



# SEGA Touring Car<sup>TM</sup> Championship

Windows<sup>®</sup> 95  
PC CD-ROM



# WARNINGS

## Read Before Using Your Sega Entertainment CD-ROM

### **EPILEPSY WARNING**

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

### **HANDLING YOUR COMPACT DISC**

- The PC compact disc is intended for use exclusively on IBM compatible systems with the minimum configurations as specified on the system requirements of the game purchased. Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Always store the disc in its protective case.

## CHECK OUT SEGA ON THE INTERNET



web site: <http://www.sega.com>  
email: [webmaster@sega.com](mailto:webmaster@sega.com)  
CompuServe: GO SEGA

## GAMEPLAY ASSISTANCE

For the ultimate in insider gameplay information, Sega offers Strategy Guides for the hottest Sega titles, containing complete walk-throughs, strategies, secrets and codes. To order, call **1-888-SEGA-SALES**, visit the Sega Store @ <http://www.sega.com>, or order directly from a 900 gameplay counselor.



Learn SEGA game secrets  
from the masters. Call Now.

U.S.: 1-900-200-SEGA \$0.95/min (recorded), \$1.50/min (live)  
Must be 18 or have parental permission.  
TDD Phone required. Sega of America  
Canada: 1-900-451-5252 US \$1.50/min (recorded/live)

For customer service and technical support needs, go to [www.sega.com/support](http://www.sega.com/support) or call Sega at: **1-510-371-3131**

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# SEGA TouringCar Championship

## table of contents

Don't Be a Loser	2	Results	15
System Requirements	3	Screen Info	16
Starting Up	3	Car Set Up	17
Getting Started	4	Options	19
Welcome Screen	5	Device Settings	21
Hot Keys	6	Select Car Screen	23
Take Control	7	Records	24
Game Modes	8	Car Data	25
Championship Mode	8	Race Circuit Info	29
Time Attack Mode	9	Troubleshooting	30
VS Race	10	Credits	35
Grand Prix Mode	12		
Link Game For Multi-Player Races	13		

don't be a  
**loser**

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**W**elcome to the world of Touring Car racing. The cars you'll be driving have been designed and tested according to strict Touring Car regulations. Each car's body, engine, transmission, suspension, wheels and tires have all been precisely engineered and assembled to produce some truly beautiful yet fierce machinery.

The world is divided into three types of people: those who watch, those who do and those who do well.

If you've got the guts, this is your chance to get behind the wheel of a Touring Car in an attempt at taming the beast. Can you negotiate the Sega Touring Car Championship circuits without hospital bills? Bet you can't.

## Notes

Throughout this manual, the term "Confirm Button" refers to Enter. Press a Confirm Button to confirm a selection.

Press the Confirm button or Enter simultaneously at any time in order to return to the Sega Touring Car Championship introductory sequences.

In menu screens, press the Cancel button to go back a step.

# system requirements

<b>Operating system:</b>	Windows® 95
<b>CD-ROM:</b>	2x (4x recommended)
<b>Minimum CPU Type:</b>	Pentium® processor, 90 Mhz
<b>Memory:</b>	16MB
<b>Graphics:</b>	SVGA, supports 16 bit high color (256 colors required)
<b>Sound Card:</b>	Sound Blaster 16 or compatible
<b>Other:</b>	Keyboard, Windows 95 Compatible joystick or Game Pad

## starting up

Sega Touring Car Championship runs under Windows 95 only.

To Play Sega Touring Car Championship under Windows 95, follow these steps:

1. Place the Sega Touring Car Championship CD in the CD-ROM drive, label side up. Close the tray.
2. After a few moments, a dialog box will appear, giving you a choice of options.

Sega Touring Car Championship currently supports Direct Draw. A Direct 3D patch will soon be available to take advantage of 3D accelerator cards. Chipsets currently supported include 3Dfx Voodoo, Rendition Verite 2200, 3Dlabs PERMEDIA 2, nVidia RIVA128 or chipsets with similar or better performance. Additional chipsets may be supported in the future — check site for details and updated information. The patch can be downloaded at [www.sega.com](http://www.sega.com). Questions? Call (510) 371-3131 or email [segapc@sega.com](mailto:segapc@sega.com)

# SEGA TouringCar Championship

The first time you insert the Sega Touring Car Championship CD-ROM, the dialog box will give you the option of installing the game or exiting the program. Select INSTALL to begin the installation process. Here you can elect to perform a "Full" install (most of the program is stored to your hard drive for better performance) or perform a "Minimum" install (part of the program runs from your hard drive and the rest runs on the CD). If you do not wish to install Sega Touring Car Championship at this time, select CANCEL.

Under Windows 95, the Sega Touring Car Championship installation procedure analyzes your specific system configuration and loads the appropriate drivers for your sound card and video display card. In addition, Sega Touring Car Championship will create a new program group called Sega Touring Car Championship and place the Sega Touring Car Championship program in that group.

This program uses Direct X5. Direct X5 has been known to overwrite certain video and sound drivers improperly. If you already have Direct X5 installed, choose, "Do not install Direct X." If you do not have Direct X5 installed, choose "install Direct X." If you experience any video or sound problems with Sega Touring Car Championship, go to the trouble shooting section of this manual on page 30. If you have an earlier version of Direct X installed, you'll need to install Direct X5.

# welcome screen

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Here you elect to Play, (Re) Install, Uninstall and/or Exit the Sega Touring Car Championship program.

Once Sega Touring Car Championship is installed, whenever you insert the CD-ROM in the drive, you will be given the option to Play, (Re) Install, Uninstall or Cancel. Click Install to Reinstall Sega Touring Car Championship; Uninstall if you wish to remove Sega Touring Car Championship from your system, or CANCEL to take no action. See "Using Menus," below for more information on starting or resuming games.

## **1. Configuration:**

Minimum Installation, 40 Megabytes,  
Full Installation, 80 Megabytes.

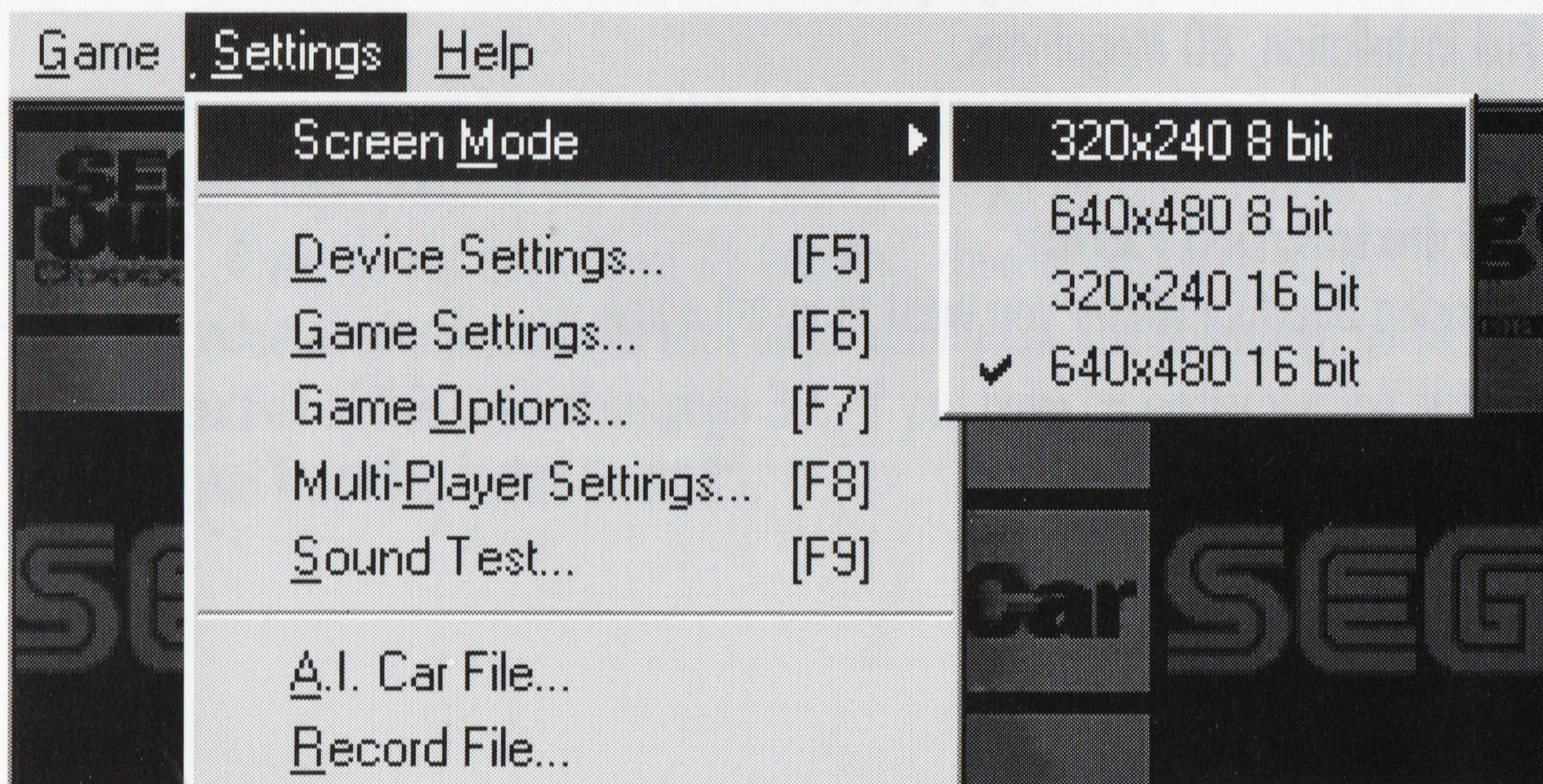
## **2. Get Installation Path:**

Choosing Directory-Where you want to install game.

When you play Sega Touring Car Championship in a small window, you will be able to access the menu items at any time. In Full screen mode, you can bring up the menubar by pressing F3 or the right mouse button. To access a menu, move the arrow pointer to the menu title on the menu bar and press the Left mouse button. To select an item from the menu, move the pointer down to highlight the item and click the Left mouse button. In full screen mode pause the game to access menus. Each menu and its options is described on the following pages:

## Main Game Menu

To get to menu structure, first pause game by hitting F3, then use the mouse, Alt or F10 to bring up the menu options.





# hot keys

Restart (**Alt + F2**)

Pause (**F3**)

Controller Settings (**F5**)

Network Settings (**F9**)

Game Settings (**F6**)

Game Options (**F7**)

Exit (**Alt + F4**)

Restart the game at any time.

Pause the game at any time.

Brings up Key Settings screen.

Brings up Link game options.

Brings up Game Settings screen.

Brings up Game Options screen.

Exit the game at any time.

## take control!

The following section describes the Sega Touring Car Championship default (Type A) control configurations. To change your control configuration, see the Device Settings section on pg. 21.

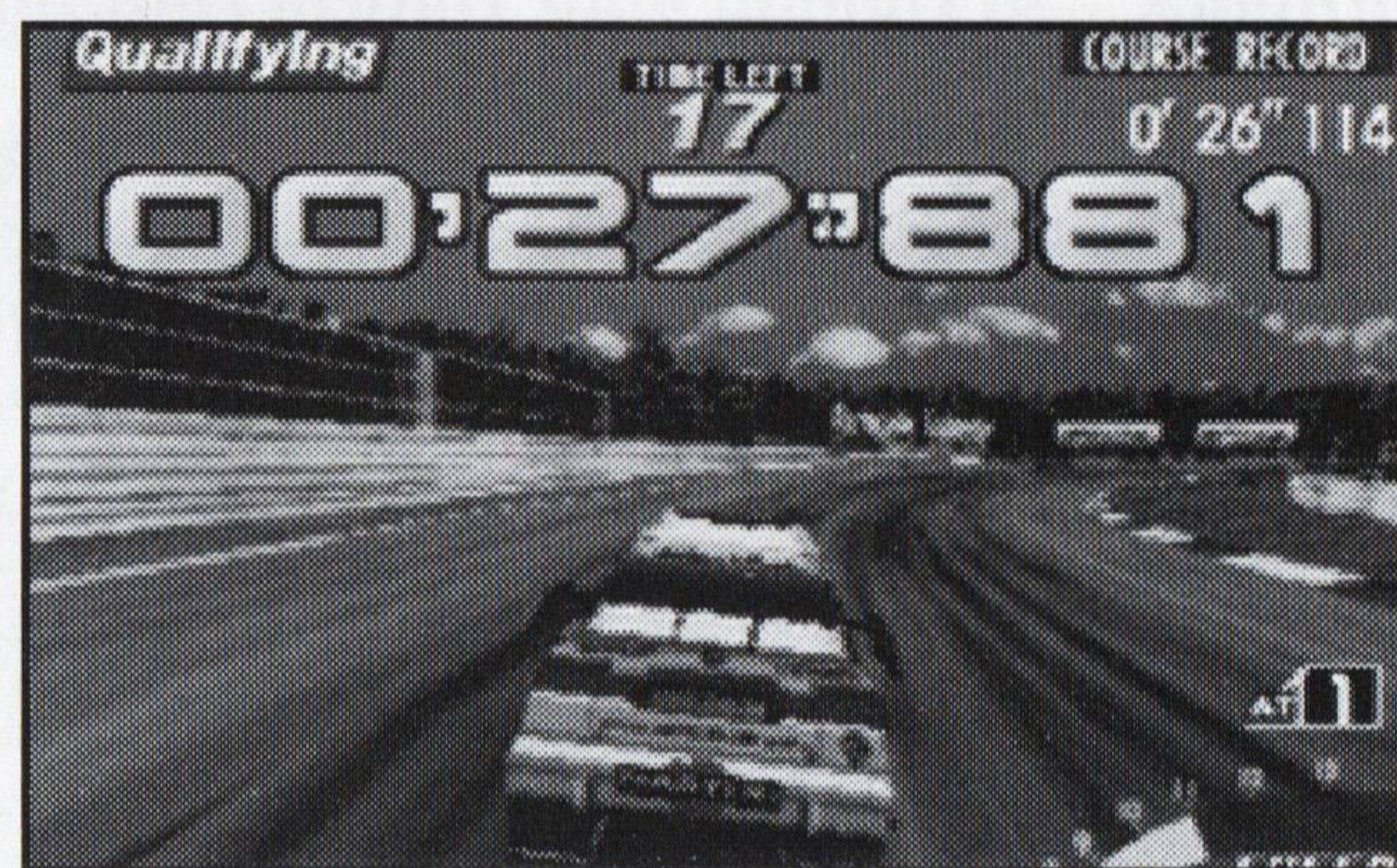
Key	Pre-race	During race
Enter	Confirms selection	Pauses game
Left/Right	Highlights option	Steers car
Z	Confirms selection	Brakes car
X	Cancels selection	Accelerates car
C	No function	Changes View
Up	Highlights Option	Shifts gear down
Down	Highlights Option	Shifts gear up

## Championship Mode (Arcade Side, PC Side)



Championship Mode is where the serious racing takes place. First, you enter a qualifying heat in which you negotiate the Country Circuit. Finish the course before the clock runs down to get a place in the first race. The quicker you finish, the higher up in the grid you'll be placed. It's just you against the clock, so concentrate on keeping a smooth line and cool head.

If you manage to qualify, you'll be placed on the starting grid along with seven other equally hungry computer-controlled drivers. As your car enters the course for the race (and any further races you qualify for), you can see where you've been placed on the grid and the race time that got you there. Press the LEFT or RIGHT Shift Key to select the type of music you want to get the adrenaline pumping through your body during the race.



Once again, you need to finish before time runs out if you want to get placed in the next round.

## Time Attack (PC Side)

Want the track to yourself? Need to perfect that hairpin turn you keep losing teeth at? Here's where you can. In Time Attack, it's just you, the track and the clock.



Press the Arrow Keys LEFT or RIGHT to display the car of your choice and select by pressing a Confirm Key. Select Manual (MT) or Automatic (AT) transmission. If you have previously saved modified versions of the car in the Car Set Up screen, you can select one of these from the selection buttons that appear. Highlight your choice and select by pressing a Confirm Key.

Now you can determine the parameters of your Time Attack excursion. Press the Arrow Keys UP or DOWN to highlight the current course, and the Arrow Keys LEFT or RIGHT to change the course. Press the Arrow Keys

down and highlight either "5 Laps" or drive forever and ever by selecting "FREE RUN".

If TIME COMPARE has been selected in the Options screen, your lap times are compared to the best lap time for the course, and the time difference appears on screen.

## Ghost Car

This function becomes available if you choose a 5 lap Time Attack run. With this function turned on, the best lap data for the course is used to create an image of a car actually racing as it did for that best run. You cannot collide with this car. It is merely a phantom from the past.



