

Backstage  
PASS

The Ultimate

**ROCK  
& ROLL**  
Trivia Game

**5**  
DECADES OF  
SMASH HITS  
BY THE ORIGINAL  
ARTISTS

**SIERRA**  
attractions

BERKELEY  
SYSTEMS

**ALL PLAY**  
NO WORK

57102715

## INTRODUCTION

Congratulations. This piece of plastic you just purchased is your most important acquisition since you pilfered money from your mother's purse and bought that first copy of "Meet the Beatles." Or borrowed "Nevermind" from your friend and "forgot" to return it.

Backstage Pass is for anybody who ever dropped a needle onto a dog-eared copy of "Highway 61 Revisited" to impress a chick who smelled like patchouli, or shoved a pack of matches under a warbling 8-trak of "Aqualung," or barfed in a stadium parking lot underneath a giant sign that said "Tonight StarCo presents: Metallica" or lip-synched to a Wu-Tang CD in front of a dorm-room mirror. In other words, it's for everybody.

Backstage Pass is the ULTIMATE rock and roll trivia game!

## Appearing Tonight: Table of Contents

Minimum System Requirements .....	1
Installation Instructions .....	1
Game Play .....	2
Game Options .....	5
Credits .....	6
Guarantee .....	8
Customer Service .....	9
Technical Support .....	10
Licensing Agreement .....	12

## MINIMUM SYSTEM REQUIREMENTS

What do you need? A wall of Marshall amps would be nice, but it's not necessary.

The Backstage Pass CD-ROM requires an IBM PC (or compatible) running Windows 95, 98 or 2000. You must leave the Backstage Pass CD-ROM in the drive to play the game. Once you install the game, you do not use the mouse to play the game.

Windows computers must meet or exceed the following system requirements:

- 166MHz Pentium or faster IBM PC (or compatible)
- Windows 95, 98 or 2000
- 32MB of RAM
- 50MB of free disk space

## INSTALLATION INSTRUCTIONS

Learn to play Backstage Pass like the pros in one easy lesson. Be the life of the party!

Amaze your friends! It's easy...

Insert the CD-ROM into the drive. If you have the Windows Autoplay feature turned on, the installer will start automatically. Follow the on-screen prompts to complete the installation.

If you do not have Autoplay turned on, use Windows Explorer to browse the contents of the CD-ROM (the CD-ROM drive is usually drive D:) and double-click on the installer named setup.exe. Follow the on-screen prompts to complete the installation.

You're ready to rock! All you need now is 'tude.

# GAME PLAY

Backstage Pass can be played by one, two, or three players, or even more in teams.

Each game is 11 questions long and takes about 20 minutes to play. There are three different types of questions in the game. Backstage Pass contains approximately 600 questions, yielding more than 25 hours of game-play enjoyment. Plus we're working on an extended-play dance re-mix.

## Sign-In Process

The first question you will be asked is easy to answer correctly: How many players will be playing? You will be prompted to indicate the number of players by hitting 1, 2, or 3 on your keyboard.

In a 3-player game, the player on the left (facing the monitor) will be referred to as "Player 1" and always use "A" to buzz-in, the middle player will be called "Player 2" and buzz-in with "M", the player on the right will be called "Player 3" and use "P" to buzz-in.

In a 2-player game, the player on the left is "Player 1" and uses "A" to buzz-in. "Player 2" is on the right uses "P" as their buzz-in button.

In a single-player game, use "M" to buzz-in.

When the question selection screen appears, press 1, 2, or 3 on the keyboard to select the question you want. The album covers beside each question tell you the type of music the question is about, by genre and by decade. Pick the kind of music you like best, or the kind you think will make you look cool to the other players.

You will be competing to win an "All Area Access Backstage Pass." The team or player with the most cash at the end wins the Pass. In a one-player game, you win by getting \$40,000 or more.

## Multiple Choice

Multiple Choice questions feature four possible answers. Buzz-in and choose one of the four answers by pressing 1, 2, 3, or 4. You have eight seconds to buzz in, and then another eight seconds to answer the question.

If you are playing with friends, you need to buzz-in by striking your key ("A", "M" or "P") before your opponents can strike theirs. You earn control of the question by being the first to buzz-in. Then you can select one of the numbered answers. If you are playing alone, you don't need to buzz-in; just hit the number that corresponds to your selection.

