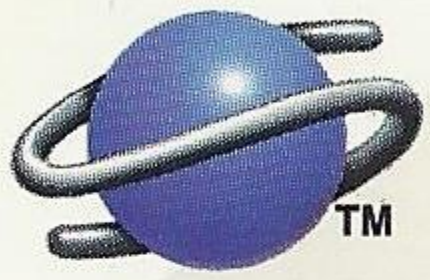


SEGA™



# SEGA™ SPORTS

SEGA™  
SATURN™  
SEGA™  
SATURN™



The Arcade  
**SMASH HIT!**



# DAYTONA™ USA



81200



## WARNINGS

### READ BEFORE USING YOUR SEGA SATURN

#### EPILEPSY WARNING

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, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

#### 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 SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers.

This game is licensed by Sega for home play on the Sega Saturn only. Unauthorized copying, reproduction, rental, public performance or broadcast 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.

#### HANDLING YOUR COMPACT DISC

- The Sega compact disc is intended for use exclusively on the Sega Saturn.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Always store the disc in its protective case.

#### FOR GAME PLAY HELP, CALL 1-415-591-PLAY

For Latest News on Sega Saturn, call 1-800-SEE-SATURN

For More Information, Visit Sega's internet sites at:

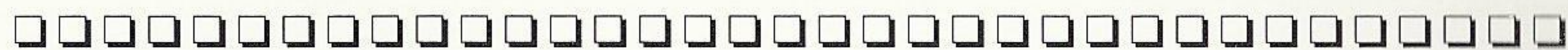
web site: <http://www.segaoa.com>

ftp site: <ftp.segaoa.com>

email: [webmaster@segaoa.com](mailto:webmaster@segaoa.com)

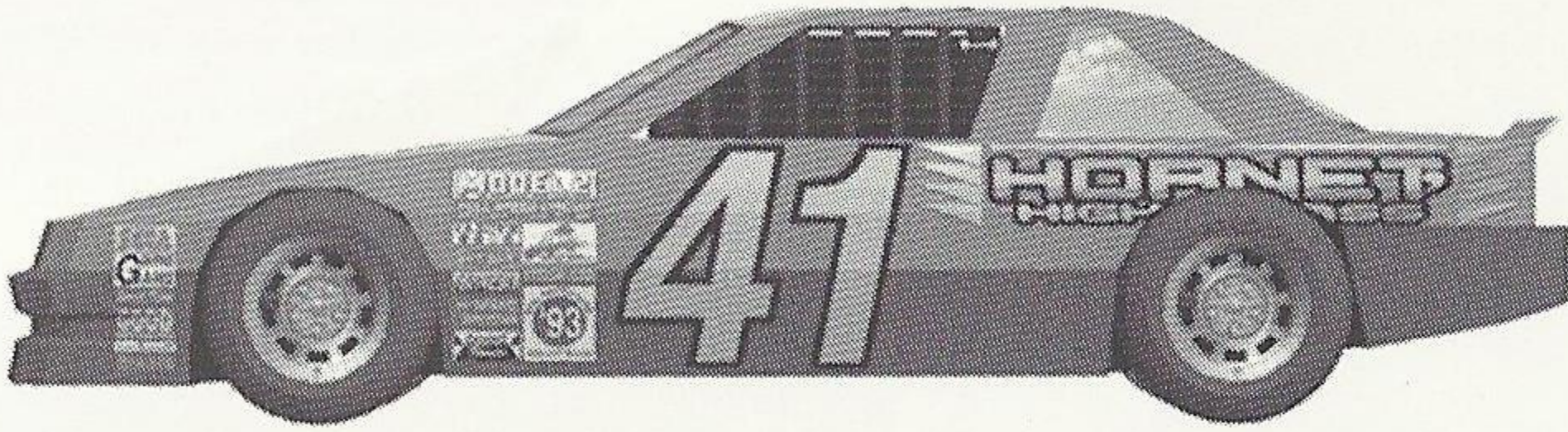
CompuServe: GO SEGA

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...And You're Under Way!



You rank 28th in a pack of 40 surging, screaming machines, all vying for the lead position. Just ahead and to your left, Car 16 takes a glancing hit from behind and spins wildly. You dodge just in time to avoid a pileup, but two other drivers aren't so lucky.... With seven laps to go, you downshift just before the entrance to the hairpin before the Start/Finish line, but you've come in too fast. Tires scream as the g-forces pull your car to the right, and the wall looms close. All you can do is hang on and pray that you squeeze by—at 200 miles an hour, kissing the wall is not something you want to do....

Daytona™ USA brings the excitement of stock car racing action from the arcade to the armchair! Play the Arcade version of the game, or check out the extra options in Sega Sports' special Saturn Mode.

Strap yourself in behind the controls, and get ready to race!



## Starting Up: Using The Sega Saturn

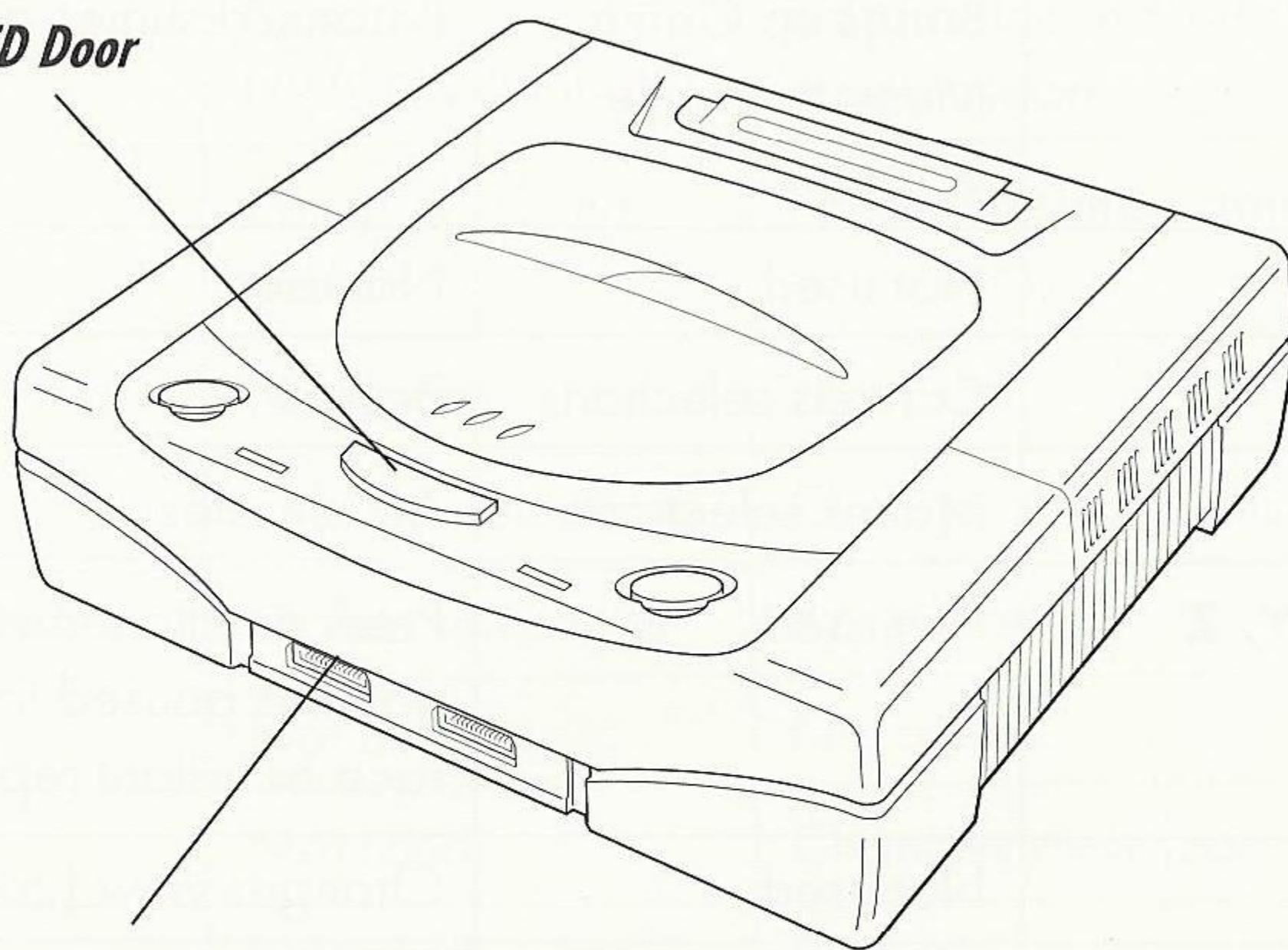
1. Set up your Sega Saturn system by following the instructions in the Sega Saturn Instruction Manual. Plug in Control Pad 1.

**Note:** *Daytona™ USA* is for one player.

2. Place the *Daytona™ USA* disc, label side up, in the well of the CD tray and close the lid.
3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo will appear on screen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.
4. If you wish to stop a game in progress, or the game ends, press the Reset Button on the Sega Saturn console to display the on-screen Control panel.