## Note

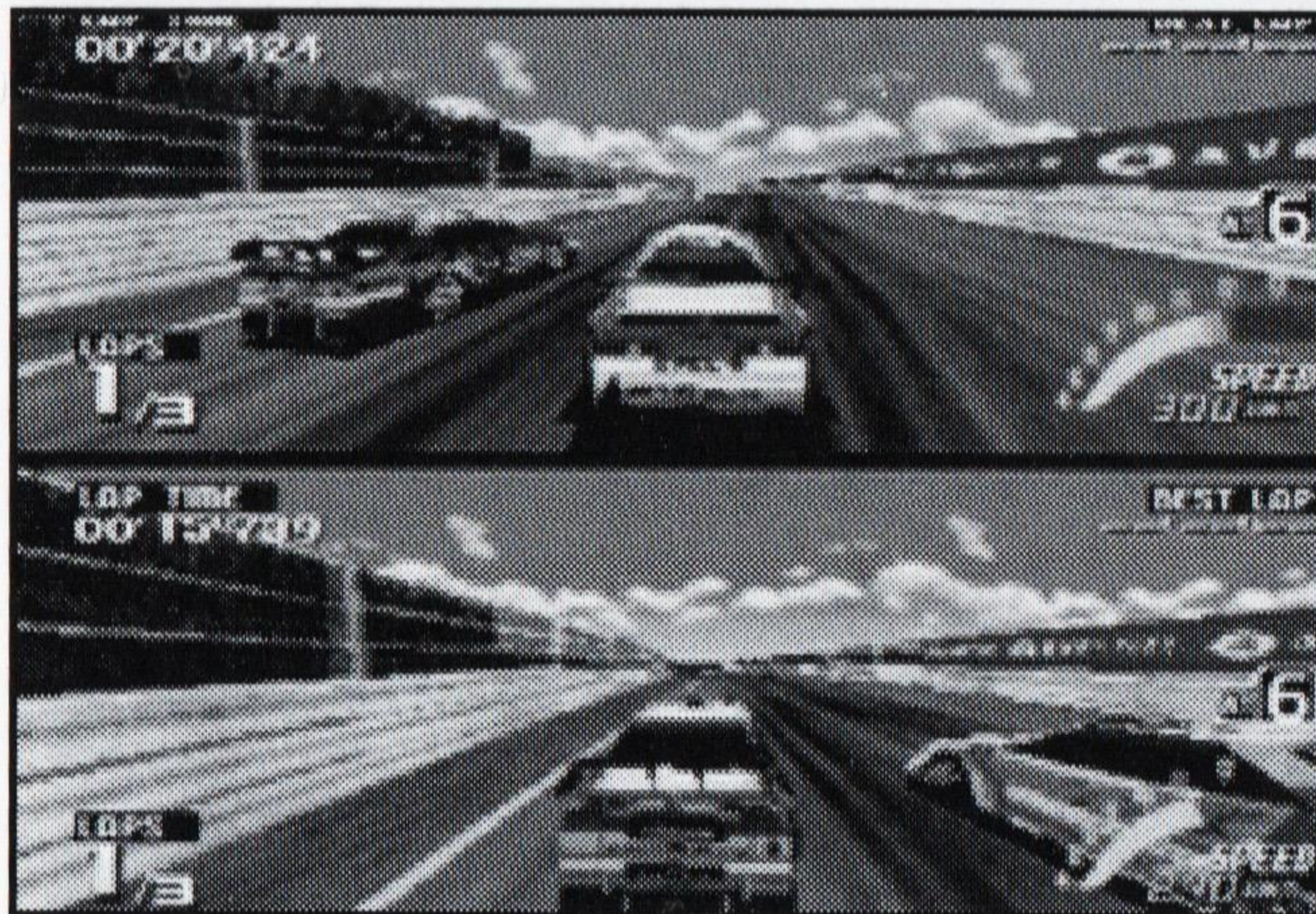
For the Ghost Car to appear, you need to have completed a five lap run at least once, and within 250 seconds.

# SEGA Touring Car Championship

## VS Race (PC Side)

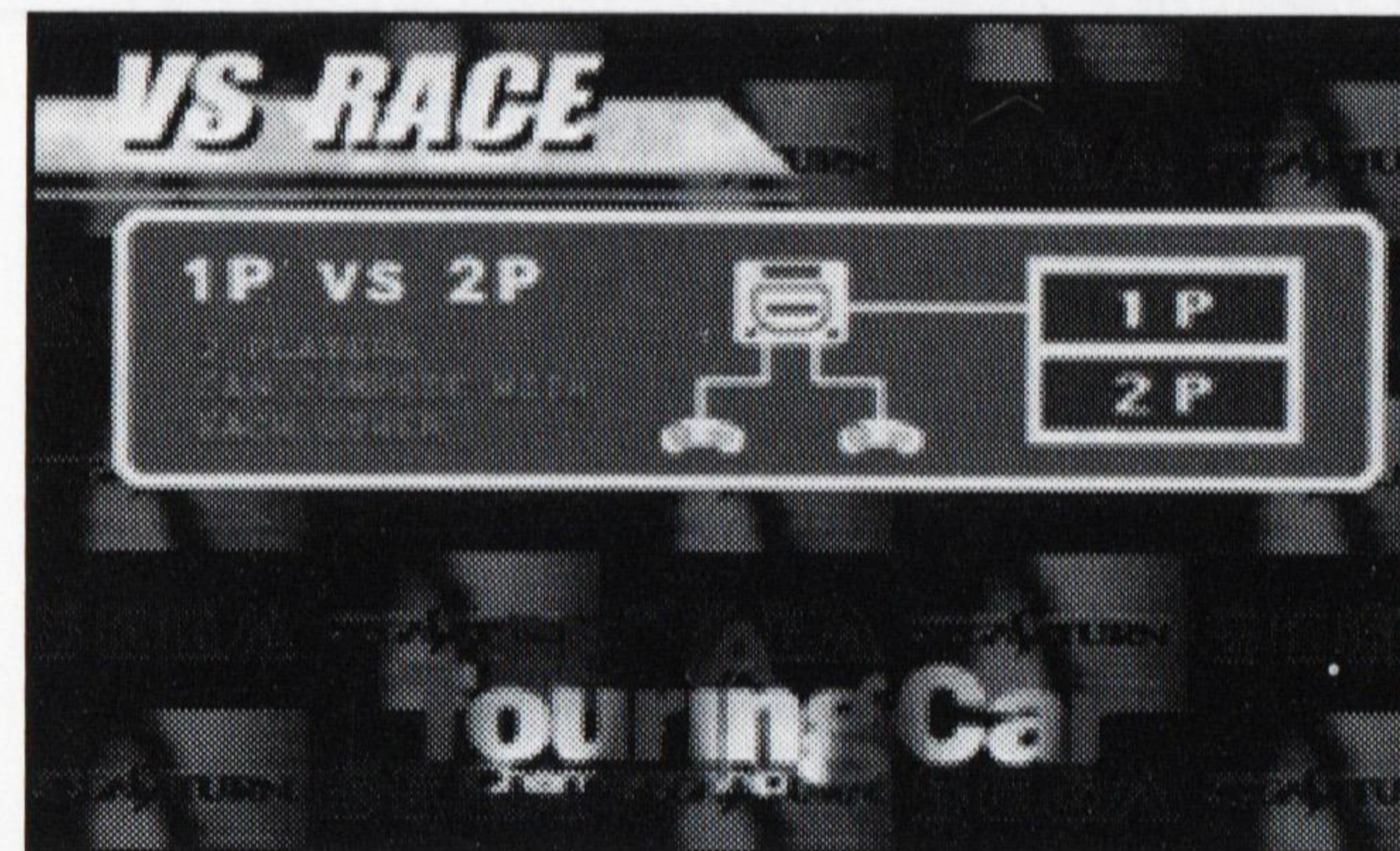
In this mode you can test your racing skills against another player. The racing screen is split into two, with Player 1 taking the top view.

### player 1

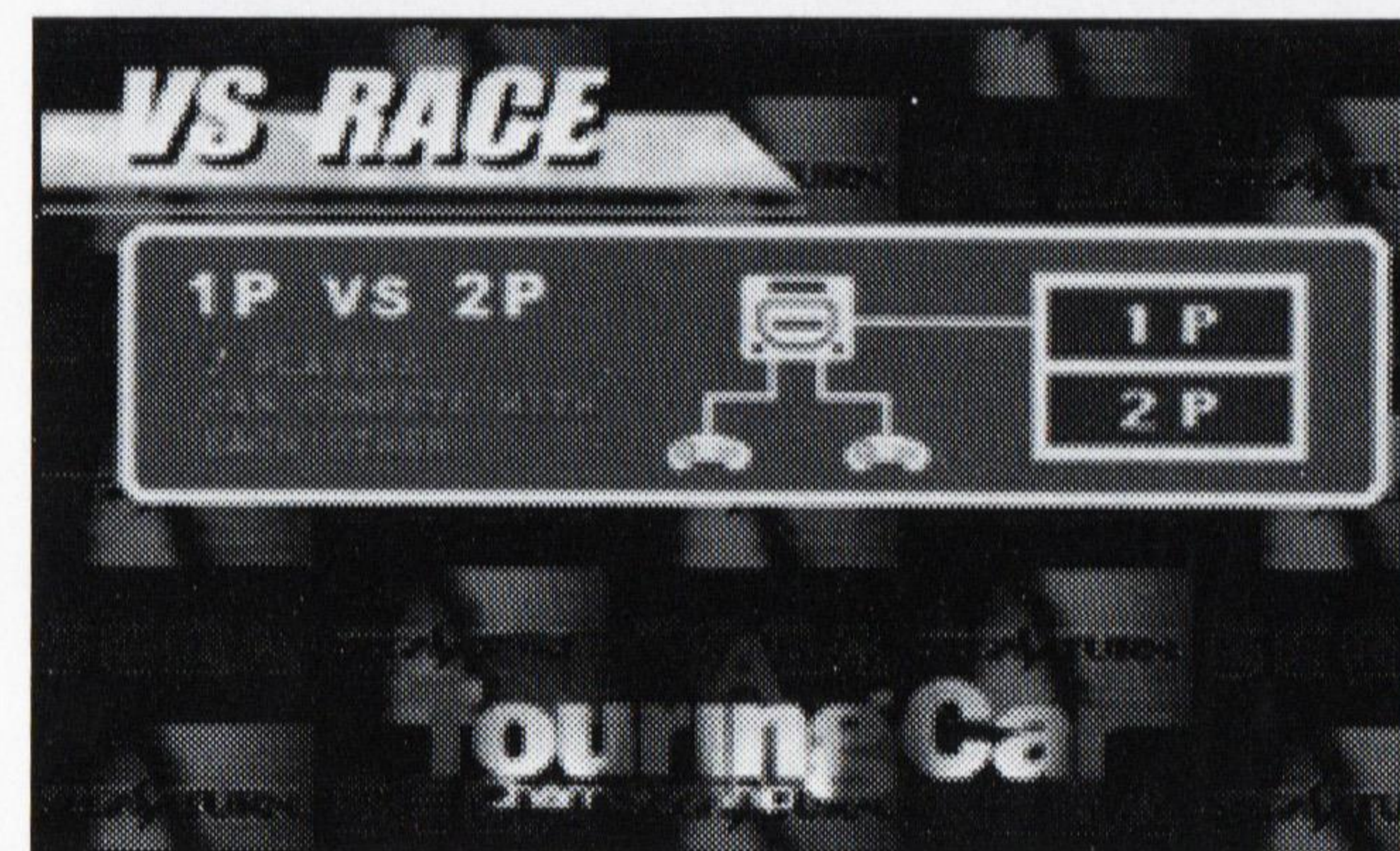


### player 2

The VS RACE Car Select screen is basically the same as for the Time Attack Mode Car Select screen, except that both players' cars are displayed. Press the Arrow Keys LEFT or



RIGHT to display the car of your choice. Select the car by pressing the Confirm Key. Select Manual (MT) or Automatic (AT) transmission. If you have previously saved modified versions of the car in the Car Set Up screen, you can select one of these from the selections that appear.



The race parameters available are as follows:

**COURSE:**

Select the course to race on.

**LAPS:**

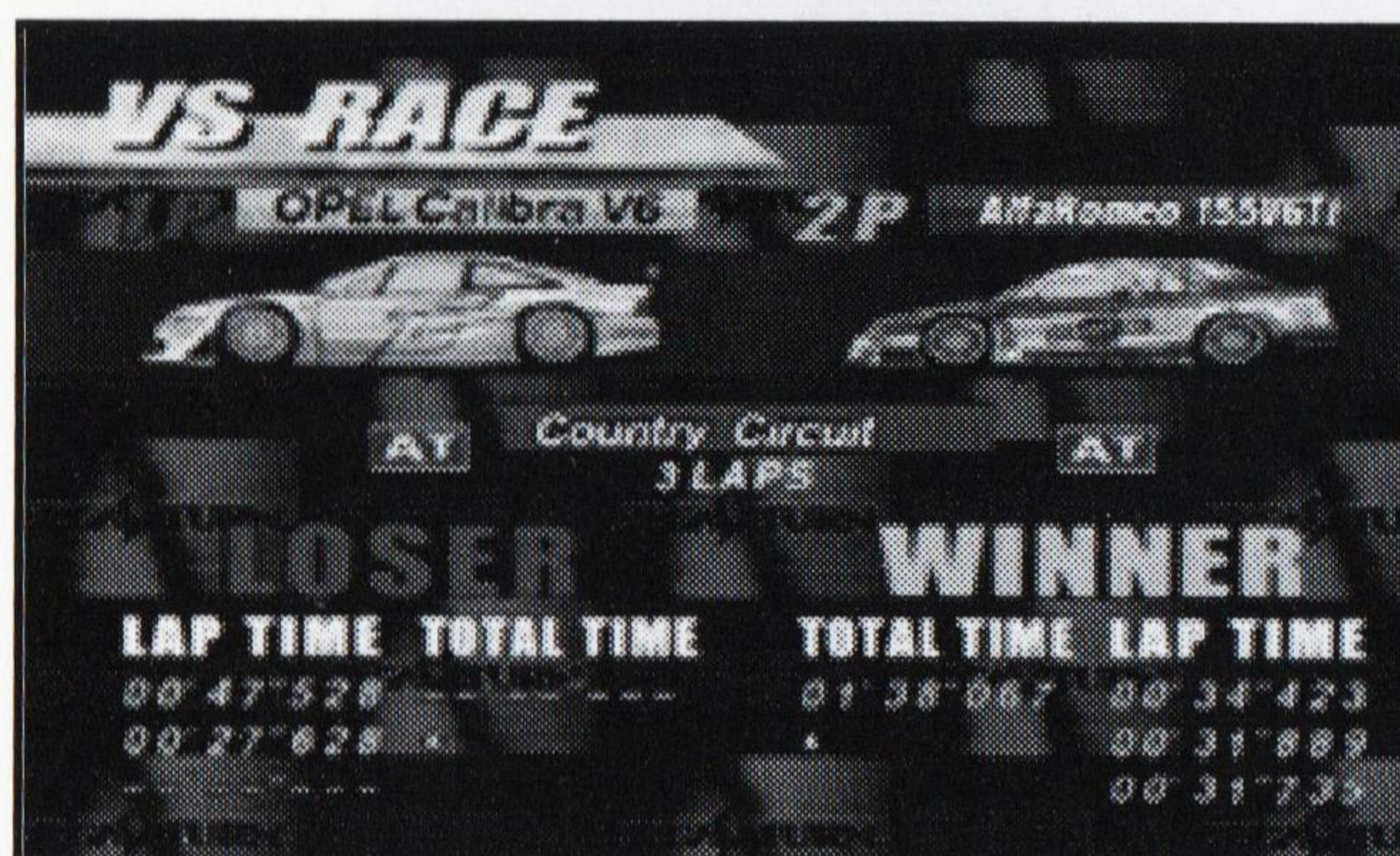
Choose 3 or 5 laps.

**BOOST:**

Choose ON to give the car lagging behind a speed/power boost.

**DELAYED START:**

Press the Arrow Keys LEFT or RIGHT to adjust the relative starting times for each player. Once you are satisfied with the race setup, press Enter to commence the race.



The Results screen for this mode displays both racers' cars at the top of the screen, together with the race details. The bottom half of the screen displays the LAP TIME and TOTAL TIME for the WINNER and the big LOSER, as well as a star that the winner receives. The winner receives a larger star with ten wins.

