EIGHTEEN 18 WHEELER WHEELER
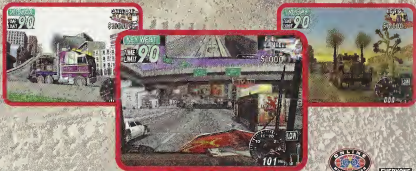
★★★ AMERICAN PRO TRUCKER ★★★

Travel down the highway in one of 5 big-rigs and race against rival truckers as you haul cargo across the nation in a no-holds barred driving battle. Hang on 'cause the stakes are high!
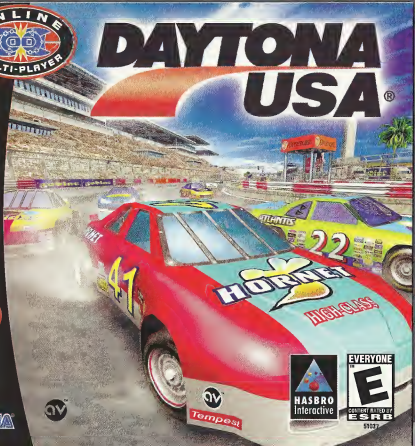

E — EVERYONE

ONLINE
MULTI-PLAYER

DAYTONA USA

Dreamcast

HORNET HIGH CLASS

41

22

EVERYONE

E

CONTENT RATED BY
ESRB

HASBRO
Interactive

SEGA

2 P Players | VMU compatible 6 blocks | Race Controller | VGA Box | Standard Controller | Jump Pack compatible | Modem

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION
Anyone who uses the Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING
Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any child experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Dreamcast:
- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS
To prevent personal injury, property damage or malfunction:
- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc. Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

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

SEGA DREAMCAST VIDEO GAME USE
This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, or public performance of this game is a violation of applicable laws. The characters, locales, vehicles, sponsors, teams, logos, uniforms and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.
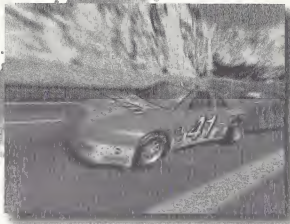

Thank you for purchasing DAYTONA USA®. Please note that this software is designed only for use with the Dreamcast console. Be sure to read this instruction manual thoroughly before playing.

CONTENTS

DAYTONA USA® is a memory card [Visual Memory Unit (VMU) sold separately] compatible game. For details regarding game files, see p.23. While saving never turn the Dreamcast OFF, or remove the memory card, controller or other peripheral devices.

CONTROLS

This is a 1 to 2 Player game. For a 1 Player game connect a controller to Control Port A. For a 2 Player game connect controllers to Control Ports A and B.

DREAMCAST CONTROLLER

- Analog Thumb Pad
- Directional Pad (D-Pad)
- Start Button
- L
- R
- A B X Y
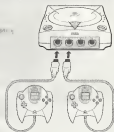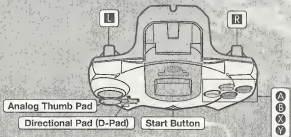
※ Never touch the Analog Thumb Pad or L/R while turning the Dreamcast Power ON. Doing so may disrupt the controller initialization process and result in malfunction.

CONTROLS

Menu Controls	Move Cursor	↕ ↔
	Enter	Ⓐ
	Cancel/Return to Previous Screen	Ⓑ
	Adjust	↔
Game Controls	Game Start/Pause	Start Button
	Steering	Analog Thumb Pad
	Accelerate	R
	Brake	L
	Change Camera View	D-Pad ↕ ↔
	Gear (Manual transmission only)	Ⓧ (1st)/Ⓐ (2nd)/Ⓨ (3rd)/Ⓑ (4th)
Web Browser Controls	Scroll Up/Down	Analog Thumb Pad
	Move Cursor	D-Pad
	Enter	Ⓐ
	Cancel	Ⓑ
	Web Navigation	L/R

※ The controls shown on this page are the default controls.

To return to the Title Screen at any time during game play, simultaneously press and hold Ⓐ, Ⓑ, Ⓧ, Ⓨ and the Start Button on the Dreamcast Controller.

JUMP PACK™ (sold separately) DAYTONA USA® is compatible for use with the Jump Pack. Insert the Jump Pack into Expansion Socket 2 of the Dreamcast Controller.

