The road is calling. Ignore it.

Developed by:

TERMINAL REALITY

Published by:

GATHERING OF DEVELOPERS

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SEGA

ONLINE MULTI-PLAYER

Dreamcast™

4X4 EVO

TERMINAL REALITY

EVERYONE

CONTENT RATED BY ESRB

1-41903N

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.

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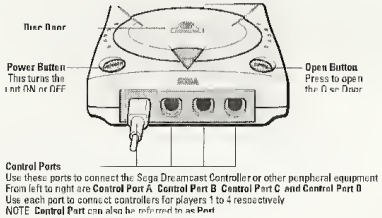
Getting Started

4x4 EVO is a 1-2 player game. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast.

When the title screen appears press the Start Button, which will lead you to the Select Mode screen. From the Select Mode screen use the Analog Thumb Pad/D-Button to select the Quick Race mode.

SEGA DREAMCAST HARDWARE UNIT



Controls

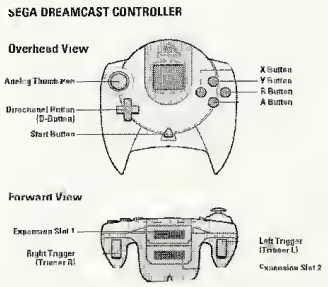
To return to the title screen at any point during game play, simultaneously press and hold the **A, B, X, Y** and **Start** buttons. This will cause the Sega Dreamcast to soft-reset the software.

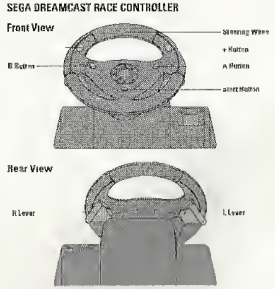
Purchase additional controllers (sold separately) to play with two people.

Menu Controls	
Up/Down Left/Right	Analog Thumb Pad
Up/Down Left/Right	Directional Button (D-Button)
Select	A Button
Cancel	B Button
Menu Help	Y Button
Switch Lists	X Button
Page Up	L Trigger
Page Down	R Trigger

Virtual Keyboard Controls	
Up/Down Left/Right	Analog Thumb Pad
Up/Down Left/Right	Directional Button (D-Button)
Select	A Button
Cancel	B Button
Move Cursor Left	L Trigger
Move Cursor Right	R Trigger

Game Controls	
Steering Left/Right	Analog Thumb Pad
Rescue	Directional Button Up (D-Button Up)
Toggle Lights	Directional Button Down (D-Button)
Toggle 2WD/4WD-Hi	Directional Button Left (D-Button Left)
4WD-Low	Directional Button Right (D-Button Right)
Shift Up	A Button
Shift Down	B Button
Change Viewpoint	Y Button
Handbrake	X Button
Brake	L Trigger
Accelerator	R Trigger
Escape	Start Button





Keyboard Controls	
Change Camera View	V Key
On/Off Overlay	O Key
On/Off Tachometer	D Key
On/Off Map	TAB Key
On/Off Finder	F Key
Rescue	H Key
Handbrake	E Key
Toggle 4WD/2WD	4 Key
Shift Up	A Key
Shift Down	Z Key
Turn Left	Left Cursor Key
Turn Right	Right Cursor Key
Accelerator	Up Cursor Key
Brake	Down Cursor Key
Mute Sound	CTRL Key + M Key Simultaneosly

- Never touch the Analog Thumb Pad, Triggers L/R, Steering Wheel or levers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.
- If the Analog Thumd Pad or Trigger L/R have been 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.

Saving Files

In order to save the game or files you must have a VMU. In the menu screens you can choose the save option to save the current state of your game, save a replay, or save a hotlap.

In the options menu you can set if the game should autosave your profile after races or if you would like to manually save your profile.

CAUTION:
While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.

Caution

4X4 EVO is a memory card compatible game (Visual Memory Unit (VMU) sold separately). The number of memory blocks required to save game files varies according to the type of software and content of the files to be saved. With this game, 30 blocks are needed to save game files. While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller or any peripheral equipment

Game Modes

Quick Race

Quick Race mode allows the player to choose any track and run a race up to 20 laps. Quick Race has the following setup screens:

Race Setup Options

Continue: Select this option to move on to the Vehicle Setup Options screen.

Random: Set this option to yes to have the track, weather, and time of day randomly chosen by the system.

Track: Use this option to select what track you would like to race on.

Weather: Use this option to select between the four different weather modes (Clear, Foggy, Dense Fog, or Rain).

Time of Day: Use this option to select between the four different time of day modes (Midday, Dusk, Night, or Pitch Black).

Laps: Use this option to select the number of laps that the race will be run (1-20).

Computer Drivers: Use this option to select the number of AI drivers to compete against (0-3).

Back: Select this option to move back to the main Select Mode screen.

Vehicle Setup Options

Race: Select this option to start the race with the settings you have chosen.

Vehicle Select: Use this option to select what vehicle you would like to compete with. You can choose from one of the vehicles in the list or use your career truck that you have saved.

