Racer Web site:
www.starwarsracer.com

Official *Star Wars* Web site:
www.starwars.com
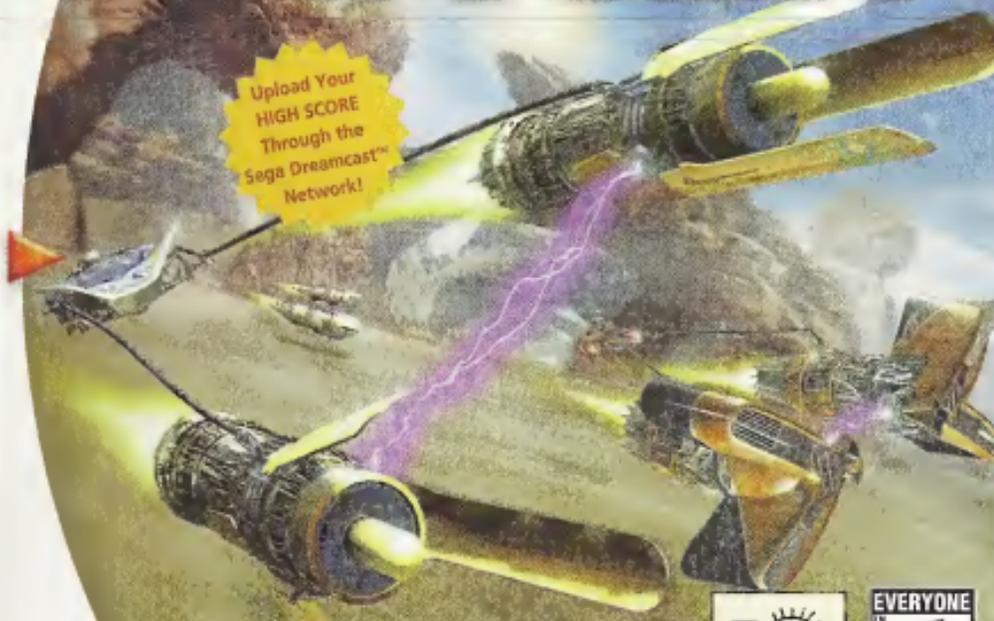
STAR WARS
EPISODE I
RACER

Upload Your
HIGH SCORE
Through the
Sega Dreamcast™
Network!

**TWO ENGINES. ONE CHAMPION.
NO LIMITS.**

EVERYONE

CONTENT RATED BY
ESRB

SEGA

1-23497F

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 likelihood 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, hands, 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.

TABLE OF CONTENTS

Anakin Skywalker is no ordinary nine-year-old boy. And now, he must face the ultimate test of his young life—a Podracer challenge. It's a test of courage, fast reflexes, and quick thinking, as the opponents maneuver their nine-meter-long (30-foot-long) Podracers at speeds over 600 mph—flying just a few feet above the ground. Keeping a firm grip on the "reins," Anakin must fight to control his Podracer's screaming jet engines, while keeping a constant eye out for hazards and obstacles—and the dirty tricks of his fellow racers. For Anakin and his opponents, winning the race—at all costs—is all that matters.