GAME DISPLAY

SINGLE RACE

CHAMPIONSHIP

TIME ATTACK

VS BATTLE/NET BATTLE

* Display contents are the same but on a full screen.

❶ Current Lap/Total Number of Laps

❷ Lap Time

❸ Time Limit

❹ Top: Tachometer   Bottom: Speedometer
Right: Gear

❺ Position/Number of Cars

❻ Traffic Display

❼ Fastest Lap Time Difference
* In Championship Mode, the bonus points are displayed.

❽ Course: ❶ Players car ❶ Leading car; VS Battle: ❶ Player 1 ❷ Player 2

❾ Top: Fastest Lap
Center: Total Record (the fastest total time)
Bottom: Current Lap Time

Transmission

1st		3rd
	H	
2nd		4th

ICONS

MEMORY CARD ICONS				
	S: Game Data	R: Replay Data	G: Ghost Car Data	K: Key File

CAR ICONS				
	Hornet	Grasshopper	Falcon	Lightning

* Course icons are explained on p.25.

TRANSMISSION ICONS				
	AT	MT		

TIRE ICONS				
	Soft	Medium Soft	Medium	Medium Hard	Hard

COURSE TYPE ICONS				
	Normal	Reverse	Mirror	Mirror Reverse

4

5

MEMORY CARD SCREEN

Once the power is turned ON, the Memory Card Screen will be displayed. For first time players, follow the displayed instructions to create a save file.

If you have already created a save file, the contents of the file will be displayed. Check the contents of the file before entering.

MODE SELECT MENU

Once the Title Screen appears, press the Start Button to display the Mode Select Menu, and select the mode you wish to play.

MODES

SINGLE RACE
P.11

Race against computer controlled cars, passing through checkpoints before the time limit reaches zero.

CHAMPION-SHIP
P.11

There are four series (four races in a series) to compete in, a total of 16 races. Acquire points in each race and win the championship.

TIME ATTACK
P.13

A battle to set the quickest time. It's possible to race against a "ghost" car.

VS BATTLE
P.14

Connect controllers to Control Ports A and B to race against a human opponent using a split-screen.

NET BATTLE
P.16

Compete in a race over the Internet with 2 to 4 players.

RECORDS
P.20

View the records and rankings for each stage.

REPLAY
P.20

View saved replay files.

OPTIONS
P.21

Adjust the various game settings.

HOMEPAGE
P.24

Connect to the DAYTONA USA® Homepage for rankings, and download a Key File, so you can race online.

In each mode, before a race, you will be able to select the car and course used in that race.
Select "Car" or "Course" and press Ⓐ to display the screens below.

CAR
Select the car settings you wish to use from the Car Settings Menu.

COURSE
Select the course settings from the Course Settings Menu.

START
Start the race.

CAR SETTING MENU

SELECT
Select the car you wish to use

GRIP
The larger the gauge the stronger the grip.

ACCELERATION
The larger the gauge the higher the level of acceleration.

MAX SPEED
The larger the gauge the higher the level of maximum speed.

AT/MT
Select the transmission

Automatic
Automatic transmission is recommended for beginners.

Manual-4
Manual transmission is recommended for skilled players.

TIRE
Select the tires you wish to use

SOFT   MEDIUM SOFT   MEDIUM   MEDIUM HARD   HARD

SOFT yields a stronger grip, while HARD yields a better drift.

COLOR
Select the car color

CUSTOM COLOR 1   CUSTOM COLOR 2   CUSTOM COLOR 3

Create custom colors by adjusting Car Color Setting (see p.22).

HANDICAP
The Handicap setting

Appears in VS Battle Mode and Net Battle Mode (Leader only).
Select "ON" to boost the speed of the losing car.

COURSE SETTING SCREEN

Select an item below and the setting screen for that item will be displayed. Use ◀▶ to adjust the setting. After you have completed setting up the course, select "OK" and press ⊗ to return to the Main Select Menu.

SELECT

Select a course.

FASTEST LAP	BEST TIME	CIRCUIT LENGTH
The fastest lap for that course.	The best time for that course.	The length of the course.

LAP

Select the number of laps to race. Depending on the course and type of race, the number of laps available for selection will vary. Select "Fixation" to set the default number of laps.

ENTRY CAR

Select the number of cars appearing in the race.

* In Vs Battle Mode select "Player Only" for a battle between just the 2 players.
* In Time Attack Mode, this setting will not be displayed.

