SPEED DEVILS™



SEGA®

Ubi Soft ENTERTAINMENT®

EVERYONE
E
CONTENT RATED BY ESRB

T-17702N

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

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 DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance 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.

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ARCADE MODE

1 - Arcade Mode

A simple load and play mode where players will initially choose from 6 cars and 6 tracks and simply go out and race. Additional options will let them set specific parameters such as time of day, checkpoints etc. Upon reaching particular objectives in the championship mode, players will unlock additional cars and tracks in the arcade mode.

2 - Championship Mode

In championship mode, players are able to purchase different vehicles and store them in their garage. Here they can repair their cars, purchase upgrades, store their trophies and prepare for the next race of the season. Once players reach the end of a season, they may get offered to move up to a higher class if they have earned enough driver points. As they move from class to class, players will be confronted with new tracks and weather conditions as well as tougher opposition. Players can earn money by placing well in the races, busting radars or winning bets against other drivers. Once they reach the final class, players will have to beat Driver X to finish the game. Players can store their garage onto VMUs.

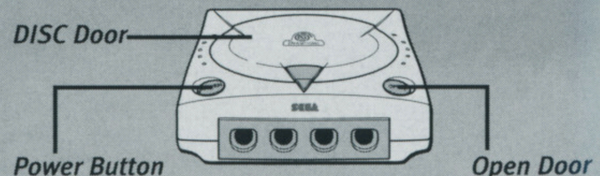
3 - Multi-Player

In the 2 player mode players can choose from the available arcade cars and tracks (the same as those available in 1 player arcade) and can choose between 5 different modes. Modes go from head to head race where the first to cross the finish line is the winner to more original modes like the special challenge mode or the Defend and Attack where players will discover a whole new way of racing against one another...

CONTROLLERS

1 . Game Controls.

Speed Devils is a 2-player game. Before turning the Sega Dreamcast™ power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast. Purchase an additional controller (sold separately) to play with two people.



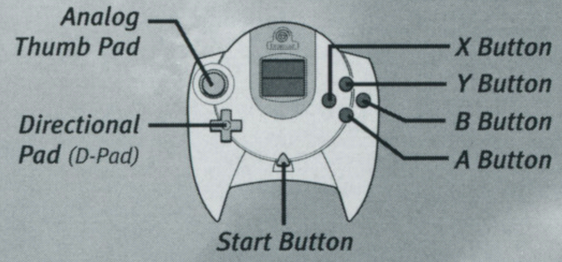
This turns the Power of the Sega Dreamcast(tm) unit ON or OFF.

Press to open the DISC Door.

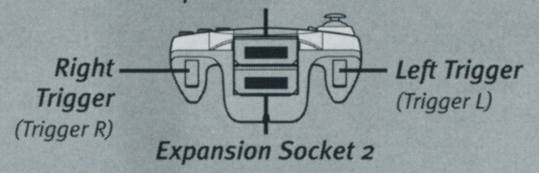
To return to the title screen at any point during gameplay, simultaneously press and hold the A Button, B Button, X Button, Y Button and Start Button. This will cause the Sega Dreamcast to soft-reset Speed Devils and display the title screen.

2 . Sega Dreamcast Controller.

Overhead View



Forward View



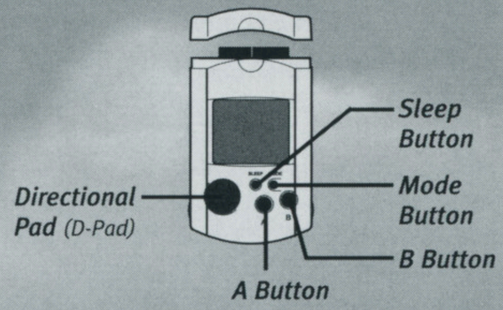
Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

3. Visual Memory unit (VMU).

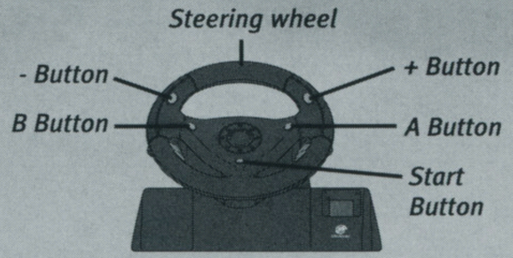
While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller or other peripheral equiptment.

4. Peripheral Equipment.

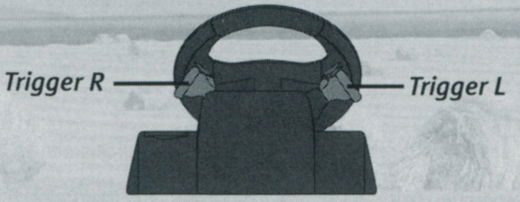
4.1. Race Controller.



Front View



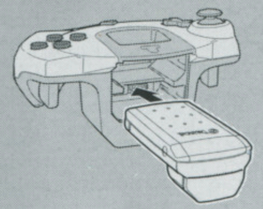
Rear View



When using the Race Controller, to return to the title screen at any point during gameplay, simultaneously press and hold the A Button, B Button and Start Button. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

When using the Race Controller, never touch the steering wheel or right and left levers when turning the Sega Dreamcast power ON. Doing so may disrupt the initialization procedure and result in malfunction if readjustment is not properly carried out via the Options menu. If the handle or levers are accidentally moved while turning the power ON, immediately turn the power OFF and ON again ensuring that you do not touch the Race Controller.

