



SPEED DEVILS

ONLINE RACING

TM

Dreamcast™



SEGA NET™

GameLoft.com

Ubi Soft
ENTERTAINMENT

www.ubisoft.com



T-17718N

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 Sega 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 Sega 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 Sega 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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INTRODUCTION

Time stands still when you're on the track. The outside world dissolves away, smothered by the engine's whine and the pulsing of your heart. It's just you. Your car. And the white knuckled fanatics gunning to take you out.

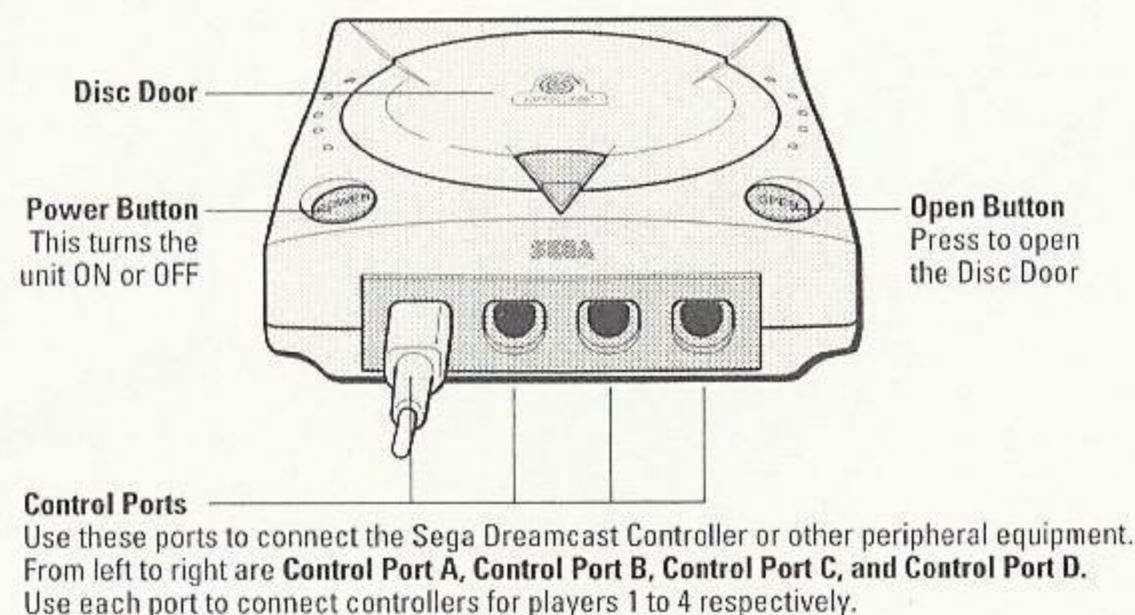
This isn't your safe little single-player world anymore. The drivers are real. The races are for ever -- not to mention the fame, money, revenge, trickery, and thrills to be had on the hell-scorched tracks of the ...

...Speed Devils...

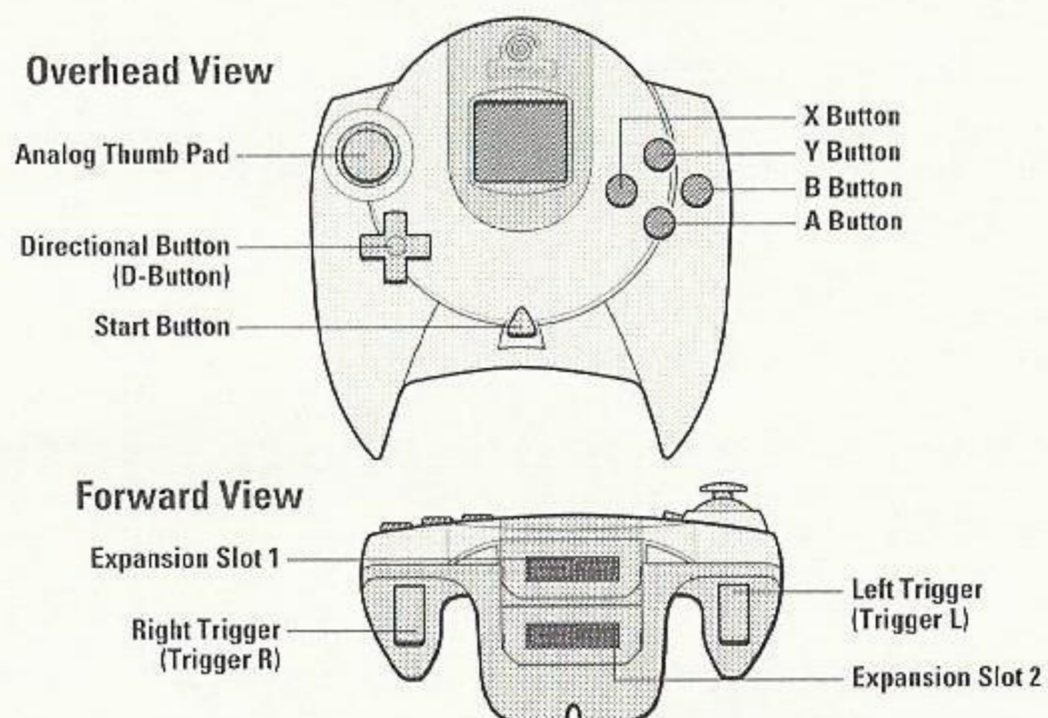
Peripherals

THE CONSOLE

SEGA DREAMCAST HARDWARE UNIT

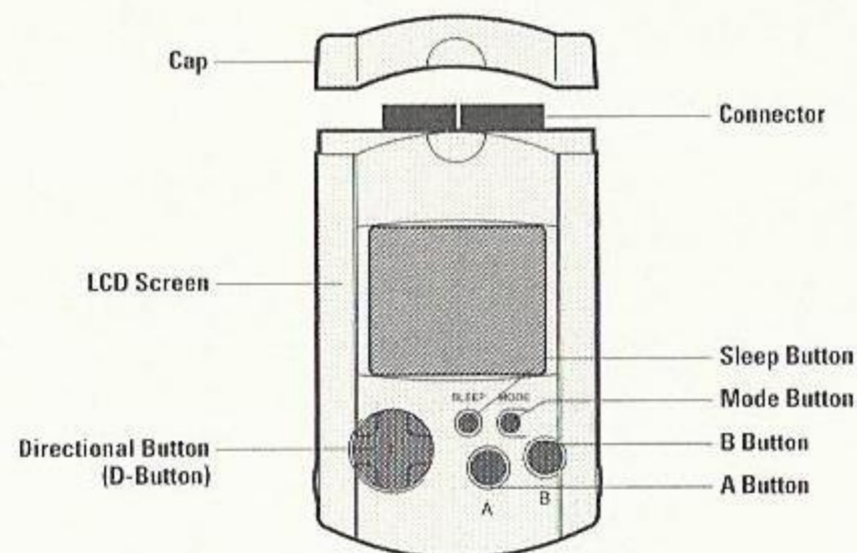


THE SEGA DREAMCAST CONTROLLER



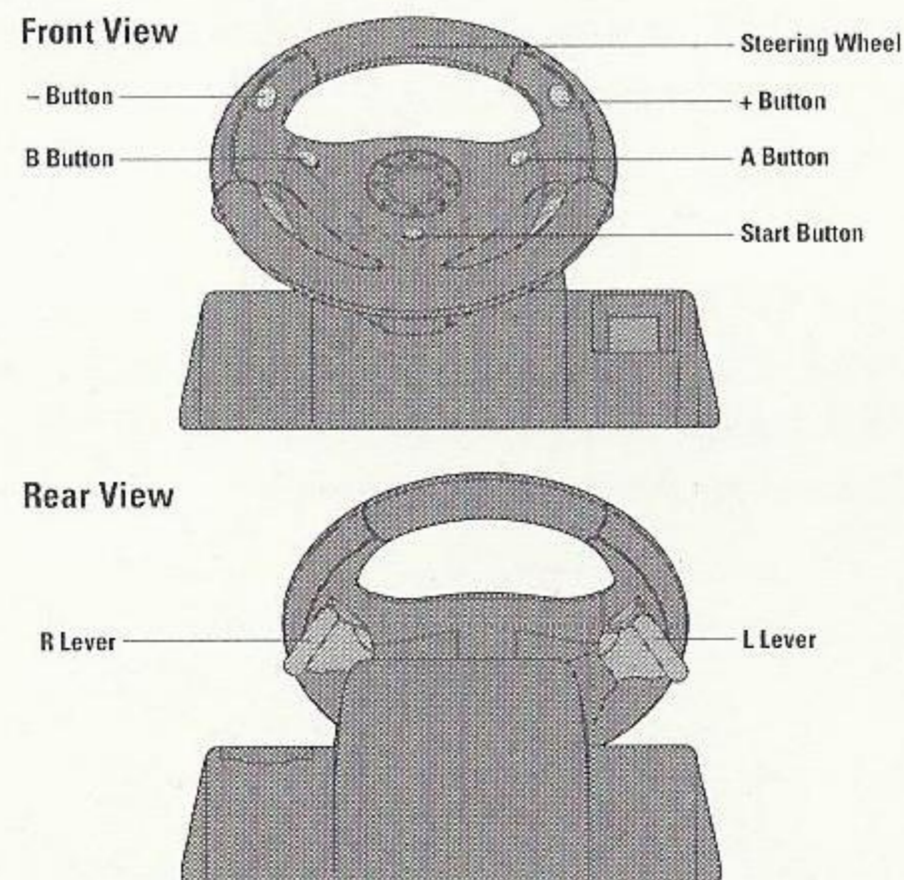
Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb pad or Triggers L/R are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again making sure not to touch the controller.

THE SEGA DREAMCAST VISUAL MEMORY UNIT (VMU)



While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller. The number of blocks required to save game files varies according to the type of software and content of files to be saved. With this game, 6 blocks are required to save the game settings. A minimum of 30 blocks - maximum of 200 blocks are required to save the Ghost files. The options settings will be automatically saved when the options menu is exited. Up to 200 blocks can be required to save a Ghost race; an additional VMU may be necessary.

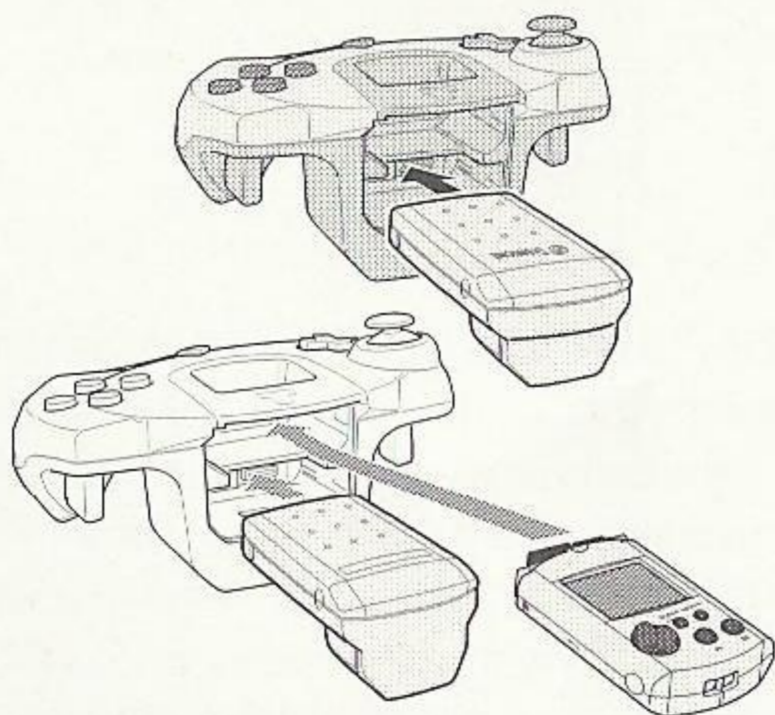
THE SEGA DREAMCAST RACE CONTROLLER



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.

