



SUZUKI ALLSTARS *Extreme racing*

SEGA®

Ubi Soft
ENTERTAINMENT

EVERYONE
TM
E
CONTENT RATED BY
ESRB

T-17703N

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.



GETTING STARTED	2
CONTROLS	4
MAIN MENU	6
MAIN GAME	8
SINGLE RACE.....	12
2 PLAYER VERSUS.....	16
OPTIONS	20
SCREEN DISPLAY	23
NOTES	25
CREDITS	26
WARRANTY	28

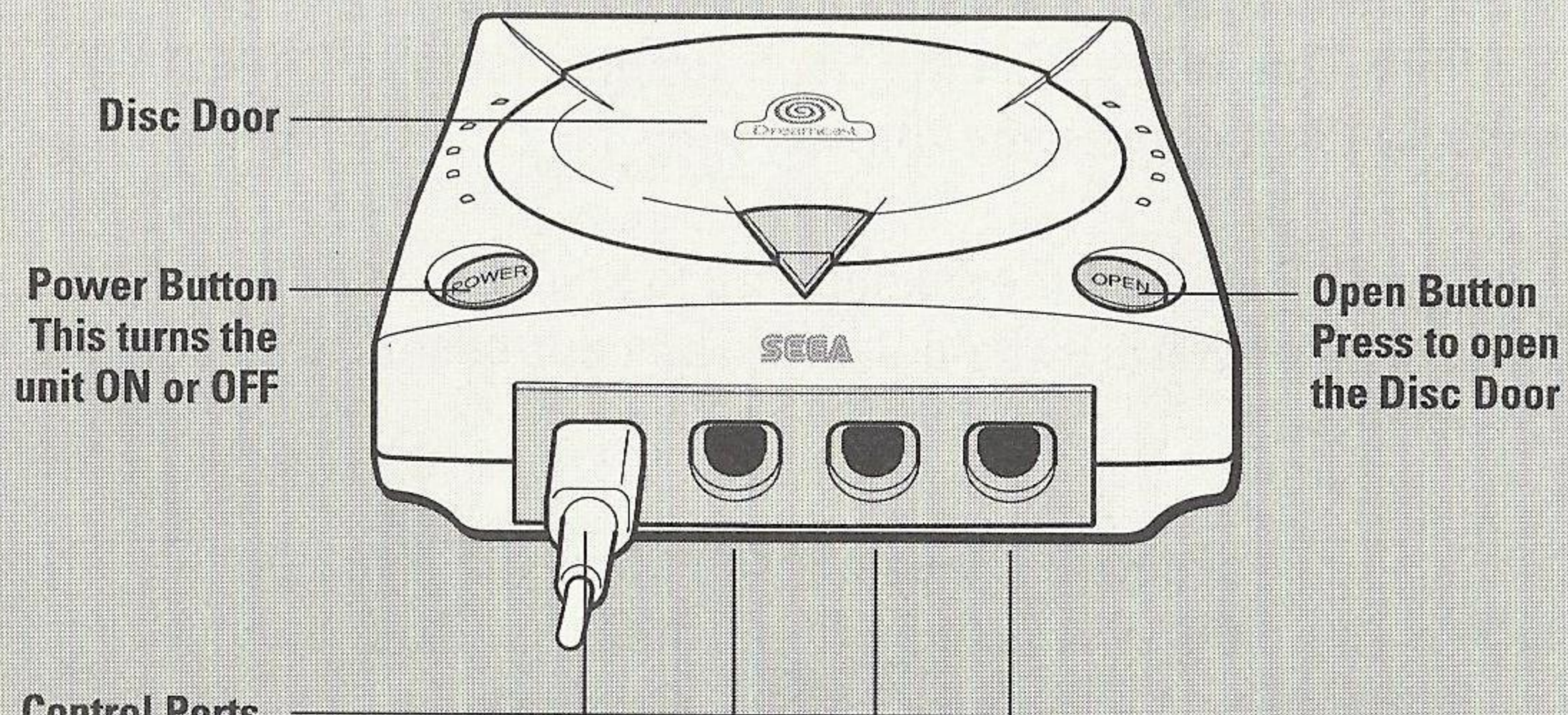
CONTENTS

Do not 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.

1. Insert your Suzuki Alstare Extreme Racing Dreamcast Disc into your Sega Dreamcast console.
2. Plug your Sega Dreamcast Controller into Controller Port A. Note: Suzuki Alstare Extreme Racing is a 1-2 player game*. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast.
3. Switch on the power to your Sega Dreamcast Unit.
4. If you do not have a VMU (memory card) inserted or it does not have adequate blocks to save the game data, you will be alerted but may continue playing.

**Purchase additional controllers (sold separately) to play the 2 player game.*

After the logos, a title screen will appear with **Press Start** flashing. Press the Start button to go to the **Main Menu** or do not press any buttons for a few seconds to see a rolling demo. (Press the Start button during the rolling demo to return to the title screen).



Power Button
This turns the
unit ON or OFF

Open Button
Press to open
the Disc Door

Control Ports

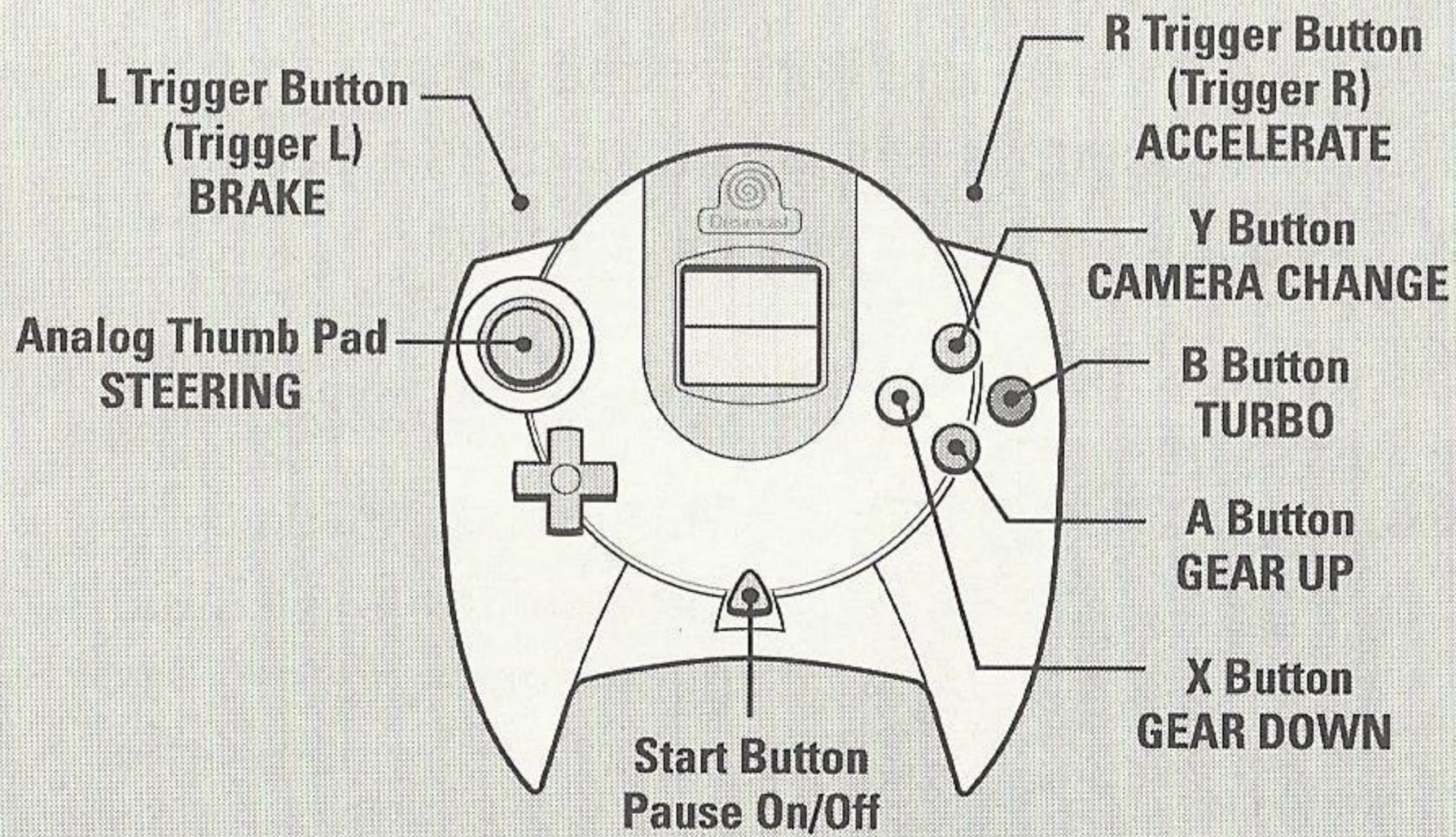
Use these ports to connect the Sega Dreamcast Controller or other peripheral equipment. From left to right are Control Port A, Control Port B, Control Port C, and Control Port D. Use each port to connect controllers for players 1 to 4 respectively.
NOTE: Control Port can also be referred to as Port.