4.2. Vibration Pack



When the Vibration Pack is inserted into Expansion socket 1 of the Sega Dreamcast Controller, the Vibration Pack does not lock into place and may fall out during gameplay or otherwise inhibit game operation.

GETTING STARTED

1. INSTALLING

- Install your Sega Dreamcast by following the instruction manual. Make sure that the console is off before inserting or removing a DISC.
- Insert the SPEED DEVILS DISC and close the cover of the DISC compartment.
- Connect the controllers and turn on the Sega Dreamcast.
- Follow the instructions that appear on the screen to start a game.

2. MAIN MENU

From the main menu, you can select from three different race modes and access the High Scores and Options menus.



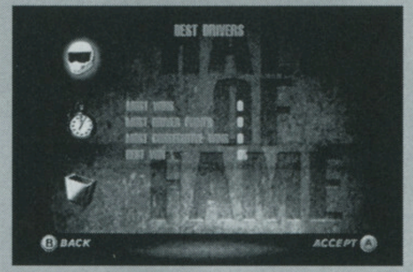
Left/Right ..... Highlight a different selection
Start Button/A Button.. Enter your selection
B Button ..... Cancel your selection

Arcade
Enjoy arcade style gameplay with the currently available cars and tracks.

Championship
Start a new season and move up the ranks on your way to face Driver X.

Multiplayer
Play with a friend in one of the 5 available play modes.

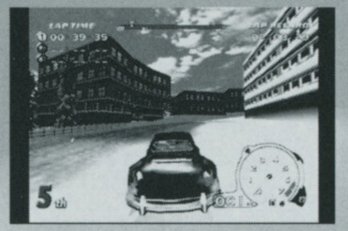
High Scores
Check out the names of the best drivers and the lap-records for each track.



Options
Customize sound and controller configurations.



3. GENERAL DISPLAY INFORMATION



Lap Number ..... Upper left-hand corner of the screen
Lap Time ..... Next to Lap number info
Lap Record ..... Upper right corner
Position Bar ..... Upper middle section of the screen
Race Position .... Bottom left section of the screen
Tachometer..... Bottom right section of the screen
Gear ..... Bottom right section of the screen, in the centre of the tachometer
Speedometer .... Bottom right section of the screen, left of tachometer
Nitro ..... Bottom right section, right of tachometer

ARCADE MODE

To select the Arcade Mode, highlight ARCADE in the main menu and press the Start Button.



1. Select Car

Move the Directional Button left or right to select one of the currently available vehicles.



Performance characteristics are shown under each car. Car selection will affect the difficulty level of the game as the opponents are drawn randomly in relation to the car selected by the player. More vehicles will become available once they are unlocked in the Championship mode. Move the Directional Button up or down to select from one of the available paint jobs.

2. Select Transmission

Press the A Button to confirm your vehicle selection. This will bring up the transmission selection. Move the Directional Button left or right to choose between Automatic or Manual. Press the A Button again to confirm your selection.



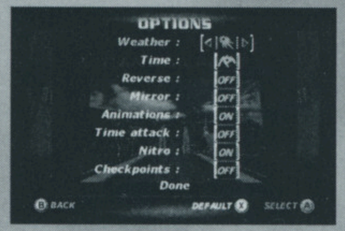
3. Select Track

Move the Directional Button left or right to select one of the currently available tracks. More tracks will become available once they are unlocked in the Championship mode. Press the A Button to confirm your track selection.



4. Select Track Options

In the track selection page, pressing the X Button will bring up the Track Options selection screen. Simply highlight the selection of your choice and move the Directional Button left or right to activate or deactivate the option. Select DONE to return to Track Selection. The options will stay selected for the remainder of your play session.



Track Options

Weather . . . . . Select between clear, cloudy, rain and random.

Time. . . . . Select between day, dusk, night or random.

Reverse . . . . . (On/Off) Select this option to race on the track in reverse.

Mirror. . . . . (On/Off) Select this option to race on the track in mirror.

Time Attack . . . . (On/Off) Select this option to race against your best time.

Ghost. . . . . (On/Off) Turn this option on to have a ghost rider of your best lap.

Nitro . . . . . (On/Off) Select this option to race with nitro shots (18 in total).

Checkpoints . . . (On/Off) Select this option to activate checkpoints on the track.

Select DONE or Press the Start Button once you have finished your selections.

5. Race

You'll run a three lap race against 4 opponents. The opponents will be selected according to your vehicle. The better the vehicle, the better the opponents will be.

6. Replay

Once you cross the finish line, the results will be displayed on the screen. Press the A Button to continue.



From here you'll be able to watch a replay of your race by pressing the B Button or go back to the car selection menu by pressing any other Button. During the replay, pressing up or down on the Directional Button will allow you to switch the camera from one car to another.

7. Entering your name

If you manage to set a new lap record, you will be asked to enter your name once you go back to the arcade menus.

Move the Directional Button up or down to select a

letter and press the A Button to move on to the next letter. Press the Start Button to confirm your name selection.



