Wacky Races™



SEGA®

CARTOON NETWORK™

INTERACTIVE ENTERTAINMENT™

INFOGRAMES™

EVERYONE

E

CONTENT RATED BY ESRB

T-15113N

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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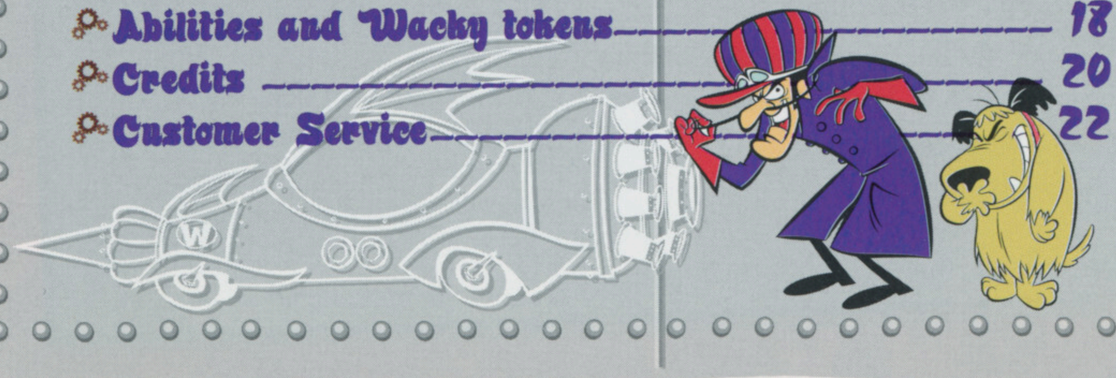


POWER UP!



- Make sure your Sega Dreamcast™ is properly set-up and ready to go. For more information, refer to the Instruction Manual that came with your Sega Dreamcast.
- Open the Disc Door by pressing the **Open Button** and insert your Wacky Races Sega Dreamcast Specific Disc. Shut the Disc Door.
- Press the **Power Button** to start your Sega Dreamcast.
- Follow the on-screen instructions.

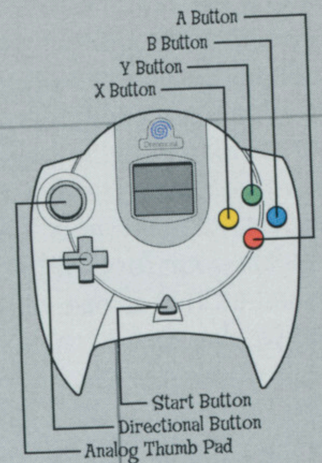
Wacky Races is a 1 to 4-player game. Before turning the Sega Dreamcast power ON, connect the controller(s) or other peripheral equipment into the control ports of the Sega Dreamcast. To return to the title screen at any time, simultaneously press and hold the **A**, **B**, **X**, **Y** and **Start** Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

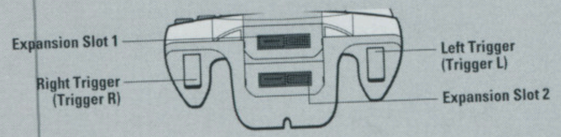
Purchase additional controllers to play with additional people. For more information on the Sega Dreamcast controller, see pages 5 and 11.

SEGA DREAMCAST CONTROLLER

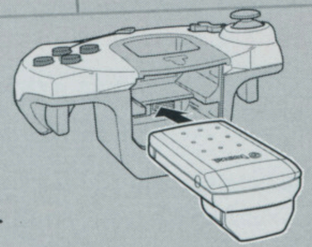
The controller configuration is described on page 11.

Note: Never touch the Analog Thumb Pad or Triggers L/R 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 the power OFF and then ON again making sure not to touch the controller.





JUMP PACK



Make sure to insert Sega Dreamcast Jump Pack into Expansion Slot 2 only. The Jump Pack will not lock into place if inserted into Expansion Socket 1 and may fall out or otherwise inhibit game operation.

Note: 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 and display the title screen.

AND HERE THEY ARE!

They're the craziest crew ever to crank up a car and this is the kookiest contest in history. Put them together and you've got guaranteed motoring mayhem! If you've got enough screws loose to compete, strap on your goggles and slam your foot on the gas. Just remember, this is one race where it pays to play dirty!

So what are you waiting for? Get ready to rev up your roadster and join the race to become the World's Wackiest Racer!

