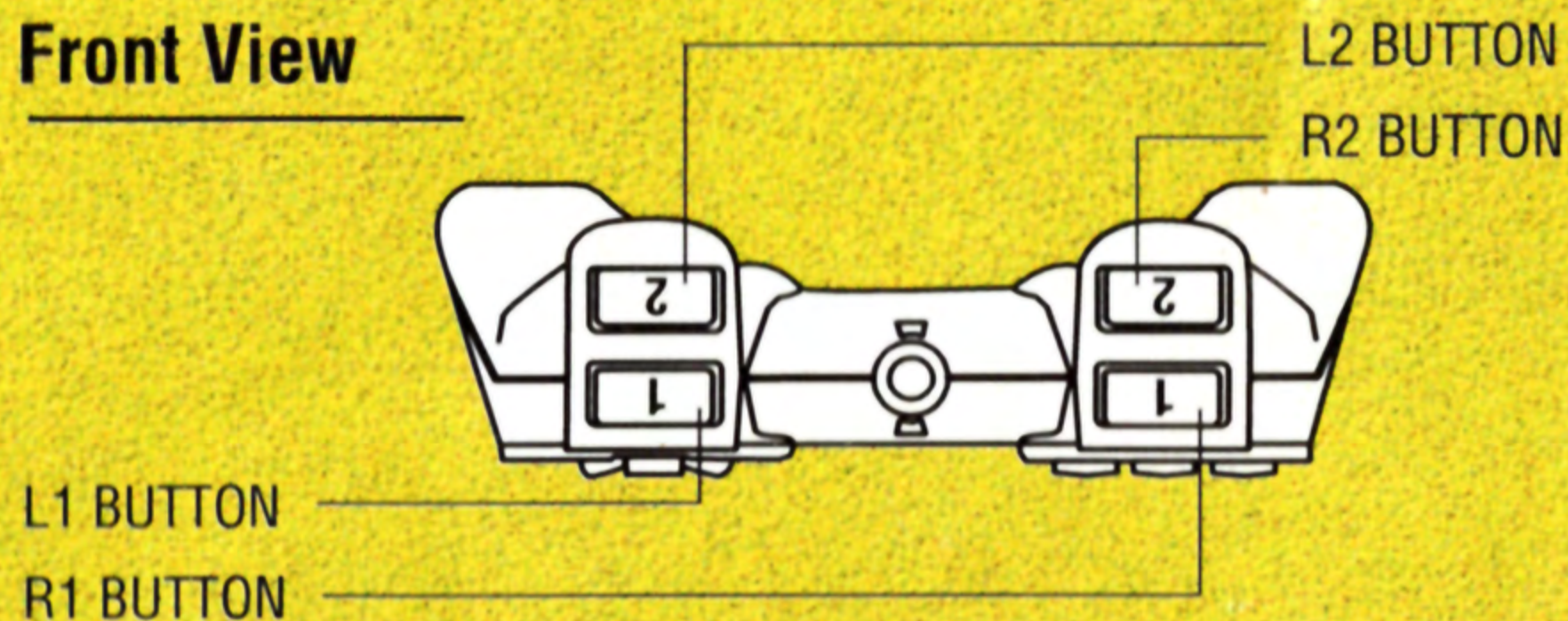
□ button

Brake or Fire button while using the Tank or cancel in menu screen.

Top View



Front View



D-Pad/steering wheel:

Steering or selection in menu screen, or input high score (move to next/previous letter ← → or select letter ↑ ↓).

START button

Pause during game play.

Even when using an automatic transmission, you can shift your own gears between R, N, and 1st by pressing **L1** or **R1**.

CONTROLS AND OPERATIONS

CONTROLS AND OPERATIONS (ANALOG CONTROLLER)

If you have either the MACH 1™ or neGcon™ plugged in, you will get the analog controller setting screen. From here, you can adjust the following:



