TEST DRIVE LE MANS

Dreamcast

Dreamcast

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Audi

EVERYONE
E
ESRB

SEGA

DEMOLITION RACER™
NO EXIT

EVERYONE
E
CONTENT RATED BY
ESRB

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, 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 if 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.

CONTENTS

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POWER ON

Make sure your Sega Dreamcast™ is properly set up and ready to go. For more information, refer to the Instruction Manual that came with your Sega Dreamcast.

SEGA DREAMCAST HARDWARE UNIT

Open the Disc Door by pressing the Open Button and insert your *Demolition Racer™ – No Exit* Sega Dreamcast Specific Disc. Shut the Disc Door.

Press the Power Button to start your Sega Dreamcast.

Follow the on-screen instructions.

Demolition Racer – No Exit is a 1- or 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. Use these ports to connect the Sega Dreamcast Controller or other peripheral equipment. From left to right in order are "Control Port A", "Control Port B", Control Port C" and "Control Port D". Use each port to connect controllers for players 1-4 respectively. To return to the title screen at any time, 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.

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JUMP PACK

Make sure to insert your Sega Dreamcast Jump Pack into Expansion Socket 2 only. When the Jump Pack is inserted into Expansion Socket 1 or the Sega Dreamcast Controller, the Jump Pack connects, but does not lock. If the controller is jarred, the Jump Pack may fall out during game play or otherwise inhibit game operation.
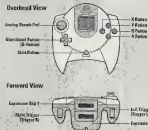
SEGA DREAMCAST JUMP PACK™
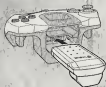
Note: *To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and START Buttons. This will cause the Sega Dreamcast to soft-reset the software.*

SEGA DREAMCAST CONTROLLER

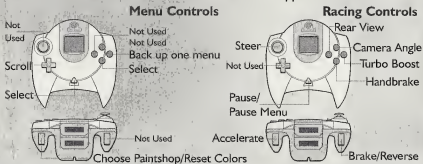The controller configuration is described on page 13.

SEGA DREAMCAST CONTROLLER

Note: *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.*

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IT'S ALL ABOUT CONTROL

Demolition Racer: No Exit has control functions mapped out as follows:

Menu Controls

- Not Used
- Not Used
- Scroll
- Select
- Back up one menu
- Select
- Pause/Pause Menu
- Not Used
- Choose Paintshop/Reset Colors

Racing Controls

- Rear View
- Steer
- Camera Angle
- Not Used
- Turbo Boost
- Handbrake
- Pause/Pause Menu
- Accelerate
- Brake/Reverse

WELCOME TO DEMOLITION RACER – NO EXIT

Welcome to *Demolition Racer – No Exit*, the racing game without pit-stops, without a yellow flag, and totally without mercy to your opponents or you. The other racers won't just want to beat you on laps, they will want to pound your vehicle into bent and broken spare parts. It isn't enough to lap your opponents, you will have to CRUSH them.

MAIN MENU

The Main Menu offers the following options. Use the D-Button to select an option and then press the A Button . To back up one menu, press the B Button.

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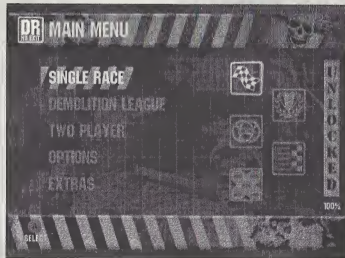
SINGLE RACE

Enter your name, using the D-Button to maneuver around the screen and the A Button to choose your letters.

SELECT GAME: In the beginning, only a handful of courses are open. If you win the different events in Demolition League, you will unlock tracks you can play in Single Player mode.

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On the circuit tracks, coming in first isn't everything -- how well you place is only a modifier to the points you score bashing your opponents, and the resulting points determine the outcome of the race. For instance, if you come in 2nd place, you get a multiplier of 22 to the points you scored. If you scored 450 points, your total for the race would be (22x450) = 9900. An opponent who comes in 1st, for a multiplier of 25, but scores 210 points will have a total score of 5250, losing to you by a significant margin. You win the race by scoring a lot of points and by placing well at the same time.

DEMOLITION: Your goal is to complete the race with a working vehicle. On your way around your laps, you can score points by crunching into the other racers. Beware of them doing the same to you!

CHASE: Drive defensively! The other racers will try to win by driving quickly and avoiding collisions. Your only goal is the finish line!