That's your goal when you play **StarWars®: Episode I: Racer™**. Based on one of the most memorable scenes from *Star Wars®: Episode I: The Phantom Menace™*, it's the game that puts you behind the engines of 23 different Podracers. You'll choose from over 25 unique courses on eight different worlds, each with its own natural and unnatural obstacles for you to overcome. You can even buy new or used parts to give your Podracer a performance boost. Ultimately, it will be your skill and daring that will put you in the winner's circle in the *Star Wars* race of your life!
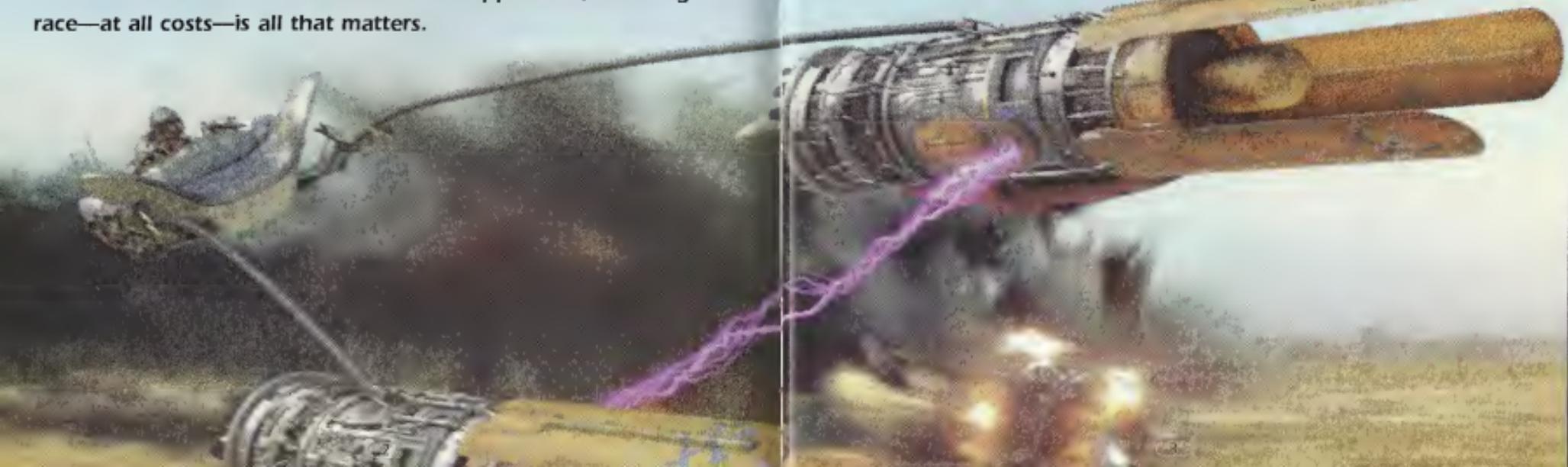
USING YOUR SEGA DREAMCAST CONTROLLER

Thank you for purchasing **Star Wars: Racer**. Please note that the software is designed only for use with the Sega Dreamcast console. Be sure to read this instruction manual thoroughly before you start playing.

Star Wars: Racer is a one- or two-player game. Before turning the Sega Dreamcast power ON, connect controllers or other peripherals (if applicable) into the Sega Dreamcast Controller Ports. Connect one controller to Control Port A. To play with two people, connect an additional controller (sold separately).
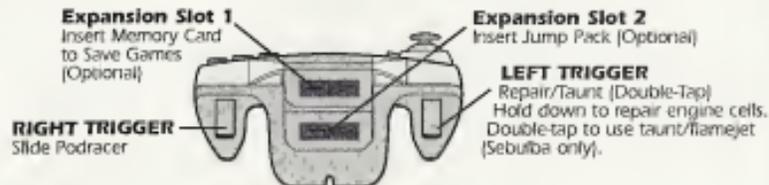
CAUTION: Never touch the Analog Thumb Pad or the L/R Triggers while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initiation procedure and result in malfunction. If the analog controls have been accidentally moved while turning the power ON, immediately turn the power OFF and ON, making sure not to touch the Sega Dreamcast Controller.