TYPE

Select the type of course

NORMAL TYPE	REVERSE
Normal type.	The reverse of normal type.
MIRROR	MIRROR REVERSE
A mirror version of normal type.	A mirror version of reverse type.

10

SINGLE RACE

Complete the race against computer controlled cars, passing through the checkpoints before the time limit reaches zero. Adjust the race settings from the Main Select Menu and start the race.

GAME OVER

If the time limit reaches zero before you pass through the checkpoint – game over!

NAME ENTRY

After you manage to place within the top 10 rankings and the number of laps are set at "Fixation," you will be able to enter your name up to 3 letters.
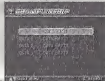
Select Letter	◀▶
Enter	⊗
Delete Letter	⬜

CHAMPIONSHIP

There are four series (four races in a series) to compete in, a total of 16 races. Acquire points in each race and aim to win the championship.

Select the data you wish to use. If this is your first game, select "NEW GAME" and enter your name using up to 3 letters.

11

ACQUIRE POINTS

Clear a race and acquire points.

RANKING POINT
Earn points based on your ranking.

e.g) 1st 80 2nd 50
3rd 40 4th 35
5th 30
and so on

LEAD LAP POINT
Be in the lead for a whole lap and get bonus points once you cross the goal line.

BEST LAP POINT
Achieve the best lap to receive 10 points.

CHAIN LEAD LAP POINT
Be in the lead for consecutive laps and get extra points. 1 point for each consecutive lap.

e.g) 2 laps: 1pt
3 laps: 2pts
and so on

CONDITIONS FOR CLEARING A SERIES

Refer to the table on the right for the minimum rank you must achieve in order to continue to the next series.

SERIES 1 CHALLENGERS CUP	Top 5
SERIES 2 STRONG RUNNERS	Top 5
SERIES 3 RIOT PARTY CUP	Top 3
SERIES 4 KING OF DAYTONA	Top 3

MENU

After the race the Menu Screen will appear. Select and enter "EXIT" to return to the Title Screen.

SAVE GAME Will be displayed after the end of each series. Save your result to a memory card.

NEXT GAME Go to the next race.

REPLAY View a replay of the race.

12

TIME ATTACK

A race against time! Unless you enable the Free Run Setting in Course Settings, you must pass through the checkpoints within the time limit or it's game over.

GHOST CAR SELECT SCREEN

Adjust the Ghost Car settings.
Select and enter "EXIT" to return to the Main Select Menu.

START
Start the race.

LAST RUNNING DATA
Use the Ghost Car data of the previous race.
※ Cannot be selected if:
• This is the first time selecting Time Attack Mode.
• You used a different course in the previous race.

LOAD MEMORY CARD
The Memory Card Menu will be displayed. If Ghost Car data is saved on the memory card it will be listed. Select the data you wish to use.

LOAD COM DATA
Load Ghost Car data from a prepared selection.

GHOST CLEAR
Erase the Ghost Car data and race with only one car on the track.

13

VS BATTLE

A 2 Player mode using a split screen.
After the Main Select Menu has been displayed, select
"1PCAR" to choose a car for Player 1 and "2PCAR" to
choose a car for Player 2. Start the race after completing the
course settings.

Main Select
P.8

Game Flow

Game
Start

Race End
Menu P.15

Player 1

Player 2

ENTRY CAR OPTION

In Vs Battle you are able to select the
following entry car options:

ENTRY CAR 10
10 cars will be present in the race.

PLAYER ONLY
Only Player 1 and 2's car will enter the
race.

PAUSE MENU

Press the Start Button during
play/replays or in mode menu to display
the Pause Menu.
Use ⬆⬇ to select an item and press Ⓐ
to enter.

CANCEL Return to the game.

RESTART Restart the race.
＊only when racing
＊not is displayed in some modes

FINISH When the Free Run option is
set in Time Attack Mode,
select "Finish" from the Pause
Menu to finish the race.
＊only when racing

REPLAY EXIT Quit Replay and return to
RACE END MENU Screen.
＊only when displaying replay

EXIT Return to the Title Screen.

RACE END MENU

The Race End Menu is displayed at the
end of each race. Select and enter
"EXIT" to return to the Title Screen.

RETRY
Try the race again.

MAIN SELECT
Return to the Main Select Menu.

REPLAY SAVE
Save the replay to a memory card.

REPLAY
View a replay of the race.

