

LOOK FOR



VANISHING POINT™



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Acclaim

SEGA

# DUCATI WORLD™

RACING CHALLENGE



Dreamcast™



CONTENT RATED BY ESRB

T-19074

Acclaim

## 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

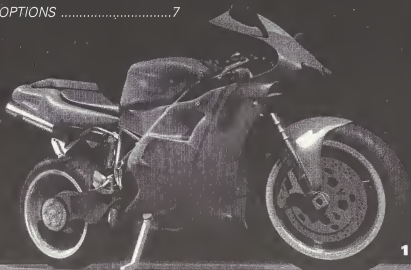
Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

### 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-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

LOADING .....	2	MODES .....	8
INTRODUCTION.....	4	DUCATI RACE .....	8
MENU NAVIGATION .....	4	DUCATI LIFE.....	11
CONTROLS .....	5	HINTS & TIPS .....	18
THE SCREEN .....	6		
OPTIONS .....	7		



# LOADING

1. Insert your *Ducati World™ Racing Challenge* Sega Dreamcast Specific Disc into your Sega Dreamcast console.

2. Plug your Sega Dreamcast Controller into Controller Port A.

*Ducati World Racing Challenge* is a 1-2 player game\*. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast.

3. Switch on the power to your Sega Dreamcast Unit.

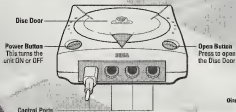
4. You will be prompted to select a VMU on which to save your progress in the game. Each saved game requires 8 blocks of memory. If you do not have a VMU inserted or it does not have adequate blocks to save the game data, you will be alerted but may continue playing.

While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.

\*Purchase additional controllers (sold separately) to play with two or more people.

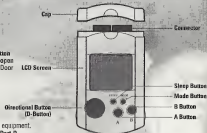
To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and START buttons. This will cause the Sega Dreamcast to soft-reset the software.

## SEGA DREAMCAST HARDWARE UNIT



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

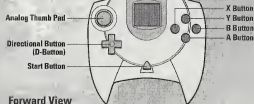
## SEGA DREAMCAST VISUAL MEMORY UNIT (VMU)



Never disconnect the VMU while performing a battle or exchanging data when connected to another VMU. Also note that leaving two VMU connected for a long period of time will considerably shorten the life of the batteries.

## SEGA DREAMCAST CONTROLLER

### Overhead View



### Forward View

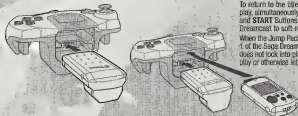


Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

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.

Operation with non-compatible controllers is not guaranteed.

## SEGA DREAMCAST JUMP PACK™



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 does not lock into place and may fall out during game play or otherwise inhibit game operation.

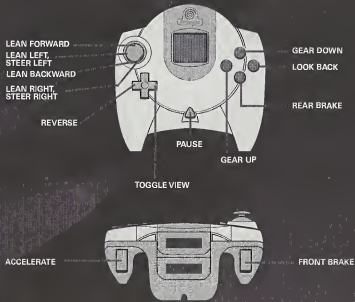
# INTRODUCTION

The Ducati name attached to your bike means you're riding the best on the road. You mean to say you've never had this experience? Well, get ready for the most absorbing and detailed bike racing game ever! Have you got what it takes to take a Mike Hailwood replica out onto the track? Or maybe you'd like to feel the thrill of the modern MH900E? With two cool modes of play, *Ducati World Racing Challenge* is the closest thing to being on a real Ducati you'll ever get, minus the helmet hair. Immerse yourself in the history and culture of these exquisite bikes in *Ducati Life*. Or maybe you're the type who needs the quick adrenaline rush of *Ducati Quick Race*? Upgrade & tune your favorite Ducati then challenge a friend. Play for 'keeps' and the winner keeps both bikes. Think you can keep cool under that kind of pressure? No matter what mode you choose, you're in for one hell of a ride! So, hit the throttle, dump the clutch and wheelie into the sunset of *Ducati World Racing Challenge*!