Access the control settings from the Options menu.

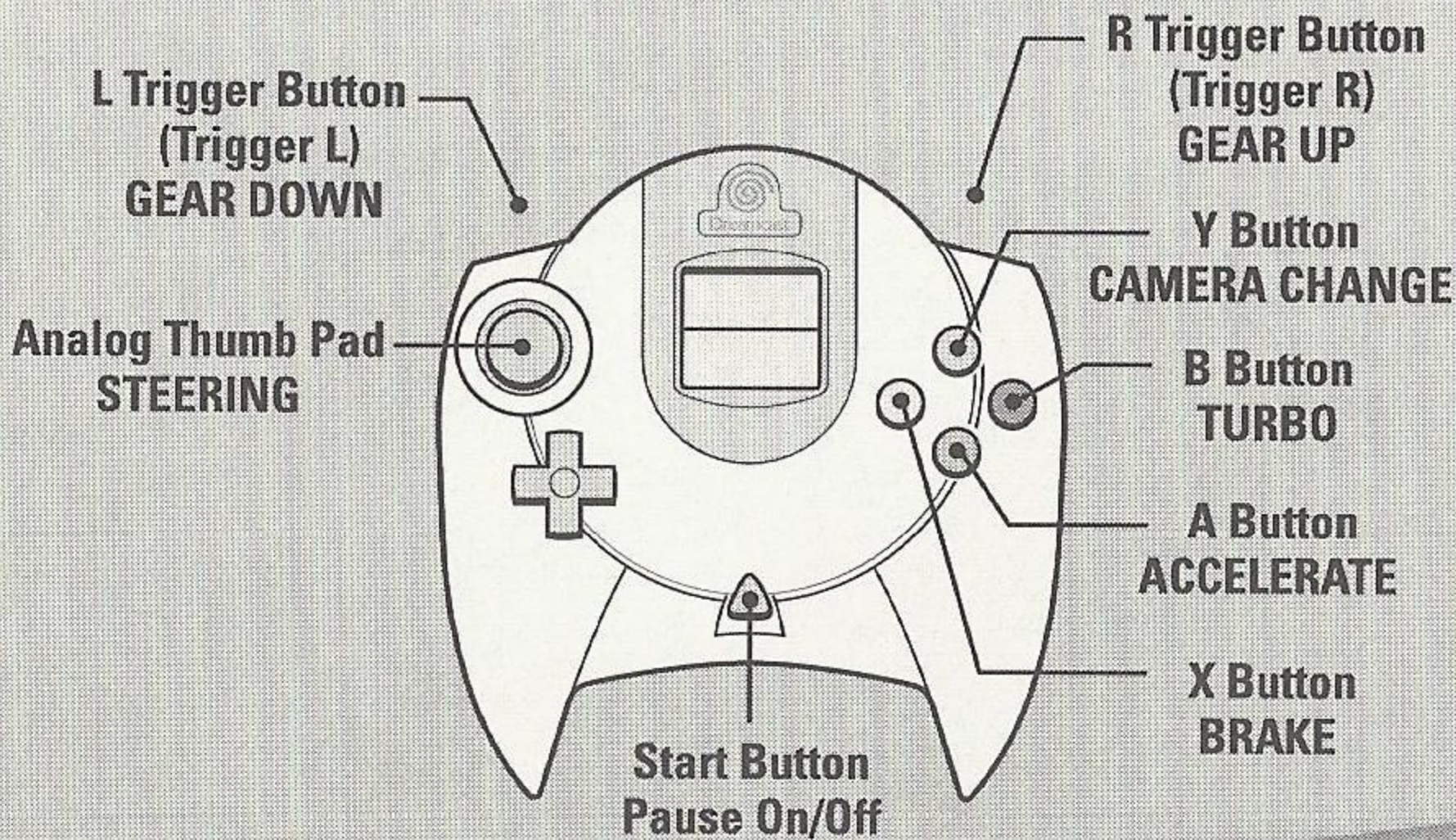
Suzuki Alstare Extreme Racing is a 2 player game. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast. To return to the title screen at any point during game play, simultaneously press and hold the A,B,X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

Use the D-Button or the Thumb Pad to select one of the two control sets. (Set 1 is the default). The control sets are shown on the next page.

Once a control set has been chosen press the A button to return to the **Options** screen. Press the B button to cancel your selection and return to the **Options** screen.

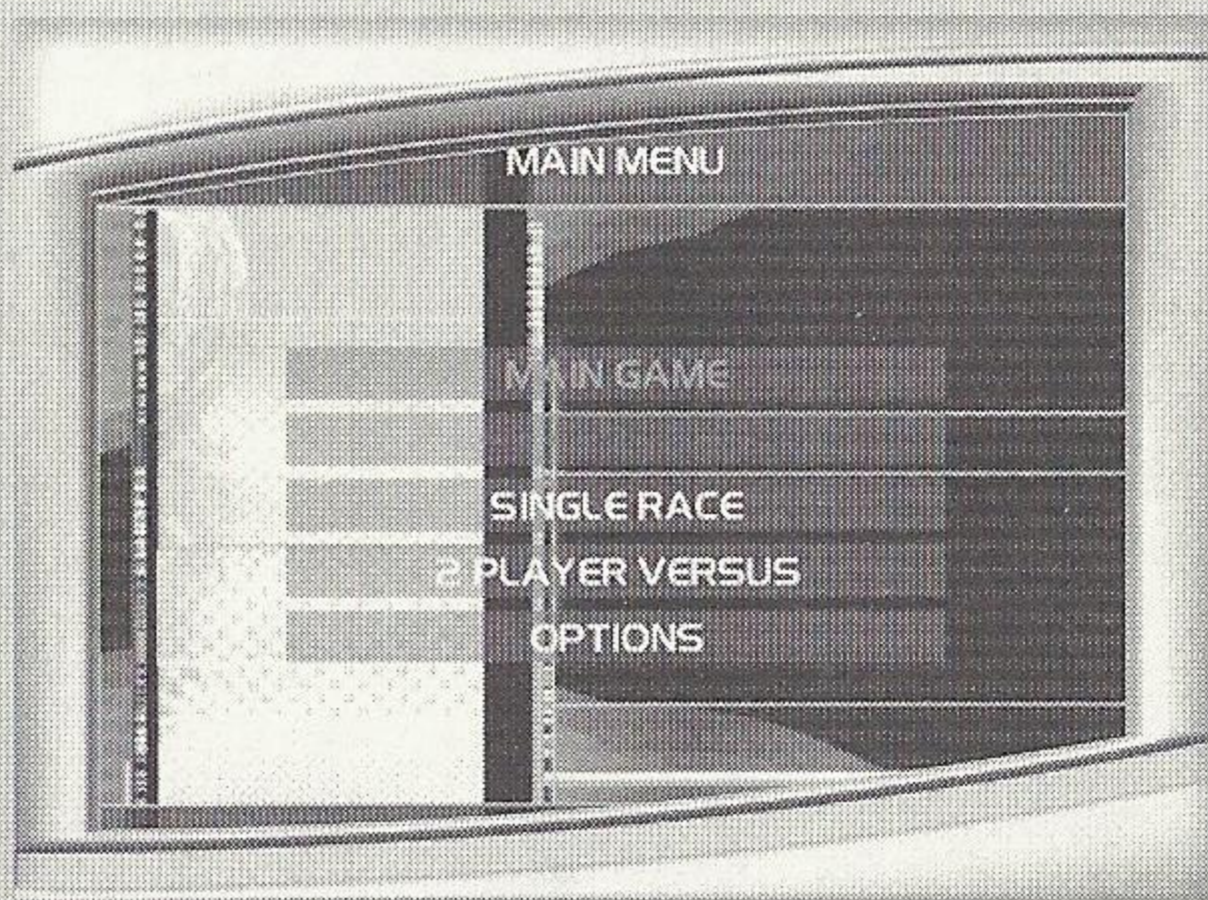


SET 1



SET 2

This is where the main game, single race and 2 player versus game modes are accessed, as well as the options mode. To access a mode, highlight it and press the A button.



Main Game

This is **Suzuki Alstare Extreme Racing's** main game mode, where you begin as a novice rider and attempt to rise through the ranks to be invited into the full Suzuki Alstare Racing team.

Courses and bikes accessed here become available in the **Single Race** and **2 Players Versus** game modes. It is possible to set best times from this game mode.

Single Race

Choose from 1 to 7 computer-controlled opponents or race alone to practice a course that has been accessed from the **Main Game**. It is possible to set best times from this game mode.

2 Player Versus

Race head-to-head with a friend to prove who really is the fastest biker on the block. You must have 2 controllers plugged into the control ports to access this game mode.

