This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM.

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

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

WARNING TO OWNERS OF PROJECTION TELEVISIONS: 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.

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

Contents

HANDLING YOUR SEGA SATURN CD

- Do not leave your CD in direct sunlight or near a radiator or other source of heat, it may become distorted and will not function.

- Do not bend it, crush it, or scratch it.

- Be sure to take an occasional break from extended playing.

Power On

1. Make sure that your Sega Saturn is plugged in and connected to your TV/Monitor per Sega's instructions.

2. Press the OPEN button on the top of the Saturn and insert your Virtua Racing CD with the label side up.

3. Close the CD access lid and turn on your Saturn unit.

4. After a few moments you should see the Time Warner Interactive title screen.

5. If the title screen does not appear, check all Saturn connections and make sure the power light is on and the CD has the label side up.
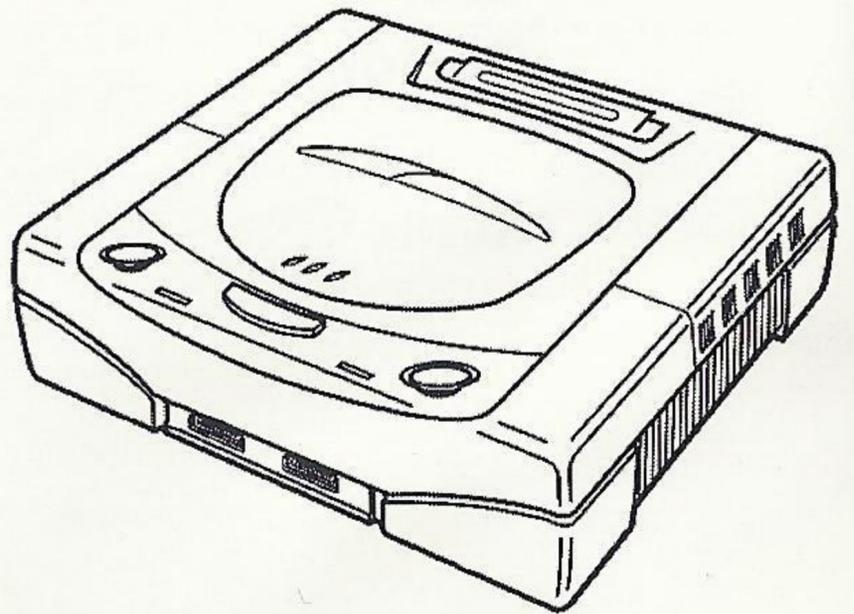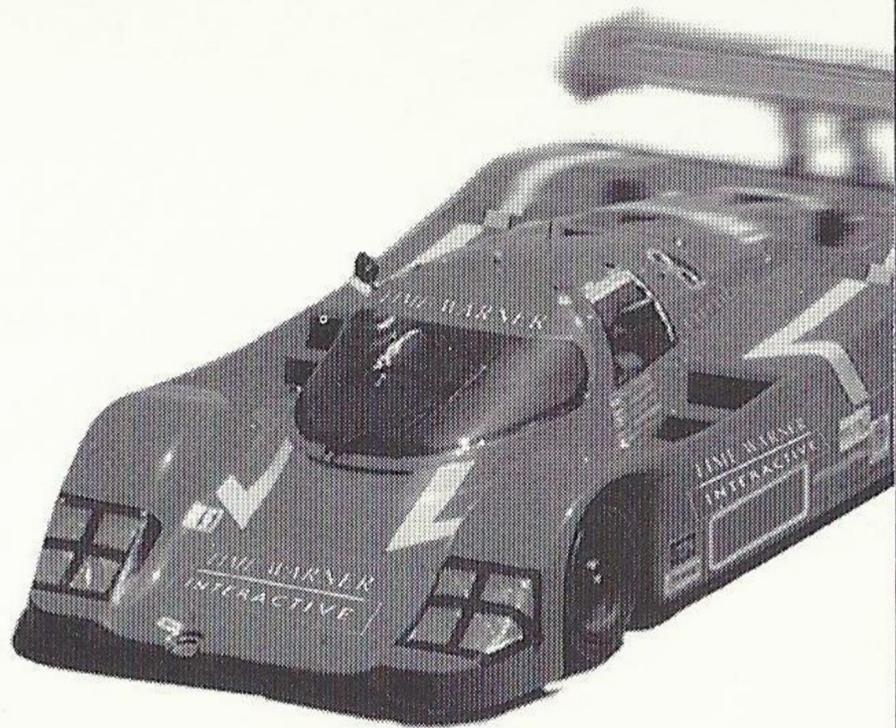
INTRODUCTION

You've had plenty of time to think about it. The speed. The danger. The sheer intensity of it all.

You remember the arcade. The pounding heartbeat. The sweaty palms. The buggin' eyeballs. The guys who always wore concert t-shirts. This time, though, it's even better.

There's no backing out now Ace.

Slide in, buckle up and experience Virtua Racing as you've never experienced it before.

