Daytona USA FAQ

by FFOGalvatron   Updated on Nov 6, 2005
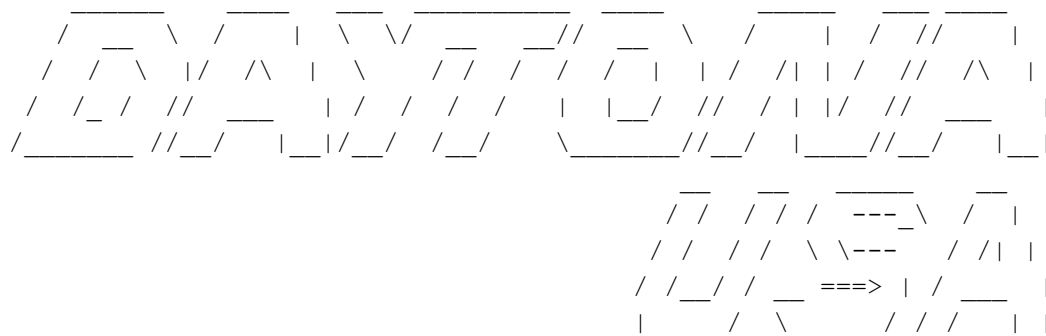
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Daytona USA race guide for SEGA Saturn
By FFOGalvatron 2005


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1) INTRODUCTION

Welcome to my guide to the SEGA Saturn version of Daytona USA. This
guide will help you with the tracks, cars, cheats etc.

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2) DAYTONA USA ON THE SATURN

In 1994 Daytona USA appeared in arcades and was seen as the sequel
to Virtua Racing, and it quickly became one of the most popular
arcade games ever made -a testament to this is the fact that the
game is still seen in many arcades today.

For a game released at this time the graphics were incredible and
very realistic. Daytona was also very fun to play, thus making it
very popular with players.

The main reason Daytona USA was so popular though was that it had
link up play. Up to 8 players could compete on link up machines
and it was this mode that was the most popular.

SEGA announced that Daytona USA would be appearing on their new
Saturn machine, and would be available at the console's launch.
SEGA promised that the game would be arcade perfect in almost
every way, but it wouldn't have up to 8 players, obviously.

However, when the did arrive it was a hideous train wreck of a
game and enraged just about everybody. The graphics were poor,
the frame rate was bad and the pop up was awful, and with no
2 player mode Daytona USA arcade players laughed at the game and
stuck to the arcade version. SEGA were left with red faces since
many people thought the Saturn wasn't capable of new arcade games
like Daytona. They were later proved wrong, of course, but at the
time things looked bad.

The main reason this game turned out so badly was that SEGA decided
to bring forward the release date of the Saturn, and so any software

for it also had to be brought forward to be on the shelves when the
console was released. However, this meant a lot of games had to be
rushed, including Daytona USA, and as so it meant the game was
never really completed properly.

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3) CONTROLS

Daytona USA will work with the normal Saturn pad, but will also work
with the race wheel that used to cost a lot, but now can be bought
for next to nothing.

PAD CONTROLS
The standard control layout for Daytona USA is this:

A= N/A
B= Brake
C= Accelerate
X= N/A
Y= N/A
Z= N/A
L= Cycle through views inward
R= Cycle through views outward

Start= Pauses the game

Up= Shift gear down
Right= Turn right
Down= Shift gear up
Left= Turn left

RACE WHEEL CONTROLS
The standard control layout for Daytona USA is this:

A= Not used
B= Changes through views inward
C= Accelerate
X= N/A
Y= Changes through views outward
Z= Brake

Start= Pauses the game

The "Butterfly shift" (that is what it is called in the manual anyway)
is used to change gears. The butterfly shift is the paddle on the back
of the race wheel. Press it left to go down a gear, right to go up a
gear.

As for turning, well, it's just like the wheel of a real car. So turn
the wheel left to turn the car left and turn it right to turn right.

No horn though.

To power slide, brake than accelerate at a high speed whilst holding left
or right depending on which way you want to go. I've never mastered
power sliding to the full though.

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4) VIEW POINTS

Like in Virtua Racing, this game offers multiple views to choose from
as you race. To change views you have to press the view buttons (see
the control section for more info) In total there are four different
views to choose from whilst racing.

As for which view is the best, it is a matter of personal choice.
Unlike in Virtua Racing, I can use any of these views as I race but I
prefer the normal and high views.

VIEW 1: "SPEED VIEW"
This is as if you are at the very front of the car. It is the lowest
view in the game.

VIEW 2: "DASHBOARD VIEW"
This view is like it is first person. You can see the dashboard and
bonnet of the car.

VIEW 3: "NORMAL VIEW"
This is the default view whenever you start a race. You can see all of
the car with this view, unlike the previous two views.

