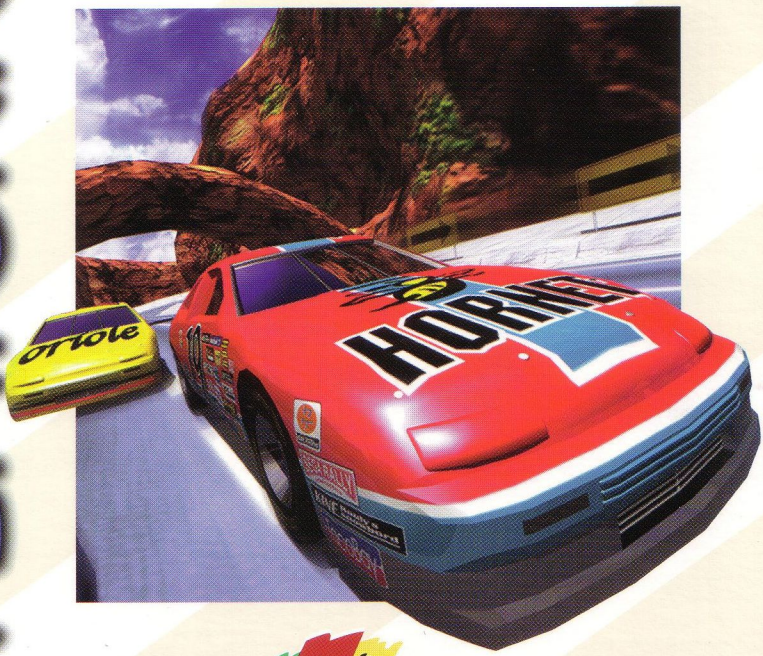
SEGA®

SEGA™
SPORTS

SEGA SATURN™



DAYTONA® USA
CHAMPIONSHIP CIRCUIT EDITION™

SEGA SATURN
OFFICIAL
SEGA
SEAL OF QUALITY
EXCLUSIVE

KIDS TO ADULTS
A
CONTENT RATED BY
ESRB

81213

WARNINGS

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn system. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers. This game is licensed by Sega for home play on the Sega Saturn system only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

HANDLING YOUR COMPACT DISC

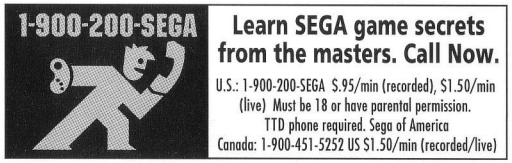
- ❑ The Sega Saturn compact disc is intended for use exclusively on the Sega Saturn system.
- ❑ Avoid bending the disc. Do not touch, smudge or scratch its surface.
- ❑ Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- ❑ Always store the disc in its protective case.

ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at **1-800-771-3772**.

Visit Sega's Internet Sites at:

web site:	**http://www.sega.com**
email:	**webmaster@sega.com**
CompuServe:	**GO SEGA**



For French Instructions, please call:
Instructions en français, téléphoner au: 1-800-872-7342

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Starting Up

1. Set up your Sega Saturn system as described in its instruction manual. Plug in Control Pad 1. For two-player games, plug in Control Pad 2.

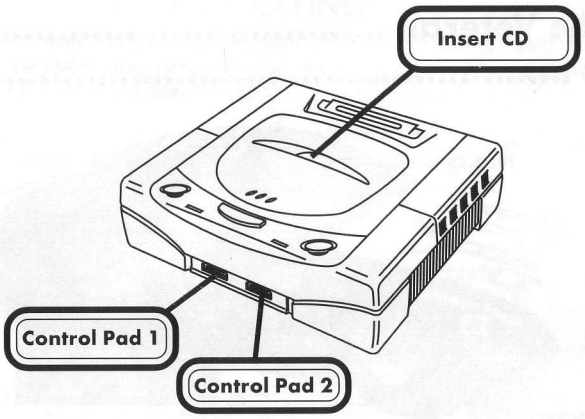
   Note: *Daytona® USA Championship Circuit Edition™* is for one to two players.

2. Place the *Daytona USA Championship Circuit Edition* disc, label side up, in the well of the CD tray and close the lid.

3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo appears on screen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.