THE CARS ARE APPROACHING THE STARTING LINE

RUFUS RUFFCUT AND SAW TOOTH IN THE BUZZ WAGON

Top Speed:
Nice And Steady

Grip:
Just Right



Don't get too close to the Buzz Wagon or you could end up driving a pile of junk - its rotating blades can slice through rival racers like a hot knife through butter.

Lumbering along on the latest Log Power, this vehicle is an all-round performer that's great for the beginner! However, its fine timber interior means it isn't just at risk from other drivers. It could also fall victim to a nasty bout of wood worm!

THE SLAG BROTHERS AND THEIR BOULDER-MOBILE

Top Speed: A Bit Sluggish

Grip: Terrific



Always a favorite of the Wacky Races crowd, the Slag Brothers have their own fan club. In fact, they've got lots of clubs, mostly used for whacking opponents (and each other) over the head. Their Boulder-Mobile is a lump of rock straight out of the stone age, so they'll never be the fastest on the track, but with their Batter-Up ability they can dish out a Neanderthal knock on the head that leaves their rivals seeing stars. Just don't ask them to explain the route if you're not sure where to go, unless you've brought your English-Prehistoric dictionary along.

LAZY LUKE AND BLUBBER BEAR IN THE ARKANSAS CHUGGA-BUG

Top Speed:
Nothing Spectacular. It Just Chugs!

Grip:
Sticks To The Track Like Glue



Lazy Luke and Blubber Bear take the race slowly but surely, always happy to stop in a shady spot so they can grab some z's and dream of victory. When they're not going head to head with a rival racer, they're twanging their banjo strings and humming the latest hillbilly hits.

But don't think they haven't got a competitive bone in their bodies - they want to win just like the rest, and they've even got Cousin Hillbilly Bob to help them...

PENELOPE PITSTOP AND HER COMPACT PUSSYCAT

Top Speed: Admittedly Average

Grip: Very grippy

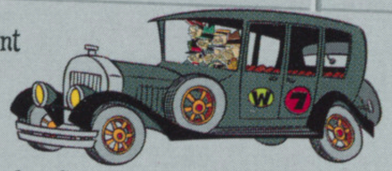


With her lipstick and powder, lovely Penelope Pitstop keeps one eye on the road and one on her hairstyle. Always ready to take a make-up break, other drivers just can't seem to resist helping her out when she ends up in trouble. When they hear those cries of "Hay-ulp! I'm a li'l old damsel in distress!" they slam on the brakes and compete for the privilege of providing assistance. By which time, Penelope's probably launched a sloppy kissy Lippy Shot and disappeared into the distance.

THE ANT HILL MOB AND THEIR BULLET PROOF BOMB

Top Speed:
Faster Than A Bandit From A Bank Job

Grip:
Excellent



This bunch of gullible gangsters are hell bent on picking up the Wacky Races trophy and taking it back to downtown Chicago as fast as their mob-mobile can drive. And when they're in the thick of the action, you'd better dodge the flying bullets and look the other way, or else you could find yourself wearing cement overshoes!. They're mini mobsters with one of the speediest getaways in the race - see if you can book 'em!

PETER PERFECT AND HIS TURBO TERRIFIC

Top Speed: Phenomenal

Grip: Hmm, Not So Hot



Always the perfect gentleman, Peter Perfect races for the honor of taking part. With his posh accent and good manners, you'd think he was out for a Sunday drive - if it wasn't for his habit of picking up a Bouncing Tire Shot ability and belting his rivals up the exhaust pipe. Oh, and if Penelope Pitstop races by, the throbbing of his heart might drown out the throbbing of his engine.

THE GRUESOME TWOSOME AND THEIR CREEPY COUPE

Top Speed: Pretty Fast

Grip: It's Good!

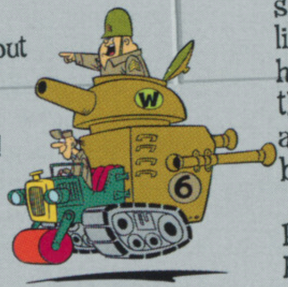


You're in for a chilling time when you meet these two on a dark and stormy night! Their Creepy Coupe is a bona fide haunted house on wheels, with bats in the belfry, spooky spider webs and a scorching turn of dragon-powered speed. It probably runs on undeaded petrol. In fact, it's a real bone shaker!