# SEGA TouringCar Championship

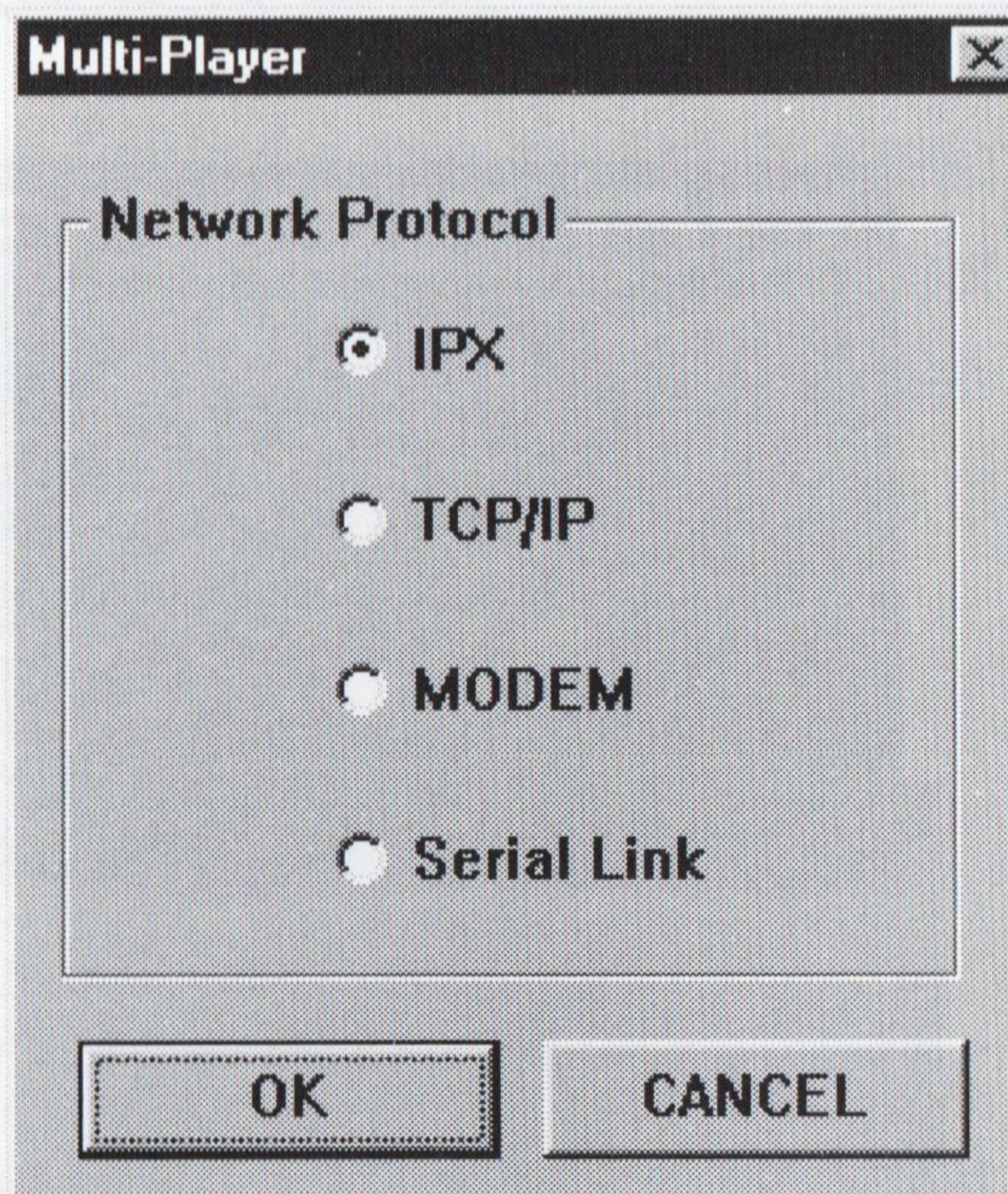
## Grand Prix Mode (Arcade Side)

Take a good hard look at the Main Menu on the Arcade Side of Sega Touring Car Championship. You'll notice something strange. Grand Prix Mode isn't listed. That's not to say it isn't there...it just exists in a different dimension where players look at amateurs and laugh. To get there you'll have to prove yourself in Championship Mode...

In this mode you need both skill and stamina. Choose a car in the usual manner. Then press the Arrow Keys to highlight and a Confirm Key to select a course and the music you want to keep you going for 20 grueling laps that will test your determination to be worshipped as a racing god. Remember that you can stop at the pits for new tires, but it'll cost you time - is it worth it?



## Link Game For Multi-Player Races



You can have a race with up to 8 players via IPX, LAN, TCP/IP, or 2 racers via Modem, or Serial Link.

Choose the Link Game option from the main menu.

### **IPX:**

Link up with a friend over a local network.

### **TCP/IP:**

Race anyone over the Internet or on local area network. Enter the IP address of the session host you wish to challenge or to see a listing of anyone looking for a race. Run "winipcfg" to get your IP address.

**(Note:** You must have the TCP/IP protocol installed for Windows 95 (under Network Properties) to have winipcfg installed.)

### **Serial Link:**

Race head-to-head over Cable link between two communication ports.

### **Modem:**

Race against a friend over the phone lines. We recommend at least a 14.4K Baud Modem for modem play.

## pause

Press Enter/Start Button while racing to pause the game.

The following options appear:

- CONTINUE:** Resume racing
- QUIT:** Retire from the race and return to the Select Car screen
- RESTART:** Start the race again
- TOP MENU:** Retire from the race and return to the Main Menu

Select an option by pressing the Arrow Keys UP or DOWN and then pressing Enter.



## name entry screen



If you manage to scream past the finish line in one of the top ten fastest times (in your car, not an ambulance), you get to etch your name in the history books for all to see and drool over.

Press the Arrow Keys LEFT or RIGHT to highlight a letter. Select it by pressing the Confirm key. Select the back arrow or press the Cancel key to erase the last character. Highlight and select "END" or press Enter to enter the name.



# results

After you've finished a race, the results screen appears. If you did well enough to enter your name in the rankings, you'll see your position and the name you entered next to the type of car and transmission used.

POS.	NAME	TIME	CAR	MISSION
1	ABS...	3' 10" 474	ALFA ROMEO	AT
2	ABS...	3' 11" 611	ALFA ROMEO	AT
3	KAKKY...	6' 06" 004	ALFA ROMEO	AT
4	POOH...	6' 09" 029	ALFA ROMEO	AT
5	SASANKY	6' 12" 001	ALFA ROMEO	AT
6	MIZGUTI	6' 21" 704	ALFA ROMEO	AT

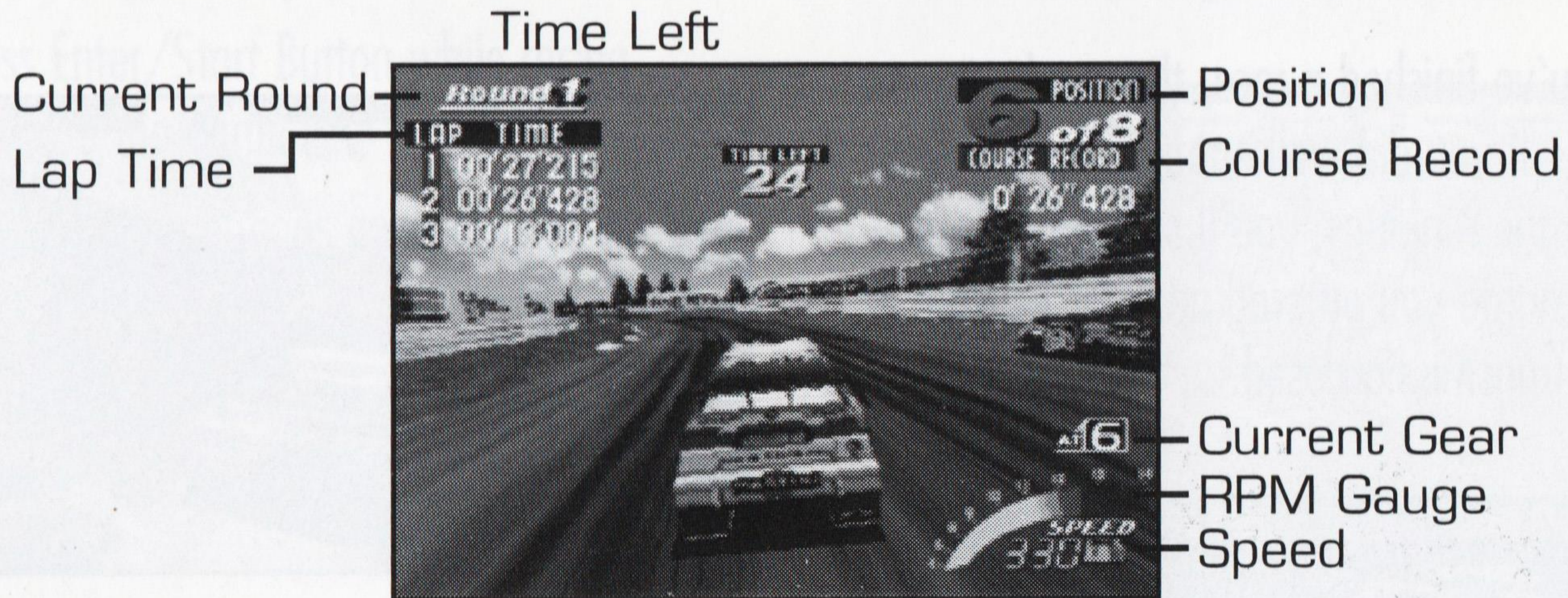
REPLAY YES/NO



At the bottom of the screen you are given the option of watching a "REPLAY" of the race you just took part in. Select "YES" to review your performance, or "NO" to give it a miss.

During replay, press the Brake key for a cockpit view, or the Down Arrow for an outside view.

Adjust the outside viewing angle by pressing the Arrow Keys UP, DOWN, LEFT or RIGHT.



**Current Round:** the current stage

**Lap Time:** the time taken for each lap you've completed

**Speed:** your speed in MPH or KPH

**RPM Gauge:** current engine "revolutions per minute"

**Current Gear:** the gear you're currently in

**Course Record:** the fastest time on record for the current lap

**Position:** your current position in the field

**Time Left:** time left to complete the current lap

**Total Time\*:** the total time taken so far in the race

**Time Compare\*:** this lap's time compared to your best

**Best Lap\*:** your best lap so far

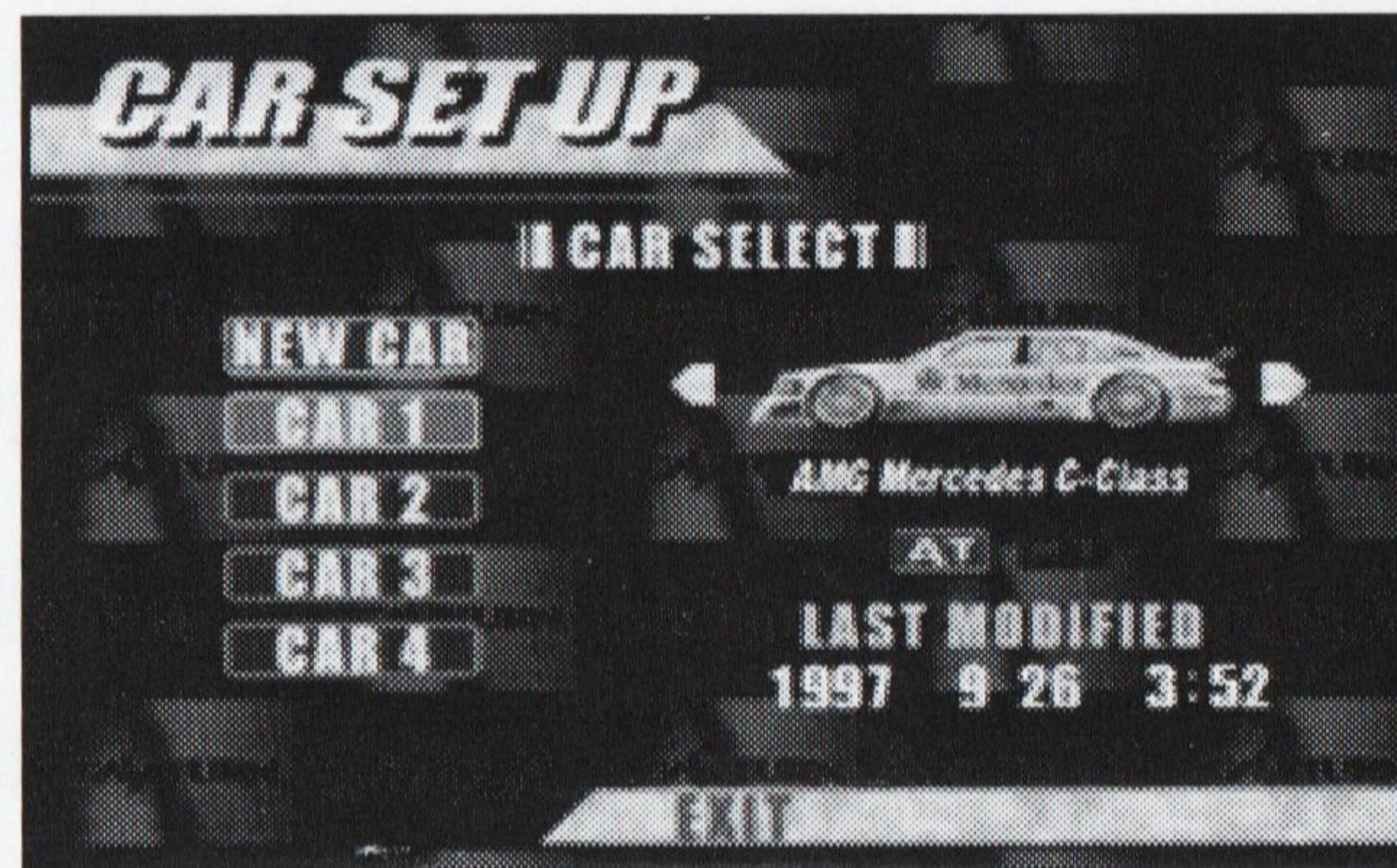
\*Time Attack Mode only

## (Time Attack mode)



## car set up (PC Side)

This mode allows you to modify various aspects of the available cars. You can also edit cars you have already modified. You can save up to four of these "TUNED" cars to memory and use them in future races.



First, highlight NEW CAR to customize a new car, or highlight CAR 1,2,3 or 4 to edit one of the existing TUNED cars. Press a Confirm Key to select. Now highlight the type of car and then the transmission type by pressing the Arrow Keys LEFT or RIGHT, and press a Confirm Key to select.

# SEGA TouringCar Championship

There are six mechanical aspects of the car that you can change, represented by six sliding scales that can be adjusted by pressing the Arrow Keys LEFT or RIGHT.



**FINAL GEAR RATIO:** \_\_\_\_\_ Adjust from SMALL to LARGE

**HANDLING:** \_\_\_\_\_ Adjust from QUICK to LOOSE

**TIRES:** \_\_\_\_\_ Adjust for hardness

**F. SUSPENSION:** \_\_\_\_\_ Adjust for hardness

**G. SUSPENSION:** \_\_\_\_\_ Adjust for hardness

**BRAKE:** \_\_\_\_\_ Adjust for hardness

Once you're satisfied with the setup, highlight the save bar at the bottom of the screen and select YES if you wish to save the setup data.

# game options (F7)

Press the F7 key to bring up the Game Options dialog or choose Game Options from the Settings menu on the Menubar.