4. If you wish to stop a game in progress and return to the on-screen Control panel, simultaneously press Buttons A, B, C and Start on the Sega Saturn Control Pad. When the game Title screen appears press again to go to the on-screen Control panel.

Important: Your Sega Saturn CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.



One Lap to Go...

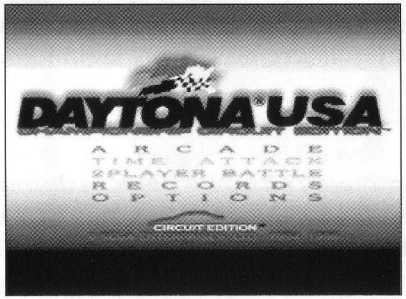
Just one more driver to get past and you'll be in the clear. You can almost feel the championship trophy in your hands. However, you know this last driver is your greatest challenge in the race. It isn't going to be easy to beat him.

Who is this guy anyway? You've been neck and neck with him since the hairpin turn on the sixth lap. You pull ahead a bit as you both take the second curve, but he has the inside lane and winds up in front as you come out into the straightaway. Let him think he's got the lead permanently. You still have a few tricks you've been saving.

You both approach the final curve, a hairpin turn which will flip your machine if you take it too fast. You let go of the accelerator and begin pressing the brakes. He brakes and heads high on the curve. Now's your chance! You're moving slower but you've got the inside track. As you come out of the curve he's still slightly ahead but there's no way he can beat you in the straightaway. It's a simple question of power, and you've got more. You gun the engine and cross the finish line in record time.

Getting Started

After the Sega™, Sega Sports™ and Daytona Properties® logos, a demo of the game appears. Press Start at any time to bring up the Title screen. From the Title screen press Start to forward to the Mode Select screen.



Arcade

Battle the pack in your bid to win the Daytona Championship. Better be ready to gun for the finish line, 'cause the other drivers are!

Time Attack

Perfect your driving skills with the Time Attack mode. It's just you, your machine and the road for as many laps as you want.

2Player Battle

Take on a friend for two-player racing excitement. Don't expect your friend to be any friendlier than the computer-controlled drivers in Arcade Mode–there's only one winner here. Make sure a second Control Pad is plugged in, otherwise you can't access this mode.

Records

Check out the high scores for the Time Attack and Arcade modes.

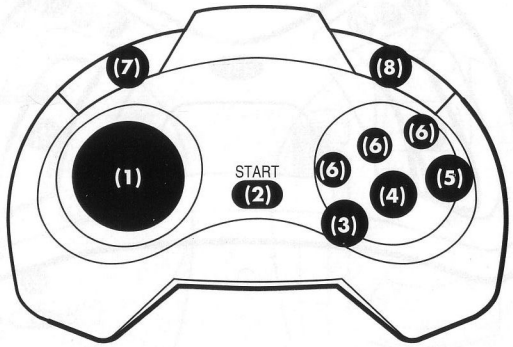
Options

Change game features in Options to suit your tastes.

Press the D-Pad UP or DOWN to highlight and Button A or C to select.

Take Control!

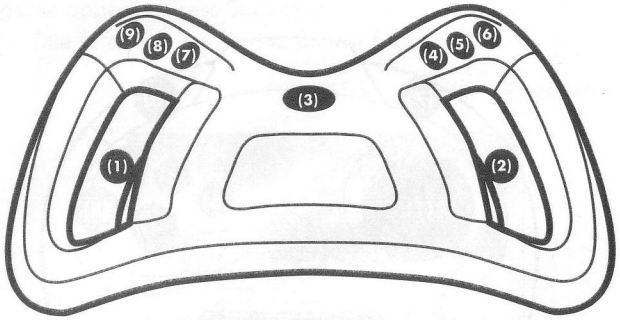
Sega Saturn Control Pad™



Control	Pre-Race	During Race
(1) D-Pad LEFT/RIGHT	Changes option settings	Guides car
(1) D-Pad UP/DOWN	Highlights options	Not used
(2) Start	Forwards to Mode Select	Pauses/resumes play
(3) Button A	Makes selections	Brakes car
(4) Button B	Cancels selections	Accelerates car
(5) Button C	Makes selections	Brakes car
(6) Buttons, X, Y, Z	Not used	Widens view (Button X)
		Magnifies view (Button Y)
		Widens view (Button Z)
(7) Button L	Not used	Shifts gear down (manual transmission)
(8) Button R	Not used	Shifts gear up (manual transmission)

Note: These are the default settings for the game. Control functions can be changed in Key Config in the Options screen (see page 14).

