

TOHYO Xtreme Racer

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T-40002M

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the 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 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 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 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 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.

INTRODUCTION ▶

Thank you for purchasing Tokyo Xtreme Racer for Sega Dreamcast. You will find the game much more enjoyable if you read this manual before you begin to play. Please keep this manual in case you need to refer to it again.

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1 TO 2 PLAYERS

DRIVING

MEMORY CARD COMPATIBLE 15 BLOCKS

1 DISC

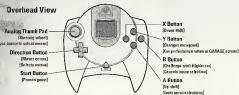


GAME CONTROLS

This game is for one or two players. Make sure to connect Sega Dreamcast controllers and other peripherals before turning on your Sega dreamcast. Pressing the Start button while holding down the A and B buttons will reset the game, returning you to the title screen. You can use the OPTIONS menu in the SELECT MODE screen to change various controls and settings.

STANDARD CONTROLLER

Overhead View



Forward View



The up-shift and downshift buttons will not work when shift assist is on. **IMPORTANT:** Do not manipulate the analog joystick or the R/L triggers when turning on Sega Dreamcast. Failure to observe this warning will result in improper position adjustments and will cause the console to malfunction.

Playing with two players requires an additional controller (sold separately).

The optional Jump Pack lets you feel when you hit walls or other cars. Disconnect it if you do not want to feel such vibrations during the game. Note that the Jump Pack only works in controller expansion slot 2.

When using the racing controller, pressing the Start button while holding down the A and B buttons during the game will reset it, returning you to the title screen.

RACE CONTROLLER

Front View



Rear View



IMPORTANT: Do not manipulate the steering wheel or L/R levers when turning on Sega Dreamcast. Failing to observe this warning will result in improper position adjustments and will cause the console to malfunction. If the console malfunctions, turn it off and then back on without manipulating the steering wheel or L/R levers.

GAME MODES

This game offers a variety of modes. Select the mode you want to play in the SELECT MODE screen.

QUICK RACE

In this mode, you can easily use a demo car or a car you purchased and tuned in QUEST mode to race against time or challenge rivals to an SP BATTLE.

VERSUS BATTLE

In this mode, you can use a demo car or a car you purchased and tuned in QUEST mode to compete against another player's car. Note that VERSUS BATTLE is a two-player only mode requiring two Sega Dreamcast controllers or racing controllers.

QUEST

In this mode, you can race through Tokyo in search of rivals to challenge to a SP BATTLE (see page 8). This is Tokyo Xtreme Racer's primary mode. You will encounter many rivals during your game.

PRACTICE

In this mode, you can select a course to practice and refine your racing skills.

OPTIONS

In this mode, you can change controller button configurations, sound settings, and other game options. It also allows you to view race replays that you have saved.



SAVING/LOADING

Game data for Tokyo Xtreme Racer can only be saved to expansion socket 1 of control port A.

SAVING/LOADING IN QUEST MODE

To save/load data in QUEST mode, Select SYSTEM in the QUEST mode menu screen. You can save up to 30 cars in QUEST mode.

SAVING/LOADING GAME FILES

You can save time attack records, key configurations, and other data in game files. You can save/load game files by selecting SAVE/LOAD GAME FILE under OPTION. Game files are loaded automatically after start up.

SAVING/LOADING REPLAYS

You can save replays in QUEST and QUICK RACE mode. You can only save a replay if you see "SAVE REPLAY" displayed in the menu that appears after the RESULTS screen. You can save about 2 minutes of a race. If your race exceeded the allowable time, "SAVE REPLAY" will not appear, and you will not be able to save it.

Save replays in the screen that appears after the REPLAY screen. Load replays by selecting LOAD REPLAY under OPTION in the MODE SELECT screen.

Saving data requires a VMU (sold separately).

Never turn off Sega dreamcast or connect/disconnect VMUs, expansion units, controllers, or other peripherals while saving or loading a game.

QUEST mode and game file data together require 15 blocks saved as a single file. Saving a replay requires 76 blocks.

WARNING: Saving replay data onto a memory card will overwrite any existing replay data, even if there is free space. Be careful not to overwrite data you want to keep.