GHOST SELECT
＊Time Attack Mode only
Display the Ghost Car Select Screen.

GHOST SAVE
＊Time Attack Mode only.
Save the Ghost Car file from that race.

SAVING

The Memory Card Select Screen will display all connected
memory cards. Select the memory card you wish to use. If
there are not enough memory blocks in the memory card,
you must delete existing files in order to save. Select the
files you wish to delete and select and enter "YES" when
the confirmation screen appears.

14   15

Compete in a race over the Internet with 2 to 4 players. You must complete User Registration and download a Key File to your VMU in order to compete.

* Only one person can play per Dreamcast.
* The contents of the Internet are constantly updated, differences with this manual may occur.

REGARDING USER REGISTRATION

To register to race online you must first acquire a SEGA.COM Username and Password* by logging on to SEGA.COM with a PC, by using the latest version of the SEGA Dreamcast Web Browser, or by selecting "Homepage" from your Daytona USA game disc.

* If you already have a Sega.com Username and Password, select "Homepage" from your Daytona USA game disc to acquire a Key File.

For information on acquiring a Key File, see HOMEPAGE on p. 24.
For the disclaimer on accessing the Internet, see INTERNET & CHAT DISCLAIMER on p. 30.

Get connected to SegaNet, the Gamer's Destination and ISP optimized for online multiplayer gaming on the Dreamcast and PC. SegaNet hooks you up to superfast gameplay, the coolest gaming community, and exclusive content and features. Sign up now at http://www.sega.net

SEGANET

NETWORK CONTROLS

Move cursor	Analog Thumb Pad/D-Pad
Enter	Ⓐ
Delete previous letter	Ⓑ
Adjust	Ⓧ
Text Box Confirmation	Ⓨ
Scroll Up	Ⓛ
Scroll Down	Ⓡ
Display Comment Menu	Start Button

DREAMCAST KEYBOARD (SOLD SEPARATELY)

Change Window	TAB/Shift-TAB
Scroll	Page Up/Page Down
Select	← →
Enter	Enter
Display Menu	ESC

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Before you can race online you must configure your Dreamcast with ISP information. To do this, insert your Dreamcast browser disc, or to request a Dreamcast browser disc, call 1-800-500-8946.

① Select "NET BATTLE."

② Select your VMU which contains the key file you obtained from the DAYTONA USA® Homepage.

③ The Dial-up Screen will be displayed. To dial-up follow the directions on-screen. Press Ⓐ to dial-up and proceed to step ④.

④ The Handle Name Screen will be displayed. If this is your first time participating in Network Battle, register your handle name here. If you have already registered your handle name, select the handle name and proceed to point ⑤.

⑤ The Server Select Screen will be displayed. Select a server from the list. Choosing the server closest to your home will provide the best possible game experience. Once selected, proceed to point ⑥.

In any Main or Team lobby you can chat with other users using the virtual on screen or Dreamcast hardware keyboard. To search for other online users, select the "search for other users" button located on the "Entrance" Screen, and type the handle of the user you are looking for. For chat information, see INTERNET & CHAT DISCLAIMER on p. 30.

ABOUT LOG-IN ID IDENTIFICATION

Upon connection to the server, your Key File and Username will be validated to ensure a safe and straightforward Network experience. Note that Sega will not reveal your user information to any third parties.

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⑥ The Entrance Screen will be displayed. Choose "Select a Lobby" to display a list of available lobbies, and then select an experience level that suits your racing ability. Please proceed to step ⑦.

⑦ The Lobby will be displayed. Select "Join A Team," to display teams available for selection. If you join a team you will become a "Member" of that team.

Select "Create Team" to create a team. In this case you will become the Host of that team.

⑧ The Team Lobby Screen will be displayed. Set up the race. Host can select a car and the course. Members can only select a car.

⑨ The Host selects "Start Race," to get the race under way.

After the race you will return to step ⑧.

	Press the Start Button to display the command icons
🏁	**Lobby Select** Select a lobby from the list.
🏁	**Entrance** Return to step ⑥.
🏁	**Exit Game** Exit the current team.
🏁	**Join A Team** Displays teams currently available. Select the team you wish to join. Select "Create Team" to make your own team. Enter the team name.
🏁	**User/Team Info** Switch between lists showing the player and teams.
🔍	**Search for Other Users** Enter the handle name of the player you wish to search for.
🏁	**Exit** Return to the Dial-up Screen ③.
🏁	**Start Race** Start the race (only the Host can do this).
🏁	**Set-up Screen** The Main Select Screen is displayed. Host can select a car and the course. Members can only select a car.