CHAMPIONSHIP MODE

To select Championship Mode, highlight CHAMPIONSHIP in the main menu and press the Start Button.



1. SELECT NEW OR LOAD

Move the Directional Button left or right to select whether you want to start a new Championship or load an existing one from your VMU.



2. ENTERING YOUR NAME

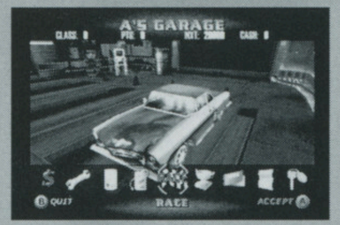
If you are starting a new championship, you will be asked to enter your name. Move the Directional Button up or down to select a letter and press the A Button to move on to the next letter. Press the Start Button to confirm your name selection.

3. HOW TO PLAY...

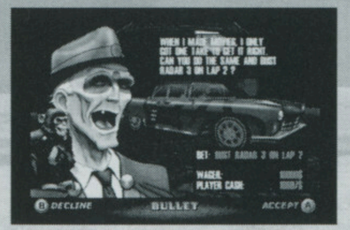
When you start a new championship, you will be greeted by the Bet-taker.



He will provide you with a car and your garage. From here, you will start your championship career. Beginning in Class D, every dollar earned at the end of a race will provide you with a Driver Point. Once you have earned enough Driver Points, you will be asked to move up to the next class. As you climb up the different classes, you will be able to use the money you have earned to buy new vehicles or upgrades, undergo repairs and place bets against other drivers. Ultimately, you will be confronted by Driver X, the current Class A champion, who you will have to defeat to finish the game. In the Championship garage, you control a cursor which can be moved over the different icons on the icon bar at the bottom of the screen. To make a selection, simply highlight the icon of your choice and press the A Button. The name of the icon will be displayed on the icon bar at the bottom of the screen.



4. CHAMPIONSHIP'S KEY ELEMENTS...



Ways to win money

To succeed in the championship, you need to earn money. Money will allow you to purchase new vehicles, better add-ons and it will also allow you to accumulate driver points. Winning a race is just one of the ways to win money. Cash is also awarded to drivers who bust radars, spend the most time in the lead, reach the highest speed or get the fastest lap of the race.

Earning Driver points

At the top of the screen in the championship garage interface, you can check which class you are in and how many points you need to move up to the next class. You are given 1 Driver point for every dollar you earn in a championship race (bets and vendettas are not included in driver points).

Challenges

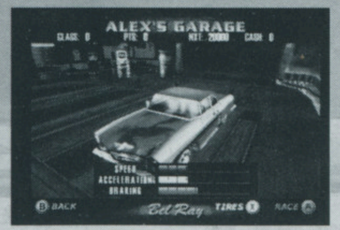
As you get further into the championship, other drivers will come over to challenge you. The challenges vary from busting a radar on a specific lap to preventing an opponent from finishing in the top three. Accepting these challenges will not only allow you to make extra money, it will also attract the attention of the Bet-taker. Bet-taker challenges are especially rewarding since they can provide you with special upgrades which cannot be obtained otherwise (nitro for example). The Bet-taker will only contact you if you successfully complete two challenges. Whenever you accept a challenge, a green icon will be shown on the ranking bar in the race display. This way, you can always tell where your challenger is in relation to you. You can also check which challenge you have accepted during the race by pressing the Start Button to pause the game. After a few seconds, a reminder of your challenge will be shown on the screen.

Vendettas

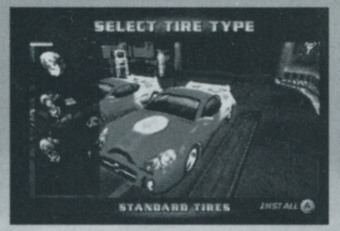
Vendettas are a special kind of challenge. When things start getting too personal between you and another driver, you'll be asked to settle things in a one on one contest against that driver. The race is held on that driver's hometrack, but does not count towards the championship. The wager for a vendetta is always the same, the losing driver's car! Make sure you only accept a vendetta if you have enough money to purchase a new vehicle afterwards or your championship season may be compromised. Vendettas can be very rewarding as you can step away with your opponent's car (thereby dropping him out of the championship for the remainder of the season) but they can also be very costly if you lose your own car. Make sure you consider the risks before accepting a vendetta...

Race Icon

Select the race icon when you are ready to enter your next race. After selecting the race icon, you will have to select a vehicle.



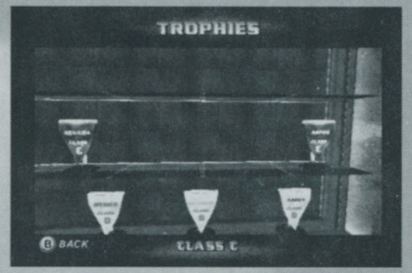
While selecting a vehicle, you can also press the X Button to select which of the available tires you want to race with.