CHICKEN: Race on a circuit track against other racers who aren't necessarily driving in the same direction as you. Ram the other racers to slow them down, but preserve your car in order to finish your laps.

LAST MAN STANDING: In a bowl, smash your opponents, and try not to get smashed yourself. You win by staying alive for the longest time.

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SUICIDE: A bowl competition with a difference. Do the most damage to yourself in the least amount of time to win. First driver with a dead car wins this competition.

NO EXIT: In a bowl, smash your opponents, and try not to get smashed yourself. As in Demolition, your final position is calculated by damage points scored multiplied by your finishing position.

SELECT CIRCUIT: Use the Directional Buttons Right and Left to page through the tracks open to you. Use the A Button to make your selection.

Chemical Plant	Hunters Quarry	Meltdown	Parking Lot
Pitbull Speedway	Redneck Raceway	Scrap Heap	Shadow City
Shadow City T-Bone	Shadow City Tunnel	Storm Drain	USS Demolition
Wasteland	Wasteland Bridge	Wasteland Fuel-up	

SELECT BOWL: Use the Directional Buttons Right and Left to page through the tracks open to you. Use the A Button to make your selection.

San Jose Stadium	Lyon Stadium	Pelton Stadium	Shadow Stadium

CAR SELECT: Use the Directional Buttons Right and Left to page through the cars open to you. Use the A Button to make your selection.

EASY	MEDIUM	HARD	
Cruiser	Marauder	Predator	Widow Maker
Mantis	Griffin	Scorpion	Pile Driver
Destroyer	Phoenix	Raven	Vandal
		Renegade	Bobcat

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<u>EASY</u> = simple to race with and will easily survive the races with the points you need to win.

<u>MEDIUM</u> = a little more difficult to race with, and you may need to use power ups to survive well enough to win.

<u>HARD</u> = very difficult to race with or win a race without using powerups.

PAINTSHOP: After you've chosen your vehicle, you can customize it in the Paintshop. Press the Right Trigger to get to the Paintshop screen from the Car Select screen. Use the D-Button to scroll up and down, and side to side on the Paintshop screen as necessary.

COLOR 1 & 2: Use the D-Button to modify the red/green/blue balance to get the color scheme you want.

PAINT PATTERNS: Use the D-Button to scroll right to left to choose among the four paint patterns for each vehicle.

RESET: Press the Right Trigger to reset the colors to their previous settings.

LOGO: Use the D-Button to scroll right to left, so that the vehicle logo you want is in the shaded center reticle.

RACE: Press the A Button to accept your new paintjob and vehicle logo. This will take you into your race event.

DEMOLITION LEAGUE

Choose either the League Menu to begin a new league championship, Continue League to load a saved league championship, or Trophy Cabinet to view your past glories.

COUNTRY LEAGUE: Choose and customize the look of your "easy" vehicle. Race in six demolition-style circuit races. Your car will be refurbished before each new race. After you've placed at least third in all the races, face your new challenges with your winner's rewards.

ARENA LEAGUE: Choose and customize the look of your "medium" vehicle. Compete in four demolition-style bowl events. Place at least second in every race to face new challenges and receive better rewards. You can play through this league at any time in order to take advantage of any unlocked vehicles.

CITY LEAGUE: Customize the look of your "medium" vehicle. Race in ten demolition-style circuit races. You must place at least second in every race in order to advance in the League.

INDUSTRIAL LEAGUE: Choose and customize the look of your "hard" vehicle. Race in ten demolition-style circuit races. Make your car choice wisely – you'll be using it over a wide variety of tracks. You must place first in order to advance.

ENDURANCE LEAGUE: Choose an unlocked vehicle, personalize your paintjob, and compete in fifteen back-to-back demolition circuit races.

Score points by running into your opponents, but try to keep your vehicle running as long as possible. Remember that being fast lets you score. You must place first in order to advance.

If you have Power Ups turned on, one of the things you may see by the roadside is a gold "Pitbull" medallion. If you collect three of these in any race, you will be given the opportunity to upgrade your vehicle, once per race, in one of four categories (four levels of upgrade per category):

Engine: Upgrades top speed and acceleration. The speedometer will change, indicating the level of upgrade applied to the vehicle (black, silver, gold, digital, respectively).

Handling: Improves the handling, and is indicated by larger tires on the vehicle.

Armor: Increases the amount of damage your vehicle can absorb. The upgrade is indicated by an alteration in the vehicle damage overlay in the lower left corner of the screen.