Options

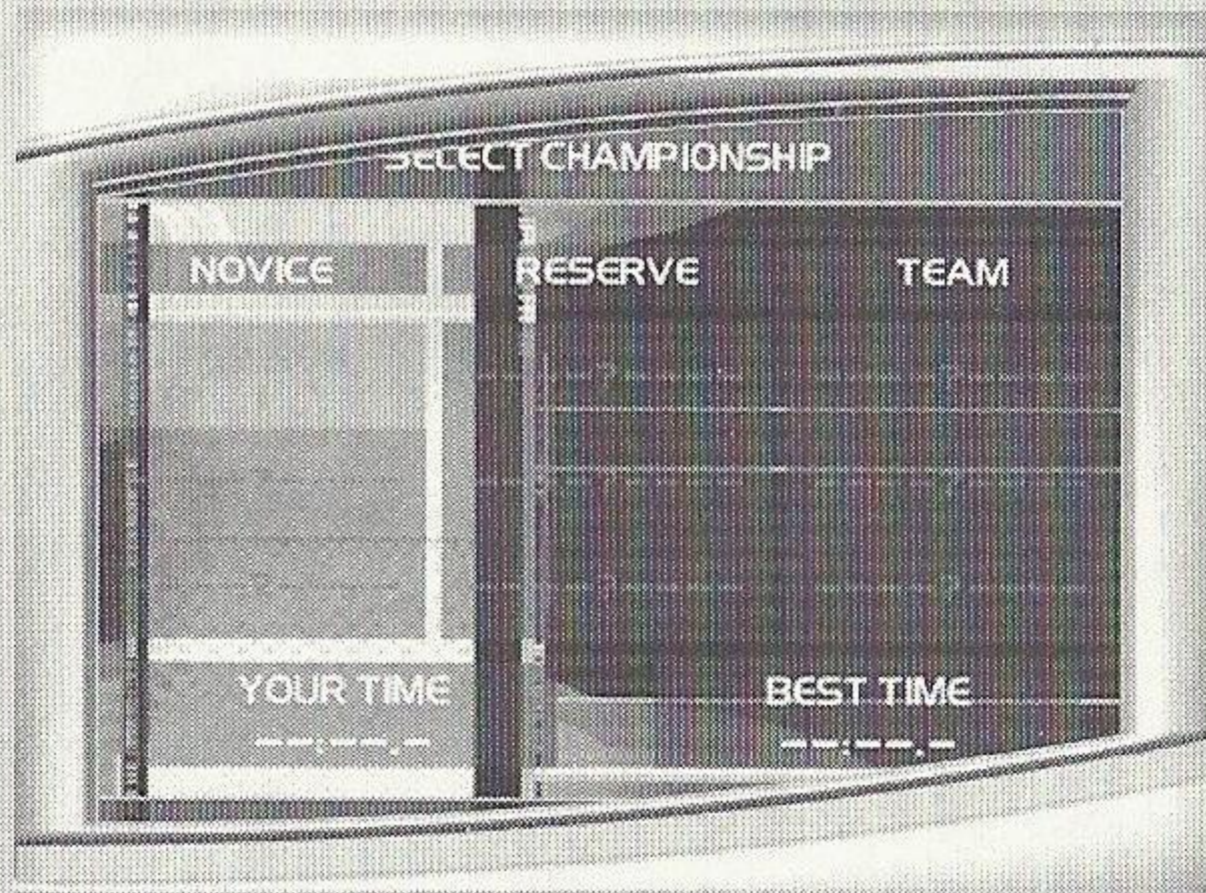
Choose a controller set, adjust the audio settings, view the best times and load/save a game.

If it is your first game you must select **New** but if you have a game in progress you have the option to **Continue** your current game. If you have a game in progress you may still select **New** but make sure you have saved your game or you will lose all of your data!

If you select **New** you are prompted to enter your name. Use left and right on the D-Button or the Thumb Pad to select a letter and press the X button to confirm the letter and move on to the next letter. Press the Y button to cancel the current letter and move back to the previous letter. Press the A button to confirm your name or the B button to move back to the previous screen.

Now you must select a championship.

There are 9 championships comprising the **Main Game**, which take you through novice races, racing for the reserve team, and finally racing for the full Suzuki Alstare team.



Select the desired championship and press the A button. You can not select the championships marked with a “—?—”. If you place first in a championship you will open up another championship. The “—?—” will be replaced with the championship name. The first available championship is called “Session 1”.

Competing in a championship

A championship consists of 3 to 6 races, with points being awarded for finishing in the following places :

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

At the end of each race the appropriate points are awarded to each rider, and a running total is then displayed. At the end of the championship the rider with the most number of points is the winner. In order to open a new championship, you must finish first in the current championship.

As you progress through the championships you will be awarded faster bikes. Will you be able to handle the power of the GSX-R Superbike?

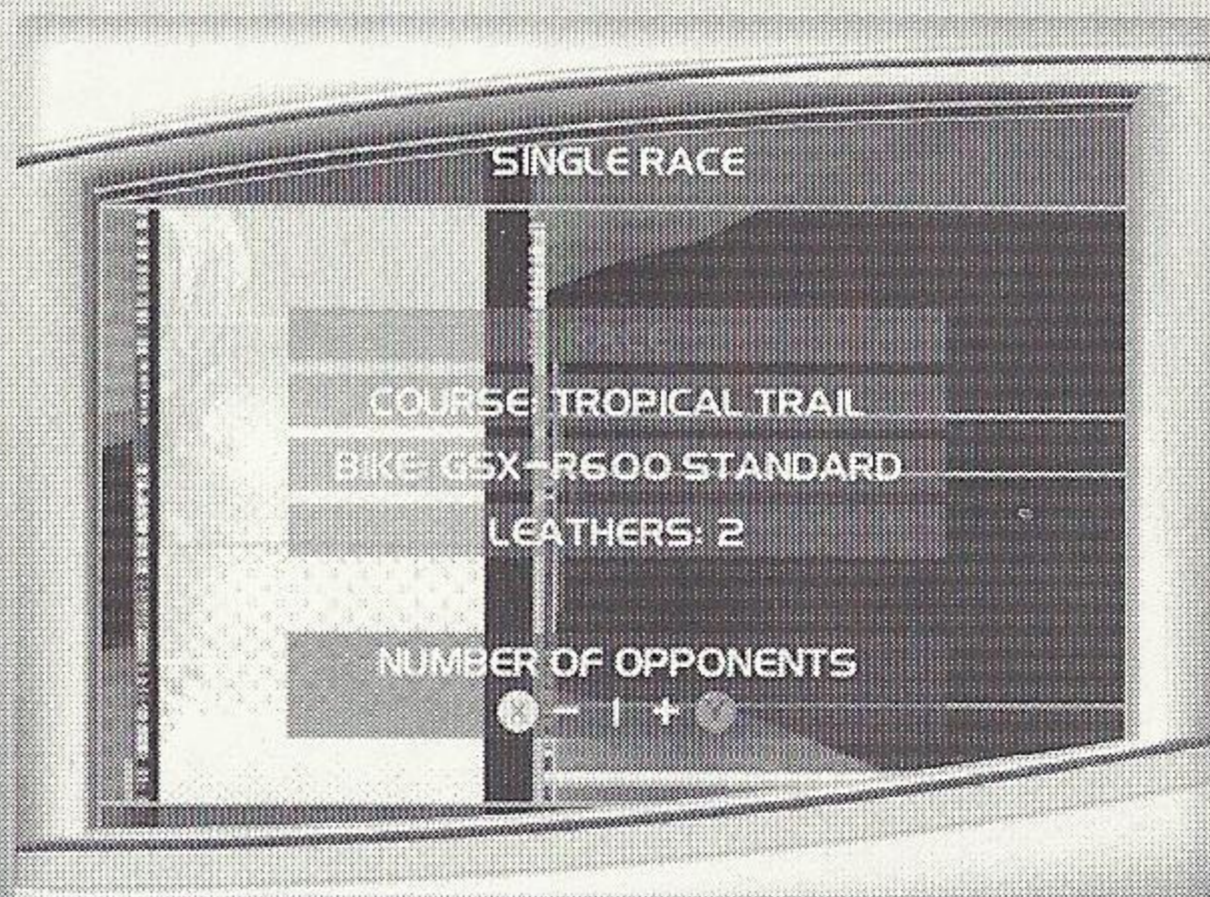
Pause

If the Start button is pressed during a championship race, the game will pause and the following options will appear:

Back: Cancel pause mode and continue racing.

Retire from Race: Quit the race and receive no championship points.

To select an option, highlight using the D-Button or the Thumb Pad and press the A button. If the Start button is pressed during pause the **Back** option will be selected.