To reset the game and return to the Title Screen at any point during the game, simultaneously hold the **A**, **B**, **X**, **Y** and **START** Buttons on the Sega Dreamcast Controller.
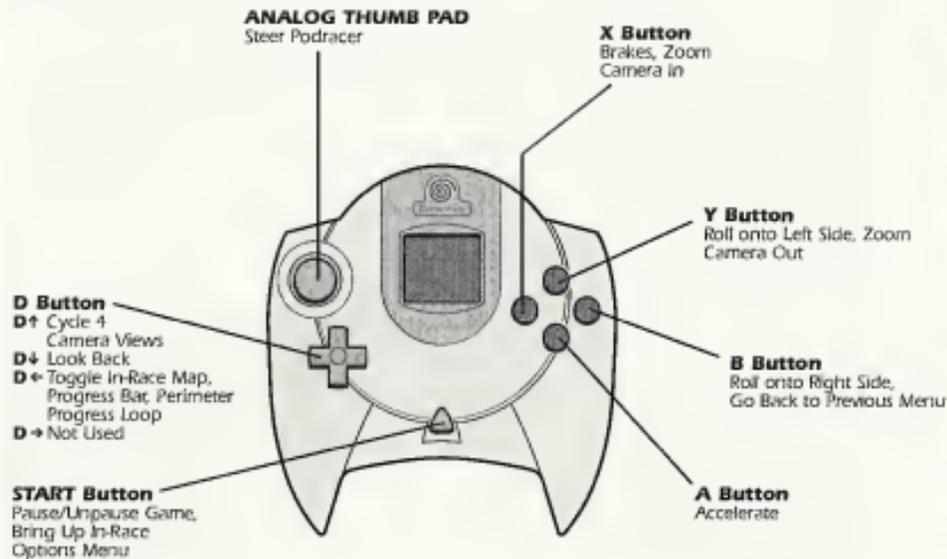
CONTROL SUMMARY

The game controls are all set to their default settings. To change the control settings, see Options Menu on page 16 for details.

(Forward View)

Expansion Slot 1
Insert Memory Card to Save Games (Optional)

Expansion Slot 2
Insert Jump Pack (Optional)

LEFT TRIGGER
Repair/Taunt (Double-Tap)
Hold down to repair engine parts.
Double-tap to use taunt/flamejet (Sebulba only).

RIGHT TRIGGER
Slide Podracer

(Overhead View)

ANALOG THUMB PAD
Steer Podracer

X Button
Brakes, Zoom Camera in

Y Button
Roll onto Left Side, Zoom Camera Out

B Button
Roll onto Right Side, Go Back to Previous Menu

A Button
Accelerate

D Button
D ↑ Cycle 4
Camera Views
D ↓ Look Back
D → Toggle in-Race Map, Progress Bar, Perimeter Progress Loop
D ← Not Used

START Button
Pause/Unpause Game,
Bring Up In-Race
Options Menu

JUMP PACK (sold separately)

When using a Jump Pack, insert it into Expansion Slot 2 rather than Expansion Slot 1 of the Sega Dreamcast Controller. The Jump Pack does not lock into place in Expansion Slot 1 and may fall out during game play or otherwise inhibit game operation.
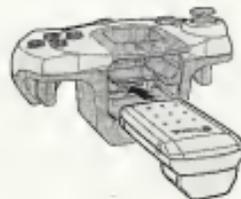
NAVIGATING

Use your Analog Thumb Pad to move through all the front-end screens in the game. Pressing the A Button confirms your selection. Pressing the B Button cancels your selection or returns you to the previous screen.

QUICK START

Want to start racing right now? Here's all you need to do:

1. First make sure that your Sega Dreamcast console is turned OFF. Insert the game disc into the Disc Door then slide the power switch ON.
2. At the Title Screen, move your Analog Thumb Pad to highlight FREE PLAY.
3. Keep pressing the A Button until you're at the starting line, where your race will begin!

TITLE AND PLAYER SELECTION SCREEN

Once you start the game, you will see the Title Screen, which has these choices:

■ **TOURNAMENT:** This sends you through the *Galactic Circuit*, a sequence of tracks which become tougher and tougher, until you reach the ultimate race—the *Boonta Eve Classic* on Tatooine.

■ **FREE PLAY:** Lets you race on any unlocked track.

■ **TIME ATTACK:** See how fast you can go when you've got the track all to yourself.

■ **2 PLAYER:** Lets you race against a live opponent on any unlocked track. (You must have a second controller plugged in to see this choice.)

■ **INTERNET:** Choose this option to upload your *Racer* high scores to Sega's *Racer* Web site. A VMU is required to upload your scores, but you don't need a VMU to view the site. For details, see page 17.

Move your Analog Thumb Pad up or down to highlight your choice, then press the A Button to select it. This will send you to the Select Player screen, with these options:

TITLE SCREEN

SELECT PLAYER SCREEN

■ **EMPTY:** Choose this to play and save a game.

