

SEGA™

GENESIS™

VIRTUA RACING™

INSTRUCTION
MANUAL



EPILEPSY WARNING

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. **If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.**

Handling Your Cartridge

- The Sega Genesis Cartridge is intended for use exclusively for the Sega Genesis System™.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

Warning to owners of projection televisions: 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.



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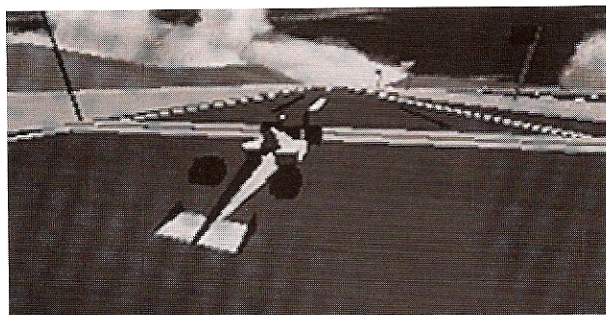


The World of Virtua Racing

Coming out of the pit, you cut into the pack of screaming cars and thread your way through. Scenery whips by as you accelerate hard down the straightaway. Another driver cuts you off, and as you fight to get past him you enter the turn too fast. The rear end of your car swings wide. The ground tilts wildly as you skid up the bank, dangerously close to the edge of the track. You recover only to see a wall hurtling toward you on your left—can you avoid it in time to keep your car from flipping end-over-end, completely out of control?

Before, the ultimate Formula 1 racing simulation was available only in the arcades. Now, with the integration of Sega's new SVP chip, *Virtua Racing* has come to Genesis! Polygon graphics allow you to feel the speed as you battle against the other drivers, and against the clock on punishing three-dimensional courses! At the end of the race, check out the special coverage of your race in the Instant Replay feature.

Strap into the driver's seat, and get ready to race!



SEGA

**Virtua
Racing**

AMR
AM R&D DEPT.#2

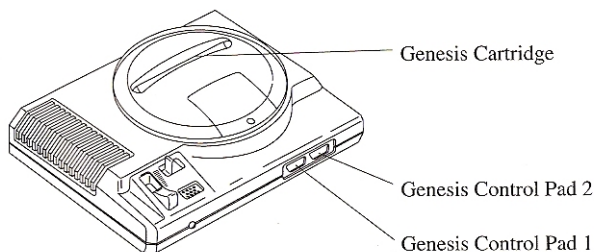
Starting Up

1. Set up your Genesis System as described in its instruction manual. Plug in Control Pad 1. For two-player games, plug in Control Pad 2 also.

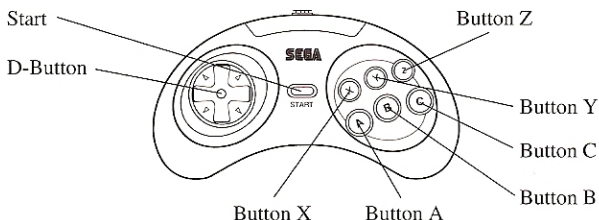
Note: Control Pad 2 should not be plugged in during play. Always switch the power OFF before plugging in or unplugging Control Pads.

2. Make sure the power switch is OFF. Then insert the *Virtua Racing* cartridge into the console.
3. Turn the power switch ON. You'll see the Sega screen. Then in a few moments, the Title screen appears.
4. If the Sega screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is **firmly** inserted in the console. Then turn the power switch ON again.
5. Press Start when the Title screen appears.

Important: Always make sure the power switch is OFF before inserting or removing the cartridge.



Take Control!



To do this...

Press this:

In Selection Screens:

Start the game/bring up

Mode Select screen **Start**

Highlight items **D-Button**

Choose items and

advance through screens **Start, Button A or Button C**

Cancel selections **Button B**

Exit the Options and

Control modes **Start**

During Gameplay:

Pause a game/resume play . **Start**

Turn your car left/right **D-Button LEFT/RIGHT**

Shift up* **D-Button DOWN**

Shift down* **D-Button UP**

Accelerate **Button B**

Brake **Button A**

Change VR View **Button C, X, Y and Z****

Exit a race **Start, then Buttons A, B
and C simultaneously**

**For even hotter arcade-style driving action,
grab on to the new Sega Steering Wheel.
Coming soon to a store near you!**

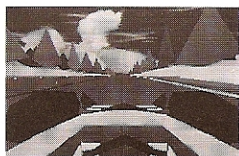
* Manual transmission only.

