# Speed Devils
## ONLINE RACING

Dreamcast.

EVERYONE

E

SEGANET   GameLoft.com   Ubi Soft

## THE HIGHWAY TO HELL NOW ONLINE

**Attention, sinners.**
The most infernal arcade racer ever now runs online. All the hellish tracks, tricked out cars, and shady side bets from the original Speed Devils return — plus 11 new cars, and 21 new ways put your hard-earned cash, car, and street rep on the line. Hey, leave the "legal" sports for those cornfed boys down the street. SegaNet just got itself a red light district.

SEGANET

Ubi Soft
www.ubisoft.com

SEGA

T-37702

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# pod
## SPEEDZONE

Dreamcast.

SEGANET   planetweb   Ubi Soft
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T-37702

# 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 running the 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.

## pod

## I INTRODUCTION

POD-SpeedZone is an alien virus creature with mutagenic powers. It starts taking control of all life forms in the mining colony of Demetra. As anarchy is unleashed, mutant vehicles start roaming the human settlements, spreading the mutating virus.

### 1. ARCADE

Enjoy the arcade-style game, by choosing one of the available game modes, cars and tracks. Accessible races: Normal Race, Thriller Race, Time Attack.

### 2. TWO -PLAYER

This is the perfect opportunity to compete against your best friend. In this mode, you and your opponent select your cars and the track and play the race in a horizontal split-screen mode.

Accessible races: Normal race, Thriller race. You need to have two controllers connected for the "2-Player" option to be selectable.

### 3. NETWORK

The main purpose of POD SpeedZone is to bring together as many players as possible for a challenging competition over the Internet. Now you have the great opportunity to play POD SpeedZone Online, to compete with real

opponents and score the best points and ratings on the world-wide Web. You can be a famous online racing pilot, winning top position in the "POD SpeedZone" World Classification and recording your best times in the Hall of Fame.

## II CONTROLLERS

### II.1 Game Controls

POD-SpeedZone is a 2-player game. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Dreamcast. Purchase additional controllers (sold separately) to play in 2-player mode.

**SEGA DREAMCAST HARDWARE UNIT**



### II.2 Sega Dreamcast Controller

**Overhead View**



**Forward View**
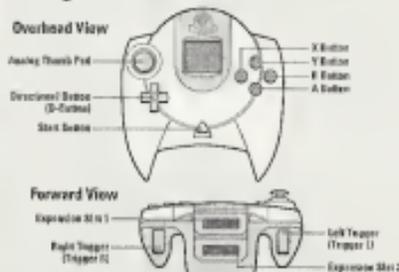


Never touch the Analog Thumb Pad or L/R triggers while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or triggers L/R are accidentally moved while turning the Sega Dreamcast power ON, immediately turn power OFF and then ON again making sure not to touch the controller

### II.3 Sega Dreamcast Visual Memory Unit (VMU)
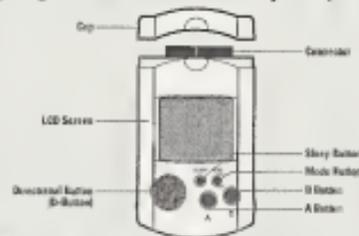


While saving a game file, never turn OFF the Sega

Dreamcast power, remove the memory card or disconnect the controller. The number of blocks required to save game files varies according to the type of software and content of files to be saved. With this game, 6 blocks are required to save the game settings. A minimum of 30 blocks - maximum of 200 blocks are required to save the Ghost files. The options settings will be automatically saved when the options menu is exited. Up to 200 blocks can be required to save a Ghost race; an additional VMU may be necessary.

### II.4 Peripheral Equipment

### II.4.1 Sega Dreamcast Race Controller

**Front View**



**Rear View**
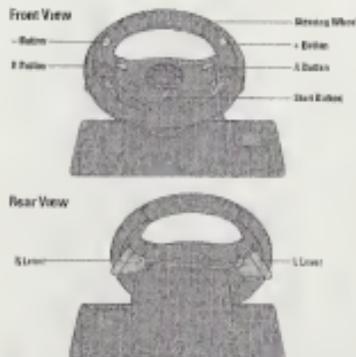


When using the Race Controller, never touch the steering wheel or right and left levers when turning the Sega Dreamcast power ON. Doing so may disrupt the initialization procedure and result in malfunction if readjustment

is not properly carried out via the Options menu. If the handle or levers are accidentally moved while turning the power ON, immediately turn the power OFF and ON again ensuring that you do not touch the Race Controller.

## II.4.2 Vibration Pack

When the Vibration Pack is inserted into Expansion Socket 1 of the Sega Dreamcast Controller, the Vibration Pack does not lock into place and may fall out during gameplay or otherwise inhibit game operation. 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.

## II.4.3 Keyboard

You can connect a keyboard to your Sega Dreamcast if you want to chat in Network mode. When using the keyboard be sure that a controller is also connected to one of the other control ports.

## III STARTING UP

### III.1 INSTALLING
- Install your Sega Dreamcast by following the instruction manual. Make sure that the console is off before inserting or removing a Sega Dreamcast Specific Disc.
- Insert the POD-SpeedZone Sega Dreamcast Specific Disc and close the Disc Door.
- Connect the controllers and switch on the Sega Dreamcast.
- Follow the instructions that appear on the screen to start a game.

### III.2 MAIN MENU
From the MAIN MENU, you can choose ARCADE GAME, TWO PLAYERS' game, NET-WORK game, HALL OF FAME or OPTIONS menus.
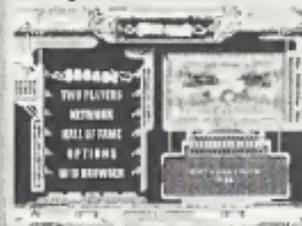
Up/Down on the D button or Analog Thumb Pad - Highlight a different selection
A button - Enter your selection

#### Arcade
Enjoy arcade-style gameplay with the currently available cars and tracks.

#### Two-Player
You and your opponent select your cars, the track and play the race in a horizontal split-screen mode.

#### Network
After developing your skills and getting accustomed to the 6 tracks, prepare to face the challenge of human opponents. Players

throughout the world can compete in an incredible race, the ultimate goal being the dream of every competitor: to reach top position out of the best drivers in the world!

