

"...excellent gameplay, copious replay,  
and creamy visuals..." *GameSpot*

Also Available

# AERO WINGS 2

## AIRSTRIKE



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**E**  
CONTENT RATED BY  
ESRB

developed by  
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COK Remedy Systems

Dreamcast

# Tokyo Xtreme Racer 2



"The undisputed king of Dreamcast racers"  
*Gamefan Magazine*

**CR AVE**  
KONAMI DEVELOPERS

EVERYONE  
**E**  
CONTENT RATED BY  
ESRB  
T-642114

## 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 the 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 the 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-RDM 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.



## CONTENTS

Thank you for purchasing Tokyo Xtreme Racer 2 for the Sega Dreamcast. You will find the game much more enjoyable if you read this manual before you begin to play. Please keep this manual in case you need to refer to it again.

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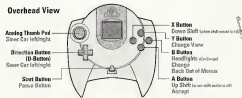
This game is for one player. Make sure to connect the Sega Dreamcast Controller and other peripherals before turning on your Sega Dreamcast. Pressing the Start Button while holding down the A, B, X, and Y Buttons will reset the game, returning you to the title screen. Doing this from the title screen will return you to the Sega Dreamcast Boot Rom screen. The up-shift and downshift buttons will not work when shift assist is on.

**IMPORTANT:** Do not manipulate the analog joystick or the R/L triggers when turning on Sega Dreamcast. Failure to observe this warning will result in improper position adjustments and will cause the console to malfunction.

The optional Jump Pack lets you feel when you hit walls or other cars. Disconnect it if you do not want to feel such vibrations during the game. Note that the Jump Pack only works in controller expansion slot 2.

## SEGA DREAMCAST CONTROLLER

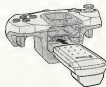
### Overhead View



### Forward View



## SEGA DREAMCAST JUMP PACK™



No grandstands, no checkered flag, just pure head-to-head competition.

When you enter the world of street racing it's not for the trophies, it's for the rush. Race through the streets of Tokyo at over 200 miles an hour, challenging other racers, each with their unique car and racing style, to winner take all competitions.

As you gain victories, customize your car with over 100 parts, new paint jobs and stickers. You will need a finely tuned machine, as well as lightning reflexes and nerves of steel, if you want to become Emperor of the Highway.

**QUEST MODE**

Seek out and race rival drivers on Tokyo's expressways.

**QUICK RACE**

Beat as many rivals as possible. Your Speed Points do not recover in this mode.

**TIME ATTACK**

Race through a particular course as fast as possible. It also allows you to race against a phantom car.

**FREE RUN**

Freely drive around Tokyo's expressways.

**HOMEPAGE**

Connect to the internet to view the games' homepage, register your TIME ATTACK scores, and upload/download stickers.

**OPTION**

Change key assignments, load and save games, and change game settings.

**NEW GAME**

After selecting Quest at the main menu, select "New". After you select "New", you are taken to the Class Select Screen.

**LOAD GAME**

After selecting Quest at the main menu, select "Load" to load a previously saved game.

**BUYING A CAR**

You can choose between Class A, Class B, and Class C. When a New Quest is started, you begin with 15,000 CP, enough to buy a Class B or a Class C car. While browsing the different cars, you can use the Left or Right Triggers to bring up the car statistics. You can also use Up or Down on the digital pad to change the color of the car.

**NOTE:** Not all cars have the same amount of colors. However, you can adjust the color to your liking in the Paint Shop located in the Parts Store.

**SELLING A CAR**

You can sell one of your cars to increase your Credit Points. If you only have 1 car, you cannot sell it until you purchase a second car.

**NAME ENTRY**

Use the Directional Pad to move the cursor over the letter/number you want and press the A Button to select it. Press the B Button to delete letters.

**LICENSE PLATE**

Choose up to 7 numbers or letters. Press the Start Button to complete your selection.

**GARAGE**

The Garage is your "Home Base" in Quest mode.

There are 8 selections in your Garage:

**Start-** Cruise around the Expressways looking for rivals to race. Once you find a rival (identified by an "R" with an arrow under it over their car), get in position and the "Battle Screen" will appear, at this point, press the B Button to flash your highbeams and challenge them to a race.

**Car Change-** Change to another car.  
(NOTE: You must have bought more than 1 car)

**Settings-** Allows you to make adjustments to your car.

**Parts Store-** Lets you buy, install and replace parts for your car.

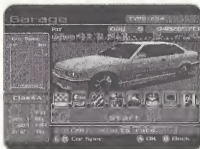
**Car Dealer-** Buy and Sell cars.

**Rivals-** Displays information on the rivals you have encountered so far.

**System-** Allows you to save, load, and access options.

**End Quest-** Ends Quest mode.

In addition to these selections, there is other information you should know about in your Garage. You can press the Left or Right Trigger to activate a screen that contains detailed specifications on your current car.

**Car Spec**

On the left of the screen you'll see your Car Specs.

**Dyno Chart -** This shows your car's power and torque.

**Car Class -** This shows if you have a slow, medium, or fast car.

**Drivetrain -** Tells you whether your car is:

- Front Engine/Front wheel drive (FF)
- Front Engine/Rear wheel drive (FR)
- Rear Engine/Rear wheel drive (RR)
- Mid Engine/Rear wheel drive (MR)
- Four wheel drive (4WD)

**Car Weight -** The lighter your car, the faster your car will be.

**Horsepower -** The higher your horsepower, the faster your car will be.

**Engine Size -** Size and power is increased when you upgrade your engine



Power and torque

Car Class

Drivetrain

Car Weight

Horsepower

Engine Size

## Battle Name

Your battle name is located in the upper left corner of your car display, and changes as you progress through the game. It's what the other drivers call you based on your driving style.