Sega Saturn Arcade Racer™

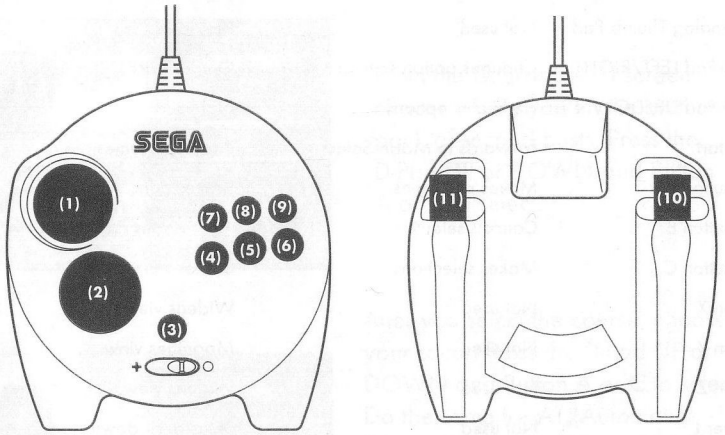


Control	Pre-Race	During Race
Steering Wheel	Changes option settings	Guides car
(1) Butterfly Shift (Left)	Highlights options	Shifts gear down (manual transmission)
(2) Butterfly Shift (Right)	Highlights options	Shifts gear up
(3) Start	Forwards to Mode Select	Pauses/resumes play
(4) Button A	Makes selections	Widens view
(5) Button B	Cancels selections	Accelerates car
(6) Button C	Makes selections	Accelerates car
(7) Button X	Not used	Magnifies view
(8) Button Y	Not used	Brakes car
(9) Button Z	Not used	Brakes car

Note: These are the default settings for the game. Control functions can be changed in Key Config in the Options screen (see page 14).

Saturn 3D Control Pad™

Analog Thumb Pad Mode ("O Mode")



Control	Pre-Race	During Race
(1) Analog Thumb Pad	Changes option settings Highlights options	Guides car
(2) D-Pad LEFT/RIGHT	Changes option settings	Not used
(2) D-Pad UP/DOWN	Highlights options	Not used
(3) Start	Forwards to Mode Select	Pauses/resumes play
(4) Button A	Makes selections	Magnifies View
(5) Button B	Cancels selections	Shifts gear down (manual transmission)
(6) Button C	Makes selections	Shifts gear down
(7) Buttons X	Not used	Widens view
(8) Button Y	Not used	Shifts gear up (manual transmission)
(9) Button Z	Not used	Shifts gear up
(10) Trigger L	Not used	Brakes car
(11) Trigger R	Not used	Accelerates car

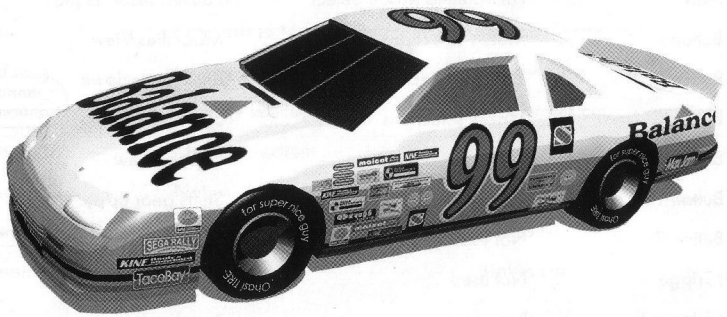
Note: These are the default settings for the game. Control functions can be changed in Key Config in the Options screen (see page 14).