Vehicle Settings: Use this option to select the vehicle settings screen. See the section entitled Vehicle Settings for more information.

Back: Select this option to move back to the Race Setup options screen.

Time Attack

Time Attack mode allows the player to race for the fastest time on any track. Time attack races are done with just the player's vehicle on the track and no AI vehicles. The player has the choice of running the time attack mode without a ghost truck, with the players ghost truck, or with someone else's ghost truck. A ghost vehicle is a fast lap replay with a transparent vehicle that cannot be collided into. While the player is driving the track trying to set their fastest time they can watch the ghost vehicle and visually tell if they are faster or slower. If the player is ahead of the ghost vehicle they are turning a faster lap time than that ghost laps time. If the player is behind the ghost vehicle then they are turning a slower time than that ghost vehicle.

Race Selection Options

Start a New Hot Lap: Select this option if you want to create a brand new hot lap. After your first lap a ghost truck will appear which is an exact copy of your fastest lap. If you go faster the ghost lap will be replaced with the faster one.

Race Against an Existing Hot Lap: Select this option if you would like to run against one of your old hot laps or if you would like to compete against someone else's hot lap. You will be given a list of Hot Laps on your system and you can choose which one that you would like to compete against.

View an Existing Hot Lap: Select this option if you would like to watch one of your old hot laps or someone else's hot lap like a replay. By selecting this option you will not be racing you will only be watching the ghost trucks hot lap.

View Selection Options

Continue: Select this option to continue on to the Vehicle Selection screen.

Track: With this option you can choose which track you would like to run your hot lap session on.

Laps: Select the number of laps in which you would like to attempt to do your hot lap (1-20).

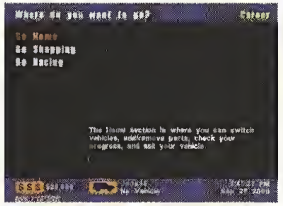
Vehicle Selection Options

Race: Select this option to start the race with the settings you have chosen.

Vehicle Select: Use this option to select what vehicle you would like to compete with. You can choose from one of the vehicles in the list or use your career truck that you have saved.

Vehicle Settings: Use this option to select the vehicle settings screen. See the section entitled Vehicle Settings for more information.

Career



In this mode you start off with a small amount of money and no vehicle. You must first buy a stock vehicle and then compete in races to earn more cash. With your winnings you can upgrade your vehicle with a variety of performance parts.

Race Selection Options

Go Home: Home is where you can see the vehicles that you own, what races you have completed, and install/remove parts from your vehicles.

Go Shopping: This is where you buy a new vehicle and where you can purchase parts to upgrade your vehicles performance.

Go Racing: This is where you choose a race or races to compete in and earn money.

Network

Network mode allows you to compete online against other 4x4 EVO owners. The network mode has extensive help files built into the game. If you ever need help while in network mode press the Y BUTTON on your controller for information on that section.

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

Options

Autosave Profile

You can set this option to yes or no. When set to yes your profile will automatically be saved to the VMU after important events such as the end of a race in career mode. If you set this option to no the game will not automatically save your profile to the VMU. You will need to select the save profile option to save your profile.

Sound Options

Mute: Select this option to turn all sound off.

Sound Effects: Use the slider to adjust the volume of the sound effects in the game.

Background Music: Use the slider to adjust the volume of the music in the game.

Sound Mode: Select this option to toggle between stereo and mono sound.

Screen Displays Options

Speed Conversion: Use this option to toggle between metric or American units of speed in the display.

Finder: Use this option to toggle on/off the checkpoint finder arrow.

Race Information: Use this option to toggle on/off the race information overlay.

Map: Use this option to toggle on/off the racetrack map.

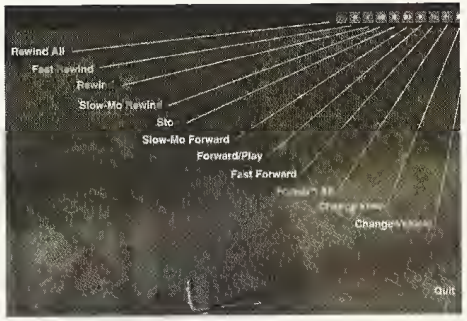
Map Orientation: Use this option to toggle how the map is drawn.

Speedometer: Use this option to toggle on/off the speedometer.

Game Display

The game display includes all information that is available while racing. In the upper left of the screen is the overlay. The overlay shows such information as your current lap time, your fastest lap time, the current lap, the total number of laps, your current position, the total number of racers, and the total race time. In the upper center of the screen is the checkpoint finder. The checkpoint finder points to the next checkpoint that you must cross. Checkpoints are directional so make sure that you drive through the side that displays the checkpoint number on the checkpoint. On the checkpoint finder will be a number. The number corresponds to the next checkpoint that you must drive through. If the checkpoint finder arrow turns red you are headed in the wrong direction. If the checkpoint finder is green you are heading in the right direction. In the upper right of the screen is the track map. The track map shows the general course of the track as well as the vehicles racing. You can use this map to see your position relative to everyone else. In the bottom of the screen is the dash. The dash displays your tachometer (RPM), speedometer, odometer, current gear, and current four-wheel drive mode.