Trophy Icon

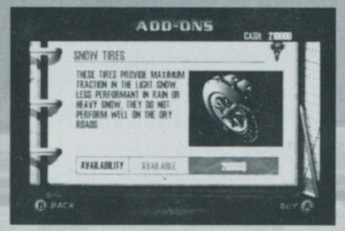
As you are victorious on the different tracks which make up the classes, you will receive banners and trophies. A banner is awarded to the winner of every race. Trophies are handed out at the end of each season. A Bronze trophy is given to the driver who finishes 3rd in the championship, Silver to the driver who finishes 2nd and Gold to the winner of the season. If a driver wins all of the races in a season, he will earn a special Platinum trophy. To view the trophy case, highlight the Trophy icon and press the A Button. You will then be asked whether you want to check out your trophies or your banners. Pressing up and down will then allow you to view the different awards you've earned for each class. To exit, simply press the B Button twice and you will return to the main Championship garage page.



Add-Ons Icon

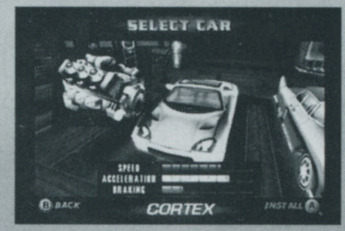
Each car can be upgraded in a number of ways. By selecting the add-ons icon in the main Championship garage page, you will be able to check out the contents of the upgrade book.





The price and details of each upgrade are listed inside this book. Add-ons not currently available cannot be purchased.

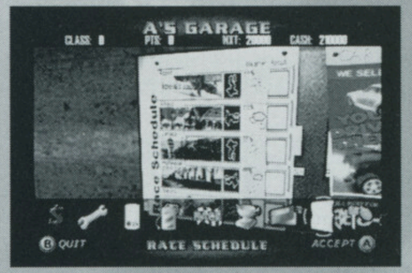




To make a purchase, simply press the A Button over the add-on of your choice. You will then be sent back to the car selection screen. An overlay of the add-on will remain on the screen to allow you to decide which vehicle you want to install it on. Once your choice is made, simply press the A Button. A message will confirm the add-on was installed correctly and you will be returned to the add-ons book. To exit, press the A Button to return to upgrades or the B Button to return to the garage.

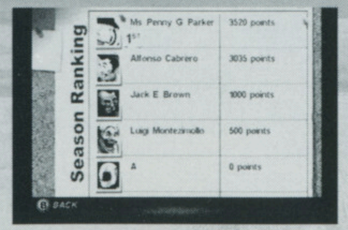
Race Schedule & Season Rankings

By selecting the race schedule icon, you will be able to look at the line-up of races for the current season.





Next to each race will be your race result (if the race has already taken place). Pressing the A Button from this page will allow you to see the current season rankings.



The points total of all the competitors will be shown next to their name.

Repairs Icon

If you have damaged your vehicle, you can select the repairs icon. Here you will be able to verify the exact amount of damage on your vehicle and the actual cost of the repairs.



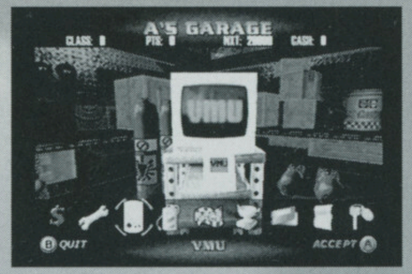


You can either select partial repairs which will fix your vehicle in 10% increments or full repairs which will bring your vehicle back to its original condition.

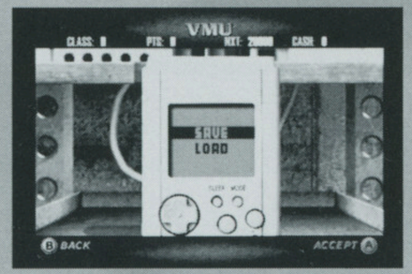
A message box will come up if you do not have enough money to make the repairs.

VMU

Selecting the VMU icon will allow you to save your championship career onto a VMU or to load an existing game. You will first be asked which VMU you want to load from or save onto.



You will then choose which specific file you want to select on the VMU you have accessed. Pressing the A Button will then validate your choice.



Betting Icon

Eventually you will receive challenges from other drivers in your class. When this happens, you will hear a horn and see the betting icon flash on the icon bar. ***You can only access the betting icon when it is flashing.***



Selecting the betting icon with the A Button will open the garage door, allowing you to see which driver is challenging you. Once you've read what the challenge consists of, you have the choice of either accepting or refusing the challenge.

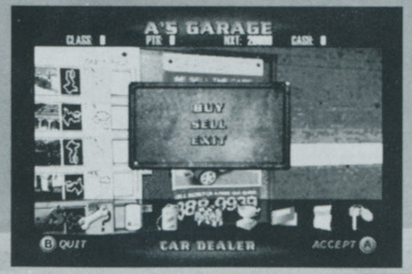


Accepting a challenge where money is being wagered will immediately take the money from your account.

Nitro Icon
You cannot access the Nitro icon until you have managed to install the add-on to one of your cars. Once the nitro icon becomes accessible, you will be able to refill your nitro gauge. You can choose to refill a single unit of nitro or the whole tank by selecting full refill.



Car Dealer Icon
Selecting the car Dealer icon allows you to either sell one of your cars or purchase a new one.

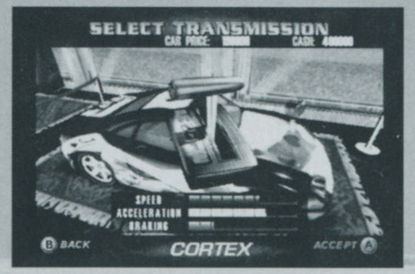


To Sell a Car: Start by selecting Sell and press the A Button. The camera will switch to the car selection screen, allowing you to choose which vehicle you want to sell. The price being offered to you will be shown at the bottom of the screen. Press the A Button to confirm your selection or the B Button to go back.

