

Rick Koenig and Connie Goldman

Racing **DESTRUCTION** Set™



ELECTRONIC ARTS



The Baja Bug

*The essence of German
"form follows function"
engineering. Gets you
there, with or without a
road. Nothing fancy here
(well, maybe the shocks
and the engine are a little
special).*



The Can-Am Road Racer

*Pure, gleaming sex appeal.
State-of-the-art aero-
dynamic design and 2.6 liters
of dual overhead cam, turbo-
charged power (800 ponies
worth). The stuff Laguna
Seca fantasies are made of.*



The Stock Car

*You know. Stock. Just like
the one down in the show-
room. Except of course for
the suspension, the frame,
the 350 cubic inch, 700
horsepower engine....At
210 mph, 3400 pounds are
hard to argue with.*



The Dirt Bike

*The tighter the motocross
course, the more you'll
appreciate this little beauty.
And with its 24 inches of
mono-shocked wheel
travel, you just might be
able to run right over your
opponent without even
noticing the bump.*





Rick Koenig, Connie Goldman and Dave Warhol are three of the unsung heroes of the "cart wars"—the valiant pioneering attempts to stuff 64K ideas into 4K cartridges.

Connie pioneered many of the techniques that brought high-quality color graphics to the medium. Since Dave loved music as much as he did programming, he insisted on trying to coax the real thing out of the available hardware. And Rick put his formal (Cal Tech) computer science training through some paces his formal trainers never imagined.

Game Concept and Design: Rick Koenig, Connie Goldman, Dave Warhol. Programming: Rick Koenig. Graphic Design: Connie Goldman. Original Music, Sound Effects and Aural Programming: Dave Warhol. Track Design: Rick Koenig, Richard Hilleman. Producer: Don L. Daplow. Package and Manual Copy: David Grady, Richard Hilleman. Artist and Screen Photography: Frank Wing. Package Design: Steinhilber, Deutsch and Gard, Inc. Photography: Henrik Kam.

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Rick also rode a motorcycle to get to work, doing battle daily with L.A. traffic. And Connie was once foreman (foreperson?) on a road repair crew. They've wanted to do this game for a *long* time.

The best slot racing set ever

—Unlimited, unbreakable Track—Customizable cars and bikes—

—Land mines, oil slicks, adjustable gravity and more—



Amazing split screen delivers white knuckle action. Use the joystick to speed up, slow down, change lanes and run the enemy into the wall. Player 1 uses the top of the screen. Player 2 (or the computer), the bottom. Gripping animation of spinouts, collisions and spectacular end over end crashes. Land mines and oil slicks too. It's fast. It's funny. It's action packed.



9 hot machines to test your skill and strategy. An open-wheel, open-cockpit racer for Indy-style tracks. A Baja Bug for punishing motocross layouts. A dirt bike. A street bike. A stock special. A sleek, mean Can-Am road racing machine. A pickup, a jeep, even a lunar rover for low gravity duels. Pick your vehicle, then pick the tires and engine size to match the racing conditions you expect. Then go for it.



50 Built-in tracks and an editor. There are dirt tracks, grand prix road courses, motocross layouts, and several more too bizarre to describe. And there's a powerful, easy-to-use editor that lets you lay down straightaways, curves, forks, crossovers, and jumps. Set track width and choose one of three surfaces—pavement, dirt or ice—for each piece. Modify the pre-built tracks or build your own from scratch. Save up to 58 different tracks per disk.



ELECTRONIC ARTS

About our company: We're an association of electronic artists who share a common goal. We want to fulfill the potential of personal computing. That's a tall order. But with enough imagination and enthusiasm we think there's a good chance for success. Our products, like this program, are evidence of our intent. If you'd like a free product brochure, please write us at: Electronic Arts, 2755 Campus Drive, San Mateo, CA 94403.

Electronic Arts provides a ninety day warranty on the recording media. See limited warranty statement enclosed. This warranty does not apply to the software programs themselves, which are provided AS IS.

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