Manual D-Pad Mode ("+ Mode")

Control	Pre-Race	During Race
(1) Analog Thumb Pad	Not used	Not used
(2) D-Pad LEFT/RIGHT	Changes option settings	Guides car
(2) D-Pad UP/DOWN	Highlights options	Not used
(3) Start	Forwards to Mode Select	Pauses/resumes play
(4) Button A	Makes selections	Brakes car
(5) Button B	Cancels selections	Accelerates car
(6) Button C	Makes selections	Brakes car
Button X	Not used	Widens view
Button Y	Not used	Magnifies view
Button Z	Not used	Widens view
Trigger L	Not used	Shifts gear down
Trigger R	Not used	Shifts gear up

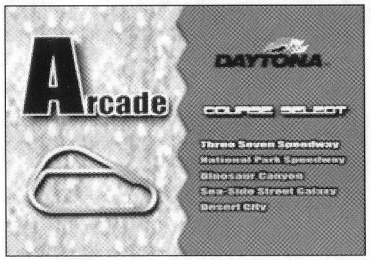
manual transmission

Note: These are the default settings for the game. Control functions can be changed in Key Config in the Options screen (see page 14).

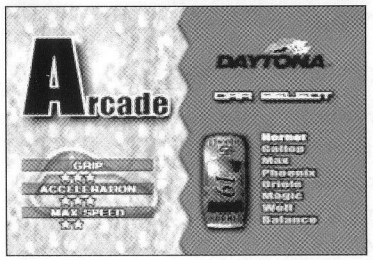


Daytona Modes

Arcade



From the Course Select screen, choose where you'll take on the pack of second bests. Press the D-Pad UP or DOWN and Button A or C to select.



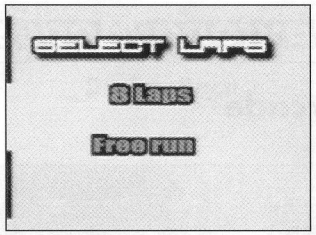
After you select the course, choose your racer. Press the D-Pad UP or DOWN and Button A or C to select. Do the same for AT (Automatic Transmission) or MT (Manual Transmission). It is suggested you start play using the Automatic Transmission. The AT gives you time to get used to the basic controls and course layouts. Select the MT type after you have raced several times.

Time Attack

In Time Attack, select the course as you would in Arcade Mode (see above). Both the fastest lap and best time for the course are listed. No doubt there will be new times listed after you finish the course and access this screen the next time around, right?

Again, as in Arcade Mode, select the machine and transmission type which will lead you to victory (above).

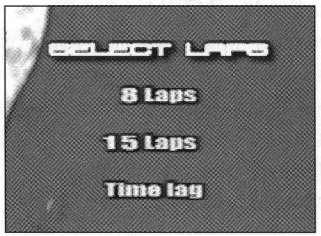
Choose the length of your run. In FREE RUN you race as many laps as desired. Press the D-Pad UP or DOWN and Button A or C to highlight.



To leave a FREE RUN race, access the Pause screen (see page 16).

2Player Battle

After challenging your friend, get ready for some fast-paced racing! Player 1 selects the course as in Arcade mode (see previous page). Select cars and transmission types at the same time (see previous page). The same car can be chosen by both players if desired.



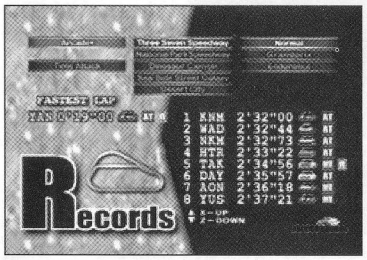
After selecting, Player 1 selects the length of the race, 8 or 15 laps. Alternatively, he or she can select a Time Lag for a head start on Player 2. Press the D-Pad UP or DOWN to set the delay time, and Button A or C to select.

When a Time Lag race is selected, Player 1 then selects the amount of time he or she starts before Player 2. Select from 1–9 seconds. Press the D-Pad UP or DOWN and Button A or C to select.

When an 8 or 15 lap race is selected, you can select to delay the start of one of the players. Press and hold the D-Button UP to delay the start of Player 1, or DOWN to delay the start of Player 2. The number indicates how many seconds the Player is delayed. Press Start or Button A or C to confirm. Next, set the Car Boost option. Press the D-Button UP or DOWN to highlight ON or OFF. Select ON to give a boost to the engine (and thus the speed) of the slower car in the race. Press Button A or C to confirm.