** For changing VR View with a 3-Button Control Pad, see below.

Note: Control Pad functions during gameplay can be altered in the Options Mode. (See page 7.)

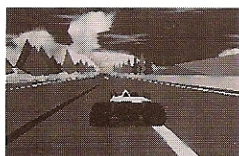
VR View

As you drive, use the VR View feature to change your vantage point at the touch of a button!



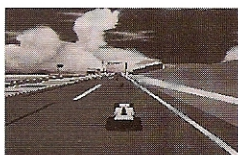
View 1 (Button X)

Right behind the wheel for incredible racing action!



View 2 (Button C)

Follow your car through the course.



View 3 (Button Y)

View your car from behind and slightly overhead—an excellent vantage point.



View 4 (Button Z)

Control your car from a camera high overhead!

Note: When using a 3-Button Control Pad, press Button C to cycle through the views.

The Starting Line



Following the Sega logo you'll see a brief demonstration and a list of top driving times. Press Start to see the Title screen, and press again to bring up the Mode Select screen.

Highlight the desired mode with the D-Button, and press Start, or Button A or C. The mode title will flip over and fill the screen. Press again to open the mode, or press Button B to cancel.

Virtua Racing: Play the Genesis version of the hit arcade game! (See page 8.)

Free Run: Take some practice laps around the course of your choice. (See page 11.)



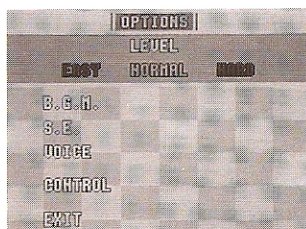
2Players VS.: Challenge a friend to a race of five, ten, fifteen or twenty laps. (See page 13.) This mode cannot be chosen unless both Control Pads are plugged in before the power is turned on.

Records: Check out the top times for each course and level of play. (See page 18.)

Options: Use this mode to alter certain aspects of gameplay. (See page 7.)

SEGA'S GAMEPLAY HOTLINE
For Gameplay Assistance, call
1-415-591-PLAY.

Options

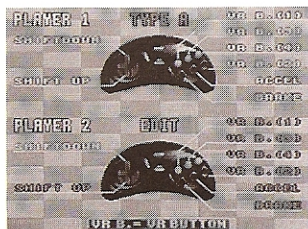


Press the D-Button up or down to select the desired feature, and left or right to make choices within that feature.

Level: This allows you to select the level of difficulty for Virtua Racing mode. The more difficult the game, the fewer seconds you receive to complete the race and the more competitive the other drivers become.

B.G.M., S.E., Voice: Use these features to play selections of background music (B.G.M.), sound effects (S.E.) or voices used in the game. Press the D-Button left or right to select the desired track, and press Button A or C to play the music or sound. Button B stops the track.

Control: Use this feature to configure your Control Pad. First press Button A, B or C to bring up the Control screen. Your Control Pad appears, with the button functions labeled. Press the D-Button left or right to select one of six different control types, or use the EDIT feature to customize the functions of each button.



With EDIT selected, press Button A or C and the first control (D-Button UP) begins to flash. Press the D-Button left or right until the desired function appears, then press down to go on to the next control. To go to a previous control, press the D-Button up. If you want to

exit the Edit feature, press Button B. Exit the Control mode by pressing Start.

To exit the Options mode, press Start, or select EXIT and press Button A or C.

Virtua Racing

Select Your Course



Once you choose the Virtua Racing mode, the Course Select screen appears. Press the D-Button left or right to highlight the map of the desired course—Beginner, Medium or Expert.

Note: If you win a race in Normal or Hard mode, a winner's cup appears in the upper left hand corner of the course map.

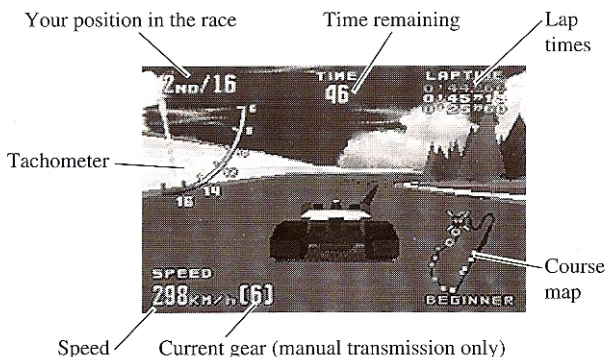
The Computer chooses an automatic transmission as a default, but you can choose a 7-speed manual transmission by holding down Button A and pressing Button C or Start.

