

LUCASARTS ENTERTAINMENT COMPANY PRESENTS

# FULL THROTTLE™



A Heavy Metal Adventure  
by Tim Schafer



## ABOUT FULL THROTTLE

'Round these parts there's a legend...about the meanest, toughest, hard-ridin'est, gravel-chewing, punk-stomping biker of them all — Ben Whatsisname. There was the time Adrian Ripburger — a chablis-swilling, limo-riding yuppie executive — tried to take over Corley Motors, makers of the last real domestically produced motorcycle. He thought he could frame Ben for murder in the process. Ben had his bike trashed, the cops on his trail, his gang in jail and his picture on Corville's Most Wanted TV show.

But that didn't stop Ben — and it shouldn't stop you, either, as you help Ben survive one of his gnarlier adventures. Slug your way through rival motorcycle gangs like the Rottwheelers, Vultures and Cavefish. Leap yawning crevasses and trade snappy repartee with sleazy semi drivers. Hop on your hawg, pop a wheelie, and leave your enemies with dust in their eyes and bugs between their teeth.

But bike-riding and brawling weren't enough to make Ben a great biker — Ben had brains as well. You'll occasionally find a situation where brute force just won't cut it. Be patient, practice deceit and larceny — excuse me, negotiation and — um — “borrowing” stuff — and you'll find your way out of the toughest spot. And if all else fails, kick and punch the ~~##~~!! out of it.



BEN. Our anti-hero.  
Leader of the Polecats.  
Born to be ornery.  
Bad to the bone.



MAUREEN (aka Mo). Born with a silver monkey wrench in her mouth. Don't take no gaff from nobody.



ADRIAN RIPBURGER. Pond slime in an Armani suit. We'd call him a weasel at heart, if he had a heart and it wasn't an insult to respectable weasels. Devoted to...Adrian Ripburger.



OLD MAN CORLEY. Don't be fooled by the suit. He's a biker at heart. He's devoted to turning out the best and baddest domestically-produced bike money can buy.



NESTOR. Intelligent,  
sneaky pond slime.



BOLUS. Primal pond slime.



EMMET. Long-haul trucker.  
Short-fuse temper.  
Regards bikers as roadkill  
on wheels.



HORRACE. Took too many falls  
off the bike without a hel-  
met. Old Man Corley took  
pity on him and gave him the  
souvenir concession.



MIRANDA. Thinks of herself as  
an investigative reporter.  
Lost her ideals her second  
semester in journalism school.  
Always vaguely ashamed when she  
manifests traces of humanity.



SUZI. Vulture leader.  
Brilliant strategist.  
Built like a brick Buick.  
Has a tattoo that reads  
"I ♥ Cruel and Unusual  
Punishment."



TODD. Lives in a trailer. Owns  
a junkyard. His best friend is  
his dog. His only friend is his  
dog. Enjoys intellectual TV  
like Wheel of Money and  
Entertainment This Evening.



QUOHOG. Bartender at the  
Kickstand. Devout coward.  
Subject to bribery, intimi-  
dation, and abuse.  
Hobby: Macrame.



## PLAYING THE GAME

To start the game, please follow the instructions in the reference card included in the package.

As the story opens, Ben is reminiscing and we see the Corley Executive Limo/Hovercraft cruising down the highway. These non-interactive sequences are known as "cut-scenes" – short, animated sequences, like scenes from a movie – which can provide clues and information about the characters. Cut-scenes are also used to show special animated sequences, such as when Ben wakes up after his involuntary nap in the dumpster. When you are viewing a cut-scene, you do not direct the action.

You begin directing Ben's actions as soon as he awakens from his "nap." You should see a crosshair-like cursor. Sometimes this will appear as a red arrow (if Ben is on foot) or a highway sign (if Ben is on his bike). These will indicate directions Ben can travel – exits from the current screen, you might say.

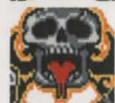
A note about the mouse: If your mouse has two buttons, your left button will control most of the action throughout the game. The right mouse button controls your inventory. If your mouse has only one button, then that button acts as the "left" mouse button and the keyboard key "i" acts as the right. Please consult the reference card for more information.

