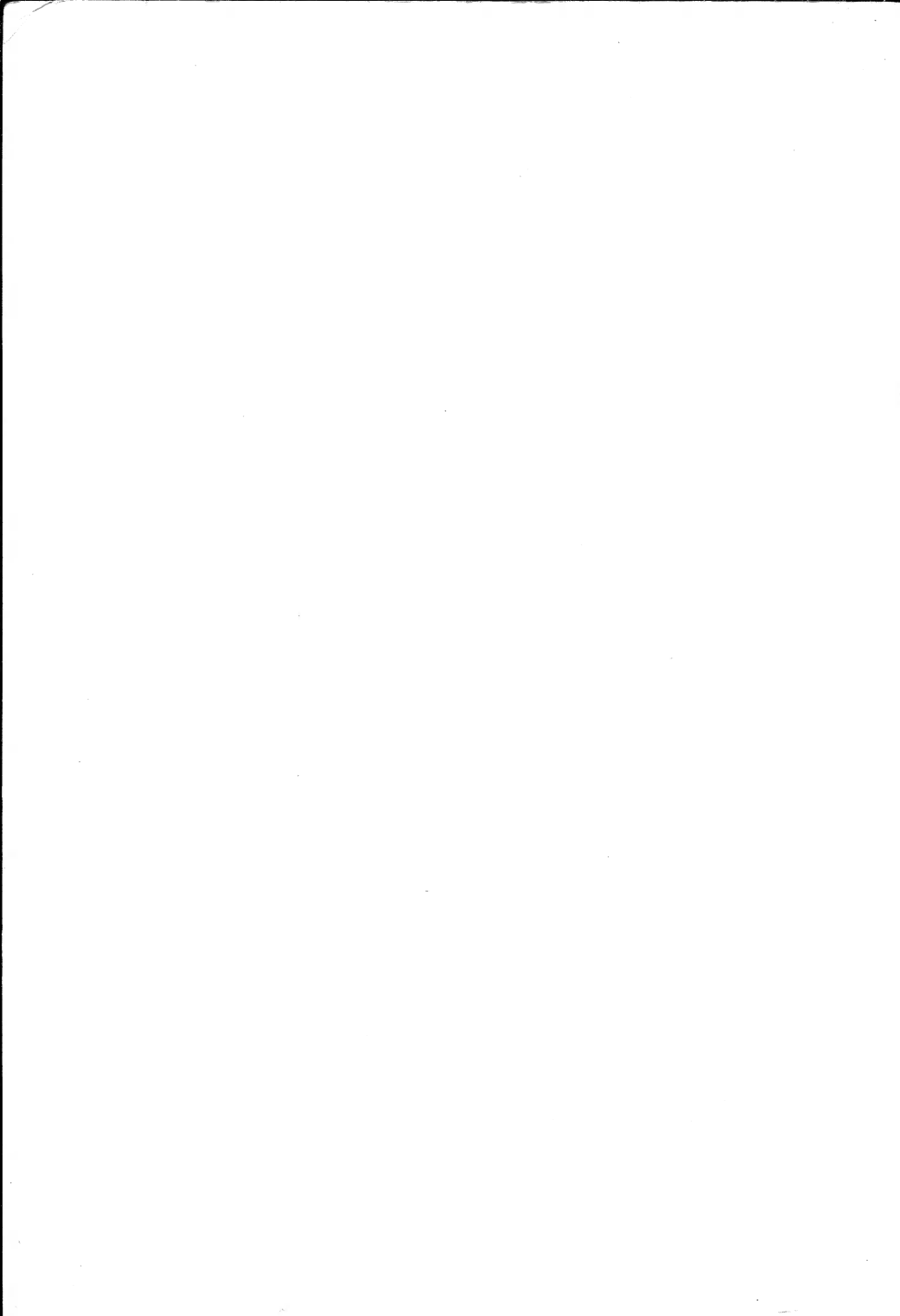


# WHIRLASH



INSTRUCTION MANUAL



# WHIPLASH™

*Interplay™*

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# INSTALLATION

## INSTALLING WHIPLASH

1. Insert the WHIPLASH CD-ROM into your CD-ROM drive.
2. Select the correct drive letter that your CD-ROM drive uses — i.e. D:
3. Type **INSTALL** at the prompt to execute the Install program. The Install program is made up of a number of separate menus each with selectable options. The current menu selection appears highlighted. Clicking a mouse button will select an option, or you can use the cursor keys on the keypad. <Return> selects an option.
4. When you have installed the game and chosen your Sound Effects and Music cards, select Exit from the menu and save the configuration from the menu. Your preferences will be saved and used every time you play the game.

## INSTALLING WHIPLASH IN WINDOWS 95

1. Insert WHIPLASH CD-ROM into your CD-ROM drive.
2. Click on the start button in your windows 95 desktop.
3. Select 'RUN'
4. type 'd:\whiplash\install.exe'



# PLAYING WHIPLASH

1. Make sure that the WHIPLASH CD-ROM is placed in your CD-ROM drive. Even though you execute the game from the files installed to your hard drive, the game is played from the CD-ROM, and you must keep the CD-ROM in the drive at all times while playing WHIPLASH.
2. At the DOS prompt, select the directory that you have installed WHIPLASH into — e.g. CD:\Intrplay\WHIPLASH.
3. When you are in the correct directory, type WHIPLASH. The game will then check your system and optimize itself to your machine's capabilities.

## PLAYING WHIPLASH IN WINDOWS 95

1. Make sure the WHIPLASH CD-ROM is placed in your CD-ROM drive.
2. Click on the start button in your Windows 95 desktop.
3. Select 'RUN'
4. type 'c:\intrplay\whiplash\whipw'



# WHIPLASH

Every year the world's top eight major car manufacturers hold a championship competition to prove who has the best/fastest/strongest car to the world's press and, most importantly, to the public. The company who wins the championship is guaranteed huge sales for the next year. Sure, other companies exist, but they're just cottage industries when compared to the eight leviathans taking part in the competition.

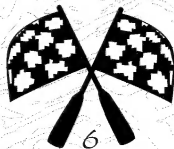
The eight companies agreed to hold an annual race to prove beyond a doubt who was currently at the top of the heap. The race began as an idle aside once a year, but soon escalated into a no-holds-barred media circus. The car companies soon realized that winning could be very, very good for their image. Participating drivers and technicians were promised huge bonuses for good finishing positions, and soon the race became a crashing, smashing spectacle. The world had never seen the likes of this since the days of the Roman gladiators — both tactics and driving have become extreme to say the very least.

Each of the eight companies builds two circuits near their main plant; the tracks are torturously constructed and include banked corners, loops, corkscrews and hairpins as standard features. All of the circuits are built with the ultimate competition in mind — not only do they push the cars to the limit, they also push the drivers to the limit of mental and physical exhaustion.