■ **PRACTICE:** Lets you play a game without saving it.

If you've already created a saved game, the initials you used for that game will appear in place of EMPTY.

NAMING YOUR PODRACER

If you're creating a new game at the Select Player screen, you'll go to a display of the letters of the alphabet. Move the Analog Thumb Pad to the left or right to highlight the letter you want, then press the A Button to select it. Press B to delete a letter. Repeat this until you've spelled out up to three letters. Then, press the A Button to move to the next screen. **NOTE:** To save a game or load an existing game, you must insert a Visual Memory Unit (VMU) accessory (sold separately) into the Sega Dreamcast Controller before turning ON the power.

NAME PLAYER SCREEN

CHOOSING PODRACERS

At the next screen, you'll select a Podracer to compete with. Move the Analog Thumb Pad right to see a hologram of the next Podracer, and move it left to go back to Podracers you've already looked at. Press the Y Button to turn vehicle statistics on/off. When you've found the Podracer you want to race with, press the A Button to choose it.

SELECT VEHICLE SCREEN

TOURNAMENTS

There are three tournament circuits in the game: Amateur (beginner), Semi-Pro (intermediate) and Galactic (advanced). You may play the tournaments in any order, but you must place fourth or better to proceed to the next race in each tournament. Once you have completed an entire tournament, and placed third or better in the final track of each tournament, an Invitational track will open. When you've completed all three tournaments, you can compete in the Boonta Eve Classic championship race.

SELECTING TRACKS

Move the Analog Thumb Pad up or down to change tournaments. Move the Analog Thumb Pad left or right to change races within a tournament. A tournament race will not be available until you have placed fourth or higher in all of the previous races in that tournament. Press the **A** Button to select the track you want to race on.

TRACK SELECTION SCREEN

TRACK DETAILS

Once you've chosen a track, you will come to the Track Details screen. This displays the record times, favored racer, track map, and the prize money when available.

If you are racing in a tournament, you can change the way that prize money is distributed to Podracers who win or place (come in fourth or better) in a race. You'll need this money to purchase new or used parts to upgrade your Podracer.

TRACK DETAILS SCREEN

In Free Play Mode, the Track Details Screen allows you to adjust the number of laps, the number of Podracers, and the skill level of your opponents. If you've beaten all the tracks, the Mirror Mode option (available in Multiplayer, Time Attack and Freeplay modes) appears at the Track Details Screen. Use it if you've become too familiar with a track and want to flip the track to its mirror image. Move the Analog Thumb Pad up or down to highlight the desired option, then move the Analog Thumb Pad left or right to change it. When you are finished with the Track Details screen, press the **A** Button to proceed to the Main Menu.

MAIN MENU

Here, you'll be able to begin your race and make modifications to your Podracer. Move your Analog Thumb Pad up or down to highlight one of these choices:

MAIN MENU SCREEN

■ START RACE: This moves you to the starting line of your race,

on the planet and track you've chosen.

■ INSPECT VEHICLE: Take a close look at the components on your Podracer. (See Inspecting Your Podracer below.)

■ VEHICLE UPGRADES: Select this to view the condition of the vital components of your Podracer, and replace them. (See Upgrading Your Podracer below.)

■ BUY PARTS: Go here to acquire parts that will enhance your Podracer's performance. (See Watto's Shop on page 10 for more information.)

■ JUNKYARD: Sends you to Watto's junkyard where you can buy used, slightly damaged Podracer parts at discounted prices. (See Junkyard on page 11 to learn more.)

■ BUY PIT DROIDS: Lets you purchase pit droids that will serve as your pit crew and work on your Podracer. The more droids you have, the faster your damaged parts will be repaired after each race.

■ CHANGE VEHICLE: Lets you choose a different Podracer to compete with.

■ OPTIONS: Choose this to adjust the game settings. (See Options Menu on page 16 for more information.)