# MENU NAVIGATION

- Use the **DIRECTIONAL BUTTON OR ANALOG THUMB PAD UP** and **DOWN** to highlight an item.
- Use the **DIRECTIONAL BUTTON OR ANALOG THUMB PAD LEFT** and **RIGHT** to toggle through options.
- Press the **A BUTTON** to confirm a choice/go to the next screen.
- Press the **B BUTTON** to return to the previous screen (Go Back).

# CONTROLS



# THE SCREEN



- 1 **SPEEDOMETER** – Exactly how fast your bike is going in KM/H.
- 2 **GEAR** – Displays current gear.
- 3 **TACHOMETER** – Shows your RPM's. When the needle's in the red, it's time to shift.
- 4 **CURRENT RACE TIME** – Total elapsed time.
- 5 **CURRENT LAP** – The lap number you are currently racing.
- 6 **CURRENT LAP TIME** – The time you've spent on your current lap.
- 7 **RACE POSITION** – Your ranking in the race.
- 8 **BEST LAP TIME** – The best time for a lap so far.

# OPTIONS

Here's where you can adjust *Ducati World Racing Challenge* to your specifications.

## Controller Config

Configure and calibrate controllers here. You can also switch on the vibration function if you are using a Jump Pack (default is off).

## Sound Setup

Here you can adjust the Music and SFX volumes, and make your Mono/Stereo selection.

## Records

Here you can view the fastest lap times on each track. Each track has a separate page for best times. Both reverse and normal tracks are recorded.

## Enter Your Name

You can enter your name here for record keeping purposes. Move through the alphabet with the DIRECTIONAL BUTTON or the ANALOG THUMB PAD and press the A BUTTON to select a letter.

## Credits

Check out all the hard-working people who lovingly hand-crafted *Ducati World Racing Challenge* just for you.

# MODES

## Ducati Quick Race

Ducati Quick Race is the quick route to racing bikes. If you need the immediate adrenaline rush of racing, Ducati Quick Race allows you to progress through a series of bikes and tracks in a more linear fashion than Ducati Life.

You'll start by picking any of the three open tracks. Next, choose from five available bikes and select Normal or Hard difficulty settings.

The Goal is to win each race on each difficulty setting for a total of eighteen races. There will be awards for winning races. Bikes will be given at various points throughout the game. Complete all eighteen races to open up reverse tracks.

From the Ducati Quick Race Main Menu, you can choose the following:

- SINGLE RACE • TIME ATTACK • LOAD • REWARDS
- 2-PLAYER • PROGRESS • SAVE

### SINGLE RACE

Here you'll be able to select a difficulty and a bike and track that you've opened. You will then enter the race against four other competitors. Try to beat the track at each difficulty with each bike.



Select your bike wisely! You'll find a tasty selection from historic Ducati bikes that differ in Max Speed, Grip and Acceleration.

Selecting "Normal" will pit you against easier competitors in a 3-lap race. "Hard" is not for the faint of heart as your CPU opponents will be brutally unforgiving in these 5-lap fights to the finish! The winner on most tracks is the winner overall.

### 2-PLAYER

This is the two-player split screen mode. Player 1 chooses a track to race on and the number of laps in the race, then each player chooses a bike that has been unlocked.

You'll have the same selection of bikes available to you here that you had in single player Race mode with historic Ducatis, differing in Max Speed, Grip and Acceleration. After you've both made your bike selections...you're off!

### TIME ATTACK

In Time Attack, you can challenge the best time on each track! You'll be able to choose a track and then a bike. Be quick and your name will be in lights!

### PROGRESS

To progress, you must win four races on each track, using Vintage and Modern bikes at both Normal and Hard settings. Refer to the Progress page to check on your game progress. The page contains information on which tracks you've completed.

## LOAD

If you have a Ducati World Racing Challenge saved to your memory card, you can load it here. Remember that your Ducati Life mode save will also be loaded here.

## SAVE

If you have a memory card inserted, you can save your position through Ducati World Racing Challenge here. Ducati World Racing Challenge will also save the top five fastest laps on each track. Remember that your Ducati Life mode save will also be saved here.

## REWARDS

Unlock tracks and bikes for some great rewards! If you've successfully unlocked an element, you'll get a notice to "Check your Rewards." Then you can look forward to a really cool treat!

