San Francisco RUSH 2049

San Francisco RUSH 2049

Dreamcast.

MIDWAY

SEGA

MIDWAY

EVERYONE

E

CONTENT RATED BY
ESRB

T-9707N

WARNING

TABLE OF CONTENTS

Before you begin to play San Francisco Rush 2049, pay attention to the following information regarding your Sega Dreamcast Hardware Unit.

- Be sure the Power is off on your Sega Dreamcast system.

- Plug in all Sega Dreamcast Controller (s)
  *One controller is included with the Sega Dreamcast at the time of purchase. Additional controllers and peripherals are sold separately. For more information on the Sega Dreamcast Controller, see the next page.

- Insert your San Francisco Rush 2049 Sega Dreamcast Specific Disc.

- Press the Power Button to activate the Sega Dreamcast.

- Follow on-screen game instructions.

SEGA DREAMCAST HARDWARE UNIT

Disc Door

Power Button
This turns the unit ON or OFF

Open Button
Press to open the Disc Door

Control Ports
Use these ports to connect the 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 connect controllers for players 1 to 4 respectively.
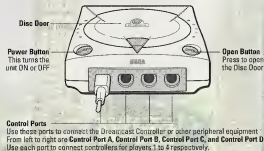
SEGA DREAMCAST CONTROLLER

Overhead View

Analog Thumb Pad

X Button
Y Button
B Button
A Button

Direction Button
(D-Button)

Start Button

Forward View

Expansion Slot 1

Left Trigger
(Trigger L)

Right Trigger
(Trigger R)

Expansion Slot 2

San Francisco Rush 2049 supports the Sega Dreamcast Jump Pack™ device. See your Jump Pack's documentation for setup and usage.
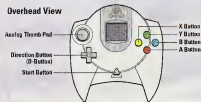
Up to 4 players can play San Francisco Rush 2049. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast.

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

SEGA DREAMCAST JUMP PACK™

VISUAL MEMORY UNIT

VISUAL MEMORY UNIT (VMU)

Cap

Connector

LCD Screen

Sleep Button

Mode Button

Direction Button
(D-Button)
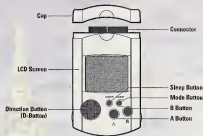
B Button

A Button

Use this device to Load or Save Configuration Data and options settings to your VMU. After selecting a Load or Save option, press the A Button to load or save data.

When saving data, your Controller Configuration and any game configuration settings will be saved to the VMU until the next time you play San Francisco Rush 2049. The VMU will automatically load any saved data when powering up the console, as long as you have a VMU inserted in your Sega Dreamcast.

The number of memory blocks required to same game files varies according to the type of software and content of files to be saved. With this game, 2 blocks are required to save the game information and 17 blocks are required to save the options settings. The options settings will be automatically saved when the options menu is exited.

* Important Warning *

While saving a game file, never turn OFF the Sega Dreamcast power, remove the VMU or disconnect the controller.

5

INITIAL CONTROLS

Brake
(Left Trigger)

Accelerate
(Right Trigger)

Steering

Shift Up

Abort/Reset Car
Drop Weapon
(Up)

Wings/Shoot

Horn
(Left)

Reverse

View
(Down)

Shift Down

Pause
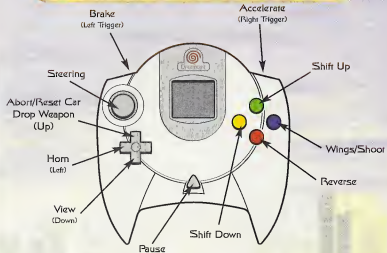
* Important *
Operation with incompatible controllers is not guaranteed.

MENU/SUB-MENU NAVIGATION

When navigating through menu screens, use the Directional Button (or Analog Thumb Pad) to highlight selections. Press the A Button to activate the selection (such as accessing another menu or saving a game for example). Pressing the B Button in any menu will exit you back to the previous screen.