**Important:** Your Sega Saturn compact disc contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.

*Open CD Door*

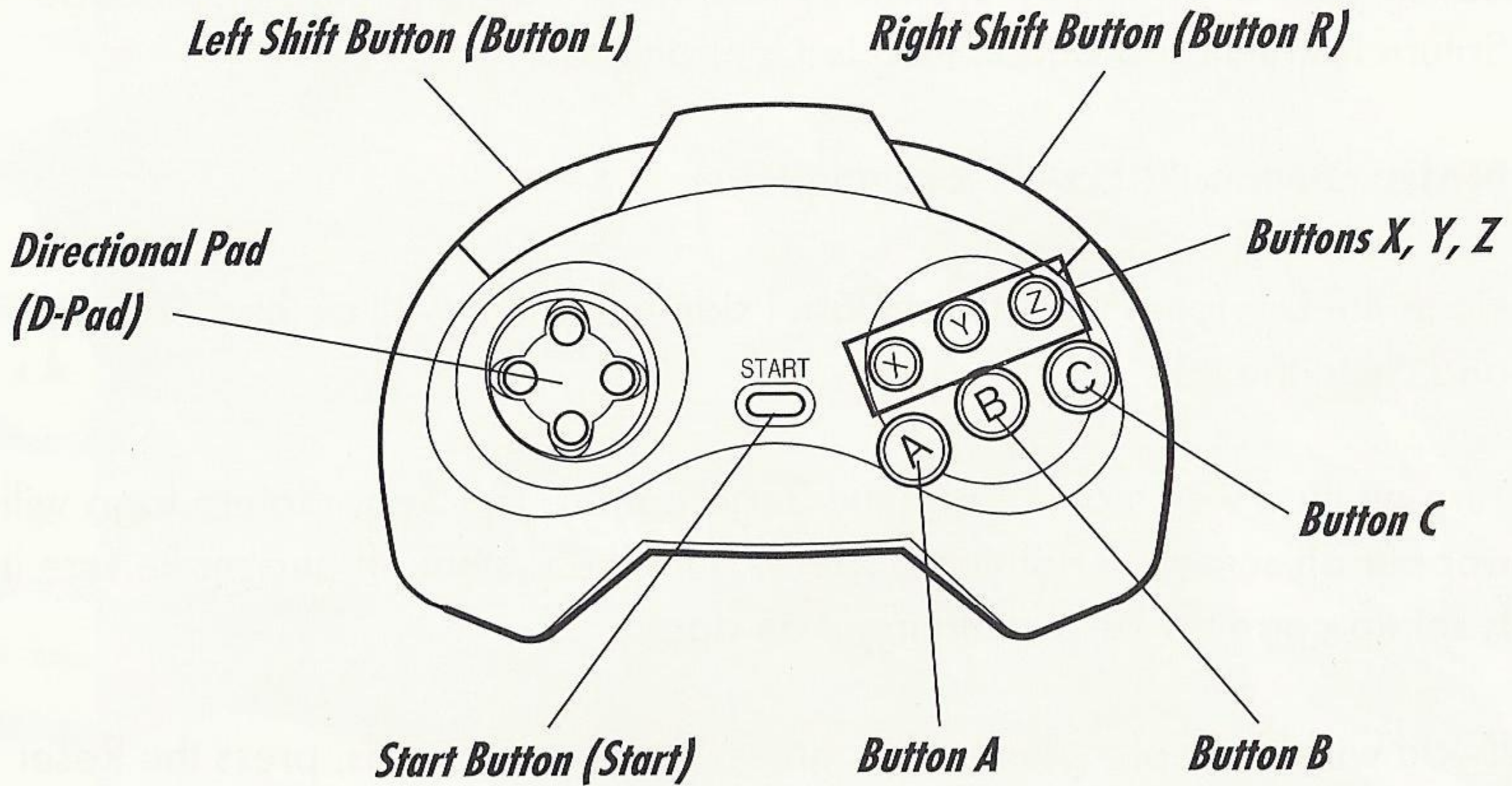


*Control Pad 1*



# Take Control!

## Control Pad



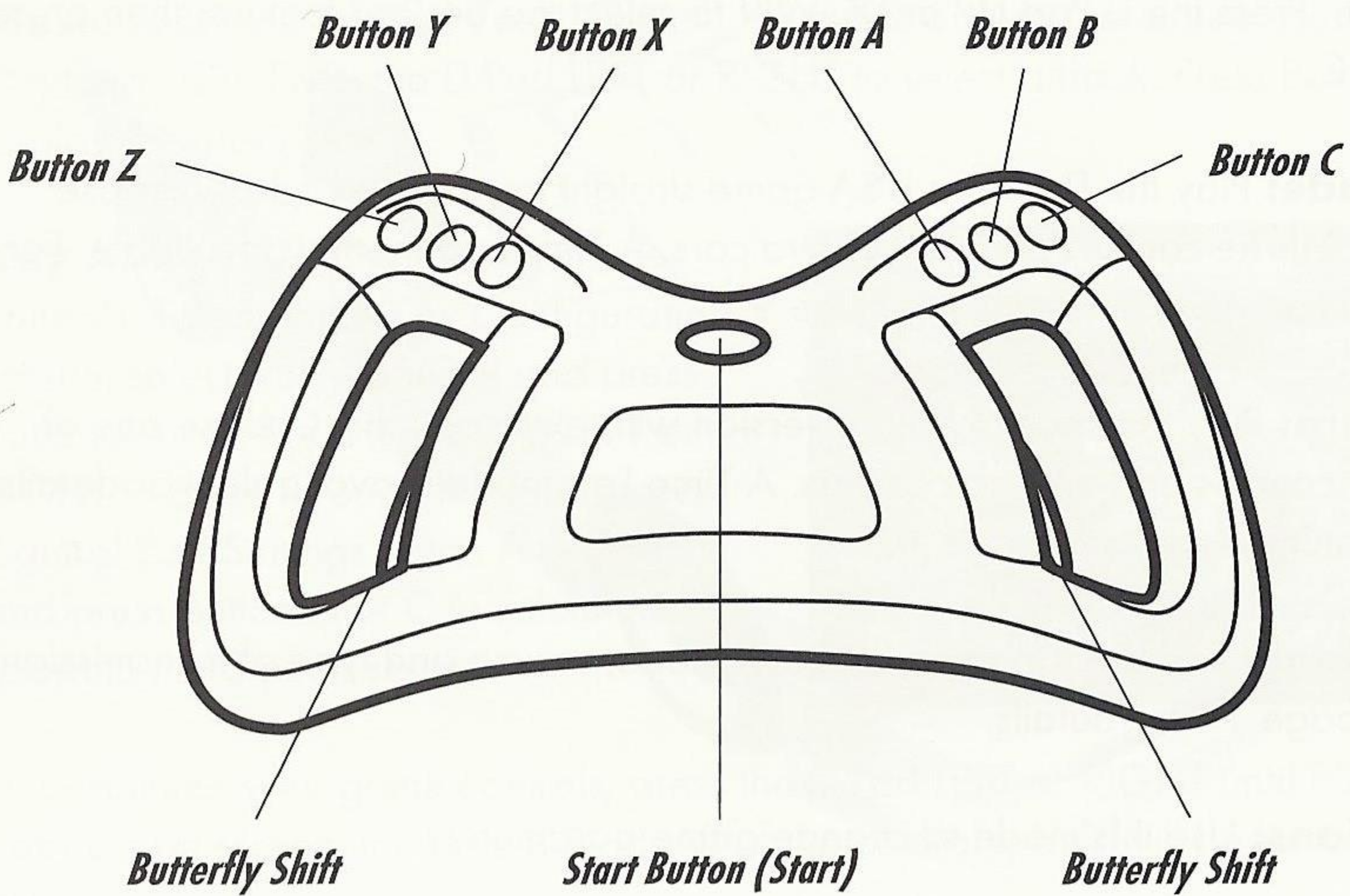
Button	Pre-Race	During Race
<b>D-Pad LEFT/RIGHT</b>	Selects items	Guides car on course
<b>D-Pad UP/DOWN</b>	Selects options	In a manual transmission, UP shifts to a lower gear; DOWN shifts to a higher gear
<b>Start</b>	Brings up Game Menu from Title Screen	Pauses/resumes game
<b>Button A</b>	Not used	Not used
<b>Button B</b>	Cancels selections	Brakes
<b>Button C</b>	Makes selections	Accelerates
<b>Buttons X, Y, Z</b>	Not used	Press simultaneously when game is paused to restart a race or instant replay.
<b>Button L</b>	Not used	Changes view (zooms in)
<b>Button R</b>	Not used	Changes view (pulls out)

**Note:** These are the default functions of the Control Pad. Button functions can be changed in the Options screen (see page 7).



## Sega Saturn Arcade Racer

Play *Daytona™ USA* with the Arcade Racer (sold separately) to add realism to your racing experience.



### Button

### Pre-Race

### During Race

Button	Pre-Race	During Race
Steering Wheel	Selects LEFT/RIGHT items	Guides car on course
Butterfly Shift	Selects UP/DOWN items	Shifts gears in manual transmission
Start	Brings up Game Menu	Pauses/resumes game
Button A	Not used	Not used
Button B	Cancels selections	Changes view (pulls out)
Button C	Makes selections	Accelerates
Button X	Not used	Not used
Button Y	Not used	Changes view (zooms in)
Button Z	Not used	Brakes

**Note:** These are the default functions of the Arcade Racer. Button functions can be changed in the Options screen (see page 7).



# The Starting Line

A screen demo and list of top times follow the Sega logo. Press Start at any time to bring up the Title screen, then press again to bring up the Game Menu. Press the D-Pad UP or DOWN to select the desired feature, then press A or C.

**Arcade:** Play the Daytona USA game straight from the arcades! Choose one of three courses and one of two cars. A Time Lap mode is available. For details on Arcade mode, see page 9.

**Saturn:** Play the special Saturn version with extra options. Choose one of three courses and one of four cars. A Time Lap mode is available. For details on Saturn mode, see page 10.

