



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

S7102715

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 Melillo, 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.

Special Thanks to ...

All the beta & content testers, Amelia Suen, Angela Montgomery, Amy Williamson, Barbara Shaurette, Chuck Marier, Dennis Cline, Devon Tuck, Diane Stonebraker, Erica Leverett, Francisco Zamudio, Illo Entertainments and T-Racks Mastering Software, Joe Chapman, John Love, Johnny Saulovich, Jorge Morales, Kim Abrams, Marsha Williams, Marie-laure Gobbi, Mary Thomas, Mychaelyn Rine, Ping Wang, Richard & Vickie Koch, Steve Wylie, Suzanne Corson, and Tim Martin

Guarantee

Our Promise: We want you to be happy with every Berkeley Systems product you purchase. Period. If for any reason you're unhappy with our product, return it within 90 days for an exchange or a full refund.

There's only one catch... You've got to tell us why you don't like the game. Otherwise, we'll never get any better. Send the Program back to us within 90 days of your purchase, postage prepaid, along with your original, dated sales receipt, and we promise to make things right. OK, people?

To return a product (see the fine print below for conditions) please address your return to:

Product Returns
Sierra On-Line Returns
4100 West 190th Street
Torrance, CA 90504

If you need a disk or manual replaced, please contact:

Berkeley Systems Fulfillment
100 West 190th Street
Torrance, CA 90504

NOTE: To replace defective CD-ROM(s) please send all CD-ROM(s) and a copy of your dated receipt to the above fulfillment address, if less than 90 days from your purchase. After 90 days from your purchase, for replacement of defective Programs, you must also include a \$10.00 check payable to Berkeley Systems, Inc. for shipping and handling fees along with all CD-ROM(s). For replacement Program documentation, you must include a \$5.00 check payable to Berkeley Systems, Inc. for shipping and handling fees and a photocopy of the manual from the Program. Payment must be made at the time of your request. Sorry, no credit cards. Returns to this address valid in North America only.

Customer Service

United States
U.S.A. Sales Phone: (800) 757-7707
Hours: 24 hours a day, 7 days a week

International Sales: (425) 746-5771
Hours: Monday-Friday 8 AM to 4 PM PST
FAX: (916) 939-1010

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

Email: customer.support@sierra.com
<http://www.sierra.com>

United Kingdom
Havas Interactive
Main: (0118) 920-9111
Monday-Friday, 9:00 a.m. - 5:00 p.m.
FAX: (0118) 987-5603
Disk/CD replacements in the U.K. are £6.00,
or £7.00 outside the UK. Add:
Attn: Returns
2 Beacontree Plaza, Gillette Way
Reading, Berkshire,
RG2 0BS United Kingdom

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
Internet USA: www.sierra.com
Internet UK: www.sierra-online.co.uk
Internet France: www.sierra.fr
Internet Germany: www.sierra.de
CompuServe United Kingdom: GO
UKSIERRA
CompuServe France: GO FRSIERRA

Disk or Manual Replacement:

Product Returns:
Havas Interactive (valid in North America only)
Sierra On-Line Returns
4100 West 190th Street
Torrance, CA 90504
Havas Interactive
Sierra On-Line CD/Doco Replacement
4100 West 190th Street
Torrance, CA 90504

NOTE: to replace your cd(s) please send only
the damaged cd and copy or your dated
receipt.

Technical Support

North America

Havas Interactive0 offers a 24-hour automated technical support line with recorded answers to the most frequently asked technical questions. To access this service, call (425) 644-4343, and follow the recorded instructions to find your specific topic and resolve the issue. If this fails to solve your problem, you may still write or fax us with your questions, or contact us via our Web site.

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

United Kingdom

Havas Interactive offers a 24-hour Automated Technical Support line with recorded answers to the most frequently asked technical questions. To access this service, call (0118) 920-9111, and follow the recorded instructions to find your specific topic and resolve the issue. If this fails to solve your problem, you may still write or fax us with your questions, or contact us via our Internet or CompuServe sites.

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 à 19h
Vendredi de 10h à 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

Contattare il vostro distributore.

