

Thanks to the co-operation of Toyota and Lancia the automobiles appearing in Sega Rally Championship are the actual cars that participated in the W.R.C.

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AM R&D DEPT.#3

SEGA RALLY CHAMPIONSHIP

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LANCIA

INSTRUCTION MANUAL

Photo Finish!

You enter this race feeling confident. And why not? You've spent endless hours perfecting even the most difficult curves, until you felt you could run the race blindfolded. All that training, all that time in the cockpit comes down to this race: the Sega Rally Championship.

You manage to make it through the first couple of courses, though not without incident. The hairpin turn in the forest slows you down, but luckily you make the check point. Thanks to the walls, it looks like your crew has some work to do when this one's all over.

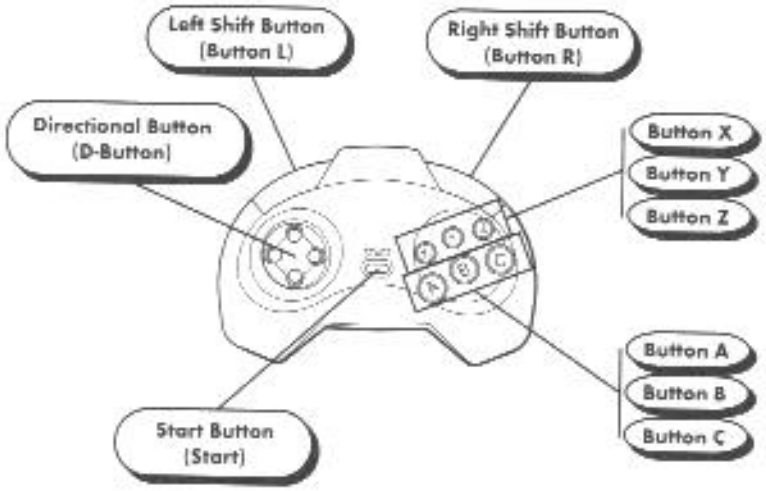
But worry about that later. Right now you're gunning for the finish line. All of the others have fallen behind, except one, and he's hungry for the championship. It's you and him, neck and neck, steel screaming against steel. He waits a moment too long to shift gears coming out of the final turn, and that's all you need. You floor the accelerator, and beat him by a foot. Victory is yours!

"We will continue to test and develop the current Celica GT-Four and will possibly continue with existing Safari testing"
Ove Andersson Toyota Motorsport president after being banned from the 1995 RAC Rally for illegal use of turbo air restrictors during the Catalunya Rally.

The Celica GT-Four is featured in this game unrestricted !

Take Control

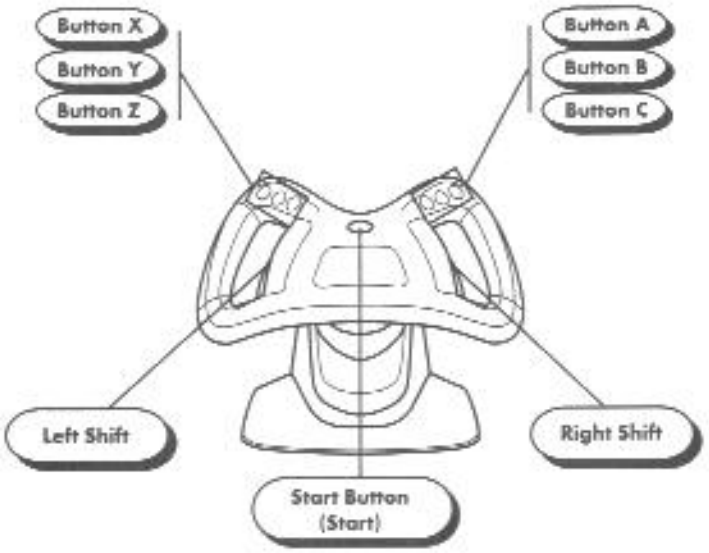
Sega Saturn Control Pad



Control	Select screen	During Play
Start*	Makes selection	Pauses game; resumes play
D-Button	Moves highlighter	Steers car
Button A*	Makes selections	Makes car brake
Button B	Returns to previous screen	Makes car accelerate
Button C*	Makes selections	Makes car brake
Button X	No function	Changes game screen view
Button Y	No function	Changes game screen view
Button Z	No function	Changes game screen view
Button L	See Records, page 13	Shifts gear down
Button R	See Records, page 13	Shifts gear up