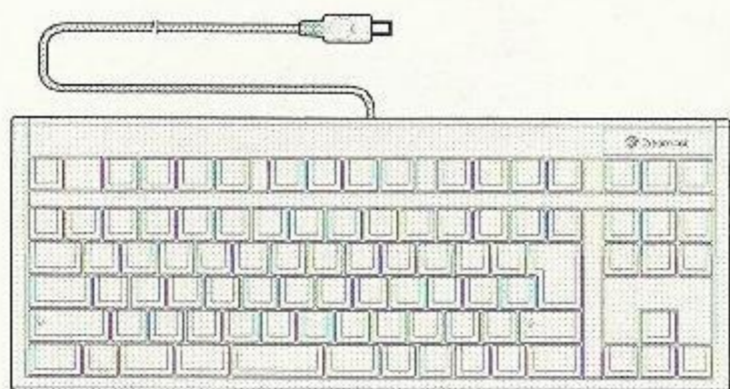
THE SEGA DREAMCAST JUMP PACK



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 game-play or otherwise inhibit game operation. To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y, and Start buttons. This will cause the Sega Dreamcast to soft-reset the software.

THE SEGA DREAMCAST KEYBOARD

You can connect a keyboard to your Sega Dreamcast especially if you want to chat in Network mode. When using the keyboard be sure that a controller is also connected to one of the other control ports.



GETTING STARTED

- 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 ONLINE RACING DISC and close the cover of the DISC compartment.
- Speed Devils™ Online Racing is a 1-5 player game. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast.
- Follow the instructions that appear on the screen and/or the instructions in this manual to start a game.

CONTROLS IN THE MENUS

1. BASIC CONTROLS:

- Directional buttons (D-Button)** Choose an option.
A Button (Accept) Validate the chosen option.
B Button (Back) Cancel the selection and go back to the previous stage.
Start Button To access Main Menu.

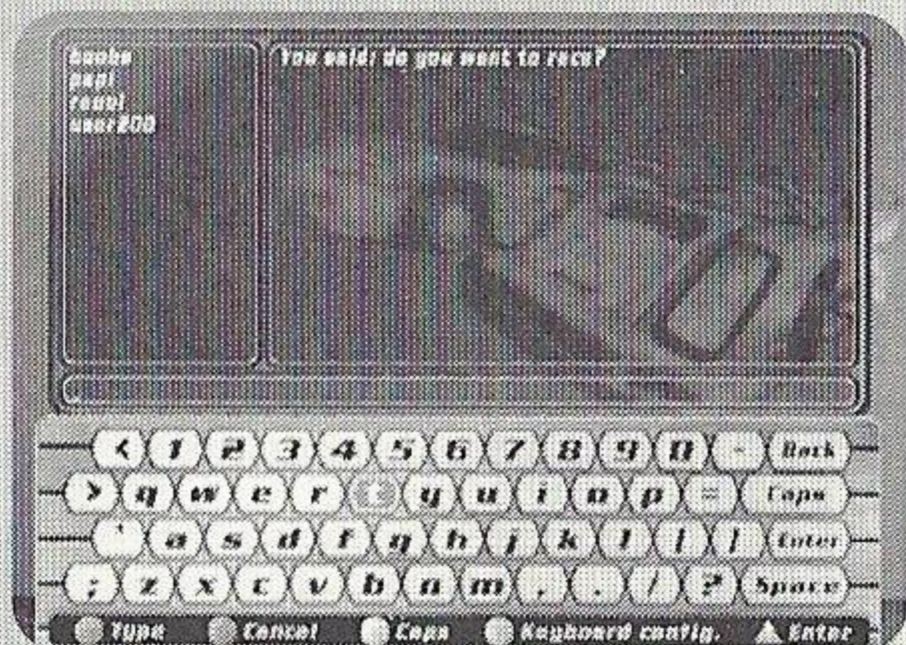
Note: The information contained on the navigation bar may vary from one menu to another.

On the Dreamcast keyboard, you can reproduce these commands by using the following shortcuts:

- Enter or Alt. + a** A Button
Escape or Alt. + b B Button

Alt. + xX Button
 Alt. + yY Button
 Alt. + sStart Button

The virtual keyboard:



In Speed Devils Online Racing, you sometimes have to write on-screen. To do this, it is recommended that you use a Dreamcast keyboard.

However, if you do not possess a Dreamcast keyboard, a virtual keyboard is available within the game itself.

2. VIRTUAL KEYBOARD CONTROLS:

Directional buttons (D-Button) Choose one of the keys on the virtual keyboard.

A Button (Type)Validate the chosen key (the letter or figure will appear immediately on the screen).

B Button (Backspace)Delete the last selection and go back to the previous selection.

L ButtonTo change the configuration of the keyboard

R ButtonTo insert a space
Y Button (Focus)To change text field
X Button (Caps)To capitalize keyboard characters

3. RACING CONTROLS:

Default configuration:

Analog Thumb Pad ← :Turn left.
 → : Turn right.
 Left TriggerBrake.
 Right TriggerAccelerate.

Start buttonShow the parameters of the current race and offer to quit the race.

X ButtonDownshift.

Y ButtonHandbrake.

A ButtonUpshift.

B ButtonNitro.

Directional Button ↓ : Rear view.

..... ↑ : Change the camera angle.

..... → : Change in-race display configuration.

Note: This default configuration can be changed in the "Options" menu (See in the ELEMENTS OF THE GAME /Options/Player Profile section for more details).

There are 3 types of nitro described in detail in the "shop" section of the manual.

Speed Devils Online Racing can also be played with the Dreamcast race controller. Although it is possible to navigate in the menus with the race controller, we recommend that you use the normal Sega Dreamcast Controller.

THE GAME SCREEN



The following elements are shown on the screen while you are racing:

- **Lap Number**The current lap.
- **Lap Time**Elapsed time for the current lap.
- **Lap Record**The best time achieved for one lap of this circuit.
- **Position Bar**Indicates your position and those of your opponents.
- **Race Position**Your current ranking compared with the other drivers.
- **Tachometer**Engine speed meter.

- **Gear**The current gear (gearbox).
- **Speedometer**Your speed.
- **Nitro**Remaining quantity of nitro and the nitro loading time.
- **Player Status**The evolution of the competitors during the race

YOUR CAREER

The racers of Speed Devils have but one mission: **to be the best**. And to be the best, you'll need to win two very essential things: Money and Driver Points (see next page).

THE START OF YOUR CAREER:

You begin with \$10,000 to invest in your first racing car. To get started, proceed to the Garage. Then:

- Press the Start button to bring up the Main Menu.
- Select the Shop option.
- Select Car Dealer.
- Select Buy Car.

Now you must choose your first car. Given your limited budget (\$10,000), you don't have much choice. You'll have to start winning races if you want a better ride.

DRIVER POINTS:

To advance in your career, you need to improve your driver class regularly (see below). To do this, you have to accumulate as many Driver Points as possible.

You receive Driver Points each time you take part in a race. The better your ranking at the end of the race, the more Driver Points you will gain.

THE CLASSES:

During your career, you will race in 4 different driver classes: D, C, B and A. You start in class D.

As you move from one class to the next, your salary increases, enabling you to buy better cars and modify them.

MONEY:

Money is the key to success in the Speed Devils universe. Money allows you to buy new cars, modify them, and, if you have the gumption, bet on your performance.

There are 4 ways of earning money:

1. By racing.

(Trial and Standard mode)

The better your result (ranking), the more you earn.

Also, your winnings depend on who your opponents are. It's very costly to lose to a less experienced driver, for instance, and barely profitable to beat one. Defeating or losing to an equally ranked driver will earn or cost you an equal amount of money. Lastly, beating drivers who are ranked higher will pay off very well indeed.

"To conquer without peril is to triumph without glory!"

Corneille

2. By beating race records.

(Standard mode)

You'll earn money by running the fastest lap, hitting the fastest maximum speed, and for holding the lead for the longest amount of time.

3. By breaking speed limits (radar busted).

(Standard mode)

Several radar are installed along the tracks. Each time you exceed a radar's speed limit, you will "bust" the radar and earn money.

4. By betting on your performance.

(Trial mode)

(See the explanation of Trial mode on page 22)

THE COMPETITION:

Throughout your career, your performances will be recorded in the Hall of Fame (see the Hall of Fame section)

Your records and achievements will therefore remain forever engraved in the Speed Devils archives!!!

STARTING THE GAME

START MENU:

To begin, press the **Start** button.

"RACE ONLINE / RACE OFFLINE":



On this page you can choose the mode you wish to play in.

1. Online Mode:

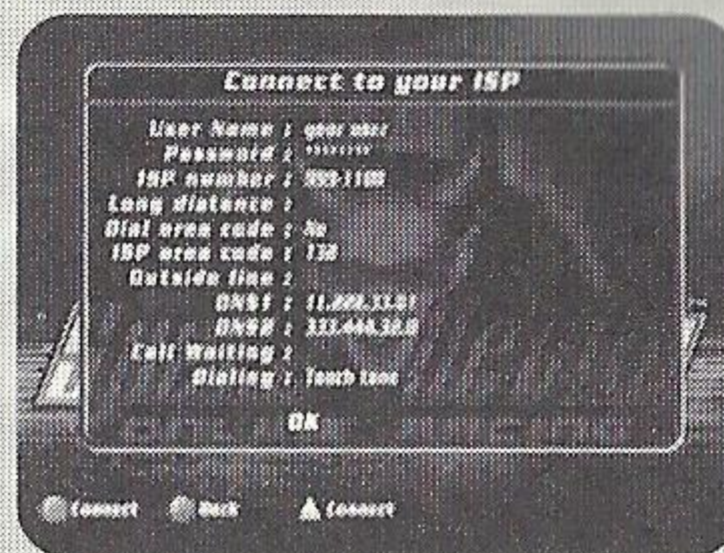
Competition with drivers from all over the world online.

This mode also allows you to create a character to drive in the Speed Devils Online world.

2. Offline Mode:

This play mode allows you to practice the circuits before confronting real opponents online. You have a number of options to help you perfect your driving style.

CONNECTING TO THE INTERNET: THE "ISP"



The information needed to complete this page is taken automatically from your *Dreamcast* console, provided it has already been configured for the Internet.

If nothing has been stored, enter the information yourself.

However, this way you will have to enter it each time you connect to play *Speed Devils Online Racing*.

WE STRONGLY RECOMMEND THAT YOU INSTALL THE SEGA BROWSER (INTERNET BROWSER) BEFORE INSTALLING THE GAME.

These are the details on this page:

- **User Name:** Enter the user name of your Internet account.
- **Password:** Enter the password of your Internet account.
- **ISP Number:** Enter the telephone number used for your ISP connection.
- **Long distance:** Enter your long distance prefix if you are dialing outside of your area code.
- **Dial area code Yes/No:** Select "Yes" if you want SDO to dial your ISP area code. Select "No" if you do not want SDO to dial your ISP area code.
- **ISP area code:** Enter the area code of your ISP.
- **Outside Line:** If necessary, enter the code needed to access an external line.
- **DNS1:** Enter the ID number for connecting to your ISP account computer.

- **DNS2:** Enter the ID number for connecting to your ISP account computer.
- **Call Waiting:** If necessary, enter the code to disable call waiting.
- **Dialing:** Choose the option corresponding to your telephone settings.

"LOAD PLAYER / NEW PLAYER":



This stage allows you to identify yourself as a player of Speed Devils Online Racing.

You have to create a new player the first time you connect. After this, you only have to do it again if you have no memory card for saving data.

