

Daytona USA: Championship Circuit Edition FAQ

by FFOGalvatron

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Daytona USA Champion Circuit Edition race guide for SEGA Saturn
By FFOGalvatron 2005

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1) INTRODUCTION

Hello and welcome to my guide to the SEGA Saturn game Daytona USA Champion Circuit Edition. This guide will help you with the tracks, the cars, game cheats etc.

2) DAYTONA USA CCE ON THE SATURN

The first game in the Daytona series to reach the Saturn was Daytona USA. This conversion was awful due to poor graphics, no 2 player mode, terrible frame rate etc.

However, SEGA knew that the Saturn could handle a version of Daytona, and in 1996 a new version was released called Daytona USA Champion Circuit Edition.

The team that did the Saturn version of SEGA Rally also did this version of Daytona. This may explain why this version of Daytona is much better than the last one.

This version of the game had much better graphics (not arcade standard though, and there was still a bad amount of pop up, but were still way ahead of the first version of the game) Most importantly the frame rate is now much better, and when you see this version and the last version running side by side you'll see the difference straight away.

As well as the much better frame rate, this version also has a 2 player mode, which was what everyone wanted.

And of course, all of the new cars and new tracks meant that this version had a much better reception by the gaming press and players alike when it was released, and became one of the most popular 3D racing games on the Saturn, along with SEGA Rally.

3) CONTROLS

The controls have been slightly changed around in this version, mainly in terms of the button layouts for brakes and acceleration. This game supports both the standard Saturn pad along with the race wheel.

PAD CONTROLS:

A= Brake
B= Accelerate
C= Brake
X= View zoom out
Y= View zoom in
Z= View zoom out
L= Shifts gear down
R= Shifts gear up

Start= Pauses the game

The d-pad controls the movements of your car. Left is turn left, right is turn right.

RACE WHEEL CONTROLS:

A= View zoom out
B= Accelerate
C= Accelerate
X= View zoom in
Y= Brake
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.

3D CONTROL PAD

This game also supports the Saturn 3D pad (the one that originally came with the game Nights)

"O MODE"

A= View zoom in
B= Shifts gear down
C= Shifts gear down
X= View zoom out
Y= Shifts gear up
Z= Shifts gear up

R trigger= Accelerate
L trigger= Brake

Start= Pauses the game

This mode means you use the analog thumb pad to steer the car left and right.

"+" MODE"

A= Brake
B= Accelerate
C= Brake
X= View zoom out
Y= View zoom in
Z= View zoom out

R trigger= Shifts gear up
L trigger= Shifts gear down

Start= Pauses the game

This mode means you use the d-pad to steer the car left and right.

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.

4) VIEW POINTS

Like the last game, this has 4 different view points to choose from, which you can select between as you race at any time by pressing the zoom in or zoom out buttons.

All of the views have terrible official names, which you can read in the manual. I'll give a brief description of each here:

VIEW 1: "EATING DIRT"

This is as if you are at the very front of the car. It is the lowest view in the game.

VIEW 2: "IN THE COCKPIT"

This view is like it is first person. You can see the dashboard and bonnet of the car.

VIEW 3: "RIGHT BEHIND"

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: "UP AND AWAY"

This is a higher up version of the normal view, meaning more track visibility.

5) CAR STATS

When you first get to the car selection screen, there are several cars to choose from, each with their own ratings in three categories: Grip, acceleration and max. speed. The highest star ranking in each category is 5 stars, the lowest is just 1 star.

You can choose whether or not you want to have automatic or manual transmission after you choose a car, simply select either AT or MT. Automatic means you do not have to worry about the gear change, manual means you have to shift gears yourself.

HORNET

A new model of the car from the first Daytona game, this is not the best car available to you but is the first one you will see.

Grip: 3

Acceleration: 3

Max speed: 2

GALLOP

This is basically the same as the Hornet, but with a different name and colours.

Grip: 3

Acceleration: 3
Max speed: 2

MAX

This car is just too slow, but on tracks that don't require you to be at top speed constantly this fairs better.