CONTROLS

This manual refers to the following controllers:
(Standard Directional Pad)

Button X

Button Y

Button Z

Button Left Fore
(Down Shift)

Button Right Fore
(Up Shift)

Directional Pad

START

START Button   Button A   Button B   Button C
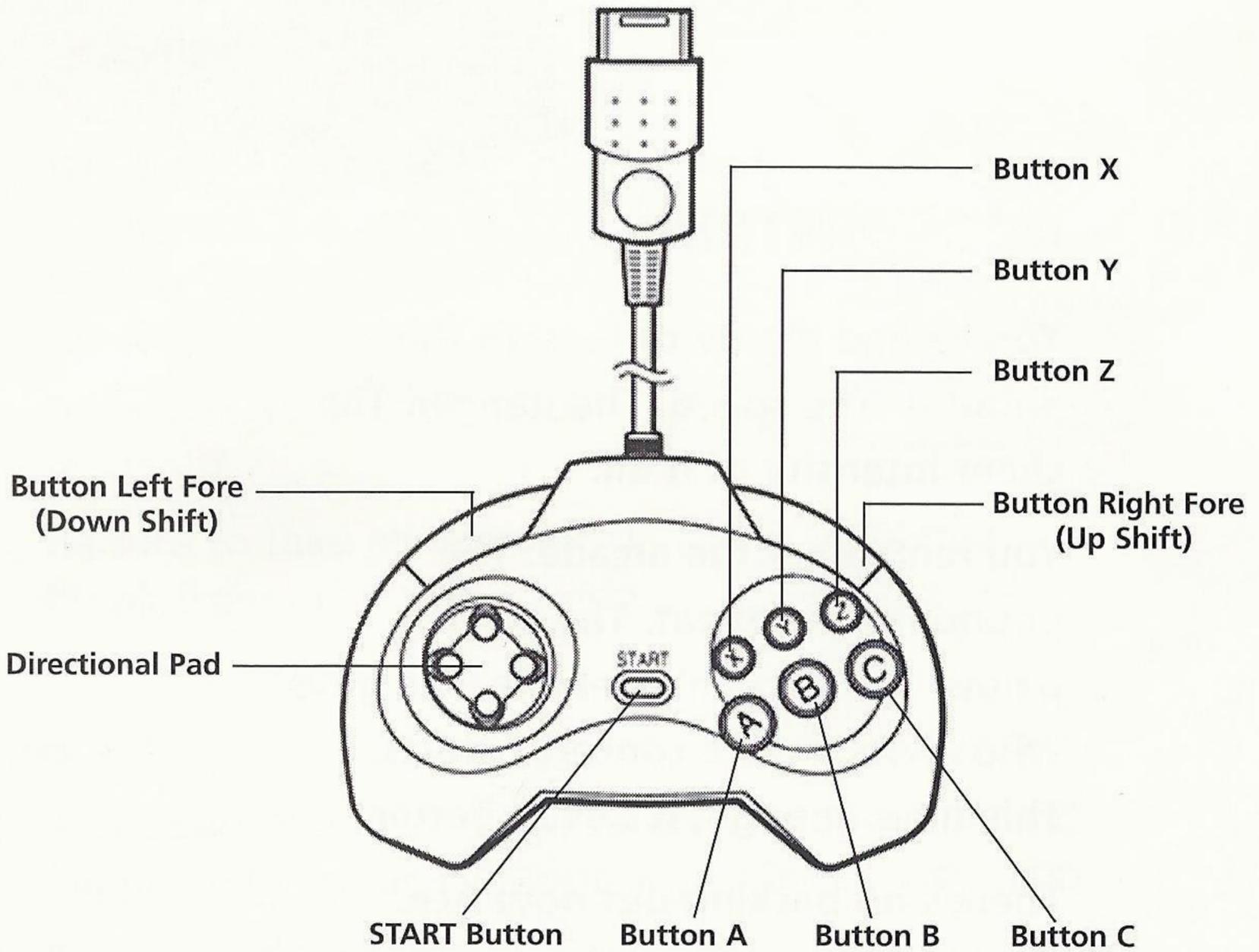
(Optional Steering Wheel)