"New Player" page:



1. Information requested:

Enter on this page the following information:

- **User Name**The name of your character.
- **Password**The password of your character.
- **Password confirmation**Confirm the password by re-entering it.
- **First Name**Your first name.
- **Last Name**Your surname.
- **Country**Your country.
- **E-Mail**Your e-mail address.

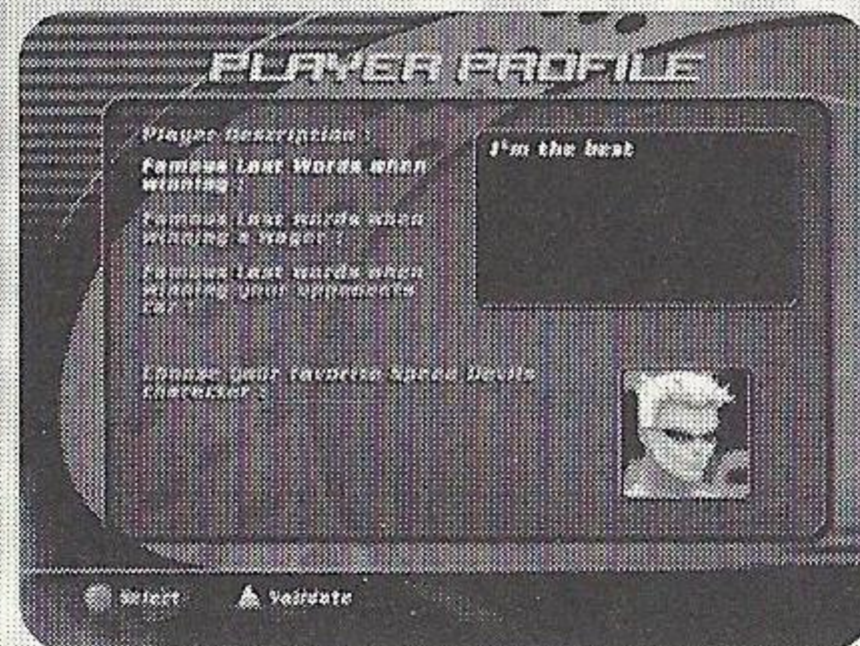


Use a memory card to save the name and password of your character. That way, you won't have to enter this information each time.

Note: If you lose or forget your password, go to the GAMELOFT website: "Gameloft.com".

Select the LOGIN button. After going through a few procedures, GAMELOFT will send your password to the email address you gave when you created the character.

2. Accessing the Player Profile:



Having entered the above information, you come to the Player Profile page. Here you have to enter the following information:

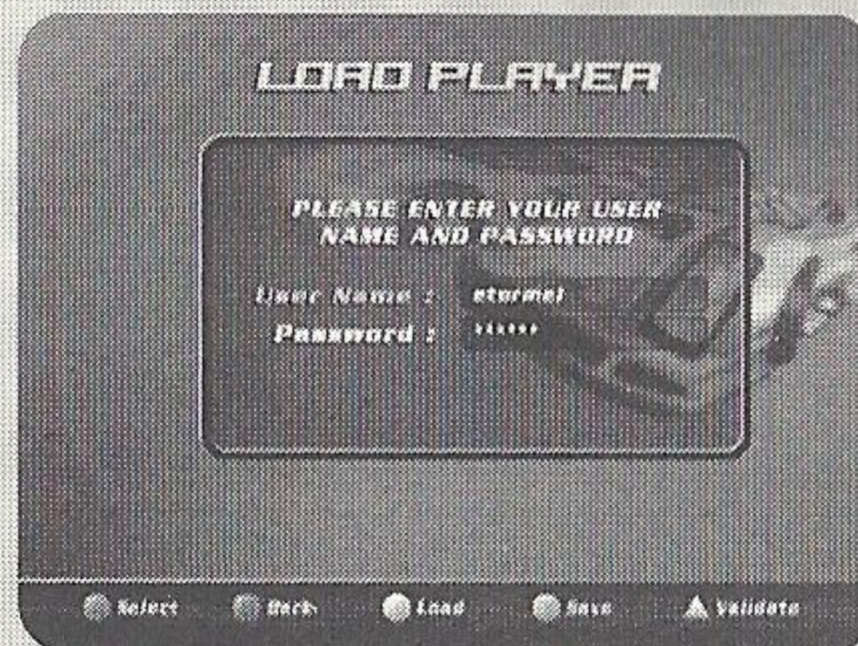
- **Famous last words when winning.** A catchphrase your character says whenever you win a standard race.
- **Famous last words when winning a Wager.** A catch phrase your character says whenever you win a Trial Race (see the definition of a Wager in the CREATING A RACE / Race Mode / Trial section on page 22).
- **Famous last words when winning your opponent's car.** A catchphrase your character says whenever you win an opponent's car Race (see the definition of a Vendetta in the CREATING A RACE/Race Mode/ Vendetta section).
- **Choose your favorite SPEED DEVILS character.** Choose the physical appearance of your character.

"Load Player" page:

When you have already created your account (new player), you have to load it in order to be able to play.

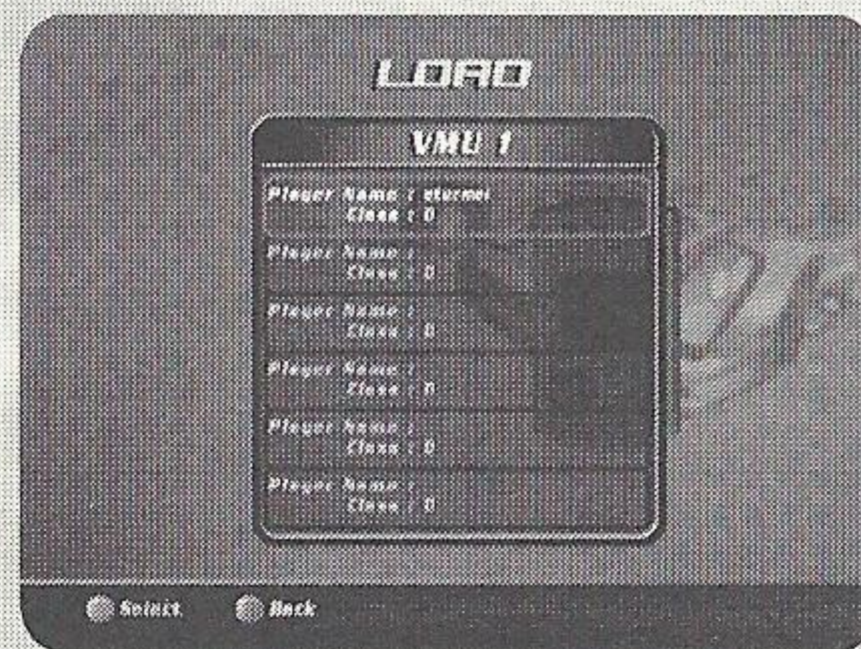
There are two possibilities:

1. Without a memory card:



If you select the Load Player option without having a driver-character saved on your memory card, you must enter the character's name and password using your Dreamcast keyboard or the virtual keyboard.

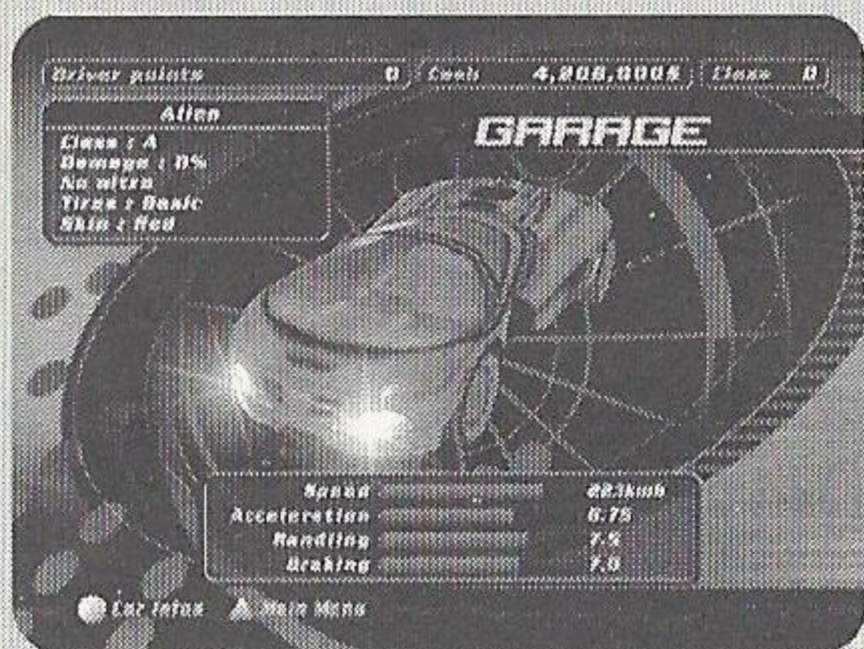
2. With memory card:



If your driver-character has previously been saved on the memory card, find it in the list and select it.

After this stage, you enter the **Garage** (see the following section)...

THE GARAGE:



The Garage is where the racing cars are kept. Here you can choose the car you would like to drive, regardless of the race you are taking part in.

1. The heading:

At the top of the Garage page you will find the three main characteristics of your driver-character:

- The Driver Points you have accumulated and the number required to attain the next class.
- Your Money.
- Your Class.

2. Car specification:

This page contains information about the cars' performance: **speed, acceleration, brakes and handling.**

3. "Car info" window Press the X button to access this window:

To enter press the X button. This window contains the following information about your car:

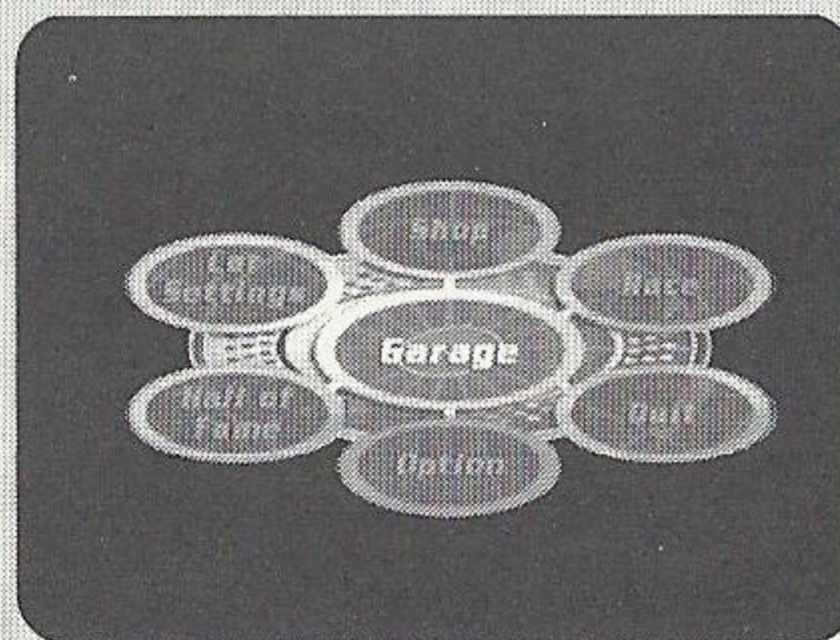
- Car's name
- Tires used.
- Quantity of Nitro available.

- Damage.
- Name given to your car's paintjob style.
- Car's class

Note: Your garage can contain a maximum of ten cars. To be able to compete in as many races as possible, you are advised to have in your garage at least one car of each class.