SP BATTLE

SP (Speed Point) BATTLE is an innovative type of racing that uses points to test your skill against your rivals. During a battle, the trailing car loses SP. The farther back a car is, the quicker it loses SP. You win when your rival's SP reaches zero.

To start a battle, first you must approach a rival from behind during a free run. Once you have identified them, flash your highbeams to challenge them to a SP BATTLE. Your rival may also pass you during the battle. The map on the left side of the screen displays your car in yellow, undefeated rivals in blue, and defeated rivals in red. During the battle game in QUEST mode, rival cars are displayed in red.

Taking a different route than your rival ends the battle, returning you to a free run.

If you win a battle in QUEST mode, you collect your rival's strength, the player's remaining SP, and CP (Credit Points) for the distance raced during the battle. Even if you lose a battle, you can still get CP for the distance raced.



QUEST MODE

In QUEST mode, you race through Tokyo searching for rivals to challenge to an SP BATTLE. This is Tokyo Xtreme Racer's primary mode.

FLOW OF QUEST MODE

The rivals you encounter are members of different racing teams. If you beat all of the members of a particular team, you can challenge their leader to a battle. And if you beat a team leader by a certain amount of points, four very challenging rivals will appear. Beating all four will take you to the end of the game.

GARAGE

This is where you can change your car's name or switch to a different car. You can also view your car's performance by pressing the L/R triggers.

SHOP

This is where you can buy cars. Select the car's model, color, and name.



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RIVALS

View a list of all of the rivals you've beaten.

TUNING

Buy parts, replace parts, and change various settings to your car's performance.

BATTLE!

Select race courses and turn shift assist on/off. One day passes each time you return to the QUEST mode menu after racing.

SYSTEM

Save/load QUEST mode data, select controller button configurations, and end QUEST mode.



TUNING YOUR CAR

Tuning your car increases its performance. You can also purchase Aero parts to change your car's appearance and change a variety of performance settings.

BUY PARTS

This is where you can tune your car (engine, wheels/suspension, drive system, and chassis), buy parts to change your car's appearance including wheels and Aero parts, and change your car's color. Tuning is conducted in order from STAGE 1 to STAGE 2. **WARNING:** You cannot return to STAGE 1 after upgrading to STAGE 2.

CHANGING CAR COLOR

You can pay to change the color of your car. You can select any color you want by adjusting the amount of R (red), G (green), and B (blue) you want.

CHANGE PARTS

This is where you use parts you have purchased such as mufflers, wheels, and Aero parts to change your car's appearance and performance.

SETTINGS

This is where you can change the following settings to match the way you drive. Use up/down on the direction button to select the setting you want to change and left/right to change it. Try changing various settings until you find the best combination for the way you drive. Note that there are some settings that cannot be changed until you reach a certain STAGE in tuning.

CHANGEABLE SETTINGS

Steering Response

Increasing this setting raises steering wheel response. Setting it too high makes the car hard to control. Setting steering too low makes the car unresponsive.

Brake Response

Increasing this setting allows you to brake even with slight pressure on the braking button. Lowering it makes the brakes easier to control.

Brake Balance

This setting adjusts the balance between the front and rear brakes, allowing you to change the ease at which you drift. Set the balance towards the front if you want to have more traction and toward the rear if you want to emphasize drift.

Clearance

Raising car height increases the force with which your tires press against the ground, making it more difficult to slide when cornering. **WARNING:** Raising it too high makes the car unstable.





Shocks

This settings adjusts the firmness of the suspension springs. Setting them firmer sacrifices stability when hitting potholes and makes the car harder to control, but it will allow for sharper cornering.

Damping Power

This setting adjusts the ability of the suspension springs to absorb vibration. Setting it too strong makes the car too bouncy, while setting it too low results in the springs that will not absorb vibration. The basic rule is to raise damping power if you increase spring rate.

Transmission Ratio

Lowering close ratio transmission improves gear contact, resulting in better acceleration at the expense of top speed.

Final Gear

Raising this value increases acceleration, while lowering it increases top speed.

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