6

At the game's title screen, press Start to access the Main Menu. Use the Directional Button or the Analog Thumb Pad to highlight the different sub-menus. To access a sub-menu, press the A Button. Press the B Button to go back to the previous screen. The following options are available at the Main Menu:

PLAYERS

This option lets you select how many players will be playing. Press Left and Right on the Directional Button or the Analog Thumb Pad to choose the number of players. The number of players available using this option is based on the number of controllers plugged into your Sega Dreamcast. Press the A Button to view player sub-options:

Just Play

If you're ready to go, make this selection. Your scores will not be saved, but you will get your race going right away. See Game Modes, pg. 12 - 14, for details for sub-options under the Just Play option.

Controls

Modify your controller (see pg. 12.)

VMU

Select the slot (A 1/2, B 1/2, etc.) that houses the VMU you want to use to load or save your data. After you select the VMU you're using, you can then select Create Player to save data to a name that you specify. When you select a VMU that contains a Rush 2049 saved game, the names of those saved games will appear on-screen. Select the saved file and press the A Button to return to that saved game (see Visual Memory Unit, pg. 5).

Create Player

Select this option, then name a file to save your racing data to. Once you create a player, the name will appear as an option. You can then modify your controller specifically for that file (see Initial Controls, pg. 6). Select Delete Player, then highlight the created player to delete. Press the A Button to remove the selected created player.

RECORDS

View statistics gathered in the game or the statistics for a specific created player. You can view track times, racing stats and even ghost times.

Once selected, press Left or Right on the Directional Button or Analog Thumb Pad to cycle through the various categories.

You can also select a specific VMU and view the racing statistics saved to that VMU.

OPTIONS

The Options Menu allows you to change certain settings in the game. See Options, pg. 10, for complete details.

AUDIO

Adjust the volumes of the game's Effects and Music. Press Left and Right on the Directional Button or the Analog Thumb Pad to raise or lower the volumes. You can also set the Music Track to its initial setting (this plays a different song per track) or you can even turn the music OFF.

VIDEO

Make adjustments to the picture to fit your television better. If needed, you can change the Horizontal and Vertical Centers. The Initialize Center option will restore the picture to its original setting.

There are also color bars that indicate your television's settings. If the Saturation is too high, colors will bleed – turn down the brightness. If the Grey Scale is not fully visible or black is not black, adjust the contrast. These settings will result in the most vibrant Rush 2049 picture possible.

MAIN MENU

WEB SITE

The Web Site option allows you to log onto the in-game web site to upload or download saved Ghost data. You can upload your Ghost Race data to an in-game web site to share with other players (see Ghost Race, pg. 13). You must configure your modem with the browser disc before you can access the web. See the Sega Dreamcast Instruction Manual for complete details. To upload Ghost data, you'll select this option from the Main Menu.

Once you've logged onto the site, you can select this option and view the two available options:

View Mail

Select this option if you want to send or receive email messages. Use your Analog Thumb Pad to highlight keys on the keyboard, then press the A Button to select. Repeat this process to type your message. Click Send to send your email. You'll be prompted if you have any messages waiting.

Enter Web

When you select this option, your console will search for a connection. A keyboard will appear. Use your Analog Thumb Pad to highlight keys on the keyboard, then press the A Button to select. Repeat this process to type your name and password.

Once you're logged on, you can upload (or download) player data from (or to) a VMU (see Visual Memory Unit, pg. 5). Select Browse to view the available VMU's connected to your console. Select a VMU, then select the file you want to upload. Use the same procedure to select an already uploaded file you want to download onto a specific VMU.

Once you've collected or uploaded Ghost data, press Start to view a sub-menu, then highlight Exit and press the A Button.

OPTIONS MENU

The Options Menu allows you to adjust different in-game settings. If you don't want to change anything before a race, you can access the Options Menu during gameplay by pressing Start to pause the game.

To adjust an option, highlight it, then press Left and Right. When you are finished, press the B Button to activate your changes and return to the previous menu. If pausing the game, select Continue and press the A Button to return to the game.

LANGUAGE

There are six languages available. When you select a language, all on-screen text (in menus) will be shown in that specific language. The initial setting is English.

PLAYER ARROWS

When playing a Multi-Player game such as Battle Mode (see pg. 26), the Player Arrows will show the location of another player. These locations appear as arrows and point in the direction you need to turn to face your enemy. They can be set to either ON or OFF.

TRACK MAP

This will turn the Track Map (located on-screen) ON or OFF.