ELEMENTS OF THE GAME

THE "MAIN MENU":

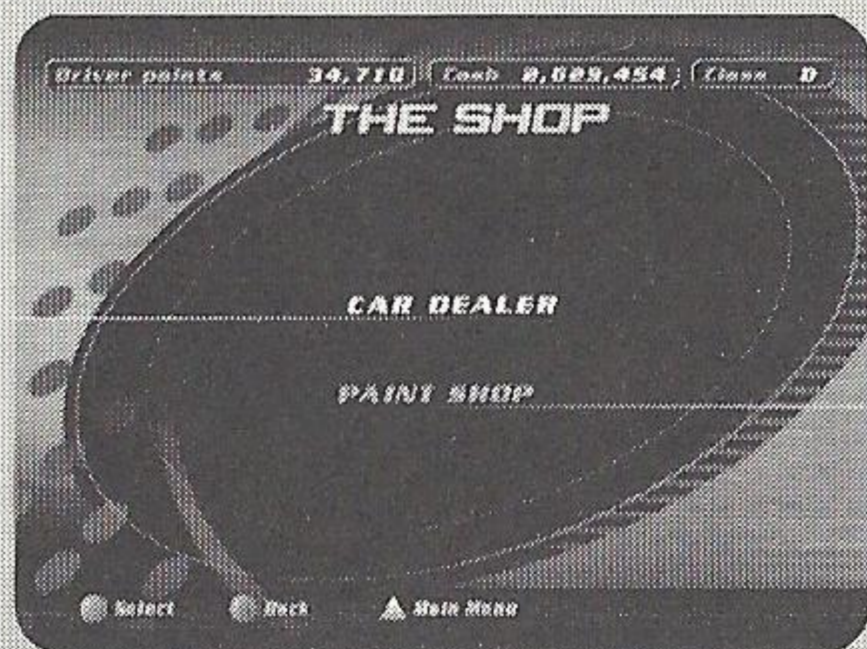


The Main Menu is the central element of the game: through this menu you can access the following options (these options are explained in detail in the following sections):

- **Shop.** Here you can buy or sell a car, or even change the skin on your racing car.
- **Race.** To take part in races and talk to other drivers.
- **Options.** To change the game configuration (controls, sound, etc.).
- **Hall of Fame.** To look up your best results and compare them with those of other drivers.
- **Car Settings.** To change your car's parameters in order to improve its performance.

- **Garage.** To enter the garage in order to choose a car.
- **Quit.** To leave the game.

SHOP:



The shop is home to two different businesses:

1. Car Dealer:

Here you have two options: sell or buy a car. Each car has its own characteristics and its own price. The choice is yours...

2. Paint Shop:



Visit here to modify your car's skin.

RACE:

1. Race lobbies:



Having selected the Race option in the Main Menu, you arrive in the Lobby. Here you choose the group in which you will race.

Apart from their names, the only difference between the groups is the number of participants who can join.

- **Groups.** The names of the different groups.
- **Players.** The number of players already present and the maximum number allowed in the group.

2. In the Race Lobby:

This table shows all the races organized in the group. Whenever you select one of the races, its characteristics appear in the little window at the bottom left of the screen.

a) The Status :

- **Icon.** The race has already begun.
"RACE IN PROGRESS"



- **Icon.** It is possible to join the race.

"FREE RACE"



- * **Icon.** Certain parameters of the race conflict with the personal stats of your character.

"ACCESS REFUSED"



- * **Icon.** A password is needed to take part in this race.

"PASSWORD"



b) Game Name:

The name of the race.

c) Ping:

The connection quality for this race. The more green indicators there are, the better the connection.

d) Players:

The number of players currently listed for this race and the maximum number accepted.

e) Game Mode:

The game mode for this race (Standard , Trial or Vendetta).

f) Join Race:

This option allows you to navigate through the race table and join the one you want by selecting it.

g) Create Race:

This option allows you to create your own race and offer it to the Speed Devils community. You will choose the parameters of this race.

h) Sort out Races:

This option allows you to sort the races according to the characteristics in the race table header.

3. The waiting room:

Having created or joined a race, you can wait for the start in the Waiting Room. Here, you can:

- Talk to the other drivers (see "**Chat**" on page 14).
- Look at the parameters of the race.
- Check out a summary of the personal stats of the other drivers.

If you need to, you can visit all the other places accessible from the Main Menu without leaving the Waiting Room.

If you are ready to race, tick the "**Ready**" box. When all the participants have ticked this box, the race's creator can start the race by selecting the "**Start Race**" option.

4. The player table:

This table displays certain details of your future opponents:

- Their status "**Ready**" icon: The driver has already ticked the box.
- "**Racing**" icon: The driver is still racing.



- **Player name**The name of the driver.
- **Ping**Their connection quality.
- **Class**Their driver class.
- **Car name**The name of their car.
- **Cash**The amount of money they have.
- **Driver Points** ..The number of Driver Points accumulated by this driver.
- **Average Standard** .The average of their performances in Standard mode (see the "**Hall of Fame**" section).
- **Average Trial**The average of their performances in Trial mode (see the "**Hall of Fame**" section).
- **Average Vendetta** ...The average of their performances in Vendetta mode (see the "**Hall of Fame**" section).

5. Start Race:

Select this option to begin the race.

Note: This option is only available for the player who created the race. It can only be selected when all the players have ticked "**Ready**".

6. Ready:

Select this option when you are ready to begin the race.

7. Race setting:

This option is only available to the race organizer.
This option allows the race parameters to be changed.

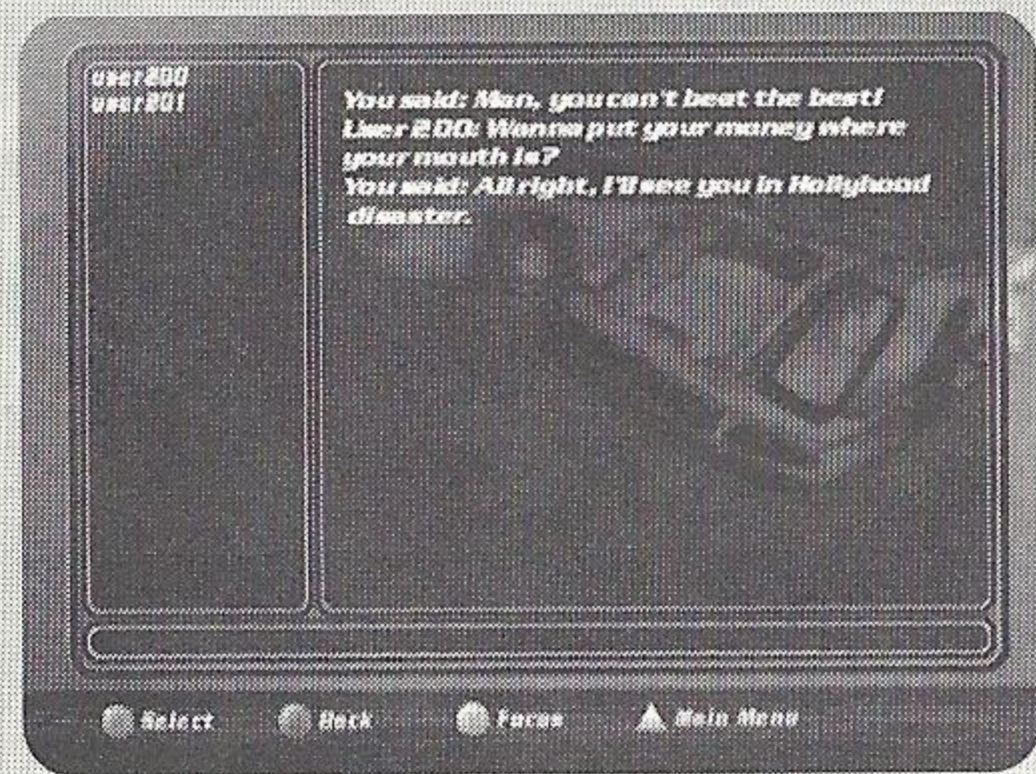
8. Eject a player:

This option is only available to the race organizer.

It allows the organizer to eject certain players from the *Waiting Room*.

9. Chat:

To access the "**Chat**" page, press the X Button when you are in



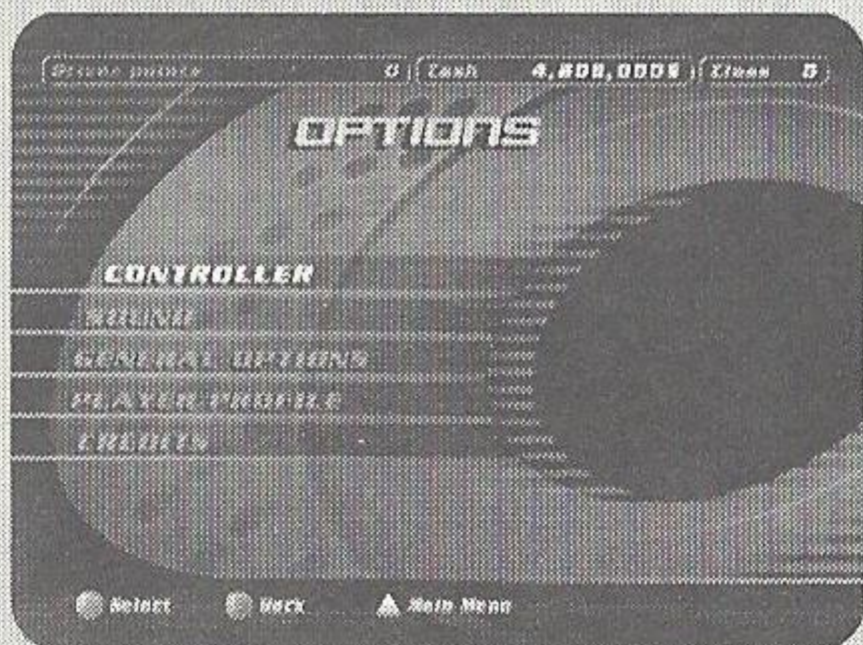
the Waiting Room or the Race Lobby. This gives you the chance to talk with the other player characters.

- "**Players**" windowList of characters in this lobby. By selecting one of the drivers, you can send him a message or look up certain details of his.

- **Receive window** . . . Messages sent to you by other drivers.
- **Editing window** Your own messages.

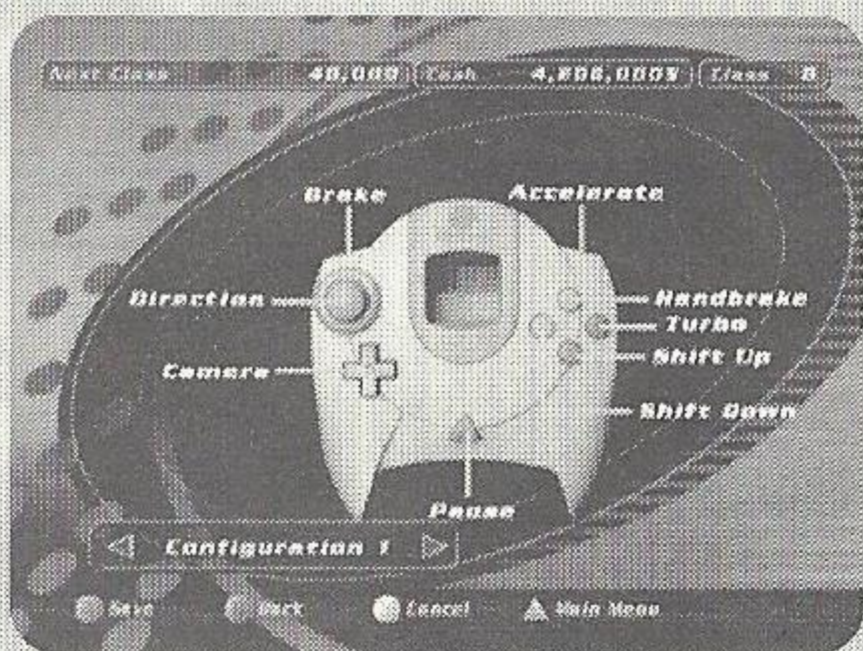
To move from one window to another, press the Y Button. To activate the selected window, press the A Button.