Whiplash™

The competition to win the Championship against the other companies is unbelievably competitive. Some drivers will use any method to win because that's all that counts...even if the outcome is fatal.





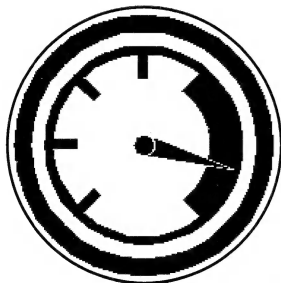
# THE COMPANIES

## L'AUTO ARIEL (FRENCH)



Ariel is the only surviving French major company. Their reputation is for fun cars, and their designers are renowned for their inventive flair. Although the cars are not very reliable they continue to sell in great numbers throughout Europe. They have not penetrated other territories too deeply but their market share in South America and Asia is growing steadily. Their greatest competitor is the Italian firm DeSilva, a traditional friendly rivalry which seems to have fanned itself over the years into a full-blown all-out war.

## DESILVA (ITALIAN)



DeSilva was originally a family firm established in 1912 just prior to the first world war employing only six staff members. It is now the largest car firm in Europe and outsell the English and German firms by almost 2 to 1; the French company L'Auto Ariel is their closest rival. DeSilva is famed throughout the world for its knack of predicting forthcoming trends in the motor industry, specifically in racing cars, where its ideas are virtually plagiarized once a year by the other seven major companies.



## PULSE ENGINEERING (ENGLISH)

Pulse is the one and only English large-scale motor manufacturing company and they too have faced liquidation on more than one occasion. Mystery backers were found at the last minute when this last happened and the company has since pulled its socks up. Their recent wins in WHIPLASH have more than doubled their market share to an appreciable six percent. As always, the English have a reputation for quality and attention to detail; unfortunately, they also have a reputation for high prices and every effort is being made to bring this into line with the other manufacturers. If this should become a reality, Pulse will be a force to be reckoned with, both on and off the track in the near future.



## GLOBAL (AMERICAN)

The name Global may seem boastful, but these guys really are. Their familiar logo is to be found on almost forty percent of all the cars sold in the world on any given day. Since they started to produce more compact, smaller cars, forgetting the extravagant American passion for the large, their market share in Europe has grown considerably. Unfortunately though, they have not been winning too many races lately and the population of the world is beginning to wonder if this is likely to be a continuing trend. Their market share has been dwindling lately as a result.



## MILLION PLUS (JAPANESE)

Million Plus is a Japanese success story; their name derives from the promise they made in the year the company was established. Their output now far surpasses that original goal. All of their production plants are based in countries other than their own; most of them are in South America where labor costs are low and raw materials are plentiful and comparatively cheap. This was an unintentional stroke of genius — the earthquake which leveled the rest of the major Japanese car manufacturers did not affect Million Plus at all. The company is a kind of bargain-basement manufacturer; all of their cars are functional and well engineered with few frills or extras. This is not seen as a handicap to their selling power and their advertising campaign reflects this.

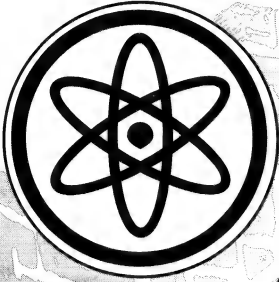


## MISSION MOTORS (AMERICAN)

Mission Motors has used questionable means in previous competitions and received all manner of accusations in the past — accusations of espionage, the inclusion of non-standard models in their race line-up, and even sabotage. The latter charge was unfounded, but when the two previous cases were successfully proven in an official inquiry, Mission was disqualified after the completion of the yearly race. That year was a catastrophic embarrassment for the company: their cars, which had swept the board in every category, were then stripped of all awards and accolades. The resulting adverse publicity almost ruined Mission for good. New directors were appointed after a quick witch hunt and the company has since attempted to change the world's opinion, a policy which has yet to reach fruition as Mission market shares continue to fall.



## ZIZIN (JAPANESE)



This company is literally a phoenix, having risen from the chaos and ashes of the worst earthquake ever to hit the Japanese mainland. One of the world's major economic powers at the time, Japan was leveled by the forces of nature and seemingly put out of the competitive economic picture forever. But the determination and grit of the people shone through as all of the former Japanese business giants pooled their resources and formed the Zizin Corp.

## REISE WAGON (GERMAN)



Germans have long been famed for their over-engineering and their eye for detail when it comes to technical issues. If you were to ask one of their R&D staff to iron out a design problem with a loose ashtray mounting you could be sure that by the time he was finished it would be able to support the weight of a man. This assumption is certainly true of the Reise Wagen Company. One glance at their finished product and anyone will see that it oozes quality, polish and excellence. These things do not come cheap though, and their established market niche with the more affluent customer is firmly established. Whenever the company wins the annual race (and they often have) the sound of millions of bank accounts sighing with relief is heard. Their customers demand reassurance – and get it.



# MAIN MENU

After you've installed WHIPLASH on your computer, the first menu screen you see will be the Main Menu. From this menu you can setup WHIPLASH exactly to your individual game-playing taste or to match the processing power of your PC. Before you hit the track, read the rest of this manual to fine-tune your options from the Main Menu screen.



Use the cursor keys to move up and down through the options available on all the menus. To select an option, press the <enter> key. All of the menus available in WHIPLASH use the same keys to highlight and select options — WHIPLASH's menu system doesn't require or use a mouse to select/highlight options.



From the Main Menu you can access all the other menus available in WHIPLASH by highlighting an option and pressing <enter>. The Main Menu is the only menu screen you can start the race from; the sub-menu screens always exit back to the Main Menu.

## SCREEN SAVER

If you leave WHIPLASH running on your computer unattended while you are in the Main Menu, an automatic screen-saver will kick in to save your screen from image burn. Press any key to stop the screen-saver and return to the Main Menu.

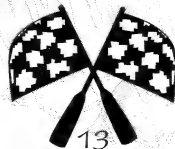


# SELECT CAR

You're in a lucky position, driver — it seems that your reputation has gone before you and your skills at driving are world-renowned. In fact, you find yourself in a unique position: you can actually choose which one of the eight companies you will drive for. Choose carefully...a mistake at this stage could be deadly.



From the Main Menu, highlight CAR and press <enter> to select this option. Seeing as you're in a position where you can choose any of the companies, you'd be wise to view and review all the cars before you pledge allegiance to one company. Highlight the car company's name and press <enter> to view the car and hear a short commentary.



# Whiplash™

The selected car will rotate on the screen so you can view the model in full 3D. You will also notice the percentage dials on the right of the screen when any of the cars are selected. The dials will give you an accurate visual readout of the cars, main capabilities. The greater the amount of purple visible on the dial, the more capable the car is at that particular function. Therefore, if the acceleration dial is 100% purple, you can take it for granted that the car has the fastest acceleration available. When viewing the dials you must view them as a whole and take all the attributes into account before choosing. The attributes of each car list from the top of the screen to the bottom are: Acceleration, Top Speed, Braking, Turning, Grip, Durability and Mass.