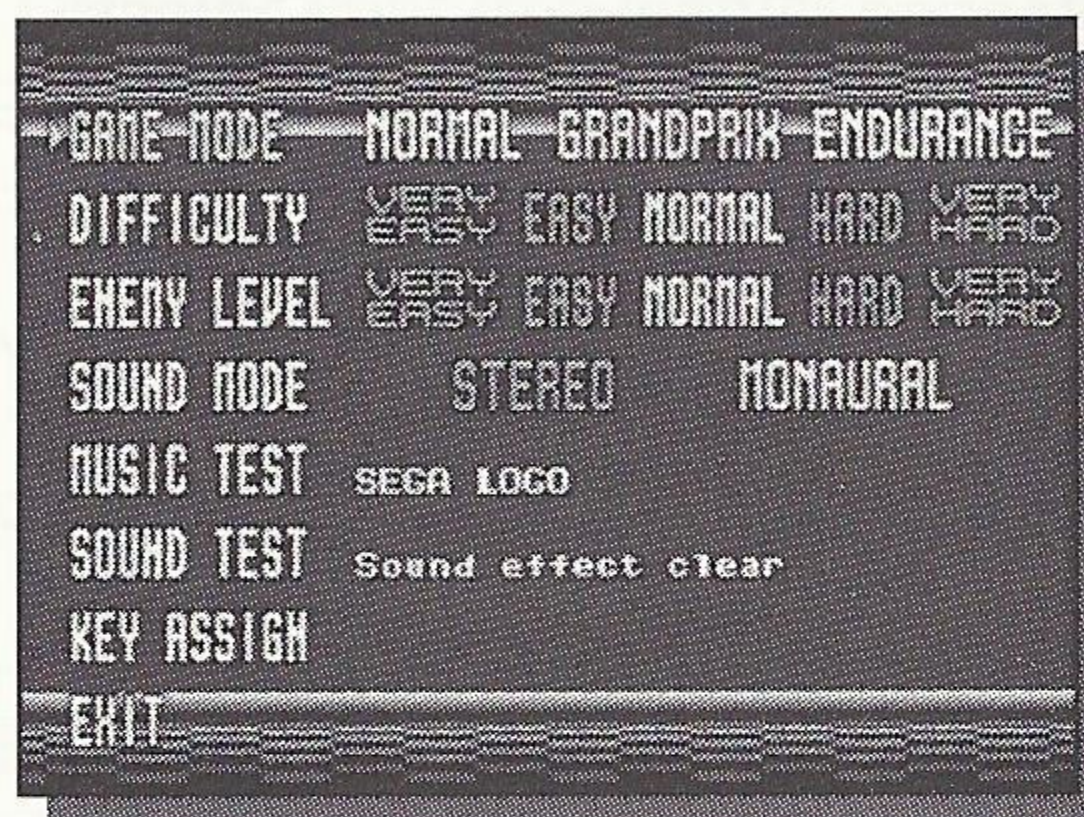
**Ranking:** See the top times for each mode, course and type of transmission. See page 14 for details.

**Options:** Use this mode to change game parameters.

## Viewing Your Options

In the Options screen, press the D-Pad UP or DOWN to choose an option, and LEFT or RIGHT to alter features within the option.

**Game Mode:** Alter the number of laps of each race, depending on the length of the course chosen.



Mode	Beginner	Advanced	Expert
Normal	8 laps	4 laps	2 laps
Grand Prix	20 laps	10 laps	5 laps
Endurance	80 laps	40 laps	20 laps

**Difficulty:** Select a difficulty level. The harder the game, the fewer seconds you get to complete a race in Arcade mode.





**Enemy Level:** How fast do you want your competitors to be? Choose from VERY EASY, EASY, NORMAL, HARD and VERY HARD.

**Sound Mode:** Choose between monaural and stereo sound.

**Music Test and Sound Test:** Sample the music and sound effects used in *Daytona USA*. Press the D-Pad LEFT or RIGHT to select a track. Press Button C to play the music.

**Key Assign:** Configure your game controls. To enter the Key Configuration screen, select KEY ASSIGN and press Button A or C. Press the D-Pad LEFT or RIGHT to cycle through the four preset Control Pad Settings (Type A is default), and press Button A or C to select and return to the Option screen.



To customize your game controls, press the D-Pad LEFT or RIGHT until EDIT appears on screen, then press Start. All of the control labels will begin to blink.

Press the button on the Control Pad that you want to change, and the label for that button will begin to blink. Press the D-Pad LEFT or RIGHT to cycle through the available functions and select the one you want. To go on to the next control, press the button that you wish to configure.



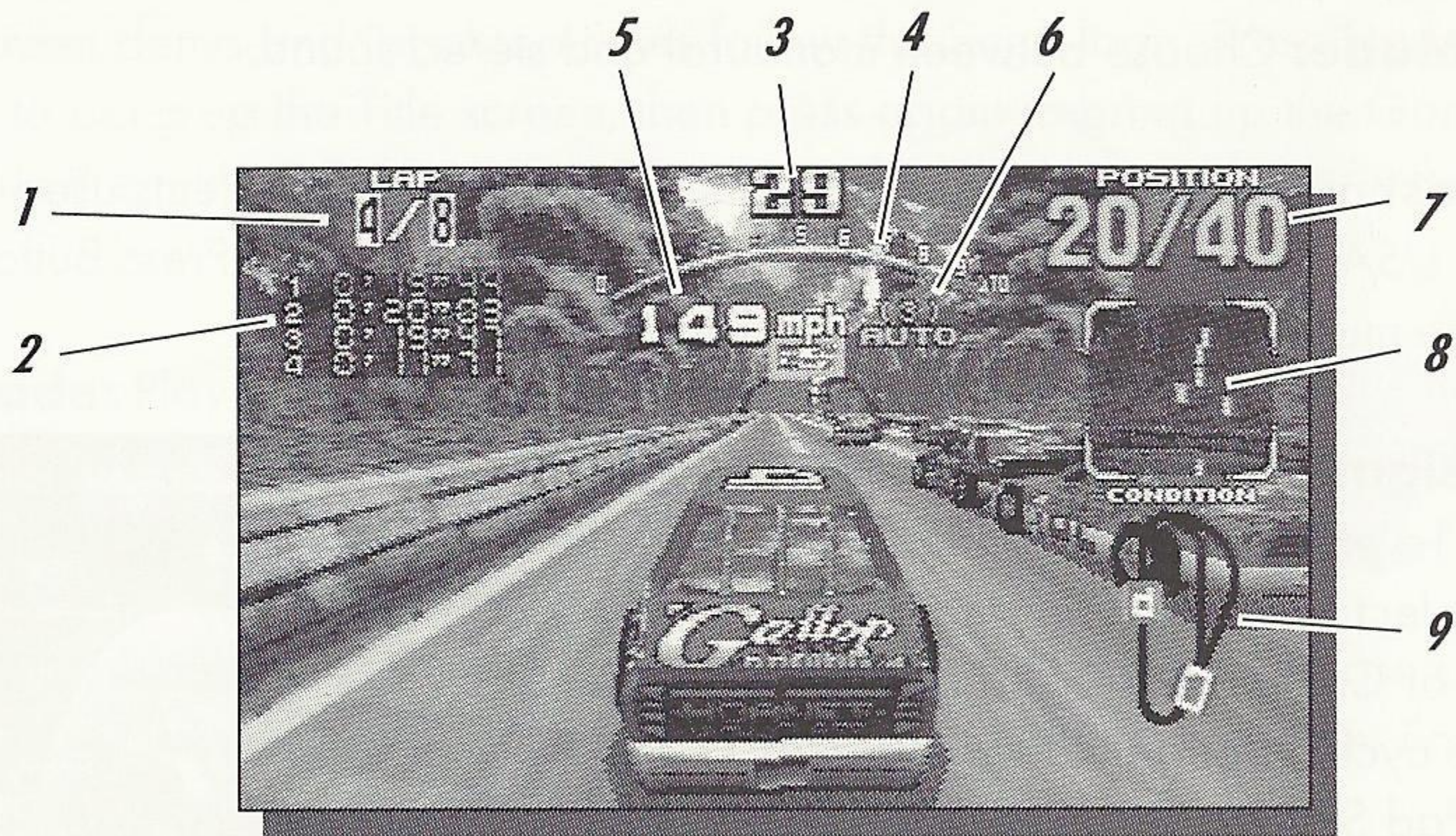
There are also functions available for D-Pad UP and D-Pad DOWN. Press the D-Pad in those directions to select, and press LEFT or RIGHT to assign a function.

When you are finished editing your Control Pad, press Start. Confirm your choice by selecting OK and pressing Button A or C. Press Button A or C again to exit the Key Configuration screen and return to the Option screen.

To return to the Game menu, select EXIT and press Button A, B or C.



# The Dashboard



## 1 Your current lap/Total Laps in race

**2 Lap record** Your fastest lap time is highlighted in red.

**3 Timer** (Arcade Mode Only) shows the time you have left before the race ends. The amount of time you start with depends on the course and the difficulty level you have chosen in the Option screen (see page 6). Extend your time by passing beneath a Checkpoint or the Start/Finish line.

**Note:** The timer stops while you are in the Pit.

**4 Tachometer** shows you when to shift if you're using the Manual transmission. The yellow zone gives you the highest power output.

**5 Current speed**

**6 Current gear**

**7 Your position** in the race

**8 Condition** shows the traffic in your immediate area. This warns you of other drivers obstructing your movement to the sides, or lets you block drivers trying to pass you.

**9 Course layout** shows your location on the course. The letter P represents your car. The number 1 represents the first-place car... unless you happen to be in first place....