OPTIONS:



This section allows you to change the default settings for four elements of the game, and to see the Speed Devils Online Racing credits.

1. Controls:



a) Gamepad configuration:

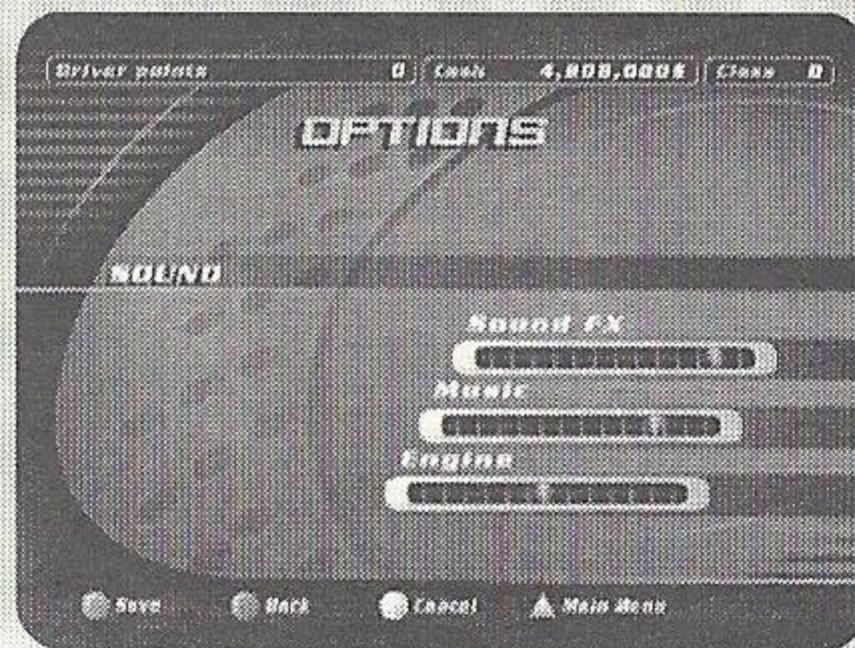
This option allows you to choose between several preset configurations for the controller or the Dreamcast race controller.

If you want to configure either of these peripherals, just plug it into port 1 of your Sega Dreamcast.

b) Jump Pack:

This option allows you to turn the "vibration" option on or off. You can only turn it on if you have a Jump Pack.

2. Sound:



This option allows to increase or decrease the volume of the background sounds in the game:

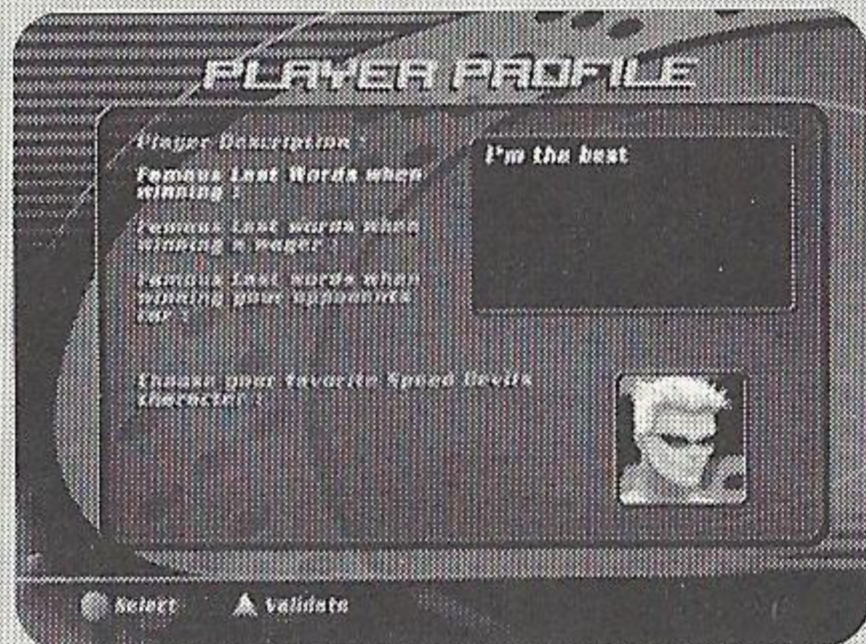
a) Sound FX

b) Music

c) Engine

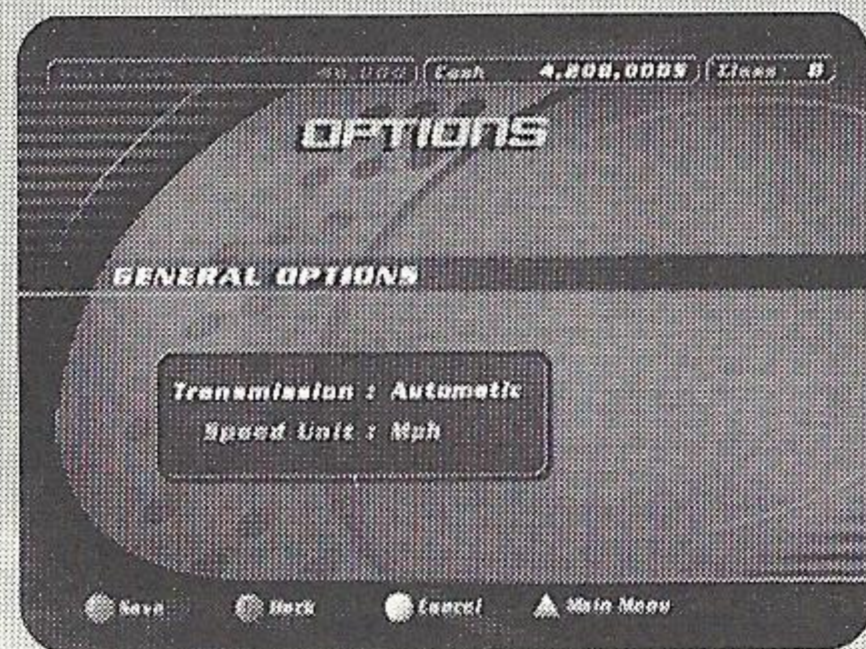
It's also possible to choose between Mono and Stereo.

3. Player Profile:



This option allows you to change comments your driver makes to his opponents after his victories.

4. General Options:



a) Transmission

Choose the type of transmission you want (manual or automatic).

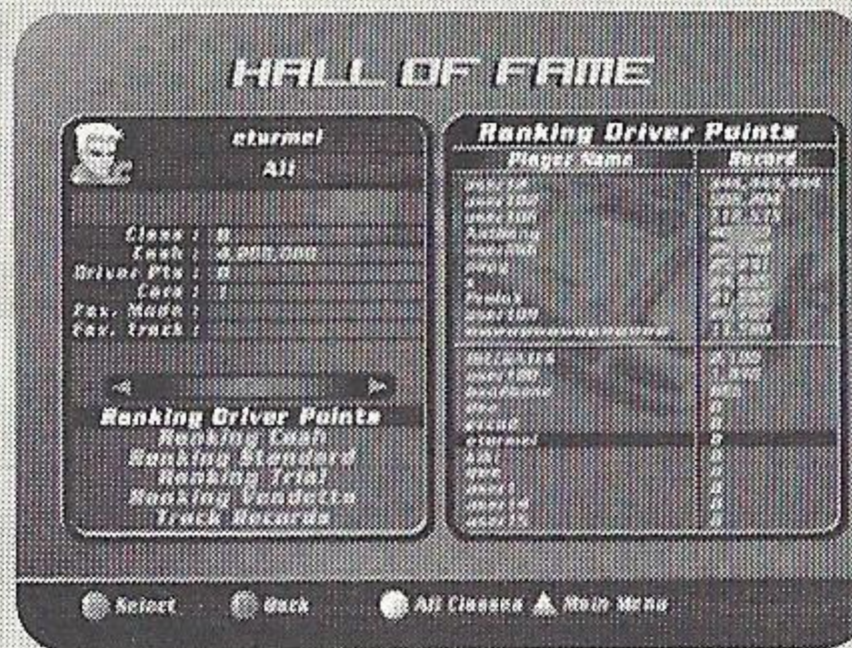
b) Speed Unit

Choose the speed measuring unit (Km/h or Mph).

5. Credits:

To see the names of everybody involved in creating Speed Devils Online Racing.

Hall of Fame:



1. Personal Stats:

To display all your driver's statistics on-screen.

2. The rankings:

If you select one of the "ranking buttons" in the top right of the window, the ranking of the ten best drivers in this category will appear.

In the bottom section a ranking which includes your own driver character will appear. You will also see the names of the five drivers above you and the five drivers below you.

If you press the X Button, these rankings change between showing all drivers or only the drivers of your class.

 Dreamcast™ **WARRANTY REGISTRATION**

NOTE: You may also register by phone (415) 547-4028 / fax (415) 547-4001 or on

Name _____

Address _____

City _____ State _____ Zip _____

E-Mail Address _____ Phone _____

Where did you purchase your copy of SPEED DEVILS™ Online Racing?

Which gaming publications do you read?

Which gaming consoles do you own/plan to buy within the next 6 months?

Nintendo® 64 PlayStation®2 computer entertainment system

other _____



3. Player

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Sex _____ Age _____



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3. Ranking Driver Points:

Ranking of driver characters according to the number of Driver Points they have accumulated.

4. Ranking Cash:

Ranking of driver characters according to the amount of money they have accumulated.

5. Ranking Standard:

a) *Average Standard*

Ranking of driver characters according to their "Driver Points / Races Run" average.

b) *First place victories*

Number of races finished in first place.

6. Ranking Trial:

a) *Average Trial*

Ranking of driver characters according to their "Bets Won / Bets Placed" average.

b) *Cash Won*

Amount of money earned in Trial mode.

7. Ranking Vendetta:

a) *Average Vendetta*

Ranking of driver characters according to their "Cars Won / Vendettas Played" average.

b) *Cars Won*

Number of cars won in Vendetta mode.

Note: The averages (Standard, Trial and Vendetta) are only calculated when 10 races have been played in each of the game modes.

8. Track Records:

Look up the records for race time, laps, speed and time in first place for each circuit. The normal, "reverse" and mirror versions are treated separately.

CAR SETTINGS:



In this section you can modify or repair your car. You have four options:

1. Upgrades:



a) Buy Car Upgrades

Here you can buy certain accessories which will improve your car's performance. Their price is relative to your car's price. These accessories will increase your car's value and therefore its sale price.

2. Tires:



a) Select Tire

Among the tires you own, choose those which best suit the conditions of the road on which you will be racing.

b) Select Mag

Choose the wheels you like best from those you have.

c) Buy Tires

Different types of tires are available to improve your car's performance. A brief description of the tires and their prices are shown on this page.

d) Buy Mags

Different types of wheels are available to customize your car. Their names, types and prices are also shown on this page.

3. Nitro:



Nitro temporarily gives your car incredible acceleration. When used cunningly, Nitro can help you blow past other racers.

There are 3 types of nitro described in detail in the "shop" section of the manual.

a) Buy Nitro Type

Choose from the 3 types of nitro the one which suits you. Their descriptions and prices are shown on this page.