#### Hall of Fame
Check out the best time records for each track: fastest lap and track record.

#### Options
Customize sound and controller configurations.

### III.3 GENERAL DISPLAY INFORMATION
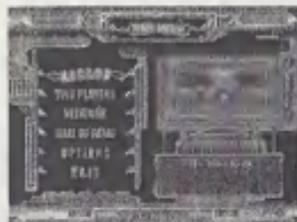
Lap time - Upper-left corner of the screen (1)
Best lap - Below the Lap time info (2)
Lap - Upper-right corner (3)
Position - Below the Lap (4)Position map - Bottom left section of the screen (5)
Tachometer - Bottom right section of the screen
Speedometer - Bottom right section of the screen, middle of tachometer (11)
Shield Gauge - Bottom right section of the

screen, bar gauge (6)
Boost Gauge - Bottom right section of the screen, bar gauge, below the Shield Gauge (7)
Extra-boost item - (8)
Wave item - (9)
Mine item (10)

## IV OFF-LINE

### IV.1 Arcade Mode

To select the Arcade Mode, highlight "Arcade" in the main menu and press the A button.
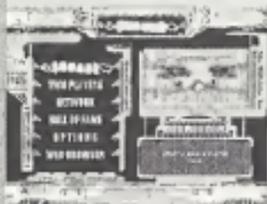
#### IV.1.1 Select car

Move the D button left or right in order to select one of the currently available vehicles and up or down to select the skin of the cars.
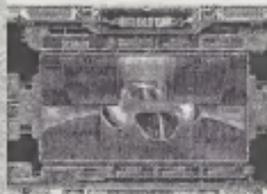
Performance characteristics are shown for each car, just above and below the car picture: speed, acceleration, handling, grip, and brakes.

#### IV.1.2 Select track
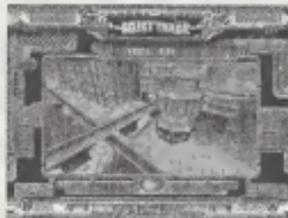
Move the D-Pad left or right to select one of the currently available tracks.
You will see a presentation movie for each track. Press the A button to confirm your track selection.

#### IV.1.3 Race

After you have selected the track, you will be prompted to select the game mode and the track options.
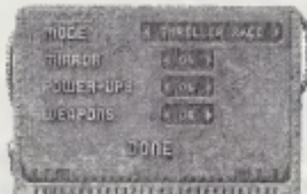
### Game modes:

#### Normal race:

You compete in a five-lap race against 4 opponents. You must finish the race without destroying your car. When the shield gauge is empty, your car is broken and you will be out from the race.

You can use the power-up items that you find during the race: the shield, the boost, the extra boost, the wave and the mine. There are two kinds of items:

• The self-usable power-ups containing:
  – The shield item to keep your car in good shape.
  – The boost items to help you increase the acceleration.

As you pick up a self-usable power-up, the level of the gauges will increase.

• The user-selectable power-ups containing:
  – extra-boost, to help you keep your opponents at a distance by speeding up your car;
  – The wave, to slow down the opponents in front of you;
  – The mine, to slow down the opponents from behind and damage their cars.

As you pick up a user-selectable power-ups, it will appear on the screen. You can have only three power-ups on the screen at the same time. Use the Y button to select a power-up and the B button to use it.

### Ghost:

When the Ghost mode is activated, the player races against the clock, while competing on the track against the image of another car. This image can either be the player's own best time, or some other player's time, which has previously been saved on the VMU. This mode is called Ghost because you cannot crash into the competing car: it is only an image. This allows you to study and learn from a vehicle's driving style.

If you are playing for the first time, you will not meet a competitor. Beginning with the second race, you will see your own ghost running through the previous race. The game will then save your best run on the track.

### Thriller race:

Everybody has a full shield displayed all the time.
For the last player the shield level decreases progressively.
If the last player manages to achieve a better position, then the shield level stops decreasing. When the shield totally disappears the player loses and is out of the game.

### Track options:

Mirror - you will race on the mirrored selected track.
Power-ups - you can choose to play with or without power-ups: shield, boost and extra boost.

Weapons - you can choose to play with or without weapons: the wave and the mine. During the race you can access the PAUSE menu with the START button.
From this menu you can choose to continue the race, restart the race, abandon the race or see the replay.



PAUSE
CONTINUE

### IV.1.4 Replay

Once you cross the finish line, your result and lap time will be displayed on the screen.
From here you can go to the Main Menu by pressing the A button, watch a replay of your race by pressing the B button or restart the



race by pressing the X button. During the replay, pressing up or down on the D button will switch the camera from one car to another. During the replay you can access the PAUSE menu with the START button.
From this menu you can choose to continue the replay, restart the replay, restart the race or go to the Main Menu.



PAUSE

### IV.2 Two Players mode

To select the Two Players mode, highlight "Two Players" in the Main Menu and press the A button.
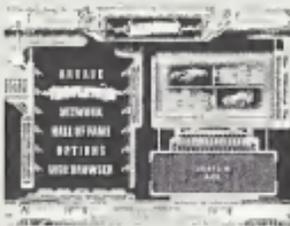


### IV.2.1 Select car

Each player will select one of the currently available vehicles in the same window by moving the D button left or right. Performance characteristics are shown for each car, to the left and to the right of the picture: speed, acceleration, handling, grip and brakes.
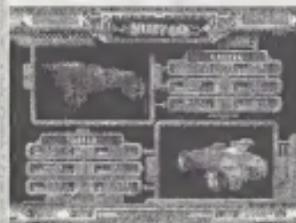


### IV.2.2 Select track

Move the D-Pad left or right to select one of the currently available tracks.
You will see a presentation movie for each



track. Press the A button to confirm your track selection.

### IV.2.3 Race

There are two race modes available: Thriller Race and Normal Race.
In these modes, you and your opponent play the race in a horizontal split-screen mode.