To Buy a Car: Select Buy and press the A Button, you will be taken to the car dealer. Here, you will be able to see all of the different models and compare their prices and statistics by moving the directional Button left and right.



Once you have decided which vehicle you want to buy, press the A Button. You'll then be asked to choose between automatic and manual transmission.



After making your selection, you'll be get to choose your paint-job by moving the Directional Button up and down. Once all these things are selected, you'll be asked one last time whether you still want to buy the vehicle.

Press the A Button to seal the deal. Once you've made the purchase, you'll be asked whether you want to leave the dealership or shop more. To exit the dealership at any time, press the B Button and select "Exit". Then press Yes with the A Button.



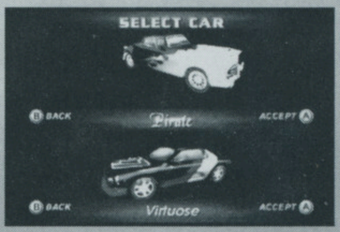
MULTIPLAYER MODE

To select the multiplayer mode, highlight MULTI-PLAYER in the main menu and press the Start Button.



1. SELECT CAR

Both players can move the Directional Button left or right to select one of the currently available vehicles. Players get to choose their vehicles separately from the currently available selection. More vehicles can be unlocked in the Championship mode.



2. SELECT TRANSMISSION

Players can press the A Button to confirm their vehicle selection. This will bring up the transmission selection. Moving the Directional Button left or right will allow them to choose between Automatic and Manual. Pressing the A Button again will confirm their selection.



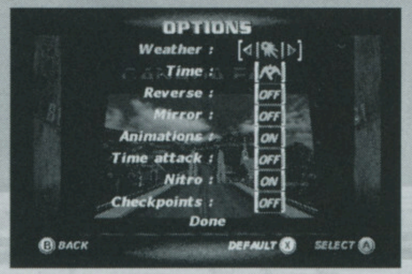
3. Select Track

Both players can participate in the track selection, but confirmation is only needed from one player to move on to the next screen. The A Button will confirm the track selection.



4. Select Track Options

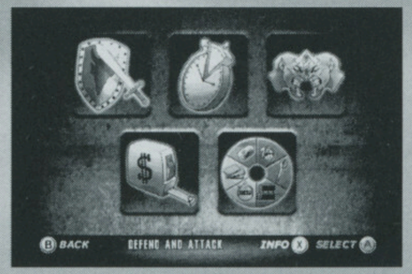
Any player can bring up the track options menu by pressing the X Button. Simply highlighting a selection and moving the Directional Button left or right will either activate or deactivate the option.



Pressing the Start Button or selecting DONE will bring the players back to the track selection page. The options will remain selected for the remainder of the play session.

5. Select Play Mode

There are five different play modes available in multiplayer. Both players can select the play mode before starting the race.

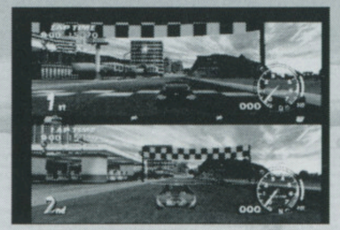


To make a selection, simply highlight one of the five modes shown on the screen and press the Start Button. For explanations about the mode you are about to select, simply highlight it and press the X Button.

The different modes are:

A - Head to Head

This mode offers a simple race to the finish line. The player who finishes the race first wins.

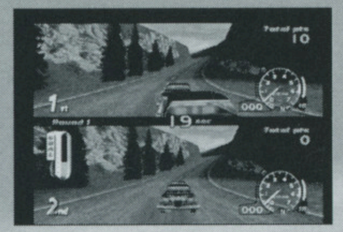


Lap Number ... (Upper left-hand corner of the screen)
Lap Time ..... (Next to Lap number info)
Position Bar.... (Center of screen, showing all 3 laps)
Race Position... (Bottom left section of the screen)
Tachometer .... (Bottom right section of the screen)
Gear..... (Bottom right section of the screen, in the center of the tachometer)
Speedometer... (Bottom right section of the screen, left of tachometer)
Nitro..... (Bottom right section, right of tachometer)

**The blue car is player 1, the red car is player 2.*

B - Defend & Attack

This mode is divided into 9 rounds. During each round one player has to earn points by overtaking, the other by fending him off. The player with the most points at the end of the nine rounds wins the game. To win the round, the attacker must not only overtake the defender, he must also pull 20 meters ahead of him. The attacker can tell how far he is from completing his 20 meter pass by looking at the minimum pass bar which appears on the screen when he has overtaken the defender. When the bar is full, the pass is complete. The defender will not be victorious until he has kept the attacker behind him (or not far enough ahead of him) for at least 16 seconds. The attacker will win as many points as there are seconds left on the timer. The defender wins defense bonus points at regular intervals during the round (at seconds 20, 15, 10 and 5) as well as a Perfect Defense Bonus if he manages to keep the attacker from overtaking him for the total duration of the round.



