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-ROM 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-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, 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

INTRODUCTION

Welcome to Vanishing Point™.

In order to maximize the enjoyment and challenge that you will get from playing Vanishing Point™, we would like to explain a few things to you and give you a little insight on what you are about to play.

Vanishing Point™ is not *just* about racing but more about driving *on the limit*. For most of us, it is hard to really appreciate what driving *on the limit* is all about. We usually only drive on public highways at safer, lower speeds. To drive *on the limit*, we must learn where a car's performance limit is and how to stay in control at this limit. In essence, we have to learn how to drive on a 'knife edge'.

When a car increases its speed, its rolling weight and inertia increases. As a car approaches the limit, the tires struggle to hold all of this weight and start to lose grip. The car starts to slide. We can control the direction and speed by careful use of the steering and, more importantly, the throttle. It is the artful balancing of steering and throttle that guide that car through the slide as smoothly and as fast as possible. With practice, you'll be able to anticipate the traffic and the road much better and drive more smoothly. Ultimately, this will result in greater driver satisfaction and much faster lap times!

We hope this helps you understand what Vanishing Point™ is all about and we hope that you enjoy the game more because of it. Thanks for playing and we'll see you at the finish line!

The Vanishing Point™ team

GETTING STARTED

1. Insert your **VANISHING POINT™ Sega Dreamcast™ Specific Disc** into your Sega Dreamcast™ console.

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

Note: VANISHING POINT™ is a 1 to 2 player game*. Before turning the Sega Dreamcast™ power ON, connect all controllers or other peripheral equipment into the control ports of the Sega Dreamcast™.

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

4. If you have inserted a Visual Memory Unit (VMU), you will be able to save your progress in the game. Each saved game requires 41 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 title, never turn OFF the Sega Dreamcast™ power, remove the memory card or disconnect the controller.

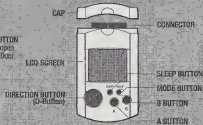*Purchase additional controllers (sold separately) to play with two or more people.

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 and display the title screen.
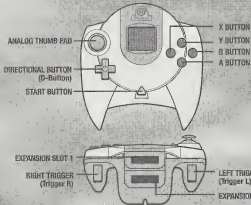

SEGA DREAMCAST™ HARDWARE UNIT

DISC DOOR

POWER BUTTON
The turns the unit ON or OFF
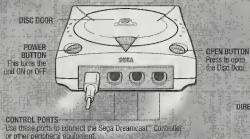
CONTROL PORTS
Use these ports to connect the Sega Dreamcast™ Controller or other peripheral equipment.
From left to right are CONTROL PORT A, CONTROL PORT B, CONTROL PORT C, and CONTROL PORT D. Use each port to control consoles for players 1 to 4 respectively.

SEGA DREAMCAST™ VISUAL MEMORY UNIT (VMU)

CAP

CONNECTOR

OPEN BUTTON
Press to open the Disc Door

LCD SCREEN

DIRECTION BUTTON
(D-Button)

SLEEP BUTTON

MODE BUTTON

B BUTTON

A BUTTON

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

3

ANALOG THUMB PAD

X BUTTON
Y BUTTON
B BUTTON
A BUTTON

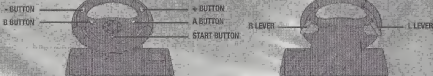DIRECTIONAL BUTTON
(D-Button)

START BUTTON

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.

EXPANSION SLOT 1

LEFT TRIGGER
(Trigger L)

RIGHT TRIGGER
(Trigger R)

EXPANSION SLOT 2

MODEM

This game is not equipped with the functions necessary for setting up a communications environment. In order to utilize a browser, it is first necessary to use the browser, included with the Sega Dreamcast™ or simpler discs, to register online or check user registration status.

RACE CONTROLLER

X BUTTON
B BUTTON

Y BUTTON
A BUTTON
START BUTTON

R LEVER

L LEVER

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

When using the Race Controller, never touch the steering wheel or left and right levers when turning the Sega Dreamcast power ON. Doing so may disrupt the initialization procedure and result in malfunction if readjustment is not properly carried out via the Options menu. If the handle or levers are accidentally moved when turning the power ON, immediately turn the power OFF and ON again making sure not to touch the Race Controller.
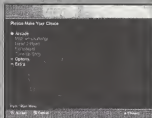

SEGA DREAMCAST™ JUMP PACK™
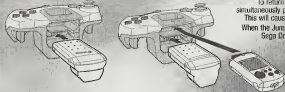
To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and START buttons. This will cause the Sega Dreamcast to soft-reset the software.