Points: Buys extra points before the race to give you an advantage in the race.

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TWO PLAYER

Player One and Two, choose your racing nicknames, then use the Directional Buttons Right and Left to page through the tracks open to you. Use the A Button to make your selection.

Chase	Chicken	Last Man Standing	Suicide
No Exit	Team Demolition	Head to Head Demolition	

OPTIONS

LOAD/SAVE: At various points throughout the game, you will have an opportunity to save — such as after a tournament race.

SEGA DREAMCAST VISUAL MEMORY UNIT (VMU)

NOTE: You must have a Sega Dreamcast memory card inserted in Port A, Expansion Slot 1 of your controller. In order to save your game, you must have eight blocks free.

Use the D-Button to highlight the option you want and press the A Button to activate your choice. The game will be saved according to the name you've chosen.

NOTE: Never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller while saving a game file.

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AUDIO: Select this option to make alterations to the volume of the sound effects and background music.

STEREO/MONO: Choose your sound type.

SFX VOLUME: This sets the sound effects volume.

MUSIC VOLUME: Set the volume of the background music.

CD TRACK: Choose which background music you want to play in the menu screen. Press the A Button to choose a new track. In the races, the music will revert to a standard playlist.

SCREEN CONFIGURATION: Use the Directional Button to center your game screen on your television.

GAME SETTINGS: The sub-menu allows you to set various parameters for gameplay. Press the A Button to select the option you want to change, and toggle the options using the D-Button:

POWER UPS: Toggle this option to play with (or not) the power-up crates that appear randomly on your circuit course. Turning Power Ups off will make races more difficult.

CHASE LAPS: Set the number of laps for a CHASE event.

SPLIT SCREEN: Horizontal or vertical split for two-player games.

VIEW CREDITS: See all the great gamers who brought you this great game.

CONTROLLER CONFIGURATION: If you are not satisfied with the default configuration, you may use this screen to reassign game functions to different buttons on your controller. You can also use this menu to turn vibration on or off if you are using a Jump Pack.

HIGH SCORES: View your standings in each game mode on each track. How many are yours?

VISUAL DISPLAYS

POINTS/TIME: The timer in the upper right corner displays your elapsed time in the current race, or the counter in the same place displays the points you have accumulated for damage done to your opponents.

LAP COUNTER: The upper left of the screen lists, in the form of a fraction, the lap you are racing over the total number of laps for your race.

RACE POSITION: The numbers on the top middle of the screen show your current place in the pack and the current total number of functioning vehicles in the race.

SPEEDOMETER/TACHOMETER: The dial in the lower right hand corner shows current engine RPM. The number on the top in the digital read-out is your speed, and the number on the bottom of the digital readout is the gear you are currently using. When lit, each of the three lights on the tachometer indicates one charge of Turbo Boost ready for use.

BRAKES: On most vehicles, the taillights come on as a visual indication that you are braking. The brake is a valuable tool; it will help you win if you learn to use it wisely.

CAMERA: You have a choice of several camera positions in and around the car. It is helpful to find an angle that you are comfortable with at the beginning of the race, and sticking with it as you drive. Some practice will tell you what works best for you. Press the Y Button to alter the camera view of your vehicle; press the X Button for a view of what is behind your vehicle.

DAMAGE METER: On the bottom left of the screen is a graphical representation of your car. You start with full green bar, and as your vehicle takes damage, the bar gets shorter and reddens. The shorter and redder that bar gets, the more damaged your vehicle is.

EXTRAS

As you beat the Leagues, besides unlocking cars and tracks, you also unlock some added features.

GAME SPEED: You may, if you are so inclined, increase the speed of the game.

DR FOOTBALL: Use your car to knock the crate into the other player's goal. Two player game only.

BIG CAR HUNTER: Use either a normal controller in Slot A or the gun controller in Slot D. Shoot the oncoming cars. Use the D-Button to rotate left and right as indicated on the screen. Reload your weapon using the X Button. If a vehicle hits you, you lose a life.

DR TENNIS: Starts as a single player game. Play through all the DR Tennis leagues to unlock other game modes, including the two player game.