**Game Options** [X]

[These changes will take effect from the next race]

**Arcade Side**

<input type="checkbox"/> ? Difficulty	<input type="radio"/> Easy	<input checked="" type="radio"/> Normal	<input type="radio"/> Hard	<input type="radio"/> Expert
<input type="checkbox"/> ? Laps	<input checked="" type="radio"/> Lap 2	<input type="radio"/> Lap 3	<input type="radio"/> Lap 5	

**PC Side**

<input type="checkbox"/> ? Difficulty	<input type="radio"/> Easy	<input checked="" type="radio"/> Normal	<input type="radio"/> Hard	<input type="radio"/> Expert
<input type="checkbox"/> ? Laps	<input checked="" type="radio"/> Lap 2	<input type="radio"/> Lap 3	<input type="radio"/> Lap 5	
<input type="checkbox"/> ? Boost	<input type="radio"/> On	<input checked="" type="radio"/> Off		
<input type="checkbox"/> ? Damage	<input type="radio"/> On	<input checked="" type="radio"/> Off		
<input type="checkbox"/> ? Time Compare	<input type="radio"/> On	<input checked="" type="radio"/> Off		

OK Cancel

# SEGA TouringCar Championship

## Arcade Side

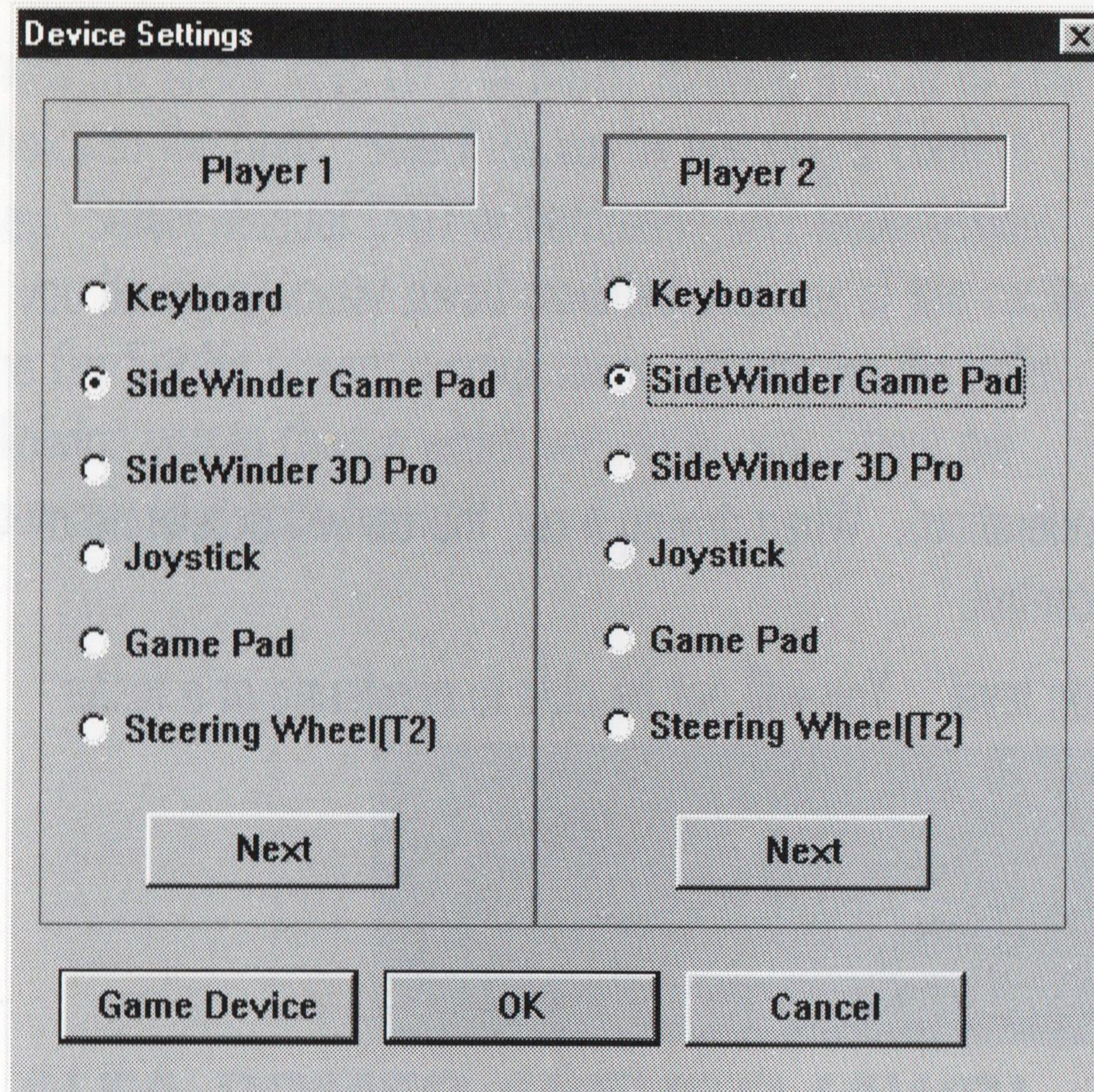
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- DIFFICULTY:** Adjust the Lap Time Limits and CPU car speeds by selecting from EASY, NORMAL, HARD or EXPERT
- SELECT LAPS:** Choose to race 2, 3, or 5 laps
- SOUND TEST:** Here you have the following sound options:
- BGM:** Play some of the soundtrack music
- S.E.** Play some of the game's sound FX

## PC Side

---

- DIFFICULTY:** Adjust the Lap Time Limits and CPU car speeds by selecting from EASY, NORMAL, HARD or EXPERT
- LAPS:** Choose to race 2, 3, or 5 laps
- BOOST:** Gives the slower player's car extra power/speed
- DAMAGE:** Select this to sustain damage if there's an impact
- TIME COMPARE:** In Time Attack mode, the difference between the just completed lap time and the best lap time is displayed



## device settings (F5)

The controllers connected to your PC are shown on screen. Press the Arrow Keys LEFT or RIGHT to select from configuration types A or B. The button functions for each configuration type are labeled on screen. Click on Custom to set the keys for the Custom setting. In the EDIT mode, press the Arrow Keys UP or DOWN to select a key (or press the key itself), and LEFT or RIGHT to change the key's function. Press Enter again to finish editing.

### **Steering**

#### **While moving the steering control:**

Press Button 2 to set the 'minimum steering sensitivity'.

When you turn, the steering will turn at least this sharply.

Press Button 1 to set the 'maximum steering sensitivity'. You will not be able to steer more sharply than this.

# SEGA TouringCar Championship

## **Accelerate**

### **While moving the accelerator control:**

Press Button 2 to set the 'minimum rate of acceleration'. When driving a car, the car will accelerate at least this much even if you're not moving the control.

Press Button 1 to set the 'maximum acceleration level'. You will not be able to accelerate at a faster rate than this.

## **Brake**

### **While moving the braking control:**

Press Button 2 to set the 'minimum rate of braking'.

When driving a car, the car will brake at least this much even if you're not moving the control.

Press Button 1 to set the 'maximum braking level'. You will not be able to brake harder than this.



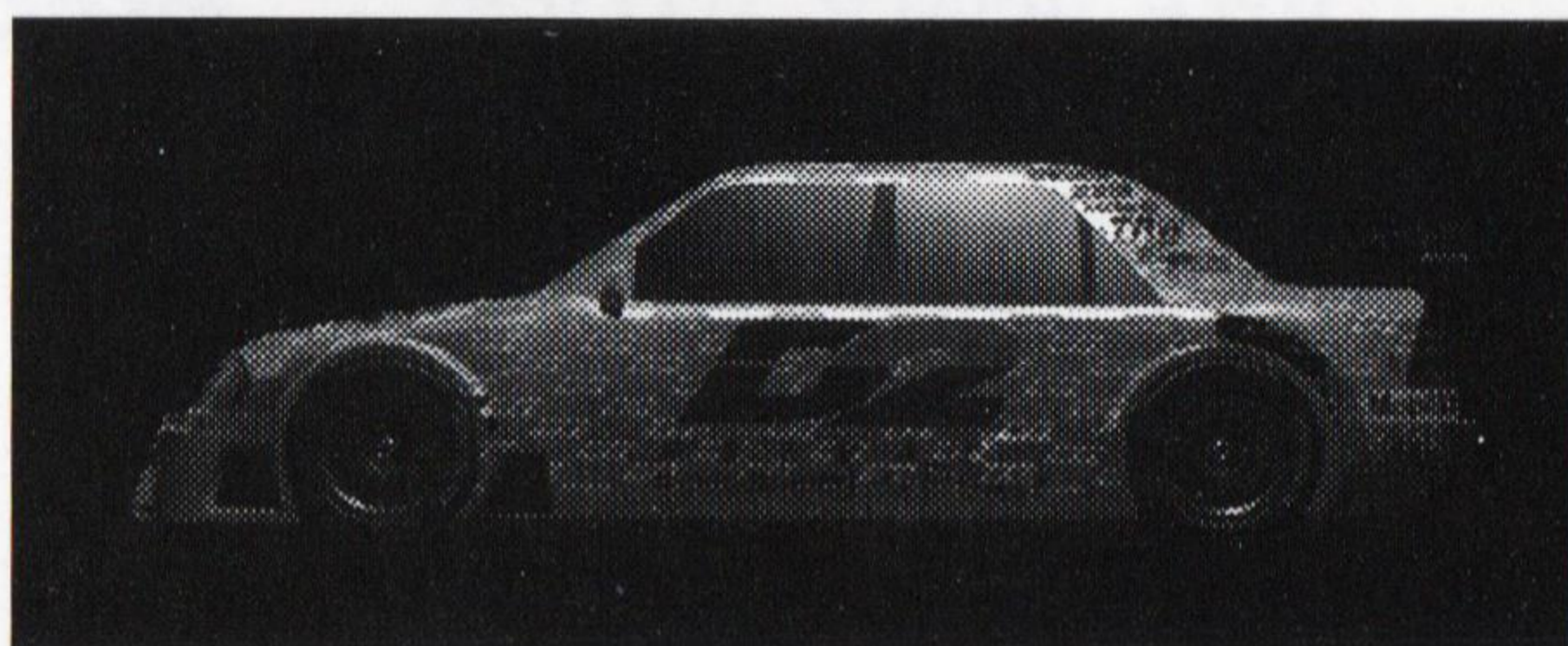
# select car screen

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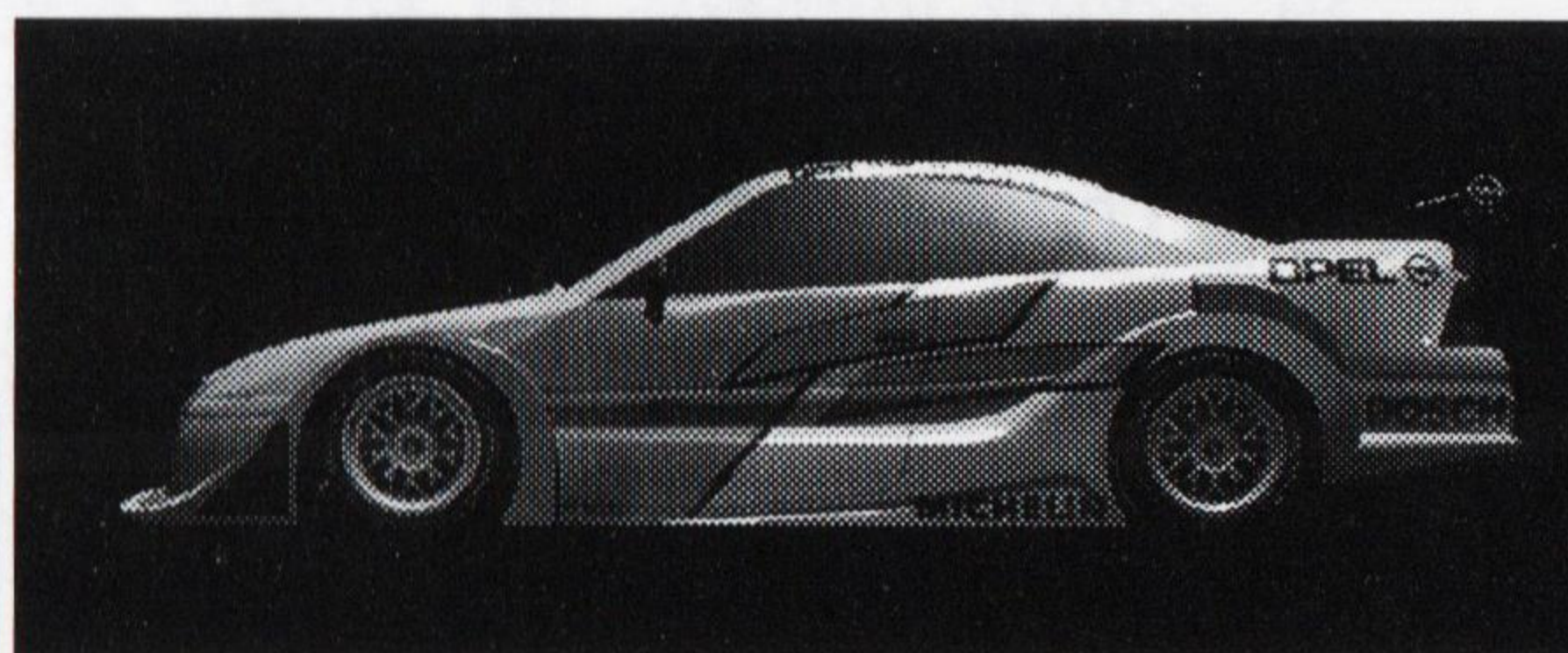
Press the Arrow Keys LEFT or RIGHT to bring the car of your choice to the front. Select the car by pressing a Confirm Key. Select Manual (MT) or Automatic (AT) transmission. If you have previously saved modified versions of the car in the Car Set Up screen, a small menu appears on the right allowing you to choose which version to use. There are four cars to choose from:



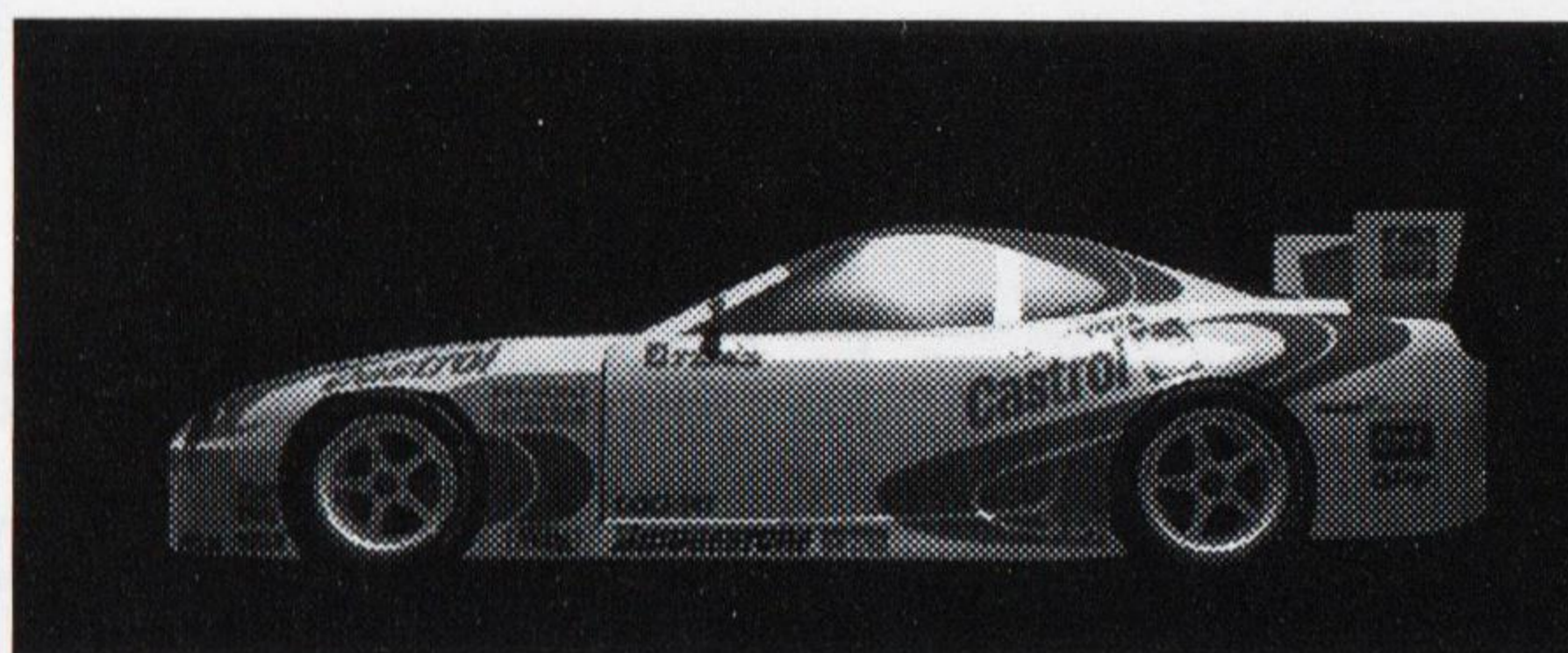
**ALFA ROMEO 155V6TI (4WD)**



**AMG MERCEDES C-CLASS (FR)**



**OPEL CALIBRA V6 (4WD)**



**TOYOTA SUPRA GT (FR)**

Two of the cars are 4WD and two are FR (rear wheel drive). 4WD cars have more stable steering for more precise cornering. The FR cars transmit power to the road surface via rear wheels and therefore there's a risk that sudden steering could lead to a power slide and a subsequent loss of control. (See Pg. 25 for more details of the cars).

## records

If you managed to tear through the Sega Touring Car Championship courses fast enough and get your name into the records in the Name Entry screen, here's where you can access the record and gloat to your friends and family.



Press the Arrow Keys to highlight the record for the particular mode, course and car you're after. At the bottom of the screen you'll see the record times that have been entered so far. Your best time for each mode is highlighted, together with the type of car and transmission used.

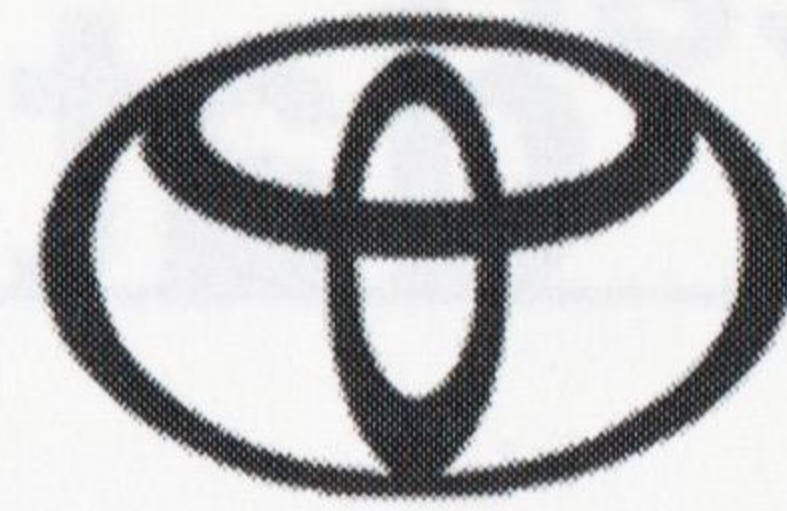


## ALFA ROMEO 155V6TI

Features a longitudinally mounted engine. The shift lever is near the steering wheel, to enable rapid gear changes with just a snap of the hand.