Button Z   Button Y   Button X   Button A   Button B   Button C

START Button

Left Up Shift

Right Down Shift

SEGA SATURN

SEGA
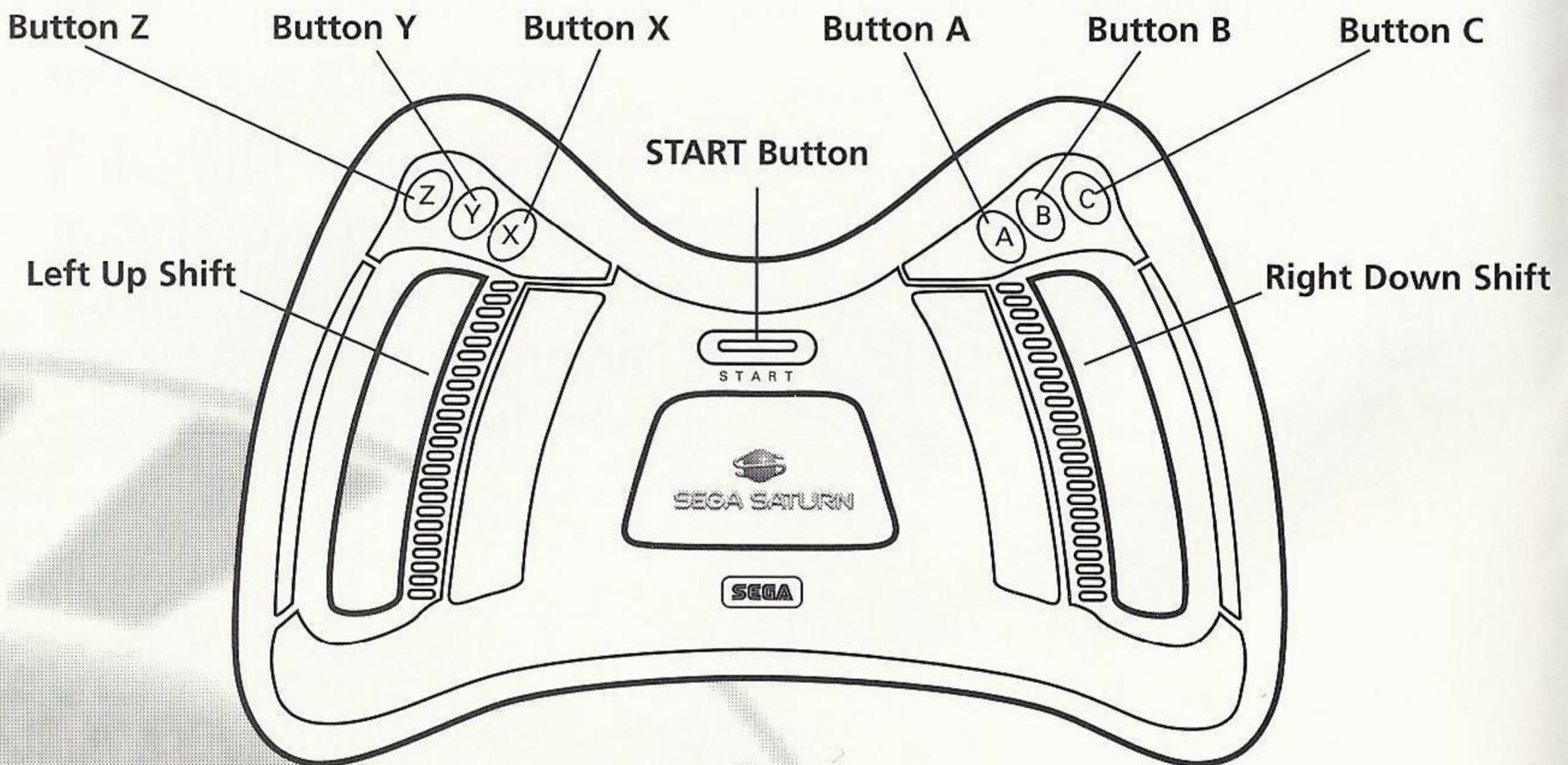
Default Controls

Button A - Fly view

Button B - Brake

Button C - Accelerate (Gas)

Button X - Cockpit View

Button Y - Follow View

Button Z - Float View

START Button - Start/Pause the game

Directional Pad - Left/Right to steer, Right Fore to shift up, Left Fore to shift down (Manual Transmission only)

- A, B, C (press all three at once) + START Button - Resets the game
- Left Fore, Right Fore (simultaneous) - Quit current race
- In general; C - Advance to next menu, B - Go back to previous menu
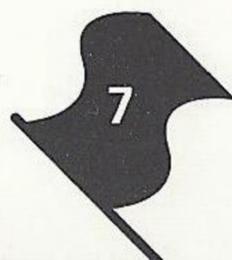
Special Camera Angle Controls

The following camera angle controls are also available in Watch mode (no players) only:

Right Button + Z - Multiple-track camera views

Right Button + C - Birdseye view

Right Button + X - 360-degree rotating perspective above car

B Button - Press repeatedly to view each car in the race

Replay Mode Controls

After each race, you may select to replay a portion of the race. To do this, press Button B when the text appears (just after the "GAME OVER" message). Be careful, if you press the C Button or START, you will exit the Game Over Screen and not be able to view replay. At the Replay screen, highlight the button you want, then press the A Button to activate the replay.