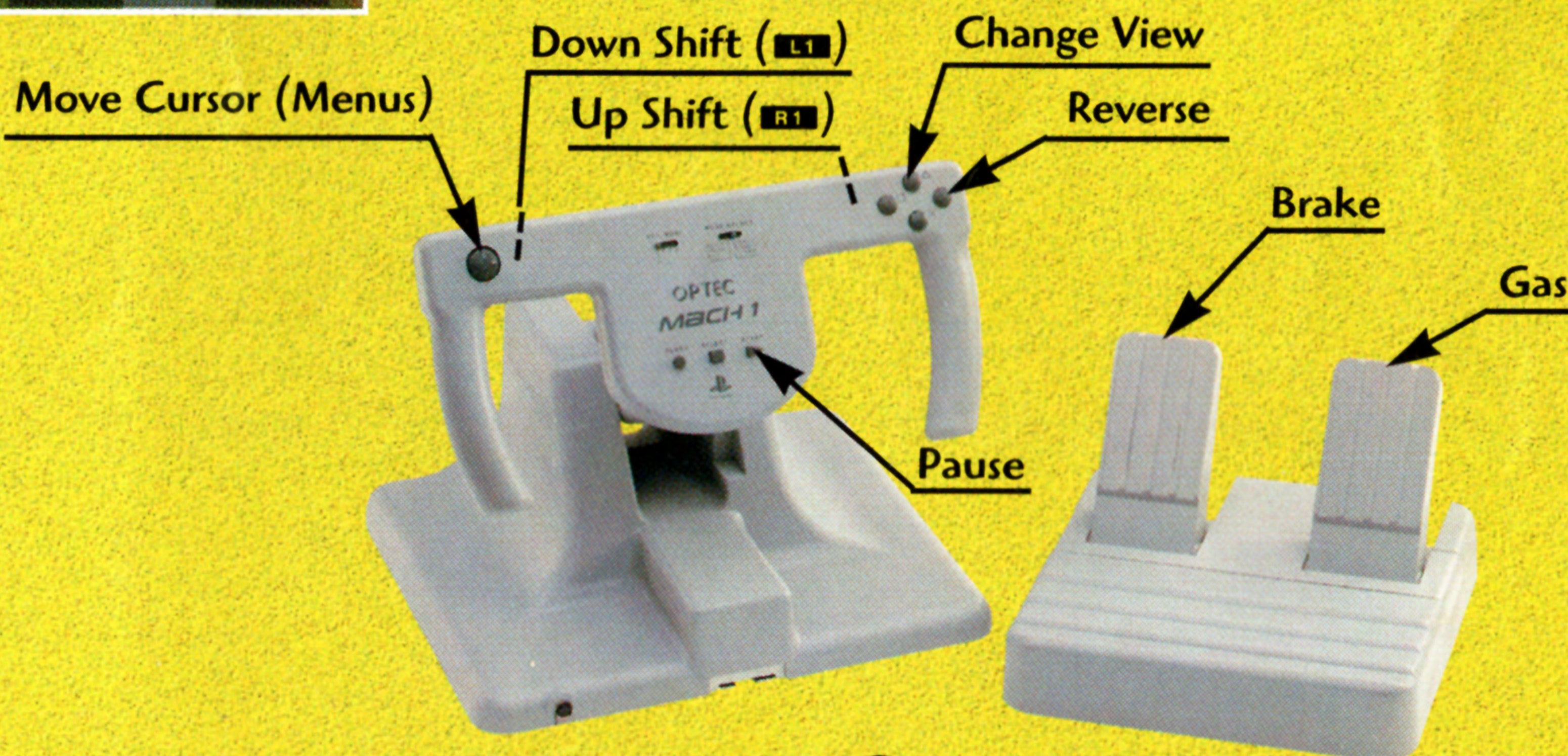
Play

Adjust the amount of play the controller has.



Torque

Adjust the sensitivity of the controller.



STORY STORY

In the late 16th Century, archaeologist Thomas Samuel discovered the route to a previously unexplored city of gold. Lying in the depths of this undisturbed cavern for thousands of years, he found riches beyond his wildest dreams. Vast amounts of gold, precious gemstones, and countless other treasures were excavated, as well as several caskets buried in the ground. Ornately decorated and inlaid with gold, diamonds and rubies, these caskets were undoubtedly the prize of the find. Unknown kings were mummified inside four of them, while others were filled with gems and gold bars. However, one casket remained unopened through the ages and sealed no matter what tool was used.

Eventually the casket was purchased at an auction by entrepreneur, Albert Brookmond IV, for 2 million dollars. His late grandfather's life had been devoted to unraveling the mystery enshrouding this strange and phenomenal artifact. His will described a set of keys that he believed would open the casket. Treasures valuing many millions of dollars supposedly were hidden inside.

..."There are three keys that you will need to acquire before the set will be complete: The jade statue, the golden wing, and the silver staff. All three keys are required to open the casket."

After purchasing the casket, Mr. Brookmond set to the task of finding the keys that would unlock his new found addition to his family fortune. After discovering that none of the current owners were willing to part with them, Mr. Brookmond hired a man feared in the business for his characteristics of ruthless pursuit and disrespect for the law...YOU!