## Arcade Mode

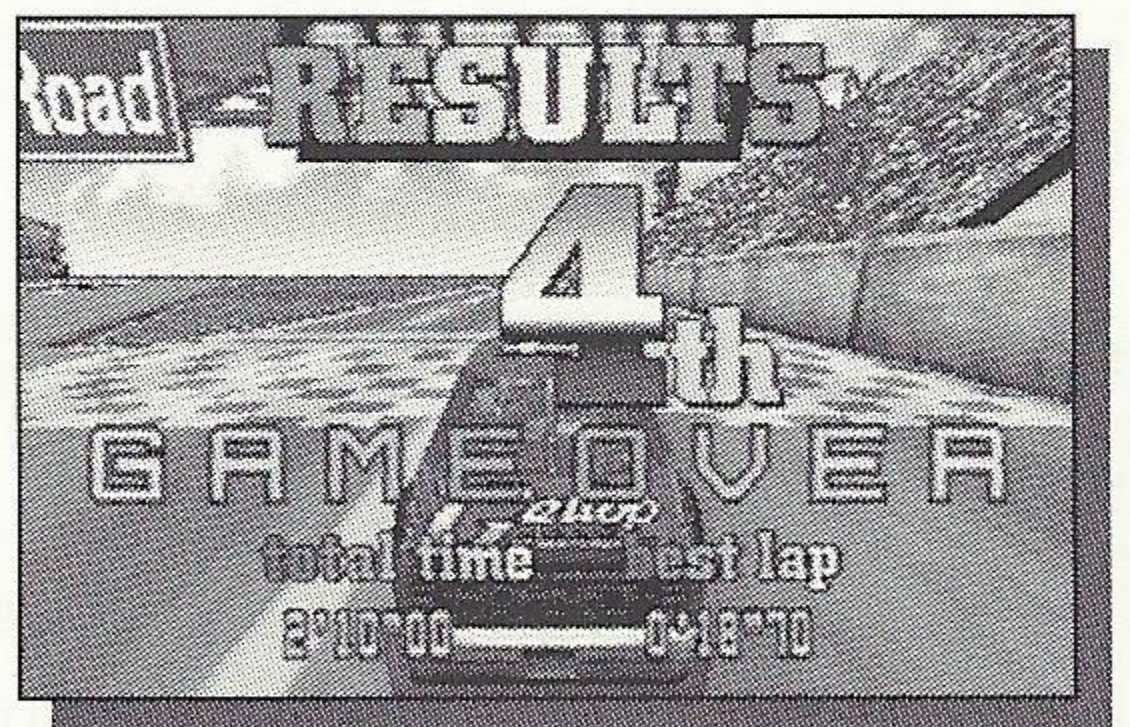
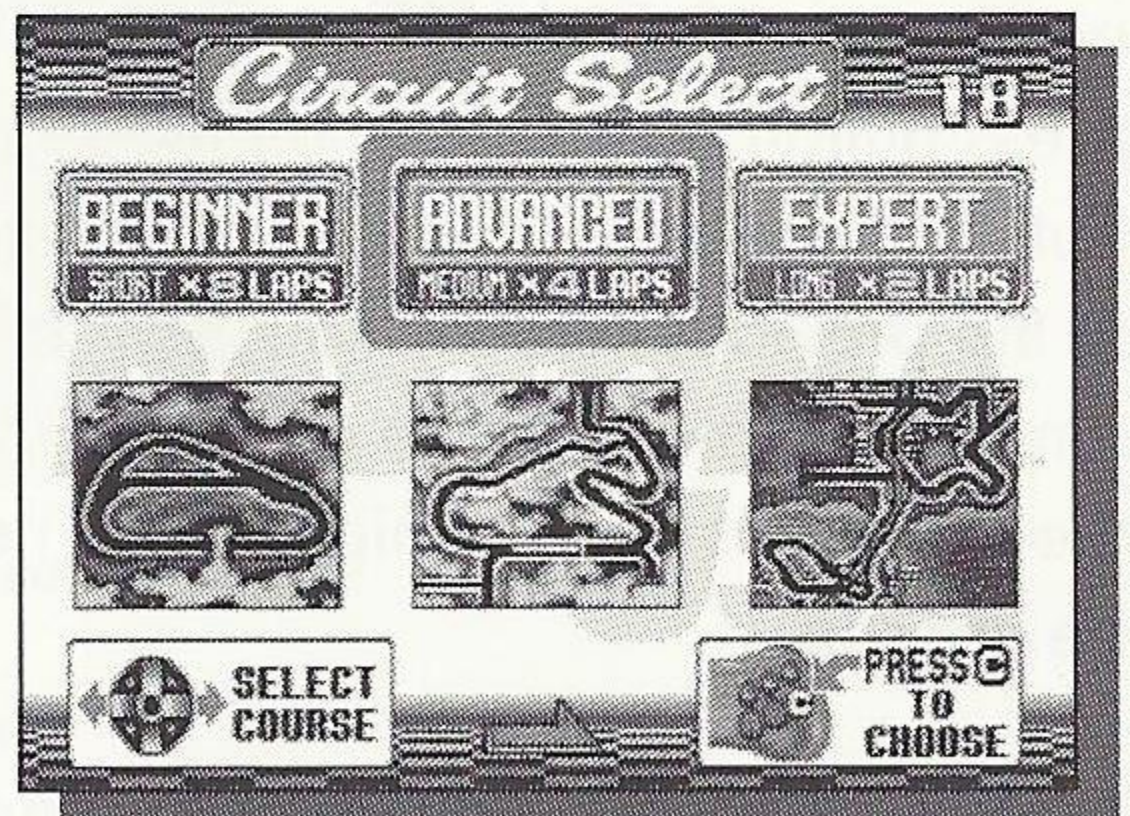
In Arcade mode, you race both against your rivals and against the clock. You start the race with an allotted number of seconds on the timer, and receive extra time (the amount depending on the race and course chosen) each time you pass beneath a Checkpoint. If your time runs out before you pass beneath a Checkpoint or the Start/Finish line, the game ends.

Once you select Arcade mode, it's time to pick a course and a transmission. Highlight selections by pressing the D-Pad LEFT or RIGHT, then press Button A or C to enter the selection. Button B cancels selections and sends you to the previous screen. You have a limited amount of time to make each selection. If the timer runs out, the highlighted item will be chosen.

The Circuit Select screen appears first, and shows the length and difficulty of each course, and the number of laps you'll race. The Mission Select screen follows. While the 4-speed Manual transmission offers a higher top speed, the Automatic allows you to focus your full attention on the course and the drivers around you.

## The Finish Line

The game ends when you complete a race, or when you run out of time. The Game Over screen appears with your position, total time and fastest lap time displayed. If you made a track record, the Name Entry screen appears next. (For details, see "Entering Your Initials" on page 14.)





## Saturn Mode

The new Saturn Mode eliminates the countdown timer, gives you a wider selection of cars to choose from and offers a special Mirror Mode for each course.

First, pick a course and a transmission. As in Arcade mode, highlight selections by pressing the D-Pad LEFT or RIGHT, then press Button A or C to enter the selection. Button B cancels selections and sends you to the previous screen. You have a limited amount of time to make each selection. If the timer runs out, the highlighted item will be chosen.

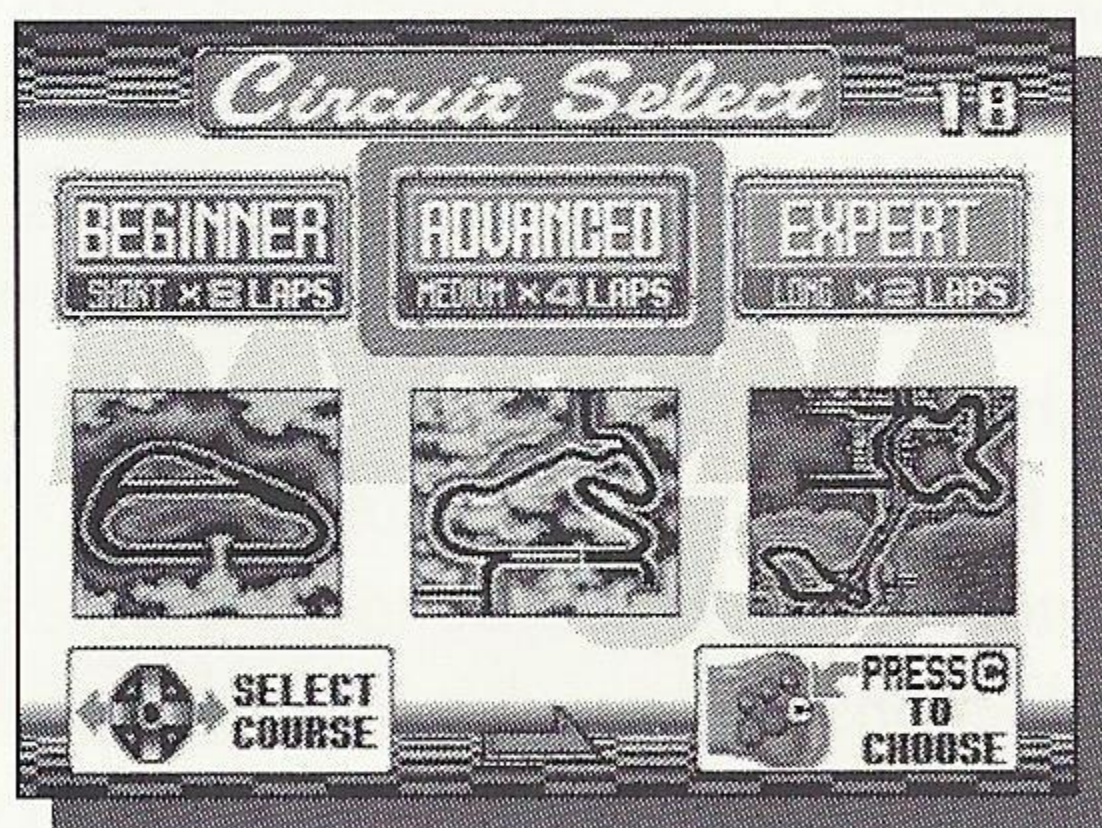
The Circuit Select screen appears first, and shows the length and difficulty of each course, and the number of laps you'll race. The Mission Select screen follows. Press LEFT or RIGHT to cycle through the available cars, and press Button C to choose.