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.

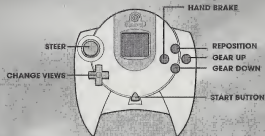**Vanishing Point's online features are powered by NetSpine™.**

NetSpine is the full suite of tools and technology that support in-game online functionality for all Acclaim products, and was developed internally by Acclaim Entertainment, Inc.

MAIN MENU

To select options and navigate through the menu screens, use the DIRECTIONAL BUTTON to highlight an item. Press the A BUTTON to confirm a choice/go to the next screen. Press the B BUTTON to return to the previous screen.

DEFAULT CONTROLS

- HAND BRAKE
- STEER
- REPOSITION
- GEAR UP
- GEAR DOWN
- CHANGE VIEWS
- START BUTTON
- ACCELERATE / 1ST GEAR
  Tap Accelerate to shift from reverse back into 1st gear (when vehicle is at a complete stop).
- BRAKE / REVERSE
  Tap brake for Reverse (when vehicle is at a complete stop).
  NOTE: You can also use the change gear buttons A&B to change into and out of reverse.

NOTE: See Controller Settings on page 13 for a description of how to reconfigure your controller any way you like!

EXPLANATION OF CONTROLS

Please see the Hints and Tips section for details on controlling the different vehicles.

Steer, Brake and Accelerate
The Steer, Brake and Accelerate buttons do exactly as their name suggests.

Camera
Pressing UP on the DIRECTIONAL BUTTON will cycle the in-game camera through the following types.
- Internal Camera > External Camera 1 (Near) > External Camera 2 (Far) > Internal Camera

Gear Up and Down
The gear change buttons do exactly what their names suggest. Press the B BUTTON to shift UP and the A BUTTON to shift DOWN. You'll cycle through gears in the following orders.

- **Automatic Transmission**
  Reverse Gear (DOWN) < Neutral > (UP) Forward Gears

Note: When using the Automatic Transmission, you can press the A BUTTON to gear down or the B BUTTON to gear up for finer gear control.

- **Manual Transmission**
  Reverse Gear (DOWN) < Neutral > (UP) 1st > (UP) 2nd > (UP) 3rd > (UP) 4th > (UP) 5th > (UP) 6th

Note: The number of forward gears is dependent on what car you are driving.

Reposition
If your car flips or you find yourself horribly off course, just hit the Reposition button (Y BUTTON) to turn your right-side up and drop you on your wheels. You will incur a four-second time penalty for using the Reposition button but, sometimes, it's necessary!

THE GAME SCREEN

① Speedometer
This displays the current speed of the car in either MPH or KPH.

② Tachometer
This displays the speed of the engine in Revolutions per Minute (RPM). The higher the RPM, the more power the engine will have. Keep an eye on the Rev Counter, as this will indicate when to change gear. For optimum use of each gear, change up or down when the RPM needle is just before the red line (the RPM cut-off point).

③ Lap Number
This indicates your lap position in the form, (current lap) of (total number of laps).

④ Split Time
Each track has three invisible checkpoints; each one positioned roughly 1/3 of the way round. As you pass through a checkpoint, your previous split (position at last checkpoint) and split time is displayed. The split time shows how far ahead (time display is yellow) or far behind (time is red) the best time you are. When the split time shows the time in white, you are matching the current best time.

⑤ Previous Split
The moment you cross a checkpoint, this display indicates where you are currently placed in relation to the Top 40 Standings. The display updates only when you cross the next checkpoint.

⑥ Time to Beat
The Time to Beat display changes depending on your current game mode. In a Tournament, the Time to Beat shows the current race leaders time (the person in first place) for the current stage. In Single Race mode, the Time to Beat displays the best current time with the given car on that particular track/stage. In an Internet Challenge race, the Time to Beat is the total accumulated time over the number of stages raced so far. In other words, if you've raced two stages, the Time to Beat in stage three will be the sum of times from stages one and two.

⑦ Rival Markers
When turned on (under Options), triangle-shaped Rival Markers appear above cars who are also racing for their best times. Rival drivers are more aggressive than civilian traffic, and often require more skill to over take. There are no Rival Markers in an Internet Challenge.

⑧ Stage Time
This is your current stage time which begins counting from the moment you cross the starting line. Pay close attention to this time compared to the Time To Beat. The difference between these two times is your Split time. See Split Time on page 8.