FIRST  
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REGISTER  
ONLINE  
AND WIN!

see back for details

REGISTER ONLINE AT [www.ducadlm.com](http://www.ducadlm.com)  
DUCATI WORLD™ RACING CHALLENGE FOR SEGA DREAMCAST™ GAME SYSTEM  
Product Item # 03715

From: \_\_\_\_\_

\_\_\_\_\_

Check here if this is a new address.



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GLEN COVE NY 11542



## Ducati Life

Ducati Life offers you a completely unique approach to racing. You become immersed in Ducati history while you compete for money and, because you are a daring Ducati rider, for opponents' bikes!

### Methods of Progression through Ducati Life

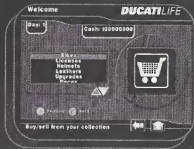
By winning races, you'll be awarded prize money. With that money, you can purchase the following:

- Bikes
- Leather suits
- Helmets
- Upgrades

What you choose to purchase with your prize money will determine how you move through Ducati Life. Because you can stick to your plan through the end or deviate to another path at any point during your progression, Ducati Life is rich with opportunity and variety. Here are a few paths to think about as you begin Ducati Life:

**PLAYING FOR MONEY:** You may want to just acquire wealth by winning easy races again and again, building up a big stash.

**PLAYING FOR RACES:** Maybe you're the daring type who just wants to tear up every race available. To pursue this path, you'll need to manage your money carefully and buy different bikes along the way.





**PLAYING FOR PRIDE:** Got your eye on a particularly expensive item? A 500GP, maybe? Well, knuckle down because items like that are pricey and you'll have to commit yourself to saving hard. But the pride you'll have in your souped up machine will make it all worthwhile.

**PLAYING FOR BIKES:** Perhaps your goal is to own every Ducati bike in the game or a particularly desirable bike. Again, this is a difficult task but, as a fearless Ducati rider, you're more than up to the challenge!

**PLAYING AGAINST THE CLOCK:** The date will advance one day every time you enter a race. You can set your own goal of reaching a milestone in the game – maybe buying your first 996 SPS – at the earliest date possible.

In every case, you are free to choose your own route through the game. However, there are a few obstacles you must overcome to reach your ultimate goal.

## **DUCATI LIFE MODE**

From the Ducati Life Main Menu, you'll have the following selections:

### **Buy/Sell Bikes**

Select this to check out the Showrooms and either purchase a bike or sell one you already have (see page 14 for more info).

### **Try for License**

This is where you can take your tests for the following four licenses (see Licenses for more info)

- Basic I License
- Basic II License
- Full License

- Advanced License

### **Leathers**

This is where you can spend your cash on some cool leathers.

### **Helmets**

Keep your cranium safe and stylish with the purchase of some groovy headgear.

### **Upgrades**

Here you can buy and fit parts for almost any modern bike you own.

### **Race**

Hit the highway!

## **BIKE MENU VINTAGE SHOWROOM**

This is where you'll be able to purchase vintage bikes in the Ducati range. These are pristine examples of Ducati bikes from the 50's to the 80's.

## **MODERN SHOWROOM**

Here you'll be able to purchase the more modern bikes from the Ducati range. These are brand new examples from the present range. You can purchase Monsters, ST's, SS's and SBK's. The same options available in the Vintage Showroom are available in the Modern Showroom.

## **USED BIKE TRADERS**

If your pockets are not quite full enough to walk off the Showroom with a brand new Ducati, you may want to check out the second hand Ducati bikes. They are less expensive examples from all

the groups. Each bike will have varying performance characteristics dependent on factors like age, mileage etc. You can evaluate this in the price. However, each trader will have at least one prime example of each model. Shop around for the best deal between all three traders. The same options available in the Vintage and Modern Showrooms are available here.

**Dealership**

**Ducati Magazine**

**Classifieds**

## **LICENSES**

Some races cannot be played if you do not hold the relevant license. The more prestigious and valuable races are only available to those that have a license. There are four licenses you will have to play for.

### **Basic I License**

This license is comprised of five basic tests, designed to familiarize you with basic bike handling.

### **Basic II License**

Part II requires you to complete five slightly more advanced tests. These tests are designed to familiarize you with advanced bike handling and cornering.