## Mirror Mode

Try the courses with an extra twist! In the Circuit Select screen, hold down the Start Button. The words MIRROR MODE appear and the courses flip. While holding Start, choose the course with the D-Pad and press Button C.

## The Finish Line

The game ends when you complete a race. The Game Over screen appears with your position, total time and fastest lap time displayed. If you made a track record, the Name Entry screen appears next. (For details, see "Entering Your Initials" on page 14.)





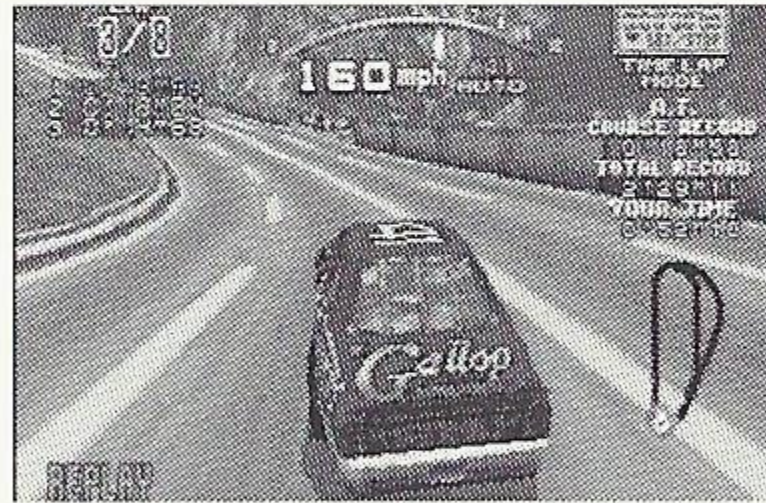
# Change View

Change your point of view on the fly! Press Button L to zoom in for a close-up view of the action. Press Button R to pull back from the action and get a good look at the course layout.

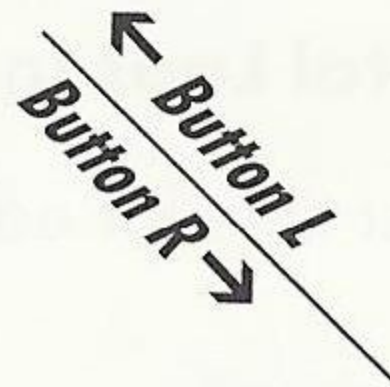
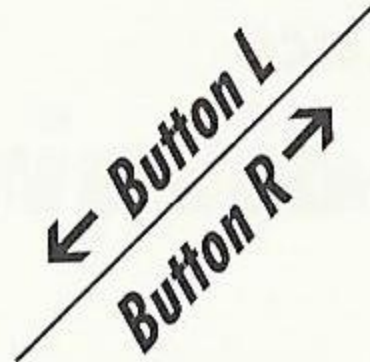
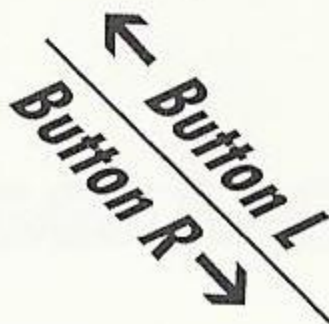
**Note:** These are the default functions of the Control Pad. Button functions can be changed in the Options screen (see page 7).



**Speed View**



**Normal View**

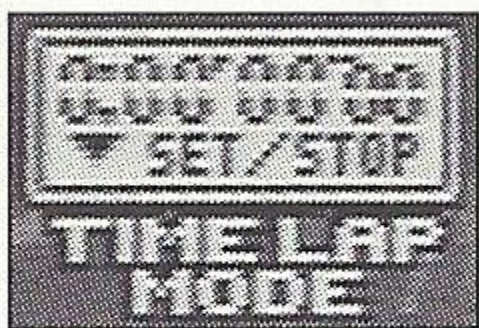


**Dashboard View**



**High View**

# Time Lap



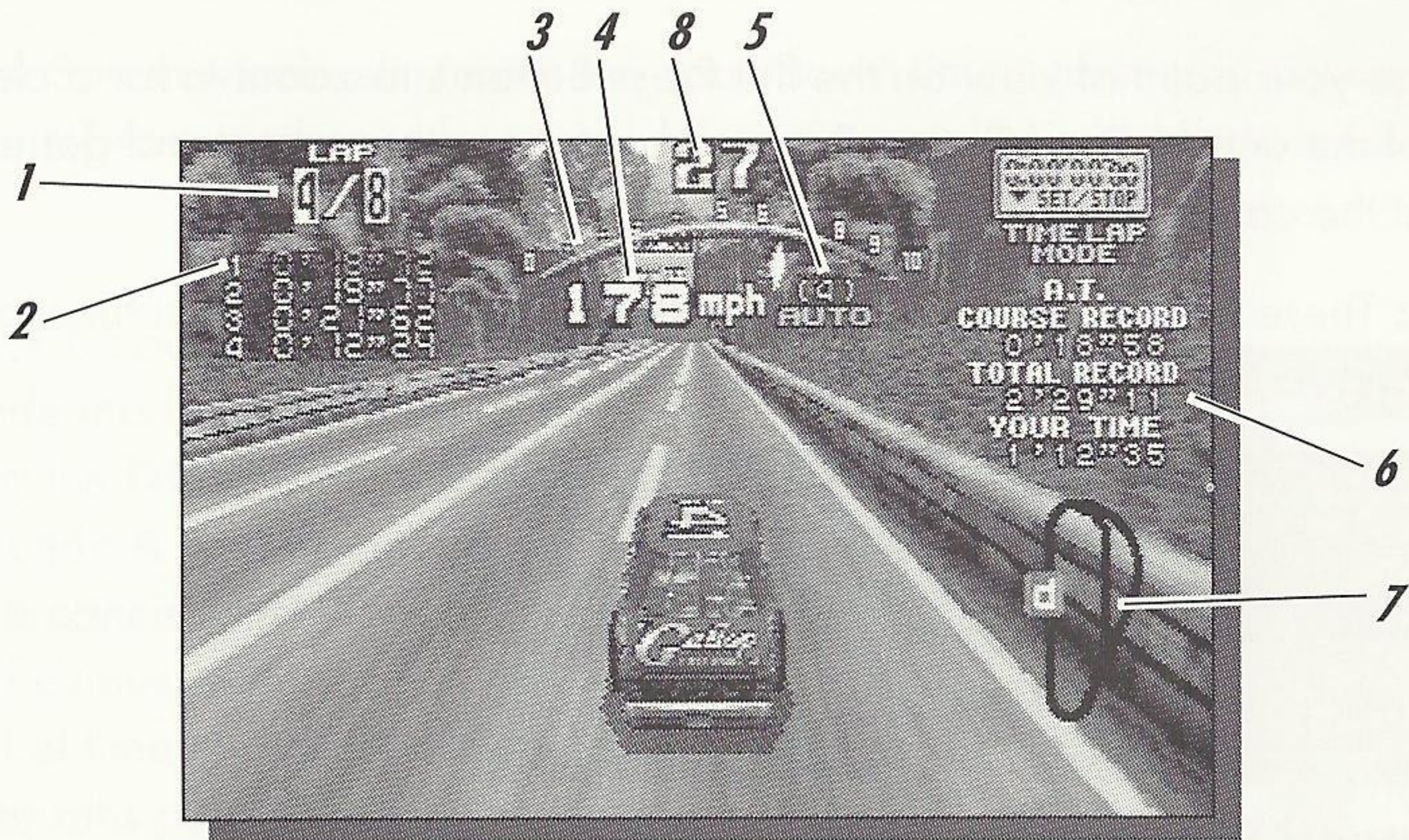
Use Time Lap mode to practice your driving techniques, familiarize yourself with a course, or try for a lap record. In Arcade mode, you can compete with the countdown as well—just you against the timer!

Select either Arcade or Saturn mode and choose a course. When the Mission Select screen appears, press and hold Start. A stopwatch icon appears above the course at the bottom of the screen. While holding Start, press Button C to select your car and enter the Time Lap mode.





## Time Lap Information



- 1 Your current lap/Total Laps in Race**
- 2 Lap record** shows your time for each lap and displays your fastest time in red.
- 3 Tachometer** shows you when to shift if you're using the Manual transmission. The yellow zone provides optimum power.
- 4 Current speed**
- 5 Current gear**
- 6 Course records** show the record times for single lap and total race. For comparison, your total lap time to date is displayed beneath. Your time between checkpoints flashes on-screen each time you pass beneath a checkpoint marker or the Start/Finish line.
- 7 Course layout** shows your location on the course. The letter P represents your car.
- 8 Timer** (Arcade mode only) counts down the seconds you have left before the mode ends. Extend your time by passing beneath a Checkpoint marker or the Start/Finish line.

### SEGA GAMEPLAY HOTLINE

**1-415-591-PLAY**

**For French instructions, please call:  
Instructions en français, téléphoner au:  
1-800-872-7342**



## The Finish Line

The game ends when you complete a race or run out of time (Arcade Mode). The Game Over screen appears with your position, total time and fastest lap time displayed. If you reach the Finish Line within four minutes, you have the option of viewing an Instant Replay of your race.



