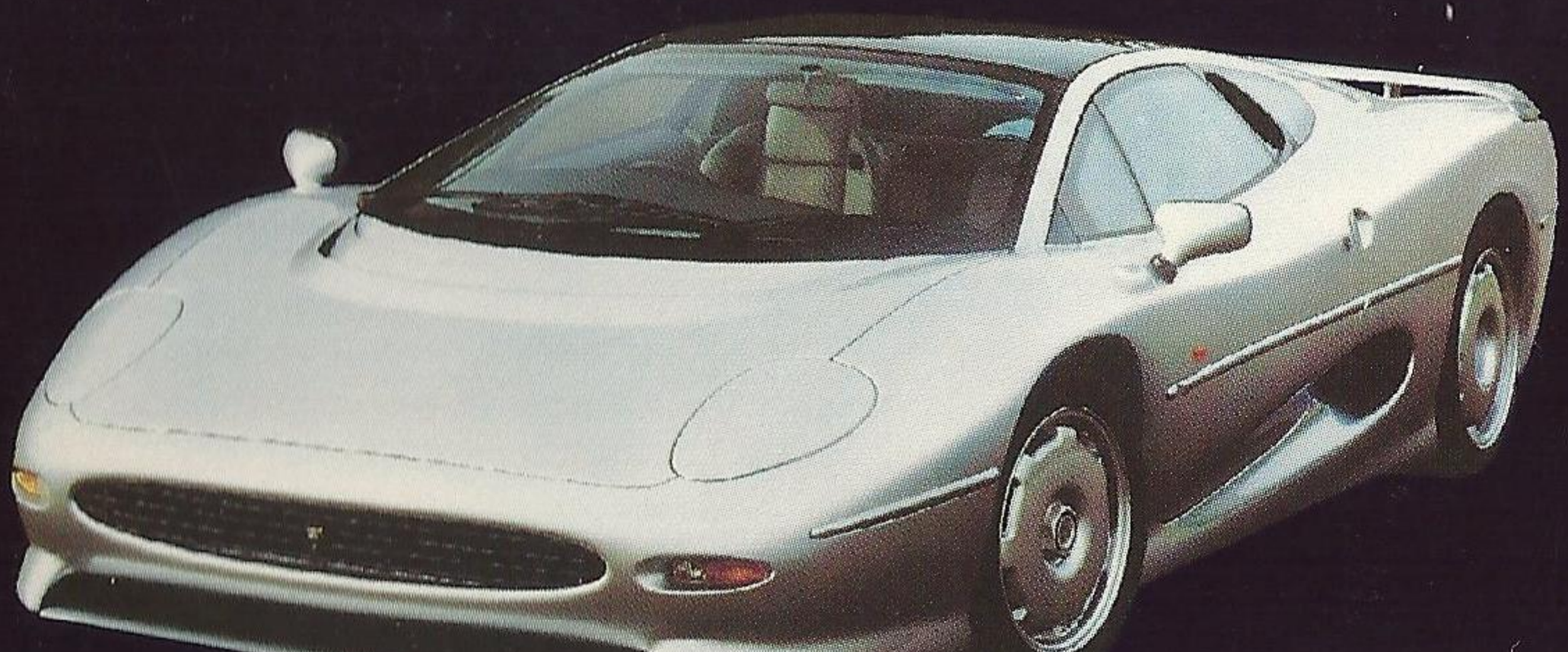
JAGUAR XJ220

INSTRUCTION BOOKLET



JVC

JVC MUSICAL INDUSTRIES, INC.

OFFICIAL SEGA SEAL OF QUALITY

SEGA CD™

LICENSED BY SEGA OF AMERICA, INC.
FOR PLAY ON THE SEGA CD™ SYSTEM

Handling Your CD Disc

- The Sega CD Disc is intended for use exclusively with the Sega CD System.
- Handle it with care. 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 CD.

WARNING:
For 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.