Player Select | Camera Angles | Rewind | Pause | Play | Fast Forward

P1 VR3 ◁I II ▷ I▷ QUIT
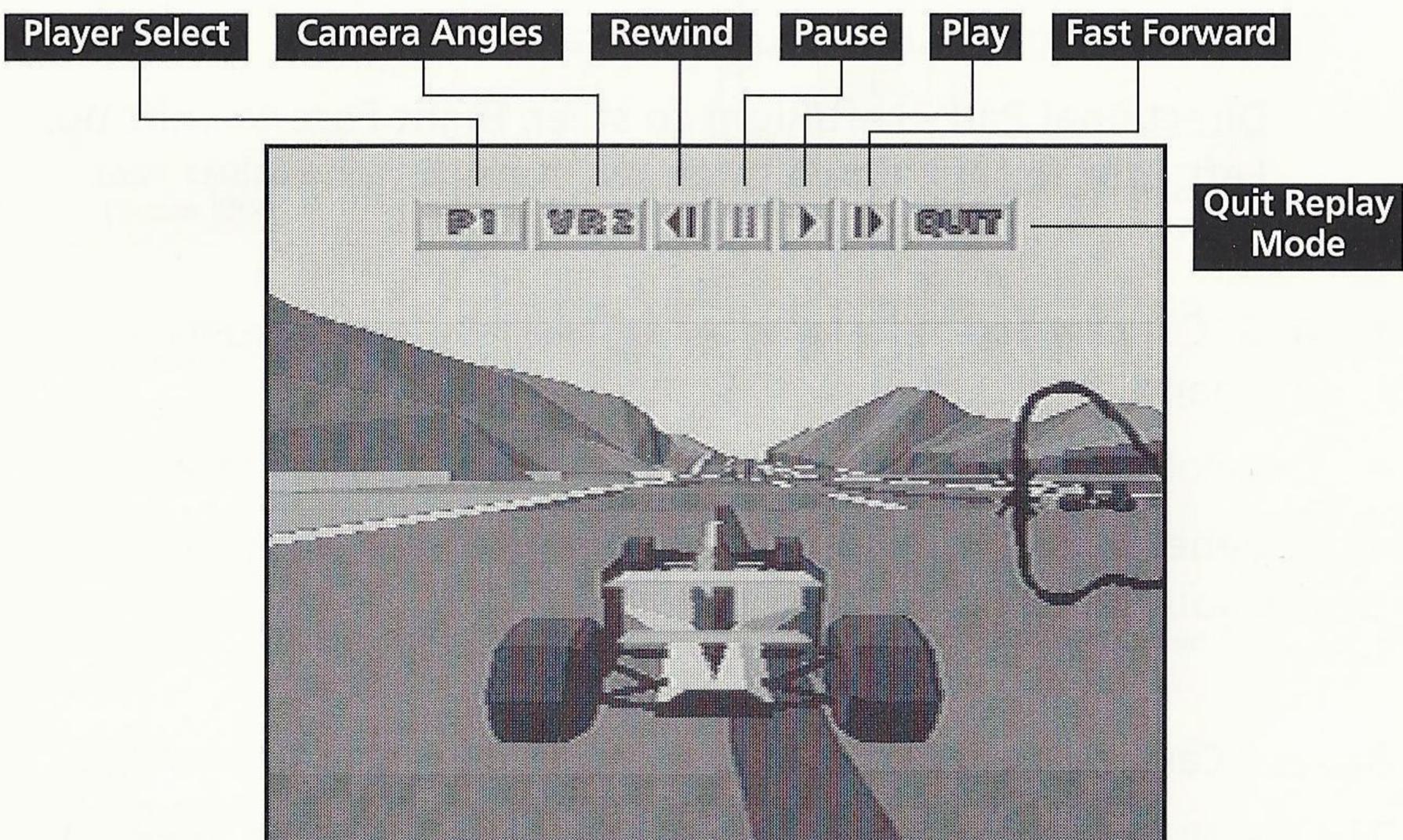
Quit Replay Mode

The controls in Replay Mode are the same as the controls on a VCR—with the addition of seven camera angle select buttons. Highlight the Camera Angles Button, then press the C Button to cycle through the angles. The B Button will cycle back to a previous angle.

STARTING THE GAME

At the title screen, or any time during the racing demo, press the START button to get to the MODE SELECT screen.
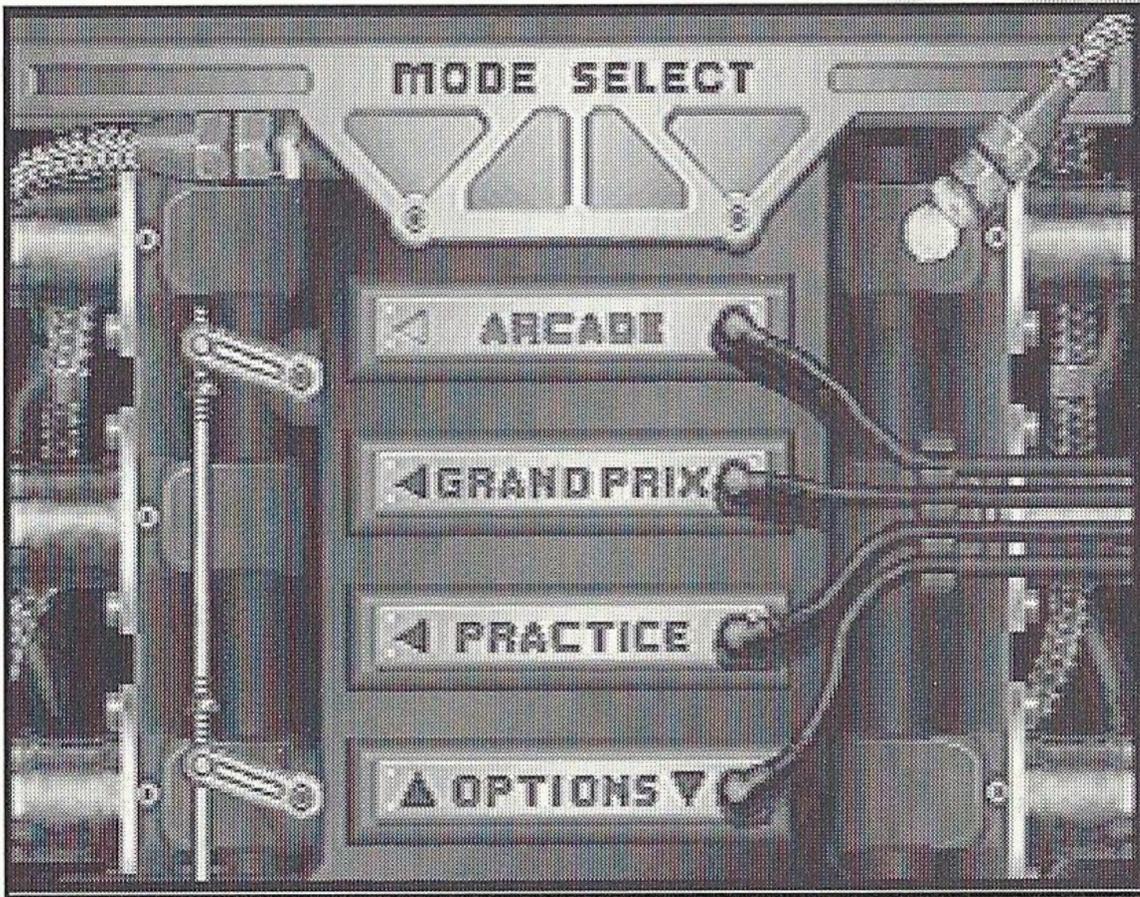
MODE SELECT SCREEN

Here you can choose your race mode and set the race options to your own specifications:

ARCADE - Heat up your tires in the classic arcade game. Race for the best lap time—and go for those extended time bonuses.