To make Ben walk, move the cursor to the point or area on the screen you want him to go and click the left mouse button. If you have played an adventure game before, you may be saying, "Where's my

\* \* \* \* \*  
Move the cursor over the various verb icons in the interface and left click to activate them:  
VERB ICON FUNCTION



Look at/  
Examine



Talk to/  
Use mouth



Pick up/  
Punch/Use



Kick



interface?  
\* Where's my  
\* inventory?"  
\* No, they didn't get ripped off  
\* while Ben was in the dumpster. To  
\* display the interface, move the  
\* cursor around the screen until  
\* you see a red frame around the  
\* crosshairs. Now hold down on the  
\* left mouse button, and you will  
\* see the interface. For example,  
\* to use Ben's motorcycle, you  
\* would move the cursor over the  
\* motorcycle, press the left mouse  
\* button, then move the cursor over  
\* the hand symbol until it clenches  
\* into a fist, and then let go of  
\* the button.  
\* To display the inventory,  
\* type "I" or click the right

mouse button. You will now see up to four inventory items. You may cycle through the entire inventory you have at that moment by clicking on the right or left arrows (if they are visible. If they aren't visible, you're looking at all the inventory you've got at that moment.). To examine an inventory item, put the cursor over it and click the right mouse button. If you wish to use an inventory item, put the cursor over it and click the left mouse button. The inventory skull should disappear and the cursor should now be the item you have selected. To use it with an onscreen item, move the cursor over the onscreen item until the item on the cursor glows yellow, then click the left mouse button. The inventory skull will disappear when you move the cursor outside the skull. If you decide not to use an inventory item, left click inside the inventory skull or outside when the item is not highlighted and it will vanish.



## TALKING TO CHARACTERS

Occasionally, even the most grim biker-of-few-words needs to talk to another human being, to indulge in such pithy eloquence as "Gimme a brew" or "Where's the john?" If you want to talk to a character in the game, move the cursor over the character, bring up the interface, and then move the cursor over the mouth of the skull until the tongue comes out. You may then see a selection of conversational options for Ben. Just click once on whatever seems the right, or interesting, thing to say. Unlike real-life biker bars, you will never get killed for saying the wrong thing, and you can always come back and try saying something else.

## RIDING THE BIKE

When Ben is on his bike in an interactive highway sequence, you can swerve left or right by moving the mouse in those directions. If you want to select a weapon, click the right mouse button. If you want to use a weapon, click the left mouse button. If at first you don't succeed, punch, punch, punch. You can always try a bigger weapon.

To take an exit, click the left mouse button when you see the EXIT sign.



## GENERAL CONTROLS

To find out more specifics on how to control Ben and his vehicles in the highway sequences, the demolition derby and the arena, please consult your reference card.

## SCREEN SAVERS

For your amusement, we have included screen savers in the game displaying 3-D views of the cool Full Throttle vehicles. For prices and leasing agreements, see your local Corley Motors dealer.

## OUR GAME DESIGN PHILOSOPHY

10 We believe you buy games to be entertained, not to be whacked over the head (and tossed into a dumpster) every time you make a mistake. So we don't bring the game to a screeching halt and run you off the road when you poke your nose into a place you haven't been before. Unlike conventional computer games, you won't find yourself accidentally stepping off a path or dying because you've picked up a sharp object. Anything potentially disastrous that happens to Ben is supposed to happen to him. A biker's life is not a stroll through the mall.

## A FEW HELPFUL HINTS

Pick up everything you can. Odds are, at some point all those strange things will serve some purpose.

If you get stuck and can't figure out how to proceed, try looking through all the items you've found and thinking about how each one might be used (perhaps with yet another item in your inventory). Talk to people you meet (like the bartender) and try to get clues from them. Think about the places you've gone and the people you've met. Chances are, there will be a connection that will put you back on track.

If you need technical assistance, refer to the Troubleshooting Guide on your reference card or call 0171-368-2266. We're sorry, but no hints can be given on this line.

If your motorcycle isn't working, fix it yourself like a real biker and quit whining.