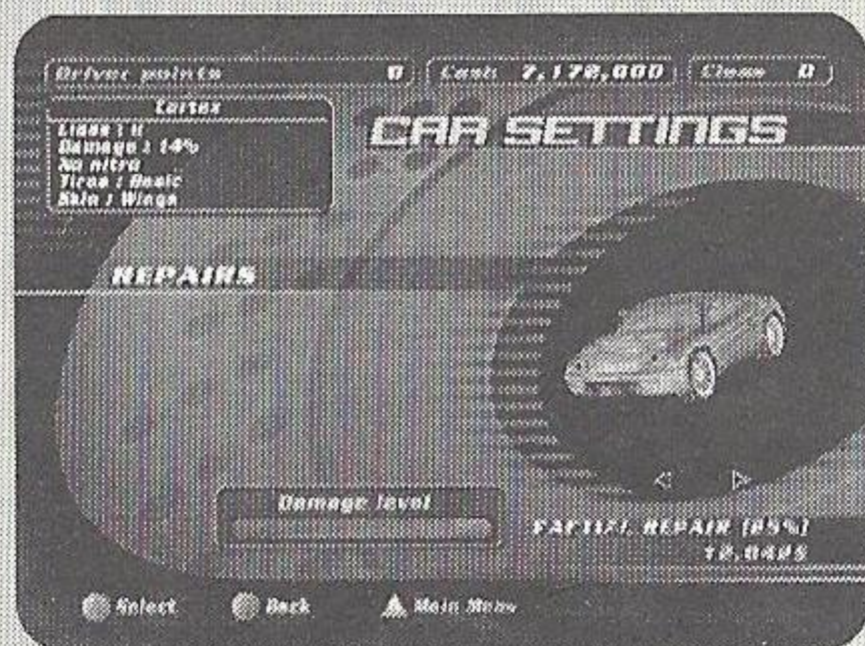
b) Select Nitro

Here you can choose the type of nitro you want for your race from the types you have.

c) Refill

As nitro is used up quickly, you will need to refill your tanks regularly. The price of a refill is shown on this page.

4. Repairs:



Damage sustained by your car affects both its performance and its appearance. To regain all your power on the road, you will need to carry out the necessary repairs.

When your car is damaged, a proportion of its performance meters in the statistics table is shown in red. This proportion shows the degree of performance lost through damage.

a) Full Repair

This option restores your car to full working condition. But, it can be quite costly...

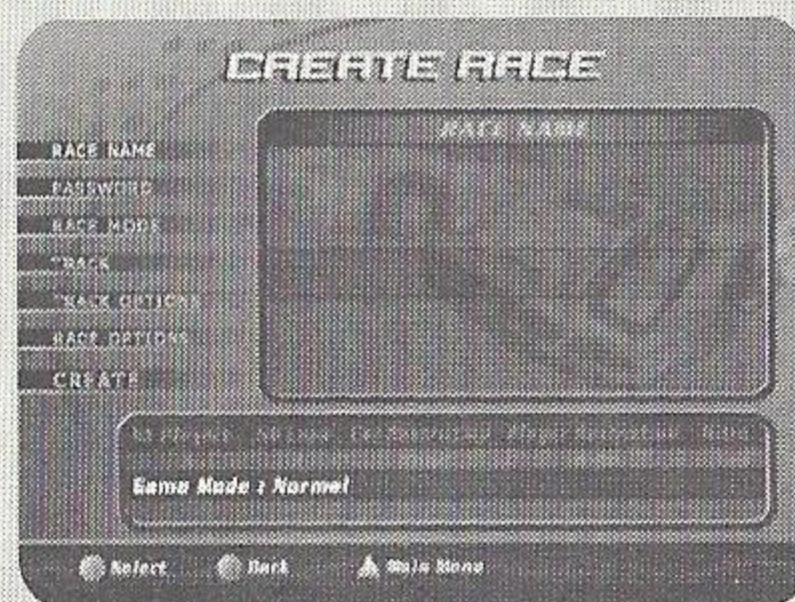
b) Partial Repair

This option allows you to repair some of the damage. Repairs are made in increments of 25%.

Quit:

This option allows you to leave the game.

Creating A Race



To create a race, either online or offline, there are several parameters you can set:

RACE NAME:

Online only

This is an essential element for an online race. For the participants, it is the only means of identifying your race.

PASSWORD:

Online only

Setting a password for your online race is optional. The password means you can limit access to the race to those players to whom you have communicated it.

TRACKS:

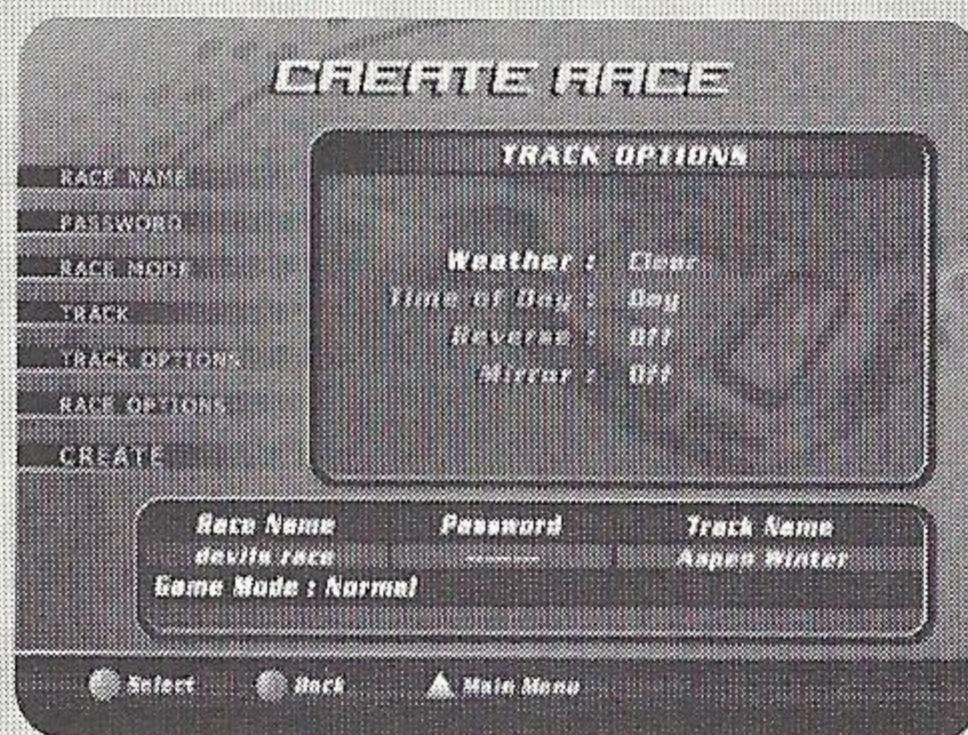
Online and Offline

There are 16 different circuits you can race on. All the circuits have their own characteristics and specific challenges.

- Aspen Winter
- Aspen Summer
- Louisiana
- Louisiana Tornado
- Canada Autumn
- Canada Winter
- Canada Heavy Winter
- Hollywood
- Hollywood Disaster
- Mexico

- Montreal Summer
- Montreal Winter
- Montreal Ice Storm
- Nevada
- New York (online only)
- New York winter (online only)

TRACK OPTIONS:



Online and Offline

The choices you make here can radically change the track's appearance, and sometimes even the result...

You have 4 options available to transform your favorite circuits:

1. Weather:

Has a considerable impact on light levels and road holding.

- Clear
- Cloudy
- Rain
- Random

2. Time of Day:

Has a considerable impact on visibility.

- Day
- Dusk
- Night
- Random

3. Reverse:

For racing on the track in the reverse direction (from the finish to the start).

4. Mirror:

For racing on a mirror image of the track (left turns become right turns, etc.).

This option can also be combined with Reverse. In this case, you race on the track from the finish to the start, with the mirror effect.

GAME MODE:

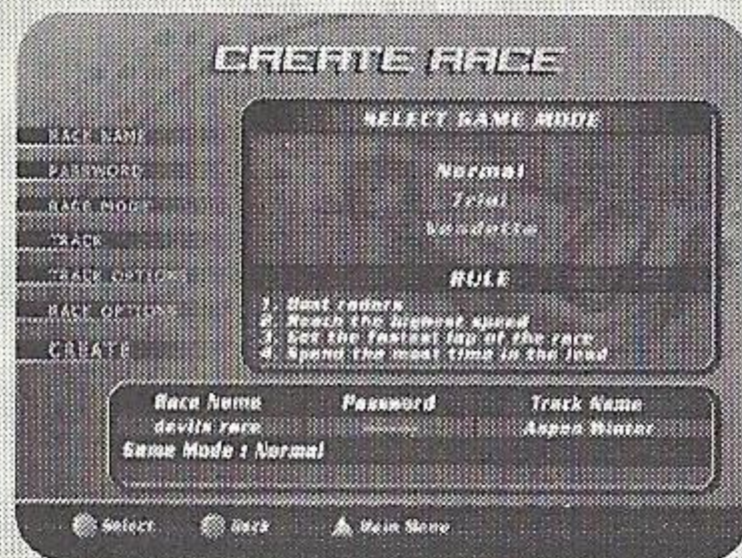
Offline only

- **Arcade** Arcade mode, you race against drivers generated by the game. The skill of these drivers depends on the power of

your car.

- **Ghost** Ghost mode allows you to race against yourself. After your first lap, a semi-transparent representation of your car appears on the track and races with you. This "ghost" follows exactly the route and speed of your previous lap.

RACE MODE:



Online only

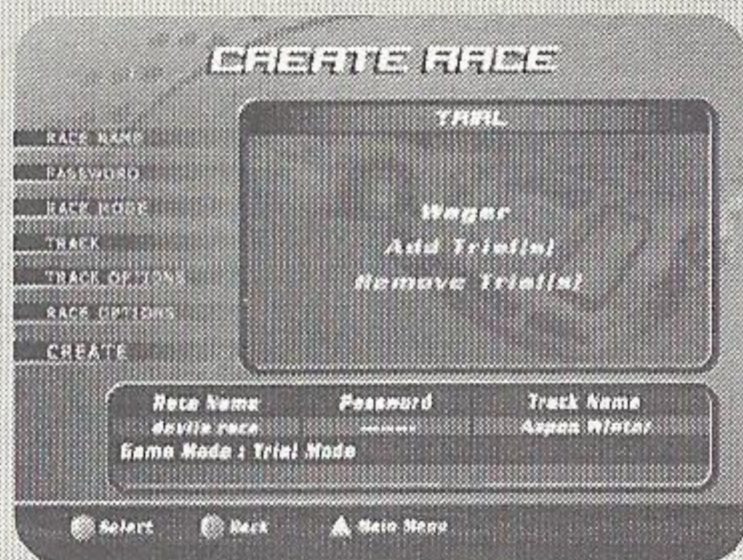
When you create an Online race, 3 game modes are available to you:

1. Standard

In this mode you have the following objectives while racing, in order to gain as many Drive Points and as much money as possible:

- Break the radar's speed limit (Radar Busted).
- Reach the highest possible maximum speed.
- Complete a lap in the fastest possible time.
- Stay in first place as long as possible.
- Win the race.

2. Trial:



In this mode, you race to win a bet. This bet can apply to one or more challenges.

a) Wager



Here, when you create a race in Trial mode, you must note down the sum of money you are wagering

The other driver characters have to pay this amount to take part in the race. When the race is over, the initial stake (the wager) is distributed amongst the drivers who took up the challenges (trials) successfully (see the Add Trials section). Each challenge has its own level of difficulty. This level of difficulty determines the share of the initial stake that is allocated to the challenges. The share received by a driver who has accepted a challenge is also related to his final position.

b) Add Trial(s)



This option is presented when you have selected Trials in the previous step. You must choose from 1 to 4 challenges to set.

List of possible challenges:

- Never bust a radar. Never exceed the speed limit imposed by the radar.
- Bust the most radar. Exceed the speed limit of as many radar as possible.
- Get the best lap of the race. Achieve the fastest time for a single lap.
- Get the highest speed. Reach the highest maximum speed.
- Get the most time spent leading. Hold first place in the race for the longest time.
- Bust radar "X" at least once with/without nitro. Exceed the speed limit of radar "X" at least once, either with or without Nitro.
- Bust at least "X" radar. Exceed the speed limit of at least "X" radar.