SERGEANT BLAST & PRIVATE MEEKLY AND HIS ARMY SURPLUS SPECIAL

Top Speed:
Slow off the mark but a virtually unrivaled top speed

Grip: Average, Sarge!



Sergeant Blast and his platoon love disturbing the peace in their armored Army Surplus Special. They treat the race like a military maneuver, always itching to fire off one of their Bouncy Battle Bombs, always on the look out for some high speed Bazooka Boost Power, and always ready to turn defense into offense on the final lap. Just don't let the Sergeant catch you letting your standards slip. If he can't see his face in your boots, he'll bang out a regimental rhythm on your ear drums.

RED MAX AND HIS CRIMSON HAYBAILER

Top Speed:
Pretty Fast

Grip: Can't Complain



This magnificent man in his flying machine likes to give his rivals a new paint job using his Splat-Attack Paint Balls. But this is no respray - this is a gloopy glob of paint that'll have them sliding all over the track!. Max doesn't like to stay on the ground too long - he was born to shoot his foes out of the sky and he'll be airborne as soon as he can get hold of a Crimson Flight bonus.

PROFESSOR PAT PENDING AND HIS CONVERT-A-CAR

Top Speed: Conversion-dependent

Grip: Not Great, But Full Of Features

Pat Pending, the mad professor, is always customizing his car, turning it into one of the battiest buggies on the track. His crazy creations give him the edge when the race gets tough, and you can never tell just what his wacky wagon's going to do next. You could see him scuttling under your car or flying over it, and he could even knock you clean off the track with his Bowling Ball conversion. Only a barmy brain like the professor's could come up with power-ups like these!



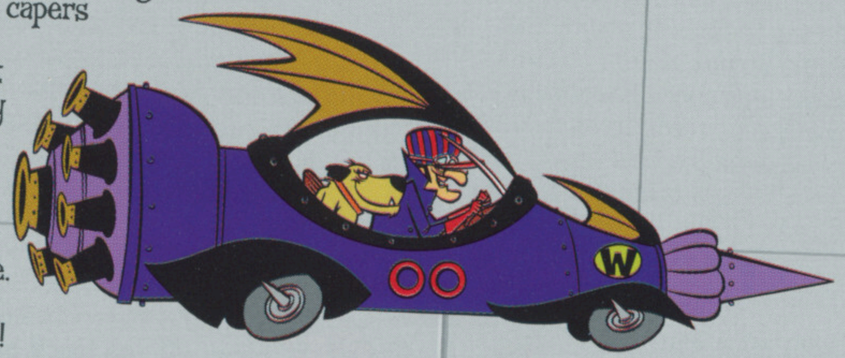
And bringing up the rear...

DICK DASTARDLY, MUTTLEY AND THE MEAN MACHINE

Top Speed: Very Fast And Very Mean

Grip: As Dodgy As Dastardly Himself

Everyone bends the rules in the Wacky Races, but Dick Dastardly twists them until they snap. One of the world's worst villains, Dastardly and the crackpot canine Muttley are intent on finishing first by whatever means necessary – fair or foul. Preferably foul. They're full of ingenious schemes and crafty capers that never quite work out as they planned, so they tend to trail home in last place. Drat! And double drat!

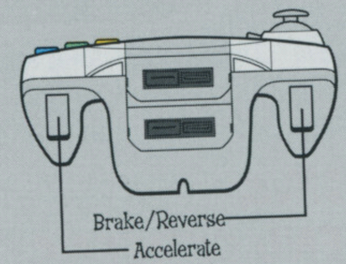


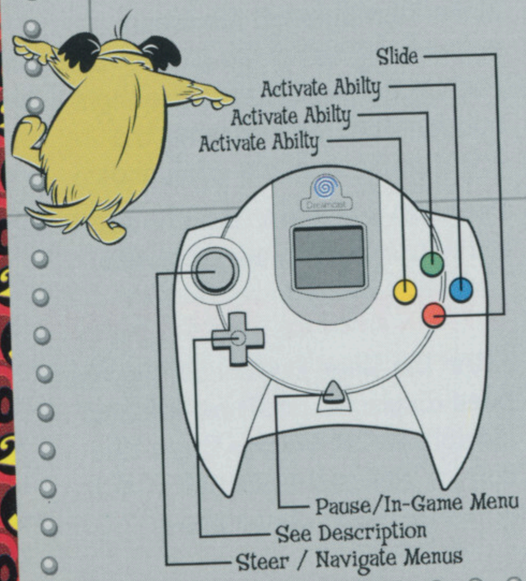
COOPERATIVE VS. COMPETITIVE PLAY

If you are playing a 2-Player game, you and your friend will still earn Gold Stars and be able to advance to new tracks. (The two of you must finish in first and second place to earn your star.) If you are playing a 3- or 4-Player game, you will not earn Gold Stars, and you can only race on tracks that are already unlocked.

