
PlayStation
NTSC U/C
PlayStation
EVERYONE
E
CONTENT RATED BY ESRB
SLUS-00613
50008
SPEED RACER
JALECO

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RACE CONTROLLER FUNCTIONS

The Default or Type A settings include:
DIRECTIONAL LEFT — Turn left
DIRECTIONAL RIGHT — Turn right

When using a race car with a Manual Transmission:
DIRECTIONAL UP — Shift down
DIRECTIONAL DOWN — Shift up

X – Accelerator
O – Activate / Disengage special feature
□ – Brakes

L1 - Select a special feature on steering wheel hub (counter-clockwise)
R1 - Select a special feature on steering wheel hub (clockwise)
L2 - Adjust camera view (zoom in)
R2 - Adjust camera view (zoom out)

PAUSE MENU

Pressing **START** during a race places the game into Pause mode.
To continue a race, select **CANCEL**.
To restart a race, select **RESTART**.
To return to the title screen, select **EXIT**.

Soft Reset: Return to the title screen by pressing **START** and selecting **EXIT** from the **PAUSE** menu.

THE MAIN MENU

Select **OPTION** if you would like to reconfigure race settings, adjust your controller settings, or access a Memory card. Set up a race by choosing **RACE START**. Select **SOUND** to adjust the sound output, and to listen to the musical tracks.

To return to the previous menu from any of the option or menu screens, select Exit.

OPTIONS

Game Mode Options

Race Style: Normal, Endurance
Enemy Level: Very Easy, Easy, Normal, Hard, Very Hard
Auto Save: Off / On

Key Assign Options
Select from one of four controller types: **A**, **B**, **C**, or **EDIT.**
Choosing **EDIT** allows you to customize your controller's button functions. Press **START** to begin editing the button functions on your controller.

Data Options
To review the top five race times and the fastest lap for each track select **Ranking**. The race car and driver who posted the record time are also shown.

Access memory cards by choosing **Memory Card.**
To load previously saved data, select **Load**, then follow the on screen prompts. To save your current game data, select **Save**, then follow the on screen prompts.

RACE START
Course Select
Choose from three courses, **S**, **M**, or **L**. The **M** and **L** courses are more difficult, but a variety of shortcuts can be found.

Time Trial Mode
Holding **SELECT** while choosing a course engages the Time Trial mode. In Time Trial mode, there are only two cars on the course. The first is your car. The second car is a pace car piloted by Racer X. If you're driving the Shooting Star, Speed Racer will pace you in his Mach 5.

Car Select
At the beginning of a new game you can choose one of three Mach 5 variants. Finish a race in 1st place on each course, with Enemy Level set to Normal, to gain access to opponet race cars. More cars are hidden. Can you find them?

The Mach 5 Automatic-G offers balanced acceleration and grip, but sacrifices top speed. A good choice for beginners.
The Mach 5 Automatic-S achieves a higher top speed than that of the Automatic-G or the Manual variants, but it is more difficult to control.
The Mach 5 Manual also offers balanced acceleration and grip, but has a higher top speed than the Automatic-G.

SOUND
Setting Options
Output: Stereo, Monaural
BGM Volume: Off, 1, 2, 3
SE Volume: Off, 1, 2, 3
BGM Mode: Default, Shuffle, BGM:1, BGM:2, BGM:3, BGM:4