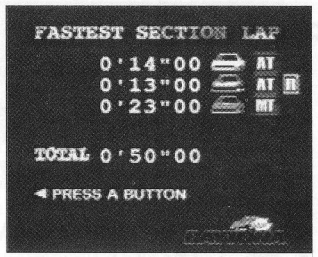
Records

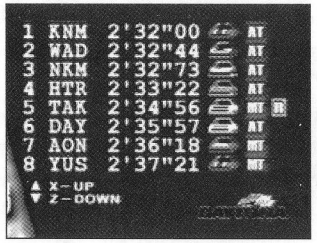
The second best feeling after setting a top time for a course is seeing your run listed in the record book. Press the D-Pad UP or DOWN to toggle between Arcade and Time Attack top scores. The example below helps illustrate how to access a record.



Let's say you just ran a Grand Prix race in Dinosaur Canyon in the Arcade Mode. If Arcade is not already highlighted, press the D-Pad UP or DOWN to do so. Next press the D-Pad RIGHT to access the courses column, and press UP or DOWN until Dinosaur Canyon is highlighted. Press the D-Pad RIGHT again to access the Game Mode type column, and UP or DOWN until Grand Prix is highlighted. Press Button X to scroll down and Button Z to scroll up the list of top scores.

For Time Attack courses, press Button A to access the list of fastest section times. When you finish reviewing, press Button A to return to the course times.

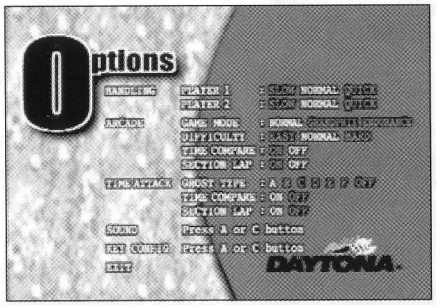




The car and transmission types are listed on the screen. Next to them are the record setters and their times for the race. An R indicates that the record setter ran the course backwards.

Options

Press the D-Pad UP or DOWN to highlight an option. Unless otherwise noted, press the D-Pad LEFT or RIGHT to change the option setting.



Handling

(SLOW, NORMAL, QUICK)
Select how quickly your machine responds to the game controls.

Arcade

Game Mode (NORMAL, GRAND PRIX, ENDURANCE)
Choose the length of the race with this setting. The number of laps will vary according to the course.

Difficulty (EASY, NORMAL, HARD)
The more difficult the game, the less time you are given to complete the lap section, and the more skilled your opponents are.

Time Compare (ON, OFF)
Select ON to have the difference between your current time and the lap's best time displayed at the end of the lap section.

Section Lap (ON, OFF)
When this option is enabled, the Section Lap times are displayed on the game screen (see page 17).

Time Attack

Ghost Type (A—F, OFF)
Use the Ghost Type option to help you become familiar with the layout of the courses.

When this option is enabled, should you finish in the top five of the race, your race is stored after you enter your initials on the Records screen. The next time you race the same course, an image of your car racing the previous record-setting race appears. Watch where the image goes! You can get a good idea of where to race, and where to avoid.

Each time someone sets a top five record, the ghost image of that race appears the next time the same course is raced (be sure that the Ghost Type option is enabled).

The appearance of the ghost car depends on the setting selected.

Note: When the power to the Sega Saturn is turned OFF, the Ghost Type data is erased. You can save Ghost Type data with the use of a Sega Saturn Backup™ cartridge (sold separately).

Time Compare
Refer to the Arcade Mode option for a description (see page 12).

Section Lap
Refer to the Arcade Mode option for a description (see page 12).

Sound

Press Button A or C to access this option.

From the Options Sound screen you can test or select the background music (BGM) and sound effects (S.E.) tracks. Press the D-Pad LEFT or RIGHT to change the settings for the sound options.

Sound Mode Select either STEREO or MONO.

BGM Volume Choose a volume level from 1–7, or select OFF for no background music.

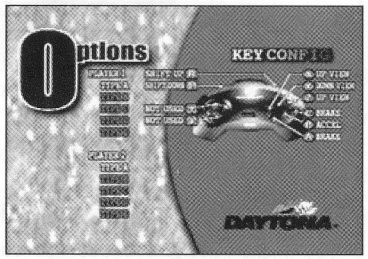
BGM Select Set the background music for each course.

BGM Test Use this option to play any of the background music tracks. Press Button A or C to play the track and Button B to stop the track.

S.E. Test Select a track as you would in BGM Test.