### IV.3 Hall of Fame

To select the Hall of Fame, highlight "Hall of Fame" in the Main Menu and press the A button.
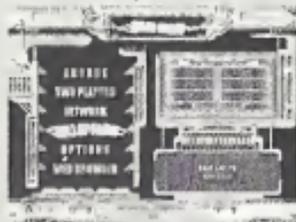


This is the place where you can see your best performances: best lap time and best track.
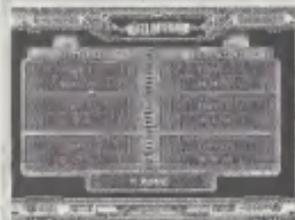
## IV.4 Options

To select the Options, highlight "Options" in the Main Menu and press the A button.
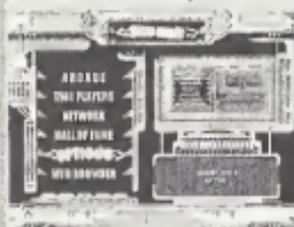


You can adjust your settings according to one of three options, you can see the credits, or you can make a Soft Reset.

### IV.4.1 Sound

Select "Sound" in the Options menu and press the A button.
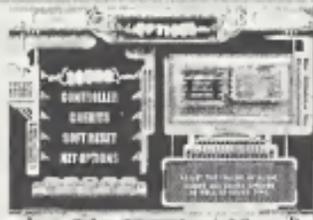


Move the D-button up or down to select which sound type you wish to adjust, then move D-button left or right to position the slider. Press the A button to confirm your selection and exit the Sound menu, or press the B button to cancel the changes and exit the Sound menu.
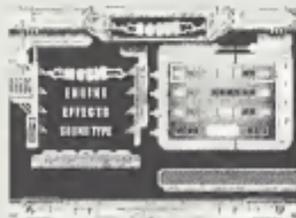


### IV.4.2 Controller

Select "Controller" in the Options menu and press the A button.
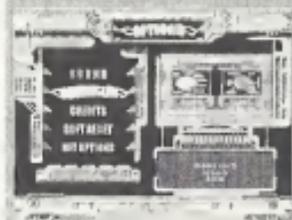


There are 5 different configurations for the Standard Controller, and 2 configurations for the Racing Wheel on the Options/Controller menu. If there are two controllers connected, you will be able to choose the configuration for both controllers on the same menu. Move the D button left or right to select one of the available configurations. Press the A button to confirm your selection. Also, you can deactivate the jump pack pressing the X button.

### IV.4.3 Soft Reset

Select "Soft Reset" in the Options menu and press the A button
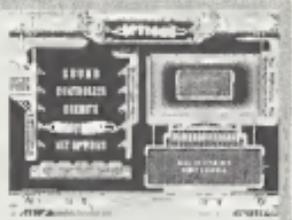


You can choose between two possibilities: go to the Boot ROM or go to the Title Screen.



### IV.5 Net options

Select "Net Options" in the Options menu and press the A button. Then you configure your net options:

### IV.5.1 Connect Rate

The maximum transfer rate of the modem. This option limits the maximum connect rate to the value set by the user. This will avoid the two-second delay when the modem switches from 56K to 33.6K to 28.8K and back as the line quality changes. This option is useless when using the LAN adapter.

### IV.5.2 Time out disconnect

The time interval (in minutes) after which the Internet connection will close if the user is inactive. If the user is disconnected due to inactivity the following error message is displayed "*Inactivity disconnection!*".
Every command issued by the user using the joy-pad or the Dreamcast keyboard resets the inactivity disconnection time-out counter.

### IV.5.3 Use proxy

Use this option to enable/disable the use of the HTTP proxy server. If the proxy is enabled the settings used are those extracted from the Flash memory (the WebBrowser can be set to set them.) This option is useless when using the LAN adapter. In most of the cases, the proxy should be disabled.

### IV.6 Saving and loading

Save a ghost:
When playing on Time Attack mode, at the end of the race you will be prompted to save the ghost (if you made one).
If you choose to save the Ghost, you will be taken to the Edit Name page and, after you enter a name, to the VMU page where you can choose the VMU for saving. Note: From 34 to 200 blocks are required to save a ghost race; an additional VMU may be necessary

Load a Ghost:
When you choose the Ghost mode in Track Options, and after you validate all options in track options (just before loading the game), you will be prompted to load the ghost (if there is any ghost file saved for the chosen track). If you choose to load the Ghost, after you choose the VMU, you will be able to choose the ghost you want to load.

## V ONLINE

When connecting for the first time you have to configure your modem or your LAN adaptor, then you have to create an account using Gameloft servers.
Choose NETWORK in the main menu:

### V.1 How to connect

#### V.1.1 Using a modem

After choosing NETWORK from the main menu, enter the dial-up options.

This screen contains 3 tabs.



The first two tabs contain information concerning your ISP (Internet Services Provider). This information is read-only but you can set-up your modem using the WebBrowser by choosing "WEB BROWSER" from the main menu.

Choosing one of the first two tabs will select the ISP account that will be used to connect to the Internet.
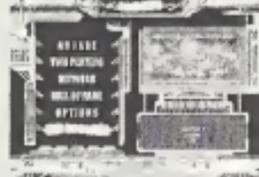
The last tab is used to select the 50 FREE HOURS offren from SEGANET. This offer is valid only once for each DREAMCAST console.

This solution is the simplest way to connect to the Internet directly from





the game. Just fill in the registration form and you'll be connecting automatically to the Internet.



#### V.1.2 Using a LAN adapter

After choosing NETWORK from the main menu you enter the LAN settings.

From this page you can configure the LAN settings. There are three possible configurations and you should contact your ISP in order to choose which of these configurations is correct.

### V.1.2.1 Static IP
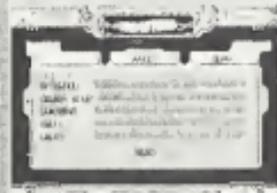
Only three of the following five fields are required in any situation.

- **IP ADDRESS (required):** The IP address of your ISP.
- **SUBNET MASK:** The format of this field is X.X.X.X. where X is a number between 0 and 255.
- **DNS1 & DNS2:** IP addresses of the DNS that will be used to resolve your Internet addresses. The format of these fields is X.X.X.X. where X is a number between 0 and 255.