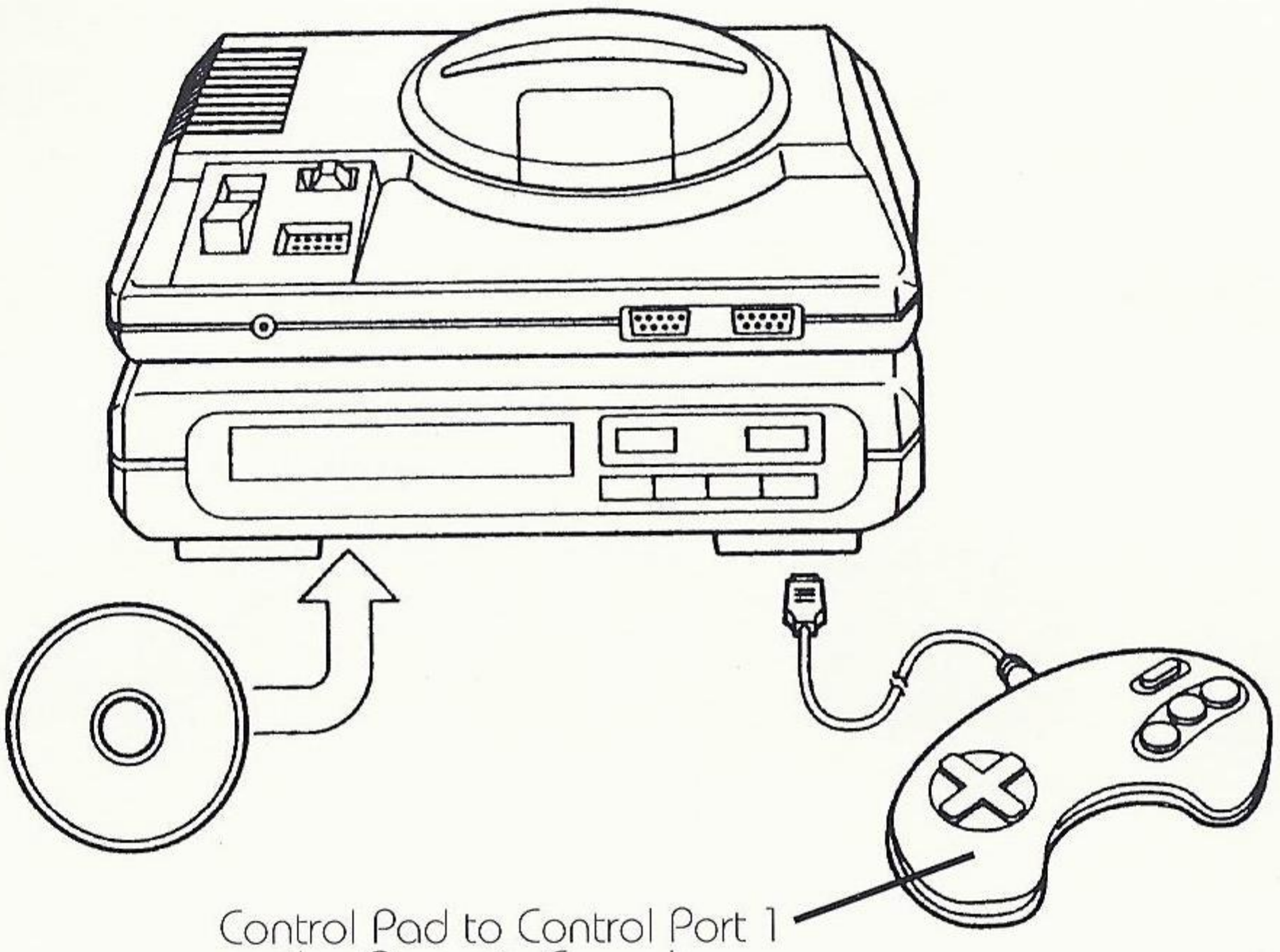
WARNING:
Read Before Using Your Sega Video Game System

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.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.