GAME CONTROLS

If you can't keep your vehicle on course and dish out the damage, how do you expect to beat our exhaust-belching experts?





Here's a handy control guide to help you out if things get tricky.

R Trigger	Accelerate
A Button	Slide (in Kart mode) or, Hand brake (in Advanced mode)
L Trigger	Brake / Reverse
X Button	Active Ability Button
Y Button	Active Ability Button
B Button	Active Ability Button
Analog Thumb Pad	Steer Vehicle / Navigate Menus
Directional Button:	
Left	Change on-screen details
Right	Toggle map
Up	Change camera view
Down	Rear view

The D-Button is also used to navigate menus before and after races.

Start Button	Pause Game and Access In-Game Menu

THROUGH THE WACKY WINDSCREEN

1. NUMBER OF LAPS

If it's the last lap, it's all or nothing! Put your foot down!



2. RACE POSITION



How many are in front of you? How many behind? If your first answer's "None!" and your second answer's "Plenty!", it could be your wacky day!

3. WACKY TOKENS

Collect Wacky Tokens so you can use your vehicle's special Abilities.



4. ABILITIES



Each vehicle has 6 special Abilities to choose from (but only 3 are available initially). These 3 Abilities are shown here, but you need to collect Wacky Tokens before you can use them.

USING MENU SCREENS

Maneuver through the menu screens by using the Analog Thumb Pad or the D-Button to highlight options, then by pressing the A Button to confirm each choice.

Press the B Button to cancel a selection and return to the previous screen.

STARTING THE GAME

After the Sega Dreamcast logo has been displayed, you'll be whizzed straight to the **Wacky Races** title screen. Press the Start Button to go to the Start Game Menu.

START GAME MENU

New Game:

Choose this option when you're ready to test your talents in the world's craziest race. You'll need to select your Wacky Racer - take a closer look at a vehicle by scrolling round with the D-Button or the Analog Thumb Pad and use the A Button to zoom in and inspect the paintwork. If you think it's the car for you, press the A Button again to confirm. Remember that if you make the wrong selection, you can press the B Button to zip back into Vehicle Selection Mode. When you've picked up your vehicle, enter your name.

If you're playing a Multiplayer game, other drivers can join the race by pressing the Start Button on their Controller while Player 1 is selecting his vehicle. You'll take turns selecting your car and entering your name, going in the order in which you joined the game. However, Player 1 will control the menus and set up the game.



Load Game:

While you're loading or saving a game, never turn the Sega Dreamcast™ power OFF, remove the memory card or disconnect the controller. The number of memory blocks required to save game files varies from game to game. With this game, 7 blocks are required to save a game. Once you select LOAD GAME from the Main Menu, you can choose 1 of up to 4 saved games, and once you confirm your choice you'll be able to select your vehicle and start the loaded game.

OPTIONS

If you want to get your head under the bonnet so you can tinker with the game set-up, choose this option to go to the Options Menu.



OPTIONS MENU

SOUND
Select the individual sound option, then use the Analog Thumb Pad or D-Button ◀ and ▶ to alter the SFX VOLUME (if you like your boom booms to shake the room), MUSIC VOLUME (turn it up or down depending on whether you're a kid or their mom and dad) and SPEECH VOLUME (Eh? Can't you speak up a bit?). Select MONO/STEREO and press the A Button to switch between these two options.

GRAPHICS
Select the individual graphics option, then use the A Button to set it. You can turn the BLACK OUTLINE on or off, turn WIDE SCREEN on or off, or adjust the SCREEN POSITION (follow the on-screen instructions).

CONTROLLER
Toggle between vibration on and vibration off (feature only available for Jump Pack users).

Credits
If you want to see the names of the people who brought you **Wacky Races**, select this option. You won't be sorry!

SELECTING YOUR HANDLING STYLE

After you've chosen your Wacky Racer from the loopy line-up, you'll be able to select the kind of driving style you prefer.