GRAND PRIX - Race a full season tour through 10 tracks—using five hot machines.

PRACTICE - Hone your racing skills against the clock or computer drones.

OPTIONS - Customize the game settings to your liking.

ARCADE

Out here, speed is everything. Fastest time wins. Just like you remember. To get started, press the Directional Pad Up/Down to cycle through the following options. Once you have made all your selections, press START or Button C to begin racing.

Track   Choose an arcade track by pressing the Directional Pad Left/Right.

Transmission   What'll it be—Automatic or Manual? (Press Left or Right Buttons to select.)

A Button or Start   To begin racing.

B Button   Go Back to Previous Menu.

Arcade Tracks

Relive those glory days in the arcade on three ultra-fast tracks:

Big Forest: Location: Europe
                          Length: 3.72 Km
                          Skill Level: Easy

Bay Bridge: Location: North America
                          Length: 3.34 Km
                          Skill Level: Medium

Acropolis: Location: Greece
                          Length: 3.53 Km
                          Skill Level: Hard

GRAND PRIX

Press the Directional Pad Up and Down to select a new game or to load your previous standings. When you first enter a new Grand Prix, you need to enter your initials so that the racing officials can score your progress. Hope all your practice pays off!
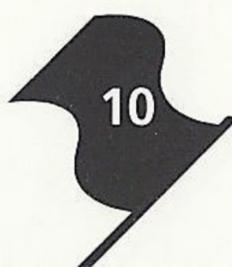
Now you're ready for a full season of Virtua Racing. Once you have chosen a new game or loaded your previous standings, press START OR BUTTON C to go to the next menu. BUTTON B takes you back to the previous menu.

Loading a saved game - When you select Grand Prix, you may choose to load a saved game state. Five saved game spots appear above the 'New Game' selection. If the spot does not say <EMPTY>, then it can be chosen so that a Grand Prix can be continued where you left off. The saved state is displayed below the entry menu, and tells you the car class circuit, next race, and total points tallied thus far. Choose "CANCEL" to exit without loading a saved Grand Prix.

After you have selected a new game or loaded a saved game, the following menu items appear:

<u>Track</u>	Select which race course to use.
<u>Gear Box</u>	What'll it be —Automatic or Manual? Press LEFT or RIGHT to choose. This is only available when starting a new game or after you graduate to a new car class.
<u>Team</u>	Select your car color and your team. (The team you choose will dictate your racing strategy.) Change teams by pressing D-Pad LEFT or RIGHT. Team select is only available in a new game.
<u>BUTTON C or START</u>	Select this to begin racing.
<u>BUTTON B</u>	Go Back to Previous Menu.

End/Save a Grand Prix Race

After your Grand Prix race is over, you are asked if you want to save the results. A 'YES' answer, using BUTTON C or START, brings up the name entry screen and allows you to choose one of five slots to save your Grand Prix status.

An <EMPTY> slot has not been used yet. If you select an empty slot, you are expected to enter a saved game name using the joypad directionals. Use LEFT/RIGHT to select the position of the character in the name. Use UP/DOWN to select which letter goes in that position. After you enter the game name the way you want it, press BUTTON C or START to accept the name and save the game state. Press BUTTON B to cancel name entry and go back to the previous menu.

You can also choose a slot that already has a name but be careful since a slot with a name already has a saved game associated with it! If you select a slot with a name and save to it, the previously saved game is overwritten with the current game.

Points For Placing

You begin racing with the Go Kart class vehicle. To graduate to the next class, you need to accumulate the correct number of points. Points are awarded as follows:

Finish Points:

1st - 10	3rd - 4	5th - 2
2nd - 6	4th - 3	6th - 1

7th through last - no points awarded

Graduating To The Next Class

Car classes are awarded according to total points accumulated while driving a given car type. The following shows the points needed to advance to the next class.

Car type	Points to next class
Go Kart	20 to access Coupe
Coupe	30 to access F-160
F-160	40 to access GTP
GTP	50 to access F-1

Grand Prix Tracks (in order of difficulty)

There are 10 different tracks displayed—each more difficult than the next.

Amazon Falls:
Location: South America
Length: 3.68 Km
Skill Level: Easy

Speedway:
Location: Australia
Length: 2.80 Km
Skill Level: Easy

Big Forest:
Location: Europe
Length: 3.72 Km
Skill Level: Easy

Alpine:
Location: Europe
Length: 3.16 Km
Skill Level: Medium

Bay Bridge:
Location: North America
Length: 3.34 Km
Skill Level: Medium

Surfer:
Location: Australia
Length: 3.94 Km
Skill Level: Medium

Diablo:
Location: North America
Length: 2.96 Km
Skill Level: Hard

Acropolis:
Location: Greece
Length: 3.53 Km
Skill Level: Hard

Metropolis:
Location: Japan
Length: 3.89 Km
Skill Level: Hard

Pacific:
Location: North America
Length: 2.84 Km
Skill Level: Expert

PRACTICE

Before you go out there and lose your shirt, your car, your team, and quite possibly your life, you'd better practice. First you must select your car. To do so, press the Directional Pad LEFT or RIGHT to cycle through the various cars (use Left Fore or Right Fore Buttons to rotate the vehicle for inspection). Once you have made all selections in the menu screens below, press START or BUTTON C to begin racing. The following are the options you'll find in Practice mode.