Licensing Agreement

YOU SHOULD CAREFULLY READ THE FOLLOWING END USER LICENSE AGREEMENT BEFORE INSTALLING THIS SOFTWARE PROGRAM. IF YOU DO NOT AGREE WITH THE TERMS OF THIS AGREEMENT, YOU MAY NOT INSTALL THE SOFTWARE AND MUST IMMEDIATELY RETURN IT FOR A REFUND FROM YOUR RETAILER OR BERKELEY.

This software program, any printed materials, any on-line or electronic documentation, and any and all copies and derivative works of such software program and materials (the "Program") are the copyrighted work of Berkeley Systems, Inc., its subsidiaries, licensors and/or its suppliers. All use of the Program is governed by the terms of the End User License Agreement which is provided below ("License Agreement"). The Program is solely for use by end users according to the terms of the License Agreement. Any use, reproduction or redistribution of the Program not in accordance with the terms of the License Agreement is expressly prohibited.

END USER LICENSE AGREEMENT

1. Limited Use License. Berkeley Systems, Inc. ("Berkeley") hereby grants, and by installing the Program you thereby accept, a limited, non-exclusive license and right to install and use one (1) copy of the Program for your personal use on either a home or portable computer. You may not network the Program or otherwise install it or use it on more than one computer at a time. The Program is licensed, not sold. Your license confers no title or ownership in the Program.

2. Ownership. All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof (including but not limited to any files, computer code, data, themes, objects, characters, character names, stories, text, dialog, catch phrases, locations, concepts, artwork, animations, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into the Program) are owned by Berkeley or its Licensors. The Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. All rights are reserved. The Program may contain certain licensed materials and Berkeley and/or its licensors may act to protect their rights in the event of any violation of this Agreement.

3. Responsibilities of End User.

A. Subject to the grant of license hereinabove, you may not, in whole or in part, copy, photocopy, reproduce, translate, reverse engineer, derive source code from, modify, disassemble, decompile, or create derivative works based on the Program, or remove any proprietary notices or labels on the Program.

B. The Program is licensed to you as a single product. Its component parts may not be separated for use on more than one computer.

C. You are entitled to use the Program for your own personal use, but you are not entitled to: (i) sell or transfer reproductions of the Program to other parties in any way, nor to rent, lease or license the Program to others; (ii) exploit the Program or any of its parts for any commercial purpose including, but not limited to, use at a cyber café, computer gaming center or any other network or location-based site; or (iii) host or provide matchmaking services for the Program or emulate or redirect the communication protocols used by Berkeley in the network feature, if any, of the Program, through protocol emulation, tunneling, modifying or adding components to the Program, use of a utility program or any other techniques now known or hereafter developed, for any commercial purpose including, but not limited to commercial network play over the Internet, network play utilizing commercial gaming networks or as part of content aggregation networks.

D. You must back-up to another secure location, on a regular basis, any data files concerning your use of the Program as Berkeley has no liability for lost or corrupted data.

4. Program Transfer. You may permanently transfer all of your rights under this License Agreement, provided the recipient agrees to the terms of this License Agreement and you agree to remove the Program from your home or portable computer.

5. Termination. This License Agreement is effective until terminated. You may terminate the License Agreement at any time by destroying the Program. Berkeley may, at its discretion, terminate this License Agreement in the event that you fail to comply with the terms and conditions contained herein. In such event, you must immediately destroy the Program.

6. Export Controls. The Program may not be re-exported, downloaded or otherwise exported into (or to a national or resident of) any country to which the U.S. has embargoed goods, or to anyone on the U.S. Treasury Department's list of Specially Designated Nationals or the U.S. Commerce Department's Table of Denial Orders. By installing the Program, you are agreeing to the foregoing and you are representing and warranting that you are not located in, under the control of, or a national or resident of any such country or on any such list.