Press Button C or Start to exit the Course Select screen and get ready to race! To cancel your choices and return to the Mode Select screen, press Button B.

You have 20 seconds to make your choices. When the timer runs out, any items highlighted are selected for the race.

Start Your Engines!

In Virtua Racing mode, you'll compete with fifteen other drivers in a five-lap battle. When you get the signal to go, hit the accelerator and give it your all!



Tachometer: This helps you determine when to shift gears with a manual transmission. The yellow zone is the optimum level for the highest power output.

Time remaining: You start the game with an allotted number of seconds on the timer (80 seconds in Easy mode, 75 seconds in Normal mode and 65 seconds in Difficult mode), and receive 10 extra seconds each time you pass beneath a checkpoint marker. If the timer reaches zero before you reach a checkpoint or the Start/Finish line, the game ends.

Note: When coming out of the pit, you receive time just as you would by passing beneath a checkpoint marker.

Lap times: Your current lap time is the one shown on the bottom. Your best lap time is highlighted in yellow.

Course map: The large red and blue icon represents your car, while the smaller icons represent the other drivers.

If you run out of time, a Game Over screen appears with your position and fastest time displayed. If you completed the race, the Game Over screen is followed by a Result screen that displays your time for each lap. Press Start, Button A or Button C to return to the Course Select screen.

If you scorched the track with a record-setting time, the Name Entry screen appears next. (For details, see "Entering Your Initials" on page 17.)

RESULT		
COURSE: BIG FOREST		
TOTAL: 3'29"86		
LAP	TIME	
1st	0'43"80	
2nd	0'44"80	
3rd	0'41"20	
4th	0'39"60	BEST LAP
5th	0'40"46	
INSTANT REPLAY?		YES NO

Instant Replay



Use the Instant Replay feature to review your race via cameras set at different locations around the track. At the Result screen, use the D-Button to select YES and press Button A or C. If you select NO, the Course Select screen returns.

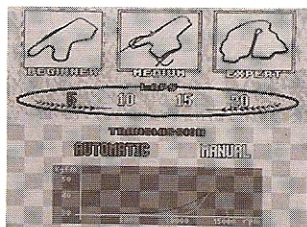
Note: Win a race at the HARD level to see the ultimate ending!

Free Run

Want some practice? Need to familiarize yourself with a course or master the manual transmission? Free Run mode lets you have the course all to yourself for a practice session of five, ten, fifteen or twenty laps. Just strap yourself in and hit the accelerator!

Select Your Course

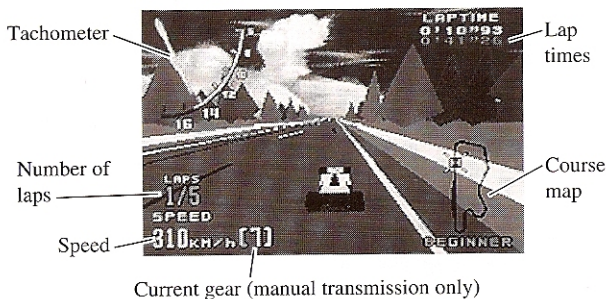
Once you select Free Run, the Course Select screen appears. Make your selections by pressing the D-Button left or right, then press down to go to the next feature.



When a transmission type is selected, its power curve is shown on the graph at the bottom of the screen. A manual transmission feeds your car power more evenly than an automatic and gives you a faster "pickup"; automatic allows you to focus your attention entirely on the course.

Press Start or Button A or C to begin your run, or press Button B to return to the Mode Select screen.

The Game Screen



Lap times: The top indicator shows your current lap time, while the bottom indicator shows the fastest lap—the time to beat!

Each time you pass a checkpoint, you'll see a time flash in the center of the screen. This is the difference between your time between checkpoints and the time made during the fastest lap. Your total lap time flashes in the center of the screen when you pass the starting line.

Course map: This indicator shows your current position on the course.

The Free Run ends when you complete the selected number of laps or when you cancel the mode by pressing Start, then Buttons A, B and C simultaneously. A Result screen appears, showing your times for each lap and your total run time. Press Start, Button A or Button C to return to the Course Select screen.