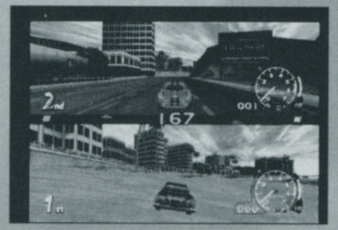
Points Total ..... (Top right section of the screen)
Min. pass distance (Middle-left section of the screen)
Timer ..... (Center of the screen)
Current Round .... (Left center of the screen)
Race Position..... (Bottom left section of the screen)
Tachometer ..... (Bottom right section of the screen)
Gear..... (Bottom right section of the screen, in the center of the tachometer)
Speedometer..... (Bottom right section of the screen, left of tachometer)
Nitro..... (Bottom right section, right of tachometer)

C - Distance Lag

After selecting this mode, players must select a distance by moving the Directional Button up or down (distances increase or decrease by 100 meter increments). Once players have made their selection, they race until they are separated by the distance they selected. There is no lap count, a winner is only determined once the distance is reached.

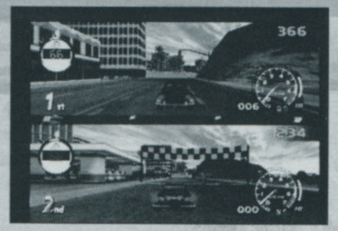
Position Bar ..... (Center of screen)
Distance in meters . (Center of screen)
Race Position ..... (Bottom left section of the screen)
Tachometer..... (Bottom right section of the screen)

Current Gear..... (Bottom right section of the screen, in the center of the tachometer)
Speedometer ..... (Bottom right section of the screen, left of tachometer)
Nitro ..... (Bottom right section, right of tachometer)



D - Time Lag

Both players start with a total of 300 points. As they cross the checkpoints on the track, a stop-watch enters their screen and starts displaying the time differential between the two players. When the second player crosses the checkpoint, the differential is converted into points. The player with the most points at the end of the 3 laps wins the game.

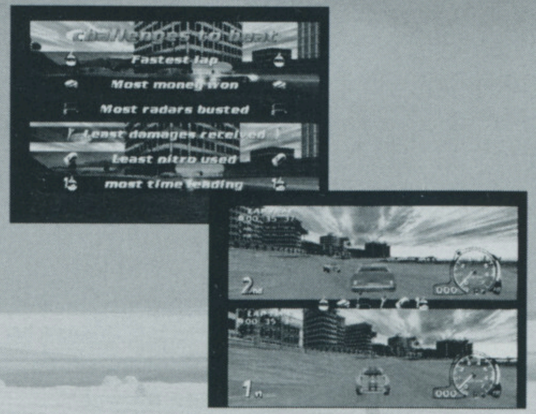


Point totals ..... (Top right section of the screen)
Diff. Chronometer . (Top left section of the screen)

Position Bar..... (Center of screen)
Race Position..... (Bottom left section of the screen)
Tachometer ..... (Bottom right section of the screen)
Current Gear ..... (Bottom right section of the screen, in the center of the tachometer)
Speedometer..... (Bottom right section of the screen, left of tachometer)
Nitro..... (Bottom right section, right of tachometer)

E - Special Challenge

There are six icons representing six different categories displayed on the screen. The player who dominates the most categories at the end of the three laps wins the race, whether he finished first or not.



Two player Special Challenge display information

Sp. challenge icons (Center of the screen)
Lap Number ..... (Upper left-hand corner of the screen)
Lap Time ..... (Next to Lap number info)

Race Position.... (Bottom left section of the screen)
Tachometer ..... (Bottom right section of the screen)
Current Gear..... (Bottom right section of the screen, in the center of the tachometer)
Speedometer.... (Bottom right section of the screen, left of tachometer)
Nitro ..... (Bottom right section, right of tachometer)

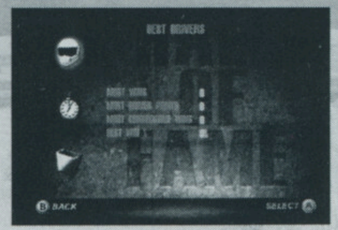
HIGH SCORES

TO SELECT THE HIGH SCORES, HIGH-LIGHT HIGH SCORES IN THE MAIN MENU AND PRESS THE START BUTTON.



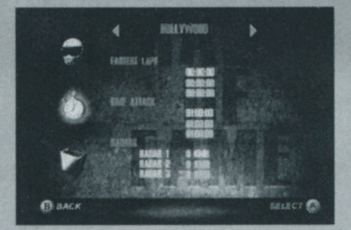
1. BEST DRIVERS

To see the names of the best championship drivers, move the directional Button up or down to highlight BEST DRIVERS and press the A Button.



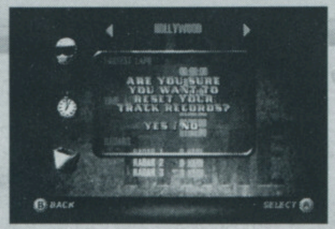
2. TRACK RECORDS

To view the track records, move the directional Button up or down to highlight TRACK RECORDS and press the A Button. Move the directional Button left and right to change tracks.



3. RESET TRACK RECORDS

To reset the track records, highlight the rubbish bin and press the A Button.



