SEGA™

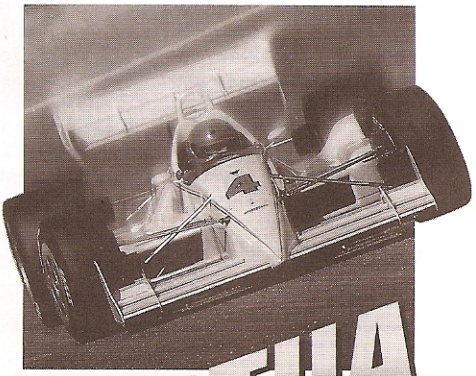
32X™

GENESIS

INSTRUCTION MANUAL

OFFICIAL SEGA SEAL OF QUALITY

SEGA SPORTS™



VIRTUA RACING™ DELUXE

KIDS TO ADULTS

K-A™

AGES 6+

EPILEPSY 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

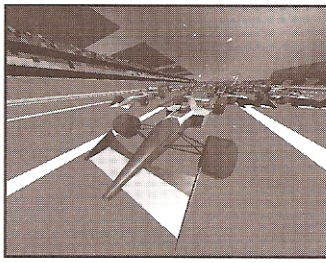
- The Genesis 32X Cartridge is intended for use exclusively for the Genesis 32X System™.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself 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.

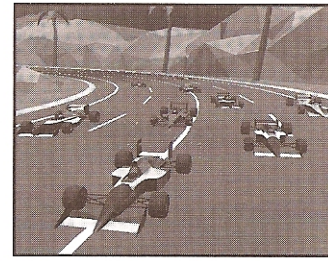
We use recycled paper.

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

THE SPEED OF VIRTUA RACING



You cut into the pack of jostling, screaming cars and thread your way through. The terrain whips by as you accelerate hard down the first straightaway, competing with the other drivers for the best position heading into Turn 1. A car cuts you off, and as you fight to get past, you enter the turn too fast. Your car swings wide. The ground tilts wildly as you skid up the bank, dangerously close to the edge of the track. You save yourself from a spin, but you're drifting toward the wall, and another car is coming up fast behind you. Can you avoid both in time to keep your car from flipping end-over-end, completely out of control?



Virtua Racing Deluxe gives you a choice of three high-performance cars, each with its own special characteristics. Feel the speed as you race—against fifteen other drivers, against the clock, against your own best time, or against a friend—on your choice of five different courses! At the end of the race, check out the special coverage of your race from different camera views in the Instant Replay feature.

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

STARTING UP

1. Set up your Genesis 32X 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.

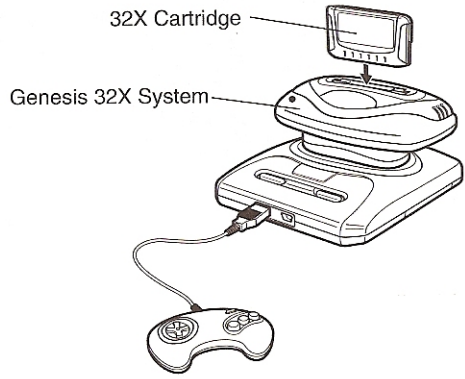
2. Make sure the power switch is OFF. Then insert the *Virtua Racing Deluxe*™ cartridge into the console.

3. Turn the power switch ON. The Sega logo appears. In a few moments, the Title screen appears.

4. If the Sega logo 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.

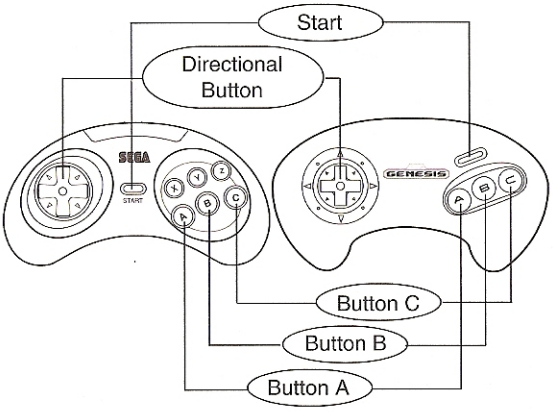
Important: Always make sure the power switch is OFF before inserting or removing the cartridge.



TAKE CONTROL!

6-Button Arcade Pad

3-Button Control Pad



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 Control and Options modes ..... **Start**
- Change camera views in Instant Replay ..... **Button A, B** or **C**

To do this...	Press this:

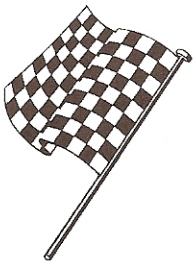
During Gameplay:

- Pause 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 or Instant Replay ..... **Start,** then **Buttons A, B** and **C simultaneously**

* Manual transmission only.