⑨ Stage
This indicates what stage you are on out of the total number of stages.

9

10 Lap Times

Indicates the time you achieved your previous and current lap. During certain game modes lap times will accumulate (stay on screen) during multiple stages. Lap times will alternate colors from white to yellow to indicate they were from separate stages.

11 Current Gear

This is your current gear. The AT indicates automatic transmission and the MT indicates manual transmission.

CAR SELECTION

The Car Selection screen is split into two showrooms, 1 and 2. Showroom 1 is where you can find the Player Cars and Showroom 2 is where you can find the Secret Cars. When you first start playing Vanishing Point™, the majority of the cars in both showrooms are unavailable. Unavailable cars are gradually unlocked as you progress through the Tournaments. Note that Secret Cars are not available for Tournament play, and can only be accessed from the other modes. When a new car is unlocked you will be notified on the Race Results screen that is displayed after a race has been completed.

To select a car, follow the instructions at the bottom of the screen. Once you've selected your car you are asked to choose MANUAL or AUTOMATIC transmission. Once selected, you progress to the next screen. If, however, the 'wrench' icon in the top right of the screen is highlighted, this means that there is a custom set-up available. In this instance, you will be asked to choose between DEFAULT or CUSTOM car set-ups. DEFAULT will give you the manufacturers default car set-up. CUSTOM will give you the
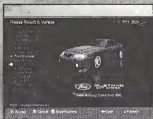
car set-up as specified in the Tune-up Shop. For details on custom car set-ups, please refer to the Tune-up Shop on page 23.

When you are choosing a car for a tournament game, there are three additional icons in the top right of the screen. The BRONZE VP represents Heat 1, the SILVER VP represents Heat 2 and the GOLD VP represents Heat 3. If any of these icons are highlighted, this indicates that you have completed the corresponding heat with that car.

OPTIONS

This area gives you access to the following in-game settings and options.
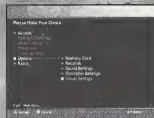
MEMORY CARD/VMU

Load

Load saved game configuration data.

Save

Save your current game configuration data.

Memory Card Slot

Here you can select the location of the VMU slot you've chosen to save your game (from A1 to D2).

Auto Save

Toggle the Auto Save feature ON or OFF. When ON, the Auto Save function will automatically save the game configuration data to your VMU when entering and returning from the game.

11

Auto Save Bleep
Toggle the Auto Save Bleep to **ON** to hear a beeping sound when **Vanishing Point™** is Auto Saving your progress.

RECORDS

Tournament
View race records by choosing any combination of car or heat.

Single Race
View race records by choosing any combination of track, direction or laps.

Time Trial
View race records by choosing any combination of track or direction.

CWG Rally
View race records by choosing any combination of track or direction.

SOUND SETTINGS

Game Music
Choose one of the following music options.

Off	Switches off all music.
Random	Play music in random order.
Sequential	Play music in track order.
Tracks	Play the music track of your choice.

3

Music Volume
Set the volume of all in-game music.

Sound Mode
Choose between **MONO** and **STEREO** sound.

Vehicle Volume
Set the volume of the vehicle sound effects.

Movie Volume
Set the volume of in-game movies.

Ambient Volume
Sets the volume level for surrounding vehicles and other animated objects like planes, waterfalls, etc.

Menu Volume
Set the volume for menu screens.

CONTROLLER SETTINGS

Config
Choose one of the pre-set controller configurations.

Steering Sensitivity
Set the sensitivity of your steering to Low, Medium or High. Low (default) is best when used with the standard Sega Dreamcast™ Controller. The High setting is recommended for steering wheels like the Sega Race Controller.

Vibration
Toggles vibration **ON** or **OFF** if you are using the **Jump Pack**.

From: _____

_____

Check here if this is a new address. ☐

13

Edit Controls

To edit a control:

1. Highlight the control you wish to change by using the **DIRECTIONAL BUTTON**.
2. Press the **A BUTTON** to clear the current control.
3. Press the new button you wish to perform the action.

NOTE: All actions must have a button allocated to them.

Accept Settings

Select this option to confirm and accept your new settings.

VISUAL SETTINGS

2P Split-Screen

Choose Vertical or Horizontal split-screen mode for Head 2 Head and Multiplayer games.

Speedometer

Choose to display your speed in miles per hour (MPH) or kilometers per hour (KPH).

Center Screen

Allows you to adjust the position of the display on your television.