* In this manual, Start, A and C are the "Confirm Button."
These are the default settings. To change the button functions see Key Config, page 9

Sega Saturn Arcade Racer



Control	Select screen	During Play
Start*	Makes selections	Pauses game, resumes play
Steering Wheel	Moves highlighter left/right	Steers car
Left/Right Shift	Moves highlighter up/down	Shifts gear down/up
Button A*	Makes selections	Changes game screen view
Button B	Returns to previous screen	Makes car accelerate
Button C*	Makes selections	Makes car accelerate
Button X	No function	Changes game screen view
Button Y	No function	Makes car brake
Button Z	No function	Makes car brake

* In this manual, Start, A and C are the "Confirm Button."
These are the default settings. To change the button functions see Key Config, page 9.

Getting Started

After the various logos, the game intro appears. Press Start to bring up the Title screen, and again to bring up the mode select screen.

To access a mode, highlight it and press the Confirm Button.



Arcade

Just like the arcade game! Battle it out against fourteen computer-controlled drivers in the Championship race. Finish one course and go on to the next one. Or, select the Practice mode to perfect your racing skills. Run three laps in the desert, two in the forest, or two in the mountains.

Time Attack

Is a particular part of the course giving you trouble? Select Time Attack. You'll have the chance to race again and again until you get that nasty curve just right. Select any of the Arcade mode tracks to race on.

2 Player Battle

Your friend's been bragging all day that he's the better driver. You've had enough - it's time to leave your friend in the dust.

Car Settings

Customise your car and take it out on the road! Up to four settings can be saved at a time.

Records

Review the top course speeds in Records.

Options

Change features of the game.

Options



For the options listed, press the D-Button LEFT or RIGHT to select unless otherwise noted.

Handling

Select how fast your car responds to the controls. Choose from SLOW, NORMAL and QUICK.

Arcade

Difficulty

The more difficult the level, the higher the skill of the computer-controlled cars. Select from EASY, NORMAL and HARD.

Championship

The number of laps per course for the Championship race. Select either 1 LAP or 3 LAPS.

Time Compare

When this option is enabled, each time you pass through the check point the difference between your current time and the lap's Best Time (at this point in the lap) is displayed. Choose either ON or OFF.

Time Attack

Ghost Mode

Select the Time Attack 3 laps mode, enable the Ghost Mode (by selecting one of the letters, A-F), and run a race under 4 minutes, 10 seconds. When you race again, your car's image from the previous race appears. Beat your previous time!

When you set this option, select A for a solid image, F for a rapidly flashing image (the closer you come to F, the more rapidly the car flashes), or OFF to turn the option off. If you fail to beat the image, you'll race against it again next time. You always race against the previous best. When the game is turned off, the Ghost Mode data is lost. You'll need a Sega Saturn Backup cartridge (sold separately) to store the game data if you wish to save Ghost Mode data. See the instruction manual of the Backup for storing game data.

Time Compare

Similar to the Arcade mode Time Compare, except in this mode the difference between your current time and the all-time Fastest Lap (at the point in the lap) is displayed.

Sound

Press Button A or C to access this option.

Sound Mode

Select either stereo or monaural sound.

BGM Volume

Choose the volume level.

BGM Select

Select the track to be used for the background music.

BGM Test

Play any of the BGM tracks. Press Button A or C to play the track, and Start or Button B to stop and return to the main Options screen.

S.E. Test

Play any of the game's sound effects. Select a track as you would for BGM Test.

Voice Test

Play any of the game's voice tracks. Select a track as you would for BGM Test.

Exit

Highlight EXIT and press the Confirm Button or Button B to return to the main Options screen.

Key Config

Use this option to change the button functions of your Sega Saturn Control Pad or Sega Saturn Arcade Racer. Press Button A or C to access this option. Press the D-Button UP or DOWN to bring up a configuration. When finished, press the Confirm Button or Button B to return to the Options screen.