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

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

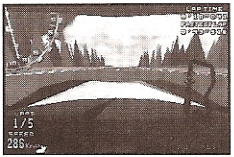


SEGA GAMEPLAY HOTLINE

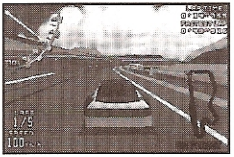
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VR VIEW

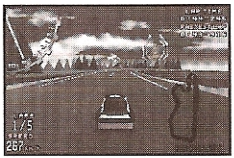
Use the VR View feature to change your driving view on the fly!



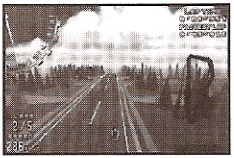
View 1 (Button X)
Get right behind the wheel for realistic racing action!



View 2 (Button C)
Follow your car through the course.



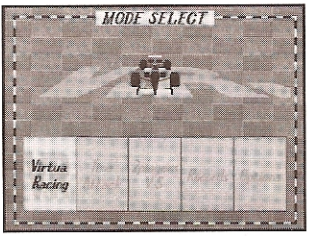
View 3 (Button Y)
View your car from behind and slightly overhead—an excellent vantage point.



View 4 (Button Z)
Drive your car from 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 is a brief demonstration and a list of top driving times. Press Start to see the Title screen, which is followed by the Mode Select screen. Press the D-Button left or right to highlight the desired mode, and press Start, or Button A or C.

Virtua Racing: Play the 32X version of the hit arcade game!

Time Attack: It's just you against the clock. Hone your driving skills and go for the fastest lap.

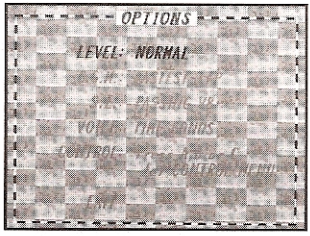
2Players VS: Challenge a friend to a race of five, ten, fifteen or twenty laps. This mode cannot be chosen unless both Control Pads are plugged in before the power is turned on.

Records: Check out the top times for each course and type of car.

Options: Use this mode to alter certain aspects of gameplay.

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 level, 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. Press Button B to stop the track.



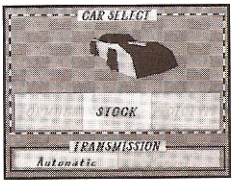
Control: Use this feature to configure your Control Pad. Press Button A, B or C to bring up the Control screen. Your Control Pad appears, with the button functions labeled. Press the D-Button left or right to select one of six different control types, or use the EDIT feature to customize the functions of each button.With EDIT selected, press Button A or C and the first control (D-Button UP) is highlighted in yellow. 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 Start or Button A, B or C.

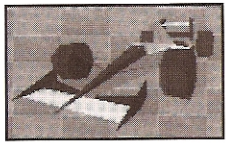
VIRTUA RACING

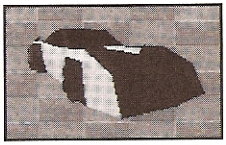
SELECT YOUR CAR



Once you choose the Virtua Racing mode, the Car Select screen appears. Press the D-Button left or right to highlight the type of car you want to take onto the track.

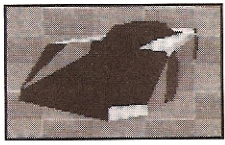
Formula: The classic car of Virtua Racing. Airfoils in front and back increase traction, and the open cockpit provides maximum visibility.





Stock: A racing car which is based on a commercially produced passenger sedan but which has been modified for greater strength and performance. Heavier and less aerodynamically structured than the Formula car, the Stock car has less road adhesion and requires a greater degree of control.

Prototype: A special class of race car where the designers have pulled out all the stops. This car is the most powerful of the three and takes a great deal of control to keep on the course.

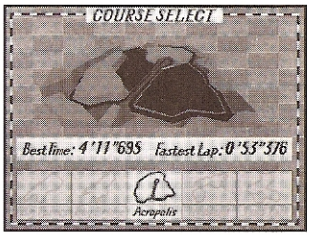


Press the D-Button down to highlight the TRANSMISSION window, and press left or right to select an automatic or 7-speed manual transmission. A manual transmission feeds your car power more evenly than an automatic and gives you a faster "pickup" and a higher top speed; an automatic allows you to focus your attention entirely on the course without having to shift gears.