RADAR

Radar allows you to see what is behind you via a display on the left side of the screen. Your car's Radar can be turned ON or OFF here.

TIME ELAPSED

This is another on-screen display. The Time Elapsed clock indicates how much time has gone by. You can turn this option ON or OFF.

OPTIONS MENU

TIME REMAINING
When the set amount of time runs out and you didn't finish the race, your game will end. The Time Remaining clock displays how much time is remaining on the track. This option can be turned ON or OFF, but the time will still count down. This can be adjusted only in Ghost and Stunt modes.

TACHOMETER
When your car is set to Manual Transmission, the Tachometer keeps track of the level of RPMs (Rotations Per Minute) your engine is currently running at. This display can be turned ON or OFF.

SPEEDOMETER
This will track how fast you are going. This display can be turned ON or OFF.

ODOMETER
This is a display of how many miles you've traveled in the current race. It can be turned ON or OFF.

PLACE
Your position in the race is displayed on-screen during the race. You can choose to turn it ON or OFF.

GEARSHIFT
When your car is set to Manual Transmission, this display will show what gear your car is in. This option can be turned ON or OFF.

METRIC
Set your measurements in Miles Per Hour (MPH) or Kilometers Per Hour (KPH). When Metric is turned ON, KPH will be shown. If turned OFF, the default is MPH.

WRONG WAY
Make a wrong turn? If this option is turned ON, text will appear on the screen stating that you are going the wrong way. If turned OFF, you're on your own!

COINS
For that true arcade feel, turn the Coins display on or off.

CONTROL CONFIG

CONTROLS
The controls option is available under the Player option on the Main Menu. You can change the settings on your controller using this option. Press Up or Down on the Analog Thumb Pad or Directional Button to view the different actions. Next, press Left or Right until you see the button that you want to correspond with the action. An "X" will appear next to identical buttons. This will let you know what actions still have to be changed.

If you made a mistake and want to restore the controls to their initial settings, highlight Initialize Settings and press the A Button. When you are finished changing the controls, press the B Button.

GAME MODES

At the Main Menu, select the number of players there will be and press the A Button. The Just Play option is available. Select it to view the Game Mode Screen.

After a Game Mode is selected, you'll go to the Select Track Screen to set up your race (see Track Selection, pg. 15-16). Here are the available Game Modes for San Francisco Rush 2049:

SINGLE RACE (1-4 Players)
Basically an Arcade Mode style game. Player 1 selects a track, then each player picks a car. This mode is for those who want to jump right in and get down to racing!

PRACTICE (1-4 Players)
Similar to Single Race mode, only there are no laps to keep track of. Just keep racing until you want to quit. This mode is great for exploring each track and finding the many shortcuts and secret paths they contain.

GHOST RACE (1 Player)

This game mode challenges you to defeat a recorded race by matching you against a "ghost" car that is the previously recorded racer. Before you can race against the ghost, you have to record a ghost race by yourself. Once you have finished all required laps, go back to the Track Menu.

Under the options portion of the menu, highlight Ghosts. Next, press Left or Right on the Directional Button or Analog Thumb Pad to select either Closest or Fastest. Closest will select the closest time to the one you finished the race with. Fastest is the fastest time for that track. Before you take on the fastest ghost, you may want to do some closest races first.

CIRCUIT MODE (1 Player)

Are you good enough to enter a racing circuit? There are four circuit levels in which you can compete (Beginner, Intermediate, Advanced and Extreme).

Enter Code

Without a Visual Memory Unit (see pg. 5), you'll be issued a code after finishing a Circuit race. If you have a saved code, you can enter it here. You'll return to that Circuit to continue your race toward the championship.

Press in any direction on the Directional Button or Analog Thumb Pad to select a letter. Press the A Button to select the letter you want, then repeat the process to complete the code. When the last character is in place, the code is entered. If you've entered the wrong code, you'll be prompted that the code is an "Invalid Code". Try entering the number again to fix your mistake.

SCORING POINTS

Earn the highest amount of points on the circuit to be the Champion. Points are based on what position you finished. For example, if you place last, you'll earn 1 point for that track. If you place First, you'll earn 10 points. At the end of the circuit, all points are tallied to determine the final finishing positions in the circuit.