When more than one person is playing, if the first player does not answer correctly, one of the remaining players can buzz-in and try to answer. The timer will be re-set to eight seconds. If three people are playing and the second player chooses incorrectly, the time is again re-set to eight seconds and the third player gets a chance to answer.

Multiple choice questions are worth \$3,000, \$4,000 or \$5,000.

## Off the Record

The Off the Record question type incorporates original songs by original artists. You will be asked a question about a song (usually the name of the song or the artist.) Each Off the Record question includes one musical clue, and three additional hints.

First you will hear the question and see it displayed onscreen. Then you will be given a clue, both verbally and onscreen. Then we'll play a snippet of the song. If you haven't tried to answer yet, a second clue will appear; if you're still stumped, you'll get a third clue.

As soon as you think you know it, buzz in and type your answer. Backstage Pass will make some allowances for misspelling, but try to be as accurate as you can. Also, be sure whether we're asking for the song or the artist—it varies!

When more than one person is playing, each time a player types an incorrect answer, their opponents have an opportunity to buzz-in and get the question right.

"Off the Record" questions will be assigned a starting value of either \$5,000 or \$8,000, and will decrease in value with the amount of time the players need to answer the question.

### Spot On

Spot On tests your knowledge and your reflexes. Each question has a theme. Players are asked to match a word, name, or phrase to its correct match according to the theme.

Here's how it works: We'll tell you what kind of matches you're looking for. After the question is introduced, a series of answers will begin to illuminate onscreen. Simultaneously, matching clues will appear in sequence in the lower right-hand part of the screen, one at a time. You win points by buzzing in when the answer illuminated onscreen most correctly matches the clue in the lower right-hand corner. If more than one person is playing, the first player to buzz in with the correct answer gets the points.

There are two Spot On questions in each game. Both are played the same way, but the second one, which is always the final question of the game, moves faster.

In the first Spot On, each match is worth \$1,000. If you match them all you get a total of \$9,000. But, you lose \$1,000 points for each time you buzz-in incorrectly. In the second Spot On, each match is worth \$2,000, so a perfect match on all the answers would net you \$18,000. But this time, each incorrect match means you lose \$2,000 points.

### Final Score Screen

After the last question, your final scores will be displayed. In a single-player game, if you scored \$40,000 or more, you win an All Area Backstage Pass. In a 2-3 player game, the player who collected the most cash wins the All Area Access Pass. In the unlikely event of a tie, the 2 or 3 players who tie will all get their names on the All Area Access Pass.

Just for your information, a perfect game would result in a score of \$70,000. But to do that, you would have to totally rock harder than anybody... like, ever.

## GAME OPTIONS

To pause Backstage Pass at any point, you can hit the ESC key. Pressing the ESC key will launch a window offering options to quit (Q), start over (N), or resume playing (R). You will also see a volume control gauge in this window. You can adjust the volume of the game by hitting the + or - keys. By pressing the ESC key again (after having pressed it once, without making any selections from the menu launched), the game will resume exactly where it left off.

Now get back in there: I think Jerry is launching into "Terrapin."

### TO OPEN ANOTHER WINDOW

Hitting ALT and TAB during game play will allow you to open another window if, for instance, you like to rock while checking your e-mail.

Press a key to make your choice. You can also use the up and down arrows to raise and lower the volume, respectively. Press ESC again to return to the game.

# CREDITS

## For Berkeley

### Systems:

#### Executive Producers

Rick Reichwein  
Martin Streicher

#### Creative Director

Amanda Sloane

#### Producer

Debra Montgomery

#### Technical Director and Lead Engineer

Greg Hospelhorn

#### Editor

Bruce Cherry

#### Art Director

Craig Foster

#### Host

Colin Mahan

#### Original Musical and Sound Effects by

Rob Warren,  
Lemon Cello Music

#### Design and Art

Curium Design

#### Artists

Joel Lava  
Julie Gesin  
RC Williams  
Scott Johnson  
Tim Loucks

#### Additional Art

Kathy Valladares

#### Engineer

Mike Silva

#### Writers

Bruce Cherry  
Charles Ezell  
Colin Mahan  
Kurt Weitzmann  
Mike Spiegelman  
Steve Nielsen