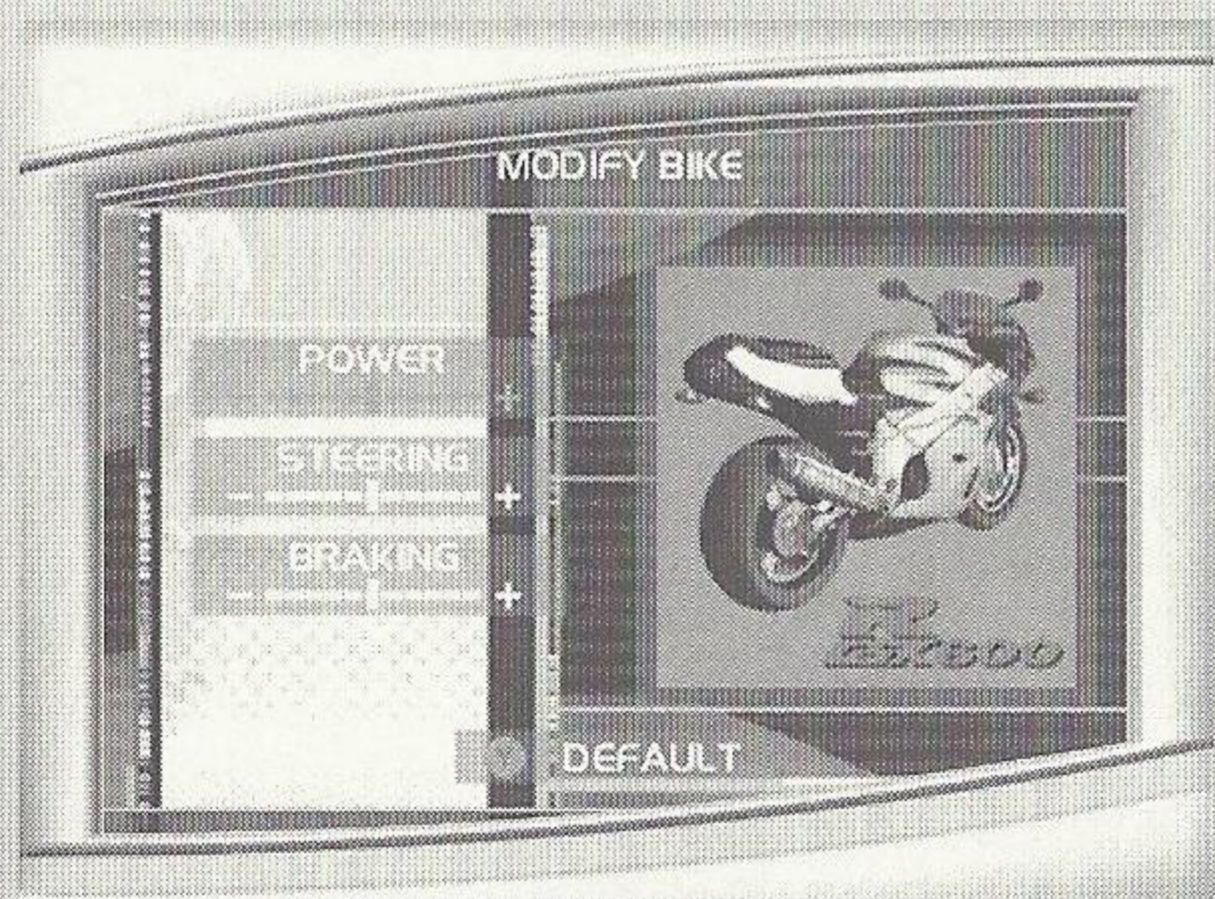


The **Single Race** screen displays the **course** you will be racing on, the **bike** you will be using, the **leathers** your character will be wearing and the **number of opponents** you will be racing against. You have the option to change any of these before you race.

Highlight **Course** and press the A button to access the **Select Course** screen. Choose a course (from those accessed in the **Main Game**) and press the Y button to switch the course into reverse mode. Can't switch it to reverse mode? You need to get further in the **Main Game**! Press the A button to accept your choice or press the B button to cancel your decision.

Highlight **Bike** and press the A button to access the **Select Bike** screen. Choose a bike (from those accessed in the **Main Game**)

and press the Y button to select Automatic (AT) or Manual (MT) transmission. Press the A button to accept your choice or press the B button to cancel your decision. Press the X button to modify your bike.



Modify Bike

Here it is possible to modify your bike's handling in 3 main areas:

Power increases & decreases the bike's acceleration.

Steering increases & decreases the bike's turning circle.

Braking increases & decreases the power of the bike's brakes.

Highlight the chosen slider and move it left or right using the D-Button or the Thumb Pad to increase or decrease particular areas of handling. There is a limit on the amount of increases you can make, so you must choose wisely!

Press the Y button to return all the sliders to their default positions. Press the A button to accept your choice or press the B button to cancel your decision.

Highlight **Leathers** and press the A button to access the **Choose Leathers** screen. Choose a set of leathers and press the A button to accept your choice or press the B button to cancel your decision.

Press the X and Y buttons to lower and raise the **number of opponents** you will be racing against. You can choose from between 0 and 7 opponents.

Now highlight Race and press the A button to begin the race!

If you fail to make a checkpoint before the timer runs out, a demo will play. Press **Start** for the options menu to restart the race or highlight **Change** to return to the single race screen. If you complete the race, you may be prompted to enter your name (if you have achieved a best time), and then you will be returned to this screen. To leave this screen and return to the **Main Menu**



WARRANTY REGISTR

NOTE: You may also register by phone (415) 547-4000 / fax (415) 547-4001 or o

Name _____

Address _____

City _____ State _____ Zip _____

E-Mail Address _____ Phone _____

Where did you purchase your copy of Suzuki Alstare Extreme Racing?

Which gaming publications do you read?

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

Nintendo® 64 PlayStation® game console
other _____



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SUZUKI
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Extreme racing

press the B button.

Pause

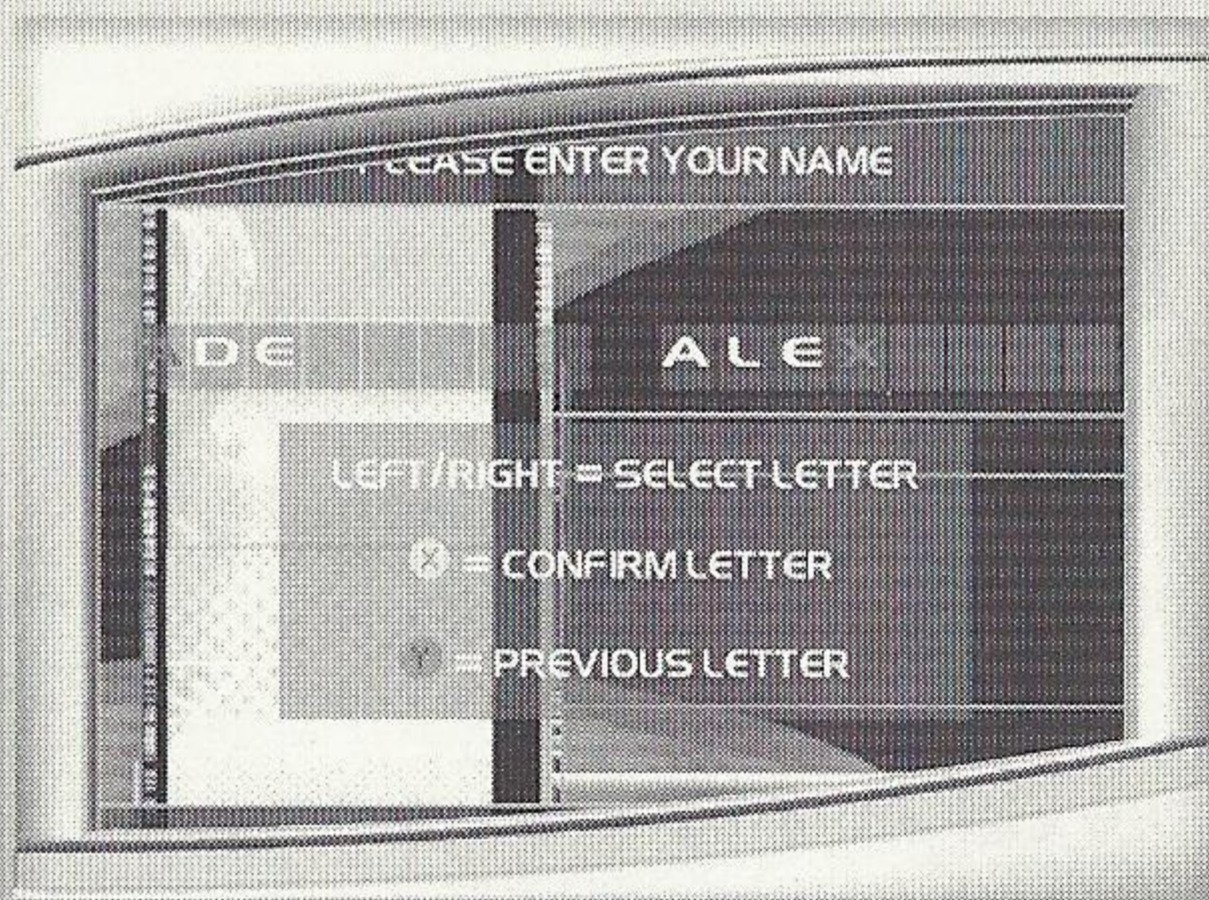
If the Start button is pressed during a single race, the game will pause and the following options will appear:

Back: Cancel pause mode and continue racing.