VIEW 4: "HIGH VIEW"
This is a higher up version of the normal view, meaning more track
visibility.

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5) CAR TYPES

This is referring to the arcade mode. (Please see the Saturn mode
section for details on the other cars) There are two types to choose
from before you start a race: either Automatic or manual transmission.

AUTOMATIC
This is the red car with a blue stripe on the left of the two. It means
that gear shift is done automatically, so the up/down functions on the
pad (or the butterfly shift paddle on the race wheel) will not do
anything if you press them during a race. I think this is the best car
to have, mainly because I am to lazy to change gears manually. However,
it is not as fast as the manual car at top speed.

MAX SPEED: 315 k/h

MANUAL
This is the red car with a yellow stripe and is the right of the two. You
have to do the gear shifts yourself with this car by pressing the gear
shift buttons as you race. You have to change gears when one gear reaches
a high speed and won't go any faster. If you crash or have to brake and
are in top gear, be sure to shift down a few gears so you can accelerate
faster. This car is slightly faster at top speed than the automatic car.

MAX SPEED: 325 k/h

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6) PIT STOPS

On every track there is a pit lane. If you pull into the pit lane,
the car will automatically pull into your team's garage and the pit
crew will start work on your car.

The pit crew will replace your car's tires, but also any dents in
your car will magically be fixed. After the pit crew complete their
work, your car will automatically leave the pit lane and you will
be back on the proper race track.

Pit stops, just like in Virtua Racing, was a waste of time. You lose
far too many places in the race when you come out from your pit stop,
and the actual benefits are little. When your car is dented, your top
speed will be slightly lower than usual, but not that much. A pit
stop will fix it so your top speed is back to normal but the stop
just takes up to much time to be worth while.

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7) THE TRACKS

In total there are 3 tracks in Daytona USA, with each track having
a different difficulty level. The amount of CPU cars on the track

also differs depending on which track you are racing on. The quoted
sections are the descriptions taken from the manual of the game.
The "cars in race" include you. This means, for example. that on
the beginner course there are 39 CPU cars on the track with you as
you race. I've also included a little bit of trivia for each track
in the "did you notice?" sections.

BEGINNER: "Three seven speedway"
CARS IN RACE: 40
NO. OF LAPS: 8

"This is a smooth, fast course that can be drive mostly at flat-out
speeds. The final hairpin before the Start/Finish line can make or
break your race. This is also the only course where you begin the
race with a rolling start. Fight your way from last place to first!"

The easiest course is also the most popular due to the fact that any
one can do well in this course. The only turns you have to make are
always left, after all, and there is only one part of the course that
could be considered slightly challenging.

When you start the race, the car will already be racing on the track
and you won't be able to control it until the timer runs down and
the commentator shouts "GO!" You'll be on the start/finish straight.
Over take as many cars as you can, and quite soon you will have to
turn left at a small left turn. Almost as soon as you do this turn
another left turn appears, so turn there too. This leads to another
long straight so again try to take over as many cars as you possibly can.
At the end of this straight is the dreaded left hair pin turn. If you try
this turn to fast your will smash into the wall and lose a lot of time.
Either brake of power slide to get through this corner without
crashing. This will lead to the start/finish straight.

LAP COMPLETE

DID YOU NOTICE?

*The large Sonic etched into the wall above the hairpin turn?

*The working slot machine just before the hairpin turn?

*This is the only course to have a rolling start?

*This track is only has left turns?

ADVANCED: "Dinosaur Canyon"
CARS IN RACE: 20
NO. OF LAPS: 4

"Rolling terrain, high walls and a long tunnel reduce the visibility of this course and make the sharpness of the turns less predictable. Pre-race practice is recommended."

Much harder than the first course, Dinosaur Canyon has some nasty little turns that will no doubt see your car crash and flip all over the place when you first try this course.

Unlike the last track, this one has no rolling start. You start on the last place in a gird, with 19 other cars in front of you. When the race starts you'll be on a straight. When you see a bridge with people on, get ready for a little right turn which leads to another straight. This straight is very small though but you will be able to over take a few cars here. This small straight will lead to a very long right turn, but you will not have to brake for it, go at full speed. At the end of this turn is the first check point.

Almost as soon as you pass the check point, there is a small left turn that leads into the track's tunnel section. The tunnel is narrow but is straight for the most part so go at full speed until you can see a right turn in the tunnel. Slow down a bit and turn right at the turn and you will be out of the tunnel, and the track will lead to a short left then right turn, don't go to fast here or you will slam into the wall and lose a lot of time. After the right turn you will pass the second check point.