KART
For instant driving fun, select KART. It's easier to control and perfect for beginners or anyone wanting a quick race round the track after a hard day at the school desk, computer, or oil rig (delete occupations which don't apply). Press the A Button to slide around corners a little more easily. This is the default handling style.



ADVANCED
This is the style for **Wacky Races** experts wanting a tougher challenge. You'll need more concentration and more skill to keep control of your vehicle, but you'll feel good about yourself if you win! You can use the A Button to make Hand brake turns on corners, and that could help you get your nose in front.

GAME SELECTION HUB

Once you've got your vehicle and handling style, you can go for a spin round the Game Selection Hub. Explore the paths leading from the Hub, or drive to the Central Signpost. To make a choice using a selection signpost, just drive up and bump it with your car.

CENTRAL SIGNPOST
Bashing the Central Signpost with your bumper will let you choose between WACKY CHAMPIONSHIP (see the WACKY CHAMPIONSHIP section for more details), TIME TRIAL (this option is replaced with VERSUS mode if you're playing a multiplayer game), or ABILITY GALLERY (which shows the Abilities currently available for each vehicle, along with the number of Tokens needed to use each one).

IN-GAME MENU

If the Wacky Races are starting to fry your senses and you need a lie-down, pause the game by pressing the Start Button. You'll see the In-Game Menu on screen, from which you can choose the following options:

QUIT GAME
Quits the race completely.

RETRY
Zip back to the start of the current track and start all over again.

OPTIONS
Enter the In-Game Options menu.



THE WACKY CHAMPIONSHIP

There's everything to race for when you choose the one and only Wacky Championship, the craziest car race on Earth! The races take you through some tasty race territory, with different obstacles to contend with depending on whether you choose Snowfall Peaks, Redwood Valley or the Wild Frontier. There are lots of challenges available within each of these 3 themed zones - just bump into the relevant Challenge Signpost to make your selection.

The Challenge Signposts give you a series of challenges and tasks to be completed, though only the Track Challenge will be available when you first enter a themed zone. If you want to tackle the rest, you'll need to race your rivals into the dust and pick up as many Gold Stars as you can. These are awarded when you win challenges - the more you collect, the more challenges you'll unlock!

Collect up enough Gold Stars or Trial Wrenches, and you'll bring on a boss character who'll have his foot on the gas ready to race you into oblivion in the Boss Challenge zone.

Just to give you an idea of what's in store, here are a handful of the challenges you'll come across as you try to prove you're the World's Wackiest Racer. Remember though, you'll only be able to access the Track Challenge when you first play the game, and there are plenty more secret challenges to be found!



Win the Wacky Championship and you'll be rewarded with the ultimate prize - the chance to slip on the gruesome goggles of Mr. Dick Dastardly, and take your place at the wheel of car double zero, the fiendish Mean Machine.

TRACK CHALLENGE

Can you hear those engines revving? Work your way through a series of gas guzzling single race events, and don't be afraid to hand out the havoc if it gets you to the front! You'll only have 2 tracks per theme available to start with, but you'll open up the rest as you stack up the victories.

WACKY CUP CHALLENGE

This is a 5 round league competition, with points available for finishing within the top 4 places each round. You'll need all your crazy concentration to win this challenge, because there's just 1 Gold Star available, and you'll only pick it up if you finish top of the league.

GOLDEN MUTTLEY CHALLENGE

This challenge isn't just about coming first. You need to pick up 10 Golden Muttley trophies on the way AS WELL as crossing the finish line ahead of the pack if you want to get your hands on a coveted Gold Star.

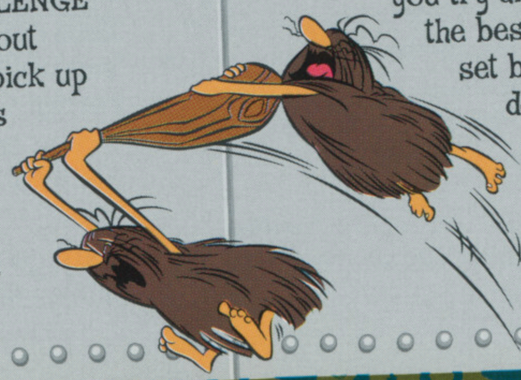
BATTLE CHALLENGE

It's an 8-way drive of doom, with vehicles facing each other in a themed battle arena where the last car moving picks up the points. Steal Wacky Tokens from opponents and dish out the damage with your special Abilities until you've knocked all your opponents out of the contest. Battle Challenges are about all-out fiendishness - it's you against 7 other drivers who are equally anxious to dish the dirt at your expense.