Rival Markers

Turn on / off markers over rival cars.

Accept Settings

Select this option to confirm and accept your new settings.

NOTE: The Visual Settings screen lets you adjust the picture settings on your television. Use your television's color, brightness and contrast controls so that the color bars above the white line are visible and the color bars below the line are black.

GAME MODES

ARCADE MODE

This option gives you access to the following single player game modes.

Tournament

Vanishing Point™ is all about racing on civilian roads. So, as well as competing with your rivals, you also have a never-ending stream of unsuspecting civilian drivers to negotiate. Tournament mode is the place to show what you're made of in order to unlock secret cars and game modes that you won't find in any other mode! This is about real, hardcore racing!

However, as your main competitor is the clock, your aim is to be the fastest driver on the road. As such, all of the competitors don't have to begin together on a starting grid. Your attempt will begin on a rolling start so, as soon as you cross the Start/Finish line, you're racing!

As you race around the track you will recognize your Rival Drivers by their aggressive and irresponsible driving style, and the markers over the car should help identify them, as well! Unlike other games, if you overtake an opponent or indeed, get overtaken yourself, you won't necessarily move up or down a place in the rankings. Remember As you did yourself, drivers started their attempt at a different time and probably on a different lap. Like yourself, they are just trying to get around the track as fast as they can too.

As you negotiate the track, Split Times will pop up in the top center of the screen to inform you of your progress. Concentrate hard. Focus on the road and traffic in front of you and get that best time! When you complete a stage, your finishing time is graded and if you gain enough points to qualify for the next stage, you move on. Your performance on each individual stage contributes to where you lie in the overall Top 40 Standings. Your global objective is to finish each heat in 1st place. You must finish first in order to progress to the next step. With that in mind, it is your overall performance that matters. A combined total of your race placement points will determine your final place.

Check the Race Results screen for the amount of points you need to advance to the next level.

There are 3 heats to choose from that progressively become more challenging. As you progress through each heat you will unlock new cars, new tracks and other game modes that are initially unavailable. Each heat differs by the combination of tracks and the number of laps to race. They are set out as follows.

Heat	Tracks	Laps	Difficulty
1	2	2	Easy
2	3	2	Medium
3	3	3	Hard

NOTE: Tournament mode is only available to the cars in Showroom 1. Restarting from the Pause Menu is disabled after completion of the first stage.

Single Race
Single Race mode allows you to compete in a 2 or 3 lap race using any of the cars that are currently available. You will be racing against civilian traffic and opponent/rival drivers. You must come in first in order to unlock the next track.

Time Trial
Using any of the cars without any tracks that are currently available, Time Trial mode allows you to race on your own without any interference from the civilian or opponent traffic. Use this mode to practice on a track or to break the lap record.

Stunt Driver
Stunt Driver Challenge is all about putting your driving skills to the test in a series of increasingly more difficult stunt events.

Each event requires you to complete an objective in a certain time limit. When you complete an objective, Stunt Points are awarded based on how good your performance was. As each event is against the clock,

the faster you complete an objective, the more Stunt Points you will earn.

To unlock an event, you must have the required number of Stunt Points. The first few events are fairly easy to unlock but as you progress, you may find that you have to retry a previous event to increase your Stunt Points. If you do need to retry an event, your best performance will always be remembered. You won't overwrite a good performance with a bad one so feel free to keep trying!

For detailed descriptions of the rules, scoring and objectives of each event, please refer to the on-screen help pages.

CWG Rally
This mode is very much like a multi-stage Time Trial. There are no other cars on the track and you only have 1 lap on each stage to race. At the end of the last stage, your overall time is calculated and inserted into the Top 40 Standings. There are 8 different rallies to enter that progressively become more challenging. Your aim is to finish each rally in 1st place. Completing CWG Rally will unlock new features.

INTERNET CHALLENGE

Now there's a way to see who the best players in the world are! Are you up for the challenge? Internet Challenge allows you to log in into Acclaim's servers to create an online profile. An online profile allows you to download new tournaments or "Challenges" and use them to race against the times of real people from around the world! A good performance will earn you points, which work towards advancing your global ranking. Moving up through the ranks will open up more advanced challenges, tougher competitors and the ability to use the Tune-Up Shop to adjust your car to perfection.

To get started, you must make sure your Dreamcast is setup with a proper ISP (Internet Service Provider) account and you can successfully access the Internet. If you do not have Internet access through your Dreamcast, please consult the Sega Dreamcast Owners Manual to learn how.