### V.1.2.2 PPPOE

Fill in the first two fields.

- **USERNAME:** a username used by your ISP to identify you and your connection.
- **PASSWORD:** the password associated with the username.
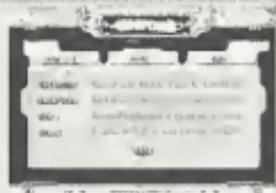
- **DNS1 & DNS2:** IP addresses of the DNS that will be used to resolve your Internet addresses. The format of these fields is X.X.X.X. where X. is a number between 0 and 255.

### V.1.2.3 DHCP
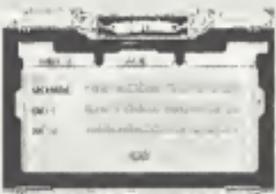
These three fields are not required.

- **HOSTNAME:** the address of the DHCP server.
- **DNS1 & DNS2:** IP addresses of the DNS that will be used to resolve your Internet addresses. The format of these fields is X.X.X.X. where X. is a number between 0 and 255.

### V.2 Login screen

By choosing the Network option from the Main

Menu, you will be taken to the Login page. Here you can create an account for playing Pod-SpeedZone or, if you already have a previously created account, you can connect to one of the Gameloft servers.
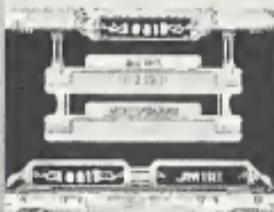
### V.2.1 Create an account

By pressing the "NEW USER" button, the New User menu will appear. In order to create a new account, you have to fill in the required fields:
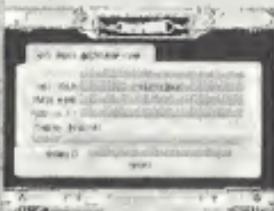
This page is used to obtain the needed information for creating a new account. All the fields are required. The length and format are specified below. After you have filled out all the required fields you may choose DONE to create the new account. After that the console is connected to the Interent and all information is sent to the game servers in order to create the account.

Once the new account is created, the server/arena page will appear and you'll be able to choose an arena.

### V.2.1.1 FIELDS LENGTH AND FORMATS

- **NICKNAME:** Minimum length: 2; Maximum length: 8; Only upper case and symbols allowed.
- **PASSWORD:** Minimum length: 4 Maximum length: 15
- **FIRST NAME:** Minimum length: 1 Maximum length: 31
- **LAST NAME:** Minimum length: 1 Maximum length: 31
- **E-MAIL ADDRESS:** Minimum length: 1 Maximum length: 37. The e-mail address must have the following pattern "@*.*", where * represents a string of any characters except spaces.
- **COUNTRY:** Each country has a country code. These codes are used for obtaining information concerning the location of the player, which are used during the Internet connection. The valid country codes are listed in the next file.

### V.2.1.2 NEW USER ERRORS

The error messages and the solution for them (if any) are listed on the next page:

- **Incorrect " length:** the length of the field is incorrect (see above)
- **Incorrect e-mail address:** the e-mail address format is incorrect (see above)
- **Internet connection failed:** the Internet connection (modem or LAN adapter) could not be established.
- **Internet connection time-out:** check if your Network Information concerning the phone number (phone number, outside line prefix, local distance prefix) is correct (modem).
- **Internet connection time-out. No DHCP server found:** check if the LAN cable is connected to your LAN adapter (LAN adapter) and the LAN you are connected to supports the DHCP protocol.
- **Internet connection time-out. No PPPOE server found:** check if the LAN cable is connected to your LAN adapter (LAN adapter) and the LAN you are connected to supports the PPPOE protocol.
- **Internet connection time-out. Please check your network settings or contact your ISP.** check if the LAN cable is connected to your LAN adapter (LAN adapter) and your network settings are correct.
- **No carrier. Please check your dial-up phone number:** check if the phone number stored in your Flash memory is correct. (modem)
- **No answer received:** There is no answer from the phone number you dialed. Check if the phone number stored in your Flash memory is correct (modem)
- **No dial tone found. Please check your phone settings:** Check if your (Incorrect modem) is connected to the telephone line. (modem)
- **Phone line is busy:** check your phone line, (modem)

- **Operation time-out:** check if the Flash memory information concerning the phone number (phone number, outside line prefix, local area code) is correct (modem); check if the LAN cable is connected to your LAN adapter (LAN adapter)
- **Authentication failure. Please check your network settings:** check if the network settings from the Flash memory (user name, password) are correct. (modem)
- **Could not initialize device:** check if the modem/LAN adapter is connected to your Dreamcast.
- **LAN not responding. Please check your LAN cable:** check if the LAN cable is connected to your LAN adapter (LAN adapter).
- **Gateway not found:** contact your Internet provider or change your type of LAN connection.
- **PPPOE protocol not working properly:** contact your Internet provider or change your type of LAN connection.
- **Incorrect DNS. Please check your net work settings:** check if your Flash Information concerning DNS (modem); check your "DNS" information from the LAN configuration screen (LAN). Note that if the game can receive DNS Information when connecting to the ISP, it will first try to use this information
- **Gateway not found. Please check your network settings:** check your "Gateway" information from the LAN configuration screen (LAN).
- **Read configuration failed. HTTP serv er not resolved by DNS:** The DNS information is not correct or you are disconnected from the Internet. Check your network settings or contact your ISP.