Key Config

Pick the control configuration for your Control Pad. There are five types. Press the D-Pad UP or DOWN to highlight. Press Button A, B or C or Start to return to the main Options screen.



Exit

Press Button A or C or Start to return to the Mode Select screen.

The Race is On!

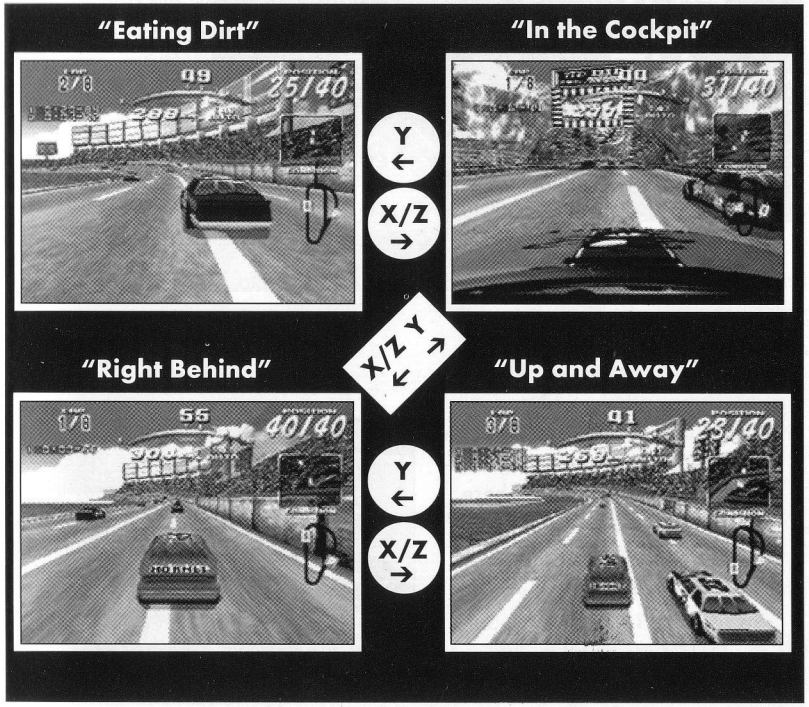
During the race, you'll need to pass the start line in the time allotted or the race is over for you. Any additional time you still have when you pass the start line is added to the next lap.

You need to watch your back and sides for your foes, who have a nasty habit of turning up the heat and bumping you around to see if you can handle the pressure. The tight turns and hairpin curves that send your car spinning and flipping should you hit the wall are even more dangerous.

Refer to Take Control! on pages 5–8 for a list of the default controls for the game. Control functions can be changed in Key Config on the Options screen (see above).

Racing View

There are four game screen views you can select while racing. The more you press Button Y, the more the game view "zooms in" on your machine. Press Button X or Z repeatedly to "zoom away" from the car.



Note: The controls listed above for changing the game view are for the Sega Saturn Control Pad. Please refer to page 6 for Arcade Racer and pages 7–8 for 3D Control Pad controls.

Pausing the Game

Press Start during game play to pause the game. EXIT? then appears. You then have one of three choices:



YES to quit the game and return to the Title screen

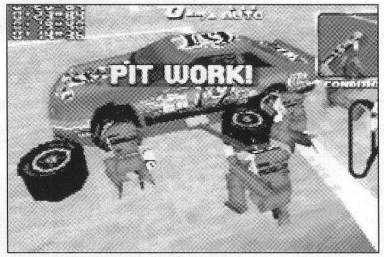
NO to resume the game

RESTART to start again from the beginning of the race

Press the D-Pad UP or DOWN to highlight and Start to make your selection.

The Pit

If you have been careening off cars and walls you might want to head to the Pit, where your crew is waiting to make repairs. The location of the Pit depends on the course you are racing. Head in and your crew takes care of the rest.

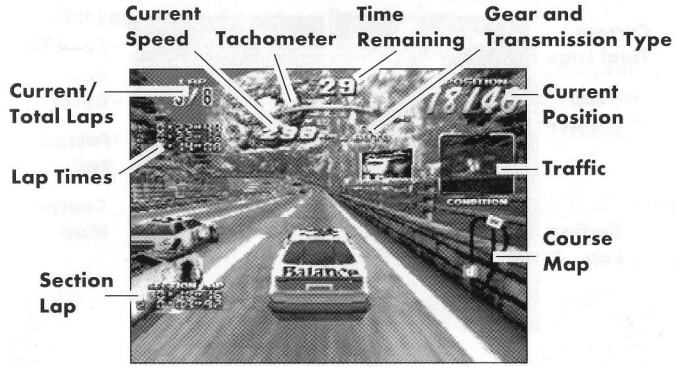


When the crew is finished, you can start racing again.