<b>ENGINE TYPE</b>	V6 24VALVES
<b>CAPACITY</b>	2499cc
<b>MAX POWER</b>	450bhp/11700rpm
<b>MAX TORQUE</b>	30.6kgm/9500rpm
<b>TRANSMISSION</b>	6-SPEED SEMI-AT 4WD
<b>LENGTH</b>	4620mm
<b>WIDTH</b>	1798mm
<b>HEIGHT</b>	1355mm
<b>WHEELBASE</b>	2540mm
<b>WEIGHT</b>	1040kg+
<b>BRAKES</b>	4-CHANNEL ABS VENTILATED DISCS





## TOYOTA SUPRA GT

Toyota's flagship sports car which made its mark at the Japanese Grand Touring Car (JGTC) Drivers Championship. The car's turbo engine is the pride of Toyota's engineers, delivering 450 bhp.

<b>ENGINE TYPE</b>	STRAIGHT4 DOHC TURBO
<b>CAPACITY</b>	1998cc
<b>MAX POWER</b>	450bhp/6000rpm
<b>MAX TORQUE</b>	65.0kgm/4500
<b>TRANSMISSION</b>	6-SPEED MT FR
<b>LENGTH</b>	4520mm
<b>WIDTH</b>	1910mm
<b>HEIGHT</b>	1200mm
<b>WHEELBASE</b>	2550mm
<b>WEIGHT</b>	1100kg+
<b>BRAKES</b>	VENTILATED DISCS

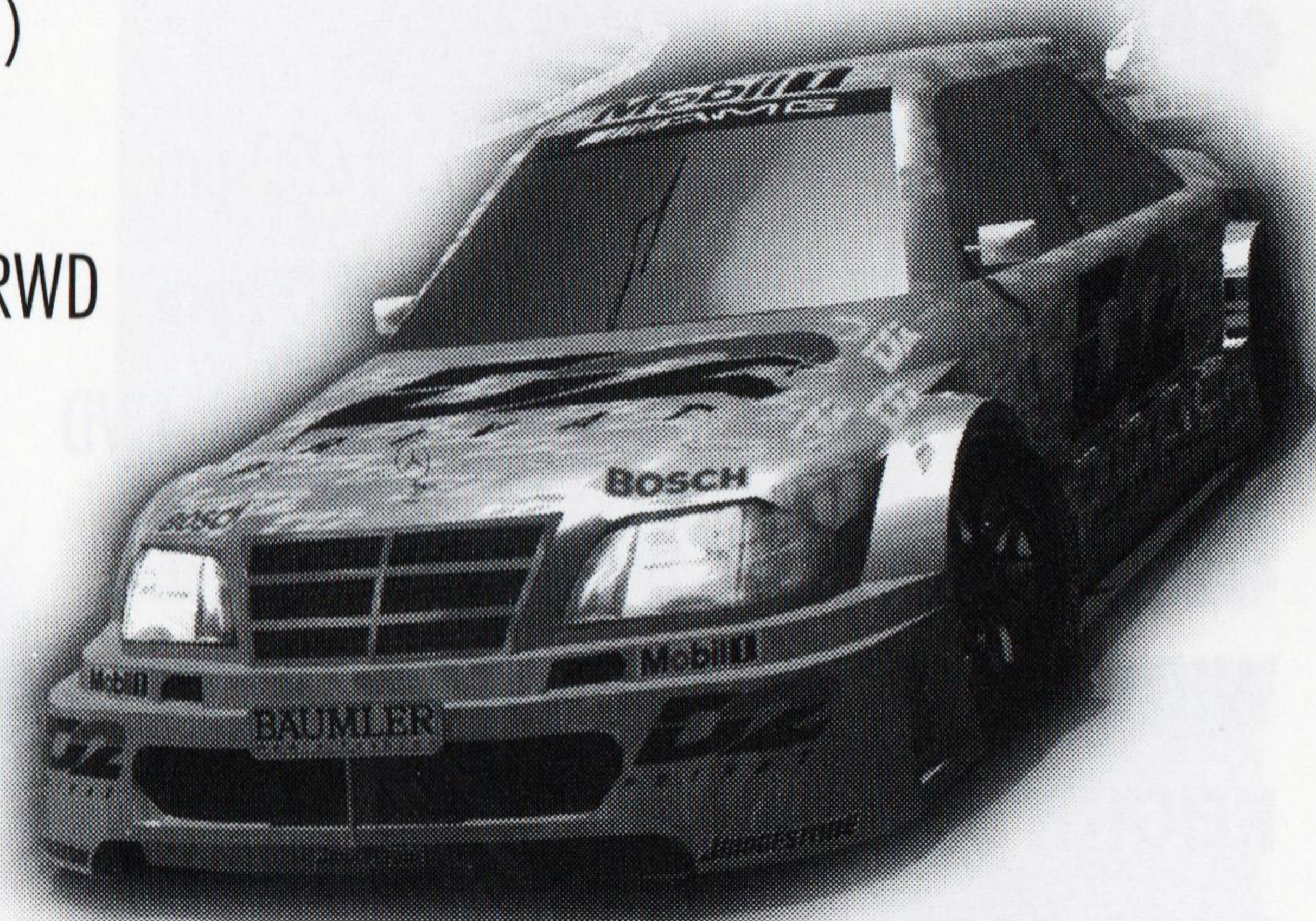


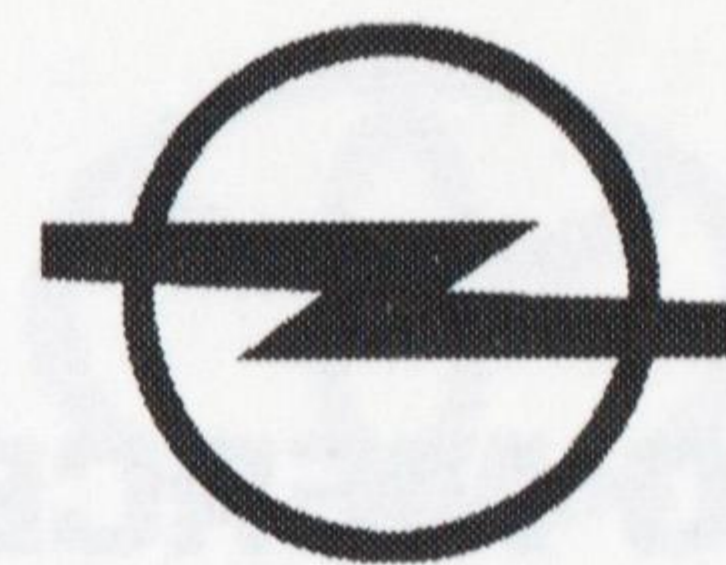


## AMG MERCEDES C-CLASS

As always, Mercedes places importance on easy maintenance & safety. The driver's seat is positioned in the center of the car. The car features semiautomatic 6-speed transmissions, which can be controlled by buttons on the steering wheel. The car in the game is the D2 Privat Team silver model.

<b>ENGINE TYPE</b>	V6 24VALVES
<b>CAPACITY</b>	2499cc
<b>MAX POWER</b>	(Not in Saturn Man.)
<b>MAX TORQUE</b>	30.6kgm/9000
<b>TRANSMISSION</b>	6-SPEED SEMI - AT RWD
<b>LENGTH</b>	4666mm
<b>WIDTH</b>	1789mm
<b>HEIGHT</b>	1280mm
<b>WHEELBASE</b>	2690mm
<b>WEIGHT</b>	1040kg+
<b>BRAKES</b>	4-CHANNEL ABS VENTILATED DISCS

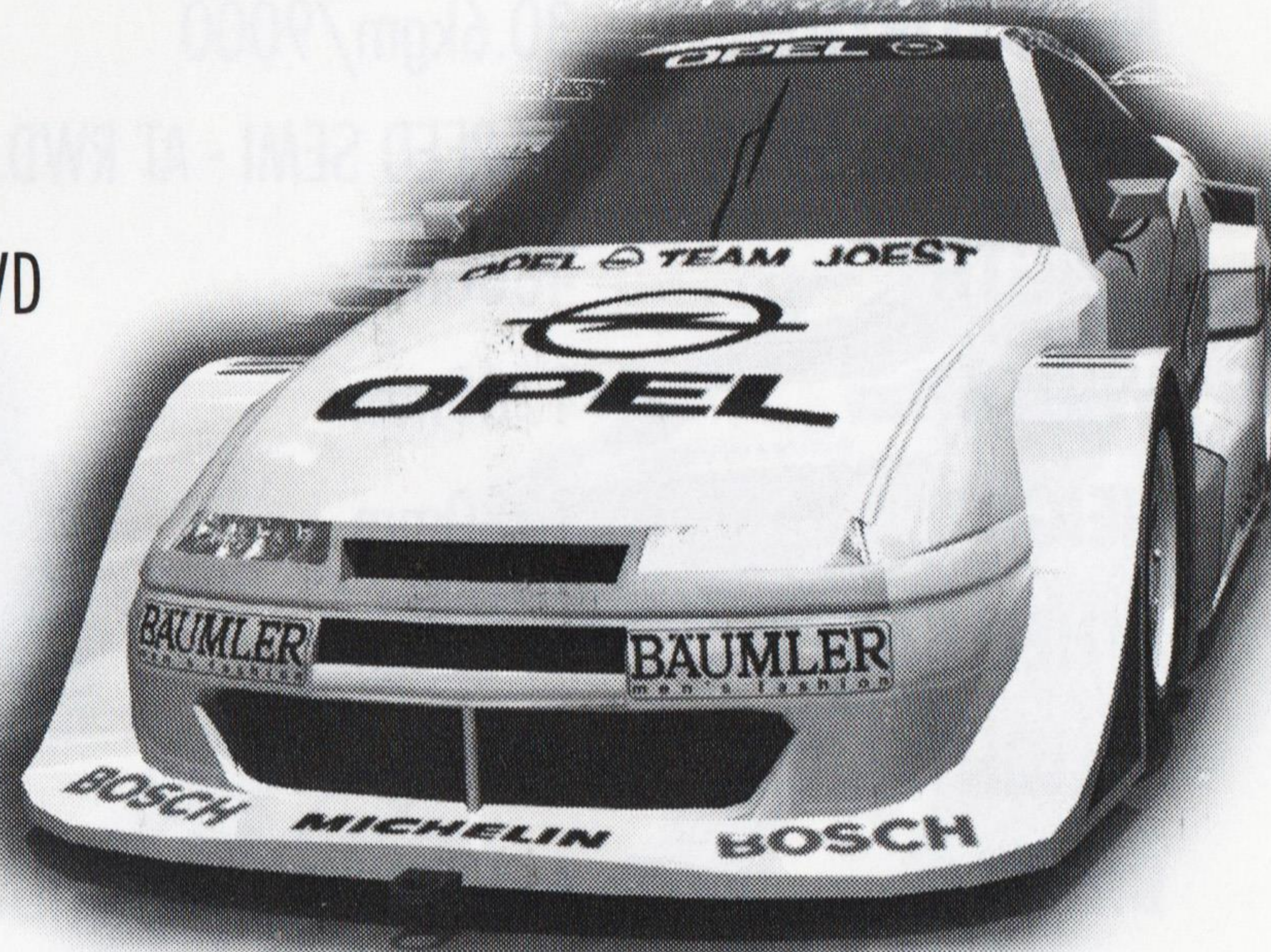




## OPEL CALIBRA V6

The engine of OPEL CALIBRA V6 is based on the 3165cc V6 of the OPEL Monterey. With the adoption of a semi-automatic, 6-speed transmission, it becomes possible to change gears in 1/5 of the time it took before. In addition, this car can manipulate the lock and stabilizer control automatically, detecting the amount of slip and the road traction of the tires via computer sensors.

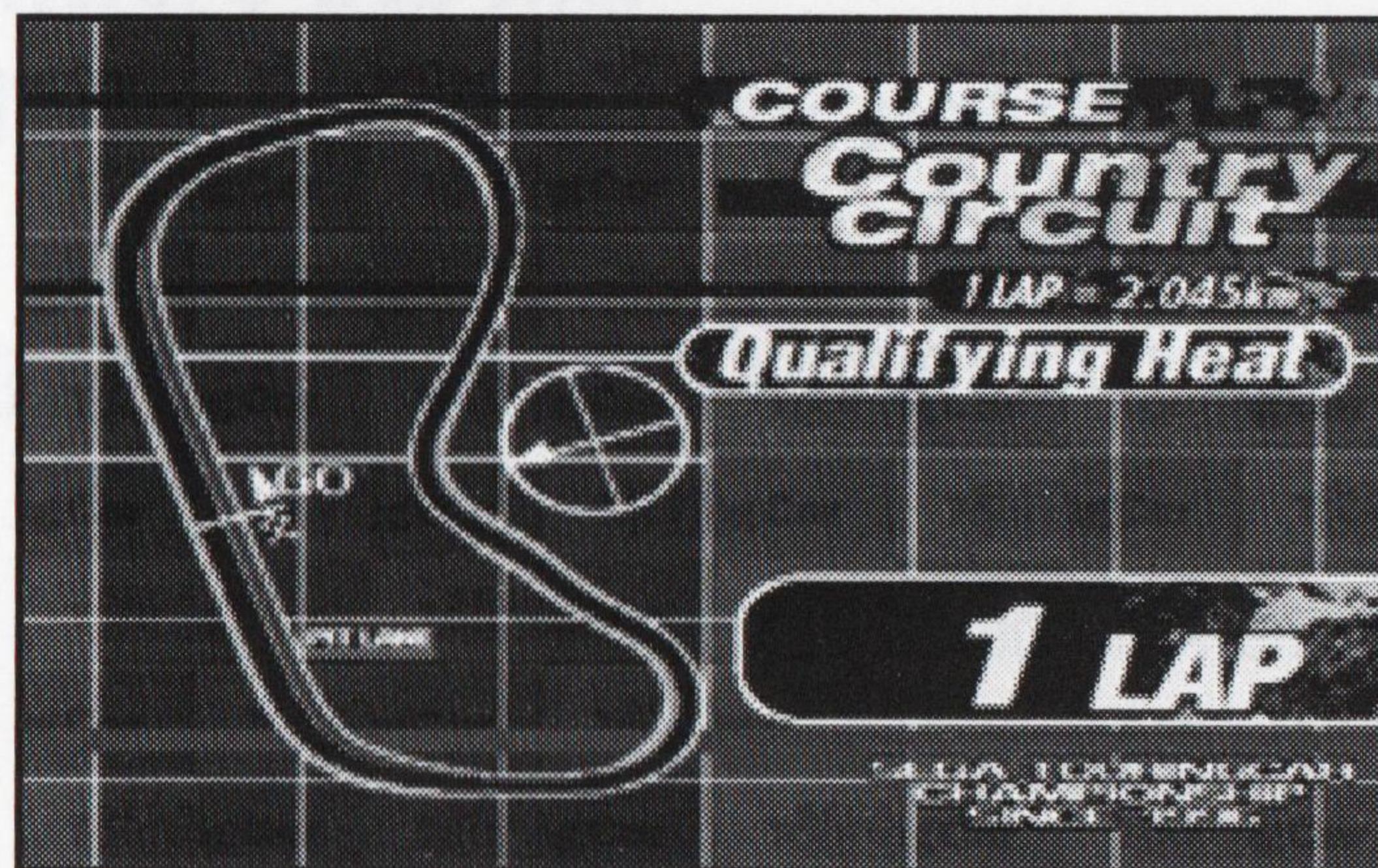
<b>ENGINE TYPE</b>	V6 24VALVES
<b>CAPACITY</b>	2498cc
<b>MAX POWER</b>	500bhp/11650rpm
<b>MAX TORQUE</b>	31.6kgm/9000rpm
<b>TRANSMISSION</b>	6-SPEED SEMI - AT 4WD
<b>LENGTH</b>	4673mm
<b>WIDTH</b>	1766mm
<b>HEIGHT</b>	1285mm
<b>WHEELBASE</b>	2605mm
<b>WEIGHT</b>	1040kg+
<b>BRAKES</b>	4-CHANNEL ABS VENTILATED DISCS