Race again: Restart the race with the same bike, on the same course.

Retire from race: Quit the race and return to the **Single Race** screen.

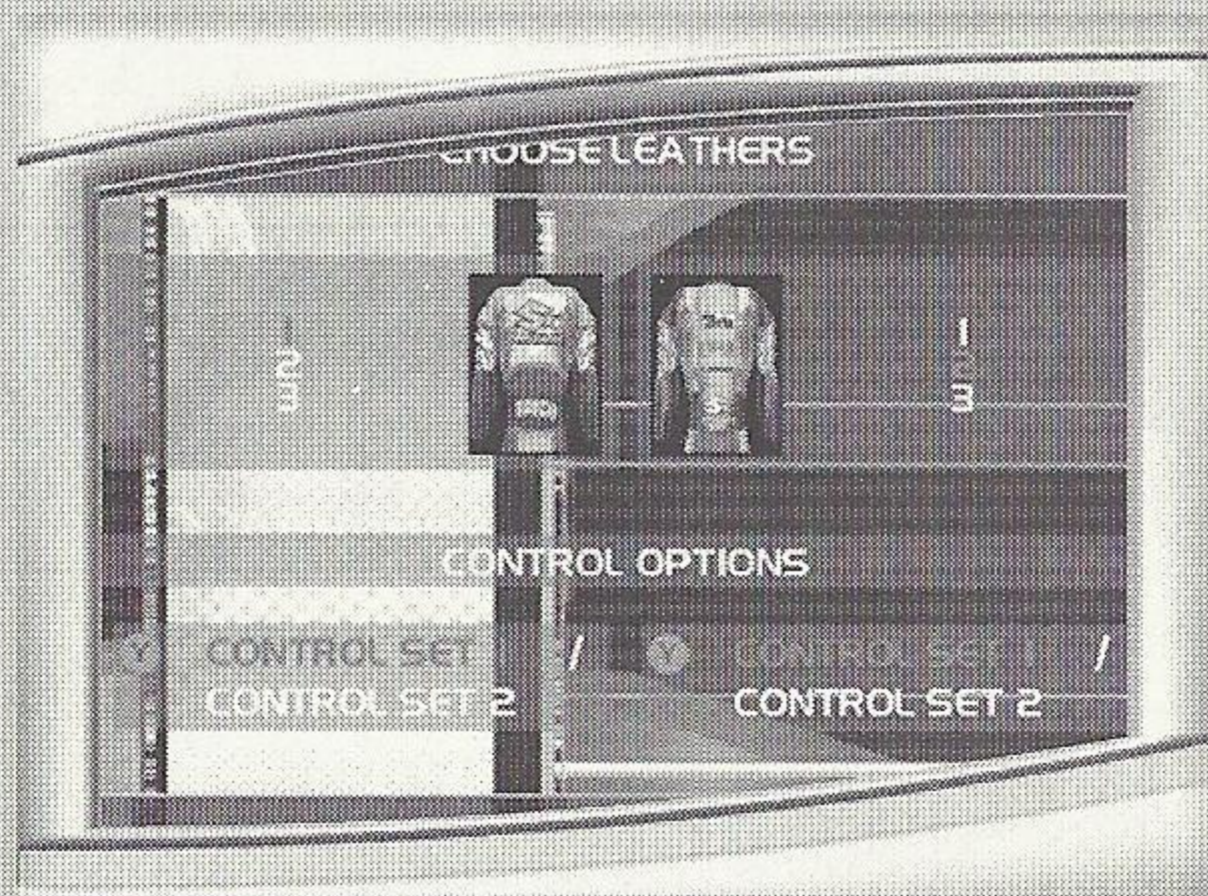
To select an option, highlight using the D-Button or the Thumb Pad and press the A button. If the Start button is pressed during pause the **Back** option will be selected.



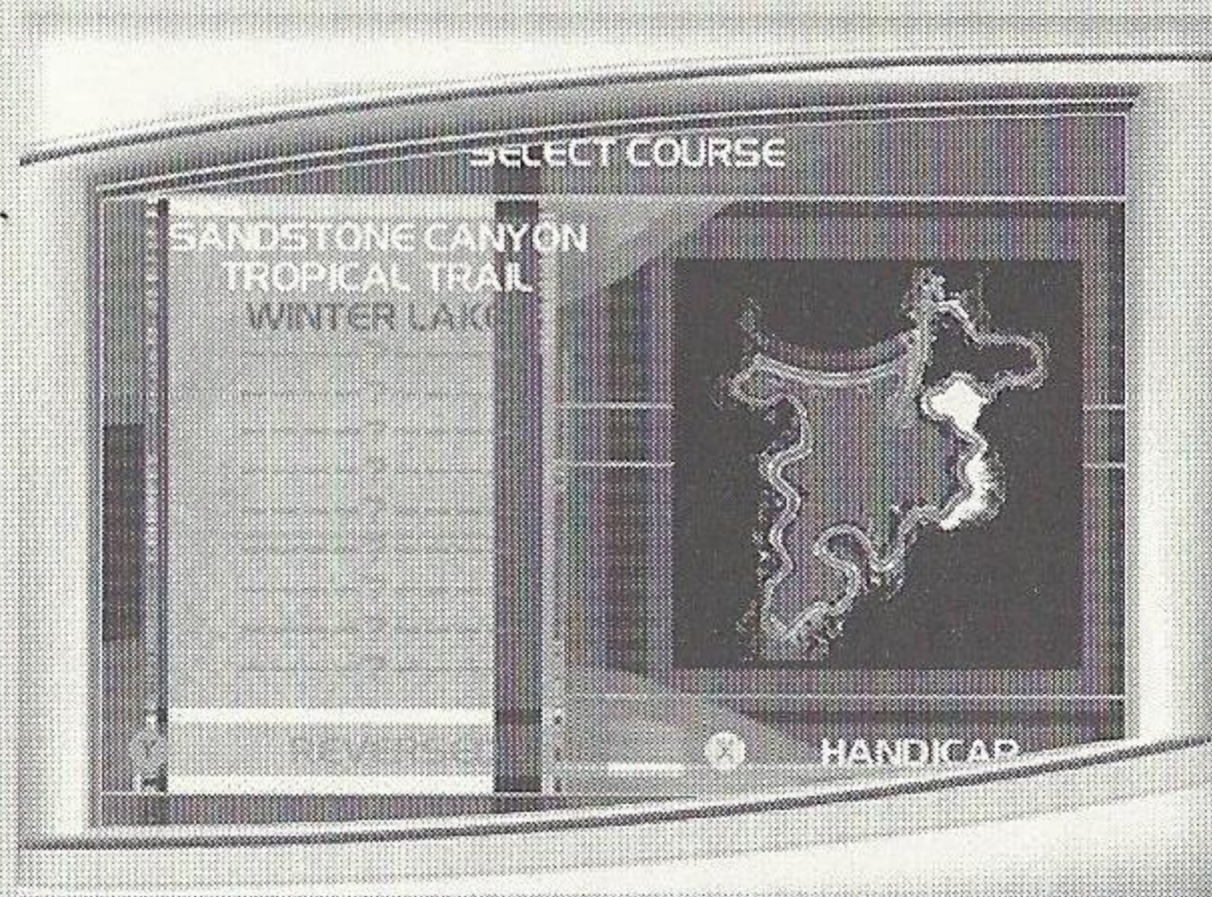
and move back to the previous letter. Press the A button to confirm your name or the B button to move back to the **Main Menu**.

Both players are now prompted to choose their leathers and select a control set. Highlight the choice of leathers with the D-Button or the Thumb

Both players will be prompted to enter their names. Use left and right on the D-Button or the Thumb Pad to select a letter and press the X button to confirm the letter and move on to the next letter. Press the Y button to cancel the current letter



Pad. Press the Y button to toggle between **Control Set 1** and **Control Set 2**. Press the A button to confirm and move to the next screen or the B button to move back a screen.