7. Limited Warranty. BERKELEY EXPRESSLY DISCLAIMS ANY WARRANTY FOR THE PROGRAM AND MANUAL(S). THE PROGRAM AND MANUAL(S) ARE PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NON-INFRINGEMENT. BERKELEY FURTHER DISCLAIMS ALL WARRANTIES WITH REGARD TO YEAR 2000 COMPLIANCE OF THE SOFTWARE. SPECIFICALLY, BERKELEY MAKES NO WARRANTIES THAT THE PERFORMANCE OR FUNCTIONALITY OF THE PROGRAM WILL NOT BE AFFECTED BY DATES PRIOR TO, DURING OR AFTER THE YEAR 2000, OR THAT THE PROGRAM WILL BE CAPABLE OF CORRECTLY PROCESSING, PROVIDING, AND/OR RECEIVING DATE INFORMATION WITHIN AND BETWEEN CENTURIES, INCLUDING THE PROPER EXCHANGE OF DATE INFORMATION BETWEEN PRODUCTS OR APPLICATIONS. ANY WARRANTY AGAINST INFRINGEMENT THAT MAY BE PROVIDED IN SECTION 2-312(3) OF THE UNIFORM COMMERCIAL CODE AND/OR IN ANY OTHER COMPARABLE STATE STATUTE IS EXPRESSLY DISCLAIMED. The entire risk arising out of use or performance of the Program remains with you, however Berkeley warrants up to and including 90 days from the date of your purchase of the Program that the master disk on which the Program is furnished shall be free from defects in material and workmanship. In the event that the master disk proves to be defective during that time period, and upon presentation to Berkeley of proof of purchase of the defective Program, Berkeley will at its option: 1) correct any defect, 2) provide you with a product of equal or lesser value, or 3) refund your money.

8. Limitation of Liability. NEITHER BERKELEY, ITS PARENT, SUBSIDIARIES, AFFILIATES OR LICENSORS SHALL BE LIABLE IN ANY WAY FOR LOSS OR DAMAGE OF ANY KIND RESULTING FROM THE USE OF THE PROGRAM INCLUDING, BUT NOT LIMITED TO, LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, DATA LOSS, DATA CORRUPTION OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply to you.

9. Equitable Remedies. You hereby agree that Berkeley would be irreparably damaged if the terms of this License Agreement were not specifically enforced, and therefore you agree that Berkeley shall be entitled, without bond, other security, or proof of damages, to appropriate equitable remedies with respect to breaches of this License Agreement, in addition to such other remedies as Berkeley may otherwise have available to it under applicable laws.

10. Miscellaneous. This License Agreement shall be deemed to have been made and executed in the State of Washington and any dispute arising hereunder shall be resolved in accordance with the law of the State of Washington. You agree that any claim asserted in any legal proceeding by one of the parties against the other shall be commenced and maintained in any state or federal court located in the State of Washington, King County, having subject matter jurisdiction with respect to the dispute between the parties. This License Agreement may be amended, altered or modified only by an instrument in writing specifying such amendment, alteration or modification, which is executed by both parties. In the event that any provision of this License Agreement shall be held by a court or other tribunal of competent jurisdiction to be unenforceable, such provision will be enforced to the maximum extent permissible and the remaining portions of this License Agreement shall remain in full force and effect.

You hereby acknowledge that you have read and understand the foregoing License Agreement and agree that the action of installing the Program is an acknowledgment of your agreement to be bound by the terms and conditions of the License Agreement contained herein. You also acknowledge and agree that this License Agreement is the complete and exclusive statement of the agreement between Berkeley and you and that the License Agreement supersedes any prior or contemporaneous agreement, either oral or written (including inconsistent statements in written materials and online help accompanying the Program), and any other communications between Berkeley and you.



Call 1-800-757-7707 or visit your local retailer today. See our web site at www.sierra.com.

© 2000 Sierra On-Line, Inc. All Rights Reserved. Sierra, Sierra Attractions, the "S" logo, Backstage Pass and the All Play No Work logo are trademarks of Sierra On-Line, Inc. The Berkeley Systems logo is a registered trademark of Berkeley Systems, Inc. Any other trademarks are the property of their respective owners.

® designates trademarks registered in the USA which may be registered in certain other countries.