Exit

Press the Confirm Button or Button B to return to the mode select screen.

Arcade

Select either CHAMPIONSHIP or PRACTICE for your cross-country trek. Press the D-Button LEFT or RIGHT to highlight, then press the Confirm Button.

2. On the Car Select screen, pick one of four cars: Celica AT (automatic transmission), Celica MT (manual transmission), Delta AT or Delta MT.

❶ Celica AT
❷ Delta AT
❸ Celica MT
❹ Delta MT

Highlight your choice with the D-Button and press the Confirm Button. When you select a car with manual transmission, during the race you shift the gears of the car. When using a car with auto transmission, the gear automatically switches when a certain speed is reached.

3. If you have selected the Arcade (Practice) mode, you select the course after selecting the car type. Highlight the Desert (Easy), Forest (Medium) or Mountain (Expert) course and press the Confirm Button.

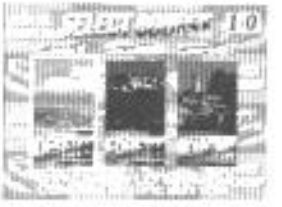
1



2



3



Time Attack

1. From this screen, select the car which you will race. Press the D-Button UP or DOWN to highlight and press the Confirm Button.

(1)



2. When you select CELICA or DELTA, this window appears. Select the transmission type by pressing the D-Button UP or DOWN and press the Confirm Button. Or, you can select a car you have customised. When you select Tuned Car, the list of available "tuned" cars (customised cars) appears. For more on car customisation, see Car Settings, page 12.

(2)



3. After you have selected the type of car, select the course. Choose one of the three Arcade mode courses: Desert, Forest, or Mountain. Press the D-Button UP or DOWN to highlight and press the Confirm Button.

4. How many laps will you run? Select 3 LAPS, 5 FREE RUN to keep going until you want to stop. Choose as you would when selecting a course.

(3)



(4)



2 Player Battle

Select a car and race against a friend. Highlight the car you want to drive and press the Confirm Button. If you have selected CELICA or DELTA, select the transmission type.

If you have selected Tuned CAR, the list of customised cars appears. Highlight one and press the Confirm Button. For more on car customisation, see Car Settings, page 12.

Your partner must also make selections before going to the next screen. Be sure a Control Pad or Arcade Racer is plugged into Control Port 2.



Next choose the course and race type. Select both as you would when picking a car. Player 1 makes the selections.





Choose one of the following for the race type: 3 LAPS, 5 LAPS, or TIME LAG.

When you choose a 3 LAPS or 5 LAPS race, you have the option of giving an advantage to one of the cars by delaying the start time of the other. Highlight either PLAYER 1 or PLAYER 2 and hold the D-Button UP or DOWN to set the delay time. That player's start will be delayed the number of seconds chosen.

You also access the Slower Car Boost option. Select ON to give a boost to the engine (and thus the speed) of the slower car in the race.



In the Time Lag race, the first car to reach the check point sets the countdown clock in motion. The second car had better hurry, or the first car wins!

Press the Confirm Button to make your selections for the above screens.

It can't get more obvious than this who won this race!





"Colin is cutting corners more than anyone.....
He will cut one corner too many very soon...."
Bruno Thiry on Colin McRae RAC rally 1995

Car Settings

Press the Confirm Button, then highlight either CELICA or DELTA and press the Confirm Button again.

Highlight a feature by pressing the D-Button UP or DOWN, then press the D-Button LEFT or RIGHT to change the setting.





Transmission

Automatic transmission (AT) or manual transmission (MT).

Handling

The higher the setting, the quicker the car responds to the game controls.

Tires

The higher the setting, the harder the tires. Setting 1 is most suitable for gravel, setting 5 for tarmac.

F. Suspension and R. Suspension

The higher the setting, the tighter the suspension spring. A higher setting is more suitable for hilly terrain, as a tight spring helps lengthen jump distances. On the other hand, a lower setting is useful for keeping the car close to the track, especially when going around curves.

Blow Off Valve

Change the sound the engine makes when you accelerate the car. Five choices available.