Your mission, should you choose to accept it, is to find and retrieve these keys at all cost.

WERE YOU BORN TO DRIVE?

Felony 11-79 jumps straight off the set of the hottest action movie you could imagine, and straight into your PlayStation game console! Drive through billboards, glass fronted promenades, over police cars, or take out an entire mini-mall and retreat to the subway for a quick escape as you race against time to get the goods and get the heck outta town! Will you make it in time?

STARTING THE GAME

You can either go into an advanced setup of your vehicle by selecting the **SETTING** option, or to make general game changes, select **OPTION**.

Once you're ready to begin your life of high-speed felony driving...



Select **START** from the main menu screen.



SELECT A COURSE

Select the course you wish to begin with, **DOWN TOWN** or **SEASIDE**.



SELECT A CAR

You have 4 different vehicles to choose from at the beginning of the game.



SELECT THE TYPE OF TRANSMISSION

It's usually your choice between **Automatic** or **Manual** transmission, but some of the high-performance vehicles will be **Manual Transmission** only.



Push **START**, and you're off!



GOAL

Once you've cleared a track, you will be prompted to enter your name for the records if you've beaten a high score.



GAME TRACKS

GAME TRACKS

Grab the goods and clear your mission for money and fame as you progress through the game accumulating wealth and vehicles.

- * In order to clear a mission, you must get to the area marked "GOAL" at the beginning map of the chosen track before the time counter reaches 0.
- * Along the way, smash your way through billboards, glass fronted buildings, other vehicles, barricades, and many other obstacles in order to incur damage and pick up more vehicles for the next level. Remember to always pick up the items that flash red on your map - those, after all, are what you're hired to find! (Just watch your damage meter, once it fills up, your drivin' days are over!)

DOWN TOWN



One of the first two available missions is Downtown. Here you are to pick up the "Jade Statue" and deliver it to the Goal. The only problem is the gate to Michael's mansion is locked. So you will need to pick up five sticks of dynamite in China Town in order to blow up the fence and get out. Deliver the "Jade Statue" and see how much property damage you caused along the way!



JAPANESE SEA SIDE

The other available mission when you first start the game is the Seaside. Somewhere along the way, you will find a white limousine that is carrying the "Golden Wing." As you may have guessed, you will have to destroy the limo to get the Artifact...but first you will have to find it! Drive around the coastal hills and rack up damage money



while you search for the next key to the mysterious casket. Keep an eye on your map for the red dot. Once you've got it, navigate through police barricades and possible traffic jams to get to the goal and move on to your next mission. Watch for the electric bulletin board that tells about the traffic jams!



Once you have completed both the DOWNTOWN and SEASIDE courses, PARIS will be awaiting you!

PARIS



Somewhere in this little town you will find the "Silver Staff" that is hidden inside a stone statue. Keep an eye out for pay phones to make arrangements for your pickup at the docks, then search the city for your last artifact.



Make sure to save your game when you clear a course or to get new vehicles!!
(Select memory card in the menu option to save.)

GAME OVER

When you can't drive, you can't play... make sure to keep your vehicle running!

Game Over will occur:



- * When the car breaks down because it has taken too much damage (durability differs according to each car).
- * When the fuel runs out (fuel type and tank size also depend on the vehicle).
- * When the car runs off the road into a large body of water (i.e. dropped into the ocean).

When the timer runs out, you are still allowed to explore. Check for shortcuts until your vehicle is no longer usable.

GAS STATION

You can refuel at gas stations during the course by parking your car right by the gas pump (keep an eye out for a yellow frame on the ground, that marks a gas station). Be careful not to break the pump or you will not be able to use it!



VEHICLES VEHICLES

At the startup of the game, you are given a choice of four different vehicles. The number of vehicles at your disposal increases as you complete your missions and certain other requirements.

**A
T
S
T
A
R
T
U
P**



DRM

4WD pick up. V8, 6 liter engine with lots of torque!



318

Well-balanced sporty sedan, easy to drive, durable, good for the beginner.



MIN

Unsurpassed steering car. Good for narrow streets due to its compact size.



VES

Traditional 125cc scooter. This vehicle can be driven by anybody with its easy to drive characteristics and small size.

After clearing **DOWNTOWN**



CIV

4 cylinder, 1600cc compact sports, hatch back. Your typical front wheel drive car.



NSR

Lightweight aluminum body with a 3 liter V6 engine. Good handling, but only comes in a manual transmission. More speed and horsepower than you could ever need in a car this size!