To enter your choices and go on to the Course Select screen, press Start or Button A or C. To return to the Mode Select screen, press Button B.

SELECT YOUR COURSE

The Course Select screen appears next. Press the D-Button left or right to highlight the map of the desired course.

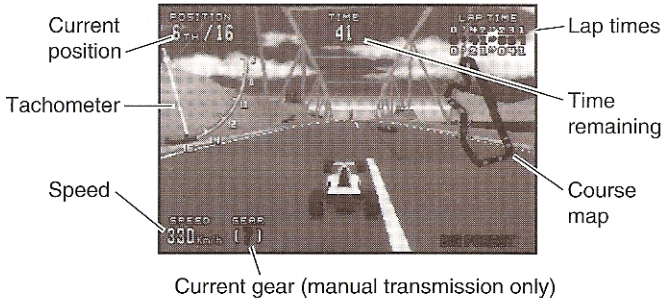


Note: If you win a race in Normal or Hard mode, a winner's cup appears in the upper left corner of the course map.

Press Start or Button A or C to exit the Course Select screen and get ready to race!

START YOUR ENGINES!

In Virtua Racing mode, you compete with the clock and with 15 other drivers in a five-lap battle for the finish line.



Tachometer: This helps you determine when to shift gears with a manual transmission. The red zone gives you the highest power output.

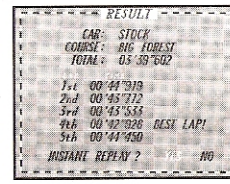
Time remaining: You start the race with an allotted number of seconds on the timer (80 seconds in Easy mode, 75 seconds in Normal mode and 70 seconds in Hard mode), and receive extra time (the amount depending on the course chosen) each time you pass a checkpoint marker. If the timer reaches zero before you reach a checkpoint or the Finish line, the race ends.

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

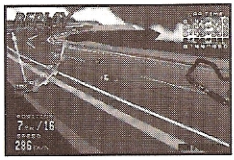
Lap times: Your current lap time is the one shown on the bottom. Your best lap time is highlighted in red.

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

If you complete the race or run out of time, the Game Over screen appears with your position, total time and fastest lap time displayed. If you scorched the track with a record-setting time, the Name Entry screen appears next. (For details, see "Entering Your Initials" on page 18.) This is followed by a Result screen that displays your time for each lap. Press Start, or Button A, B or C to return to the Course Select screen.

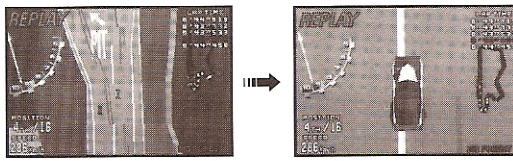


INSTANT REPLAY



If you finish a race, you can use the Instant Replay feature to review your race via cameras set at different locations around the track. At the bottom of the Result screen is the Instant Replay option. Use the D-Button to select YES and press Button A or C. If you select NO, the Course Select screen appears next.

Change views during Instant Replay! Press Button B to change side camera views. Press Button A or C for a direct overhead view. Press the D-Button up for an eagle's eye view of the track, or press down to zoom in close to your car! Press Button A or C to return to trackside view.



TIME ATTACK

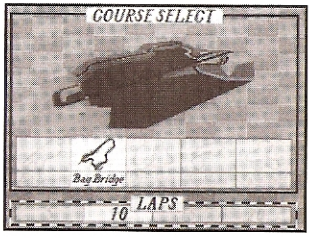
Want some practice? Need to familiarize yourself with a course or master the manual transmission? Time Attack mode lets you have the course all to yourself for a practice session of five, ten, fifteen or twenty laps.

SELECT YOUR CAR

Select your car and transmission as you would in Virtua Racing mode. (See page 8.)

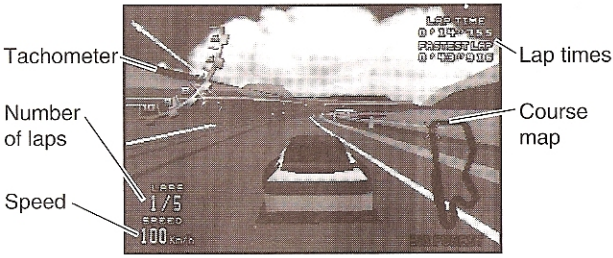
SELECT YOUR COURSE

The Course Select screen appears. Make your selections by pressing the D-Button left or right, then press down to highlight the LAPS window. Press left or right to select the number of laps you want to run.



Press Start or Button A or C to begin your run, or press Button B to go to the previous selection screen.