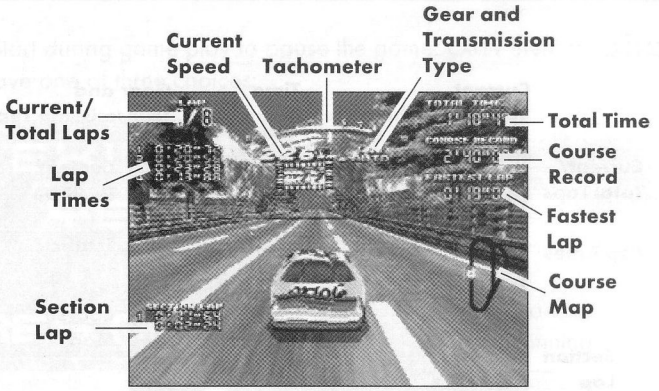
Game Screens

Arcade



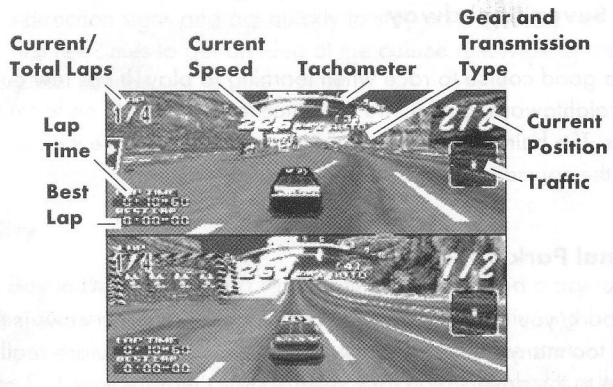
Time Remaining
The time remaining for the lap.
Tachometer
This registers the rpm's for your car's engine. In manual transmission games, shift up when the needle is in the yellow for best results.
Current/Total Laps
The current lap you are racing and the total number of laps for the race.
Lap Times
These are the lap times for the current race.
Section Lap
The times for the sections of the current lap.
Current Speed
Your car's speed in mph.
Gear and Transmission Type
Your car's current gear, and transmission type.
Current Position
Your rank in the pack.
Traffic
This window registers opponents in your car's vicinity. It is useful in helping you block opponents creeping up from behind. Use it to look for openings when the road gets crowded.
Course Map
Your car (noted "P" for player) and the car currently in first place appear on this map. When you pass the first place car, the "1" designation changes to a "2".

Time Attack



Tachometer
This registers the rpm's for your car's engine. In manual transmission games, shift up when the needle is in the yellow for best results.
Current Speed
Your car's speed in mph.
Current/Total Laps
The current lap you are racing and the total number of laps for the race.
Lap Times
These are the lap times for the current race.
Section Lap
The times for the sections of the current lap.
Gear and Transmission Type
Your car's current gear, and transmission type.
Total Time
The elapsed time in the race so far.
Course Record
The course record to date.
Fastest Lap
The fastest lap for the course to date.
Course Map
Your car (noted "P" for player) appears on the map of the course.

2Player Battle



Current Speed
Your car's speed in mph.
Current/Total Laps
The current lap you are racing and the total number of laps for the race.
Lap Time
This is the lap time for the current race.
Best Lap
This is the time for the fastest lap to date.
Tachometer
This registers the rpms for your car's engine. In manual transmission games, shift up when the needle is in the yellow for best results.
Gear and Transmission Type
Your car's current gear, and transmission type.
Current Position
Your rank in the pack.
Traffic
This window registers opponents in your car's vicinity. It is useful in helping you block opponents creeping up from behind. Use it to look for openings when the road gets crowded.

Daytona Courses

Three Seven Speedway

This is a good course to race when learning to play. It has few curves and long straightaways, giving you a chance to concentrate on learning the controls. The hairpin turn at the end is a bit tricky, so take it easy or you'll be seeing the course upside-down.