Lap Indicator

Current Score

Race Ranking

Score for hit before last

Score for most recent hit

Damage Indicator

Speed

Tachometer

Gear

Damage Meter

Turbo Boost Storage Indicator

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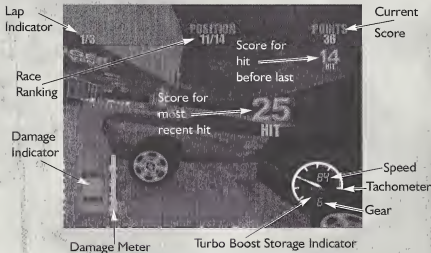
DEMOLITION: The wrecking ball causes damage to your car as you ricochet it off your vehicle. Use the power ups to repair your car or cause further damage to your opponent's vehicle. Win the point by either destroying your opponent's vehicle, or knocking the wrecking ball past your opponent.

TO THE DEATH: As with DEMOLITION, but you can only win the point by destroying your opponent's vehicle.

TOSSERS: One or two player game. Take turns using your catapult to toss your car at your opponent. Use the Directional Buttons Right and Left to choose the angle at which you want to toss your vehicle. Press the A Button to charge up the catapult. Press the A Button again to fire the catapult at the desired power level. If your car lands on or otherwise destroys your opponent, you win.

ALL CARS MODE: Allows you to race any car against all the other cars.

RACING TIPS

DAMAGE

As long as your car is going to get banged up, or even wrecked, you might as well do it yourself. Drive offensively, and score points for the damage you take – but watch your damage meter in the lower left corner. If it goes to red, your car is about to die. If you come to this point, you may have to avoid any crashes at all to make it to the finish line. Look for green, blue or violet power ups, as they will, respectively, repair or shield your vehicle, or repair your vehicle by draining points from an opponent. As you can see, your tactics must change if your car gets too damaged. If you totally destroy your car, then you are out of the race and you will be shown as "DNF" or "Did Not Finish" on the Results screen.

COLLISIONS

• The faster you collide, the more points you will get.
• If you use Turbo Boost to strike another vehicle, you will score bonus points.
• You can receive points for hitting a car into a wall as well as spinning an opponent's car from the force of the impact.
• While you do not receive points for repeatedly smacking an opponent, you can score higher points through combinations, e.g., striking your opponent, then spinning him into a wall.
• Eliminate opponents by knocking them into boxes of TNT.
• You will score more points by striking an opponent from a "T-bone" position (perpendicular collision at high speed), and that will also eliminate that opponent from the race.
• Landing on an opponent's vehicle is a sure way to take him out of the race with one hit. And it's worth a heck of a lot of points!

SCORING

The scoring system rewards you for: 1) bashing opponents and; 2) placing well in the race. To get a winning score you must do both. Except where otherwise noted, you are awarded points for damaging opponents' vehicles. That is multiplied by a number based on your finishing position, giving you your score for the event. All the players are ranked by this final result to determine the winner. Following are the points and what you have to do to get them:

Spin your opponent 90 degrees = 5
Spin your opponent 180 degrees = 10
Spin your opponent 270 degrees = 15
Spin your opponent 360 degrees = 25
Push your opponent into a wall = 5
Minor hit = 5
Medium hit = 10
Major hit = 25
Massive hit = 50
Knock off part of another car = 10
Make a car catch fire or start smoking = 60
Kill an opponent vehicle = 75
Knock and opponent into a TNT (boobytrap) crate = 95
T-bone (perpendicular hit) = 200
Death from above (land on an opponent) = 500

POWER UPS

On crazy tracks, there are crates on the roadside, in corners and near obstacles that can alter how well or how badly you are doing. Some can aid you and some can help to knock you out of the competition.

SHIELD: Blue Box. Temporarily makes you invulnerable to damage. Indicated by your vehicle damage meter turning blue.

DRAIN: Red Box. Temporarily gives you the ability to repair your vehicle by doing damage to your opponents. Indicated by your vehicle damage meter turning violet, and by the electrical special effects dancing on your vehicle.

REPAIR: Green Box. Repairs a portion of the damage that your vehicle has taken.

TNT: Grey Box. When you strike this box, it explodes, doing damage to your vehicle, unless your car is protected with Drain or Shield.

POINTS (+/-): White Box. If it has a plus ("+") sign on it, you will get points added to your total. If it has a minus ("-") sign on it, you will lose points from your total.

TURBO BOOST: Orange Box. Gives you a rocket-propelled boost of acceleration and speed when you want it. Use the B Button to activate your Turbo Boost. You can store up to three Turbo Boosts during a race.

PITBULL MEDALLION: Gold and Black Disk. Collect three during a League race in order to be given the opportunity to upgrade your vehicle after that race.