- Bust all the radar in lap X. Exceed the speed limit of all the radar on lap X.
- Get highest radar busted. Break the speed limit of a radar at the highest speed.
- Bust radar X on lap Y. Break the speed limit at radar X on lap Y of the race.
- Never bust the same radar. Never break the speed limit of the same radar twice.
- Get the best time on lap X. Achieve the best time on lap X.
- Do not damage car more than X%. Do not damage your car to a damage level of more than X%.
- Always bust radar X with/without nitro. At all radar, break the speed limit either with or without Nitro.
- Get highest radar busted on lap X. Break the speed limit of a radar at the highest possible speed on lap X.
- Get highest radar busted on radar X. Break the speed limit of radar X at the highest possible speed.
- Always bust the Xth radar of the lap. Always break the speed limit at a specific radar on every lap.
- Bust all radar. Break the speed limit at every radar.
- Always do a better lap than the lap before. Improve your lap time with every lap you do.

- Don't damage the car at all. Do not allow your car to sustain any damage at all.
- Bust all radar with/without nitro. Break the speed limit at every radar, either with or without Nitro.
- Do not fall off the track nor flip car over.

d) Remove Trial(s)

This option is available when you have selected Trials at the previous step.

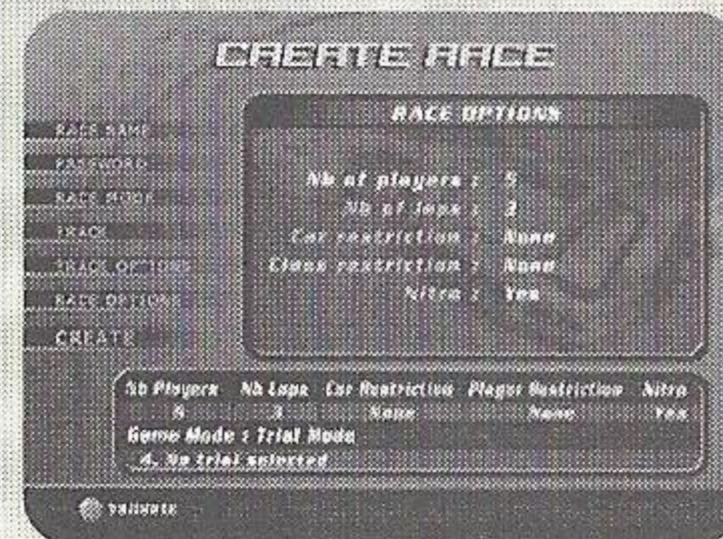
It allows you to remove certain trials you have selected in order to be able to choose new ones.

Vendetta:

In this mode, only 2 drivers compete in each race. The aim is to win the race and so gain your opponent's car. If you come second, it's you who will lose your car...

Note: Vendettas are only available to drivers above class D who have more than one car.

RACE OPTIONS:



Online and Offline

The following options are available:

1. Number of Players:

- **Online Mode** Specifies the maximum number of players who can take part in the race. May vary from 2 to 5 players.
- **Offline Mode** Specifies the total number of drivers (yourself and the computer-generated drivers). May vary from 1 to 5 players.

2. Number of laps:

Your race may cover from 1 to 3 laps. It's up to you.

Note: In Ghost mode, the number of laps is unlimited.

3. Nitro:

With this option you can activate or deactivate the "Nitro" acceleration system. You can choose:

- **On** System activated.
- **Off** System deactivated.

4. Checkpoints:

Offline only.

By activating Checkpoints (On / Off), you can race against the clock.

When the Checkpoints are activated (On), the track is broken up into sections linked by the Checkpoints. There is a time limit in which to go from one Checkpoint to the next. The aim is always to reach the next Checkpoint before the time limit is up.

5. Car Restrictions:

Online only

By selecting Car Restrictions, the creator of a race can ensure that the participants have cars of comparable power, even if the drivers are of different classes. So it's not just a question of talent!

7. Class Restriction:

Online only

When a race is created, this option allows you to race only with drivers of your class. If no restriction is imposed, any driver from any class may take part in the race.

According to your preference, select one of the following options:

- **My Class Only** Only pilots of your class.
- **None** No restriction.

CAR OPTIONS:



Offline only

1. Car:

Choose your car.

At the beginning of the game, certain cars are not available. These cars will become available as you progress through your Online career.

Some options regarding your car:

- Skin Choose the "look" of your car.
- Tires Choose the type of tires to install on your car depending on the race.

TYPES OF TIRES:

- Basic.
- Slick.
- Rain.
- Super Dry.
- Snow.
- Spiked.

START RACE:

Offline only.

Start your Offline race once you have set all the parameters.

CREATE RACE:

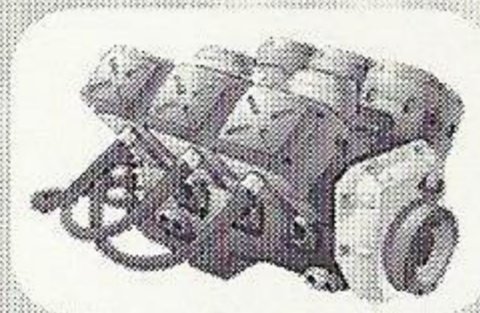
Online only.

Confirm the creation of your race. You will then wait for other driver characters in the Waiting Room.

The Shop

Here is the list of items you can buy in the game, along with a brief description of each.

Speed 1



This level 1 accessory slightly increases the maximum speed of your car

Speed 2



This level 2 accessory maximizes your car's capacities to increase its maximum speed.

Accelerator 1



This level 1 accessory slightly increases your car's acceleration.

Accelerator 2



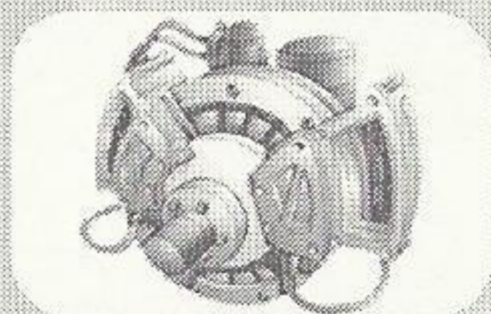
This level 2 accessory maximizes your car's capacities to increase its acceleration.

Brake 1



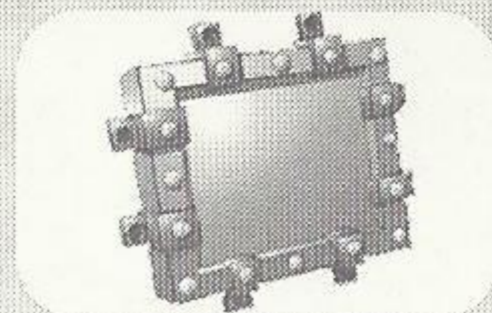
This level 1 accessory slightly improves your car's braking capacity.

Brake 2



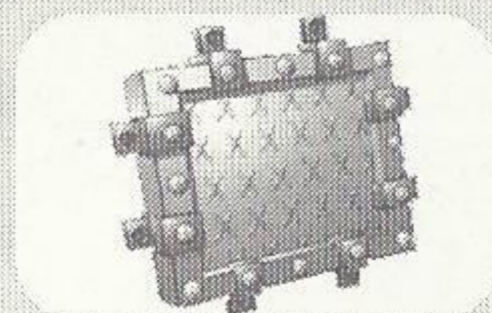
This level 2 accessory maximizes your car's braking capacity.

Armor 1



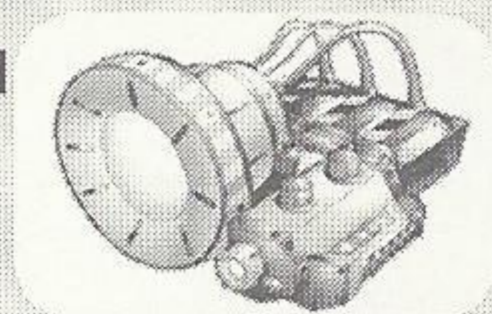
This special level 1 accessory reduces the damage inflicted on your car by half.

Armor 2



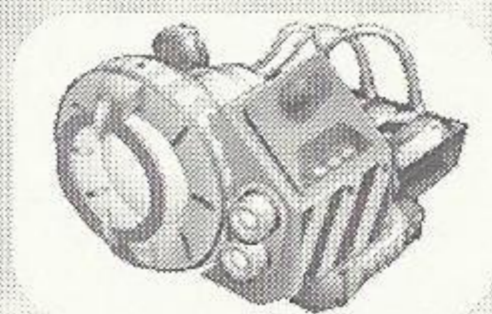
This special level 2 accessory reduces the damage inflicted on your car by 80%.

Radar Jammer 1



This little dandy allows you to break a radar's speed limit even if you are driving at 10 mph below the required speed.

Money Hacker



This special System will increase your winnings for each mph beyond the limit you have to surpass.

Nitro 1



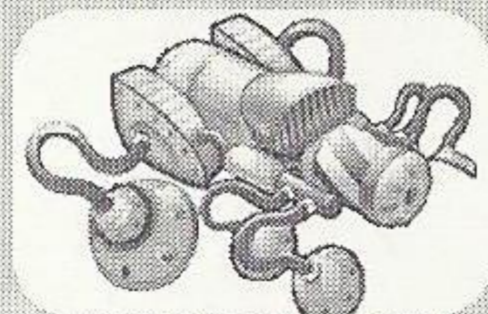
This Nitro gives an incredible temporary acceleration lasting 2 seconds.

Nitro 2



This Nitro gives an incredible temporary acceleration lasting 4 seconds.

Nitro 3



This nitro will give you lightning temporary acceleration lasting 6 seconds.

Nitro Tanks



This level 1 accessory increases the capacity of your nitro tank. The limit is raised to 12 uses.

Nitro Tanks 2



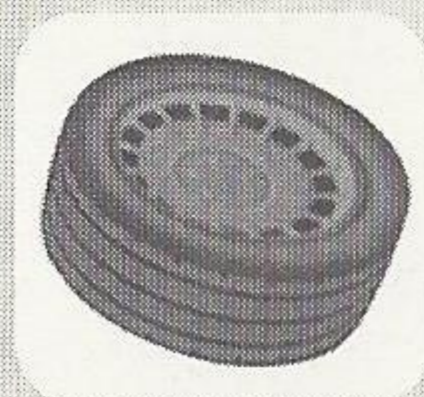
This level 2 accessory increases the capacity of your nitro tank. The limit is raised to 18 uses.

Slick tires



These tires work best on dry pavement - such as asphalt - while still being efficient on other dry surfaces. They are not well adapted to rain or snow.

Rain tires



These tires provide maximum road holding on wet surfaces. On snow, they are more effective than slick tires, but less than snow tires.

Super dry



The best compromise for dry road surfaces - earth, dust or paved.

Snow tires



These tires offer maximum road holding on powder snow. They are less effective in conditions of rain or heavy snow, and do not work at all on dry surfaces.

Spiked tires



Specially designed for snowstorms, these tires are slower than any others, even standards, if you use them in road conditions other than snowstorms.