Press Buttons R and L to change your viewpoint. Press Start to pause the replay, and press Buttons X, Y and Z simultaneously to exit. You can view the Instant Replay as often as you like before you end the game. The Name Entry screen appears next. (For details, see "Entering Your Initials" on the following page.)

## Course Description

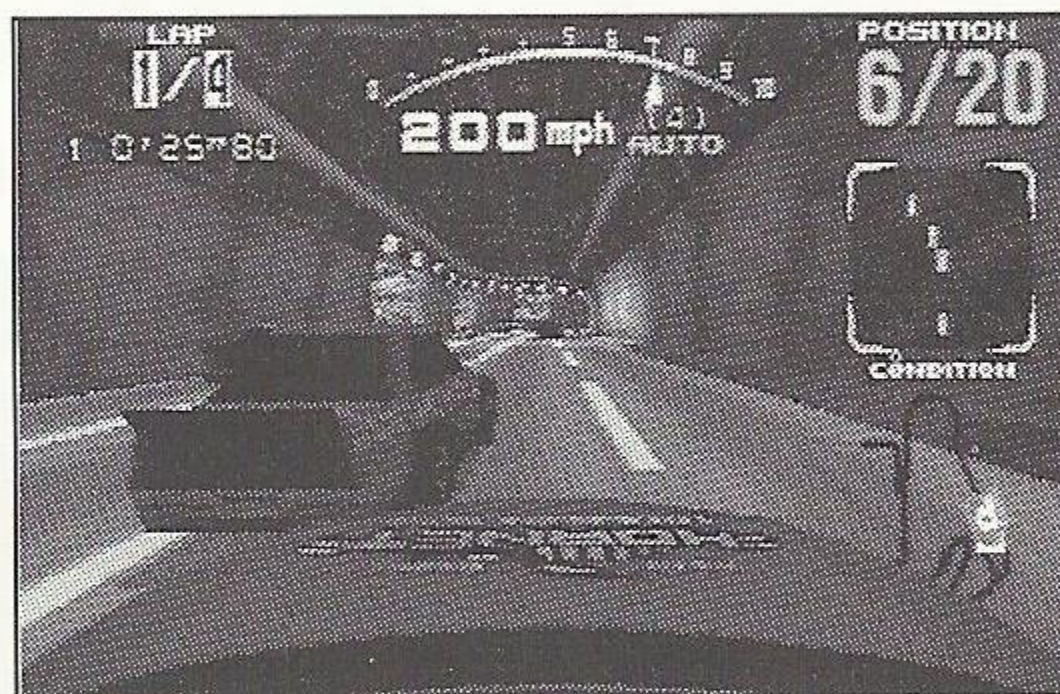


### Beginner

This is a smooth, fast course that can be driven mostly at flat-out speeds. The final hairpin before the Start/Finish line can make or break your race. This is also the only course where you begin the race with a rolling start. Fight your way from last place to first!

### Advanced

Rolling terrain, high walls and a long tunnel reduce the visibility of this course and make the sharpness of the turns less predictable. Pre-race practice is recommended.



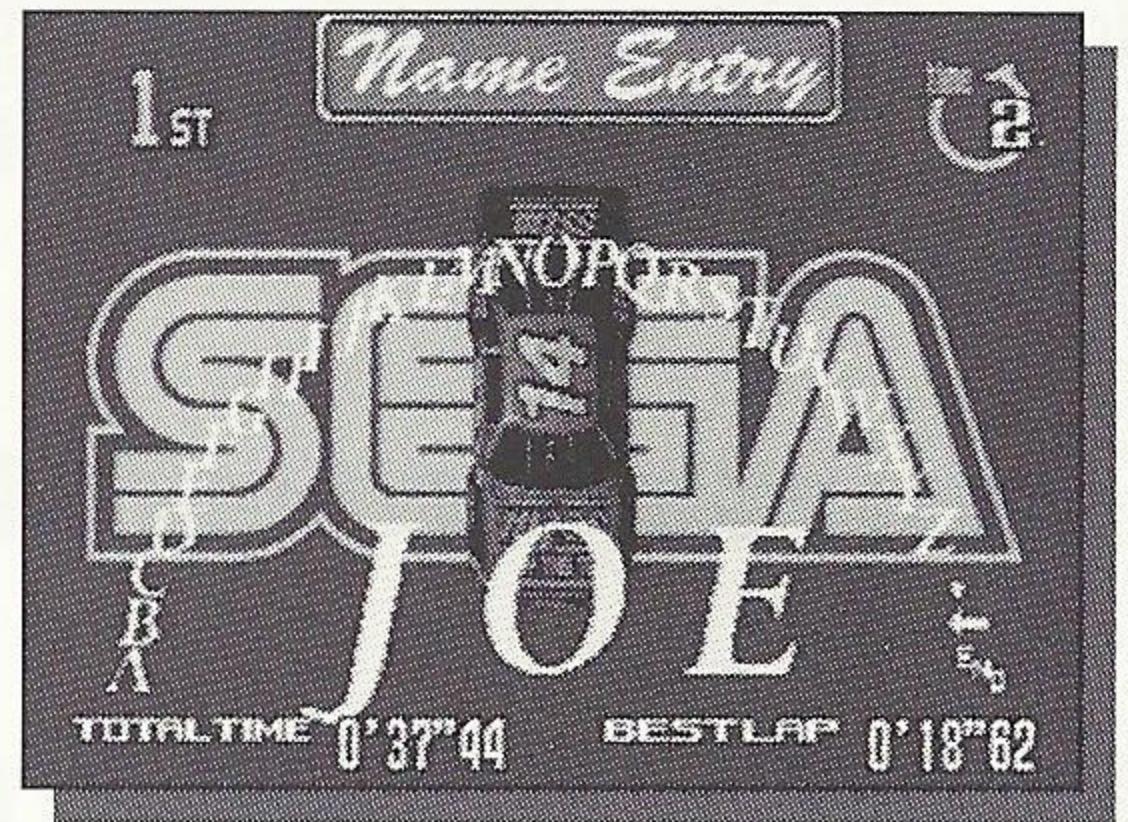


## Expert

Converted from city streets and highways, this course takes on a whole new dimension when racing. Sharp hairpin curves, varied course widths and low visibility make competing on this circuit a real challenge.

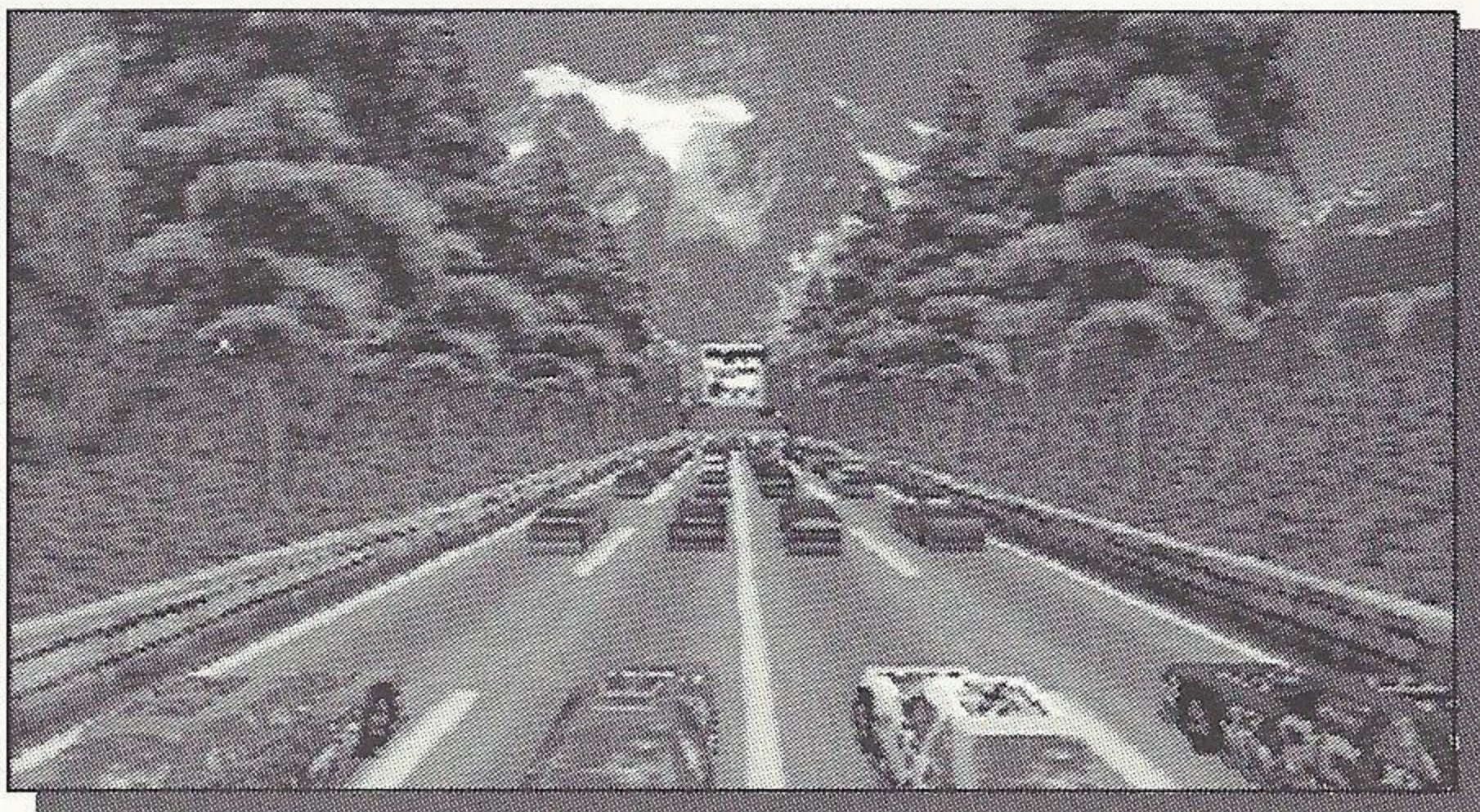
## Entering Your Initials

The times and initials of the top 20 drivers appear on the Ranking and Title screens. There are two ways to get your name listed: 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 made both a fastest lap and a fastest overall time, you only enter your initials once—they appear on both records.