- **Read configuration failed. Proxy server not resolved by DNS:** The DNS information is not correct or you are disconnected from the Internet. Check your network settings or contact your ISP.
- **Read configuration failed. HTTP server not found:** The game configuration server could not be connected. You are disconnected from the Internet or there is a problem accessing the HTTP server. Check your network settings or contact your ISP.
- **Read configuration failed. Proxy server not found:** The HTTP proxy server could not be connected. You are disconnected from the Internet or there is a problem accessing the HTTP server. Note that in most cases you don't need to use a proxy server. Check your network settings or contact your ISP.
- **Error reading configuration file:** There was an Internet connection error while trying to read the configuration from the game configuration server. Please retry. If the problem persists, check your network settings or contact the ISP.
- **Invalid configuration file:** The configuration file on the server is incorrect. Please retry. If the problem persists, please contact UBISOFT / Gameloft technical support.
- **Read configuration failed. HTTP request time-out:** The operation could not be completed on the amount of time requested. Please retry. If the problem persists, check that you are connected to the Internet and your network settings are correct.
- **Read configuration failed. Invalid proxy address or port:** The proxy settings stored in the Flash memory are not correct. Note that in most cases you don't need to use a proxy server. If

---

@ Dreamcast. **WARRANTY REGISTR**

NOTE: You may also register by phone (415) 547-4028 / fax (415) 547-4001 or o

Name _____

Address _____

City _____ State _____ Zip _____

E-Mail Address _____ Phone _____

Where did you purchase your copy of POD Speed Zone?

_____

Which gaming publications do you read?

_____

Which gaming consoles do you own/plan to buy within
the next 6 months?

○ Nintendo® 64  ○ PlayStation®2 computer entertainment system
other _____

**REGISTRATION CARD** (partial, cut off on left)

Have Fun on the web at www.ubisoft.com

Apt. # _____

Sex _____  Age _____

(various cut-off text fragments: Incon... field... Incon... addre... Intern... Intern... the p... outsi... perfo... Intern... DHCP... cable... adapt... you a... DHCP... Intern... PPPO... cable... adapt... you a... PPPO... Intern... check... the LA... LAN a... netw... No ca... phon... mem... No a... from... Chec... your... No di... phon... Dec... teles... Phon... line...)

---

you need a proxy server, please configure it correctly using the Web browser.

- **Read configuration failed.** There was an error reading the configuration from the game server: Please check that your settings are correct or contact UBISOFT technical support.
- **Not connected to router:** The connection with the router could not be established. Try again. Check that you are connected to the Internet and your network settings are correct. If the problem persists, contact your ISP.
- **Not send route access:** The request could not be sent. Please reconnect to the Internet.
- **Internet connection lost:** The Internet connection was lost due to a modem/LAN problem. Try to connect again.
- **Connection with router lost:** The connection with the router was lost. Try to connect again.
- **Operation time-out:** The operation could not be completed in the amount of time requested. Please retry. If the problem persists, check you are connected to the Internet and your network settings are correct.
- **Account already exists:** a user with this name already exists. Change the name and try again.
- **Create account failed:** the user could not be created.

### V.2.2 Connecting to Gameloft servers

If you already have an account, simply enter your name and password, press the "Login" button and wait for the connection to be established.

If the connection is successful, the list of arenas and their pings will appear and you will be able to select one of them. An arena is a virtual room where people looking to race can find racing opponents.

### V.2.3 Login errors

The error messages and their solutions (if any) are listed below:

- **Internet connection failed:** the Internet connection (modem or LAN adapter) could not be established.
- **Internet connection time-out:** check if the Flash memory information concerning the phone number (phone number, outside line prefix, local area code) are correct (modem).
- **No DHCP server found:** check if the LAN cable is connected to your LAN adapter
- **Internet connection time-out. No PPPOE server found:** check if the LAN cable is connected to your LAN adapter (LAN adapter) and the LAN cable you are connected to supports the PPPOE protocol.
- **Internet connection time-out. Please** check if the LAN cable is connected to your

LAN adapter (LAN adapter) and your network settings are correct.

- **No carrier. Please check your dial-up phone number:** check if the phone number stored in your Flash memory is correct (modem)
- **No answer received:** there is no answer from the phone number you dialed. Check if the phone number stored in your Flash memory is correct (modem)
- **No dial tone found. Please check your phone line connection:** check if your Dreamcast modem is connected to the phone line (modem)
- **Phone line is busy:** check your phone line. (modem)
- **Operation time-out:** check if the Flash memory information concerning the phone number (phone number, outside line prefix, local area code) are correct (modem), check if the LAN cable is connected to your LAN adapter (LAN adapter)

- **Authentication failure. Please check your network settings:** check if the net work settings from the Flash memory (user: name, password) are correct. (modem)
- **Could not initialize device:** check if the modem/LAN adapter is connected to your (Internet).
- **LAN not responding. Please check your LAN cable connection:** if the LAN cable is connected to your LAN adapter (LAN adapter).
- **Gateway not found:** contact your Internet provider or change your type of LAN connection.
- **PPPoE protocol not working properly:** contact your Internet provider or change your type of LAN connection.
- **Incorrect DNS. Please check your net work settings:** check your Flash memory network settings DNS (modem), check your "DNS" information from the LAN configuration screen (LAN). Note hat if the game can get the DNS information when connecting to the ISP it will first try to use this information.
- **Gateway not found. Please check your net work settings:** check your "Gateway" information from the LAN configuration screen (LAN)
- **Read configuration failed. HTTP server not reached by DNS:** The DNS information is not correct or you are dis connected from the Internet. Check your network settings or contact your ISP.
- **Read configuration failed. Proxy server not resolved by DNS:** The DNS information is not correct or you are dis connected from the Internet. Check your network settings or contact your ISP.
- **Read configuration failed. HTTP server not found:** The game configuration server could not be connected. You are disconnected from the Internet or there

is a problem accessing the HTTP server. Check your net work settings or contact your ISP.
- **Read configuration failed. Proxy server not found:** The HTTP proxy server could not be connected. You are disconnected from the Internet or there is a problem accessing the HTTP server. Note that in most cases you don't need to use a proxy server. Check your network settings or contact your ISP.
- **Error reading configuration file:** There was Internet connection error while trying to read the configuration from the game con figuration server. Please retry. If the problem persists, check your net work settings or contact the ISP.
- **Invalid configuration file:** The configura tion file on the server is incorrect. Please retry. If the problem persists, please contact UBISOFT / AOL technical support.
- **Read configuration failed. HTTP request time-out:** The operation could not be completed in the amount of time requested. Please retry. If the problem persists, check that you are connected to the internet and your network settings are correct.
- **Read configuration failed. Invalid proxy address or port:** The proxy settings stored in the Flash memory are not correct. Note that in most cases you don't need to use a proxy server. If you need a proxy server, please configure it correctly using the Web Browser.
- **Read configuration failed:** There was an error reading the configuration from the game server. Please check that your settings are correct or contact UBISOFT technical support
- **Read connection failed:** The connection with any router could not be established. Try again. Check that you are connected