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The Race End Menu is displayed at the end of each race. Select and enter "EXIT" to return to the Title Screen.

Item Select	⬇️⬆️
Change	⬅️➡️
Total Top Scroll	L/R

REPLAY

View saved replay files. Select the file you wish to load from the Memory Card Select Screen.

To end the replay, push the Start Button to display the Pause Menu, select "REPLAY EXIT" and push Ⓐ.

Change Viewpoint	⬅️➡️
Display Meter	Ⓐ

(Display Meter)

For Vs Battle replays, use ⬇️⬆️ to from Player 1/Player 2 view and the split-screen view.

Adjust the various game settings. Select an item to display its setting screen. After completing adjustments, select and enter "OK" to return to the Mode Select Menu.

Note: when adjusting options, press Ⓑ to cancel any adjustment made.
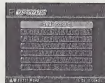
GAME CONFIG

DIFFICULTY	Adjust the amount of time when passing through a checkpoint.
LAP TIME DISPLAY	Select "ON" to display the lap time while racing.
SECTION LAP TIME DISPLAY	Select "ON" to display the time difference with the fastest lap.
VIEW TYPE	Select the default view type.
SOUND	Select Stereo or Mono sound output.
BGM VOLUME	Adjust the background music volume.
SE VOLUME	Adjust the sound effects volume.
BGM TEST	Listen to the background music.
SE TEST	Listen to the sound effects.
VIBRATION	Enable or disable the jump pack.
OK	Save the adjustments made and return to the Option Menu Screen.

PLAYER CONTROLLER SETTINGS

KEY CONFIG	Adjust the button configuration.
ANALOG CALIBRATION	Adjust the analog controls. Use each respective analog button to adjust and press Ⓐ to enter.

PLAY	Adjust when the analog control takes effect.
MAX	Adjust when the analog control reaches maximum effect.
SENSITIVITY	Here you can adjust the steering sensitivity.

CAR COLOR SETTING

SELECT	Select a car.
COLOR	Select a custom color file.
PALETTE	Select the color you wish to change.
HUE	Change the color.
SHADE	Adjust the intensity of the color.
VALUE	Adjust the darkness of the color.
DEFAULT	Return settings to their default.
EXIT	Save the adjustments and return the Option Select Menu.

ADJUST DISPLAY

You can adjust the position of the display. Use Analog Thumb Pad to make adjustment, and press Ⓐ to enter. Press Ⓑ to cancel. Press Ⓡ to bring the display to default position.

SAVE/LOAD

DATA SAVE	Save a game file.
DATA LOAD	Load a game file.
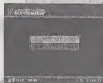
SAVE FILES

The save files used in this game are listed below. When the Dreamcast is turned ON, if there is no save file you will be asked whether or not to create one. Follow the directions on-screen to create a file

GAME DATA	**REPLAY DATA**	**GHOST CAR DATA**	**KEY FILE**
Contains data for Options, Championship Mode and Net Battle Mode.	Contains replay data.	Contains records for Time Attack Mode and Ghost Car Data.	Data needed for online play, downloaded from DAYTONA USA® Homepage.
24	22+	22+	4
DAYTONA_CNF	DAYTONA_ROO	DAYTONA_GOO	DAYTONA_KEY

* For Replay or Ghost Car data, the minimum amount is 22 blocks.

Access the DAYTONA USA® Homepage to check rankings and acquire a key file, so you can race online.

RANKING

Check the rankings of other players.

If your records place within the rankings, you will be able to register them online. You can also upload/download replay and ghost car data.

Ranking details:

Total Time Ranking
The record times for each course in Time Attack Mode with the lap number set to Fixation Lap.

Fastest Lap Ranking
The record times for each course in Time Attack and Single Race Mode. You cannot upload ghost car or replay data here.

● The contents of Homepage will be updated periodically. Please also note that the contents may totally be renewed.

● The saved game file, created with a Dreamcast console with which the user registration has not been completed, cannot be uploaded for user ranking. If you have not completed the user registration, please delete all DAYTONA USA® save files, and start over again from the beginning.

● If you are going to participate in Rankings, please also read the DAYTONA USA® Homepage as well.

● The uploading of data is possible from any VMU that contains a DAYTONA USA® save file.