## Credit Points

You gain CP (Credit Points) as you defeat rivals. You can use CP to buy parts for your car, or buy a new car. The amount of CP you have appears in the upper right corner of the Garage screen. When you start a New quest, you begin with 15,000 CP.



## STARTING A RACE IN QUEST MODE

From the Garage, select **START**. Next you can choose where on the course you'd like to start, and in which direction. Make your choice, then select either **Shift Assist ON**, or **OFF**. Selecting **ON** will cause the car to shift automatically. Selecting **OFF** will require you to shift using the **X Button** and **A Button** on the controller. (Based on the Default control scheme) When you identify a rival, press the **B Button** to flash your highbeams and challenge them to a race. Ready? Set! GO!!!

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**Battle Name**  
Your battle n  
changes as y  
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**Credit Points**  
You gain CP (   
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Ready? Set!

**CRAVE ENTERTAINMENT, INC.**  
Attn: Customer Service Dept.  
19645 Rancho Way  
Rancho Dominguez, CA 90220

Place  
First Class  
Stamp Here

DURING A RACE...



## PAUSING WHILE DRIVING

To pause the game, press the **START** Button. A Pause screen will appear with the following options:

- Continue: Resume game play
- SE Volume: Adjust the Sound Effects Volume
- Music Volume: Adjust the Music Volume
- Road Map: Adjust the size of the Course Map or turn it off
- Guide Arrows: Turn the Guide Arrows On or Off
- Return to Garage: Leave the Highway and return to your Garage
- Retire: Leave a race in progress (NOTE: This will result in a lost race for you)



## RIVALS

There are over 300 rivals in Tokyo Xtreme Racer 2. Most can be found cruising the Expressways, but some only come out under certain conditions. To find rivals, browse through your rivals database. If there's a rival you have not found yet, there will be a description of how to find him/her. When you defeat a rival in Quest mode, you can view their description in the rival database. If you race a rival, and they defeat you, their description will not appear, only a dark image of their car. The location and direction you start at can determine which rivals you encounter. Explore all the start points to find more rivals!

Route:	Start Point:
C1	Shibakouen, Kasumigaseki, Kandabashi, Ginza
9	Fukuzumi
B	Ariake, 13-Gochi, Oi minami, Haneda Airport, Higashiogijima, Daikoku futo
K1	Shioiri, Daishi
1	Haneda, Suzugamori
11	Daiba



Your Goal? Beat as many opponents as you can.

After selecting Quick Race from the Main Menu, select either a demo car, or a car from a previously saved game.

## DEMO CAR

Once you select a car, you can select the Aero style you want. The number of styles vary for different cars.

## BASE

After your car is selected you are taken to the Base, this is similar to the Garage in Quest mode. In the base, you can start racing, change cars, and end Quick Race.

NOTE: When In Quick Race Mode, your SP does not regenerate for each race.

# TIME ATTACK

Drive as fast as you can in various stages of the course.

After selecting Time Attack from the Main Menu, select either a demo car, or a car from a previously saved game.

## DEMO CAR

Once you select a car, you can select the Aero style you want. The number of styles vary for different cars.

## BASE

After your car is selected you are taken to the Base, this is similar to the Garage in Quest mode. In the base, you can start racing, change cars, and end Time Attack.



## FREE RUN

Drive freely around Tokyo's Expressways.

After selecting Free Run from the Main Menu, select either a demo car, or a car from a previously saved game.

### DEMO CAR

Once you select a car, you can select the Aero style you want. The number of styles vary for different cars.

### BASE

After your car is selected you are taken to the Base, which is similar to the Garage in Quest mode. In the base, you can start racing, change cars, and end Free Run.

NOTE: It is highly recommended you drive in this mode before starting a Quest, to better familiarize yourself with the course.

## HOMEPAGE



You can access the Crave Entertainment home page by going to "Web Site" from the main menu. Be sure your Sega Dreamcast is set up with valid ISP information and connected to an analog phone line. Here, you can visit [www.cravegames.com](http://www.cravegames.com) to get the latest info on Crave Entertainment games. You can also visit the official Tokyo Xtreme Racer 2 home page.



**Game Config-** Changes various game related settings.

**Key Config-** Changes key assignments. There are six (6) key configurations to choose from.

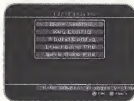
**Sound Config-** Changes various sound related settings. Also allows you to listen to the music tracks in Tokyo Xtreme Racer 2!

**Load Replay-** Allows you to view a replay file stored on a memory card.

**Time Attack Record-** Allows you to view TIME ATTACK RECORDS.

**Load Game File-** Loads game related data and options from a memory card.

**Save Game File-** Saves game related data and options to a memory card.



## CRAVE U.S. PRODUCTION TEAM

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Senior Producer  
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Associate Producer  
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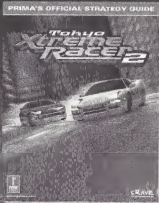
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### Special Thanks

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Team FC35 and the big list  
Craig Dwens

Online Manager  
John Nord



**WE'VE GOT STRATEGY COVERED**



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**ESRB RATING**

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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