Car Select Screen

To make a selection, press the Directional Pad UP or DOWN to choose an option, and press the Directional Pad Left or Right to cycle through the various selections under any option.

Car	Select which type of car to use.
Gear Box	Automatic/Manual (use the Left or Right Buttons to make your selection).
Team	Use this option to select which team you would like to race for. Each team has a different color scheme.
BUTTON A or START	Use to leave this screen and select a track.
BUTTON B	To Go Back to the Previous Menu.

Car types

Go Kart:	Coupe:	F-160:	GTP:	F-1:
90 mph	185 mph	185 mph	230 mph	200 mph
30 hp	200 hp	400 hp	500 hp	700 hp
3 speed	5 speed	5 speed	6 speed	7 speed
V-twin	Flat 6	V8	V8	V12

(Note: The cars can be rotated in place using the Left and Right Fore Buttons.)

Teams

The following is a list of teams available for you to join—or race against.

TEAM NAME	Alternate Team Name	COLORS
Apollo	Road Star	Yellow, white
Atlantic	Road Ace	Red, white, yellow
Beret	Idaten	Yellow, green, blue
Saturn's	Saturn's	Blue white
Europa	Hayabusa	Blue white
Fedora	Gazelle	Red, green, white
Lightspeed	Todoroki	Orange, white
Apex	Apex	Black, white
Shread	Riot	Green, white
Speedwork	Top Speed	Magenta, yellow, white
ACME	Forward	Red, white, blue
Hurricane	Wave	Magenta, white
Team VR	VR	Red, white
Warp	Melos	Black, yellow, white
X-Team	Raven	Magenta
Team Zero	Spectre	Black

Race Setup. After you select your car, transmission and team, press START or BUTTON C to access the Race Setup Screen. To make a selection, press the Directional Pad UP or DOWN to select the option and press the Directional Pad Left or Right to cycle through the various selections under any given option.

Here you'll find the following options:

Track — Select which course to practice on.
(These are the same tracks as in Grand Prix mode.)

Laps — Select how many laps to run.
1, 2, 3, 4, 5, 10, or Free Run (for time trials).

Drone type — Choose: No Drones, Arcade Drones (race against 3 drones with 'arcade' type behavior) or Grand Prix Drones (race against the most skilled drones).

Note: Three drones, maximum, are available in Practice Mode.

Press BUTTON C or START to Begin Racing.
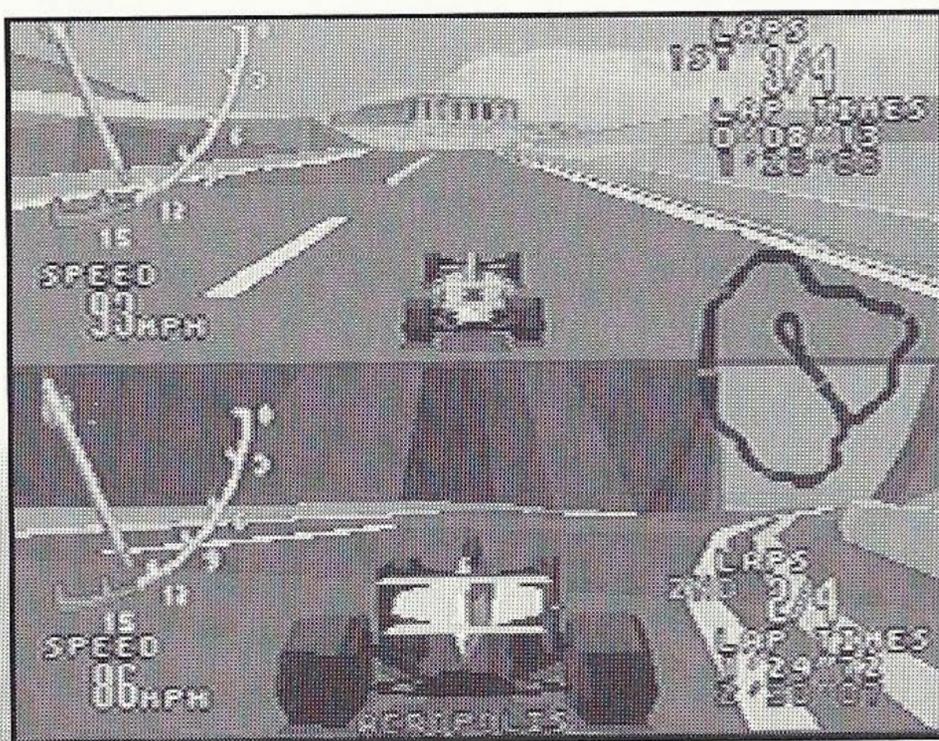
2-Player Mode. Here you can team up with a buddy—and the rest of the pack. To set up a 2-Player race, choose "Two-Player" at the Option Screen and select "Practice Race". Out here it's you against your buddy—may the best driver win! (Player One is at the top of the screen. Player Two is at the bottom.)