TIME TRIAL MODE

(1 PLAYER MODE ONLY)

The timer starts ticking as soon as you hear the word "GO". This is a flat-out race against the clock as you try and beat the best time set by that demon driver Dick Dastardly and his pooch





Muttley in the Mean Machine. And why not use Time Trial Mode to find the quickest routes and secret shortcuts? Maybe it'll help you unlock some of those Wacky Championship challenges!

ABILITIES AND WACKY TOKENS

ABILITIES

Each Wacky Racer selects 3 special Abilities before a race begins - these are crazy gadgets that give you the chance to deliver dollops of distress to anyone unlucky enough to get in your way. You'll need to try out as many vehicles and Abilities as possible to get used to the ones you like the best, so why not give them all a try? Every vehicle starts with 3 possible Abilities to choose from - they're all different, but there are 4 main types:

Projectiles - These are missile-type weapons that are fired at other drivers.

Hazards - Dump these from the back of your vehicle and slow down any opponents who get too close.

Enhancements - Boost your race power with one of these Abilities - you might get an extra high speed kick, or you could even find yourself flying over your rivals' heads!

Shields - With all those Projectiles flying around, it's a good idea to protect yourself every now and again.

WACKY TOKENS

Unfortunately, you can't just fire off Abilities whenever you feel like it - you need to build up Wacky Tokens in order to use them. Drive over Wacky Tokens when you see them out on the race track because each Ability requires a certain number of Tokens before it can be used. If you try and use an Ability when you don't have enough Wacky Tokens, it won't work and you'll get an earful from your chosen driver.

ASSIGNING AND USING ABILITIES

Assign your special Abilities to the 3 Active Ability Buttons on your Controller. These are the X, Y and B Buttons.

Before the race begins, you'll see the Abilities available to your chosen vehicle. Use the Analog Thumb Pad or the D-Button to highlight an Ability, then press either the X, Y or B Button to assign it to that button. When you've built up enough Wacky Tokens during a race, just press the appropriate Active Ability Button and the Ability will be used.

You can always skip through this sequence by pressing the A Button - you'll then drive with the same Abilities as used during the previous race.