CHARACTERS

DRIVER X



Always a fan favorite, very little is known about the mysterious Driver X. His blazing speed on the track is accompanied by a fierce desire for victory at every race. The perfection of his driving on the track coupled to a seemingly total lack of emotion leave many to suggest he's almost too perfect to be human. Regardless, his domination is supreme.

PAT OHNINE



His love of racing started when he was 4 years old and watched his first race on television. Since then, he has dominated all of the different racing classes he's ever been in and he's never been shy about letting the world know of his talent. His arrogance is accompanied by a driving style as traditional as it is effective. For all of his boasting, he'd rather lose than win without honor.

YU KIOTO



Yu has always been a fast driver, but he's been accused many times of lacking the necessary character to win championships. While not very keen on this reputation, he continues to be a very calm and calculating driver. He knows it's often better to retreat to fight another day than to compromise a whole season just to impress the crowd with a foolish move.

COREY THOMPSON



Corey enjoys the thrills and dangers of motorsports more than its elements of finesse. Although a very accomplished driver, he has mostly made a name for himself as a reckless competitor as his aggressiveness has cost him more than a few races in the past.

BILLY-SUE BAYOU



Billy-Sue enjoys fooling people with her sweet innocent little girl look. In fact, she is more than capable of fending for herself. She once wrestled with a crocodile on a dare! Currently the youngest racer in the field, she is an expert off-road racer who is at her best when conditions are difficult. She's never been afraid of getting dirty.

CORA MARTINEZ



Cora and her brother Antonio have been part of a travelling circus since their early childhood. Both in life and in their acts, they have always been together. They always manage to finish one after the other in every race.

ANTONIO MARTINEZ



He and his sister have developed a very unique racing technique by translating their acrobatic training to the track. As they can anticipate all of each other's moves, they can drive amazingly close to one another and create a veritable roadblock. Separating them is the key to defeating the duo, but that is more easily said than done.

TEX DALTON



A rich and eccentric Texan, Tex suddenly developed an interest in racing when he hit his mid-life crisis. A hard working individual all his life, he wants to show those young punks out there that he's better than they are and that life was better in the old days. His old Thunder perfectly reflects this attitude and while it's not the most powerful machine on the grid, its size makes it a very difficult vehicle to pass.

JAMES HUMMER



James joined the army at 17. Since his return from the front lines, he has struggled to adapt to a civilian life-style. In racing, he has found a discipline where he can use the skills and attitude he developed as a soldier. James takes no prisoners on the track and he won't hesitate to intimidate other drivers when he is near them.

VANESSA ROCKWELL



Vanessa became a super-star overnight after Skin Inc. Model Agency discovered her. After having won an off-road vehicle for being on the cover of Model Illustrations, she actually decided to use it! Her driving is quite aggressive, but she's not as tough as she looks. As she doesn't like to get scratches on her truck, aggressive drivers can intimidate her

THE BLUE BULLET



The Blue Bullet became famous in the 50's after a series of appearances on the big screen. Unfortunately, the budding young actor behind the mask became so identified with the character he was never offered other roles. Nevertheless, the Blue Bullet continued making a name for himself through numerous TV appearances. He may be older now and maybe even a bit senile, but his need for public adulation is as strong as ever. He always follows Captain Amazing's advice...

LUIGI MONTEZIMOLLO



Luigi's parlor is not known for making the greatest pizza in the world, but it does have the reputation of being by far the fastest delivery service in town. Always one to make publicity for himself, Luigi never turns down a challenge. He relies on his keen sense of orientation to get him to the finish line.

MS PENNY G. PARKER



As cold in real life as she is on the stage, her acting career has been somewhat bumpy. Her racing skills are average at best, but Ms. Parker is not one to take advice from anyone, so giving up her career is out of the question. She's convinced she'll make it to the top eventually.

JACK E. BROWN



One of the hippest competitors on the circuit, Jack is a well-known party guy. He likes to dominate and intimidate rookie drivers which is why he's in no hurry of moving up to challenge the more experienced (and successful) drivers. He can talk the talk, but it remains to be seen whether or not he can really walk the walk...

BET-TACKER



No one knows for sure when the Bet-taker started to get involved in the races, but things have never been the same since. He enjoys betting on the outcome of races, but he likes to go further than that by actually offering prizes to drivers that perform special tasks for him. This allows him to improve the odds on his bets. He doesn't like to be disappointed though and drivers who let him down have been known to drop out of circulation for a long time...

JAKE IRVIN



Jake has always taken his driving seriously. Somewhat frustrated with people's attitude towards taxi drivers, he has decided to turn to the recreational side of driving. He has kept true to all of his old habits. He wants to do his buddies proud and prove to the world that New-York taxi drivers are really the best drivers on earth.

ALFONSO CABRERO



Alfonso has been into cars all his life, building his first hot-rod at age 15. Later he got his first taste of Hollywood when he was hired as a stunt driver for a number of movies. As time went on, however, exotic sports cars became the new trend and hot-rod became a thing of the past. Not one to let go of the past, Alfonso seeks to rekindle interest in these timeless vehicles.

OPTIONS

To select the options menu, highlight OPTIONS in the main menu and press the Start Button.