If you burned in a record-setting time, the Enter Initials screen appears after you finish your race. Press the D-Pad LEFT or RIGHT to cycle through the letters, and press Button C to enter a letter in the first space and continue to the next. To go back a space, press Button B, or select the arrow and press Button C.

Exit the Enter Initials screen by pressing Start, by making entries in all three spaces, or by selecting END and pressing Start or Button C.







## Reviewing the Rankings

You've entered your initials; now where do you stand? To find out, select RANKING from the Options screen and press Button C. Press the D-Pad UP or DOWN to highlight a mode, and press LEFT or RIGHT to highlight selections within that mode. Press Button C to see the rankings for the course and mode you chose.

When the rankings appear, press UP or DOWN to scroll through the lists. The TL icon denotes record times made in Time Lap Mode.

COURSE		GAMEMODE	
EXPERT		NORMAL	
1st	YU	0'48"00	TL
2nd	ARI	0'49"00	TL
3rd	OSA	0'50"00	TL
4th	MAG	0'51"00	TL
5th	KEN	0'52"00	TL
Fastest Lap		AM2	0:29.00

Press Button B to exit the Ranking screen, and press again to exit Ranking Mode.

## Tips from the Top Three

- Control, rather than flat-out speed, gives you the fastest lap times.
- Hitting or rubbing against the wall robs you of precious seconds more effectively than anything else.
- Keep your car moving in a uniform direction, with smooth, even lane changes and turns. Watch the other cars at first, and learn the best places to enter and exit each corner.
- Take advantage of the Time Lap mode to familiarize yourself with every aspect of a course.
- Keep a light touch on the D-Pad. Unnecessary swerving costs valuable time, and if you're using a manual transmission, you increase your chances of shifting into the wrong gear by accidentally pressing the D-Pad up or down.



## Credits

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**EXECUTIVE PRODUCER:** Wayne Townsend

**LEAD TEST:** Tracy Johnson

**ASSISTANT LEAD:** Aron Drayer, Mark Paniagua, Lorne Asuncion, Howard Gipson

**TESTERS:** Richie Hideshima, Sean Potter, Craig Drummong, Crisi Albertson, John Jansen, John Amirkhan, Gregg Vogt, Darin Johnston, Dermot Lyons, Rick Greer, Lance Nelson, Steve Wong, Kim Rogers, David Paniagua, Mike Borg, Dylan Manger, Eric Molina, Don Carmichael, Steve Bourdet

**PRODUCT MANAGER:** Craig Ostrander

**MANUAL:** Wendy Dinsmore

**SEGA SPORTS:** Mike Meischeid, Chris Smith, Scott Rohde, Chris Cutliff, Rosie Freeman, Kelly Ryan

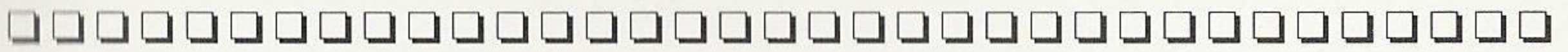
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**SPECIAL THANKS:** Keiji Okayasu, Toshijiro Nagoshi, Yu Suzuki, Joe Miller, Mike Latham, Yukimi Shimura, Toshiro Nakayama, Jef Feltman, Larry Loth, Willie Mancero, Scott Bayless, Jesse Taylor, Eric Rawlings, Mike Weiner, Blair Bullock, Mark Lindstrom, Tim Dunley and Nemer Velasquez



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Sega of America, Inc. warrants to the original consumer purchaser that the Sega Saturn compact disc shall be free from defects in material and workmanship for a period of 90 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 compact disc 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 U.S. warranty service, call the Sega Consumer Service Department at this number: 1-800-USA-SEGA

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at this number: 1-800-872-7342

DO NOT RETURN YOUR SEGA SATURN COMPACT DISC TO YOUR RETAIL SELLER. Return the compact disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective disc to Sega. The cost of returning the disc to Sega's Service Center shall be paid by the purchaser.

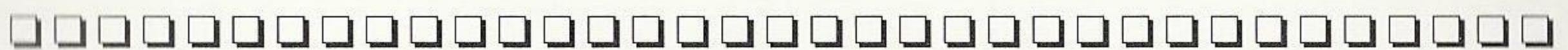
## REPAIRS AFTER EXPIRATION OF WARRANTY

If your Sega Saturn compact disc 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 or she 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 compact disc cannot be repaired, it will be returned to you and your payment will be refunded.

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Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 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.

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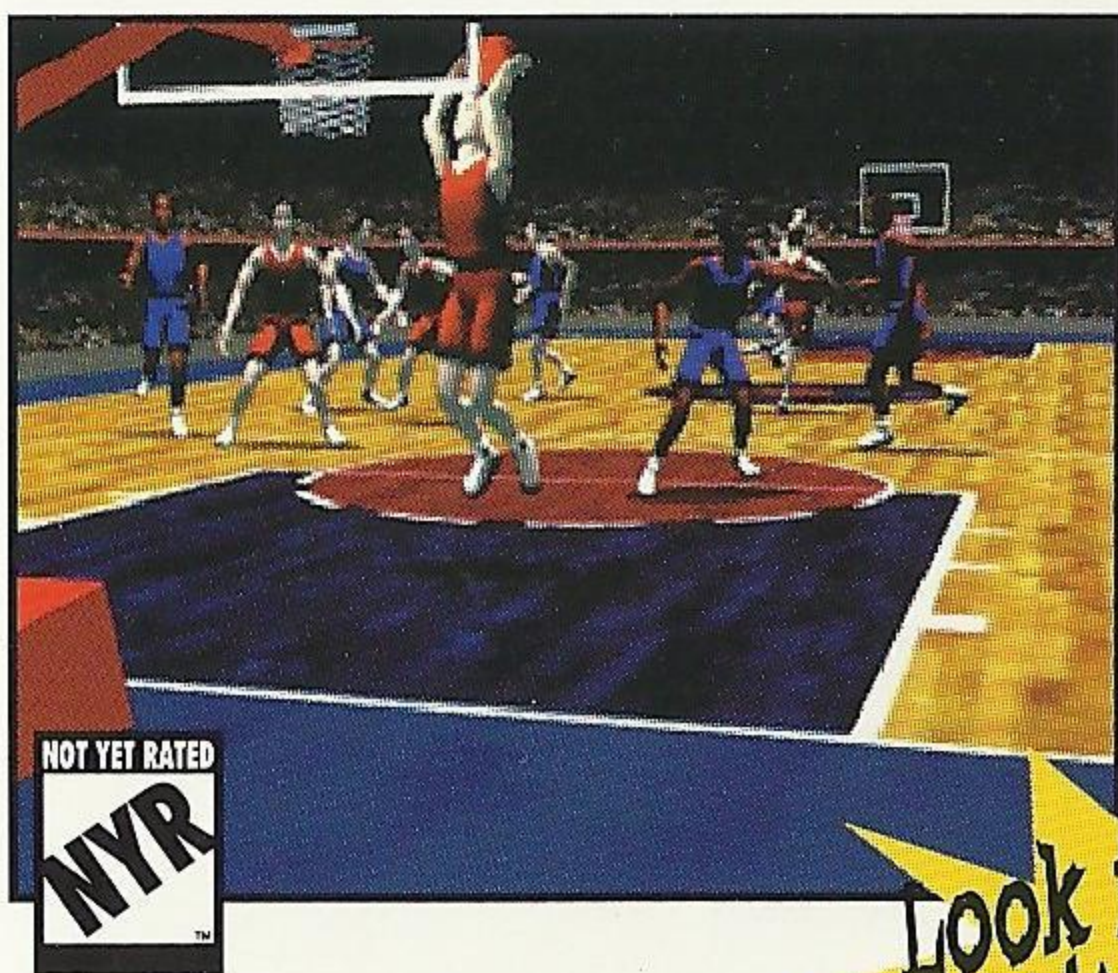
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Creating the Most Fun and Realistic Sports Games Today!