to the Internet and your network settings are correct. If the problem persists, contact your ISP.
- **Router login failed:** There was an error while logging on to the router. Please retry. Check that you are connected to the internet and your login parameters are correct. Also this problem might appear when you have a bad Internet connection
- **Lobby connection failed:** There was an error while connecting to the lobby. Please retry. Check that you are connected to the Internet and your login parameters are correct. Also this problem might appear when you have a bad Internet connection.
- **Incorrect password:** Your password is not correct. Change your password in order to connect to router.
- **A player with this name is already logged in:** Your login name is not correct or there was a problem and thus you disconnected from the lobby. If the login name is correct, try again in a few minutes.
- **User not registered:** use NEW USER! to create an account with this name and password.

### V.3 Arena screen
From this page the user can select an arena to join or a player to be found if he is connected to an arena.

Each arena has three information: ARENA NAME, RACERS (the number of players con nected to this arena) and PING (proportional with the quality of the connection between the player and the arena).
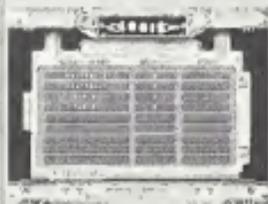


### V.3.1 Arena selection
After choosing an arena, the connection process is started. If it's successful, you'll pro ceed to the LOBBY PAGE. If not, an error mes sage is displayed and you'll need to resolve it.

### V.3.2 Arena selection errors
- **Arena connection failed:** Please retry. If the problem persists, check that you are connected to the Internet and your network settings are correct
- **Arena connection time out:** The operation could not be completed in the amount of

time requested. Please retry. If the problem persists, check that you are connected to the Internet and your network settings are correct.
- **Error connection:** this arena has been closed. Chose another arena and try again.
- **Arena is full:** this arena's capacity has maxed out. Choose another arena and try again.
- **Internet connection lost:** the Internet connection was lost due to a modem/LAN problem. Try to connect again.
- **Connection with router lost:** the connection with the router was lost. Try to connect again.

### V.3.3 Find player
The FIND PLAYER dialog can be accessed using the X key. A player can be found if he or she is connected to an arena and are either in the chat room or in a game. If the player is found, the user will be given their location (arena and chat room/game).
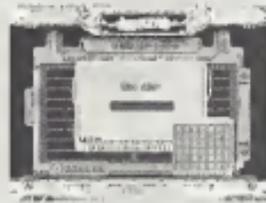


### V.3.4 Find player errors
- **Could not send the request:** Please retry. If the problem persists, check that you are

connected to the Internet and your network settings are correct.

- **Operation time out:** The operation could not be completed in the amount of time requested. Please retry. If the problem persists, check that you are connected to the Internet and your network settings are correct.
- **Internet connection lost:** the Internet connection was lost due to a modem/LAN problem. Try to connect again.
- **Connection with router lost:** the connection with the router was lost. Try to connect again.

### V.3.4.1 Disconnection errors

While the user is in the stage the connection with the router or with the Internet could be lost. In both situations the solution is to try to reconnect. The error messages that could appear are:

- **Internet connection lost**
- **Router connection lost**

### V.4 The Lobby

Once you choose an arena, you'll move to the "Lobby" page, the "virtual room" mentioned earlier. From here you can choose one of six possibilities:

The information displayed on this page refers to the selected arena:

- **ARENA NAME**
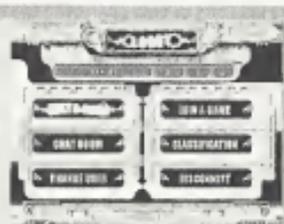


- **PLAYERS** (the number of players connected to this arena),
- **GAMES** (the number of games created by other users on this arena)
- **PING** (proportional to the quality of the connection between the player and the arena).

### V.4.1 Host a game

When playing on a network configuration, you need to create your game so that your partners can join you. This is called a game session. The name of the session will be the name of the player that created it.
Create a game by choosing "Host." Then the game creation menu is then displayed:



#### V.4.1.1 Game options

The user can create a new game (session) using this command. The game characteristics are:

- **MODE:** single race, championship, thriller race
- **NUMBER OF PLAYERS:** between 2 and 4 players
- **COLLISION:** toggles collisions on/off.
- **POWER-UPS:** toggles power-ups on/off.
- **WEAPONS:** toggles weapons on/off.
- **PASSWORD:** If the user chooses to create a password-protected game then he must enter a password and a confirmation. The password cannot be an empty string.

After selecting the game characteristics a request is sent to the game server. If the request is successful, then a game is created. The game name is determined by the host player's name and a number between 0 and 9. The player is automatically connected to this game. If the request is unsuccessful, the player will receive an error message.

#### V.4.1.2 Host game errors

- **All sessions jammed:** the user has already created 10 games (session) and all of them are still active. A user cannot have more than 10 games with their name still active.
- **Session creation failed:** The session could not be created on the arena. Try again. If the problem persists, try to change the arena or reconnect to the internet.

- **Session creation time out:** The operation could not be completed in the amount of time requested. Please retry. If the problem persists, check that you are connected to the Internet and your network settings are correct.
- **Session connection time out:** The operation could not be completed in the amount of time requested. Please retry. If the problem persists, check that you are connected to the Internet and your network settings are correct.
- Session connection failed: Please retry. If the problem persists, check that you are connected to the Internet and your network settings are correct.

### V.4.2 Join a game

On the "Join a game" page you will see a list of available games that you can join, with a short description containing the game settings made by the host player.
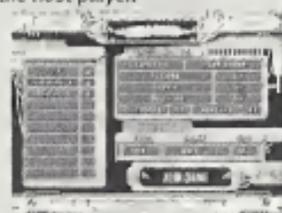


There are 3 areas in this page, a list of all the games on this arena, user information, and the currently selected game.