Just after the check point there is a small straight which leads to a long right turn. If you take this turn to quickly you may crash into the wall on the left, if it looks like you are going to crash slow down a bit. After this turn there is a straight which goes down hill. As you travel down the hill a left turn will appear, SLOW DOWN FOR IT or you will go straight off the track at full speed. After this turn there is another straight, which leads to one final right turn which is very long. Slow down for this one too, and once you have done it go at full speed as you are back on the start/finish straight.

LAP COMPLETE

DID YOU NOTICE?

*That Dinosaur Canyon is for sale with 300 acres of land on offer?

*The hidden part of the track with a secret message?

*This course has the smallest amount of cars on it?

EXPERT: "Seaside Street Galaxy"
CARS IN RACE: 30
NO. OF LAPS: 2

"Converted from city streets and highways, this course takes places on a whole new dimension when racing. Sharp hairpin curves, varied course widths and low visibility make competing on this circuit a real challenge."

With so many difficult turns this is easily the hardest track of the lot, not surprisingly. It's also a very large course, hence why there are only 2 laps to do, but with 29 other cars to compete with you'll have to race well to finish in first place.

Like in the last race you will start in the last place of the grid. The race will start on a bridge which is a large straight. After a while though the straight will end and there will be a small left turn which leads to a sharp right turn, be careful here as the track splits into two streets, try to stay on the right street. You'll pass the first check point just after the turn.

After the check point there is another right turn, which immediately leads to a left turn. After the left turn there are two very sharp right turns, don't take them at full speed or you will crash into the walls. After the right turn there is a small left turn which leads to a longer left turn. During the left turn you will pass the second check point.

You will now be on a long straight. When you see a statue, there is a right turn coming up, get ready for it. This leads to a downhill straight which has a right turn at the bottom of it. As you continue there is a left turn which leads to a straight with the next check point on it.

At the end of this straight there is a hairpin turn, slow down or you will crash. After this turn there are a few small left and right turns, and then one very long right turn which you will have to slow down a bit for unless you want to crash. After this turn there is a short left turn which takes you past the next checkpoint.

As soon as you pass the check point there is a sharp left turn incoming, so get ready for it. This leads up to the bridge you started on, but now you are on the other side of it. This part of the bridge is a nice long straight so try to over take as many CPU cars as you can here. Just after the end of the bridge there is a right turn which takes you on to another straight which leads to yet another check point.

After the check point there is a very nasty left turn coming up, brake for it or you will crash off the course into the nearest wall. After the turn there is a small straight with a right then left turn. After the left turn there is a very small straight leading to yet another left turn, which leads to a right turn. After the right turn you will see a ship, start braking as a tight hairpin comes up, if you don't brake you'll go off the track and slam into the wall near the ship. After this hairpin there is a right turn going up a hill which leads to the start/finish straight.

LAP COMPLETE

DID YOU NOTICE?

*This track has the least amount of laps of the 3?

*There is a statue of Jeffry from Virtua Fighter?

*There are horses running around at some points?

*The ready to launch space shuttle?

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8) ARCADE MODE

This is the main mode of play. In this mode you race against
a number of CPU cars and have to beat the clock by passing
check points. If the timer runs out your game will be over. To
complete the track you simply have to finish in any place without
the timer running out.

After you select this mode you will get to choose which track you
want to race on from the 3 available, and then you will get to choose
which car you want: automatic or manual transmission. You will then
enter the race.

After the race you may be asked to enter your initials if you got a
top time. Times are saved to the memory file.

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9) SATURN MODE

This new console mode changes some options to the arcade mode. It also
offers more cars to play as.

The main thing about this mode is the fact that the timer is gone so
you can take as long as you like in a race. This means that this mode
is great for practicing on as you don't have to worry about running out
of time.

There are now 4 different cars to choose from. The car selection screen
will appear after you choose a track. I will give a description of each
car below:

AUTOMATIC 1
MAX SPEED: 315 k/h
ACCELERATION: B
GRIP: C

This is the arcade automatic car. The grip is poor but the acceleration is
good plus the gears change automatically.

MANUAL 1
MAX SPEED: 325 k/h
ACCELERATION: B

GRIP: C

This is the arcade manual car. It too has poor grip but good acceleration and
has a higher top speed than either of the automatics, but you have to change
gears by yourself.

AUTOMATIC 2
MAX SPEED: 305 k/h
ACCELERATION: A
GRIP: A

Slower than the first version of the automatic, but with superior grip and
acceleration this car is great.

MANUAL 2
MAX SPEED: 315 k/h
ACCELERATION: A
GRIP: A

This is slower than the first version of the manual but has better grip
and acceleration. You still have to change gears by yourself though,
obviously.

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10) RANKING MODE

Not a lot to say about this mode. You can simply view any top time
for any track on any mode here. When you first ever play the game,
the ranking mode will be full of entries from made up player names.
You should be able to beat them fairly easily.

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11) OPTIONS

This mode lets you change various in game options, and there are
quite a lot of things you can do in this mode. I'll list them
all here and give a description of each.