13

AFTER A RACE

After you complete a race, you can view the best times for the track, along with the option to view the scoreboard, continuing the circuit or quiting. To continue the circuit, you must enter a code, then you can review the circuit times or even begin a new circuit.

STUNT (1-4 Players)

In Stunt Mode, one track is initially available for you to put the pedal to the floor and go nuts! There's a total of 4 Stunt tracks, but you'll need to unlock the other three by accumulating Stunt points (see Stunt Scoring, pg. 25 for point totals and other information).

The object of Stunt Mode is to score the most points by performing some outrageous stunts in the allotted time. The player that can pull off the most flips, spins and rolls is the winner!

Note: You must accumulate 1,000,000 points to unlock Obstacle Mode.

OBSTACLE (1 Player - must be unlocked within Stunt Mode)

This track features a variety of rooms to navigate through. Each room has a unique challenge. Some rooms challenge you to glide through them. Others contain precise timing and jumping. This is excellent driving practice for mastering control, so drive as fast as you can and try not to hit a wall.

BATTLE (2-4 Player)

Up to four players can enter an arena and do battle. Arm yourself with highly destructive weapons and take out your enemies. The player who earns the most points (kills) wins. For more information on Battle Mode and the weapons you can use, see pgs. 27-28.

14

TRACK SELECTION

When selecting a track, a variety of options are available. These options can be used to make a track longer (by increasing the laps) or even more difficult (by changing the direction or fog). Press Up and Down on the Directional Button or Analog Thumb Pad to view the different options.

To change the option, press Left or Right. When you are finished and ready to race, press the A Button. Here is a breakdown of the different track options.

LAPS

This will select the number of laps you will race the track with. Select from a quick single (1) lap or a lengthy 8 laps.

BACKWARD

This option can be turned ON or OFF. When ON, you will race the track backwards. Your car is not backwards or running in reverse. You simply race the track in the opposite direction.

MIRROR

This option will reflect the track you're racing on. For example, if a track has a left-hand turn, it will now be a right-hand turn. This option can be turned ON or OFF.

FOG

Control Mother Nature with this option. The further right you move the lever, the more fog will be on the track. Racing with foggy conditions in the game can be fun and challenging, but it can quickly turn deadly as well!

15

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TRACK SELECTION

WIND
Similar to fog, the further right you move the lever, the more windy it will be. When your car gets airborne, the wind can blow it out of control. If you are racing in windy conditions, it is recommended you practice flying with your car first.

DRONES
You can choose up to 5 Drones to race against. Also known as AI (Artificial Intelligence) Cars, drones are programmed to be competitive and tricky. Drones are fast and accurate racers. It's a good strategy to watch them and try to follow their path. They usually know the best paths. If you can keep up with them, your chance of winning should increase.

DIFFICULTY
How difficult do you want the drones to be? The further you move the lever to the right, the more difficult the drones will be to defeat. Remember that the more difficult the drone, the more times you will lose.

DEATHS
When you crash (and you will), your car will automatically reset itself further up the track. If you have the Deaths option turned ON and you crash, your game will be over. This option can be used to your advantage in Circuit Mode. If the Death option is activated, every car (including the drones) that crashes will be eliminated from the race.

If the Death option is turned OFF, your car will reset itself after every crash. You can also abort the crash yourself by pressing Up on the Directional Button (initial control settings).

When choosing a car you can customize its features as well as appearance. You can change everything from frame weight, the color of your car and even change the rims! Press Up and Down on the Directional Button or Analog Thumb Pad to view the different car options.

To change an option, highlight it and press Left or Right to view the options. When you are finished changing your car, press the A Button.

Here are the options you can change on a car:

TRANSMISSION

Select what type of transmission your car will have. You can select from a variety of Manual (requires shifting gears) and Automatic (no shifting necessary) transmissions. Try out the various types of transmissions to find the one that works best for you.

HANDLING

How well your car handles can mean the difference between victory and defeat. Your car's handling depends on the handling style you choose. You can select from Normal, Advanced or Extreme. You might want to work your way up to the Advanced and Extreme vehicles. They require much more skill than the Normal Cars. When selecting a car, any car can be Normal, Advanced or Extreme.