NOTE: Your Sega Dreamcast must be set to the correct date and time in order for the Internet mode to accurately display when Internet Challenges begin and end. See your Sega Dreamcast Instruction booklet for details on how to set the date and time.

17

Creating an Online Profile

Select Internet Challenge from the Main Menu. From here you will be able to create up to four accounts. Once you select an account, you must choose a race name (user name) and password for that profile. Use the virtual keyboard to input your race name and password. Make sure you write down your race name and password for safekeeping.

After you decide on a name and password, you will be asked if you wish to enter your e-mail address. (Entering your e-mail address is optional; it is not required to take part in the regular tournaments). This address will only be used to notify you of special events, contests, tournament standings and information regarding **Vanishing Point™**. An e-mail address is required if you want to enter special tournament where prizes are given away.

Connecting to the Internet

After the e-mail address screen, the game program will attempt to dial the modem, connect to the Internet and access the Acclaim servers. If you are successful you will see the following screen

If you have trouble connecting to the Internet

Usually, this will go smoothly and you will quickly be connected. However, it's possible you may experience difficulties. There can be a variety of reasons it you cannot login into the Acclaim servers successfully.

If you receive an error message when attempting to dial the modem and/or connecting to the Internet try the following suggestions:

- Make sure the phone line is connected to the Dreamcast and telephone line is working.
- After checking the above, try connecting to the Internet using the web browser GD-ROM provided with your Dreamcast. If you can surf the web successfully, then the connection with your ISP is working.
- If you are still unsuccessful, please call Acclaim's Consumer Service for additional help at 516-759-7800 or e-mail at consumerservice@acclaim.com or online at http://www.acclaim.com/support/index.html.
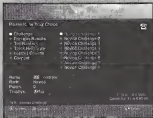
Online Profile

Name

Your race name and flag. The flag is a symbol you can select to identify where you come from or to show your style.

Rank

Your current rank is displayed here. There are three ranks players can achieve based on the amount of points accumulated. They are Novice, Expert and Pro. The final point total needed will be decided by Acclaim based on the number of people playing online.

Points

The total amount accumulated to date.

Trophies

Players can earn trophies by finishing first in a Challenge.

Challenges

Multiple challenges are listed based on the player's Rank. Each challenge includes a different combination of stages, laps and vehicles. These are usually listed in order of difficulty. As an example, Novice Challenge 1 might consist of one stage, set at two laps using a specific vehicle. The duration of the challenge can last for 1 day or 1 week, depending on the challenge you enter. Each challenge has a specific car that cannot be changed. This ensures everybody who plays the challenge is racing under the exact same conditions; even the traffic patterns will be the same!

We recommend that you look at the top 40 list before you enter the race. This will give you an idea of the times required for you to make the list. The current record holder's time (i.e. the person who is in first place) will appear in the lower left corner under 'Time to Beat" while you are racing. Split times shown throughout the race will be based on the current record holder's time, and your position will be relative to the top 40 list (just as in Single Player tournaments).

Scoring is based on the difficulty of the particular tournament and what the player's final placement is. Earn enough points and you'll go up in rank. Players will not be awarded any points until the tournament has ended. For example, let's say you decide to enter a challenge that has a duration period

19

of three days and you place 15th out of the top 40 on the first day. You may continue to race that challenge for its entire duration, but you will not be allowed to upload a time that is worse than your best attempt.

NOTE: If you shut off your Dreamcast you will have to reconnect to the Internet in order to continue attempts on that particular challenge. Each time you log into the server, upload a new time or choose the Update Challenge option, your placement may have changed. Do not be surprised if other people knock down your original 15th place to 20th place by the end of the first day! If you have not improved your placements by the end of the challenge, you will be awarded points based on your final placement.

NOTE: You do not have to be logged in to the server to collect points; you will be notified of your final placements and points the next time you login.

*(based on 24 hour period starting at 12:00 AM Eastern Standard Time)

Previous Results
Will let you view the results of the previous tournaments.

Top Rankers
This option lists the top 10 players with the highest point total.

Track Hi-Scores
This option will list the best lap times ever raced for each track and the player who accomplished it.

Internet Options
-Auto Connect On/Off
-Auto Disconnect On/Off
-Update Challenges
   This will refresh the latest top 40 list for each challenge. This is automatically done when you log in for the first time or you upload a new race time.
-Accept Settings

Auto Connect
Off: will prompt the user when a connection to the Internet is needed.
On: will automatically connect to the Internet when needed.