After selecting the session, you will enter the waiting room.

### V.4.2.1 Hosted game info
Contains the information about the currently selected game.

### V.4.2.2 Player information
Contains information concerning the current classification line of the user.

### V.4.2.3 Hosted games
This is a list of all games, locked (red color) or unlocked, created by other users on the arena. The user can enter only unlocked games. If the game is password-protected, the user is asked to insert a password for this game. If the user chooses to enter a game session, the request is sent to the server. If the request is granted, the user is connected to the game and will enter the WAITING ROOM.

### V.4.2.4 Hosted games errors
- **Session connection failed:** Please retry. if the problem persists, check that you are connected to the Internet and your network settings are correct.
- **Session connection time out:** The operation could not be completed in the amount of time requested. Please retry. If the problem persists, check that you are connected to

the Internet and your network settings are correct.
- **Session is full:** the session has been maxed out and cannot admit any more players.
- **Session not available:** this session is unavailable to the user.
- **Session locked:** this session is locked. The user cannot connect to a locked session.
- **Incorrect password:** This is a password-protected game and the user password is incorrect. Try again with another password or change the currently selected game.

### V.4.2.5 Disconnection errors
While the user is in this page, the connection with the arena, router or with the Internet could be lost. In all situations the solution is to try to reconnect. The error messages that could appear are:
- Error connection (arena)
- Router connection lost (router)
- Internet connection lost (Internet)

### V.4.3 Waiting room
On this page, you'll see the names of the players in the session, their points, ratings and pings. Also, players can use the public chat window to communicate with each other at any time.
If you get here by hosting a game, you will be the first player on the list and will be able to
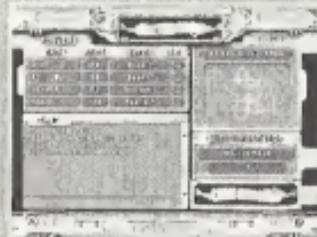
choose from 6 available tracks on the right side of the screen. You can also close the session by pressing the "Lock session" button. The selected track will become visible for other players who join only after the session is closed. If you want to start the game, press the "Start" button. After starting the game, a countdown will start for the car selection. If you get here by joining a game, you will need to wait for the game to begin.

### V.4.3.1 Track option
This area is used to select the track. Only the session host can select this area.
The selection is sent to the other players when the session is locked and any further changes are reflected on the other players' screen.

### V.4.3.2 Chat
This area contains public messages from all the other players connected to the game. The players in the chat room do not view

these messages. The BAN PLAYER command isn't available. If a player is banned in the chat room his messages aren't ignored. The connection with the chat server is made after the player has joined the session. If the connection is successful, you'll see the following message "Chat service available". If not, the following message appears "Chat service unavailable. Login again in order to use the service". If, for any reason, the connection with chat server is lost (in menus or during the game) the same message appears.

Several info messages concerning the players who enter or leave the session are displayed in this area also.

### V.4.3.3 Lock session
Using this command, the master can lock the session. When the session is locked a message is sent to all the other players and the game is locked on every console. After the session is locked, no other player can enter the session.

The locking process can generate one of the following errors:

- **Game locking failed:** Check that you are connected to the Internet and your network settings are correct.

- **Game locking time out:** The operation could not be completed in the amount of time requested. Please retry. If the problem persists, check that you are connected to the internet and your network settings are correct.
- **Player not in a session:** the connection with the session was lost. Try to create another session.
- **You must have at least one opponent in order to start a network game.**
- **Error connection:** one of the connections with the internet, router or arena has been lost. Try to reconnect.

### V.4.3.4 Start game

Using this command, the host can start the game. If any of the other players could not lock the session, the error message will be "Not all players connected". You must wait a period of time (maximum 20 seconds) before performing this operation. If the operation is successful all the players are moved to the car selection page.

### V.4.3.5 Disconnect errors

While the user is in this page the connection with the session, arena, router or with the internet could be lost. In all situations the solution is to try to reconnect. The error messages that could appear are:

- **Disconnected from session (session)**
- **Disconnected from arena (arena)**
- **Router connection lost (router)**
- **Internet connection lost (Internet)**

If the host of the session loses the connection (in menus or during the game) another player is selected to be the host. The LOCK SESSION/START GAME buttons appears and this player gains all the rights of the host (chosetrack, kick player). Players can note when a new player becomes the host when a star appears by their login name.

### V.4.3.6 Car selection

The user has 20 seconds to choose a car for the next race. Messages will be sent to all the players when car selection is complete. If cars aren't selected in time, the game cannot start., The error message "Not all data received" will appear, and the player must return to the LOBBY PAGE.

### V.4.3.7 Disconnection errors

If you've come to this page, the connection with the session, arena, router or with the internet is lost. In all situations, the solution is to try to reconnect. The error messages that could appear are:

- **Disconnected from session (session)**
- **Disconnected from arena (arena)**
- **Router connection lost (router)**
- **Internet connection lost (Internet)**

### V.4.4 Chat room

The Chat page contains three windows: the players' list window, the public chat window and the private chat window.
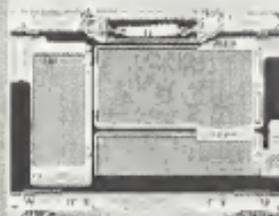


Characters can be edited using the virtual keyboard. You can also use the DC keyboard (if connected) to write the messages.
The user is connected to the chat room. From there he or she can chat with any other player on the current arena connected to the chat room.

### V.4.4.1 The players' list window:

By pressing the A button on the players' list area, the area title will be highlighted and you will be able to scroll through the players' list.

### V.4.4.2 The public chat window:

By pressing the A button on the public chat area, the area title will be highlighted and you will be able to scroll the messages in this window. If you press the A button again, the message bar from below becomes available and

you can write the message.
This area displays all the public messages and some information concerning the players who enter and leave the chat room . There is only one command: send message to all players. The players who banned the user ignore this message. There are 255 lines of text available for scrolling.