> ### Note
> New components are ONLY available once you've unlocked them. You can unlock these new components with some successful racing. Look for the new components each time you return to the Car Selection Screen.

ENGINE

There are 9 different engines you can select ranging from a 3.2 Litre High Performance V6 to a high-powered 8.0 Litre V10! Remember that the bigger the engine you have, the faster and heavier your car will be. Try them all to find the one that suits you best.

RIMS

After you've given your car its sweet paint job, why not trick it out further with some new rims? There are 24 different rims you can put on a car. These don't affect your car's performance, but they do look good!

TIRES

The type of tire you have is very important. There are 5 different types of tire you can use in the game. Radials is the default tire. Slicks are usually new tires. These have a tendency to grip the road a bit too much. You can select from Slicks and Pro Slicks. Remember that gripping tires can mess up how your car handles. All Terrain tires come in handy when you go off of the road. Grass can cause your car to spin and flip uncontrollably, but a set of Offroad tires can help you recover faster.

CAR SELECTION

FRAME

Your car's frame is basically its skeleton. The frame can have a direct result on your car's performance by slowing it down, or by making it too light. While a heavier frame will protect you more from crashing and flipping, it will also slow you down and limit your time in the air. On the other hand, a lighter frame can cause you to lose control more often. Select from 6 different frame styles, ranging from Light to Heavy.

WINGS

Remember that flying is important in this game. The wings that are attached to your car allow you to glide, turn and control your car while it is in the air. The length of these wings can determine how far your car will glide and how fast it can spin (or recover from a spin). The wing sizes are Small and Large.

> **Note**
>
> You can select Stunt wings, but only at the Car Selection screen in Stunt Mode. They aid in successfully increasing your stunt scores.

PAINT JOB

You may not like the color of your car at the Car Selection Screen, so why not do something about it. You can change your car's appearance with several color options. Press Left or Right on the Directional Button or Analog Thumb Pad to cycle through the available colors.

PLAYING THE GAME

As you race, you will find it helpful to know where to look for information about your current race. Study the diagram below to familiarize yourself with the on-screen displays.

1. Miles Per Hour	5. Current Lap
2. Odometer	6. Coins (Silver/Gold)
3. Radar	7. Track Map
4. Current Place	8. Race Time

TRACK AND CAR DIFFERENCES

Before you enter a Circuit Mode game or another important race, you may want to test out a few different cars and tracks first. Not all cars handle the same. Some are bulkier than others, while some tend to slide around more than others. Tracks are totally different. Each track contains many jumps, shortcuts and sharp turns. With the Track Options you can even race the tracks backwards (the track is backwards, NOT your car) and change other settings.

GENERAL DRIVING

After you have selected a track and car to race with, it's time to hit the streets. The handling of your car could be the most important thing to deal with at first. As you enter turns, exit turns or even land jumps, your car will pull or bounce. It's very important to maintain control of your car as you race. Failing to do so could result in you crashing.

19

20

CRASH AND BURN

When a car crashes, it will explode. You are then placed back on the track, (unless the Death option is turned ON, see Track Options on Page 16 for details). These crashes waste valuable time and could easily cost you a race. Being careless, not watching where you are going and colliding with other cars are almost guaranteed to make you crash and burn!

TAKING TURNS

Some turns in the game are long and smooth, others are hard and fast. As you enter a long turn, slow your speed and accelerate out of the turn. Try to hug the inside wall of the turn as it will give you room to speed out of the turn. Sharp turns have the tendency to appear out of nowhere. If you're not paying attention to them, you can crash.

When making a sharp turn, slow down right as you reach it. Next, tap the brake until your car almost spins, facing the direction you want to turn. Then, quickly accelerate out of the turn. Another way to turn sharply is to just slow down and turn the wheel hard. Then, accelerate out of the turn. Try to run a few laps in Practice Mode first to get some experience on that specific track.

JUMPS

Each track is loaded with jumps. Some jumps are natural hills and others are man-made. Remember that the faster you approach a jump, the further distance you'll fly. Jumping correctly can help you get in front of other cars or even reach shortcuts. Jumping the wrong way can get you into trouble. Try to hit each jump straight on, as you're more likely to land squarely. If you do get into trouble while you're airborne, don't panic. Each car in the game is equipped with a set of wings.