#### Database Engineer

Ken Pardee

#### Sound Tech and Sound Effects

Aaron Ross

#### Sound Engineer

Brad Meyer

#### Proofreader

Elizabeth Hetherington

#### Special Guests

Connie Hay  
Shelly Warren  
J.P. Doucette

#### Vice President of Development

Joseph Gilby

#### Manual written by

Bruce Cherry

#### For Sierra On-Line, Inc.

#### Business Unit Manager

Steve Van Horn

#### Producer

Joey MacArthur

#### Associate Producer

Cara Ely

#### Vice President of Marketing

Barbara Schwabe

#### Product Brand Manager

Jason Willig

#### Vice President and Group Counsel

Eric Roeder

#### Legal

Nancy Rinehart

#### Quality Assurance Director

Gary Stevens

#### Quality Assurance Supervisor, Casual Games

Laurel Randall

#### Lead Quality Assurance Tester

Dayna Smith

#### Quality Assurance Testers

Dave Carter  
Mikhail Agadzhanov

#### Packaging

Melissa Farmin, Account Mgr  
Tom Saffle, Sr Designer

#### Our Gratitude to ...

All the writers, artists, managers, and specifically Avery Lipman, Buckley Hugo, Chuck McNeal, Cynthia Sexton, Gary Miller, Jake Hooker, Jenny Shapiro, John Anderson, John Mellillo, Karina Lope, Kelly Kandler, Ken Higney, Kevin Wong, Lena Huymh, Lola Jordan Lynn Haller, Marty Olinick, Michelle Taylor, Peter Sylvestry, Scott James, Steve Weatherby, Tom Lopinski, Tonyo Puerto, and Victor Rodriguez, all of whom helped make the popular musical portions of this game possible.

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FAX: (916) 939-1010

Sierra Direct  
P.O. Box 629001  
El Dorado Hills, CA 95762-9972

Email: [customer.suport@sierra.com](mailto:customer.suport@sierra.com)  
<http://www.sierra.com>

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Havas Interactive  
Main: (0118) 920-9111  
Monday-Friday, 9:00 a.m. - 5:00 p.m.  
FAX: (0118) 987-5603  
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France  
Havas Interactive France  
32, Av de L'Europe  
Bât Energy 1 (2e étage)  
78 140 VELIZY-Villacoublay  
France  
Telephone: 01-30-67-90-50  
Lundi au Jeudi de 10h à 19h

Vendredi de 10h à 18h  
Fax: 01-30-67-90-65

Germany  
Havas Interactive, Inc.  
Tel: (0) 6103-99-40-40  
Montag bis Freitag von 9h - 19Uhr  
Fax: (0) 6103-99-40-35  
Robert-Bosh-Strasse 32  
D-63303 Dreieich  
Germany

On-Line Sales  
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Torrance, CA 90504  
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Torrance, CA 90504  
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## Sierra On-Line

Technical Support  
P.O. Box 85006  
Bellevue, WA 98015-8506  
Main: (425) 644-4343  
Mon-Fri, 8:00 a.m. - 4:45 p.m. PST  
Fax: (425) 644-7697  
<http://www.sierra.com>  
[support@sierra.com](mailto:support@sierra.com)

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## Havas Interactive, Inc.

2 Beacontree Plaza  
Gillette Way  
Reading, Berkshire  
RG2 0BS United Kingdom  
Main: (0118) 920-9111  
Monday-Friday, 9:00 a.m. - 5:00 p.m.  
Fax: (0118) 987-5603  
<http://www.sierra-online.co.uk>

## France

Havas Interactive, Inc.  
32, Av de L'Europe  
Bât Energy 1 (2e étage)  
78 140 VELIZY-Villacoublay  
France  
Telephone: 01-30-67-90-50  
Lundi au Jeudi de 10h á 19h  
Vendredi de 10h á 18h  
Fax: 01-30-67-90-65  
<http://www.sierra.fr>

## Germany

Havas Interactive, Inc.  
Robert-Bosh-Str. 32  
D-63303 Dreieich  
Deutschland  
Tel: (0) 6103-99-40-40  
Montag bis Freitag von 9 - 19Uhr  
Fax: (0) 6103-99-40-35  
Mailbox: (0) 6103-99-40-35  
<http://www.sierra.de>

## Spain

Havas Interactive España  
Nuestra Señora De Valverde No 23  
28034 Madrid  
Spain  
Telefono: (01) 383-2760  
de Lunes a Viernes de 9h30 a 15h y de 16h a 18h30  
Fax: (91) 381-2437

## Italy

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