Now it is time to choose a course to race on. Highlight a course with the D-Button or Thumb Pad. If you have progressed sufficiently in the **Main Game** it is possible to switch the course into reverse mode by pressing the Y button. Pressing the X button will toggle the **Handicap** on and off. Press the A button to confirm the choice of

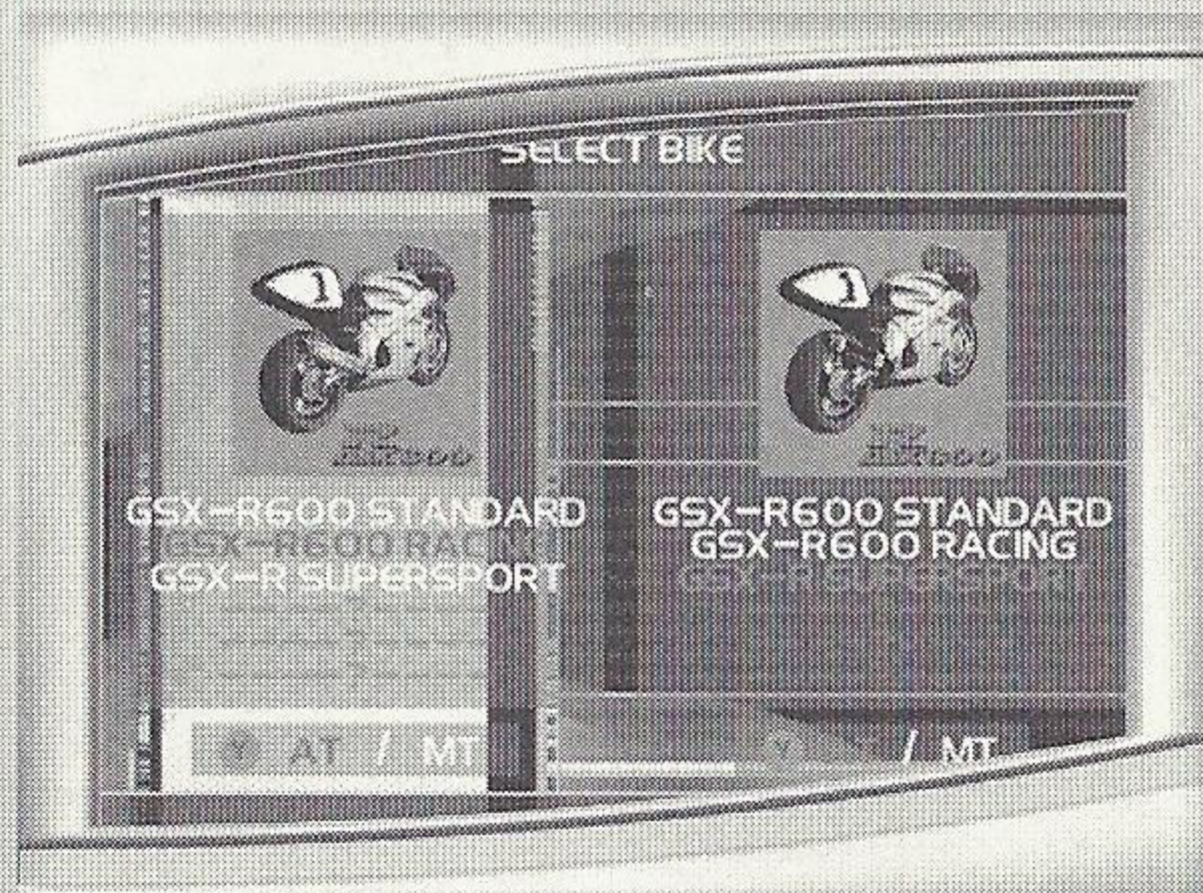
course and move onto the next screen or press the B button to move back to the previous screen.

Handicap

If the handicap is switched on (the word "handicap" flashes yellow and blue), the rider in 2nd place during the race will receive a speed boost. This is

especially useful if an experienced player is competing with a novice, as it helps to create a closer race. Of course, for a completely fair race, the handicap feature should be switched off!

Highlight a bike with the D-Button or Thumb Pad. Press the Y button to select Automatic (AT) or Manual (MT) transmission. Press the B button to move back to the previous screen or if both players are happy with their choice of bike, press the A button to start racing!



Pause

If the Start button is pressed during a 2 player race, the game will pause and the following options will appear:

Back: Cancel pause mode and continue racing.

Retire from race: Quit the race and concede the race win to the other player.

To select an option, highlight using the D-Button or the Thumb Pad and press the A button. If the Start button is pressed during pause the **Back** option will be selected.

The end of a 2 player race

When a 2 player race is over, the accumulated wins of each player are displayed on screen, along with the following options:

Race again: Restart the race with the same bikes, on the same course.

Change: Return to the **Select Course** screen, to change the course and/or bike.

Main Menu: Return to the **Main Menu**.

The options available are controls, audio, view best times, load game and save game.

Controls

See Controls on page 4 for more information.

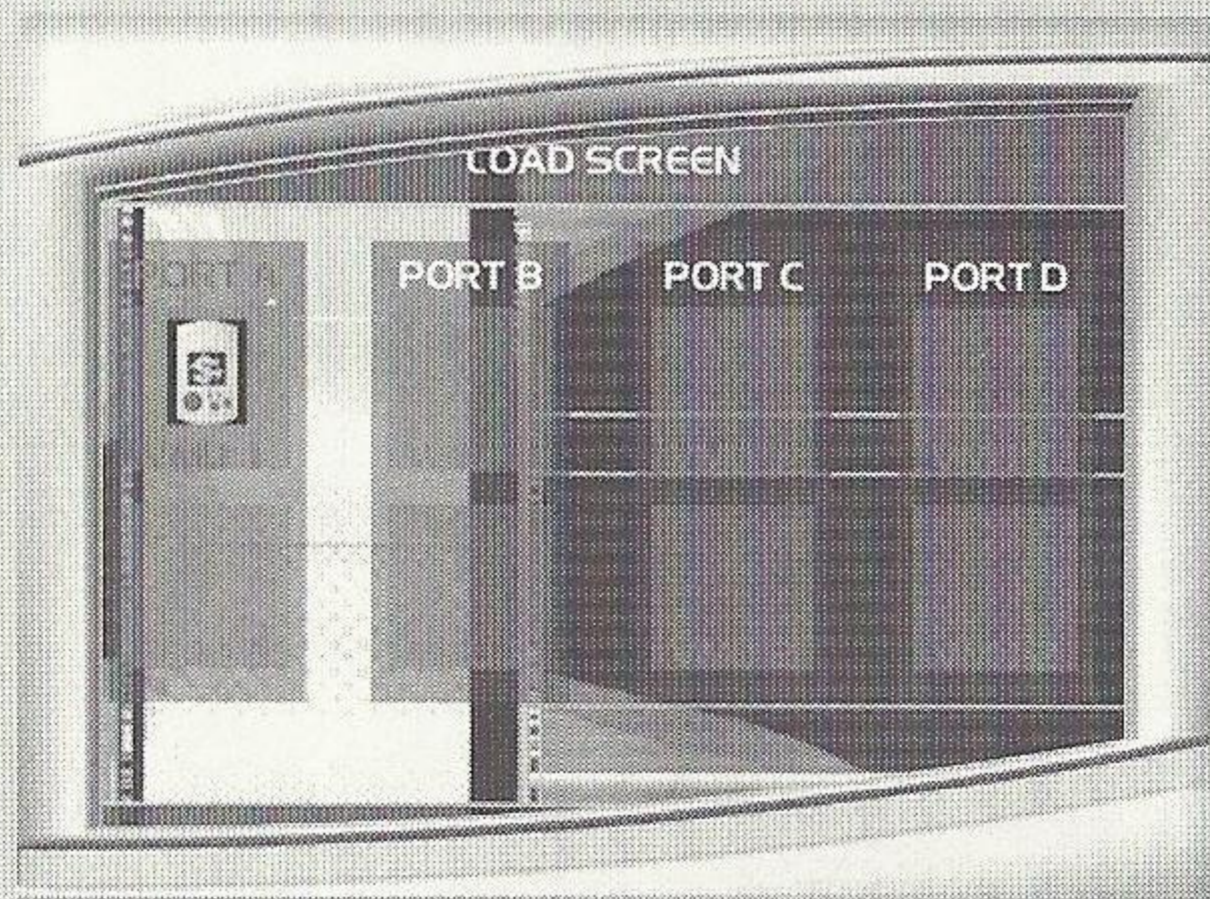
Audio

Use the D-Button or the Thumb Pad to select the **sound effects** or **music** slider and move the slider left and right to reduce and increase their respective volumes. Pressing the Y button will toggle between **Mono** and **Stereo** sound settings. Once the audio settings have been chosen press the A button to return to the **Options** screen. Press the B button to cancel your selection and return to the **Options** screen.

View best times

Use the D-Button or Thumb Pad to move left and right to show the best race times and best lap times for each of the courses

accessed from the **Main Game**. Press the B button to return to the **Options** screen.



D-Button or the Thumb Pad to make a selection then press the A button to perform the load. Once the game file is loaded, press the A button to return to the **Options** screen.