OPTIONS.
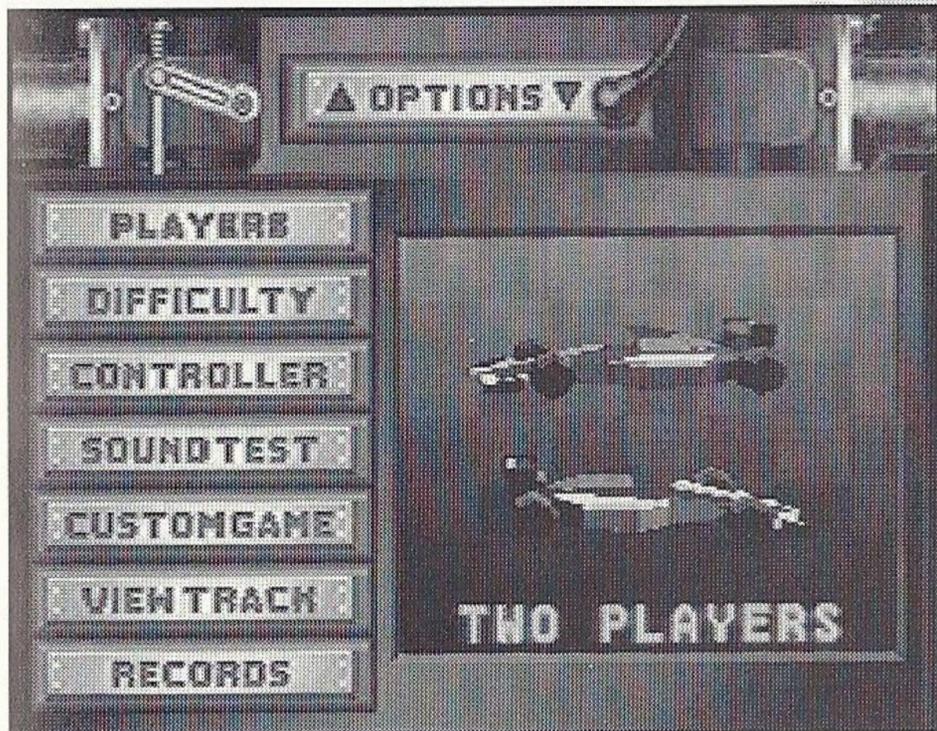
Press the Directional Pad UP or DOWN to cycle through the following options. Press LEFT or RIGHT to toggle through selections under each option. Once you have made all your selections, press START or BUTTON C to choose a racing mode.

Players

Choose the number of opponents—none (demo), 1, or 2. (2-Player is available only in Practice Mode.)

Difficulty

Ace, Hard, Medium, or Easy

Controller

Configure your controller to your specifications. (Press START or BUTTON C to enter configure mode)
A - Use the default set-up
B - Change the view buttons
C - Define the button assignments
A list of functions will appear, one at a time. To configure the button assignments, press the Button that you want to assign to a particular function and that button will be assigned that particular task.

Note: Player 2 must press START or BUTTON C to Configure his controller. The Player being set is shown at the top of the screen.

Sound test

Track Bank: (Select a track's sounds.)
Car Bank: (Select a car's sounds.)
Sound #: (Which sound to play.)
CD Audio #: (Which music selection to play).

Custom Game. Use BUTTON C or START to change a setting. Use BUTTON B to leave this menu. UP and DOWN Buttons move between options. Press LEFT or RIGHT Buttons to cycle through the following options:

MPH/KPH

Display miles per hour or kilometers per hour

Radar

Rotating Radar - Allows the radar to rotate as you change your facing.

Radar Off - Removes radar from the driving screen.

Static Radar - Shows the radar but keeps it stationary.

Backgrounds

Mixed Backgrounds - Use all 10 track backgrounds.

Grand Prix Backgrounds - Only use new track backgrounds.

Arcade Backgrounds - Only use the original Arcade track backgrounds.

Handicap

On/Off- Allows the trailing car(s) a slight speed advantage...makes for a closer, more difficult race.

Track Movies

ON - Enable track preview CD movies.

OFF - Disable track preview CD movies.

Awards Movies

ON - Enable ceremony CD movies.

OFF - Disable ceremony CD movies.

Team Set

Toggle between Team Group 1 or 2.

View Track

Use the LEFT or RIGHT Buttons to choose a track preview. When you have the track you want, press the START or C Button to preview a CD movie which describes the track.

RECORDS. Use the LEFT or RIGHT Buttons to choose Grand Prix Summary or Track Times. BUTTON C or START selects the option.