THE GAME SCREEN



Lap times: The top indicator shows your current lap time, while the bottom indicator shows the fastest lap on record—the time to beat! Each time you pass a checkpoint, a time flashes in the center of the screen. This is the difference between your checkpoint time and the time made during the fastest lap. Your total lap time flashes in the center of the screen when you pass the Finish line.

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

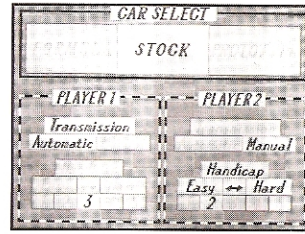
The Time Attack ends when you complete the selected number of laps or when you cancel the race by pressing Start, then Buttons A, B and C simultaneously. A Result screen appears, showing your time for each lap. If you selected a run of more than five laps, press the D-Button up or down to scroll through the lap times. Press Start, or Button A, B or 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.

Challenge a friend to a head-to-head 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 isn't damaged by collisions.

SELECT YOUR CAR

The Car Select screen appears. Press the D-Button up or down to choose a category, and press left or right to make choices within that category.



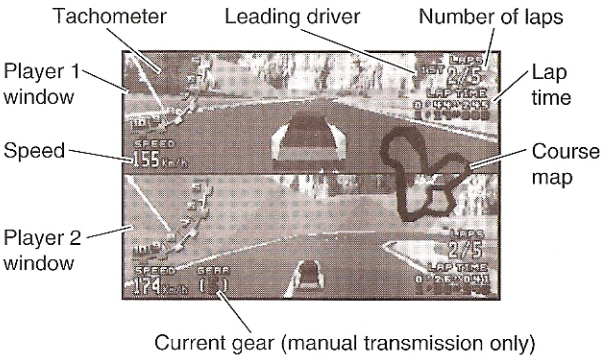
Player 1 selects the type of car to be used (both players must use the same type of car). Each player selects a transmission type and handicap level. The HANDICAP feature affects the grip your tires have on the track surface. The higher the Handicap level, the more skill is needed to control the car.

When all selections have been made, either player presses Start or Button A or C to bring up the next screen.

SELECT YOUR COURSE

The Course Select screen appears. Player 1 selects the course and the number of laps to be run. Either player presses Start to begin the race, or Button B to return to the Car Select screen.

THE GAME SCREEN



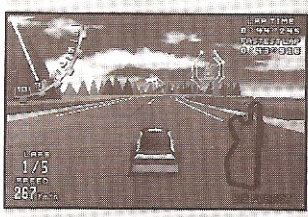
Lap times: The top indicator shows your current lap time while the bottom indicator shows your best lap time so far. If you aren't leading the race, each time you pass a checkpoint or the Start/Finish line, a number flashes in the center of your screen showing the difference between your checkpoint time and that of your opponent.

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

Once a player has won the race, gameplay continues until the other player reaches the Start/Finish line. Either player can pause the race by pressing Start, then cancel a paused 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. In races of more than five laps, each player presses the D-Button up or down to scroll through his or her lap times.

THE COURSES

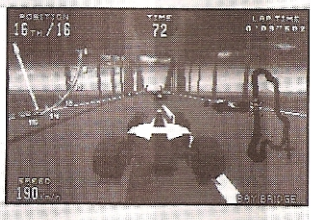
BIG FOREST



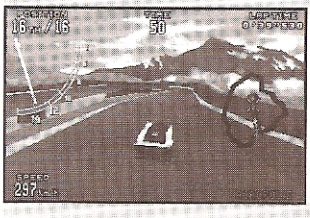
Accelerate from the pit onto a wide course surrounded by trees, mountains and an amusement park. The mild corners and long straight-aways are ideal for high speeds, and excellent for learning how and where to enter the turns.

BAY BRIDGE

Tunnels, overpasses and the Bay Bridge obstruct your view if you use VR View 4. The narrow track and uneven surfaces are unforgiving, and a smooth driving technique is important for good lap times.



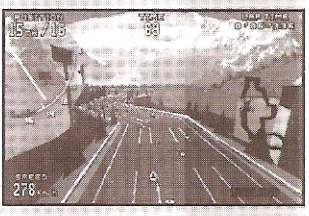
ACROPOLIS



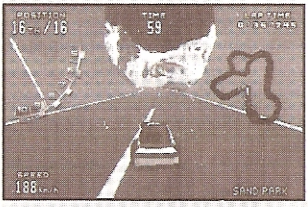
Narrow lanes and sharp curves leading into the hairpin turn leave no margin for error. The track then twists through a narrow valley all the way to the Start/Finish line. A lot of technical skill is needed in order to make good time.