After clearing **SEASIDE**



GTS

2.6 liter, 280 horsepower engine developed for racing purposes... Excellent acceleration!



BUS

This is no 60's surf van, we're talking a real BUS! 11m long, 3m tall, 6 cylinder 12 liter diesel engine with 235 horsepower! This baby can do and take some DAMAGE!

After clearing **PARIS**



DTK

6 cylinder, 8 liter, 395 horsepower diesel engine destruction machine!



LIM

8m long, 2.8 ton limousine. Nearly as long as a bus, this one will take you out in style!

12 CARS REMAIN...

Rack up damage points, race through at top speeds, or drive for safety; try anything and everything to get the rest of these vehicles. The more damage you do, the more vehicles you can get! Each of the last 12 vehicles lies behind a secret that you will have to unravel.

GAME SCREEN



1. Tachometer: Engine R.P.M. (revolutions per minute).
2. Shift indicator: Indicates AT, MT, and the current gear.
3. Speedometer: Gives current speed.
4. Fuel gauge: Monitors the amount of fuel in your tank. Different vehicles have different fuel capacities. (Game is over if fuel runs out.)
5. Navigation map: The map of the current area, this map indicates your position and calls out important sites with red indicator dots.
6. Your Car: It is shown on the screen only when 'behind view' is selected or if you are crashing into an obstacle.
7. Time: Elapsed time.
8. Counter: Shows how much time is left to reach the goal.
9. Damage Tally: Keeps a running total of the damage you have caused.
10. Damage Indicator: As an object is destroyed or damaged, the name of the object and its value is displayed and the amount is added to the total.
11. Vehicle Stamina gauge: Monitors the amount of damage your vehicle has taken. When the vehicle damage gauge is full, it is no longer operational and your game is over.

PAUSE MENU *This menu pops up when you press START*



CANCEL

Release pause mode.

RESTART

Restart the current mission.

RETIRE

Ends game and returns to the main menu.

VIEW ON/OFF

This is for the camera feature that allows you to watch your vehicle crash into objects and other vehicles. If you would prefer not to have the camera switch perspective to watch the destruction, simply turn view to off.

TIME TRIAL

TIME TRIAL

Test your skill, technique and quality of short-cuts in this fast paced version of the game. To play in Time Trial, you must complete the stage in the regular game mode. As before, you will have to pick up items to complete the stage, but no mission is accounted for (you've already completed it).

- * The game is over when your vehicle is no longer operable.
- * As before, you will use up fuel as you go, but in this version, you'll see that the objects you crash into are more of a hindrance than a danger since your car remains undamaged (only delayed) by crashes.



1. Tachometer: Engine RPMs.
2. Shift indicator: Indicates AT, MT, and current gear.
3. Speedometer: Indicates present speed.
4. Fuel gauge: Fuel remaining in your gas tank. Game is over when indicator reaches 0.
5. Navigation map: The map of the area where you are driving. Your car is shown on the map.
6. Your vehicle: Your vehicle is shown only when "behind view" is selected or if you are crashing into an obstacle.
7. Total time: Elapsed time between starting point and current position.
8. Distance Time: Indicates how much time it took from the starting point to the end of the section you just completed.

9. Distance Time Difference: Gives you the difference between the best time record and the current Time Trial attempt.
10. Best Time: The best time in the course with the car you are using is recorded.
11. The Best Time of the Day: The best time with the car you are using during one play session (since the last time you shut off the game).



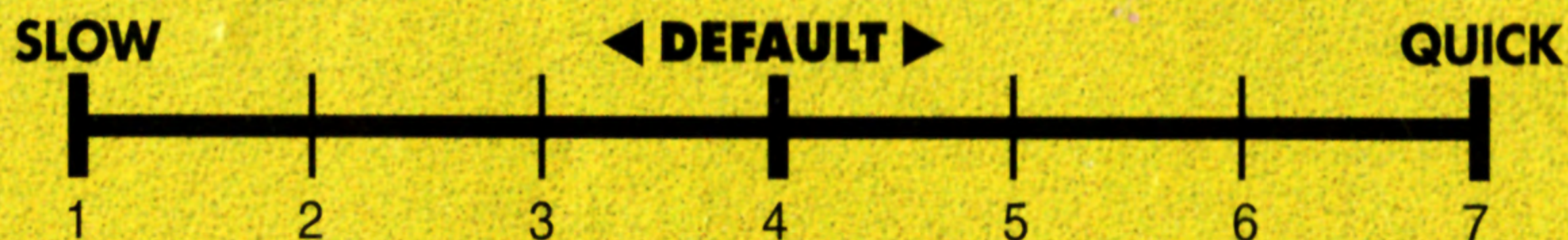
ADVANCED SETTINGS AND TEST RUN

Something about a particular vehicle that you don't like? NO PROBLEM!
Select the SETTINGS option from the main menu and modify all of your problems.
Once you've got it the way you want it, try it out on the TEST RUN track.