WINNING

For the first few laps, stay in the pack and collide as much as possible. Don't drop too far back or else you won't be able to finish near the top of the pack. On the last lap, race for the finish line and try to come in first. If you rack up lots of crash points, you can frequently win overall even though you come in only third or fourth across the finish line. If you come in first, but do not score any crash points, then you'll lose. If you score a lot of crash points but come in last, then you'll lose. You must do well in both areas – scoring crash points and finishing well.

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SPECIAL THANKS TO......

thank you to the wife ("Emma Palmer"),
although what for I don't know (Snake)
Kelly, James, Rachel, Mark, Becky, Paul,
Sheryl, Peter, Alan, Sarah,Simpson.
(Jonno) Rufus and Pip (DaveyB)
Thanks to Denise, Kevin, Michael (Kev)
Thanks to Gianna and Fred (my Koi
carp) (DazA) James Cianciaruso and the
Beagrie Brigade (Gabby) Rosalind,
Michelle, Jade, Joshua, Matthew, Friends

& Family (MikeP) Stacey (Stewart)
Ben, Sam Pugh and the Big Man (Gareth
P) Charmaine Kirby (Chris K) Paula,
Kayleigh and Kyle. (Les) Neil Graham
(Lil' G) Special thanks to Charlotte (Daz
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CUSTOMER AND TECHNICAL SUPPORT

Assistance Via World Wide Web

Get up-to-the-minute technical information at the Infogrames web-site, at: http://www.us.info-grames.com, twenty-four hours a day, seven days a week. Through this site you'll have access to our FAQ documents, (Frequently Asked Questions) which contain our latest product information. You'll have access to our Hints/Cheat Codes area where you can pick up some tips if they're available, an E-Mail area where you can leave us your tech support problems and questions, and other areas where you can get valuable information on Infogrames products.

Help Via Telephone In The United States & Canada

For phone assistance, call Infogrames Tech Support at 425-951-7106. We have an interactive Voice Response and Faxback system that is available twenty-four hours a day, seven days a week. This console-based product will have automated support which will include information from our FAQ documents such as gameplay tips, information on Control Keys, possible cheat code combination keys, instructions for finding secret screens and/or additional game levels if these type items exist and are made available for this particular product. If you should need live support, we are available Monday through Friday, 8:00 AM until 6:00 PM (PST). Please note that live Tech Support may be closed on major holidays. You may also fax in your Technical Support questions or problems to: (425) 806-0480, or write in to the address below.

If you encounter what may be determined to be a defective product medium issue such as your game freezing at the beginning or during gameplay, no display, etc., information will also be included on the automated system regarding your product return and replacement options. These are described further below.

Product Return Procedures In The United States & Canada

If you encounter what may be determined to be a defective product medium issue such as those mentioned above, you must call the Infogrames Tech Support number at 425-951-7106. In the event our technicians determine that you will need to forward materials directly to us, they will issue you a Return Merchandise Authorization Number. Make sure you include the Return Merchandise Authorization Number supplied you by the technician along with your full name, address and your telephone number within your return in case we need to call you. Any materials not containing this RMA# will be returned to you unprocessed. Your mail should be sent to the following address:

Infogrames
Attn: TS/CS Dept.
13110 NE 177th Place
Suite # B101, Box 180
Woodinville, WA 98072-9965

Warranty Policy In The United States & Canada

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Infogrames will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging. If you do not have the original receipt, or if the warranty period has expired, Infogrames will replace the product storage medium for a nominal fee.

Other

Please do not make unauthorized copies. The program you've purchased was produced through the efforts of many people who earn their livelihood from its lawful use. Don't make copies for others who have not paid for the right to use it. To report copyright violations to the Software Publishers Association, call 1-800-388-PIR8 or write:

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KEYS TO SUCCESS

Win this...	...and get this
Country League (6 races finishing 3rd or better)	one league, one race mode, two cars, six tracks and an Extra mini-game
City League (10 races finishing 2nd or better)	one league, ten tracks and two Extras
Industrial League (10 races finishing 1st)	one league, two cars, eight tracks and one Extra mini-game
Endurance League (15 races finishing 1st)	one league, more cars and two Extras
Arena League (available anytime) (place 2nd or better)	one game mode, all bowls and one car

This last thing is a secret... but if you finish first, you'll unlock everything there is to be unlocked.

SEGA