# race circuit info

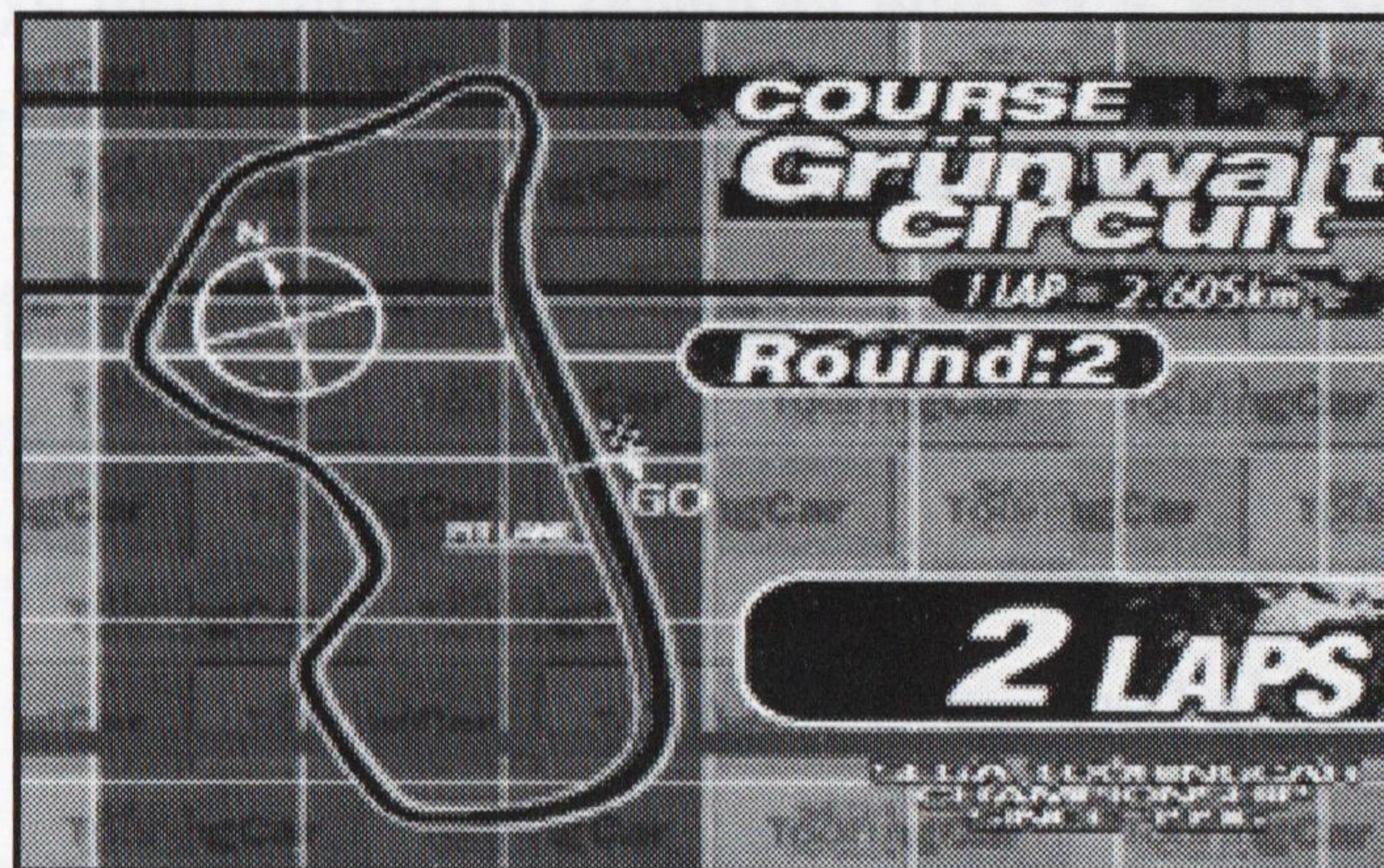
## Country Circuit: Beginner Level

Easy to drive because of the width of the road. But if you want to win the race, you have to be precise - even the smallest mistake could cost you the race.



## Grunwalt Circuit: Intermediate Level

This circuit is located in the mountains, so you get to see a fair share of nature. However, this is no time for bird watching - you've got plenty of treacherous curves to concentrate on.



## Brickwall Town: Advanced Level

You may be a smoothy on purpose built circuits, but have you got street smarts? Precision handling and speed control are essential if you want to get to the finish line.



**Question #1:** Does SEGA TOURING CAR CHAMPIONSHIP require an MMX processor, or will it work on a Pentium processor?

**Answer:** SEGA TOURING CAR CHAMPIONSHIP will work with either an MMX processor in your computer or a native Pentium class processor without MMX. SEGA TOURING CAR CHAMPIONSHIP also works on Cyrix and AMD brand processors.

**Question #2:** After installing the game, I am experiencing Video problems.

What could have caused this and how can I fix it?

**Answer:** What most likely happened is Microsoft's Direct X overwrote your video drivers. Since SEGA TOURING CAR CHAMPIONSHIP uses Direct X5, your previous drivers are backed up when it installs new drivers. One way you can restore the drivers is to:

- 1) Double Click on the "My Computer" icon.
- 2) Double Click on the "Control Panel" icon.
- 3) Double Click on the "Add/Remove Programs" icon.
- 4) Choose Direct X Drivers and then hit the "Add/Remove Programs" Button.
- 5) Click on the "Restore Display Drivers" button.

If this does not fix your video issue, you should download the latest Direct X compatible video drivers from your video card manufacturer's web site.



**Here is a list of certain video cards which require special Direct X drivers to be downloaded from your video card manufacturer's web site:**

1. Some ATI brand video cards ([www.atitech.com](http://www.atitech.com))
2. Chips and Technologies ([www.chips.com](http://www.chips.com))
3. Diamond Multimedia ([www.diamondmm.com](http://www.diamondmm.com))
4. Matrox ([www.matrox.com](http://www.matrox.com))
5. Number 9 ([www.nine.com](http://www.nine.com))
6. Simply the Best ([www.stb.com](http://www.stb.com))
7. Silicon Integrated Systems "SiS" ([www.sis.com.tw](http://www.sis.com.tw))
8. Tseng Labs ([www.tseng.com](http://www.tseng.com))

If you have trouble finding Direct X drivers, you can also get drivers at [www.drivershq.com](http://www.drivershq.com) or [www.windows95.com](http://www.windows95.com).

**Question #3:** I get sound effects, but no music during gameplay?

How do I fix this?

Answer: The music in SEGA TOURING CAR CHAMPIONSHIP is CD Audio. You should try to play tracks 2 or higher on the SEGA TOURING CAR CHAMPIONSHIP CD-ROM to see if your CD audio is properly set up. If you cannot hear the CD Audio under the Windows 95 CD Player (Start Button → Programs → Accessories → Multimedia → CD Player), you need to:

- 1) Make sure that the CD Audio volume is not muted (under Windows 95 Volume Control)
- 2) Make sure that your CD-ROM drive is connected to your Sound Card.

**Question #4:** During gameplay, I get CD Audio, but no Sound Effects. How do I fix this?

**Answer:**

- 1) Make sure that the Sound Effects volume is not muted (under Windows 95 Volume Control)
- 2) Direct X could have overwritten your Sound Drivers. Since SEGA TOURING CAR CHAMPIONSHIP uses Direct X5, your previous drivers are backed up when it installs new drivers. One way you can restore the drivers is to:
  - 1) Double Click on the "My Computer" icon.
  - 2) Double Click on the "Control Panel" icon.
  - 3) Double Click on the "Add/Remove Programs" icon.
  - 4) Choose Direct X and then hit the Add/Remove Programs Button.
  - 5) Click on the "Restore Audio Drivers" button.

If this does not fix your sound issue, you should download the latest Direct X compatible sound drivers from your sound card manufacturer's web site. Here is a list of certain sound cards which require special Direct X drivers to be downloaded from your sound card manufacturer's web site:

- 1) Aztech Labs - standard in most Packard Bell computers ([www.aztechca.com](http://www.aztechca.com))
- 2) Crystal Semiconductor ([www.crystal.com](http://www.crystal.com))

- 3) MWAVE (<http://watson.mmb.sfu.ca/new.html>)
- 4) OPTi ([www.opti.com](http://www.opti.com)) or (<ftp://ftp.opti.com/pub/multimed/>)
- 5) Sound Blaster 64 AWE or Sound Blaster 32 AWE ([www.soundblaster.com](http://www.soundblaster.com))

If you have trouble finding Direct X drivers, you can also get drivers at [www.drivershq.com](http://www.drivershq.com) or [www.windows95.com](http://www.windows95.com).

**Question #5:** I want to play a head-to-head network game using TCP/IP protocol, but I do not know my IP address. How do I find out my IP address?

**Answer:**

If you have TCP/IP installed under Network Properties, Windows 95 has a built in command called "winipcfg". Go to the Start Button, choose "Run" and then type "winipcfg" and a dialog box will appear with your IP address. The person who creates a new game should enter in the IP address of their computer and the person joining the game should enter in the IP address of the computer where the game was created.

**Question #6:** I inserted the SEGA TOURING CAR CHAMPIONSHIP CD into the drive and am getting a message: "Line 253 = COMMON..." and the game will not install - what do I do?

**Answer:** The solution is to download the Windows 95 CD-ROM drivers from your CD-ROM drive either from your CD-ROM manufacturer or from [www.windows95.com](http://www.windows95.com).

**Question #7:** How can I optimize SEGA TOURING CAR CHAMPIONSHIP to run faster on my PC?

**Answer:** We have included several PC specific options to allow you to get the best performance possible on the PC. Some ways of making SEGA TOURING CAR CHAMPIONSHIP run faster are:

- 1) Make sure you have the proper Direct X video drivers - this is the #1 cause of slow down. (See answer to Question #2)
- 2) Make sure all other programs are closed or disabled.
- 3) Try playing with low detailed textures (under Game Settings).
- 4) Try playing in Interlaced mode (under Game Settings)
- 5) Try playing in low resolution or 256 colors.

**Question #8:** I am having trouble hooking up my gamepad/joystick. What do I need to do?

**Answer:** SEGA TOURING CAR CHAMPIONSHIP uses Direct Input, so all you should need to do is properly configure and calibrate your joystick/gamepad under the Joystick icon in the Windows 95 control panel. Once you have done this, start SEGA TOURING CAR CHAMPIONSHIP, go to the Options Menu in the menubar and choose "Device Settings." Choose the input method you want to use "Keyboard, Joystick, Gamepad, Steering Wheel, Microsoft Sidewinder (both Player 1 and Player 2 can play head-to-head with MS Sidewinder gamepads), etc. If you have a steering wheel make sure you have the steering wheel properly set up in the Device Settings dialog box.

# credits

---

## **SEGA Entertainment Credits**

### **Executive Producer**

Matt Wolf

### **Producer**

Scott Hawkins

### **Director of Marketing**

Jill Braff

### **Copywriter**

Josh Braff

### **Creative Services**

Eric Smith, Jadelyn Chang

### **Manual Design**

Richard Verdoni

### **Special Thanks**

Shinobu Toyoda, Bernie Stolar, Greg Suarez, Sue Price, Marc Hamel, Mike Lopez, Kristi Walker, Karin Reid, John Goodale

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### **Programmers**

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Masatoshi Kawada

Masanori Sato

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Masakazu Yanagida

Kiyoshi Fujita

Tatsushi Hashimoto

Yuji Yamashita

Kazuya Suzuki

Satoshi Toyoda

### **S.E. Arranger**

Naoshi Kunisawa

## **Music**

Ebizoo Tanuma

FREAK OUT

Yoji Biomehanika

Yuki Kubo

Ryo Arai

Hiro Sei Matsumura

Yohsuke Takeda

Hidenori Shoji

## **Technical Advisers**

Sohei Yamamoto

Masahito Kurosawa

## **Graphical Adviser**

Kenji Sasaki

## **Sound Advisers**

Hiro Sei Matsumura

# SEGA TouringCar Championship

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(Management)

Hiroyuki Mitsui  
(Management)

Abbass Hussain  
(Overseas)

Mitsuaki Chono  
(Japanese)

## Special Thanks

Alfa Romeo  
Mercedes-Benz  
OPEL  
TOYOTA  
LANCIA

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Toshinori Asai

## Directed by

Gen Takabe  
Toru Kujirai  
Hisayoshi Yoshida

## Developed by

CSK Research Institute  
Corp.(CRI)

The automobiles depicted  
in this game appear courtesy  
of ALFA ROMEO, MERCEDES-  
BENZ, OPEL & TOYOTA.

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To receive U.S. warranty service, call the Sega Consumer Service Department at:

**1-800-USA-SEGA**

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at:

**1-800-872-7342**

DO NOT RETURN YOUR PC COMPACT DISC TO YOUR RETAIL SELLER. Please contact the Sega Consumer Service Department for information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective disc to Sega. The cost of returning the disc to Sega's Service Center shall be paid by the purchaser. Sega Entertainment cannot offer credit or exchanges for merchandise purchased through your retail store, which is deemed to be free from defects in material and workmanship.