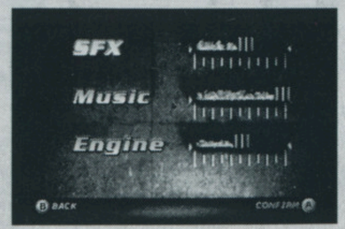


1. SOUND

Select SOUND in the options menu and press the A Button.



Move the Directional Button up or down to select which sound you wish to adjust, then move the Directional Button left or right to position the slider. Press the B Button to exit the sound menu. Press the X Button to put a selection to mute.

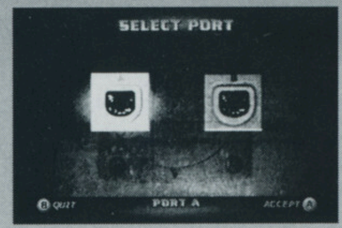


2. CONTROLLER

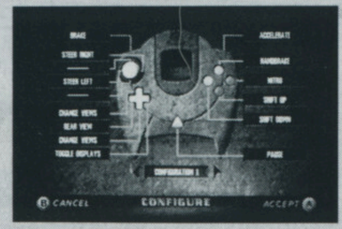
Select CONTROLLER in the options menu and press the A Button.



You will then be asked which port you want to configure, press the A Button to select.



You will then be shown the current configuration of your control device (standard controller or race controller). Press the Directional Button left or right to select one of the available configurations. Press the A Button to confirm your selection.



3. CREDITS

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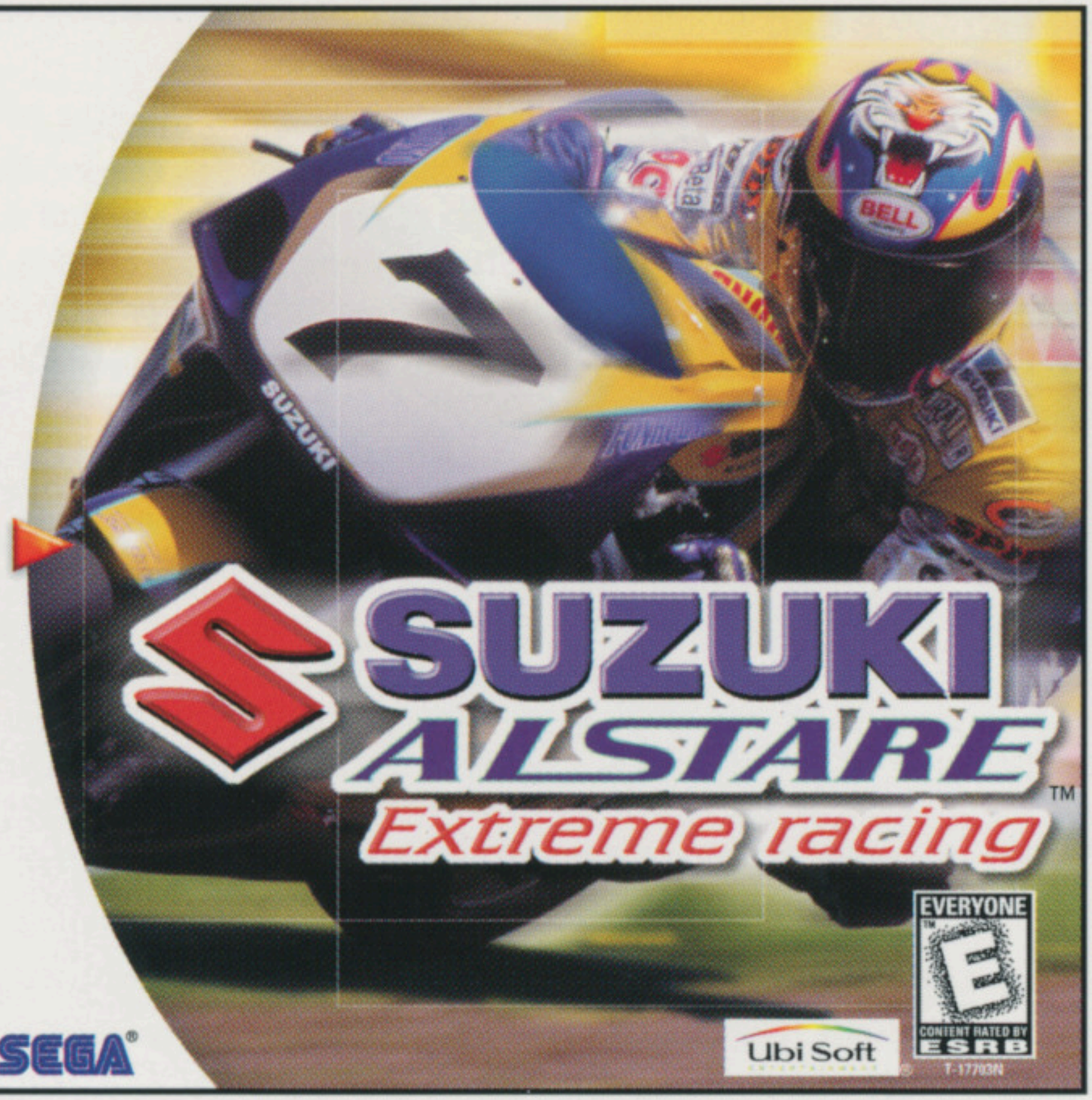
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