GETTING STARTED



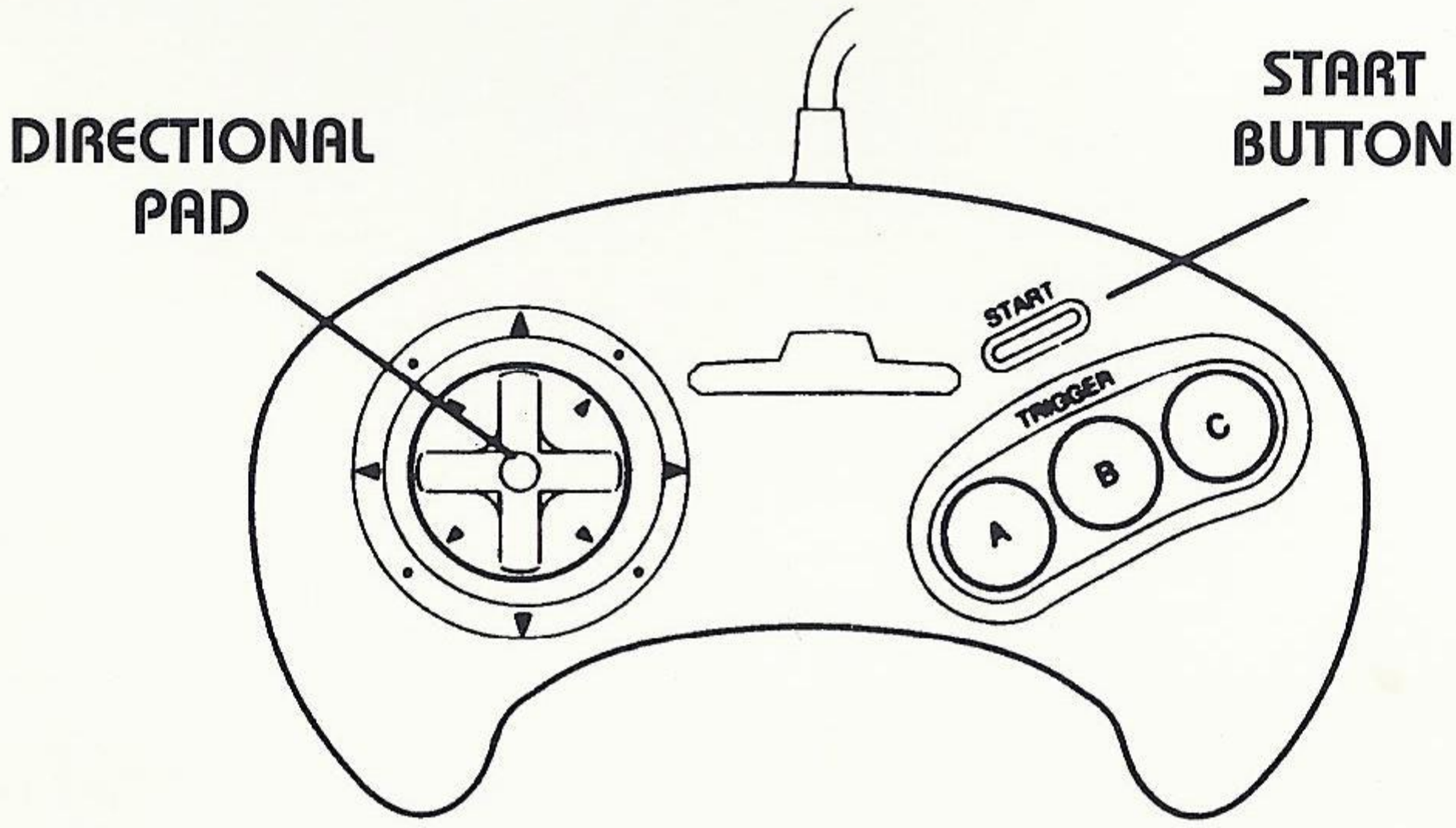
1. A Genesis Controller should be plugged into the "Control 1" Port on your Sega Genesis. For a 2-Player game also plug a second controller into the "Control 2" Port.

2. Make sure that there is no game cartridge in your Sega Genesis System and follow all Sega CD System directions to activate your Sega CD System.