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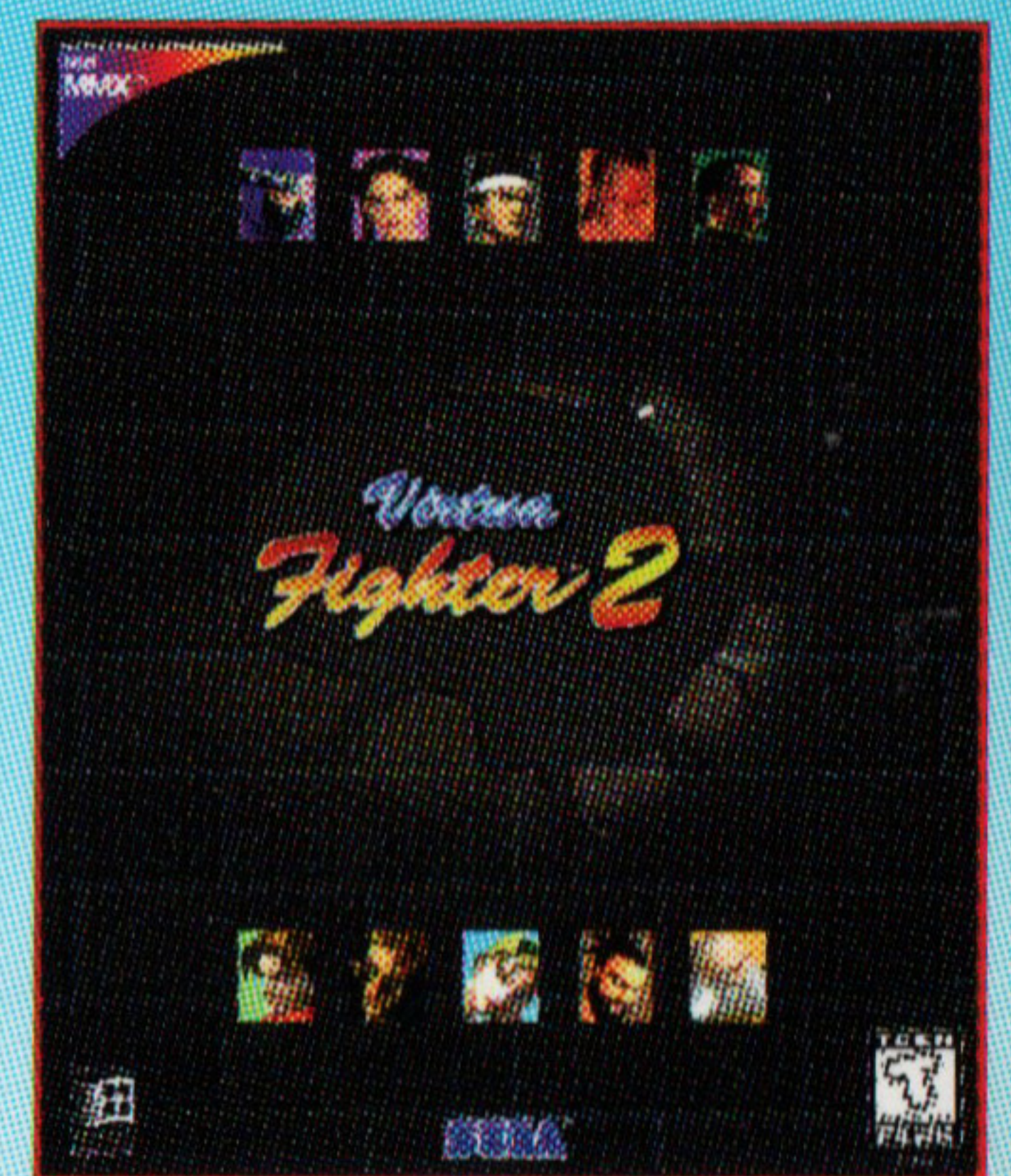
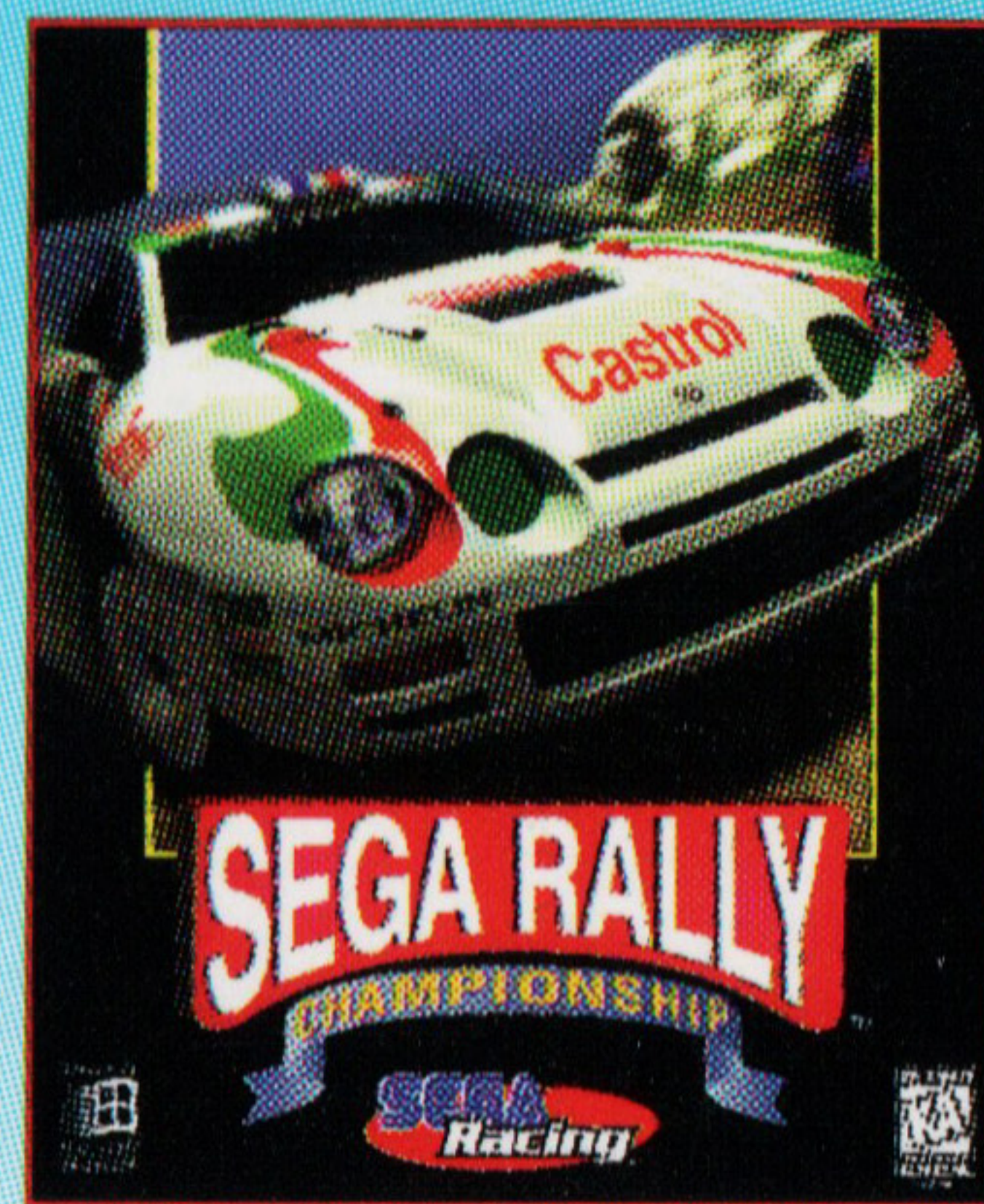
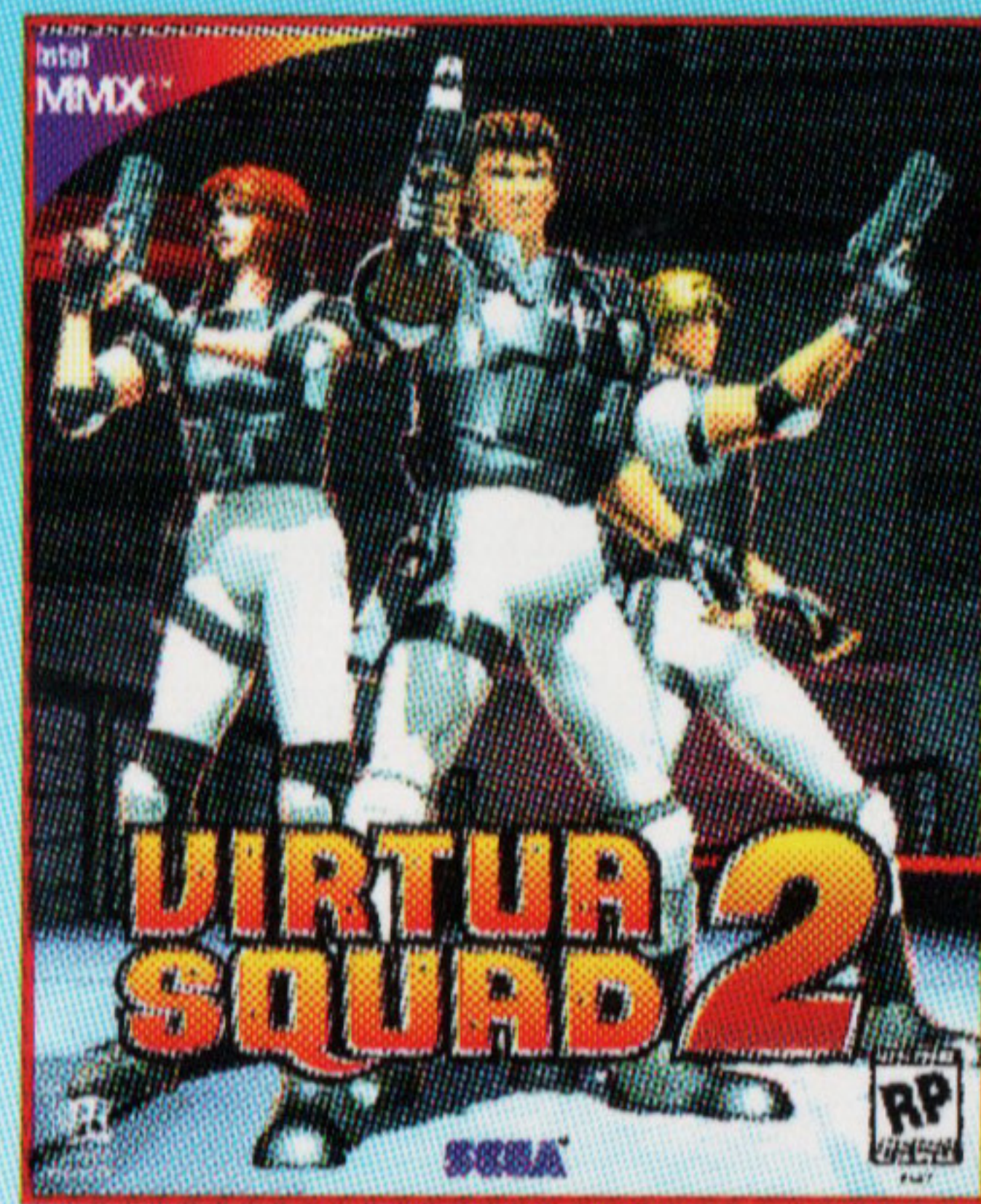
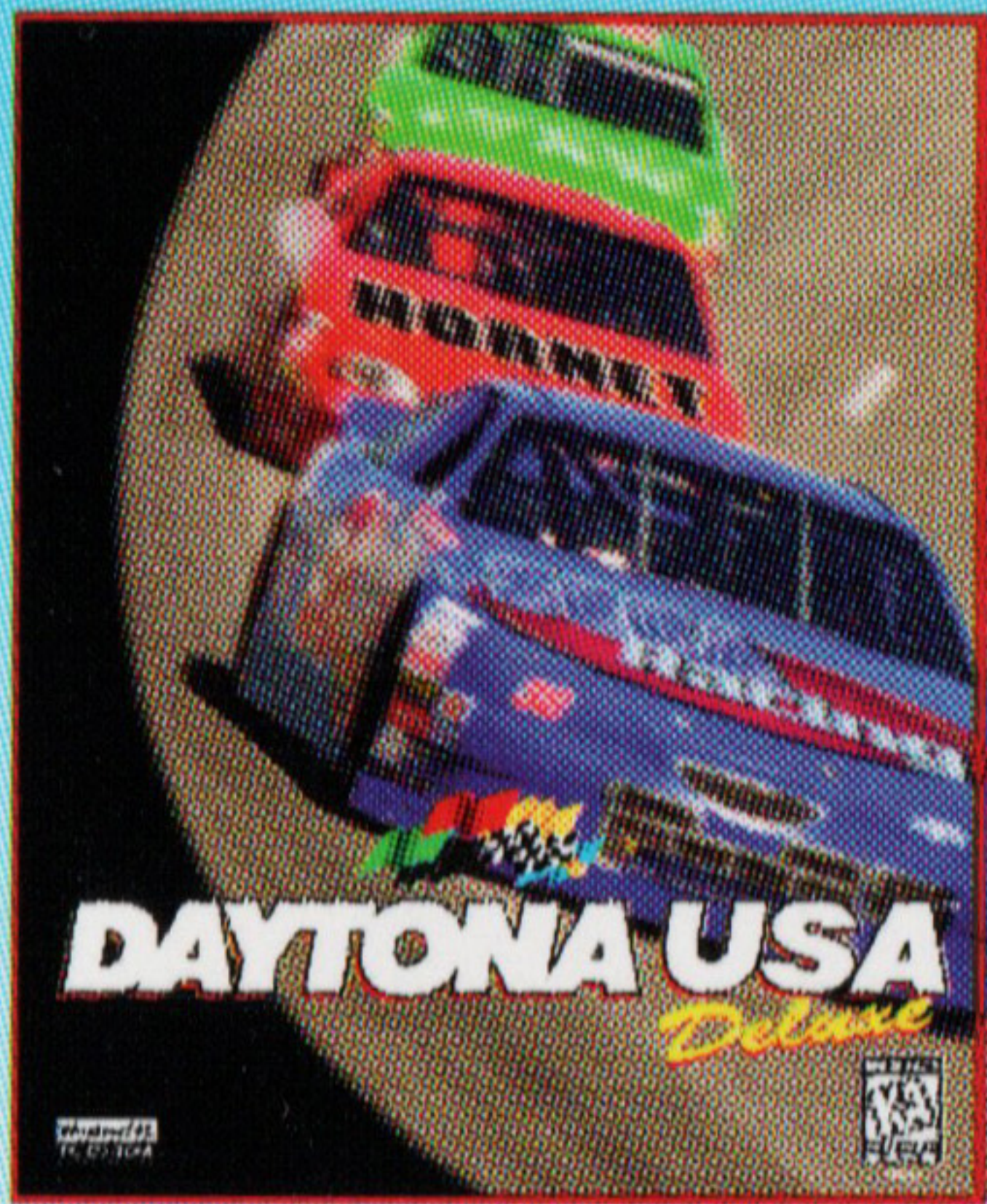
## **ESRB RATING**

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

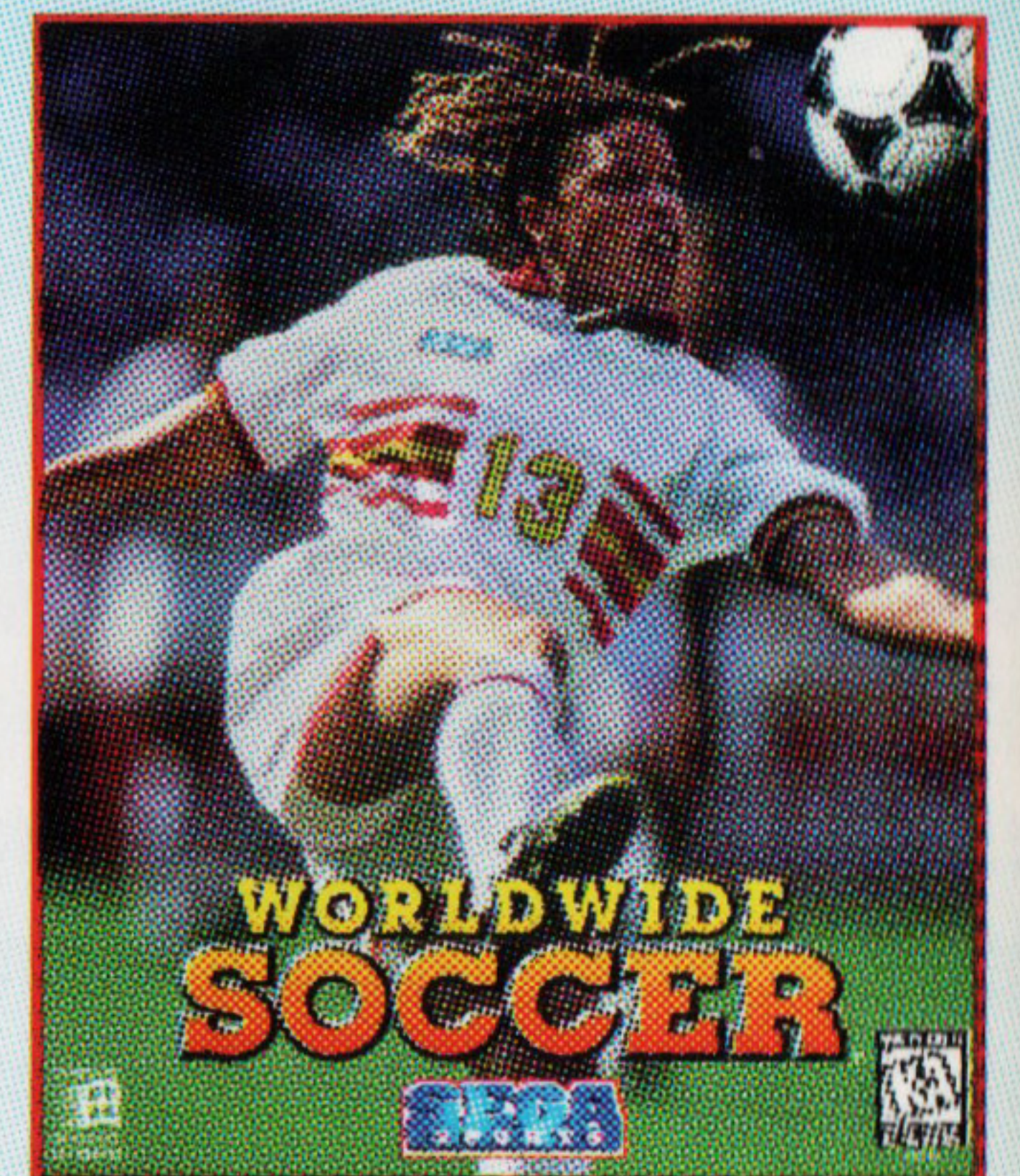
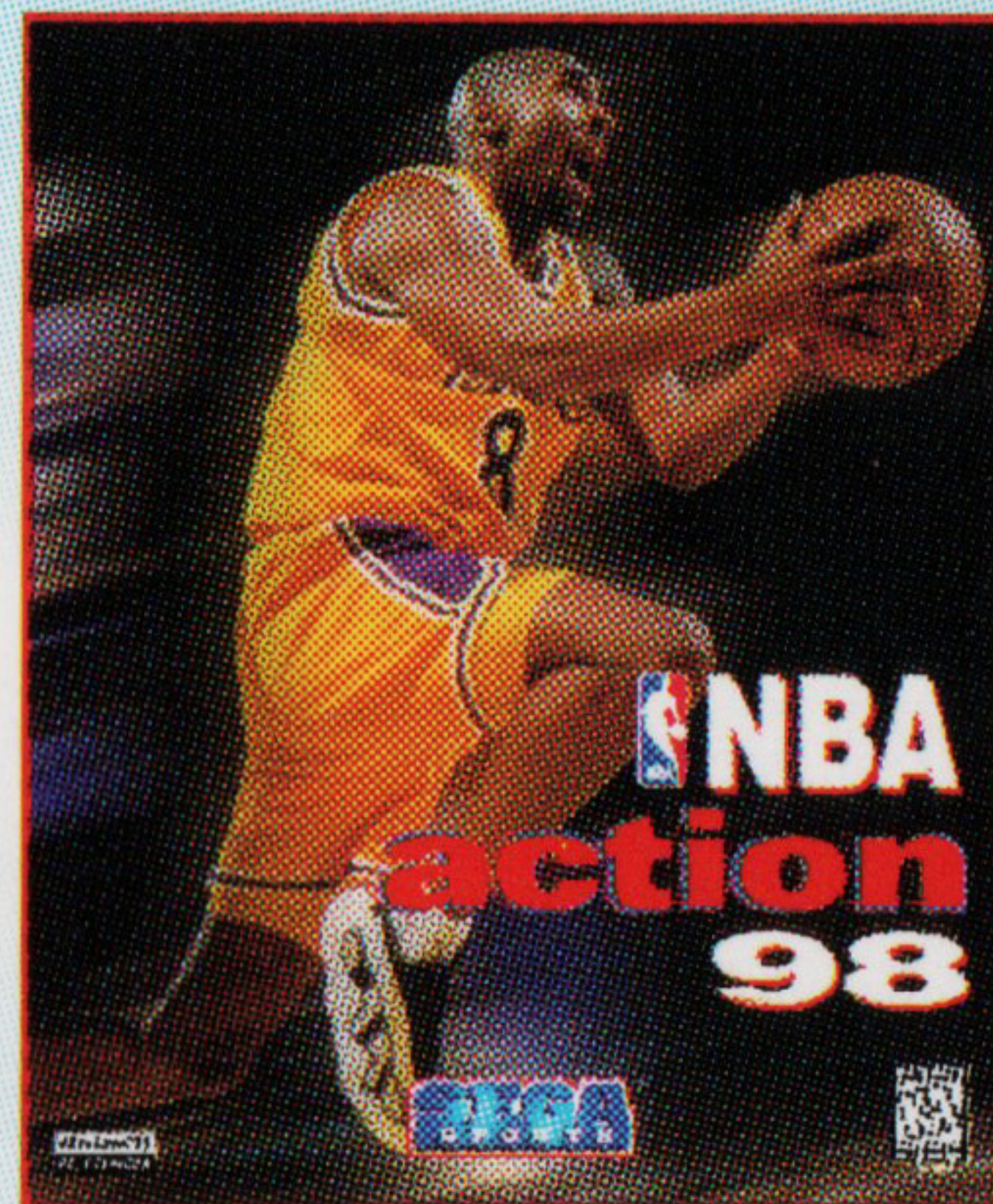
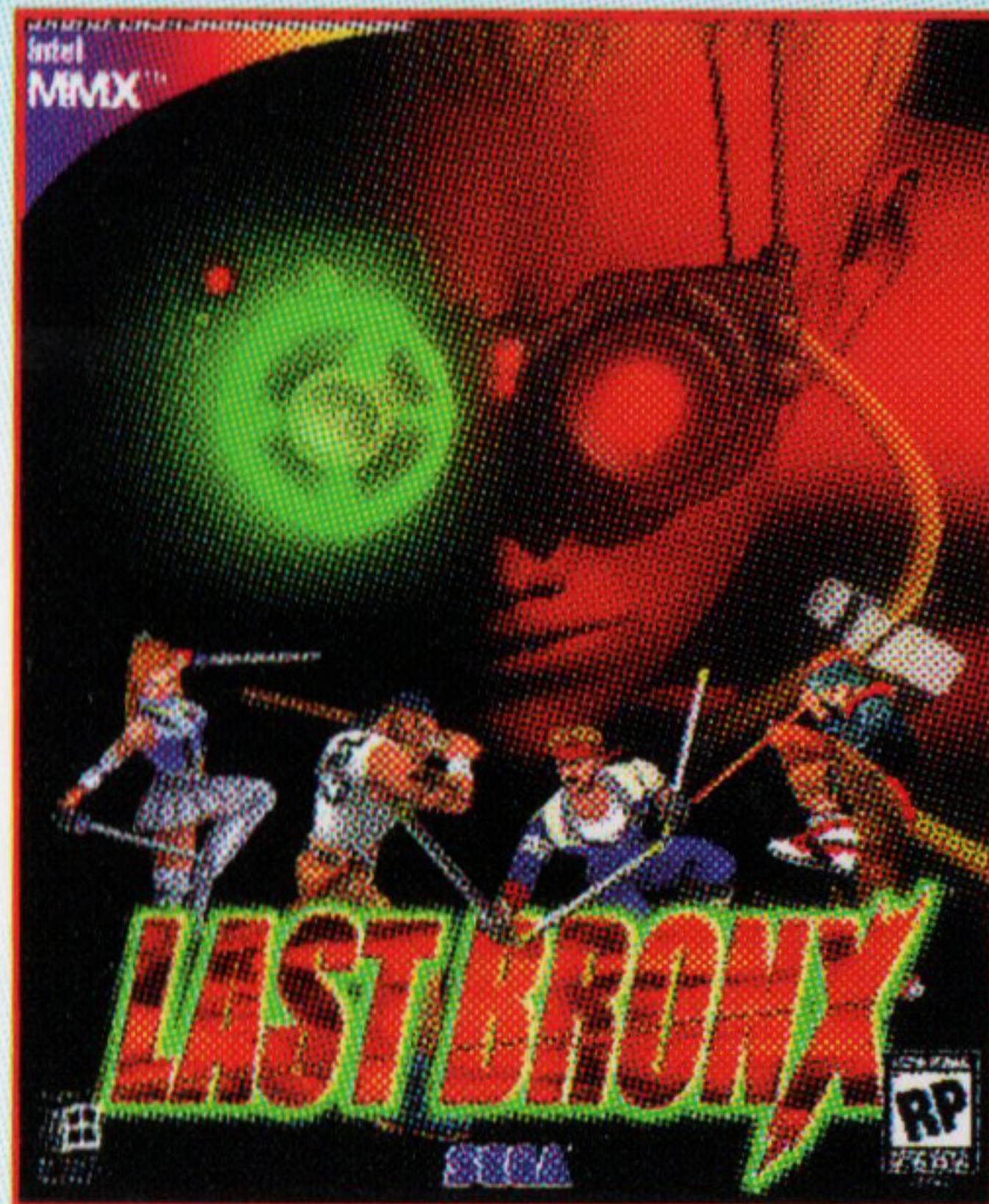