# OVERVIEW OF EACH CAR

The following is just a brief overview of each car that you can select to race in.



## **AUTO ARIEL: FOUETTE 270ZX**

This car has good overall stats and is a good all-round average car.

Max speed 190, 0-60 in 4.4 seconds.



## **DESILVA: DESILVA 511GTI**

This is a very light car (low mass) and has the best acceleration, but because of the lack of weight it has the slowest top speed.

Max speed 186, 0-60 in 2.75 seconds.



## **PULSE ENGINEERING: ERRANT V8 GT**

A very fast, but otherwise average car that seems to enjoy skidding.

Max speed 194, 0-60 in 4.98 seconds.



## **GLOBAL: CELERITY MKII**

A very fast, heavy car and perhaps one of the most durable cars, the downside being that it has slow acceleration.

Max speed 196, 0-60 in 5.07 seconds.





### **MILLION PLUS: NINJATO**

This year's Million Plus has outstanding grip and very light steering.

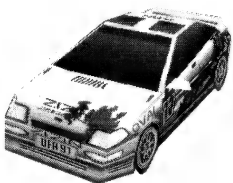
Max speed 188, 0-60 in 5.38 seconds.



### **MISSION MOTORS: CHIMERA TURBO SE**

Although this car doesn't have an excellent top speed it does have good acceleration, brakes and very good grip.

Max speed 188, 0-60 in 3.42 seconds.



### **ZIZIN: KLR 330**

A professional driver's car that can be hard-to-handle for beginners — good acceleration and a good top speed.

Max speed 192, 0-60 in 4.05 seconds.



### **REISE WAGON: MERKUR GT**

Another swift-but-hefty car, its weight makes it slow to turn, but very durable in the hands of a true pro.

Max speed 206, 0-60 in 7.33 seconds.



# SELECT TRACK

There are 16 tracks in WHIPLASH, each designed to push drivers and their cars to their limits. Not only do you have to find the best racing line plus the best speed to pull off the jumps and stunts, but you've also got to avoid the other drivers. They'll try and take you out at any opportunity they get — get dangerous or become a fatality.



# Whiplash™

You select a track in exactly the same way you select a car: by using the cursor keys to pick through the choices and <enter> to select. When you select a track you will hear a brief outline on each track and while a 3D rotating model of the track is displayed on screen. For more information on track access, see Track Access under Game Type in this manual.

The following is a brief outline of each track available in WHIPLASH:

## **TRACK 1 (AUTO ARIEL)**

### **Le Grande Royale**

A slick smooth circuit. Its gentle curves and banked corners combine to create a high speed challenge. Just what we have come to expect from the French contingency.

## **TRACK 2 (DESILVA)**

### **Snake Pass**

The Italians have constructed a hill-storming snake of a track. Take one of its moving ramps at the wrong moment and you can kiss the chance of victory goodbye.

## **TRACK 3 (PULSE)**

### **Big Dipper**

Fast reflexes and a stomach for G's are essential qualities for any driver attempting Pulse's roller coaster of a circuit. Jello-heads need not apply.



**TRACK 4 (GLOBAL)**

**Death Drop**

Multi-routes, multi-jumps and multi-hazards, Global's first track proves they mean business. Mind that gap!

**TRACK 5 (MILLION PLUS)**

**Tsunami Twister**

A short, explosive circuit featuring the Japanese company's gut-tickling Twister Jump. Buckle your lunch down.

**TRACK 6 (MISSION)**

**The Bridge**

You'll find yourself up to your neck in trouble as soon as you start rolling on this track! Splits, big air and cunning obstacles all go to prove that Mission on a mission for fatalities!

**TRACK 7 (ZIZIN)**

**Siamese**

Zizin's course boffins have created a winding track complete with two magnificent loops. Pedal to the metal and shut your eyes!

**TRACK 8 (REISE WAGON)**

**Gateway**

"Unforgiving" is the only word that accurately sums up this track's character. The Germans have put everything into this track, including a corkscrew.



**TRACK 9 (AUTO ARIEL)**

**The Reaper**

A rapid, track whose fiendish bends favor a driver with no respect for his own life...let alone others.

**TRACK 10 (DESILVA)**

**Free Fall**

Featuring the feared and respected Loopscrew, DeSilva has used every trick in their repertoire to create a track with no rivals.

**TRACK 11 (PULSE)**

**The Crab**

A beautifully unassuming circuit with an inverted twister jump. It'll leave your lunch in your mouth and your breakfast on your seat!

**TRACK 12 (GLOBAL)**

**Switchback**

Don't dare blink...don't dare brake! Probably the best advice you will hear concerning this gem of a track. Give the crossover section revs and respect.

**TRACK 13 (MILLION PLUS)**

**Fly By**

Two brain-curdling twister jumps punctuate the mild straights and bad complexion of this track. Careful control is needed over the jumps — too fast and you could become just another statistic.



**TRACK 14 (MISSION)**

**Coffin Run**

You won't know whether to laugh or cry as you zoom round Mission's second offering. Combos of gentle bends soften you up before the corkscrew jump to make you think that a desk job might be a good idea.

**TRACK 15 (ZIZIN)**

**Devils Hairpin**

More Japanese innovation! Zizin's second circuit boasts a frustrating fall-off section as well as a spectacular split loop. This should sort out the speed fiends from the has-beens.

**TRACK 16 (REISE WAGON)**

**Nemesis**

Jumpy, bumpy, inclines and fast times just about sums up this German peach. You think you know what to expect by now...? Wrong!



# CONFIGURATION

Select this option from the Main Menu to configure your options for WHIPLASH — when you're finished with any given option, select DONE and press <enter> to exit back to the Configuration Menu.

## NAMES

option

NAMES  
SOUND  
CALIBRATE  
CONTROL  
GFX DETAIL  
MISCELLANEOUS

REISE WAGON 2: GORT  
REISE WAGON 1: ROBBY  
ZIZIN 2: HOLLY  
ZIZIN 1: KRYTEN  
MISSION 2: MARVIN  
MISSION 1: EDDIE  
MILLION 2: VINCENT  
MILLION 1: BOB  
GLOBAL 2: NOMAD  
GLOBAL 1: VOYAGER  
PULSE 2: BISHOP  
PULSE 1: ASH  
DESILVA 2: ZEN  
DESILVA 1: SLAVE  
AUTO ARIEL 2: DAMIAN  
AUTO ARIEL 1: SAL

PLAYER 1: DAMIAN  
DONE





Please identify yourself! Highlight and select Names to enter your name, use the cursor keys to highlight Player 1 and press <enter>. Delete the default name (Human) and enter your name; press <enter> to confirm the name change. You can, if you wish, change the names of the other players. If you're playing a two-player game, Player 2 enters his/her name the same way as Player 1. For a multi-player network game it can be an important tactic to enter your name before you burn rubber; by inputting your name, other players will be able to identify you — great if you play fair but also an ideal opportunity to pull a fast one and use another player's name to play a double-cross.