\* \* \*

Hear the complete rock 'n' roll soundtrack of FULL THROTTLE on the Gene Jackals latest album:

### BONE TO PICK

Available on Blue/Black Records

Blue Black Records, P.O. Box 426847, San Francisco, CA 94142-6847

## FULL THROTTLE CREDITS

Starring the voices of: Roy Conrad, Mark Hamill & Kath Soucie

Writer, Designer & Project Leader: Tim Schafer

Lead Artist: Peter Chan

Lead Animator: Larry Ahern

Lead Programmer: Stephen R. Shaw

Programmers: Mark Crowley, Hwei-Li Tsao,

Tim Schafer, Jonathan Ackley & Dave Grossman

System Programmer: Aric Wilmunder

Production Managers: Casey Donahue Ackley & Tamlynn Barra

Animators: Pete Tsacle, Anson Jew, Charlie Ramos & Leonard Robel

Background Artists: Peter Chan & Brian Rich

3D Vehicle Models: Richard Green

Character Designs: Larry Ahern

Vehicle Designs: Peter Chan

3D Artists: David Vallone, Dan Colon & Richard Green

Art Technicians: Lleslle Aclaro, Michele Harrell & Kim Balestreri

Lead Testers: Chris Purvis, Jo "Captain Tripps" Ashburn

& Dana Fong

Testing by: Reed Derleth, Leyton Chew, John Hannon, Albert Chen,

Darren Johnson, Ryan Kaufman, Tabitha Tosti & William W. Burns

Compatibility Testing: Chip Hinnenberg & Doyle Gilstrap

SCUMM™ Programmed by: Aric Wilmunder, Ron Gilbert,

Brad P. Taylor & Aaron Giles

iMUSE™ Programmed by: Michael Z. Land, Peter McConnell

& Michael McMahon

INSANE™ Programmed by: Vince Lee

Additional Programming by: Paul D. LeFevre & Matthew Russell

Featuring Music by: The Gone Jackals

Additional Songs by: Chitlins, Whiskey & Skirt

Orchestral Composer & Music Producer: Peter McConnell

Lead Sound Designer: Clint Bajakian

Sound Designers: Jonathan Hoffberg & Mark Crowley

Voice Producer & Director: Tamlynn Barra

Voice Editor & Production Coordinator: Khris Brown

Featured Voices: Alex Bennett, Hamilton Camp, Tress MacNeille,

Pat Musick, Bill Farmer, Maurice LaMarche, Nick Jameson,

Mal Friedman, Jack Angel, Scott Bullock, Steve Blum, Denny Delk

& Zachery Barton

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Product Support: Mara Kaehn (Manager), Jason Deadrich

(Supervisor), Tabitha Tosti & the Product Support Team

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Manual Design: Mark Shepard

Special Thanks to: George Lucas & Bob Roden

ANY QUESTIONS?

Call our Customer Services line on:

**0171-368-2266**

When you call please be sitting in front of your computer with paper and pen, and gather as much pertinent information about your computer as you can assemble: make, model, peripherals, RAM and disk size, graphics card, monitor and the information in your CONFIG.SYS and AUTOEXEC.BAT files.

You can also write to Customer Services at:

Virgin Interactive Entertainment (Europe) Limited,  
2 Kensington Square, London W8 5RB

Customer Services hours are 10:00 am to 1:00 pm  
and 2:00 am to 5:00 pm, Monday to Friday.

WHERE TO FIND US ONLINE

LucasArts Website  
<http://www.lucasarts.com>

CompuServe  
Game Publishers Forum A  
(GO GAMAPUB) section 7  
Or send e-mail to ID#  
75300,454

America Online  
Keyword "LucasArts"  
Or send e-mail to LUCASARTS3

Internet E-Mail  
75300.454@compuserve.com  
Or send e-mail to  
LucasArts3@AOL.com

Technical Support FAX

**0171-468-2000**

Technical Support BBS

**0171-468-2022**

NEED MORE HINTS?

Please do not call Customer Services for HINTS, as they do not give hints over the phone. However, you may call our automated hint line at:

**0891-333529**

This service costs 39p a minute, and you must be over 18 years old or have your parents' permission to call. Max 7 minutes. Price as advertised correct at time of release (October 1995). Service available to UK residents only.





**A PEEPING TODD**



**SEDUCTIVE POSES**



**MIDNIGHT SEARCHES**



**SPOT LIGHTING**



**FRIENDLY COUNTRY FOLK**

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