Auto Disconnect
Off: will stay connected to the Internet until the user disconnects.
On: will disconnect when the user enters the game.

Disconnect / Connect
This shows your connection status and allows you to disconnect when you are online. You do not need to stay online to race the challenges once you have completed the log in process. When you are currently offline this options allows you to reconnect. To save money on connection charges (after the log in process), you may wish to disconnect and race off line. When you achieve a placement you want to upload, at the prompt, you can upload your new best time. Keep in mind that the rankings may change while you are offline.

HEAD 2 HEAD
This option gives you access to the following 2-player, split-screen game modes.

Single Race
This mode is a straight 1-on-1 race. The only cars on the track are you and your opponent.

Balloon Buster
In this game mode, each player is allocated a colored balloon (Blue for player 1 and Red for player 2. A series of balloons are strategically placed around the track. Each player must try and "pop" their color balloon as you try to complete the track in the fastest time possible. With each balloon you pop (of your color) you will have -1 (minus) 1 second taken off your current time. For every opponent's balloon you pop, you will be penalized by having +2 seconds added to your current time.

21

Chicken

Chicken mode is a game of driving skill and judgment. Using any of the cars and tracks that are currently available, race against your opponent in a 1-on-1 race but you'll start facing opposite directions. Watch out for some nasty collisions as you pass your foe!

MULTIPLAYER

This option gives you access to the following multiplayer, split-screen game modes. With only two controllers, up to 8 players can join in on the action. Each multiplayer game mode is available as a Single Race, Balloon Buster or Chicken Race. Please refer to the on-screen instructions for the set-up of each game mode.

Knockout
(Requires 4 or 8 players)

Each player races an allocated opponent. The winner of each race moves forward to the next round to face another opponent. Each round is played until there is only 1 player left. The remaining player is the winner.

League
(Requires a minimum of 3 players)

In League play, up to eight players compete in a mini-season. You can select up to 13 tracks you wish to race on and the computer will randomly match players and courses until all players have played each other. The first place player in each race earns 10 points, and extra bonus points (up to 10) for every second you beat your opponent by. The League winner is the player with the highest score once all players have competed.

Winner Stays On
(Requires a minimum of 3 players)

This is a simple game mode that lasts as long as you want to keep playing. After a race has finished, the winning player stays on and the losing player makes way for the next contender. Players keep racing in an attempt to 'stay on' for as many races as possible. At the end of the day, the player with the most 'wins' is the overall winner.

TUNE-UP SHOP

Using the cars and tune-up options that are currently available, Tune-Up Shop allows you to modify the manufacturer's default settings to suit your own requirements. All modifications are made with the use of a slider bar that allows you to, as a percentage difference, increase or decrease the desired effectiveness of the option you are modifying. This system has been carefully calibrated so that, while being able to make considerable changes to an option, you can never render the car unusable.

For your convenience, detailed explanations of each option and assistance on how to make modifications are available in the on-screen help.
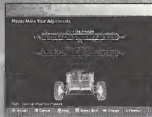
Test Track

The test track is a special purpose racetrack designed to put all of your modifications to the test. Here you will find a multitude of different road layouts and configurations to test your car's performance. Use this track to analyze your modifications and tune your car's settings to perfection.

Initial Settings

Restore all of the options to the initial factory settings.

Accept Settings

Once you are happy with your modifications, choose accept to store them as your custom car set-up. When you now enter the car select screen from any game mode, you can choose your custom car to race with.

HINTS & TIPS

- Remember that you're racing against time. Forcing your fellow drivers into collisions may be fun, but it will only hurt your lap time.

- Be wary when passing cars. Most drivers are harmless, but some will try to run you off the road. Try turning on the Rival Markers in the Options screen. It will make it easier to distinguish who is likely to be a road menace.

- If you are using an automatic transmission, use the manual override feature to gear down (press the **A BUTTON**) while going up a hill or when passing for extra speed.

- As you progress, each car you unlock becomes more challenging, requiring greater driving skill. The key to success is learning the handling and power characteristics of each car, which means careful use of acceleration and steering. It also means lots of practice with the same car on the same track. Constantly switching cars will extend the time it takes for you to master one.

- Try this: as you approach a turn at high speed, lay off the accelerator and "coast" into the turn, then slowly give it more gas to complete a powerslide. This is a required technique with the more advanced cars.

For the hottest hints and codes on ACCLAIM titles:

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