INSPECTING YOUR PODRACER

Choosing INSPECT VEHICLE from the Main Menu puts you in the Racing Bay next to your Podracer. To look all around your craft, move the Analog Thumb Pad in any direction. Press the **D↑** Button to zoom in on your Podracer for a closer look, and press the **D↓** Button to zoom away from it. Press the **D←** or **D→** Buttons to move the camera view to a different part of your Podracer. When you're finished, use the **A** or **B** Buttons to go back to the Main Menu.

RACING BAY SCREEN

UPGRADING YOUR PODRACER

When you select VEHICLE UPGRADES from the Main Menu, you'll see the important components of your Podracer displayed on a grid. Move the Analog Thumb Pad left or right to cycle through the different active components on the grid. Each part has a vertical Damage

Bar next to it. The taller the bar, the better condition the part is in. You will also see a series of horizontal Performance Bars under PODRACER STATISTICS. As you cycle through the parts, one of the bars will be highlighted. The longer the bar, the better your Podracer will perform in that category. To upgrade a part, select one, then press the **A** Button to go to Watto's Shop (see the Watto's Shop section below), or press the **B** Button to return to the Main Menu.

UPGRADES SCREEN

WATTO'S SHOP

If you've selected BUY PARTS, or have selected a part from VEHICLE UPGRADES, you'll end up at this parts supply house in Mos Espa, on the planet Tatooine. Its run by Watto, a stubby-winged, double-crossing Toydarian. Each part will have several horizontal Performance Bars in the lower left corner, under PODRACER STATISTICS. A yellow section on a bar indicates an increase in performance, while a red section indicates a decrease in performance. Pressing the **A** Button moves you to a screen that gives you:

WATTO'S SHOP

- The name and cost of the part.
- The part it replaces.
- The trade-in value of the part you want to replace.
   - The amount of money you have.
      (Remember, you start out with 400 truguts, and can win more money by doing well in races.)
         Move the Analog Thumb Pad to select either BUY or CANCEL, then press the **A** Button to make your decision. The amount the part costs will be deducted from the amount displayed under TRUGUTS.
            Move the Analog Thumb Pad left or right to see all the parts Watto has to offer. When you've finished with Watto's Shop, press the **B** Button to return to the Main Menu.

WATTO

JUNKYARD

If you don't have enough money to buy one of Watto's new parts, you might be able to buy used parts here. When you get to the Junkyard, move the Analog Thumb Pad left and right to cycle through the available parts. As in Watto's Shop, each part will have horizontal Performance Bars, with a yellow section showing how much better your Podracer will do with that part, and a red section showing how much worse it will do. Press the **A** Button when you get to the part you want. You'll go to a screen that displays the type of part, its name and cost, what it replaces, its trade-in value, plus how much money you have. Select either BUY or CANCEL with your Analog Thumb Pad, then press the **A** Button to make your decision. The cost of that part will be subtracted from the amount of money you have.

JUNKYARD

Be sure to keep an eye on the vertical Damage Bars next to each part, because you are buying used parts, and they will be damaged.

BUYING PIT DROIDS

After each race, pit droids repair your damaged Podracer and make repairs to your damaged parts. The more pit droids you buy in Watto's shop, the more repairs they can make. Selecting BUY PIT DROIDS in the Main Menu sends you to a screen that displays the cost of a droid, plus how much cash you have. You can buy up to four droids. Use the Analog Thumb Pad to select either BUY or DON'T BUY, then Press the **A** Button.

IN-GAME CONTROLS

STARTING YOUR RACE

After you've selected START RACE from the Main Menu, you'll move to the starting line on the track you've selected. The countdown will start, and your race will begin! Your objective is to win or place fourth or better.

As you get out of the starting gate and into the course, you'll see numbers above your opponents' Podracers. These indicate their current positions in the race.

IN-RACE SCREEN

Several numbers and displays will give you vital information about your race. The two numbers in the upper left corner above LAP show the lap you're currently on, along with the total laps you'll need to complete the race. The numbers in the upper middle display the amount of time the race has taken. And the two numbers in the upper right corner above POS indicate your current position in the race, and the total number of pilots racing.

Want to see how fast you're going? The number in the lower right corner displays your speed. The curved bar next to the speedometer is a Thrust Meter which fills up as you gain speed. You can also use this Thrust Meter to go even faster. (See Boost Mode on page 14 for more information.)