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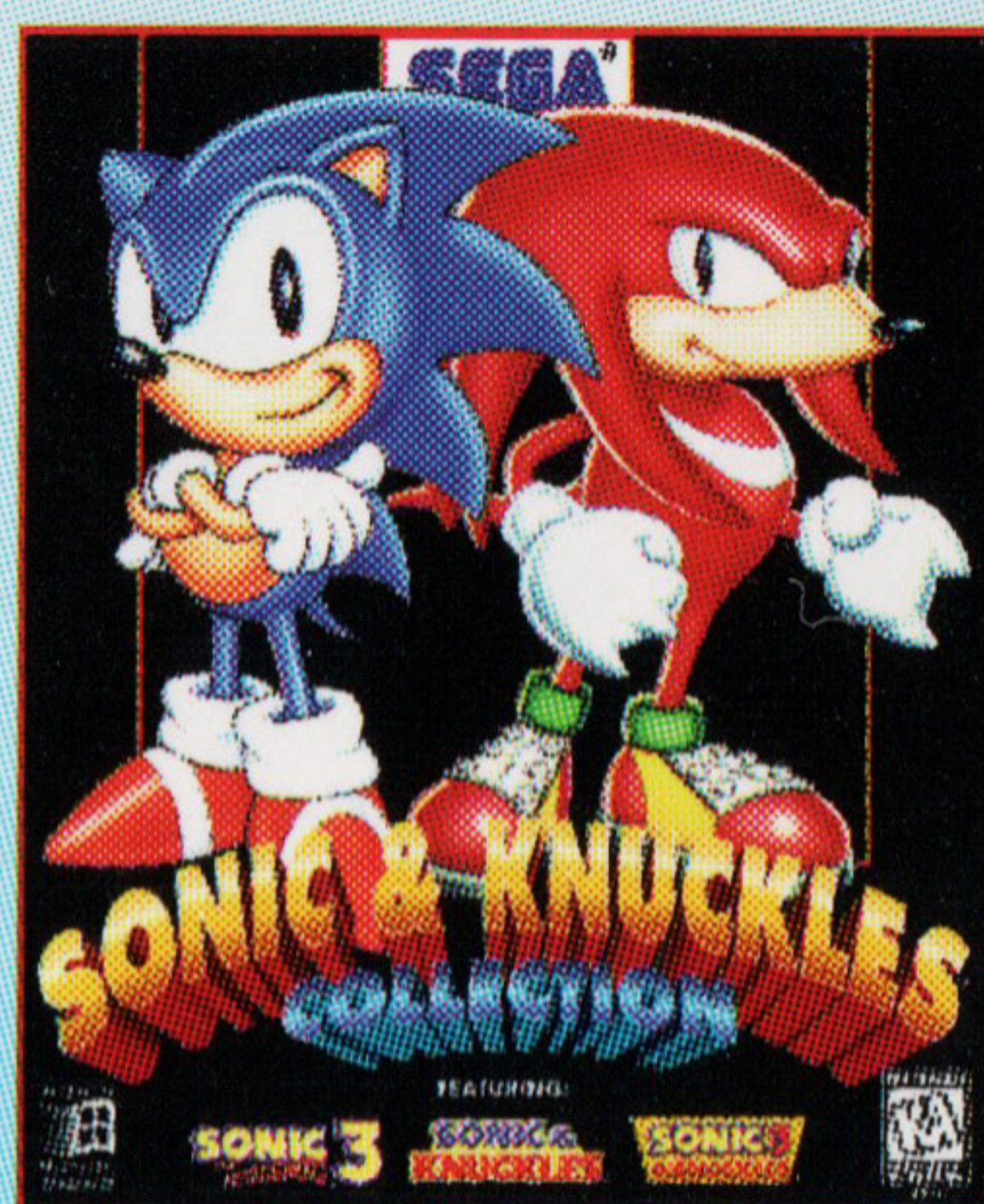
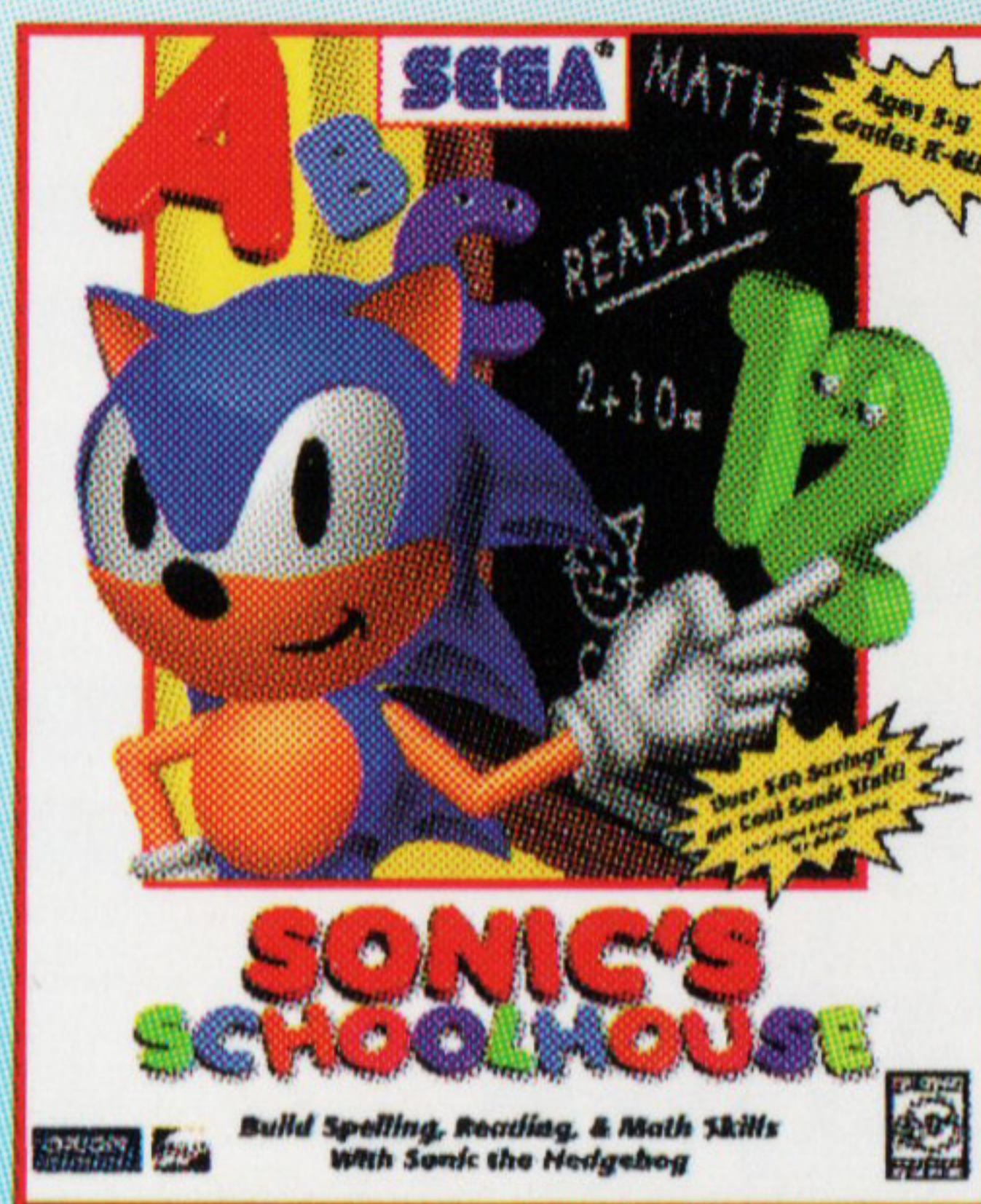
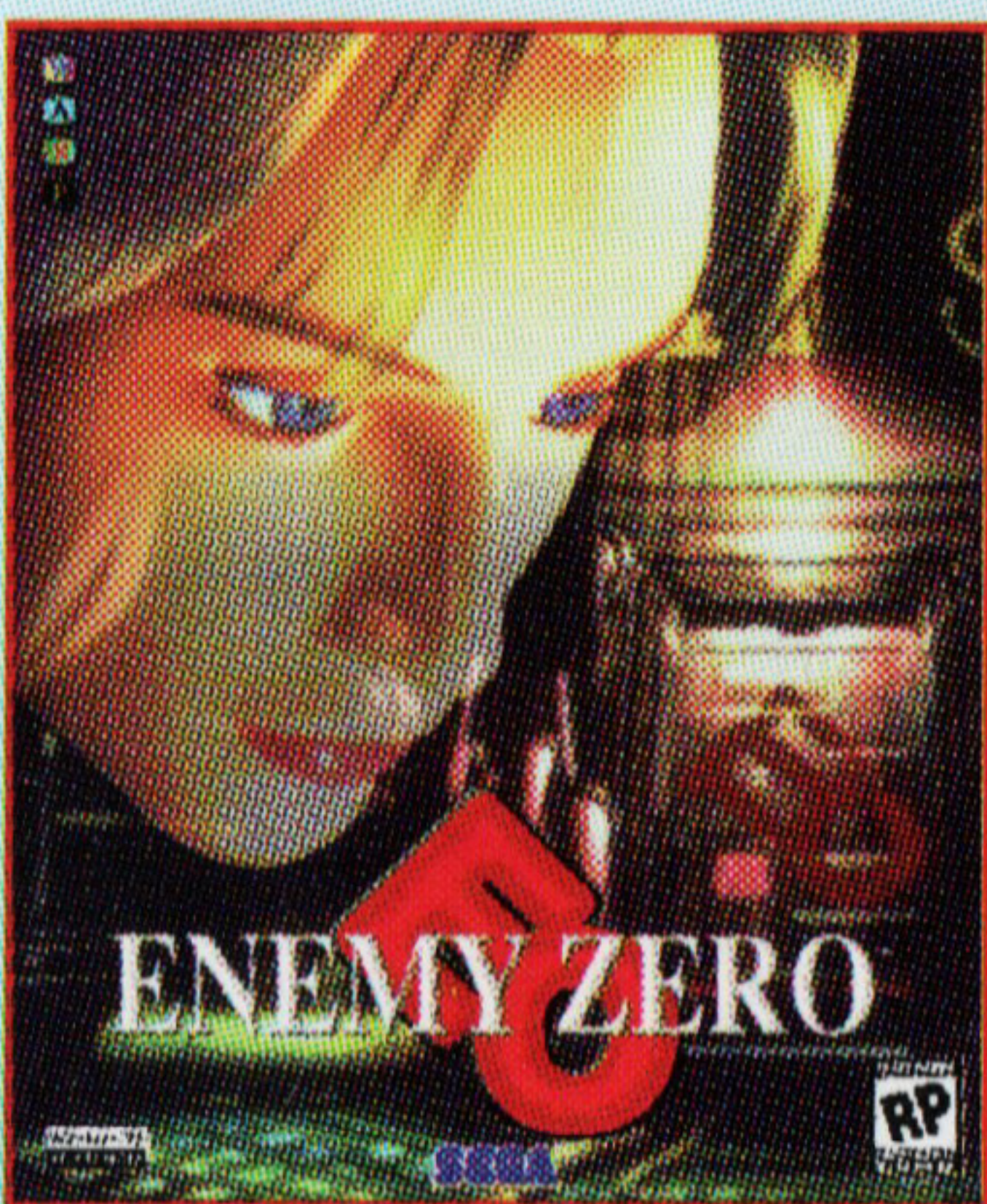
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