Grip: 5
Acceleration: 5
Max speed: 1

PHOENIX

Whilst this car has excellent top speed and acceleration, it's grip lets it down badly.

Grip: 1
Acceleration: 5
Max speed: 5

ORIOLE

Possibly the best car, due to a decent balance of stats.

Grip: 2
Acceleration: 4
Max speed: 4

MAGIC

This car is not as good as some of the others available.

Grip: 3
Acceleration: 2
Max speed: 3

WOLF

This car is kind of pointless -since the Max has similar stats but is one more star in the grip department.

Grip: 4
Acceleration: 5
Max speed: 1

BALANCE

Despite being called "Balance" this car has stats all over the place. It's not that bad a car though, but the acceleration is very poor.

Grip: 5
Acceleration: 1
Max speed: 4

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.

7) THE TRACKS

This game has a grand total of 5 tracks. 3 of them are from the previous game (and are exactly the same as before in terms of layout) and there are also 2 brand new tracks. The descriptions in quotes are taken from the instruction manual.

"Three seven speedway"

CARS IN RACE: 40

NO. OF LAPS: 8

"This is a good course to race when beginning play. It has a few curves and long straights, giving you a chance to concentrate on learning the controls. The hairpin turn at the end is a bit tricky, so take it easy or you'll be seeing the course upside-down."

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 you will smash into the wall and lose a lot of time. Either brake or 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?

"Dinosaur Canyon"

CARS IN RACE: 20

NO. OF LAPS: 4

"They've got everything here at this track in the desert: tunnels, tight curves, and a great view of the natural rock formations. Don't be distracted by the scenery though, as you need all your concentration to get through this course. Take care at the hairpin and the curve right before the Start/Finish Line. In both places there appears to be enough land for even high-speed turns. However..."

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 grid, 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 too 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 too 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?

"Seaside Street Galaxy"

CARS IN RACE: 30

NO. OF LAPS: 2

"This is arguably the most challenging course in the game. You need to pay attention to direction signs and act quickly to stay on target. Try this one out slowly the first few times to get an idea of the course run. Most of the curves require slow speeds."

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?

"Desert City"

CARS IN RACE: 20

NO. OF LAPS: 4

"It's a nice day in Desert City for a race, with clear skies and a dry road. But don't let the course fool you. Toward the start of the race is a long brick wall followed by a wicked left turn. Take it easy along this entire stretch. If you head to the put make sure you are far enough left, well out of the way of the road divider."

This is a difficult course due to a few of the sharp turns which will make you lose a lot of places. Some parts of it are very easy though, and with several long straights it is easy to gain a few places in the position ranks.

You'll start this course on a long straight, so build up some speed and over take a few of the other cars. However, you'll soon see signs which point out the upcoming turn. Brake and powerslide right, then accelerate to get through this turn. After this there is a small and sharp left turn, so be aware of it. Soon after this turn there is the first check point.

After the check point there is a left turn followed by a right turn. The right turn has a grey brick wall to the left of it so be careful not to slam into it. Shortly after this right turn there is a very sharp left turn, which leads to a nice long straight so try to overtake here as well. At the bottom of this straight is the second check point.

As soon as you go through the check point there is a left turn, so be ready for it. This leads to a small straight which again leads to another left turn. This left turn is fairly long but not that difficult and is a good place to over take some other cars. Eventually this turn changes into a long right turn, which leads to a straight which is the start/finish straight.

LAP COMPLETE

DID YOU NOTICE?

*The balloon show?

*The freight train?

"National Park Speedway"

CARS IN RACE: 20

NO. OF LAPS: 6

"At this park you face a number of challenges. The good news is that there are not too many other drivers; the bad news is that they are really good. In addition to the drivers, you face several sharp turns. About 1/3 of the way through you need to veer to the right or you'll run into the wall. Slippery embankments add to the fun."