HIGH LAND

Converted from city streets and highways, this course takes on a whole new dimension when racing. 90-degree turns, grassy medians, blind turnoffs and a tendency for the track to narrow suddenly make this course a real challenge.

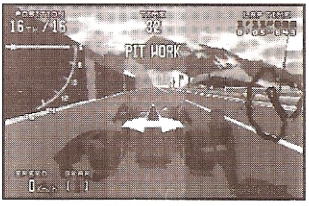


SAND PARK



Uneven surfaces and soft road shoulders rob your car of speed if you aren't careful. The high overhead view is obstructed in several places, especially the first tunnel, which conceals a sharp right turn.

PIT WORK



If you're involved in a serious accident, you might mangle a fender or spoiler. Crash damage may slow your car down, so you should decide whether or not you need to visit the pit for repairs. In Time Attack mode, the clock continues to run while you're in the pit. In Virtua Racing mode, the countdown timer freezes while you're in the pit, and you receive ten

seconds when you start moving again. However, the pit stop is counted as part of your lap time, and the other drivers don't plan to wait for you!

Note: There is no pit available in the Bay Bridge or High Land courses or in 2Players VS. mode.



ENTERING YOUR INITIALS

The times and initials of the top 21 drivers in Virtua Racing mode appear on the Records 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-Button right or left to cycle through the letters. Press down to convert a letter to lower case, and press up for a capital letter. Press Button A or C to enter a letter in the first space and continue to the next. To go back a space, press Button B, or select "BS" and press Button A or C. To skip a letter, highlight "SP" and press Button A or C.

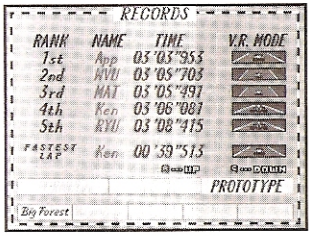
Exit the Enter Initials screen by pressing Start, by making entries in all three spaces, or by selecting END and pressing Start or Button A or C.

Note: Fastest times made in Time Attack mode are not recorded.

REVIEWING THE RECORDS



You've entered your initials; now where do you stand? To find out, select RECORDS from the Mode Select screen. Records are classified by type of car and type of course. Press the D-Button up or down to select a category, then press left or right to see the records for each category. To scroll down the list of top times, press Button C. To scroll up, press Button A.

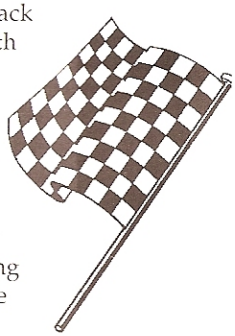


The initials and best total race times appear in descending order, along with the view from which the driver controlled his/her car. In cases where the view was changed several times during one race, the view used most often is displayed. To exit the Records screen, press Button B until the Mode Select screen appears.

Note: Your records last until the game is switched off.

TIPS FROM THE PROS

- Control, rather than flat-out speed, gives you the fastest lap times.
- Keep your car moving in a uniform direction, with smooth, even lane changes. Watch the other cars at first, and learn the best places to enter and exit each corner.
- Take advantage of the Time Attack 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 by accidentally pressing the D-Button up or down.



Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Genesis 32X Cartridge 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 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 **1-800-USA-SEGA.**

To receive Canadian warranty service, call the SEGA Canadian Consumer Service Department at **1-800-872-7342**.

DO NOT RETURN YOUR GENESIS 32X CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge 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 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 Genesis 32X 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 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 cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

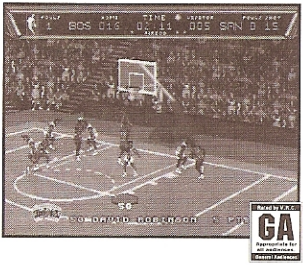
Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. 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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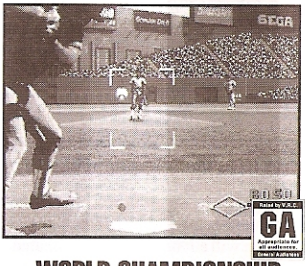
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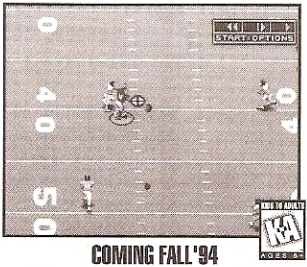
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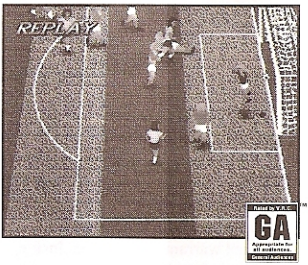
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