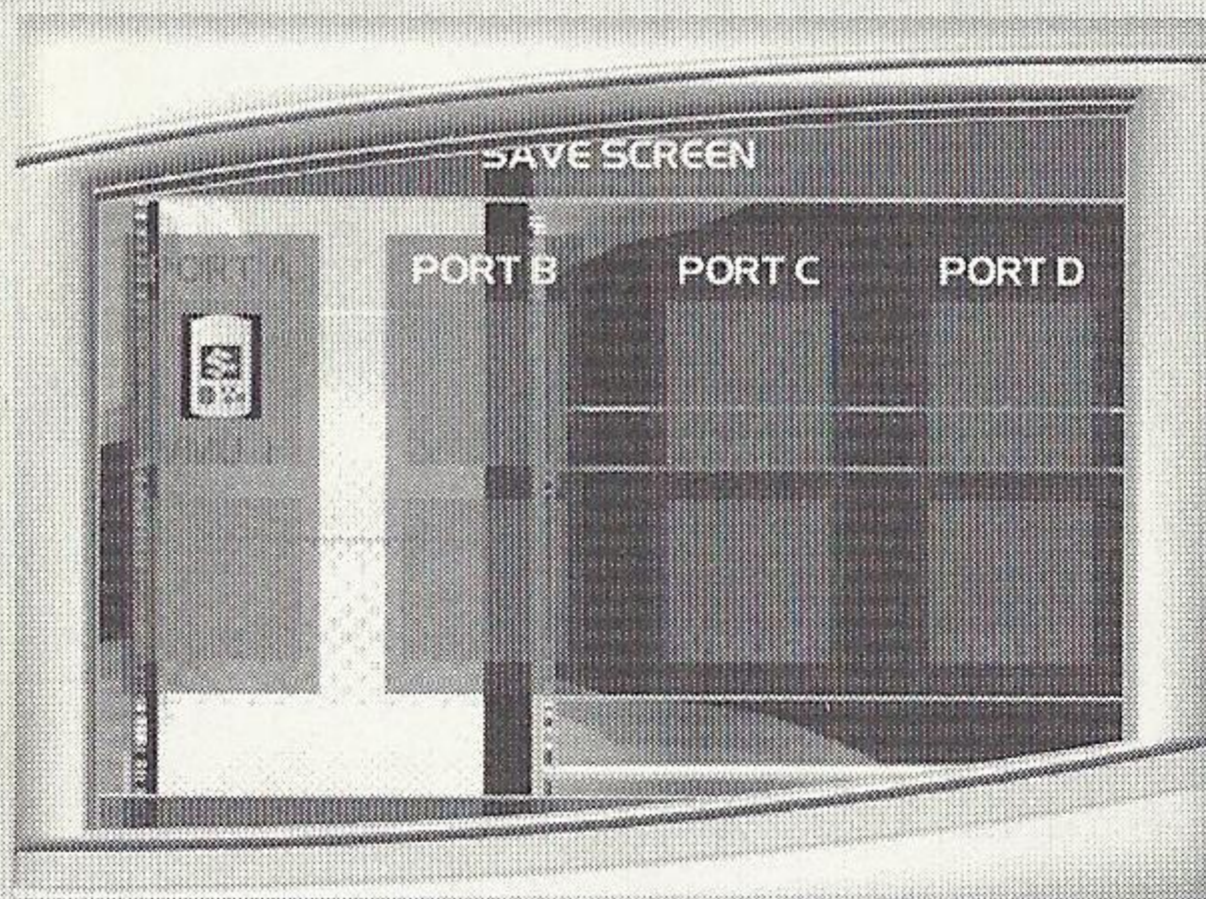
Save game

You must have a memory card inserted in one of your controller's expansion sockets for this option to be available.

Load game

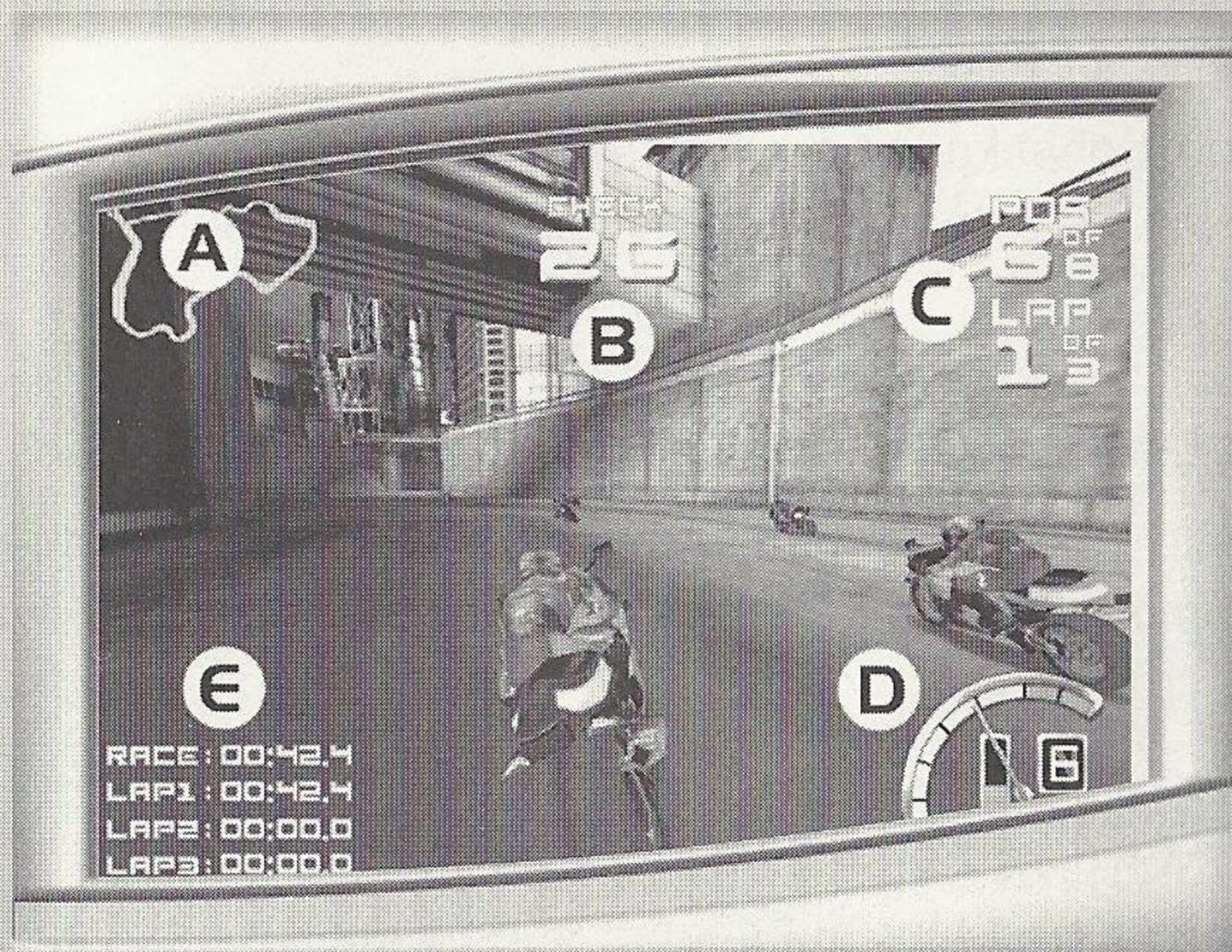
You must have a memory card inserted in one of your controller's expansion sockets, with a Suzuki Alstare Extreme Racing game file saved onto it, for this option to be available.

On the **Load** screen select a memory card to load your game from. Use the



On the **Save** screen you must select a memory card to save your game to. Use the D-Button or the Thumb Pad to make a selection then press the A button to perform the save. Once the game is saved, press the A button to return to the **Options** screen.

Note: if you already have a game saved on the selected memory card, you will be asked whether you want to overwrite your existing data. Press the A button to confirm or the B button to abort the save. Mid-championship status cannot be saved, though the best times data will be saved.



(A) Course map

This shows the course layout and displays all the riders as colored triangles. You appear as the green triangle and the opponent riders appear as blue triangles. When the opponents are ahead of you they appear in red.

(B) Checkpoint timer

You must cross the next checkpoint before this timer reaches zero, or you will be disqualified from the race. In a championship, disqualification earns you zero points.

(C) Position and Lap indicator

This displays your race position out of the total number of riders in the race, along with the lap number you are currently on. All races take place over 3 laps.

(D) Speedometer and turbo fuel indicator

This displays your engine revs, current gear, current speed and the amount of turbo fuel remaining. When the turbo fuel gets low it will turn red. You receive turbo fuel whenever you cross a checkpoint.

(E) Race and Lap times

Displays the total race time along with each lap's individual times.

Notes

Criterion Studios

Lead programmer: Alex Fry

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Lead Game Designer: Adrian Moore

Lead Artist & Course Designer: Michael Williamson

Art & Course Design: Trevor Moore

Producer: Shawnee Sequeira

Sound and Music: Richard Beddow

A special thanks to Frank Parkinson, David Burke, Gavin Parker, Neil Martin, Jonathan Small and the original Redline Racer team.