STEERING

Adjust the steering response.



FRONT SUSPENSION

Adjust the rigidity of the front suspension.



REAR SUSPENSION

Adjust the rigidity of the rear suspension.



GRIP BALANCE

Adjust the balance of the tire grip.





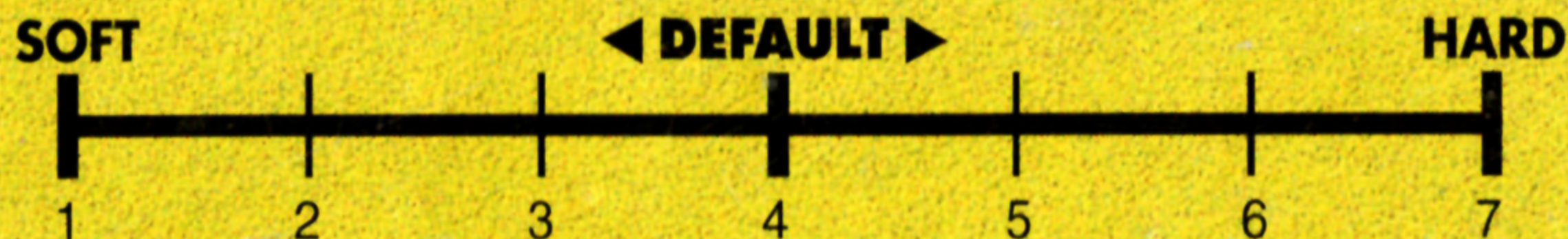
ACCELERATION

Adjust the response of the accelerator.



BRAKE

Adjust the response of the brakes.



TEST RUN



Once you've completed your modifications, give your newly tuned vehicle a test drive on the Test run track! Select AT or MT as you go into the test track and try out your grease monkey handiwork. If you don't like your modifications, select PIT IN from the pause menu to go back in for fine tuning. Once you've completed your modifications to your satisfaction, you can try using it in your actual game play.



Don't forget to save once you've perfected the vehicle of your choice (just select memory card in OPTIONS).

RECORDS

RECORDS

This option allows you to view your best times and highest damage costs.



RANKING



TOTAL

This selection allows you to see the total ranking in both time trial and normal play modes. It gives the best time of DOWNTOWN, SEA SIDE, and METRO, as well as the best time in the test course.



CHOICE

This selection indicates the total ranking in time trial and normal mode by the course and by the car type. It shows the best time separately for each vehicle.



BLACK LIST

This selection gives the rundown on the most devastating damage totals you've racked up; course by course.

OPTIONS

OPTIONS

Load, Save, and change game settings, controls, and sounds from this selection on the main menu.



GAME SETTINGS

Changes the functions of the viewing screen during gameplay.

DISPLAY ('ON' at the start of the game.)
ON or Off

ROTATION ('HEADING UP' at the start of the game.)
'HEADING UP,' or 'NORTH UP.'

HEADING UP

The front of your car is always heading towards the upper end of the screen.

NORTH UP

Makes North the top of the screen.

INTERPLACE ON/OFF

Allows you to increase the resolution of the screen.



BGM TEST

Lets you listen to the B.G.M. (sound effects) of the game.

SOUND BALANCE

Lets you adjust the volume of the BGM and Sound Effects separately.

KEY CONFIG

Lets you change the configuration of the eight control buttons on your control pad.

MEMORY CARD

Used for saving and loading of games. Remember, do not remove or insert a memory card during a save or load operation



The game saves nothing automatically. If you turn off your PlayStation without saving, you will lose any new modifications, vehicles, tracks, and track records.

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MACH 1™

**Don't risk making mistakes with
a digital controller!**



The MACH 1™ features some of the most incredible functions ever incorporated into a single analog controller. This durable controller has 4 different settings: standard, pulse (may simulate analog control for digital games), analog, and analog joystick. Ideal for flight and racing games, the MACH 1 sports an innovative back and forth motion that realistically simulates the steering unit of a plane. The MACH 1 has 4 different button settings, as well as turbo fire feature and works with all PlayStation™ game console titles. The MACH 1 also has separate analog foot pedals that give gamers the cutting edge. With this controller, it will be impossible to lose!

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