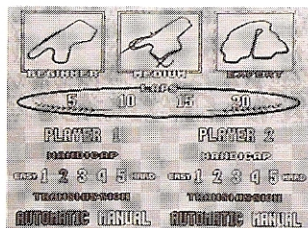
Note: There is no time limit for completing each lap of the course, but the Total Time display will not show a track time of more than 60 minutes.

2Players VS.

Challenge a friend to a one-on-one race where the two of you make the rules. Choose the course and the number of laps... even add a special handicap to match your driving abilities! There is no timer to limit this race, and your car won't be damaged if you strike the wall or your opponent.

Select Your Course

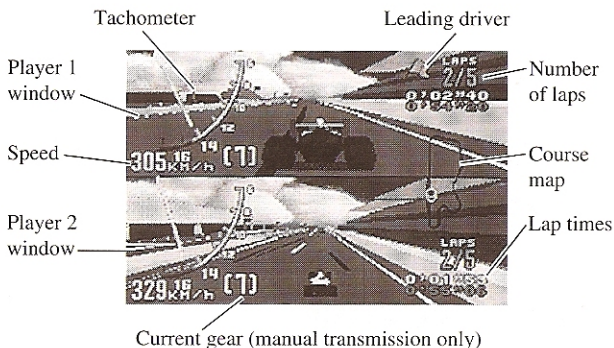
The Course Select screen appears. Player 1 selects the course and the number of laps to be run. Each player selects a handicap and transmission type. Press the D-Button up or down to select the feature, and left or right to make choices within that feature.



Use the **Handicap** feature to lessen the grip your tires have on the track surface. The higher the Handicap level, the more skill is needed to control the car.

Either player can press Start to begin the race, or Button B to return to the Mode Select screen.

The Game Screen



Lap times: The top indicator shows your current lap time while the bottom indicator shows your best lap time so far.

Course map: This indicator shows your current position on the course. Player 1 is red, and Player 2 is blue.

Checkpoint time: This shows the difference between your time between checkpoints and that of your opponent.

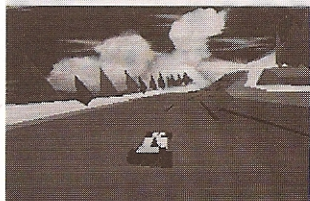
RESULT			
COURSE: BAY BRIDGE			
TOTAL: 4'11"05			
PLAYER 1		WINNER	
LAP	TIME	LAP	TIME
1st	1'02"66	1st	0'52"13
2nd	0'51"86	2nd	0'49"00
3rd	0'51"40	3rd	0'53"86
4th	0'48"66	4th	0'53"45
5th	0'49"86	5th	0'50"60

Once a player has won the race, the action continues until the other player reaches the Start/Finish line. Either player can pause the race by pressing Start, then cancel the race by pressing Buttons A, B

and C simultaneously. After the race, a Result screen appears with lap times for each player. If the race was canceled midway, the Result screen shows the lap times up to the point the race was canceled.

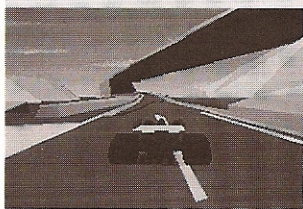
The Courses

Big Forest (Beginner)

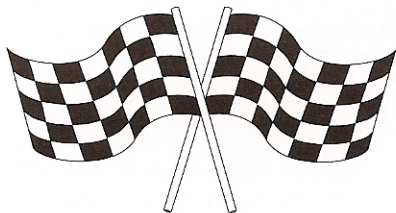


Accelerate from the pit onto a wide, open course surrounded by trees, mountains and an amusement park. The mild corners and long straightaways are ideal for fast acceleration, and excellent for learning how and where to enter the turns.

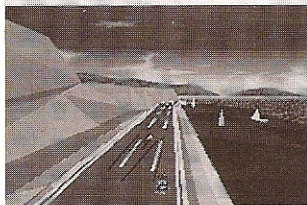
Bay Bridge (Medium)



Tunnels, overpasses and the Bay Bridge will cut off your view of your car if you use the high overhead view (VR View 4). The narrow track and uneven surfaces are unforgiving, and it's best to focus on technique rather than speed.



Acropolis (Expert)



Narrow lanes and sharp curves leading into the hairpin turn leave no margin for error. The track then twists through a narrow canyon all the way to the Start/Finish line. A lot of technical skill is needed in order to make good time.