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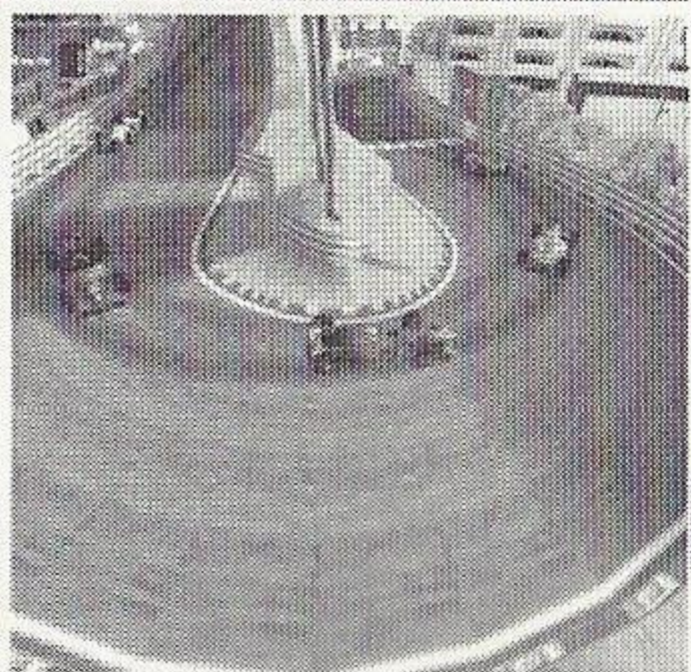
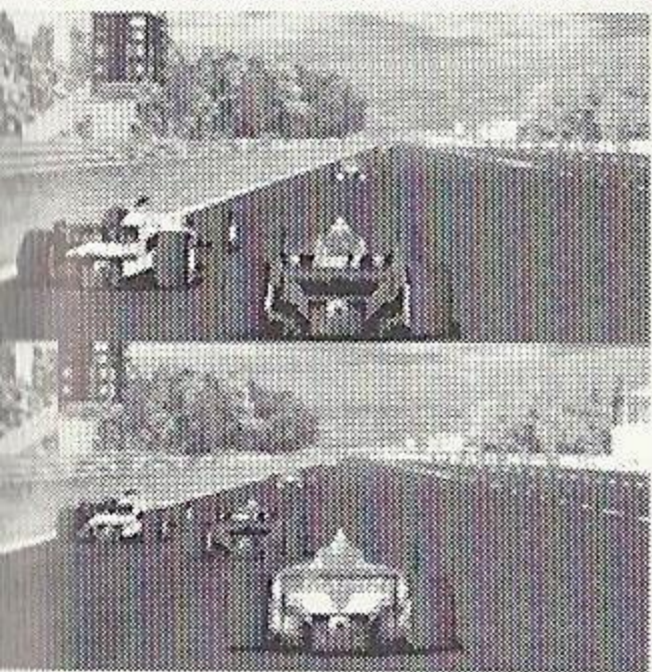
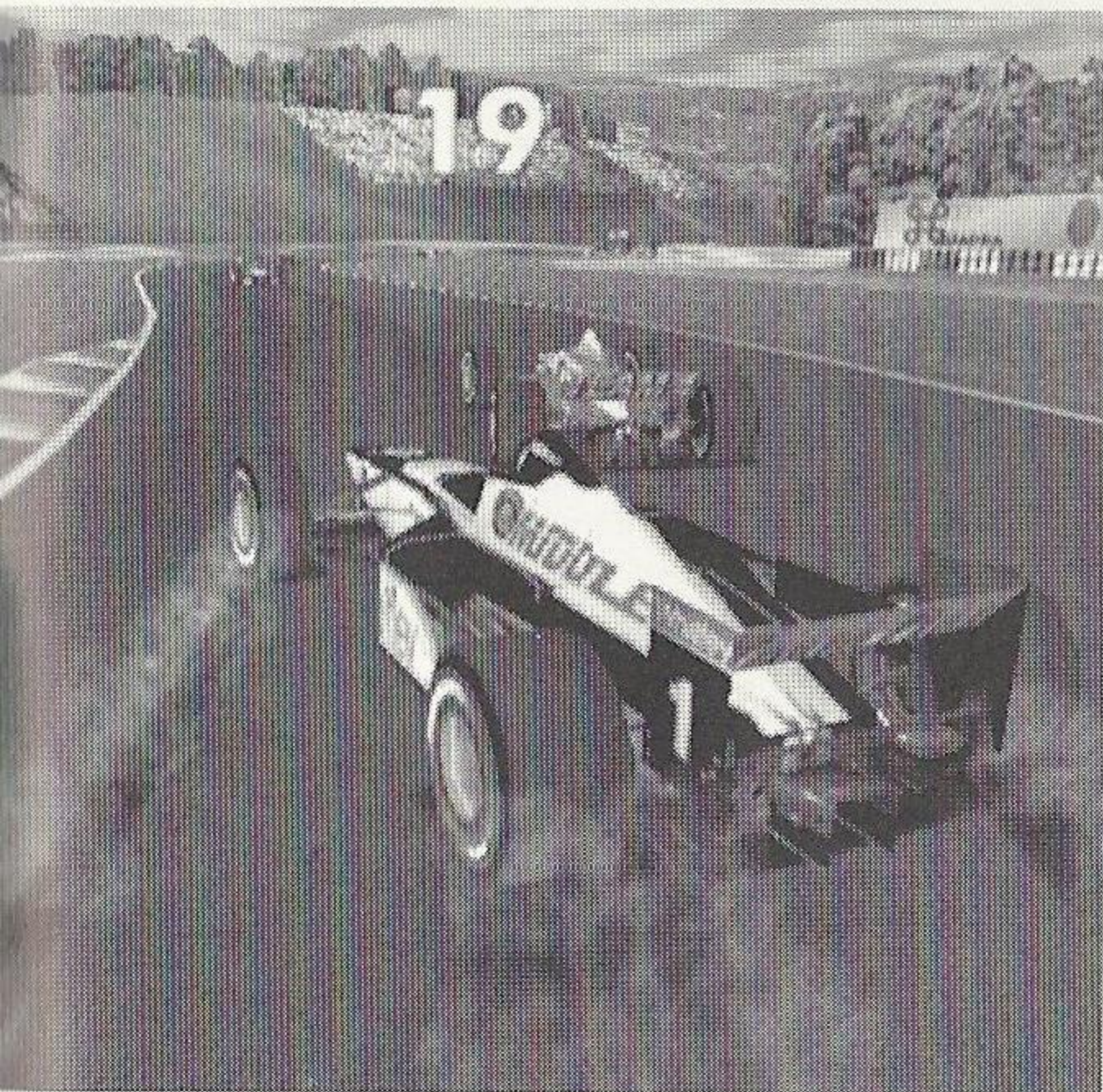
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US Packaging: Mari Sakai, Gregory Harsh

Special thanks to Sandra Yee, Melanie Melton, the Suzuki Alstare champions and engineers, Francis Batta, Vincent Doeman, Monica and Frederique.



THE AWESOME CHALLENGE OF GRAND PRIX RACING

4-WHEEL INDEPENDENT SUSPENSION

Innovative 4-point physics engine calculates and monitors all 4 tires independently, creating the most precise simulation of Grand Prix style racing you will ever experience.

SEGA DREAMCAST™ PRECISION

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AUTHENTIC CAR PERFORMANCE

Cars modeled to Grand Prix specifications. Dial in track specific parameters for your suspension, wing angles, steering alignment, brake, balance & body height.

TONS OF OPTIONS

Up to 22 racers competing on each track - Arcade, Simulation, Amateur, Expert and Pro Modes - Indestructible cars or real-life damage, dents and shrapnel - With or without penalties - Weather effects & multiple road conditions.

RETRO MODE

Race with 1950's vintage Grand Prix cars.

2 PLAYER RACING

Compete against a friend and 9 computer controlled opponents.

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PROOF OF PURCHASE

Suzuki Alstare™
Extreme Racing

0.08888.13007.9



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



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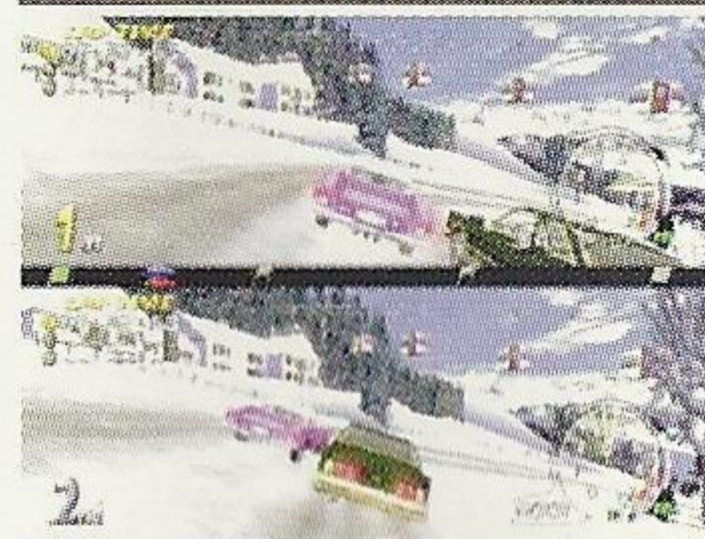
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High stakes gambling & custom car racing through Satan's playground!

Race through crowded cities, snow covered mountains and active volcanoes - Take on UFOs, rockslides & a giant fist-smashing ape - Challenge 17 diabolical drivers through championships, vendettas and high stakes duels - Tons of alternative routes...can you find them all? - Race old school muscle machines or exotic European sports cars - Authentic repairable damage - Buy new cars, pay for repairs or upgrade performance



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