

"...excellent gameplay, copious replay,
and creamy visuals..." GameSpot

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AIRSTRIKE



developed by



CR Research Institute

Crave Entertainment, 19645 Ranchos Viejo, Torrance, California, CA 90506

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SEGA

Dreamcast

SURF TO ROCKET RACERS



CRAVE
ENTERTAINMENT

EVERYONE



CONTENT RATED BY ESRB

1-ACTJUN

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-RDM 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-RDM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-RDM 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.



*Thank you for purchasing Surf Rocket Racers
Please take the time to read this manual before you start playing the game.*

Contents

• Game Controls	3
• Getting Started	7
• Main Menu	8
• Championships	9
• Tricks and Techniques	15
• Hazards and Obstacles	16
• Time Attack	18
• Vs Battle	19
• Options	20
• Library	21
• Drivers	22
• Course	22
• Credits	23
• Notes	24

Game Controls

Surf Rocket Racers 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. 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.

Warning – 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.

SEGA DREAMCAST HARDWARE UNIT



SEGA DREAMCAST CONTROLLER

Overhead View



Forward View



Basic controls

Contents	Controls
Controls	Analog Thumb Pad/Directional Buttons
Accelerator	Trigger R
Change Views	X Button
Pause/Unpause	Start Button

You can choose controller types in the Option screen.

Special Tricks

You can do the following while racing your Surf Rocket:

Moves	Contents	Controls
Dash	Accelerates fast	Push Analog Thumb Pad/D-Button up and then squeeze the Trigger R.
Barrel Roll	Rolls to left/right	Push Analog Thumb Pad/D-Button left and right after jumping off the ramp.
Loop	Rolls forward/backward	Push Analog Thumb Pad/D-Button up and down after jumping off the ramp.
Bunny Hop	Jumps using waves	Push Analog Thumb Pad/D-Button down immediately after releasing the Trigger R.
Submarine	Submerges	Hold forward on Analog Thumb Pad/D-Button after jumping off the ramp.

Visual Memory Unit (VMU)

Save/Load

You can save/load system data.

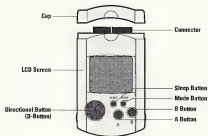
Saving game data for this game requires 8 blocks per system data file.

Saving replays in this game requires 11 blocks or more per replay data file (each flight). See Replay Theater (page 11) for additional details.

You can save replay data after the replay ends or in Replay Theater.

While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller or other peripheral equipment. Game contents can be saved using expansion slot 1 or 2 on control ports A - D.

SEGA DREAMCAST VISUAL MEMORY UNIT (VMU)



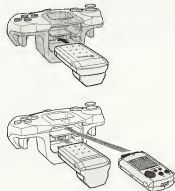
Jump Pack

When inserted into the Expansion Socket of a Sega Dreamcast Controller or other compatible peripheral equipment, this peripheral provides a vibration effect that can considerably enhance the game play experience. However, the game software must be Jump Pack compatible to enable the vibration effect.

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.

When the Jump Pack is inserted into Expansion Socket 1 of 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™





Getting started

Starting a New Game

This game saves your progress automatically. When starting a new game, the game will create a system file on the memory card inserted in Socket 1, Port A controller. The game automatically overwrites this data as you go through the game. Press the Start button on the title screen to proceed to name entry. The name you entered will be used as the system data file name and on the Records screen.



Continue Using Saved Game

The game will load your saved data automatically on the title screen. You can also load saved data from the Save & Load option in the Option screen.

Number of Blocks Needed to Save

System data: 8 blocks

Replay data: 11 blocks and up

*Note: Replay data is limited to 192 blocks maximum. By chance, if your replay exceeds this amount, you may notice some skipping during playback



Main Menu

After entering your name, the game brings up the Main Menu. Press up/down the D-Button to move the cursor, press the A Button to confirm. Press the B Button to go back to the title screen.

CHAMPIONSHIPS

Win the final race of the Championships!

TRICKS & TECHNIQUES

Play mini games to improve your skills.

HAZARDS & OBSTACLES

Target balloons placed throughout the track and get the highest score in the shortest amount of time.

TIME ATTACK

Challenge your best time.

VS BATTLE

One on one VS battle.

OPTIONS

Change various play settings and save/load the system data.

LIBRARY

View record scores and game replays.





Championships

Participate in races in various locales around the world.
Compete in two preliminary rounds and then challenge the final round.

Game Flow

In order to compete in the final round, you need to qualify in the two preliminary rounds.
Your position is determined based on the points you receive after each race.

Race Select

1st Heat

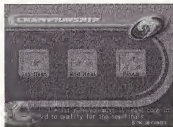
First preliminary round. 4 tracks total.
You can proceed to the 2nd heat if you come in 3rd or better position.

2nd Heat

Second preliminary round. 4 tracks total.
You can proceed to the final round if you come in 2nd or better position.

Final round

Last round of the Championship. 5 tracks total.