GAME MODE
This lets you choose from one of three modes. You can choose either
normal, grand prix or endurance. These different modes change the
number of laps in races.

Normal is the default setting and the amount of laps for each
course are listed in the track section.

However, grand prix adds more laps. The details:

BEGINNER: 20
ADVANCED: 10
EXPERT: 5

If you put the setting to endurance mode, each track now has many laps
and if you have hours of time to waste and don't mind playing the
same laps over and over again, this is the mode for you. The laps
for each track are as follows:

BEGINNER: 80
ADVANCED: 40
EXPERT: 20

DIFFICULTY
This lets you change the amount of time you have as you race in the
arcade mode. You can choose either very easy, easy, normal, hard or
very hard. The default setting is normal.

ENEMY LEVEL
The AI difficulty of the CPU cars. Like in the standard difficulty
you can choose either very easy, easy, normal, hard or very hard.
The default setting is normal.

SOUND MODE
Select either stereo or monaural. The default setting is stereo.

MUSIC TEST
Listen to any piece of game music here. Press left and right to
cycle through the music and press c to listen to it.

SOUND TEST
Listen to any sound effect here. Press left and right to
cycle through the sound effects and press c to listen to the one
you want to hear.

KEY ASSIGN
You can customise the button layout here.

EXIT
Somewhat predictably this exits the options menu and takes you back

to the main menu screen.

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12) CHEATS/SECRETS

MIRROR MODE
In the Saturn mode, highlight the track you wish to race on, then
hold down the start button and press C to race on the track in
mirror mode.

ADDITIONAL CARS
In the Saturn mode, complete each race in first place under the normal
difficulty level to unlock additional cars. You can get different
coloured cars with different ranks which can be better and worse than
the cars you already have.

EXTRA TIME IN BEGINNER TRACK
When you pass the slot machine, press X to make it stop. If 3 pictures
of a 7, bar or cherry appear, you will receive extra time. You need
to do 3 laps to stop the slot machine entirely though.

HIDDEN MUSIC TRACKS
When you are asked to enter you initials, enter any of the following
to hear a different short piece of music from a different SEGA game:

SEX	A.B	BNB	DST	E.R	EXN	GDA	G.F	GLC
GPR	DYN	H.O	KOS	LGA	O.R	ORS	P.D	P.P
QTT	R.M	S.C	SDI	S.F	S.H	SHO	SKH	SMG
T.B	TET	TOR	V.F	VFT	VMO	V.R	.KK	DEK
YAN	M.M	KOU	HSB	TAK	KAZ	ASA	YOJ	YUI
NAK	MIT	OKA	TRS	H.S	OSI	JIM	IGA	ANI
V.C	K.J	MAS	KEN	AKI	ISO	AO.	KAG	YAM
KAO	SAO	NAG	VME	A.Y	J.B	S.B	PAI	K.M
W.H	J.M	LAU	V.R	V.F				

SECRET SIGN IN ADVANCED TRACK
As soon as you start the race, turn around and accelerate. Keep going
until you see a ramp. Go up the ramp and you will go up a small
tunnel and the secret sign is in there with a message for you.

KARAOKE MODE
Have the mode on normal, then go into the arcade mode and highlight
the track you want, hold up, and press the accelerate button. When
the race starts, the words "Karaoke" mode" will be in the bottom
left corner if you have done the cheat correctly. This gives you
different music in the races.

MANIAC MODE
At the SEGA logo screen input the following: Up, Up, down, down,
left, right, left, right, A, B, C. You should hear a noise if you
did it right. Now when you race you will see a small white M in
the top left corner of the screen, and all the CPU cars will be
harder. This code doesn't work at all the SEGA logo screens though
-you need to do it at the one which has music.

BEST ENDING
Finish in first place on any track in either Saturn or arcade mode.

UNLOCK ALL CARS
When the SEGA logo appears, hold down up left on the D-pad and also
hold down X, Z, A and B, then when the title screen appears press
start. All the cars, including the horses, will be available.

UNLOCK HORSES
Finish all 3 tracks in Saturn mode in first place under the normal
difficulty to unlock the horses.

TIME ATTACK MODE
When you are choosing your car in either mode, hold down start
and choose the car you want. You will now be in time attack mode.
In this mode it will have time attack stats on the right side
of the screen, and no other cars will be on the track.

NO TIRES IN DEMO
Start a race on any track on either mode, and after your first lap
pull into the pits. When you see your car's tires being taken off,
reset the game (A+B+C+Start) Now when you watch the demo, none
of the cars will have tires on.

SPEEDO SETTINGS
At the title screen, press and hold X+Y+Z on pad 2, then press start
on pad 1 to change the speedometer settings.

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13) DISCLAIMER