Save

Highlight SAVE and press the Confirm Button to save the customised settings of the car. Do this each time you modify the settings. Save up to four customised cars at a time. Now you can select one to race in the Time Attack or the 2 Player Battle mode.

Records



In this mode are listed the top times for the Arcade and Time Attack modes. Press the D-Button UP or DOWN to toggle between ARCADE and TIME ATTACK.

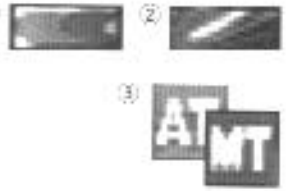
Press the D-Button RIGHT to access the mode's sub-categories. Each time you press the D-Button RIGHT another sub-category is accessed. Press the D-Button UP or DOWN to toggle between the choices in a sub-category.

For example, if you recorded a top time in the Time Attack mode (in the mountains with a customised Celica with auto transmission), to see your score you would first highlight TIME ATTACK. Next, press the D-Button to the right and highlight MOUNTAIN. Do the same for CELICA, TUNED and finally A.T.

"ALL" indicates that all selections of the sub-category are included in the list.

The top times for the selected race type appear at the bottom of the screen. Press Button Z or R to scroll forward through the list, or X or L to scroll backward.

1. Indicates a Celica was used.
2. Indicates a Delta was used.
3. Orange indicates a customised car was used; red indicates a standard (auto transmission) was used; blue indicates a standard (manual transmission) was used.



3-2-1 Go!

Reaching the Checkpoint



The goal of the game is simple: reach the next checkpoint of the course in the allotted time or the race is over. Any remaining time is added to the next section of the lap after you pass through the checkpoint.

Sounds easy, but it's not. Hit the wall and you'll slow down. Take a hairpin turn too fast and you wind up on the embankment. Either way, you lose valuable time. As if that weren't enough, computer-controlled cars are ready to push you out of the way to reach the next checkpoint. Better get ready to do some fancy driving.

Help Along the Way

You have a co-driver aboard who alerts you to the road conditions. As he announces what kind of turn or hazard you are approaching, a sign appears on the game screen: easy (blue sign), medium (yellow), caution (red).



Button Functions

Follow the button functions on pages 5-6 to move your car. These are the default settings. To change button functions, see Key Config, page 9.



Racing View

While racing, you can change the view of the game screen.
Toggle between the cockpit view and back view by pressing the appropriate button (see Key Config, page 9). Experiment with both views and find out which one works best for you.



① **cockpit view**
② **back view**

Pausing the Game

If you press Start during game play the game pauses. You have three choices. Select:

- NO to resume the game
- YES to quit the game
- RESTART to go back to the beginning of the race

Highlight one of the choices and press Start to select.



"He hooked the car into a ditch too often, broke the front suspension, and a flailing driveshaft punched a hole in the gearbox"
Andrew Cowan on Makinens retirement from the RAC Rally 1995

Courses

Desert

This course is famous for its long, easy curves, making it an ideal place for you to become familiar with the controls. There are several jumps where you'll need to stay in the centre of the road, or you'll crash into the sides and lose time.



Forest

The first part of the course is mild, punctuated by several easy turns. The going gets rough soon, however. If you haven't learned how to brake or decelerate when going around curves when you run this course for the first time, you'll learn soon enough.



Mountain

Two words describe the turns here: numerous and tricky. Part of this course is in the village, which means you have several quick turns to pass through. Add a couple of dangerous left curves and a wicked hairpin turn and you've got one mean course!



"I was 100% ..... always maximum, but I don't think I was taking risks. I was always driving within myself"
Colin McRae Winner 1995 RAC Rally and World Champion.

After The Finish

Name Entry

You've set a record if:

- Your total time for the three courses in Arcade (Championship) mode is one of the top 16.
- Your total time for the three laps in Arcade (Practice) mode is one of the top 8.
- Your total time for the three laps in Time Attack (3 Laps) mode is in the top 5, or you set the fastest lap for the course.
- Your lap in Time Attack (Free Run) mode is the fastest.

If you set a record time, congratulations! The Name Entry screen appears.



Press the D-Button LEFT or RIGHT to highlight a letter and press the Confirm Button. Press Button B or highlight > and press the Confirm Button to cancel your entry. When finished, highlight END and press the Confirm Button.