### **Full License**

In order to gain your Full Road License, you must master five tests designed to make sure you are familiar with a variety of highly advanced techniques needed to master aspects of the game like difficult corners.

## **Advanced License**

Again, you must master five tests designed to challenge every skill you have! Completion of this license will ensure that you are ready to take on the most brutal competition.

## **LEATHERS & HELMETS**

You can upgrade both your protective leather suit and your helmet.

## **UPGRADES**

Here you can purchase upgrades for your bikes. Only modern bikes can be fitted with upgrades.

# RACE

This is the route to every type of Race challenge. When you're happy with the bike you want to race, this is the place to be. Select which type of race you want and...you're off!

You may enter any race that you have the required bike and/or license for. The game will automatically search your garage and make current the bike that is needed to race. You can set which bike is current by accessing the Garage. This is particularly useful for races that any bike may enter.

## ONE PLAYER CHALLENGE

In One Player Challenge, you'll peruse the Challenge Bulletin Board and see who is offering 1 on 1 challenges. The challenges are date dependent so, if you don't accept a challenge, it will disappear after its date is up. Types of challenges on offer will be:

- Winner takes the loser's bike
- Winner collects a prize purse
- Friendly race



## TWO PLAYER CHALLENGE

Here's where you can show off your bike and your skills by battling a friend in a memory card Challenge. To begin, Player One places their DUCATI WORLD Racing Challenge save game memory card in their controller and Player Two places their save game memory card in their controller. Both players will then be able to select a bike from their saved game Garage. Player One must then set the

challenge. You can choose either a race for bikes (loser forfeits his machine!), a race for money or just a friendly race. Next, you must choose a track to race and the number of laps. If both players accept the challenge then the race is on!

# GARAGE

Access information about the bikes and upgrades you've purchased in the Garage. This is also where you can Load & Save here.

## BIKES

Selecting a bike from your garage takes you to the Bike Details page. On this page, you can view the bike you own and select it to make it the current bike. By using the shortcut icons at the bottom right of the screen you can fit upgrades and tune your bike.



## LOAD/SAVE

If you have a memory card inserted, you can save or load your current position in Ducati World by selecting the memory card icon located at the bottom right of the screen. Please note that both Ducati Life and Ducati Quick Race data is loaded and saved at the same time. This allows you to jump from mode to mode without having to worry about loading new games.

# HINTS & TIPS

- Save your game before participating in a challenge to preserve all of your hard work.
- Turns can be deceiving. You may not always need to apply the brake to successfully navigate a turn. Try some of the gentler curves at full throttle.

For the hottest hints and codes  
on **ACCLAIM** titles:

Please call **1-900-407-TIPS (8477)**

The cost of the call is \$.95 per minute. You must be 18 or have parental permission and have a touch-tone phone.

## Ducati World was brought to you by:

### CODE:

**DC Programmer:** Graham Kenny Everett

**PC Programming:** Dave Chambers

**Tools, Bikes & Renderer:** Andy Firth

**Rendering Technology:** Steve Bennett & Dr. Andrew Wright

**Front End:** Andy Firth, Dr. Andrew Hague, Damian Sinclair & Martin Sommerville

**Physics & AI:** Dr. Andrew Hague

**Sound & Extras:** Mark Parry

### ART:

**Lots of Bikes:** Phil Irving

**More Bikes:** Derek Windsor

**Graphic Design:** Lee Garbett

**Animations:** Alan Paul

**Tracks:** Martin Sommerville, John Dunn

### DESIGN:

**Lots of Tracks:** James Kett

**Lots of Tracks:** Ben Ackerman

### MUSIC:

**Track Music:** Martin Sommerville

**Intro & Front End:** Ben Ackerman

**SFX:** John Davies

### MUSIC ACCLAIM ENTERTAINMENT:

**Audio Director:** Stephen Root

**SFX Wizard:** Ben Minto

### PRODUCTION:

**Producer:** David Perryman

### PRODUCTION ACCLAIM ENTERTAINMENT:

**Senior Producer:** Roger Carpenter

**Producer:** Kevin Watts



DUCATI WORLD WAS DESIGNED AND  
BUILT BY THE ATD DUCATI WORLD  
TEAM 1999/2000

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### ESRB RATING

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