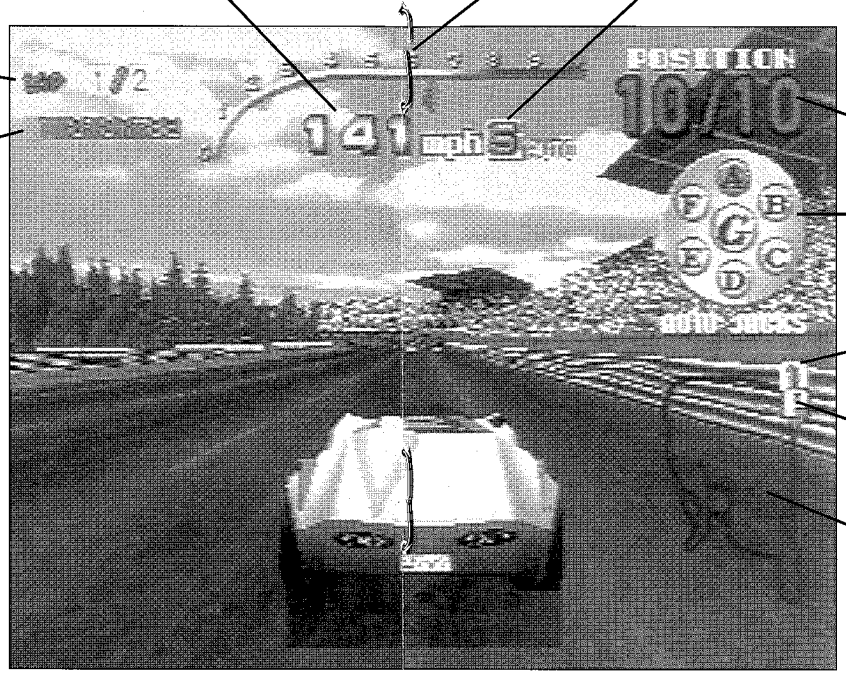
THE GAME SCREEN

Speedometer:
Current speed in mph

Tachometer:
Displays how hard the engine is working

Lap:
Laps completed / Total laps

Current Lap Time:
Fastest lap time is highlighted in red



Current Gear Position

Race Position

Steering Wheel Hub

Race Leader

Player

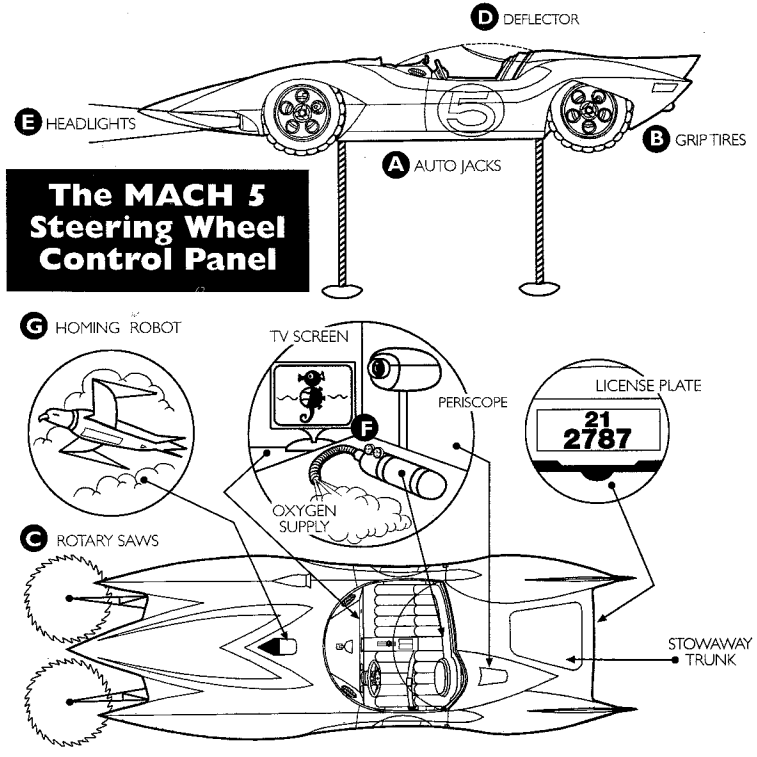
Course Map

THE MACH 5's SPECIAL FEATURES

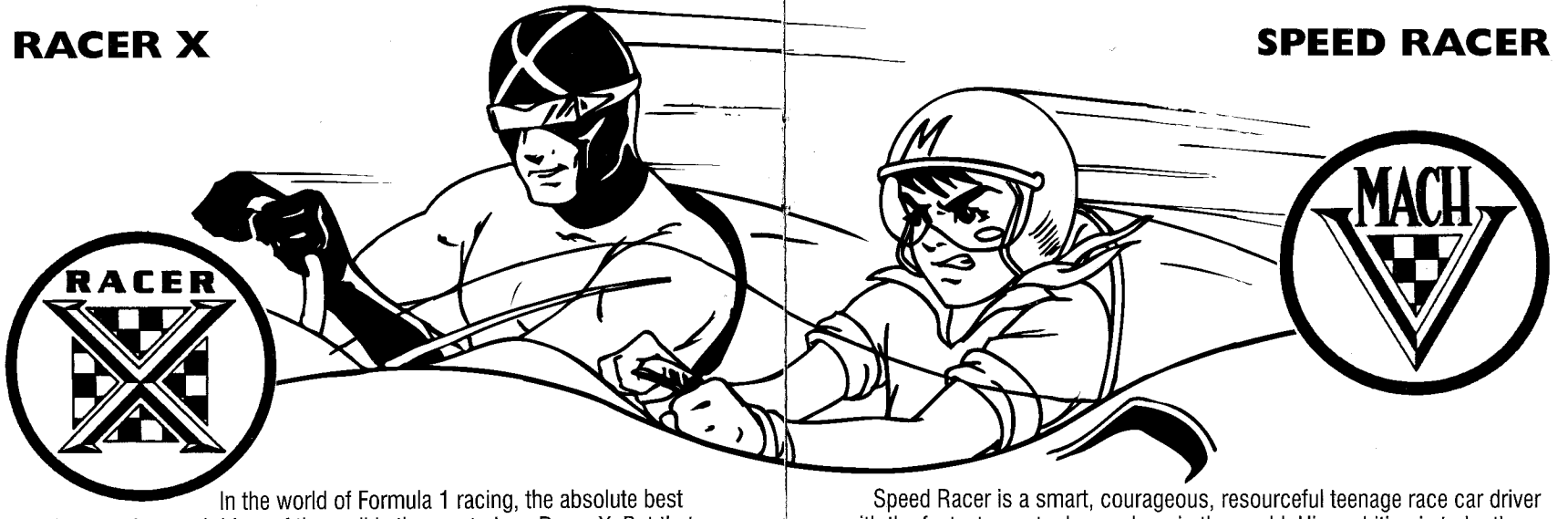
The hub of the steering wheel on the Mach 5 is home to several lettered buttons, each of which activates a customized accessory. During a race, this hub appears in the upper right hand corner of the screen.

O – Activate/Disengage special feature
LI – Select a special feature on steering wheel hub (counter-clockwise)
RI – Select a special feature on steering wheel hub (clockwise)

A. The A button activates auto-jacks that can be used to jump the race car short distances at high speeds.
B. The B button engages special belts that surround the tire. This is especially useful when racing on rough terrain.
C. The C button extends two rotary saws from the front of the car- useful for cutting down trees.
D. The D button activates a deflector which seals the cockpit into a watertight chamber, just in case Speed has to race underwater.
E. The E button activates a special illumination system that allows Speed to race in total darkness.
F. The F button activates the Mach 5's submarine-like periscope and aqua-propulsion system.
G. The G button releases a homing pigeon that tracks the progress of Racer X and his Shooting Star on the Course Map.



RACER X



In the world of Formula 1 racing, the absolute best and least understood driver of them all is the mysterious Racer X. But that was before Speed Racer entered the circuit. When the once unbeatable Racer X competes, everyone knows there will be trouble.