Replay Screen



The replay screen allows you to watch a portion of your previous race or one that has been saved to a file. The replay screen has controls that are similar to a VCR. Beyond controlling the direction and speed that the replay is played in you can also change the camera angle and vehicle that the camera is focusing on. Lastly you can save a replay to a file so that you can watch it again at a later time. The diagram below describes what each icon in the replay bar does.

Vehicle Settings

Setting up your vehicle is important to getting the most speed out of it. On all vehicles a player can adjust the Tire Type, Transmission, and Handling Balance. In order to adjust the other options you much purchase a certain part for each option.

Tire Type: The available tire types are slick, medium cut, deep cut, and studded. Each tire type is designed to provide optimum traction on certain surfaces. The slick tire has no tread pattern and is designed for pavement only. The medium cut tire has a tread pattern designed for dirt and gravel roads. The deep cut tire has very aggressive tread pattern and is designed for mud, and sandy terrain. The studded tire has a tread pattern

along with metal studs. The studded tire is designed for snow and ice roads.

Transmission Type: The two available transmission types are automatic and manual. The automatic transmission will perform shifting for you. The manual transmission requires you to do all up and down shifting. The manual transmission allows you to shift exactly when you want to where the automatic transmission only up or down shifts and preset rpm's.

Suspension: In order to enable the suspension setting your vehicle must be equipped with race springs/dampers. If your vehicle did not come equipped with race springs/dampers you can purchase them in career mode. The suspension settings allow you to adjust the relative stiffness of the spring/damper combination. A soft setting will allow your vehicle to smoothly ride over bumps and rough terrain. A stiff setting will make your vehicle bounce over bumps and rough terrain. A soft setting will make your vehicle less responsive to steering input. A stiff setting will make your vehicle more responsive to steering input.

Axle Ratio: In order to enable the axle ratio setting your vehicle must be equipped with a racing gearbox or a ring and pinion gear set. If your vehicle did not come equipped with a racing gearbox or a ring and pinion gear set you can purchase one in career mode. The axle ratio setting allows you to adjust the final drive of your vehicle. By adjusting the slider to the left your vehicle will have greater acceleration but less top speed. Greater acceleration is useful on tracks that have lots of tight and twisty corners and no straights. If you adjust the slider to the right your vehicle will have greater top speed potential but slower acceleration. Greater top speed potential is useful on tracks that have very fast corners and long straights.

Brake Balance: In order to enable the brake balance setting your vehicle must be equipped with a brake proportioning valve. If your vehicle did not come equipped with a brake proportioning valve you can purchase one in career mode. The brake balance setting

allows you to adjust how the vehicle behaves under braking. If the slider is adjusted towards the front (left side) the front brakes will get more power than the rear. More front braking will cause your vehicle to be very stable under braking but very difficult to turn while braking. If the slider is adjusted towards the rear (right side) the rear brakes will get more power than the front. More rear braking will cause your vehicle to be very unstable under braking but very easy to turn while braking.

Torque Split: In order to enable the torque split setting your vehicle must be equipped with a racing transfer case. If your vehicle did not come equipped with a racing transfer case you can purchase one in career mode. The torque split setting allows you to adjust how power is distributed between the front and rear tires of your vehicle while in 4WD mode. If the slider is adjusted towards the front (left side) then the front tires will get more torque than the rear. More torque on the front tires helps steer the vehicle through the corners but can also cause your vehicle to understeer. The front tires will spin easier than the rear if they have more torque. If the slider is adjusted to the rear (right side) then the rear tires will get more torque than the front. More torque on the rear tires helps the vehicle accelerate quicker. Too much torque on the rear can cause the rear tires to spin easily.

Handling Balance: The handling balance slide allows you to adjust how the vehicle is balanced while cornering. If the slider is adjust towards understeer (left side) the vehicle will be easy to control but difficult to turn. If the slider is adjusted towards oversteer (right side) the vehicle will be more difficult to control but will turn very quickly.

Tips

- Set the handling balance as far towards oversteer as you can while still being able to turn laps without spinning out or sliding too much. If you slide too much you will loose speed and have slower lap times.
- Look for short cuts between check points. You will want to take the shortest path possible.
- Try to keep your tires on the ground. When your tires are in the air they are unable to accelerate your vehicle.
- Use the handbrake to drive around tight corners or obstacles. The handbrake is very important to turn a fast lap time.
- If you are driving slowly up a hill first try manual transmission and down shift to a lower gear. If you are still slow try using four-wheel drive low mode.
- If you are spinning your tires too much do not use full throttle.
- Starting off in four-wheel drive low will give you extra punch off of the starting line. Don't forget to change to four-wheel drive high before you top out in your highest gear.

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4X4 EVO

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NOTES

NOTES

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