Total Laps — Time — Your Position

Laps Completed

Number of Podracers

Map

Speed

Engine Status Indicators

Thrust Meter

IN-RACE SCREEN

Engine Status Indicators and Repair

If your Podracer hits an object on the course or becomes overheated, two engine icons will appear in the lower left-hand corner of the screen. If these icons are green, your engines are functioning normally. If they're yellow, your engines are slightly damaged or are getting too hot. If they're red, your engines are badly damaged or are severely overheated. If a WARNING sign flashes next to the icon, you'll only have a few seconds to repair your engine before your Podracer explodes.

Please tear off before sending.

To repair a damaged engine, press and hold the **Left Trigger.** Your Podracer will slow down during repair. Release the **Left Trigger** when you've done enough repairing. Full repair is indicated by the icon returning to green.

Camera Views

Pressing the D⬆ Button on your Analog Thumb Pad changes your view between the four movie cameras around your Podracer. You can also look behind your Podracer by pressing and holding D⬇. The **X** Button zooms the camera in, the **Y** Button zooms out.

Race Progress

There are three ways to keep track of how you and your opponents are doing in the race. When you first start, you'll see a small map on the right side of the screen. It indicates a section of the track you're racing on. Your Podracer is the X, and always stays in the middle. Your opponents appear as yellow dots. To change to a higher magnification, press the D⬅ Button. Your opponents will show up as blue Xs.

Pressing the D⬅ Button again brings up a long vertical Progress Bar on the right side of the screen, with flag icons inside. These flags represent your Podracer and your opponents' Podracers. Your home planet's flag is always in the middle, and doesn't move. If the other Podracers' flags are below you, you're ahead of them; if they're above you, you're behind them.

PERIMETER PROGRESS LOOP

When you press the D⬅ Button again, you'll now see several flag icons moving clockwise around a loop on the outside of your screen. In this Perimeter Progress Loop, the starting line and the finish line are both in the upper left corner.

DRIVING YOUR PODRACER

To steer your Podracer through the course, move your Analog Thumb Pad left or right. Press and hold the **A** Button to go faster, and press and hold the **X** Button to slow down. When you push the Analog Thumb Pad forward, you'll have a little more speed but less control. Pulling the

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Analog Thumb Pad back reduces your speed but gives you more control and sharper turning.

If you're going the wrong way on a track, a large arrow will appear above you, to point you in the right direction. It will go away when you're back on track.

DIRECTIONAL ARROW

Boost Mode

Want to zip past your opponents or rip through a straightaway? Use the Thrust Meter to get that extra burst of speed you need. To get into Boost Mode:

1. Accelerate your Podracer by pushing the Analog Thumb Pad forward until the yellow light on the tip of the Thrust Meter comes on.

2. Quickly release the **A** Button, then press and hold it. You're now in Boost Mode.

Remember, if you stay in Boost Mode too long, your engines will overheat and eventually catch on fire, and you could be knocked out of the race. To get out of Boost Mode, either let go of the **A** Button or press the **X** Button. Turn off Boost Mode if your Podracer hits an object too hard.

Using Sebulba's Flamejet

When you unlock Sebulba's Podracer, you'll be able to fire a flamejet at your opponents from the side of Sebulba's engine. When you're in a race, double-tap the **Left Trigger** to set your opponent's engines on fire.

PAUSING YOUR RACE

If you want to temporarily stop your race, press the **START** Button. This will bring up a Pause screen with this menu of options:

- **CONTINUE:** Returns you to the race at the point where you left it.
- **RESTART RACE:** This starts the current race over.
- **QUIT:** Terminates race; returns you to the Main Menu.

FINISHING THE RACE

After your Podracer has crossed the finish line, press the **A** Button to see the results of your race, with the names and times of the top Podracers in the order they finished. Move the Analog

Thumb Pad up and down to see the entire list of racers. After reviewing the results, press the **A** Button to select a new track.