## SOUND

Here you can change the volume and toggle the sound effects and music. Choose an option and use the left cursor key to lower the volume or the right key to increase the volume. For Car Engines, SFX and Music, highlight an option and press <enter> to toggle that option on/off.

## CALIBRATE

Before you choose to calibrate your joystick, ensure that your joystick(s) is connected properly. To calibrate your joystick(s), move your joystick(s) to the limits and press <enter>. Player 1 & 2 can calibrate both joysticks/steering wheels at the same time if



you have two joysticks/steering wheels connected to the same PC. Select Control after you've calibrated your joystick(s) from the menu to set up the Keys, Joystick Buttons or Steering Wheel actions to be used for racing.

## CONTROL

Use this menu to set up the Joystick/Steering wheel and Pedal actions or Keys to be used for Steering, Acceleration, Brakes and Gears. Highlight Player 1 Controls by pressing <return> and then select the joystick equivalents of the keys to be used to control your car. If you're using a joystick or steering wheel, at the STEER LEFT option move the joystick/steering wheel left and your option will be confirmed on screen; then do the same for STEER RIGHT. This flexible system allows you to use any steering wheel and pedal system available on the market.

## GFX DETAIL

This allows you to toggle on or off the graphic detail options available in WHIPLASH. Highlight an option and press <enter> to toggle it on or off. Look Ahead has two options, Unrestricted and Restricted; this is used for displaying the road ahead of you. (If you have a 486 PC you should set this to Restricted to achieve the best results. If you have a Pentium™, set this option to unrestricted.) To change the in-game screen size, simply highlight Screen Size



and press <enter> to toggle through the available sizes. (Shortcut: While you are racing, use the + and - keys to increase and decrease the screen size.)

The last choice on this menu is to set up your display to VGA or SVGA. SVGA should only be selected if you are running the game on a Pentium™ — even if you have a fast 486 with a good video card, your machine will still struggle to display the graphics fast enough. VGA will run extremely fast on both a 486 or a Pentium and is the default setting for the game.



# MISCELLANEOUS

## PLAYER 1 OR 2 VIEW

Change your viewpoint of the race using this option. Select from In Car, Chase, Mirror, Behind or Team. In Team View you'll see your teammate driving in a small overlay at the top of the screen. Experiment with the different viewpoints to find one that suits your style; you can also use the F3 and F4 keys to toggle through all of the available viewpoints while you are racing. If you're playing a two-player split-screen game, player 2 uses the F7 and F8 keys to change their view point.

## SPEEDO

Change the speed display to either MPH or KMH.

## REPLAY RECORD

Select this to record your race. If you plan to replay/edit your races, select On — select Off if you don't. See the Replay section of this manual for full details on the WHIPLASH Replay Recorder.



Please note that the WHIPLASH replay function records replays directly to your hard disk during game play. This means that the duration of the replay can only be as long as the amount of space on your hard disk. Replays take up approximately 1 MB of disk space for every minute of replay time for 16-car races.

## MEMORY

This displays the memory version of WHIPLASH you are playing.

## ENGINE DAMAGE

This option automatically defaults to Off. When this option is switched on, it affects how your car starts — the more damaged your car is, the more time it will take to start it up.



# PLAYERS

## 1 PLAYER:

Select 1 Player for a one-player game.

## 2 PLAYER:

Select 2 Player for a two-player split-screen race using one computer.












## NETWORK

Before you attempt to run a network game of WHIPLASH, ensure that you have your network drivers running before you start. To play a network game, go to the Players menu from the Main Menu; once in this menu, select Network. You will be able to choose to join or start a game. Choose an empty slot to start a game then, exit from the Players menu and select Game Type from the Main Menu. Select Single Race or Championship for your network race mode.



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PLAYERS: 12  
TRACK: 2

1	DAMIAN		AUTO ARIEL		
2	TESTER		AUTO ARIEL		
3	XXXXXXXX		DESILVA		
4	DAMON		DESILVA		
5	LAURENT1		PULSE ENGINEERING		
6	COS		PULSE ENGINEERING		
7	ANDY C		GLOBAL		
8	GRAEME		MILLION PLUS		
9	WAI		GLOBAL		
10	KEV		MILLION PLUS		
11	GRAHAM		MISSION MOTORS		
12	GRAHAM1		NO CAR SELECTED		

Up to 16 players can play WHIPLASH at the same time on a network game, but don't worry if you don't have 16 players — the computer will take control of any cars not selected by human players if you select Sixteen Cars from the Game Type: Cars menu. If you select Head to Head, only the human players will be included in the race. If you select Eight Cars and don't have eight players, the computer will play the remaining cars. You can also have more than eight human players, even if it does say Eight Cars—WHIPLASH is that flexible. The idea behind Eight Cars is that it is slightly easier to race against eight cars than it is sixteen.

Once you've selected your race mode, exit the Game Type menu to return to the Main Menu. Now, select a car. Once you've selected your car, highlight START on the Main Menu and press <enter>. WHIPLASH will now display a player's list (network



wait screen) on-screen. Once all the players who are participating are displayed on the list with a red outline (including their readiness to play) around their name, hit <enter> to start the race.

Before you hit the track, check out the Configuration Menu for a network-available option called Messages. This allows you to use the F5 through F8 keys to send in-game messages to the other players — highlight a message, press <enter>, and then enter a message of your own. This can be a useful distraction if used tactfully.

If you're playing a Single Race network game, the last track selected by any of the players (any player can select a track) will be the one you race on. So make sure you all agree which track you want to race on; if someone switches the track at the last minute, it could prove dangerous to their health...

You only need one copy of WHIPLASH to run up to a 16-player network game. Just make sure that WHIPLASH is installed on all of the machines playing the game and ensure that one of the machines has the WHIPLASH CD-ROM in the CD drive before you start the game.

## SERIAL LINK

Make sure that your serial cables are connected properly. Then select the com port number that your serial link cable is on. Exit from the Players menu and select Game Type from the Main





## Interplay Productions

Menu. Select Single Race or Championship for your serial link race mode.

Once you've selected your race mode, exit the Game Type menu to return to the Main Menu. Now, select a car. Once you've selected your car, highlight START on the Main Menu and press <enter>. WHIPLASH will now display a player's list on-screen. Once both players who are participating are displayed on the list with a red outline (including their readiness to play) around their name, hit <enter> to start the race.