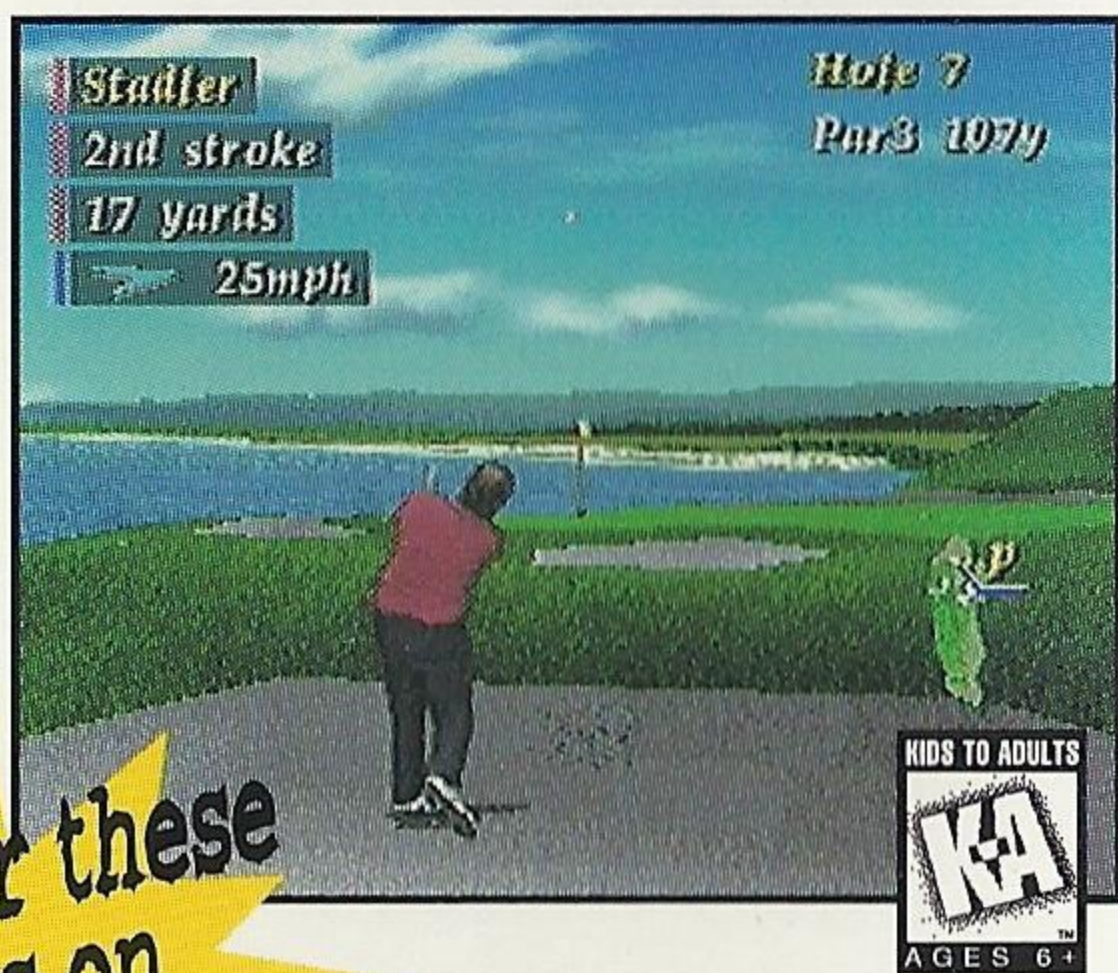
## SEGA SATURN™

### NBA ACTION™



NOT YET RATED  
**NYR**

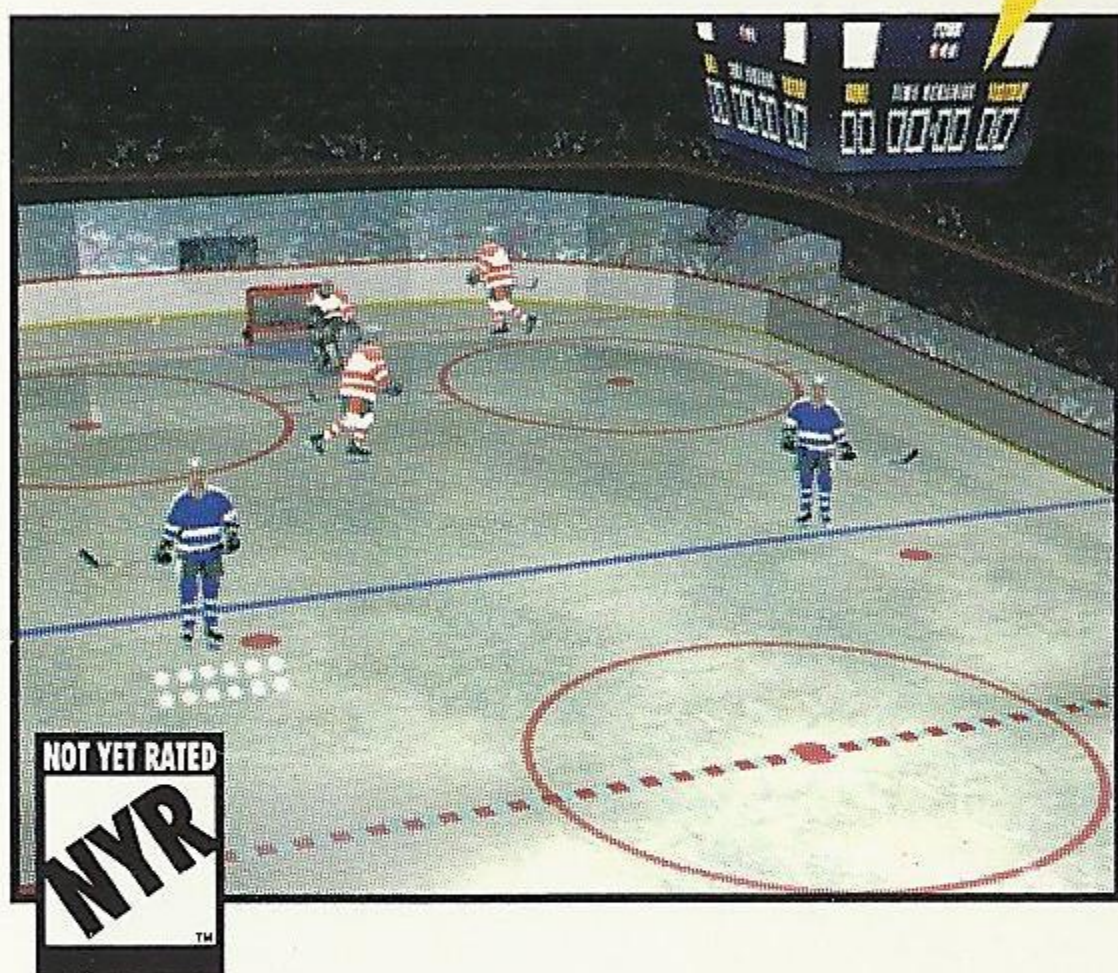
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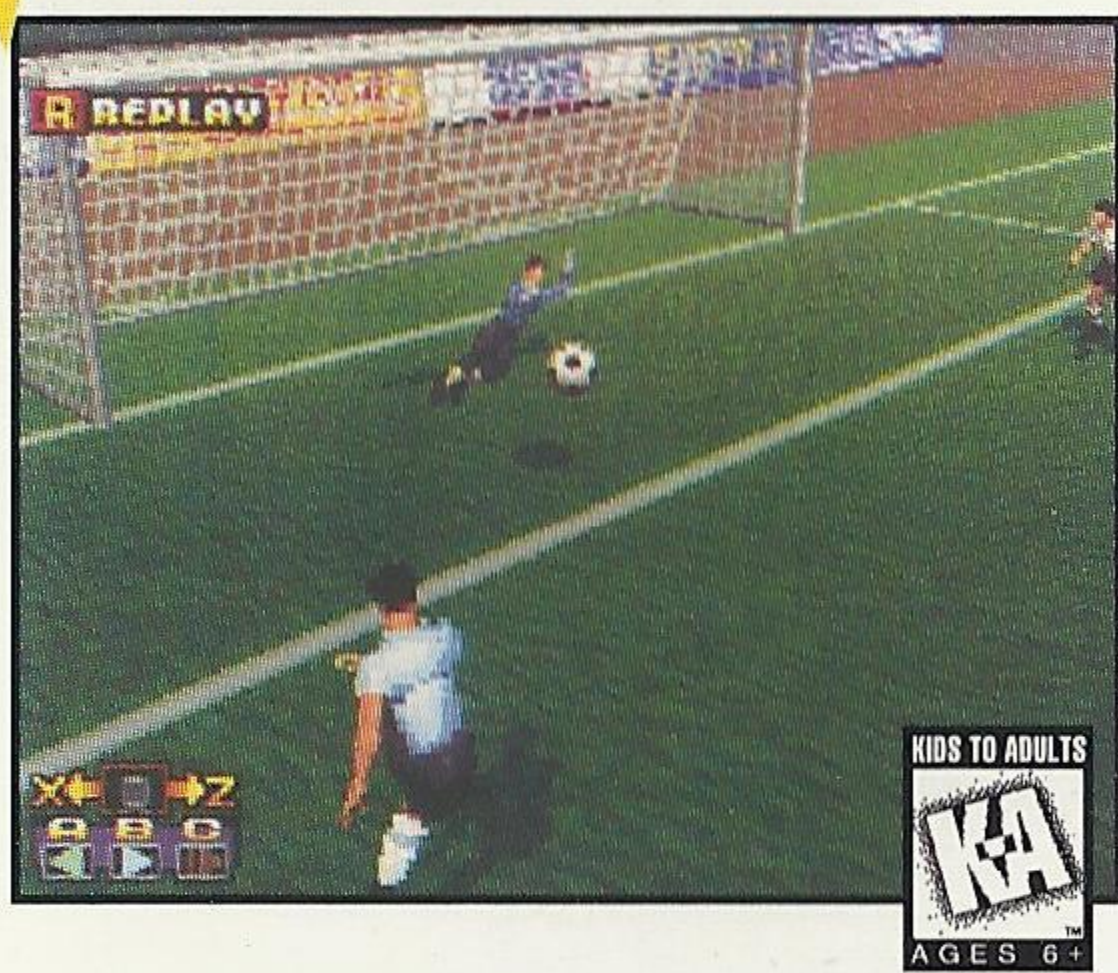
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### NHL® ALL STAR HOCKEY



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KIDS TO ADULTS  
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