If you're in the Galactic Podracing Circuit tournament, and place fourth or better, you'll go on to the next track in your circuit. At this point you can modify your craft in Watto's Shop before the next race. Also, if you place first in a tournament race, you'll unlock a new Podracer belonging to the boss of that track. You'll now be able to choose that Podracer for upcoming races.

PAUSE SCREEN

While in a tournament, you can replay a race that you've already completed. There's no prize money when you repeat a course, but you can improve your standing and awards and unlock Podracers you may have missed the first time around.

SAVING GAMES

You will need a VMU (sold separately) to save games. Racer requires 4 blocks of memory to save game files and 6 blocks to upload an Add High Scores file for a total of 10 blocks. You can save up to five games.

To save a game:

1. Insert the memory card into Expansion Slot 1 of the Sega Dreamcast Controller.

2. Go to the Select Player Screen. The list in the bottom right has slots for saving.

Connector

Sleep Button
Mode Button
A Button
B Button

Directional
Button
(D-Button)

VISUAL MEMORY UNIT (VMU)

3. Choose an EMPTY slot, then type in a three-letter name for the game by scrolling through the letters using the Analog Thumb Pad. Press the **A** Button to select a letter, press the **B** Button to delete a letter. **WARNING:** While saving a game, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller or other peripheral equipment. If the memory card fails out during gameplay, push the memory card back in place and resume playing.
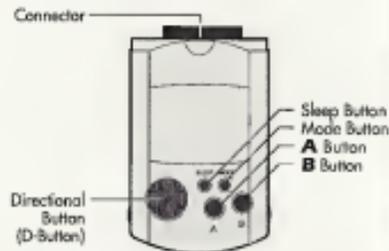
TRANSFERRING SAVED GAMES

You can transfer games saved on a memory card to a friend's memory card. To do this:

1. Disconnect both VMUs from the controllers. On the VMU that has the file you want to copy.

scroll up and down the **D** Pad on the VMU until you see the game name you want to copy.
2. Then scroll to the right twice using the **D** Pad to select the Copy command.
3. Insert the second VMU into the first VMU when prompted, then select Yes.
4. The saved game files will now be transferred to the second VMU, which can be inserted into the controller to access saved games.

MULTIPLAYER MODE

To play a multiplayer game, you must have two controllers plugged into the Control Ports.

1. At the Start/Option Screen, select 2 PLAYERS, then press the **A** Button.
2. At the Select Player screen, the player plugged into Control Port A must select a game, either an EMPTY slot or a previously saved game stored on a memory card. (The memory card should be inserted into Expansion Slot 1 of the controller that is plugged into Control Port A.)
3. Then each player in turn must pick an EMPTY or a saved game. To even the playing field, both players should choose the same saved game so both have the same number of Podracers available.

TWO-PLAYER SCREEN

OPTIONS MENU

When you select OPTIONS from the Main Menu, you'll see these game settings you can adjust:

■ MUSIC: Changes the volume of the background music.
■ SOUND: Changes the volume of the sound effects.
■ CONTROLLER 1: Choose the default or the alternate controller.
■ CONTROLLER 2: Choose the default or alternate controller.
■ LENS FLARE: Turns bright effects from suns on or off.
■ VIBRATION: Choose to turn the Jump Pack on or off. (Jump Pack must be inserted first.)
■ EXIT: Returns you to the previous screen.

OPTIONS MENU

To choose an option, move the Analog Thumb Pad up and down. When you get to an option you want to change, move the Analog Thumb Pad left and right.

INTERNET

You can upload your **Racer** high scores to the Sega Web site to share your scores with other players. You must configure your modem with the Browser disc before you can access the Web. See the Sega Dreamcast Instruction Manual for complete details. To upload scores, select Internet from the Main Menu then follow on-screen instructions to reach the **Racer** Web site.
NOTE: You do not need a VMU to simply view the Web site.

RACER WORLDS

Your Podraces will take place in these worlds:

Aquilaris The entire surface of this planet is covered by water, except for a few chains of islands, reefs, and floating cities. These are connected by a series of underwater tunnels and hover bridges. The course weaves through these bridges and tunnels, across two cities, and inside the remnants of the half-submerged, abandoned Old City. You'll be going above and below the water's surface, so be on your toes!