Credits

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Grégoire Gobbi

Project Manager

Marie-Soleil Cordeau

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Lead game designer

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Game Designers

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David Laquerre

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Kevin Guillemette
David Laquerre
René-Martin Pauzé

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Marc Benoît
Pierre Szalowski

Original Concept (Speed Devils)

Patrick Fortier
Alexandre Thabet

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Patrick Dauphinais
Éric Turmel

With the help of

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Menus

Patrick Sirois

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Éric Poulin
Bruno Serre
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Jean-Pierre Barette

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Olivier Germain

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Menus

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Car behavior

Benoit Frappier



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Michel Marsan

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"Scrath'n'Snif"

"Molten Vinyl"

Nicholas Maranda

Original music:

"Head'n Hood"

"Mechanical Noise"

"Nitro Fix"

Amerigo D'Amico

Mitch Magonet

Original music:

"Greasy Rider"

"Muffler Cat"

André et Martin Courcy

Original music:

"Speed Chemical Weapon"

FM Le Sieur

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François Arbour

2nd Sound engineer

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SFX production manager

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Josué Beaucage

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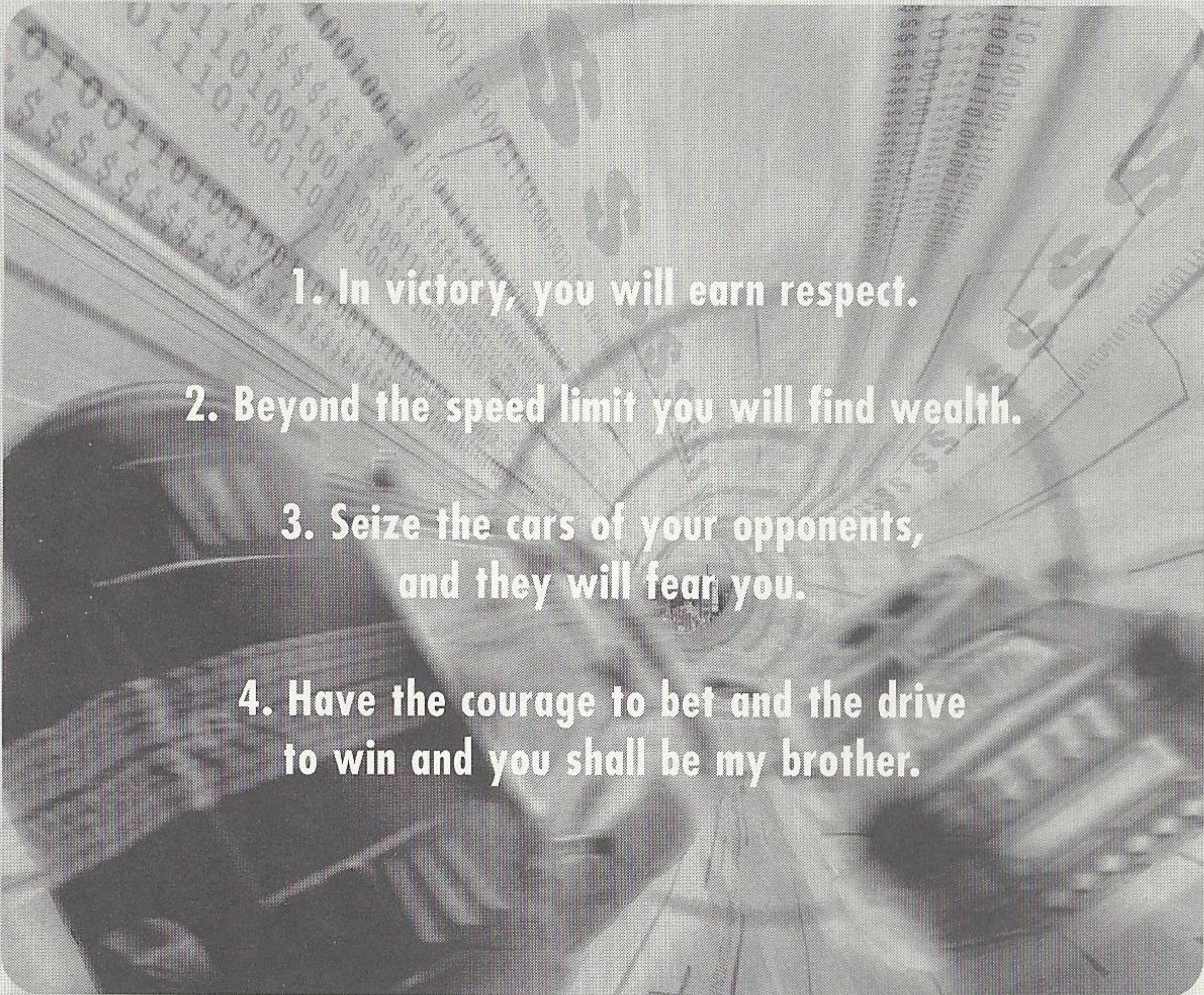
Marketing Manager Bee Yinn Low

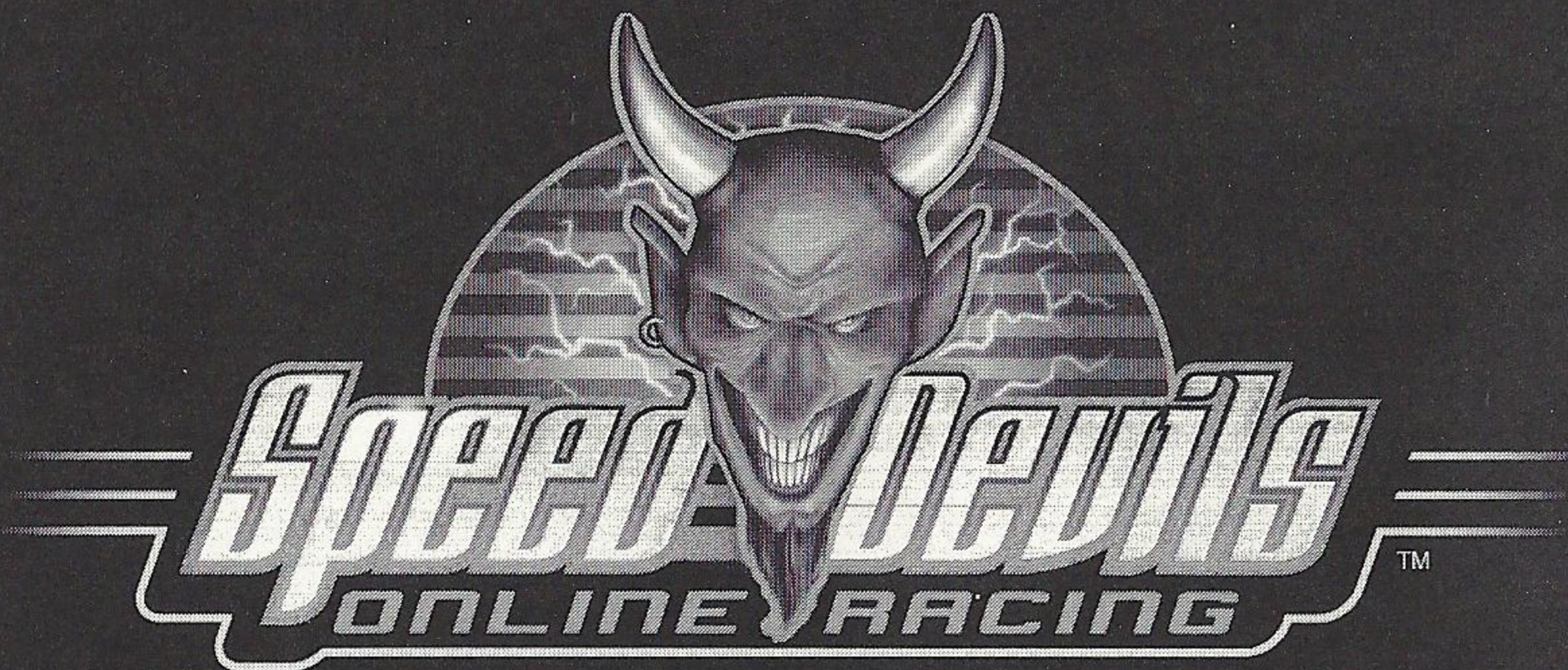
Administrative Support Joyce Takakura &

June Pangilinan

Server Network Support Eugene Archibald

Speed Devil's Prophecy

- 
- 1. In victory, you will earn respect.**
 - 2. Beyond the speed limit you will find wealth.**
 - 3. Seize the cars of your opponents,
and they will fear you.**
 - 4. Have the courage to bet and the drive
to win and you shall be my brother.**



SPEED DEVILS™ Online Racing
Proof of Purchase



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TO REACH US ONLINE - Access our Web Site at <http://www.ubisoft.com>



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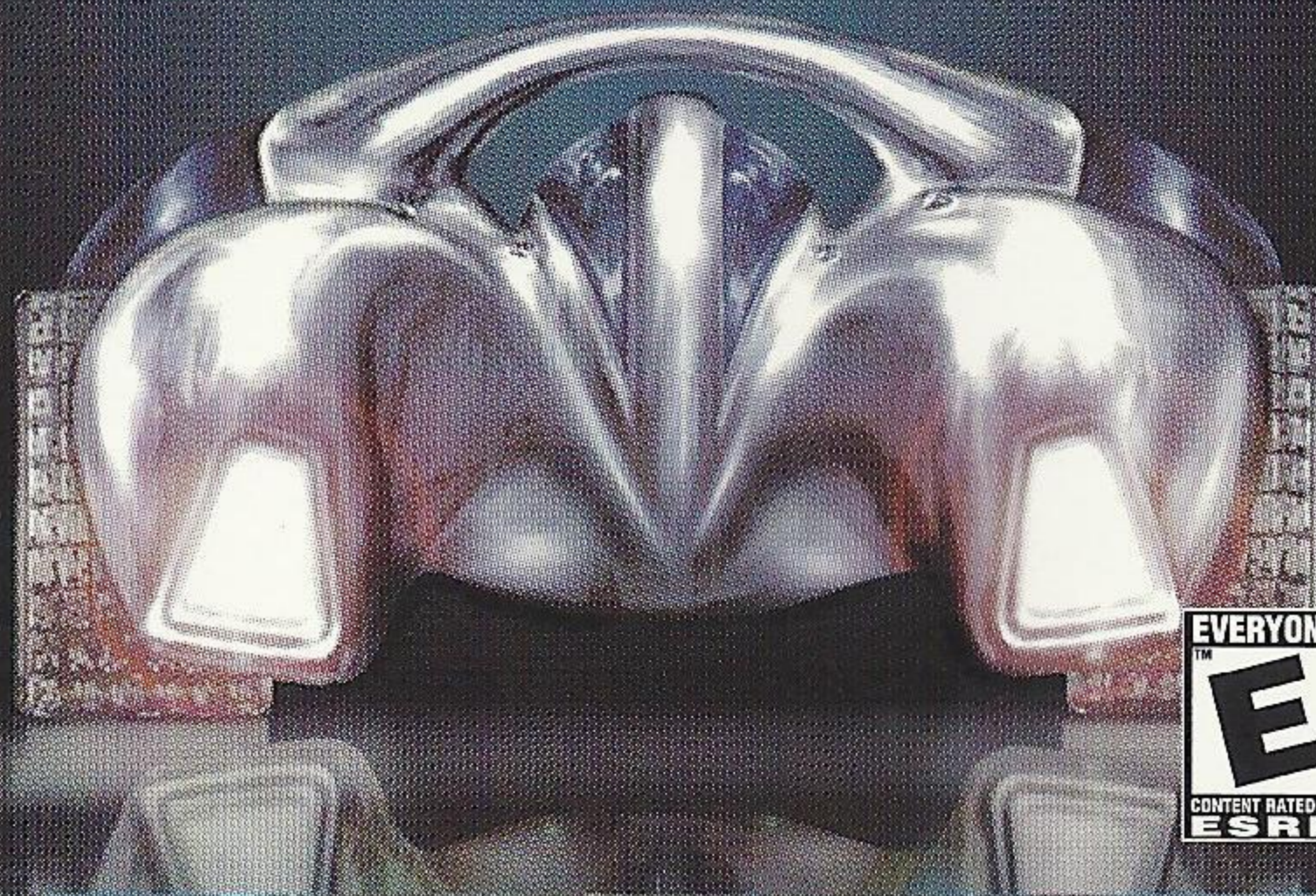


POD

by ubi soft

SPEEDZONE

Dreamcast



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