Points

You receive more points for getting a better score.

Position	Points receive
1st	14 pts
2nd	10 pts
3rd	7 pts
4th	4 pts
5th	2 pts
6th	1 pts

Race Tracks

1st Heat

Bahamas Short
Rome Short
Amazon Short
Manhattan Short

difficulty

•
•
••
•••

2nd Heat

Niagara Falls
Rome Middle
Manhattan Middle
North Pole Middle

difficulty

••
•••
••••
•••••

Finals

Bahamas Middle
Amazon Middle
North Pole Short
Rome Long
Phantom Ship

difficulty

••
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Character Select

Select your desired character with the D-Button left/right. Press the A Button to confirm. All characters have different characteristics, so you may want to read the messages before you make your selection. You can't change characters until you finish all races (1st heat, 2nd heat and Final round).



Track Information

You can find out the conditions and difficulty levels of the next courses, or your current position and winning conditions.

Press the A Button to start the race, press the B Button to quit. The game saves progress after a race has finished. The game will not be saved if you quit in the middle of a race.



Ending a race and Game Over

Result

The Result screen will be shown after each race. On this screen, you can check your current position, points you have and position in the Championship. Select EXIT to proceed, REPLAY to see your race.



Game Over

Race ends if the remaining time reaches 0 or you couldn't satisfy the winning condition.

Points

Bonus Time:

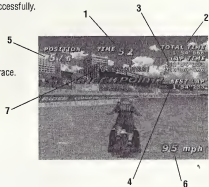
Jumping off the ramps will add extra time onto the remaining time. You can get more extra time if you do some tricks when you jump. Use ramps and tricks effectively.

Special Tricks:

There are hidden short cuts that you can reveal only by doing special tricks. When doing such tricks, make sure you land successfully.

How to Look at Your Screen

- 1 Game Time – over if this reaches 0.
- 2 Total Time – Total time from the beginning of race.
- 3 Lap Time – Current lap time.
- 4 Best Lap – Fastest lap time.
- 5 Position – Current position.
- 6 Speed – Current speed
- 7 Bonus Time – Extra time added.



Pause Menu

Pause menu appears when pressing the Start Button during a race.

Select up/down with the D-Button and confirm with the A Button.

CANCEL – Return to the race.

RETIRE – Restart the Championships from the beginning

EXIT – Return to the Main Menu.

Who



Do)





Pair

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3 Lap
4 Best
5 Posil
6 Spee
7 Boni

Pau:

Pause
Select
CANCE
RETIR
EXIT -

CRAVE ENTERTAINMENT, INC.
Attn: Customer Service Dept.
19645 Rancho Way
Rancho Dominguez, CA 90220

Place
First Class
Stamp Here



Replay

You can watch your replay after a race.

X Button: Changes camera angle
R Trigger: Hides/Displays information

When in Vs Battle you can see the game from each players perspective.



Replay Pause Menu

If you press Start during a replay, the pause menu comes up. Use the up and down buttons to select from the menu.
Cancel: Returns you to the replay
Restart: Starts the replay over from the beginning.
Exit: Exits replay and sends you back to the Result Screen.





Tricks and Techniques

You can increase your technical skills by playing mini games.

Character Select

Select character using the D-Button left/right, press the A Button to confirm.

Challenge Select

Select challenge using the D-Button left/right, press the A Button to confirm.

Challenges Offered in the Game

Water fall jump...Jump 3 times and try to exceed 500m in distance.

Target jump...Try breaking all numbered boards (1-9)

Balloon attack...Jump into the balloons and try breaking 7 or more balloons.

Bunny hop...Try finishing a race by hopping over obstacles. You can only miss 5 times.

Submarine...Try finishing a race by submerging under obstacles. You can only miss 5 times.

Loop...Try looping 10 or more times within given time limit.

Barrel roll...Try rolling 10 or more times within given time limit.

Numbered rings...Try going through the numbered rings (1-15) within given time limit.

Score gates...Carry beach balls and go through gates. Try to get 5000 points.

Ending a Game

After finishing a race, the Result screen appears.

Select EXIT to go to Challenge selection screen, RETRY to retry the same stage, REPLAY to see your race.

Pause Menu

Pause screen appears when pressing the Start Button during a race.

CANCEL: Return to the race.

RETIRE: Return to the Challenge selection screen.

RETRY: Retry the same stage from the beginning.

EXIT: Return to the Main Menu.



Hazards and Obstacles

Collect balloons placed throughout the track and get the highest score in the shortest amount of time.

You need to score higher than target scores indicated on the screen.

Character Select

Select character using the D-Button left/right, press the A Button to confirm.

Track Select

Select a track using the D-Button left/right, press the A Button to confirm.

There are 7 tracks to choose from

Name	Difficulty
Manhattan Short	•
Amazon Short	••
Bahamas Middle	••
Rome Middle	•••
Niagara Falls	••••
Arctic Ocean Middle	•••••
Phantom Ship	•••••

Information

Lists clear points and number of balloons in each track.