Ranking screen

After you have entered your initials for an Arcade mode race, this screen appears. Displayed are the top times for the type of race you just ran. Press the D-Button UP or DOWN or the Left or Right Shift Button to scroll through the list. When finished, press the Confirm Button or Button B.



At the bottom of the screen is the replay option. Select YES to watch your race, or NO to exit the screen. Highlight with the D-Button and press the Confirm Button to select.

Results screen

This screen appears after you have entered your initials on the Time Attack (3 LAPS) mode. It also appears if you exit a race in this mode when the game is paused. Check out your stats for the race.

The replay option appears at the bottom of the screen. You can select to watch your race, or return to the mode select screen. Press the D Button LEFT or RIGHT to highlight YES or NO, then press the Confirm Button to choose.



Retired

When you do not finish a race, this screen appears. But there's no reason why you can't try again!



Replay

After you have selected YES from the Arcade or Time Attack (3 Laps) mode, watch your car race to success! Press Button A, B or C to change the viewing angle, or press Start to pause the game.



From The Crew Chief

When first learning to play...

- Use the Time Attack (Free Run) mode for practice. You will have no competitors to worry about and ample time to perfect your driving skills.
- Modify and use tuned cars after you have tried the standard Celica and Delta cars. In this way you'll have a better idea of your strengths and weaknesses as a driver, and be able to make the appropriate changes when you modify a tuned car.

During play...

- When going around medium and difficult curves, you will need to decelerate or your car will crash into the wall. There are several ways to do this.

  Release the button you use to accelerate (hold down again when you come out of the curve)

  Tap the button used for braking

  Down shift before entering the curve (manual transmission only)

- Watch computer controlled cars, especially as they go around curves. They usually run on the best parts of the course.
- Collisions are your greatest enemy, not the computer-controlled cars. If you continually collide with a certain part of the course, you are guaranteed to lose time. Access the Time Attack mode and perfect your run!

Game Screens

Arcade



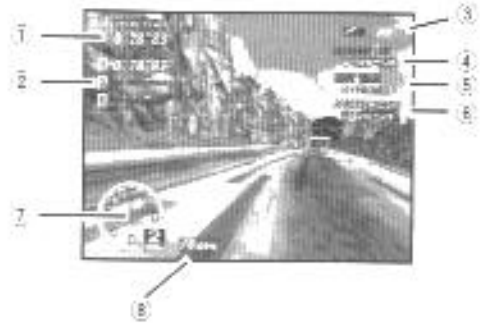
①	**Total Time**	Time elapsed in the race so far
②	**Lap Time**	Time per lap breakdown
③	**Time Remaining**	Allotted time to reach the next check point
④	**Position**	Current position in the race
⑤	**Best Time**	Top three times for the course
⑥	**Shift**	Current shift and engine's rpms
⑦	**Speed**	Current speed of the car

2 Player Battle



❶	**Lap Time**	Time elapsed for the current lap
❷	**Shift**	Current shift and engine's rpms
❸	**Speed**	Current speed of the car
❹	**Laps**	Number of the lap you are currently on
❺	**Best Lap**	Your fastest lap in the race so far

Time Attack (3 Laps)



①	**Total Time**	Time elapsed in the race so far
②	**Lap Time**	Time per lap breakdown
③	**Car Type**	Displays model and transmission type of your car
④	**Fastest Lap**	Fastest lap on the course to date for the car and transmission you are currently using
⑤	**Best Time**	Fastest time so far for three laps of the course (same type of car and transmission you are currently using)
⑥	**Course Record**	Record time for three laps on this course, regardless of car and transmission type
⑦	**Shift**	Current shift and engine's rpms
⑧	**Speed**	Current speed of the car

Time Attack (Free Run)



❶	**Lap Time**	Time elapsed for the lap so far
❷	**Area Time**	Time per area of lap breakdown
❸	**Car Type**	Displays model and transmission types of your car
❹	**Fastest Lap**	Fastest lap on the course to date for the car and transmission you are currently using
❺	**Shift**	Current shift and engine's rpms
❻	**Speed**	Current speed of the car