Ironically, Racer X is not only Speed's greatest competitor, he is also his secret protector! For in reality, Racer X is actually Rex Racer — Speed's older brother who left his family to follow his own course and now works undercover as a top secret Interpol agent.

SPEED RACER

Speed Racer is a smart, courageous, resourceful teenage race car driver with the fastest, most advanced car in the world. His ambition is to be the greatest race car driver in the world.

Speed is a true hero. This never-say-die driver would rather lose a race than intentionally harm someone in the process of winning. On the other hand, Speed has no sympathy for those unscrupulous racers who are hurt as a result of their own malicious style of driving.

No matter the situation, Speed can always be found with a winning smile for his girl, Trixie.

SAVING YOUR GAME

You'll need a Memory card (sold separately) to save your data. Make sure your Memory card is properly inserted into Memory card slot 1. At the options screen, select data followed by Memory Card. Select "Save" then follow the on-screen prompts.

AUTOSAVING

Again, you'll need a Memory card (sold separately) to save your data. Your race data is saved automatically without having to revert to the Memory Card screen after each race.

LOADING A SAVED GAME

Make sure that the Memory card with your SPEED RACER game data is properly inserted into Memory card slot 1. At the Memory Card screen, select "Load", then follow the on-screen prompts.

WARNING: Do not remove or insert a Memory card during a save or load operation.

CREDITS

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This product has been rated by the Entertainment Software Ratings Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-(800) 771-3772.