### V.4.4.3 The private chat window:

By pressing the A button on the private chat area, the area title will be highlighted and you will be able to scroll the messages in this window. By pressing the A button again, the players' list becomes available and you can choose a name from the list. To access to the message bar and send a private message, you have to validate a player from the list with the A button.

### V.4.4.4 Ban player

The user can ban a player. Any player can be banned, though a user cannot ban themselves. Banned players will appear in red. If a player is banned, all public and private messages from them are ignored. If a banned player tries to send a private message, they will receive an error message. If a player is banned on an arena, he remains banned on every arena until the user chooses to remove the restriction. The banned player list is saved on the VMU.

### V.4.4.5 Contact player

You can use this option to send a private message to a player. The first time you try to contact someone, a connection must be established. This operation could fail, and if so you can't send messages to this player. The error code could be one of the following:

• **Contact player failed:** Please retry. If the problem persists, check that you are connected to the Internet and your network settings are correct.

• **Contact player time-out:** The operation could not be completed in the amount of time requested. Please retry. If the problem persists, check that you are connected to the Internet and your network settings are correct.

### V.4.4.6 Chat room errors

• **Chat router not connected:** the user is not connected to the chat server. To solve this problem, try to restart the login process from the login page.

• **Chat session connection failed:** Please retry. If the problem persists, check that you are connected to the Internet and your network settings are correct.

• **Chats session connection time out:** The operation could not be completed in the amount of time requested. Please retry. If the problem persists, check that you are connected to the Internet and your network

settings are correct.

• **Error connection (arena or chat room)**
• **Router connection lost (router)**
• **Internet connection lost (Internet)**

### V.4.5 Classification

Here, you can check your exact position in the rankings at any time. You can also check your rating, your wins and best times for each track.
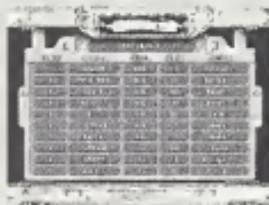


### V.4.5.1 Classification details

Using this command, you can check the global rankings. You'll be connected to the database server and the information is retrieved. If the connection is successful, you'll see the

first ten places in the global classification and it's neighbors: 4 places above him and 5 below. If you don't have any points, only the first 10 places are displayed. You can also see the best lap and best track times.

### V.4.5.2 Classification errors

Database server is not responding: the connection with the database server could not be established. Try again later.

### V.4.6 Change user

By choosing this option you can login with another nickname and password without moving back to the ARENA SELLECTION PAGE.

### V.4.7 Disconnect

By choosing this option, you will be taken to the Main menu page without moving back to the ARENA SELLECTION PAGE and LOGIN PAGE.

### V.5 Online game modes

To online play a Single Race or a Thriller Race all players will have 5 pts taken from their total number of points, which they will get back at the end of the race.

To access a championship all players will have 20 pts taken from their total number of points, and which they will get back at the end of the championship.

### V.2.1 Single race

Between two and four players can join in a one-race game.

The number of points you can earn in this mode depends on how many players participate in the race:

**4-player Game**

| | |
|---|---|
| 1st place | 8 points |
| 2nd place | 4 points |
| 3rd place | 2 points |
| 4th place | 1 point |

**3-player Game**

| | |
|---|---|
| 1st place | 6 points |
| 2nd place | 3 point |
| 3rd place | 1 points |

**2-player Game**

| | |
|---|---|
| 1st place | 4 points |
| 2nd place | 2 points |

### V.2.2 Championship

Championship mode is a series of a minimum of three and a maximum of six races played consecutively.

The number of players to take part in a championship game will be decided by the host player. The can choose between two and four players. The order and nominal tracks are the host player's choice.

For each track the reward is the same as at a single race but at the end of the championship there is a bonus for all players :

If the last player manages to get into a better position then the shield stops decreasing. When the shield totally disappears the player has lost and is out of the game.

### 6 track championship

| | |
|---|---|
| 1st place | 20 points |
| 2nd place | 10 points |
| 3rd place | 9 points |
| 4th place | 8points |

### 5 track championship

| | |
|---|---|
| 1st place | 16 points |
| 2nd place | 8 points |
| 3rd place | 7 points |
| 4th place | 6points |

### 4 track championship

| | |
|---|---|
| 1st place | 12 points |
| 2nd place | 6 points |
| 3rd place | 5 points |
| 4th place | 4points |

### 3 track championship

| | |
|---|---|
| 1st place | 8 points |
| 2nd place | 4 points |
| 3rd place | 3 points |
| 4th place | 2 points |

Point rewards are only for the winner and work like this:

4-player Game
12 points

3-player Game
10 points

2-player Game
8 points

### V.2.3 Thriller race

Everybody has a full shield displayed all the time.
The last player's shield disappears progressively.

---

Alexandru Eana
Brandusa Nicolescu
Ioan Palalau
Florin Poptean
Iura Sinchievici
Cosmin Sirbulescu
Virgil Tanase
Laurentiu Trandafir
Dan Vlad

**INFO DESIGN**
Car Behavior
David Douillard
Frederic Monot

**SOUND**
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Sylvain Brunet
Artistic Director
Manu Bachet
Music
Claude Samard
Mix
Antoine Gaillet
Sound FX
Bigwheels
Sound Designer
Mihai Gheorghiu

**CINEMATIC**
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Guillaume Marcel
Sound
Sylvain Brunet
Manu Bachet
**DATA MANAGER**
Roxana Botez Florentina

**TEST**
Test Manager
Cristian Axinov
Testers
Costel Appoii
Ion Banica
Mihai Banica
Nelu Banica
Sebastien Burtan
Stelian Dobre
Emil Gheorghe
Daniel Luca
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Graphic
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Test
Cristian Giuglea

**MARKETING**
Xavier Fouilleux
David Bamberger
Marc Fortier

**PUBLIC RELATIONS**
Dana Whitney
Kristen Hecht

**THANKS TO**
Catalin Bocirnea
Jean-Marc Geffroy
Jean-Sebastien Morin
Sebastien Serrano
Bruno Serre

**POD® speed zone**
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