## MODEM

First, make sure that you select the com port number that your modem is on. Next, connect with the player via modem. Once you are connected, you will be able to send messages to the other player. Once connected, exit from the Players menu and select Game Type from the Main Menu. Select Single Race or Championship for your modem race mode.

Once you've selected your race mode, exit the Game Type menu to return to the Main Menu. Now, select a car. Once you've selected your car, highlight START on the Main Menu and press <enter>. WHIPLASH will now display a player's list on-screen. Once both players who are participating are displayed on the list with a red outline (including their readiness to play) around their name, hit <enter> to start the race.



# GAME TYPE

## SINGLE RACE

A single race a round any track you choose or have access to; see Track Access for more information on the subject.

## CHAMPIONSHIP

This is more like it: a full eight-track 'white-knuckle' race epic. Not only will you have to pit your skills against the other drivers, you'll have to hold your own against some of the hardest tracks ever constructed.

## SAVE GAME

When you've selected to race in Championship mode and you exit the Game Type menu to return back to the Main Menu, you'll notice that the Track option has changed to a Disk option. This allows you to save your championship position. You can save your championship position at the beginning of a new race by selecting Save from the menu. Select one of the four slots to save the game to and press <enter> — the game will now be saved to



that slot. Also displayed with each save is the race information, which should make it easier to identify each saved game. In a network championship all the players must save the game.

## LOAD GAME

To load a previously saved game, highlight and select Load Game and press <enter>. Now select a game from one of the four slots and press <enter>. Once the game has been loaded, the words GAME LOADED will appear on the screen in red to confirm the load. In a network championship all the players must load the game.

## TIME TRIAL

A five-lap race against the clock. Here you'll race against the clock in a bid to gain the track record and, hopefully, to see your name on the Lap Record list.

## TRACK ACCESS

In WHIPLASH you get access to the first eight tracks when you first start playing. To get access to the last eight tracks you must win the first Championship with the difficulty set to medium or



above. Once you've won the Championship on medium you can access all of the tracks.

## DIFFICULTY

Finding the competition a little too easy/hard? Then select Difficulty and select a different level to play at one of the following:

**Girlie:** Sunday drivers only.

**Easy:** Just passed your driving test!

**Medium:** Average drivers.

**Tricky:** Above-average drivers only.

**Hard:** Arcade-heads only.

**Impossible:** Impossible unless you've had loads of practice or work for Gremlin or Interplay as a game tester.

## CARS

If you don't want to race against the default sixteen cars in WHIPLASH, highlight and select this option. In Single Race and Championship mode you can select to race Head-to-Head with another player(s) either on one PC using the split-screen mode or over a network, or select Eight Cars to race with just eight cars.



Select Sixteen Cars to race against a full team from every company.

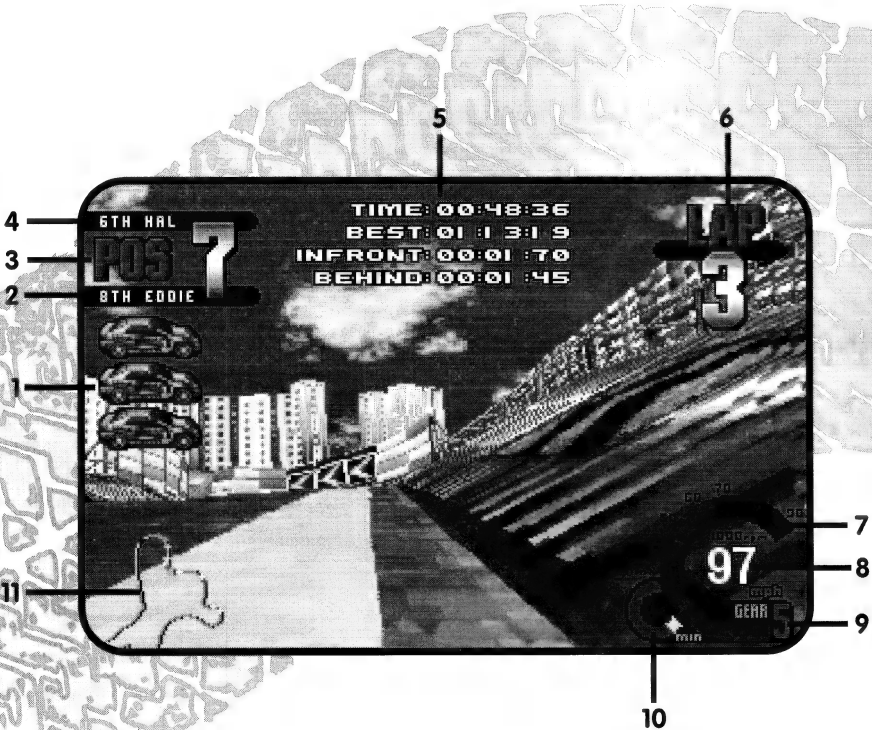
## **DAMAGE LEVEL**

This option allows you to alter the amount of damage cars receive when they collide with each other. Select from Low, Medium and High.



# RACE

You've selected your options, configuration and style of race — it's time to strap in. Once you're on the track, watch the lights, wait for the green light, and then put the pedal to the metal. The screen shot below is what you will see while you are racing:



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1. Cars available: At the start of a race your company supplies you with three cars for that race. This is a very expensive procedure, so make sure you use the pits and don't trash all three cars in one race...because it's "race over" if you do.
2. Displays the name of the driver immediately behind you.
3. Your current position in the race.
4. Displays the name of the driver immediately in front of you.
5. These readouts give you vital race information on your lap times and the time differences of the cars in front and behind you.

**Time:** This readout gives your current time on the current lap.

**Best:** Your best time for a lap on current track in this race.

**Infront:** Displays the time difference between you and the car in front of you.

**Behind:** Displays the time difference between you and the car behind you.

6. Current Lap Indicator.
7. Rev counter.
8. Current speed in MPH/KPH.
9. Gear.
10. The damage meter displays the amount of damage your car has sustained...so keep a close eye on this meter throughout the race.



11. On this Map Display, your car is represented by the largest X on the map. All cars are represented by a dot that is colored differently for each team. The lead car is indicated by a flashing dot. The pit's location is indicated in yellow. The start line is indicated by a white square.

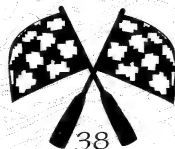
## PITS

Are you going to go for a one-stop or two-stop strategy? Of course, all this depends on how good you are at driving, or how sadistic the other drivers are. If your car has sustained a high level of damage, its performance will be seriously affected, so using the pits is a vital part of any racing strategy. Make sure you're not going too fast or you could overshoot the pit lane; ease off the gas and hit the brakes. Once you are stationary, repair work will be carried out on your car. Once your damage meter is clear, stomp on your accelerator and rejoin the race.