DAYTONA KEY FILE

To race online you must acquire a Key File. Below are the steps needed to get a Key File:

● From the Homepage, select Register for Net Battle.
● On the registration page enter your Sega.com Username and Password. If you do not have a Sega.com Username and Password, select create.
● After you have entered the correct Username and Password you can then download a Key File to your VMU (4 blocks required).
● Pull the left trigger on your Dreamcast controller and select "Exit to Game". Now you are ready for online competition!

Three Seven Speedway
This course is located in the gambling metropolis, Las Segas. It's very bright and aimed at the beginner.

Dinosaur Canyon
This course winds its way through a deep canyon. The course takes its name from a giant dinosaur fossil. An intermediate course.

Sea-Side Street Galaxy
Starting from Starlight Bridge, this is the longest course of the series. With a lot a tight corners, this course requires a lot a technique.

Desert City
This technical course surrounds a desert oasis. The balloons have come out to greet the drivers.

National Park Speedway
Built in the largest amusement park in the world. This course offers a mixture of curves and straights.

Circuit Pixie
Dreamcast Original
Built in a forest once said to contain fairies. This is an oval course so no need for brakes here, go full throttle and get in the slipstream.

Rin Rin Rink
Dreamcast Original
A course built on a swamp, it consists of a series of curves, then a long straightaway. You will need quick acceleration for this course.

Mermaid Lake
Dreamcast Original
A figure 8 course. The most difficult part of this course is the final corner.
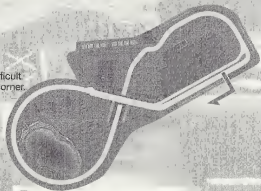
HORNET

This car has a balance between grip, acceleration and maximum speed. This car is suitable for all courses.

GRASSHOPPER

This car has the best grip of all the cars, but the level of acceleration and maximum speed are poor. You are able to control the car quickly while drifting.

FALCON

A well rounded car with a high level of grip. This car is very easy to handle.

LIGHTNING

This car has a high level of acceleration and maximum speed but a low level of grip. You can't be beaten on the straights but it's difficult to control the car around corners.

The following credits list the staff responsible for the localization, marketing, and manual production for the U.S. version of DAYTONA USA®. Credits for the original development staff are listed in the game itself.

Localization Producer
Howard Gipson

Lead Tester
Keehwan Her

Assistant Leads
Nestor Profacio
Chester Lee
Joe Amper

Localization Manager
Osamu Shibamiya

Testers
Mike Schmidt
Cory Sturtevant
Antonio Eco
Jay Baldo
Dave Talag
Tor Unsworth
Kenny Robinson
Rick Ribble Jr.
Benjie Galvez
Karl Hattner
Daniel Goh
Stefan Oconde
Demetrius Griffin
Brian Miller
Michael Maedes
Walter Kim
Daniel Chang
Steve Peck
Daniel Airey

Director of Product Marketing
John Golden

Product Manager
Rich Briggs

Associate Product Manager
Cord Smith

Director of Creative Services
Bob Schonfisch

Creative Services Project Manager
Angela Santos

Public Relations
Heather Hawkins
Gwen Marker

SEGA.COM

Executive Producer
Jerry Markota

Network Producer
Ryan Hurth

Server Engineering
Kevin Kwan

Technical Support
Britt Morris

Administrative Support
Rie Wani

Software Engineer
David Potorsky

Senior Systems Analyst
Eric Fehr

Senior Manager Web Technology
John Kuner

Web Production Manager
Ricky Viray

Lead Network Analyst
Josh Simpson

Network Analysts
Nic Azizian
Jorge Chacon
Joey Edwards
Cliff Wilhelm
Samir Gupta

Manual Production (SOJ) Writer
Fumiaki Tomura

Editor/Translator/DTP
Michael Hanna

DTP
Makoto Nishino

Designer
Toshiki Yamaguchi

Supervisor
Kaoru Ichigozaki

Special Thanks
Peter Moore
Chris Gilbert
Heather Kashner
Jane Thompson
Sandy Castagnola
Sheri Hockaday
Arnold Feener
John Amirkhan
Michael Rhinehart
Josh Gabriel
Koji Kuroki (SOJ)
Hiroyuki Inoue (SOJ)
Keiichiro Suzuki (ISAO)
Tomomi Saito (ISAO)
Junko Tanaka (ISAO)
Takeshi Hotta (ISAO)

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