National Park Speedway

At this park, you face a number of challenges. The good news is that there are not too many other drivers; the bad news is that they are really good. In addition to the drivers, you face several sharp turns. About 1/3 of the way through, you need to veer to the right or you'll run right into the wall. Slippery embankments add to the fun.

Dinosaur Canyon

They've got everything out in the desert at this track: tunnels, tight curves, and a great view of natural rock formations. Don't be distracted by the scenery though, as you need all your concentration to get through this course. Take care at the hairpin and the curve right before the Start/Finish Line. In both places there appears to be enough land even for high-speed turns. However...



Sea-side Street Galaxy

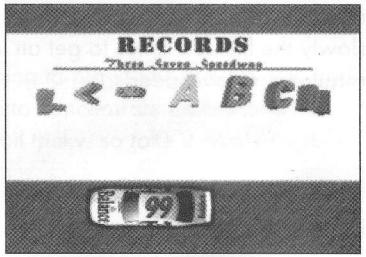
This is arguably the most challenging course in the game. You need to pay attention to direction signs and act quickly to stay on target. Try this one out slowly the first few times to get an idea of the course run. Most of the curves require very low speeds.

Desert City

It's a nice day in Desert City for a race, with clear skies and a dry road. But don't let the course fool you. Towards the start of the race is long brick wall followed by a wicked left turn. Take it easy along this entire stretch. If you head to the pit make sure you are far enough left, well away from the road divider.

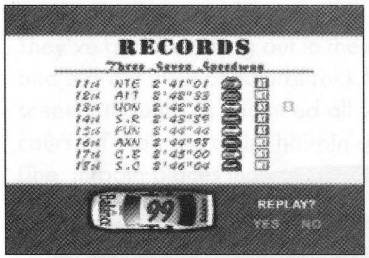


Top Score



Did you have a fast run? Congratulations! Add your initials to the Daytona top scores list. Here's how:

- D-Pad LEFT or RIGHT to highlight a letter
- Button A or C to select a letter
- Button B to deselect a letter
- Button A or C when END is highlighted or Start to enter your initials into the record book



After entering your initials, check out the Result screen. Here the fastest times for the course are listed. Replay your race and relive the glory by pressing the D-Pad LEFT to highlight YES and press Button A or C. Alternatively, select NO to bring up the Mode Select screen.



From the Veteran

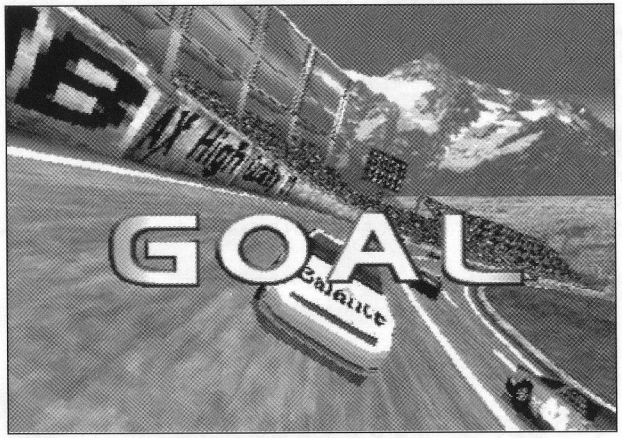
- If you are having trouble in Arcade mode, use Time Attack mode to perfect your driving. Try Arcade mode once you feel comfortable with the course and race against the competition.

- The competition is tough, but your biggest concern is the walls which line the course. Even if you have to slow down to a crawl to make it around the curve, you can make up lost time on the straightaway. It's harder to make up lost time after you crash.

- There are several ways to take a curve. Three ways are listed below. Use them separately or in combination. Experiment to discover which works best in different situations.

  - Release the button used for acceleration
  - Tap the button used for brakes
  - Downshift (manual transmission only)

- Watch the ghost car image in Time Attack mode to get an idea of where the best parts of the track and the tight spots are.



Credits

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Special Note
Vocals for "SONS OF ANGELS" and "THE AMERICAN DREAM" performed by Eric Martin*
Lyrics for "SONS OF ANGELS" and "THE AMERICAN DREAM" performed by Eric Martin and Andre Pessis.

*Eric Martin appears courtesy of Atlantic Recording Corporation.

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