Track Times
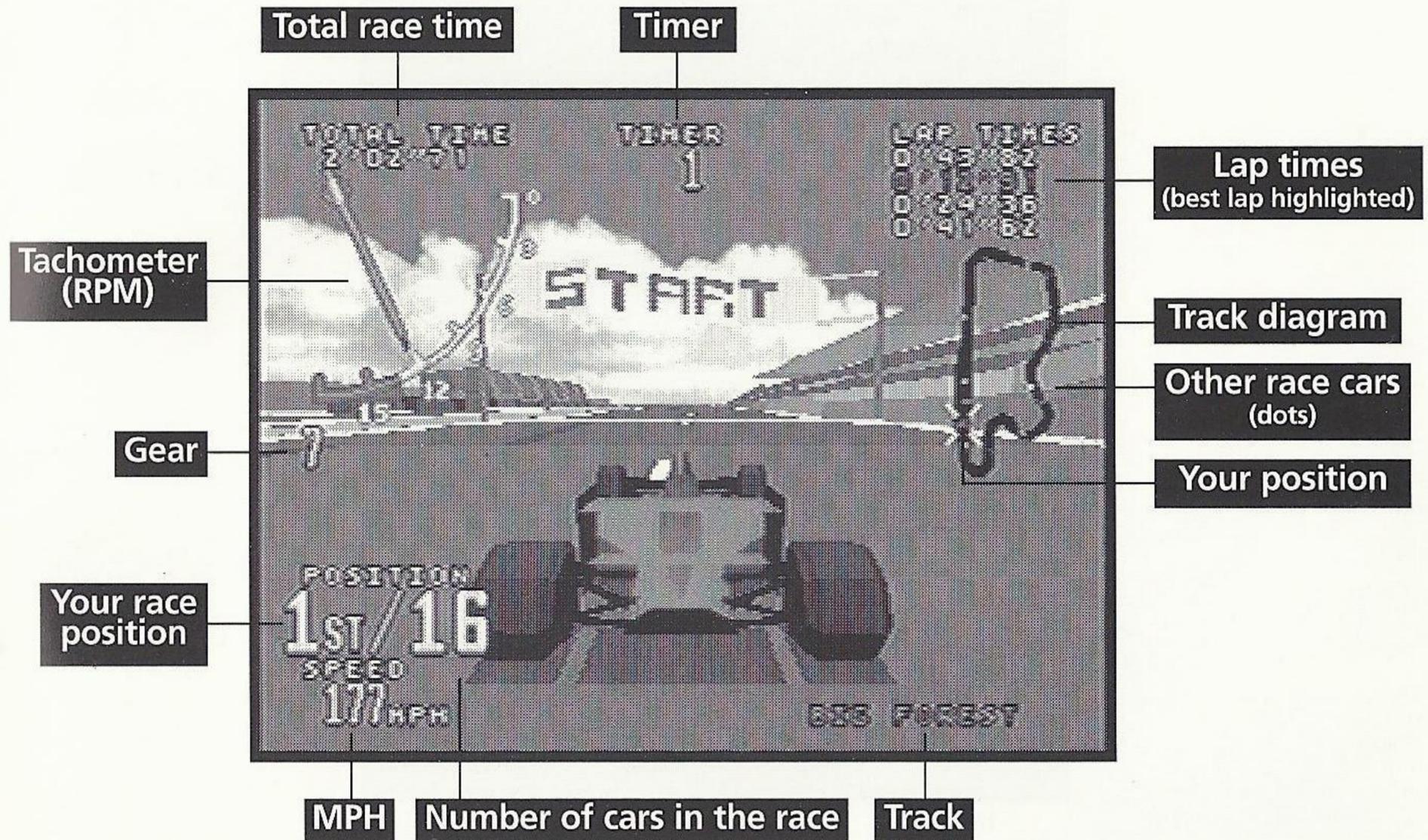
UP or DOWN selects a track. BUTTON C or START to see a track's times (use LEFT or RIGHT to see additional times.)

<u>Grand Prix Summary</u> UP or DOWN to select a saved game.
BUTTON C or START to see the standings,
LEFT or RIGHT to see additional standings if present.

MAIN GAME SCREEN

The following items appear on the Main Game Screen:

Total Time	Displays the total time it takes you to complete the race.
RPM	Displays your speed in RPMs.
Lap Time	Displays your time for the current lap.
Radar	Displays an aerial view of the track—and your position in relation to the rest of the field.
Current Speed	Displays the speed your vehicle is currently going.
Track Name	Displays the location of the circuit on which you are racing.
Current Position	Displays your current position in the race.
Current Gear	Displays the gear you're currently using.
Cars In Race	Displays the number of cars participating in the race.

Total race time

Timer

Lap times (best lap highlighted)

Tachometer (RPM)

Track diagram

Other race cars (dots)

Gear

Your position

Your race position

MPH | Number of cars in the race | Track

HIGH SCORE TABLE

Each time you complete a race, your Best Lap Time and Best Overall Race Times are reviewed for placement on the High Score Tables. Twenty four names are included here. If your time qualifies, you will see a High Score Entry Screen. Use the LEFT and RIGHT directional buttons to select the letter to change, UP and DOWN to change the next letter. Once the correct letter is displayed, press the D-Pad RIGHT to enter the next letter. Once the last letter is entered, the game continues. Press BUTTON C or START to record the initials and continue the game.

CREDITS

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Address all correspondence regarding this Time Warner Interactive game to:

Time Warner Interactive Warranty Department,
P.O. Box 360782, Milpitas, CA 95036-0782

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If the Time Warner Interactive customer service technician is unable to solve the problem by phone, they will provide you with a RETURN MATERIAL AUTHORIZATION number (RMA). Write this number on the outside of the package used to return your defective CD to Time Warner Interactive. Return the defective CD, freight prepaid, to Time Warner Interactive at the address below. Enclose a check or money order for $20.00, payable to "Time Warner Interactive." Time Warner Interactive will, at its option, subject to the conditions above, repair the CD or replace it with a new or repaired CD. If replacement CDs are not available, the defective will be returned and the $20.00 payment refunded.

Time Warner Interactive, Inc.
Attn: Customer Service
675 Sycamore Dr.
Milpitas, CA 95035-0782

PROBLEMS OR QUESTIONS?

We recommend that you read this instruction booklet to learn and master the operation of this game. Should you have any further problems or questions about playing this game, please call a game counselor at

408-433-3999

Monday through Friday from 9:00 am – 6:00pm Pacific Time.

SEGA SATURN™

ARCADE RACER™
ANALOG STEERING WHEEL

6 ACTION BUTTONS

UP/DOWN SHIFT BUTTON

UP/DOWN SHIFT BUTTON

START

SEGA SATURN

SEGA

HIT THE ROAD WITH MORE CONTROL!

- Compatible With All Sega Saturn Driving Games.
- Advanced technology provides arcade steering and gives you tighter control in those nasty hairpin turns!
- Six action buttons and up/down buttons make it easier to shift and change views while steering.
- Analog mode compatible with most driving and flying games for Sega Saturn. See individual game boxes for details.

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SEGA SATURN EXCLUSIVE

ARCADE RACER™

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