## RACE TACTICS AND MESSAGES

Your tactics are dependent on two things: which race mode/number of cars you select and how you actually race.

If you're playing in Championship mode or Single Race mode with 16 cars, you can send messages to your computer teammate to instruct him to take certain actions. The keys and instructions





## Interplay Productions

are as follows: F5 = WIN, F6 = BLOCK, F7 = SLOW AND BLOCK, F8 = TAKE OUT OTHER DRIVERS. You can send these messages to your teammate at any point in the race, but if you're 16th and he's in the top five don't expect him to give you a positive on an F7.

If you're playing a network game and have a computer-controlled teammate the above text applies, but if you have a human teammate the messages you send will be the ones you set up in the configuration menu in the messages option. Use the F1 and F2 keys to toggle through all of the players' names at the bottom left of the screen; select a player or select all the players (All Humans) and then send your message(s).

Players with computer-controlled teammates can still send their own messages to other human players by selecting their name(s) using F1 and F2. You can still send instructions to your computer teammate by selecting his name from the list and then sending him the instructions.

If you are playing with only eight cars, messages are not available if you are the only human player.



## RACE RESULTS

After every race, a race results screen will be displayed showing a detailed position breakdown for every car. Position times and the points awarded will both be displayed. If a small stopwatch is displayed before your time, you have achieved the fastest lap. If a skull-and-crossbones appears after your company's name, then you've scored a fatality against another player.

RACE RESULTS						
1ST	VINCENT		MILLION PLUS		13:32:97	28
2ND	ZEN		DESILVA		00:06:16	20
3RD	SLAVE		DESILVA		00:15:35	18
4TH	EVDIE		MISSION MOTORS		00:22:32	16
5TH	KRYTEN		ZIZIN		00:55:73	14
6TH	SAL		AUTO ARIEL		1 LAP	12
7TH	NOMAD		GLOBAL		1 LAP	10
8TH	MARVIN		MISSION MOTORS		2 LAPS	11
9TH	ASH		PULSE ENGINEERING		2 LAPS	8
10TH	DAMIAN		GLOBAL		2 LAPS	7
11TH	HAL		AUTO ARIEL		4 LAPS	5
12TH	BOB		MILLION PLUS		4 LAPS	6
13TH	BISHOP		PULSE ENGINEERING		4 LAPS	5
14TH	HOLLY		ZIZIN		FATALITY	2
15TH	ROBBY		REISE WAGON		FATALITY	1
LAST	GORT		REISE WAGON		FATALITY	0



## CHAMPIONSHIP

The championship table is only displayed if you're racing in championship mode. This table shows each individual's position in the championship, the number of fatalities, number of fastest laps, number of races you've won and the number of points amassed.

CHAMPIONSHIP						
1ST	ROBBY		REISE WAGON	4	1  2	118
2ND	DAMIAN		GLOBAL	3	5  1	116
3RD	NOMAD		GLOBAL	3	0  3	110
4TH	ZEN		DESILVA	8	0  1	86
5TH	HAL		AUTO ARIEL	7	0  0	86
6TH	EDDIE		MISSION MOTORS	8	0  0	65
7TH	GORT		REISE WAGON	3	1  0	63
8TH	MARVIN		MISSION MOTORS	4	0  0	61
9TH	SAL		AUTO ARIEL	7	0  0	61
10TH	ASH		PULSE ENGINEERING	1	0  0	60
11TH	BISHOP		PULSE ENGINEERING	2	0  0	56
12TH	SLAVE		DESILVA	3	0  0	48
13TH	VINCENT		MILLION PLUS	1	0  0	42
14TH	HOLLY		ZIZIN	1	0  0	33
15TH	KRYTEN		ZIZIN	2	0  0	25
LAST	BOB		MILLION PLUS	1	0  0	15



## TEAM TABLE

The team table is only displayed if you're playing with 16 cars. This table is similar to the championship table, but displays your position as a team. It also displays the number of races won and the fatalities and points your team has racked up.

TEAM TABLE					
1ST	 GLOBAL	 NOMAD	 5	 4	226
	DAMIAN		 6		
2ND	 REISE WAGON	 GORT	 2	 2	181
	ROBBY		 7		
3RD	 AUTO ARIEL	 HAL	 0	 0	147
	SAL		 14		
4TH	 DESILVA	 ZEN	 0	 1	134
	SLAVE		 11		
5TH	 MISSION MOTORS	 MARVIN	 0	 0	126
	EDDIE		 12		
6TH	 PULSE ENGINEERING	 BISHOP	 0	 0	116
	ASH		 3		
7TH	 ZIZIN	 HOLLY	 0	 0	58
	KRYTEN		 3		
8TH	 MILLION PLUS	 VINCENT	 0	 0	57
	BOB		 2		



## LAP RECORDS

This table displays the lap record holder for each track, the lap time and the number of fatalities that have been executed on the track. This is also available to view from the Main Menu.

LAP RECORDS				
01	DAMIAN	 REISE WAGON	01:04:55	 9
02	VOYAGER	 GLOBAL	00:32:54	 12
03	DAMIAN	 DESILVA	00:45:93	 1
04	DAMIAN	 GLOBAL	00:35:38	 10
05	DAMIAN	 GLOBAL	00:27:04	 305
06	DAMIAN	 REISE WAGON	00:40:68	 92
07	GORT	 REISE WAGON	00:36:58	 44
08	DAMON	 ZIZIN	00:32:77	 38
09	DAMON	 GLOBAL	00:35:29	 1
10	GORT	 REISE WAGON	00:30:61	 14
11	DAMON	 GLOBAL	00:28:19	 8
12	GORT	 REISE WAGON	00:38:00	 4
13	VINCENT	 MILLION PLUS	00:09:81	 16
14	NOMAD	 GLOBAL	00:28:95	 6
15	DAMON	 GLOBAL	00:40:97	 9
16		UNRACED	00:00:00	



**KEYS**

The following keys are the default keys used to control your car. These can be redefined by selecting configuration from the Main Menu and then selecting Control.

<b>ACTION</b>	<b>PLAYER 1</b>	<b>PLAYER 2</b>
Steer Left	<b>Z</b>	End key/(keypad 1)
Steer Right	<b>X</b>	Down arrow/(keypad 2)
Accelerate	<b>T</b>	Page up/(keypad 9)
Brake	<b>F</b>	Right arrow/(keypad 6)
Up One Gear	<b>R</b>	Up arrow/(keypad 8)
Down One Gear	<b>D</b>	Keypad 5

**F-KEYS USED WHILE RACING:**

**F1** and **F2**: used only in a network game to toggle through the players' names

**F3** and **F4**: toggle forwards and backwards through all the available views

**F5** to **F8**: send instructions to your teammate or send Messages in a network game



**F9:** toggles on/off the names of the drivers that appear above their respective cars in a race

- and + : decrease and increase the screen size

## PAUSE KEY AND IN-GAME MENU SCREEN

Press the <pause> key at any point in the game to pause the action. If you're playing a network game, pressing <pause> will pause the action on every player's screen. When you press <pause> while playing single or two-player games, you will be given access to the in-game menu. From this menu you can quit the race, change the sound settings, calibrate joysticks, define controls, change the graphical detail or exit to DOS. This allows you to change the settings once you've started racing. Once you've changed the settings and want to continue the race, select Continue to resume. Pressing ESC in a network game will quit you out of the network game, in all other game modes — in other words, it has the same effect as pressing <pause>.