Pit Work

Every time you're involved in a serious accident, you'll see damage to the nose and wing stabilizers of your car. Crash damage slows your car down, so you should determine whether you need to visit the pit for repairs. In Free Run mode, the timer continues to run while you're in the pit. In Virtua Racing mode, the timer freezes while you're in the pit, and you receive ten seconds when you start moving again. However, the other drivers don't plan to wait for you!

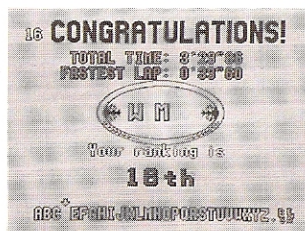


Note: There is no pit available on the Bay Bridge course or in 2Players VS. mode.

The Drivers' Hall of Fame

Entering Your Initials

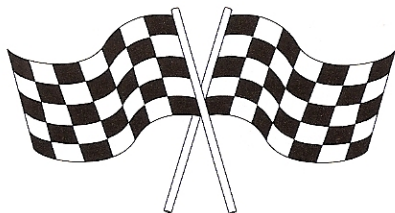
The times and initials of the top 24 drivers in Virtua Racing mode appear on the Records and Title screens. There are two ways to get your name there: by scoring the fastest overall time, or the fastest single lap. You don't have to finish a race in order to make a fastest lap.



If you burned in a record-setting time, the Enter Initials screen appears after you finish your race. Use the D-Button to highlight the letter you want, then press Button A or C to enter the letter. If you make a mistake and

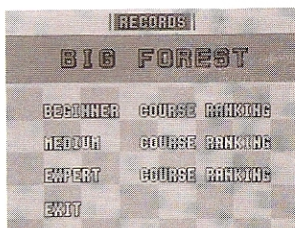
want to go back a letter, press Button B, or select "BS" and press Button A or C.

Exit the Enter Initials screen by pressing Start or by selecting END and pressing Button A or C. The screen automatically disappears when the timer runs out or when three initials have been entered.

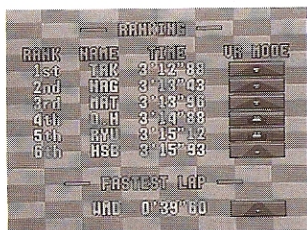


Reviewing the Records

You've entered your initials; now where do you stand? Select Records from the Game Mode screen, and the menu for the first course (Big Forest) appears. Press the D-Button up or down until the name of the desired level and course appears, and press Start, Button A or Button C.



The initials and best total race times appear in descending order, along with the view from where the driver controlled his/her car. In cases where the view was changed several times during one race, the view used most often will be displayed. Press Start, Button A or



Button C to continue down the list, and press again to speed up the progression. The record for the fastest single lap appears at the bottom of the screen. To exit the Records screen, press Button B until the Mode Select screen appears.

Note: Your records vanish when the Genesis is switched off.



Tips from the Pros

- Control, rather than flat-out speed, will give you the fastest lap times.
- Keep your car moving in a uniform direction, with smooth, even lane changes. Keep to the insides of the turns and learn where to enter a corner with the least amount of skid.
- Take advantage of the Free Run mode to familiarize yourself with every aspect of a course.
- Keep a light touch on the D-Button. Unnecessary swerving costs valuable time, and if you're using a manual transmission, you increase your chances of shifting into the wrong gear.

Virtua Racing brought to you by:



Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of ninety days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship. To receive warranty service, call the Sega Consumer Service Department at the following number:

1-800-USA-SEGA

To receive Canadian warranty service, call the SEGA Consumer Service Department at the following number:

1-800-872-7342

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return cartridge to Sega Consumer Service. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs After Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

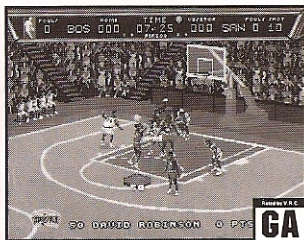
The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.



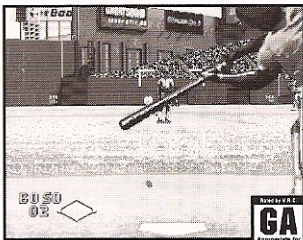
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NBA ACTION™ '94



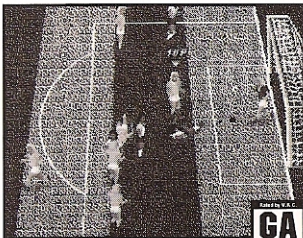
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Coming Fall '94

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