FLYING

Flying is a fun but crucial part of this game. Depending on what controller setup you have, press the button that corresponds with your wings while you are airborne. Wings will emerge from the side of your car and allow you to glide for a while. While you are in the air, hold down the wing button. As you hold the button, you can move the Analog Thumb Pad to make your car turn. Pressing Left and Right will make the car roll. If you press Up, the car will dip its nose forward. Pressing Down will lift the car's nose.

If you press in a direction for too long, your car will have the tendency to flip. To recover a flipping car, press in the opposite direction from which the car is flipping. It's important to keep holding down the wing button! If you let go, the wings will retract and your car will start to fall to the ground.

When your car is in the air and approaching an angled road, try to raise or lower the front of your car to match the incline or decline of the road. This will help your car to land more securely and get better traction on the road. It takes some practice, but controlling an airborne car is a very helpful skill to master!

The only time when it's alright to let your car lose control is in Stunt Mode. The object of Stunt Mode is to earn the most points you can by doing the craziest stunts you can. When your car is in the air, feel free to hold the Directional Button or Analog Thumb Pad in a certain direction, allowing the car to flip and spin rapidly. Just make sure you have enough time to recover, otherwise you won't earn any points.

NOTE

Wings are not available in Ghost or Battle modes. Stunt wings are available only in Stunt mode.

SHORTCUTS AND ALTERNATE PATHS

Each track features many different shortcuts and secret paths to help you jump ahead of the pack. It will take a while to find them all, but if you play each track in Practice Mode, you'll have the time to look for them. Most shortcuts and secret paths appear almost instantly. It's important to note that if you see one, make sure you slow down first. Shortcuts and alternate paths usually are narrow roadways between buildings or other hazardous objects. If you miscalculate by slightest margin, it could be disastrous.

If you see an opening that could be a shortcut, proceed with caution! Sometimes these roads go nowhere and could lead you racing towards a wall at 160! Secret paths are a bit more complicated. They usually involve a series of narrow tunnels, flying jumps and tight turns before you can exit them. Either way, use caution and get to know the tracks beforehand.

GOLD AND SILVER COINS

Secret cars are awarded when the player collects a certain number of Silver and Gold coins.

PAUSING THE GAME

As you're tearing through the streets, it may become necessary to pause the game. Press Start to pause the game and access the Pause Menu.

The following sub-menus are available to you:

RESUME

This will continue your game in progress.

OPTIONS

This will access the items in the game's Options Menu. The Pause Menu version looks different from the Main Menu version, but they function the same. Highlight the option and press Left or Right to change that options settings. When you are finished, press the B Button to return to the Pause Menu. Highlight Continue to resume play.

CONTROLS

You can change your control settings here. See pg. 12 for instructions on changing the controls. When you resume playing, your new control settings will be active.

AUDIO

This option allows you to turn the Effects and Music volumes up or down. You can also select Stereo or Mono sound. To raise the volume, press to the Right. Press to the Left to lower the volume. You can also change the background music track here as well.

VIDEO

If the screen is off-center, it can be adjusted using this option. Follow the instructions on pg. 6 to change the video settings.

RESTART

Restart the current race or game mode.

QUIT

Quit the game. You will be asked to confirm YES or NO first. Make your selection and press the A Button.

> **Note**
> If you select Quit within 15 seconds of the start of the race, you won't be asked for confirmation.

STUNT SCORING

Rolls flips, twists and spins are scored based on a full 180 degree rotation counting as one.

Rolls (left and right) . . . . 5 pts
Flips (forward and backward) . . . . . 5 pts
Spins . . . . 5 pts
Twists . . . . 5 pts
2 Wheeled Slide . . . . 5 pts
Wheely . . . . 5 pts
Endo . . . . 5 pts
Air Time . . . . 5 pts for every second over 5 seconds in the air.

Bonuses are awarded after a stunt has been completed.

NO WINGS BONUS
This bonus is given for NOT using the wings and successfully landing a stunt.

PARTIAL WINGS BONUS
This bonus is given for only using the wings for a short period of time and successfully landing a stunt (less than 3 seconds).