CREDITS

Developed by
Infogrames Studios
Ltd, Sheffield House

Carl Cavers
Studio Manager

Mark Glossop
Producer

Travis Ryan
Designer

Tony Crowther
Lead Programmer

Julian Foxall
Physics/ Gadgets
Programmer

Ali Davidson
AI Programmer

Chris Challacombe
Game Logic
Programmer

John Blythe
Vehicle Modelling

Ira Hill
Antony Ward
Mark Sweeney
Character Animation/
Modelling

Dave Lewis
Nicola Grice
Kate Roberts
Artists

Phil Banks
Mark Dimond
Level Designers

Kev Saville
Simon Gilman
Marshall Parker
Sound Designers

Julia Sturman
Console Supervisor

Martin Berridge
Lead tester

Carrie Hobson
Jody Hindle
Barrie Tingle
Testers

Publishing

Richard Courtois
Director of
UK Operations

Pierre Crooks,
Rob Smith
Producers

Luke Miller
Junior Producer

Dawn Paine
Brand Manager

Sarah Allen
Product Manager

Sarah Bennet
Localisation

Rebecka Pernered
Coordination

Darren Mills,
Nicolas Pothier
Art Direction

Olivier Lachard
pack lay-out

Michel Mégoz
Manual lay-out

Heather Hall
Larry Lee
Bruce Harlick
Mark Glover
U.S. Marketing

Shawn Shinn
Lead Tester

Jason Kausch
Assistant Lead Tester

Voice Credits

Jim Cummings
Dick Dastardly

Jim Cummings
Clyde

Jim Cummings
Private Meekly

Jim Cummings
Big Gruesome

Jim Cummings
Rock Slag

Jim Cummings
Gravel Slag

Billy West
Muttley

Billy West
Lil Gruesome

John Stephenson
Luke

Scott Innes
Prof. Pat Pending

Janet Waldo
Penelope Pitstop

Gregg Berger
Narrator

Greg Burson
Sergeant Blast

Greg Burson
Peter Perfect

Greg Burson
Rufus Ruffcut

Greg Burson
Red Max

Voice Direction

Collette Sunderman
US Management

Christophe Gomez
Executive Producer

David Abrams
Assistant Producer

Hanna-Barbera

Michael Diaz
Manager,
Character Properties

Warner Bros.
Interactive

Producer
Brett SKogen

Creative Director
Charles Carney

Art Directors
Allen Helbig
Peter Tumminello

Marketing Manager
Scott Johnson

Special Thanks To:
Michael HarKavy,
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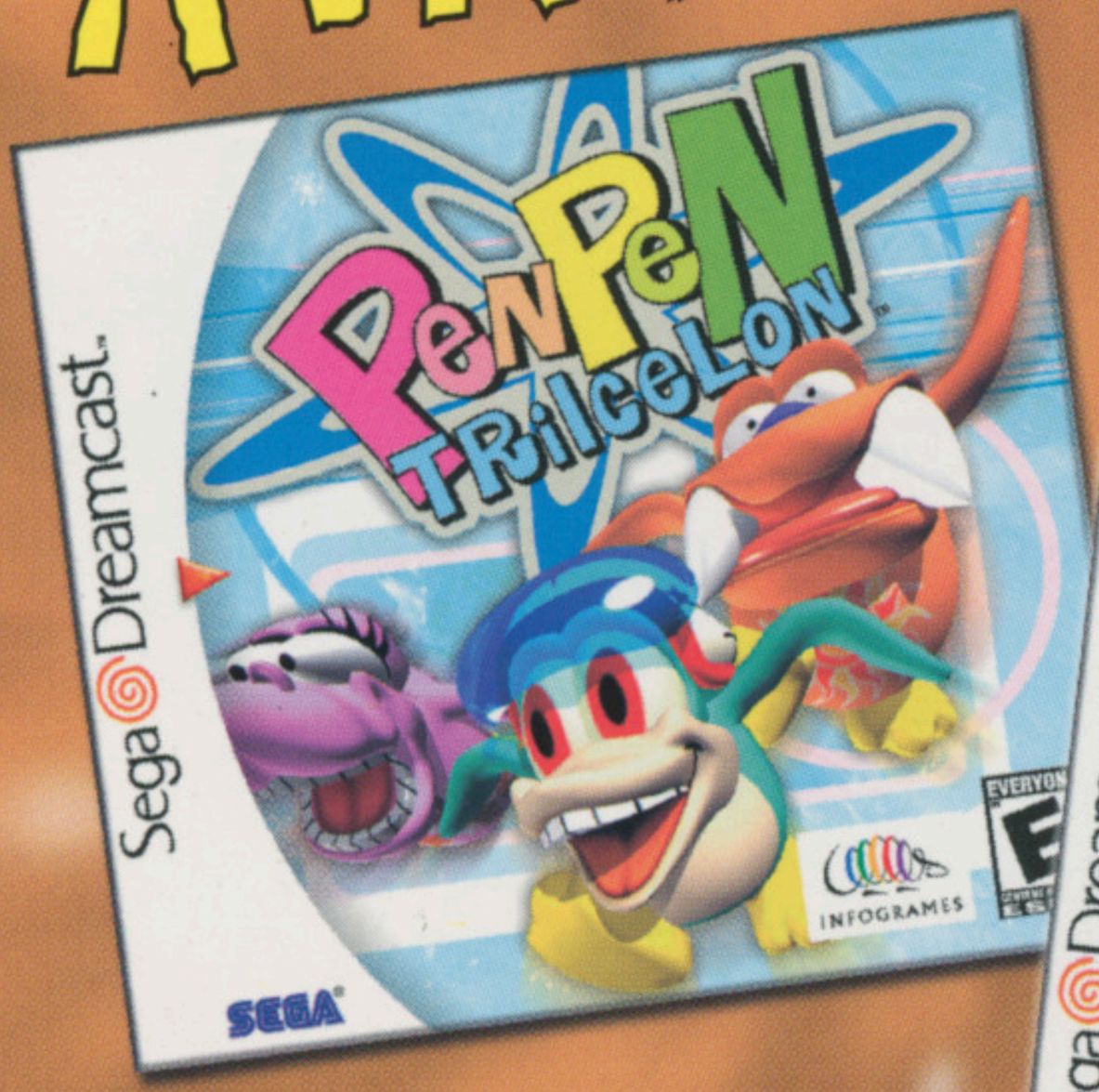



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