This course is not very exciting but is at least a fairly easy course to race on. Only a couple of turns pose a problem, and this is probably the second easiest course in the game.

The straight that you start on leads to a long and slightly sharp right turn. After the turn there is another straight which passes through the first check point.

After the check point there is a long straight which leads to a tight right then left turn, slow down to get through this section or you will crash into a wall on either turn. After the left turn there is a small right turn which leads to a straight, and you will go past the second check point.

After this check point there are two right turns, one is easy whilst the second turn is much harder and you will have to slow down to avoid crashing here. After the second turn there is a very small straight leading to a long but easy to do left turn. This turn leads to the start/finish straight.

LAP COMPLETE

DID YOU NOTICE?

*The working roller coaster?

*The working Ferris wheel?

8) ARCADE MODE

This mode is the main 1 player option. You race on the course you want against a number of CPU drivers in a bid to win the race. Simply choose a track, then a car, then the transmission, then away you go.

9) TIME ATTACK MODE

This lets you pick any course and car you want, and then you race to set the best times possible.

10) 2 PLAYER BATTLE MODE

For 2 players only, so 2 pads must be plugged into the Saturn to be

able to select this mode at all. This lets you and a friend play a split screen race head to head with no other CPU cars on the track (the latter of which I think is a shame)

11) 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.

12) OPTIONS MODE

This lets you mess around with a lot of game options.

HANDLING

Change the car handling for either player. You can have either slow, normal or quick. The default setting is normal.

ARCADE

This lets you change several options for the arcade mode. The game mode lets you choose either normal, grand prix or endurance, which change the amount of laps per race. The default is normal, and is what the track guide number of laps have listed. It also lets you change how difficult the game is in terms of how much time you have, if you want a time compare between your lap and the best lap on or off and if you want a section lap on or off.

TIME ATTACK

Change time attack mode settings here. You can pick a ghost car type from one of the six available or have it turned off completely. You can also have time compare and section lap on or off here.

SOUND

Select this to go into another menu where you can listen to any Background music or sound effect, choose what music to have on a track, choose the volume of B.G.M.s and have sound on either mono or stereo.

KEY CONFIG

Change the pad set up and button layout here.

EXIT

Choose to go back to the main menu screen.

13) CHEATS/SECRETS

MIRRIOR MODE

Whilst highlighting a track, hold X+Y+Z then press C. The words "MIRROR MODE" should appear which mean the code has worked. This code mirrors the track you are about to race on.

ORIGINAL DAYTONA CAR

At the main menu, highlight either arcade, time attack or 2 player battle, then hold R, X, Y and Z then press the C button. In the car select screen, there should be a car called "Daytona"

UMA

At the main menu, highlight either arcade, time attack or 2 player battle, then hold L, X and Z. At the car select screen there should be something called "Uma"

UMA2

At the main menu, highlight either arcade, time attack or 2 player battle, then hold L, R, Y and Z. At the car select screen there should be something called "Uma2"

BEST ENDING

Finish in first place on any track in arcade mode.

SECRET SIGN IN DINOSAUR CANYON

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.

PERMANTLY UNLOCK DAYTONA CAR

Finish every track in first place under the normal difficulty.

PERMANTLY UNLOCK UMA

Finish every track in first place under the hard difficulty.

PERMANTLY UNLOCK UMA2

Finish every track with Uma under the normal difficulty.

14) HIDDEN CAR STATS

DAYTONA

This is the car from the previous game, and is easily the best car in the game. Just look at those stats...

GRIP: 5

ACCELERATION: 5

MAX SPEED: 5

UMA

A novelty extra really, this horse is only worth playing as for a few minutes.

GRIP: 3

ACCELERATION: 3

MAX SPEED: 2

UMA2

Same as above, just coloured differently.

GRIP: 3

ACCELERATION: 3

MAX SPEED: 2

15) DISCLAIMER

Only GameFAQs and Neoseeker can use this FAQ. Anyone else must e-mail me.
My e-mail is:

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So I mean business. Haw.

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