ICON BONUSES
Bonus multipliers are also given for how many icons (unique stunt: roll left, roll right, air time, etc .etc.) you've racked up during a single stunt.

3 icons . . . . Triple bonus
4 icons . . . . Quad bonus
5 icons . . . . Rush bonus
6 icons . . . . Super bonus
7 icons . . . . Extreme bonus
8 icons . . . . ?
9 icons . . . . ?
all 10 icons . . . . ?

BATTLE MODE

Battle Mode is a 2-4 Player deathmatch where each player must score a set number of points (or kills) in order to win. As you drive around the arena, collect powerful weapon upgrades to exterminate the competition. After you have selected how many players there will be, highlight Battle at the Select Mode screen and press the A Button. Before you begin to play, you will be able to select the track (arena) that you want to use. In addition to the usual track options you have adjust, you have the option of setting the number of points needed to win. Highlight Battle Points and choose from 5 point to 50 points needed to determine a victor.

After you have adjusted the track options, all players can select their cars and change the car settings. After all players are ready, press the A Button to begin the battle.

BASIC RULES OF BATTLE
The object of the Battle Mode is to get as many kills needed to win. This is accomplished by using weapons on your enemies. Your kill count will be displayed in a corner of your player-specific screen. Each player has a Damage Meter in the bottom-center of their screens. Once the Damage Meter runs out, so does your life!

It will take some weapons longer to destroy a car than others. Some even destroy a car in one shot! The only way a player can earn a kill is to destroy another car. If a car rolls over and explodes by its own doing, no points are awarded.

When playing in Battle Mode, you will have to collect weapons to use against your enemies. These weapons are scattered throughout the track and can be activated by steering into them. Not every weapon is available on a track. For information about each of the weapons, see Battle Weaponry, next page.

Collect weapons to use against your enemies. They're scattered throughout the track and can be activated by steering into them. All weapons are available on each Battlematch track. Read these two pages to learn about the different weapons and powerups in Battle mode.

BATTERING RAM

The Battering Ram is a non-shooting weapon. When activated, simply drive your car into an opponent's car to destroy them. You can use this weapon 5 times before it is discarded.

GATTLING GUN

This weapon fires a stream of bullets at your enemy. When you activate the Gattling Gun, keep firing at your opponent until they explode. It may not kill them in one shot, but you've got 100 bullets to work with!

GRENADE LAUNCHER

The Grenade Launcher allows you to lob grenades at the other cars. The grenades will bounce a few times and then explode. This weapon may be tough to use at first, but with 20 grenades at your disposal, you'll learn how to use it in no time.

GUIDED MISSILE

Another "one hit" wonder, the Guided Missile is one of the most powerful weapons in Battle Mode. In order to hit another car, the enemy must be out in the open and not hiding behind anything. When you have a clear shot, fire one of your 3 missiles to take them out.

SONIC BLASTER

One of the most powerful weapons in Battle Mode, the Sonic Blaster can destroy a car in a single shot. Emitting a destructive sonic wave, the Sonic Blaster is best used at a fairly close distance from the enemy.

LAND MINE

When activated, the Land Mine weapon will allow you to lay down 3 land mines on the playfield to blow up anyone following too closely. Don't run over your own mine, or it will deactivate.

PLASMA CANNON

It takes two good shots to destroy a car using the Plasma Cannon. Possessing great range, the Plasma Cannon is a powerful weapon to have. When activated, you will have 20 shots to use.

ROCKET LAUNCHER

This weapon allows you to launch up to 20 rockets at an enemy. A great long distance weapon, the Rocket Launcher will take out an enemy car with two good shots.

REPAIR

A valuable asset on the battlefield, the Repair icon will recharge your life meter. Repair icons are usually difficult to reach, but well worth the effort it takes to get to them!

SHIELD

Another defensive weapon, the Shield provides a temporary amount of protection from the enemy. The Shield will not make you invulnerable, but it will reflect a great majority of the damage done by other cars' weapons.

INVISIBILITY

This defensive weapon renders your car invisible to your enemies. It remains active for a limited time, so you must attack quickly to get the most out of it! Beware! When firing your weapon, you will momentarily be visible.

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