Pressing the A Button in this screen will start the game.



Start Racing

Types of Balloons

There are 3 types:

Normal Balloon (Blue) – 100 points

Deluxe Balloon (Red) – 500 points

Bonus Balloon (White) – Doubles your score for the next 10 seconds.

Points

In order to get all balloons, you may need to perform tricks.

Use tricks effectively and try to collect all balloons.

Ending a Race and Game Over

Race finishes after 1 lap and the game brings up the Result screen.

You can check your score and lap time in the Result screen.

Game Over if remaining time reaches 0.

Pause Menu

Pressing the Start Button during a race brings up the Pause Menu.

CANCEL: Return to game.

CHANGE DRIVER: You can change your character.

CHANGE COURSE: You can change the track.

RETRY: Re-start the game from the beginning.

EXIT: Return to Main Menu.



Time Attack

Challenge your best time.

Character Select

Select character using the D-Button left/right, press the A Button to confirm.

Track Select

Select a track using the D-Button left/right, press the A Button to confirm.

Ending a Race and Game Over

Race finishes after 3 laps and the game brings up the Result screen.

You can check your best lap time and total time.

Select EXIT to return to Main Menu, RETRY to retry the same track under same condition and REPLAY to see your race.

There is no Game Over in Time Attack.

Pause Menu

Pressing the Start Button during a race brings up the Pause Menu.

This is the same Pause Menu as HAZARDS & OBSTACLES.



Vs Battle

One on One VS battle.

You can't select this mode unless there are 2 controllers inserted.

Character Select

1 PLAYER selects first, then 2 PLAYER.

Select character using the D-Button left/right, press the A Button to confirm.

Track Select

Select a track using the D-Button left/right, press the A Button to confirm.

Ending a Race

Race finishes once one player finishes 2 laps, and the game brings up the Result screen.

You can check best lap time for both players.

Select EXIT to return to Main Menu, RETRY to retry the same track under same condition and REPLAY to see your race.

Pause Menu

Pressing the Start Button during a race brings up the Pause Menu.

This is the same Pause Menu as HAZARDS & OBSTACLES.



Options

You can change game settings in this mode.

GAME CONFIG – Change game settings.

DEFAULT VIEW – Change starting view.

SPEED – Change Speed setting.

VIBRATION – Change Jump Pack settings. (Not available if Jump Pack is not inserted.)

BOOST – Change handicap setting in VS BATTLE.

KEY CONFIG

Change controller types.

SOUND CONFIG

Change sound settings.

AUDIO – Change sound output.

BGM VOLUME – Change background music volume

SE VOLUME – Turns Sound Effects ON or OFF

VOICE VOLUME – Turns Voiceovers ON or OFF

BGM PLAY – Lets you listen to the background music

SAVE – LOAD

You can save/load the system data.



Library

You can check your records and replays in all modes.

Replay Theater

You can replay the most recent race or saved replay data.

REPLAY: Replay the most recent race or loaded replay data.

LOAD REPLAY DATA: Load replay data from memory card.

SAVE REPLAY DATA: Save the most recent replay data.

Number of blocks needed to save replay data

Number of blocks will vary depending on playtime and controls.

Records

You can check your records in all modes.

Press the D-Button up/down to select mode, the D-Button left/right, to select track or challenge number.



Drivers

	RYAN	KATE	YUKI	SPIKE	MAX	MATT
Handling	████████	████████	████████	████████	████████	████████
Grip Collision	████████	████████	████████	████████	████████	████████
Stability	████████	████████	████████	████████	████████	████████
Max speed	████████	████████	████████	████████	████████	████████
Acceleration	████████	████████	████████	████████	████████	████████

Course

BAHAMAS	Short Middle	Crystal-clear blue waters
MANHATTAN	Short Middle	Murky, yet attractive cityscape
ROME	Short Middle Long	Historical city with lots of unexpected twists
AMAZON	Short Middle	Luscious in greenery, but wild
NORTH POLE	Short Middle	No one's too cool to race here
NIAGARA FALLS		Make the biggest leap of faith in your life
PHANTOM SHIP		Scariest race ever through an amusement park haunted house



Credits

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John Bloodworth

QA Lead Tester

Judy Britton

QA Team

James Altenburg

Ko-Shang Cheng

Daniel Echeverria

Jorge Gomez

Jeremy Hicks

Tod Hostetler

Mike Isles

Solomon Kupu

Adrian Lewandowski

Jeff Mclean

Orleans Miranda

Jeff Nachbaur

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Notes



Notes

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In the U.S. send to:
Warranty Replacements
Crave Entertainment, Inc.
19645 Rancho Way
Rancho Dominguez,
CA 90220

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US - 900-903-4468 \$0.95 U.S. dollar per minute • Canada - 900-677-4468 \$1.50 Canadian dollar per minute

Must be 18 years or have parent's permission. Touch tone phone required

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