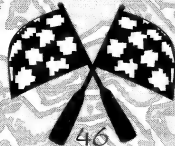
# REPLAY

## WHIPLASH REPLAY SYSTEM

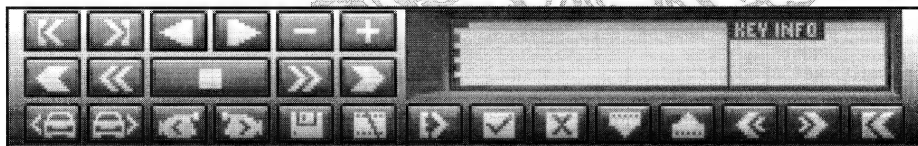
WHIPLASH records replays directly to your hard drive during game play. This means that the duration of the replay can be as long as the amount of space on your hard disk. Replays take up approximately 1 MB of disk space for every minute of replay time for 16-car races.

If the game pauses occasionally during gameplay, this is probably due to fragmentation of your hard disk. Run the DOS utility "DEFRAG" to defragment your hard disc (use full optimization). On some slow hard disks, the game frame rate may become quite low during game play. Turn off the "replay record" function in the "configuration miscellaneous" menu to obtain the highest possible frame rate.

Select Replay from the Main Menu to enter the replay environment. When you enter the Replay function, the replay of the previous race will be shown. If there was no previous race, then the Load Replay window will automatically be selected. If this is the case, choose the required replay with the cursor keys and press <ente>. Use the cursor keys and <enter> to operate the replay control panel. Note that sounds are only played with forward playback and normal speed.







## REPLAY CONTROL PANEL

### ***Top row:***

Shift+F5	Frame Reverse	Steps back one frame
Shift+F6	Frame Forward	Steps forward one frame
Shift+F1	Play Reverse	Plays the replay backwards
Shift+F2	Play	Plays the replay
Shift+F3	Decrease playback speed	Allows slow motion playback
Shift+F4	Increase playback speed	Allows faster playback

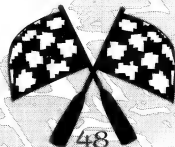
### ***Middle row:***

Shift+F9	Go To Start	Jumps to the start of the replay
Shift+F7	Rewind	Rewinds through replay (while pressed)
	Stop	Stops the replay
Shift+F8	Fast Forward	Fast-forwards (if depressed)
Shift+F10	Go To End	Jumps to the end of the replay



**Bottom row:**

F1	Select Previous Car	Views a different car
F2	Select Next Car	Views a different car
F3	Select Previous View	Selects a different view
F4	Select Next View	Selects a different view
	File Operations	Brings up the Replay Filing System menu — use the up/down cursor keys and <enter> to select Load/Save/Delete Replay
Alt+F1	Edit	Toggles edit mode on/off
Alt+F2	*Start Block	The current frame is the start of a new block
Alt+F3	*Select Block	Select all frames from the start of block to the current frame
Alt+F4	*Deselect Block	Deselect all frames from the start of the block to the current frame
Alt+F5	*Store New Cut	Store the currently viewed car/camera as a view change in the replay (cut)
Alt+F6	*Remove Cut	Remove a cut stored with “Store New Cut”
Alt+F7	*Previous Cut	Jump to the previous cut point in the replay
Alt+F8	*Next Cut	Jump to the next cut point in the replay
Alt+F9	*Assemble	Compile the selected parts of the current replay (along with any view changes) into a new file



***\*These functions are only available in edit mode***

Space-bar	Toggle replay panel on or off
<enter>	Stop (if replay panel is turned off)
Alt+L	Load replay
Alt+S	Save replay
Alt+D	Delete replay

***The blue display also indicates which frame is currently being displayed, in Minutes/Seconds/Frames. Replays are recorded at 36 frames per second. The current playback speed is also displayed and can vary from x1/16 to x16. Normal playback = x1.***



# REPLAY FILING SYSTEM

## LOAD/DELETE/SAVE

Use the cursor keys to select the replay to load/save/delete, then hit <enter> to load/save/delete it. The arrows at the top and bottom of the window light up when there are more replays than can be displayed at any one time. In the Save window, you can specify a replay file by typing its name, and then hitting <enter>.

## EDITING FOR ADVANCED USERS

It is possible to edit your replays, remove the bits you don't want, and have automatic camera cuts and car changes just like those in the game intro. The idea is to do all your editing and then hit the assemble button to save the changes into a new replay file. When you select edit mode, all the frames in the replay are shaded out. This means they are currently deselected, and will not be included when you assemble.

In the display you will see something like "CURRENT: CAR 1 IN CAR." This line indicates the car you are currently looking at and the view. The different views you can choose are IN CAR, CHASE, MIRROR, BEHIND, CAMERA, BACK and TEAM.



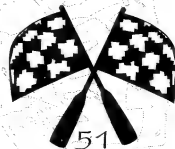
## Selecting a sequence

Use the normal transport controls to find the start of a sequence you want to keep. Select the car you wish to view and a camera view. Then select edit mode and press "Store New Cut." A second line will appear: for example, NEW EDIT: CAR 10 BEHIND. The change of view has now been recorded in the replay, and will take effect when the replay is played and reaches this point.

Press "Start Block." The start block button will remain depressed. A new line will appear in the blue display something like: BLOCK: 00:10:32-00:10:32. At this point you have selected a single frame block approximately 11 seconds into the replay. Use the transport buttons (fast forward, frame forward, etc.) to locate the end of the desired sequence.

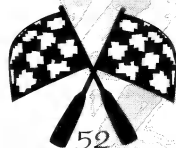
Note that the display now shows "BLOCK: 00:10:32-00:20:10 (example) EDIT: CAR 10 BEHIND (example)" instead of "NEW EDIT." This display is telling you which car will be displayed at this point when the replay is played.

Once you are happy with your cut, press Select Block to select the block you've just marked. All the frames in the block are no longer shaded out, indicating that they have been selected. You can now use the normal transport buttons to sift through the rest of the replay to find sections of the race you want to keep. When you find something you want to keep, use the method as described above.