Ando Prime This is an ice-covered planet with vast glaciers and large frozen lakes. A massive pipeline brings water from the glacial interior of a mountain to the populated regions below. Your course will take you over mountain roads, through the pipeline, inside a pumping station, and

across icy lakes. Beware of the many twists and turns in the course, and watch out for ice formations.

Baroonda With active volcanoes rumbling, this swamp planet poses a challenge for all racers. Its inhabitants, the Majan people, have built a new metropolis around the ancient ruins and statues left behind by ancestors, creating a curious mix of the old and the new. The course careens around giant statue heads, through marshes, in between thick trees and their gnarled roots, and over a sulfur geyser field. Watch out for flying creatures and flaming lava pits.

Mon Gazza On this polluted, industrial, spice- mining planet, flaming gas exhausts and loading cranes blot the skyline. Huge spice barges and transport craft are constantly taking off and landing, even while a race is going on. The course cuts across a miners' shanty town, through the loading fields, and deep into strip mines, mining shafts, and caves. Keep away from pumping and drilling machines. You'll also encounter giant spice conveyors, which will either speed you up or slow you down.

Malastare Malastare is famous for its fast and dangerous Podrace courses. One course—Sebulba's Legacy—is rumored to be designed by Sebulba himself. Highly volatile methane gas continually leaks to the surface of this dry, dusty planet, where the gas pools in lakes and rivers.

BAROON 4.

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Oovo IV

Oovo IV A bleak, pockmarked moon of the gas planet Oovo, this asteroid world is a prison colony and a labor camp. Deep inside Oovo IV, the inmates dig for ore, which is transported to the loading docks on the surface by means of zero gravity vacuum tunnels. You'll race through a maze of these tunnels, and you may find yourself upside down on more than one occasion. Avoid the falling meteorites and rotating gates, and try to stay on the course.

Tatooine Anakin Skywalker's home planet, Tatooine is also home of the legendary Podrace event, the Boonta Eve Classic. This race occurs on the Boonta Eve holiday and is hosted by the vile gangster, Jabba the Hutt. All the best pilots gather to prove their mettle in one of the galaxy's most hazardous and challenging Podraces. The surface of this bleak, desert planet is marked by huge mesas and deep canyons. You'll need to complete both Tatooine courses to finish the Galactic Circuit. Keep an eye out for hidden caves and helpful shortcuts.

Ord Ibanna Once, the cloudy skies above this planet were filled with active gas mines and refineries connected by cable suspension bridges and generators. Now, everything has been abandoned, leaving floating junk to litter the choking atmosphere. Scrap-metal dealers fight each other for the wreckage, keeping it aloft with anti-gravity generators. The pilots will race through enormous air circulation tunnels and weave around gas storage tanks, and must be alert for gaps in the skyway.

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TIPS FOR SUCCESS

■ Experiment with each Podracer to get a feel for the one that best fits your playing style.

■ Try to stay in the middle of the track and on the road. The road has less friction, so you'll be able to pick up speed if you stay on it.

■ Press the **Right Trigger** while you're turning. This will skid your Podracer, and make it easier to maneuver around obstacles.

■ When going over a jump, pull your Analog Thumb Pad back for a longer jump, and push it forward for a faster jump.

■ To fit through tight spots, flip your Podracer on its right or left side by pressing the **B Button** or **Y Button**.

■ Don't be afraid to let go of the accelerator (**A Button**) at certain times during a race. Even though you'll slow down, it may help you steer better.

■ Keep a light touch on your Analog Thumb Pad when steering. It responds to even the slightest movements, so avoid the temptation to pull it all the way left or right. right.

■ Hold forward on the Analog Thumb Pad when you want a higher top speed. Pull back on the Analog Thumb Pad when you want tighter turns.

■ Try to get a turbo start at the beginning of the race. To do this, tap and hold the **A Button** while pushing forward on the Analog Thumb Pad at the right time.

■ Use the boosters wisely. It can make up for lost time, but an engine fire will cost you more.

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SEGA