Once you have more than one cut from a replay you can use the Previous and Next Cut buttons to jump between cuts. When you're happy with your cuts, select Assemble to assemble all cuts into one single replay. Type in a name for the replay and press <enter> to save.

Note: If you make a mistake, you can deselect a sequence by selecting a block and pressing Deselect Block. You can also remove a view change by finding the start of a sequence with Previous/Next Cut and pressing Remove Cut.



# CREDITS

Whiplash was created by

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# CUSTOMER SUPPORT

If you have any questions about this, or any other Interplay product, you can reach our Customer Service/Technical Support Group at:

Interplay, 17922 Fitch Avenue, Irvine, CA 92714 Attn: Customer Service. Customer Service is available 24 hours a day through our Automated Customer Service system, with a Customer Service representative available during normal business hours at (714) 553-6678.

Please have your system information available, or better yet, try to be at your computer. The more detailed information you can provide our support personnel, the better service we can provide you.

## Hintline

Although hints are not available for this game, hints are available for other Interplay games. You can reach our hintline at 1-900-370-PLAY. The charge for this service is \$1.25 for the first minute and \$.75 for each additional minute. All hint questions must be directed to this "900" service. No hints will be given on our Customer Service lines. You must have a touchtone phone to use this service. The hintline is open 24 hours a day. All long distance charges are included in these prices. Callers under the age of 18 must get parental permission before calling the hintline. The hintline is only available in the U.S. Charges subject to change without notice.

If you have a modem, you can reach us at the following:

**The Interplay BBS:** We have a 24-hour, 7-day a week multiline BBS available for customer questions, support and fixes. The number is 714-252-2822. Modem settings are 300-28.8k Baud, V.32bis, V.42bis, 8-N-1. You also may contact our BBS over the Internet. Telnet to bbs.interplay.com. This is a free service.

**America Online:** You can E-mail Interplay Customer Support at IPTECH. To reach our Customer Support board in the Industry Connection, press CTRL-K for "Go To Keyword." Then type INTERPLAY in the Keyword window. In addition to reading and leaving messages, you can download fixes and demos from the "Software Libraries."

**CompuServe:** We are available for IBM and compatible on-line support. We are located in the Game Publishers B Forum, type GO GAMB PUB at any "!" prompt. Then select "Section 4" for Interplay Productions. You can leave technical support questions there. You can also download fixes and demos from Library 4 in GAMB PUB. The best place for game play hints about our games is in the GAMERS forum. If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #354 for a free introductory membership and a \$15 usage credit. For game play hints look in the Gamer's Forum (GO GAMERS). Besides technical support for interplay products, CompuServe offers many other services, including communications, reference libraries, hardware and software support, travel, games and much more.

**GEnie:** We are located in the Games RoundTable by Scarpia, type M805,+ at any "?" prompt. Then select "Category 13" for Interplay Productions. Fixes and demos are available in the libraries.

**PRODIGY®** Interactive Personal Service: You may send mail directly to us. Our ID is "PLAY99B".

**Internet:** You can reach Interplay by sending E-mail to "support@interplay.com". Many Interplay demos and patches are available at Internet FTP sites. To visit our World Wide Web site, point your browser to: "http://www.interplay.com" or you may ftp to ftp.interplay.com.





# LIMITED WARRANTY

## INTERPLAY LIMITED 90-DAY WARRANTY

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## Lifetime Warranty

If the recording medium should fail after the original 90-day warranty period has expired, you may return the software program to Interplay at the address noted below with a check or money order for \$5.00 (U.S. currency), which includes postage and handling, and Interplay will mail a replacement to you. To receive a replacement, you should enclose the defective medium (including the original product label) in protective packaging accompanied by: (1) a \$5.00 check, (2) a brief statement describing the defect, and (3) your return address. If you have a problem with your software, you may wish to call us first at (714) 553-6678. If your media is defective and a replacement is necessary, U.P.S. or registered mail is recommended for returns. Please send the defective disc(s) only (not the box) with a description of the problem and \$5.00 to:

**WARRANTY REPLACEMENTS**  
Interplay 17922 Fitch Ave., Irvine, CA 92714

## System Upgrades

Interplay has a system upgrade policy. At any time after purchasing any Interplay product, you may send us your original CD and a check for \$25.00 (U.S. funds) and we will replace your CD with the version for another computer system that you specify. (This price is subject to change.)

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# INTERPLAY'S WORLD WIDE WEB SITE

Welcome to the Interplay Web! As a company dedicated to providing innovative, high-quality interactive entertainment software, we are always striving to stay as close as possible to the leading edge of technology. This Web site is the latest example of our ongoing effort to provide a wealth of information and opportunities to you.

As a company of fanatic gamers, we love the idea of gamers all over the world tapping into cyberspace to see, touch and feel our latest games. No hype, no marketing campaign; just great games. To make it work, our goal is to keep this site fresh and new, to make it a place where you can tell US what you like about our games... and what you don't like about them. So use the feedback options on these pages and sound off.

Enjoy your visit in our Web site, explore all the different areas we have to offer, and come back soon. Check us out in the weeks and months ahead; we will be introducing new and exciting areas for you to experience.

Once again, welcome!"

Brian Fargo

## HOW TO GET THERE

Interplay's World wide Web site is an Internet service designed to give you the latest information about Interplay and our products.

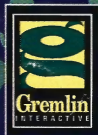
The site features our demos, upgrades, product information and ordering information.

From your Internet account, point your favorite browser to: **<http://www.interplay.com>**

The screenshot shows a Netscape browser window displaying the Interplay Productions Home Page. The browser's address bar shows the URL <http://www.interplay.com/website/homepage.html>. The page content includes the Interplay logo, a cartoon character holding a banner with various site features, and a list of links. The banner features the following text: "BOOCERMAN™", "SCHEDULE", "TRILLIUM™", "WHAT'S HOT", "TRILLIUM™", "PRODUCT INFO", "MUSIC™", "SIMPLE QUESTIES", "PRESS BOX", and "QUESTIONNAIRE". Below the banner is the Interplay logo and the slogan "By Gamers For Gamers™". A list of links includes: "What's New in Interplay's Newest Level Games: Dungeon 1.4 Showcase, VR Paul Dement", "Interplay Company Profile", "Product Sales and Customer Information", "Game Hints", "Customer Service and Technical Support", "Public Relations Press Box", "Links to some cool sites", "Helping the Kids at the Web", "Lot Opportunities", and "Online Registration". At the bottom, there is a "Comments or Problems" section with contact information: "For information on Interplay products, please either send e-mail to [info@interplay.com](mailto:info@interplay.com) or phone us at (714) 553-6678. If you have problems or comments concerning our Web service, please check out our [Webmaster's Page](#)." The footer contains the copyright notice: "This page, and all contents, are Copyright (C) 1995 by Interplay Productions, Irvine, California, USA."



*Interplay*<sup>™</sup>



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