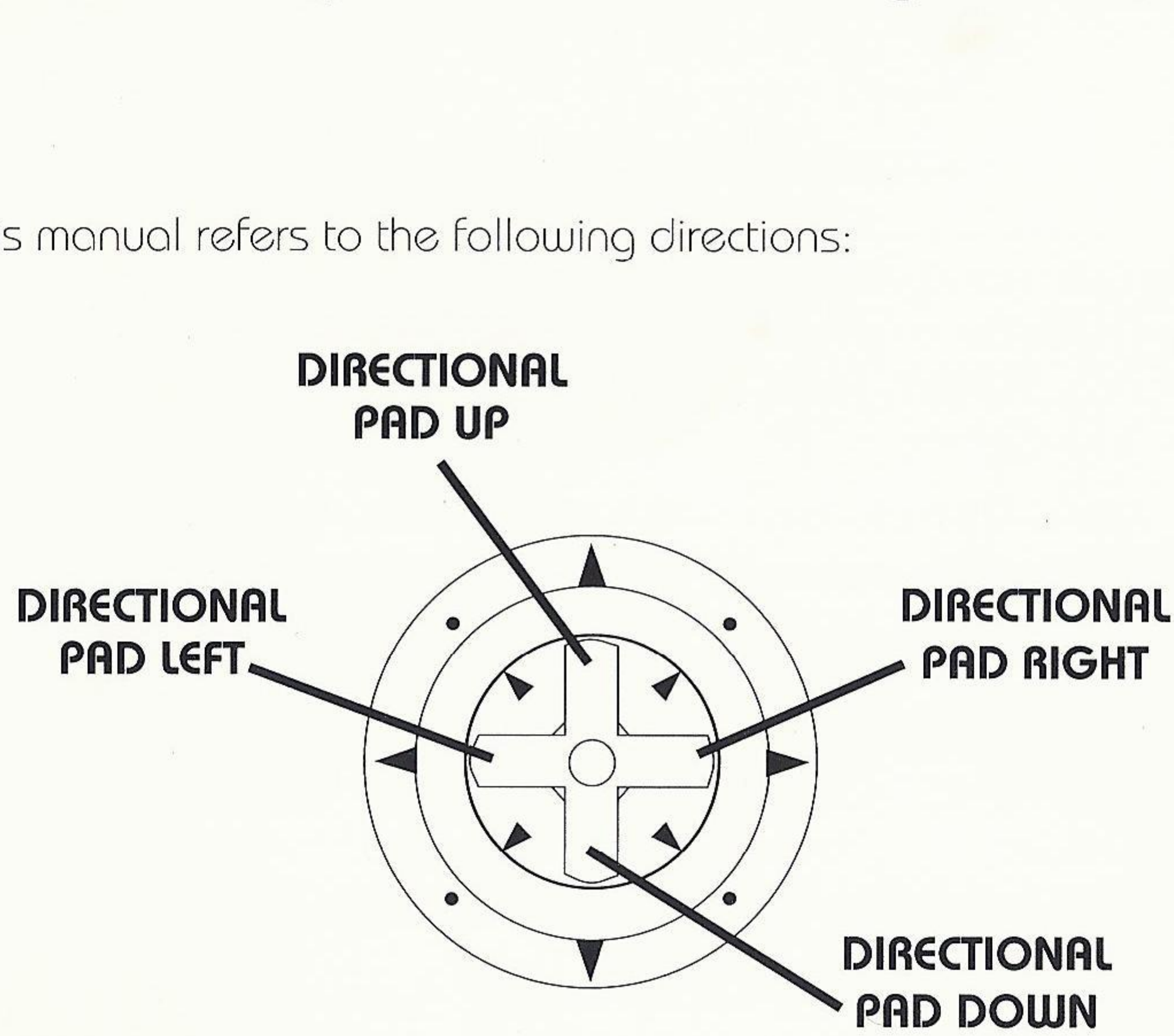
3. Follow Sega CD System directions to OPEN the Sega CD drive by pressing the RESET Button.

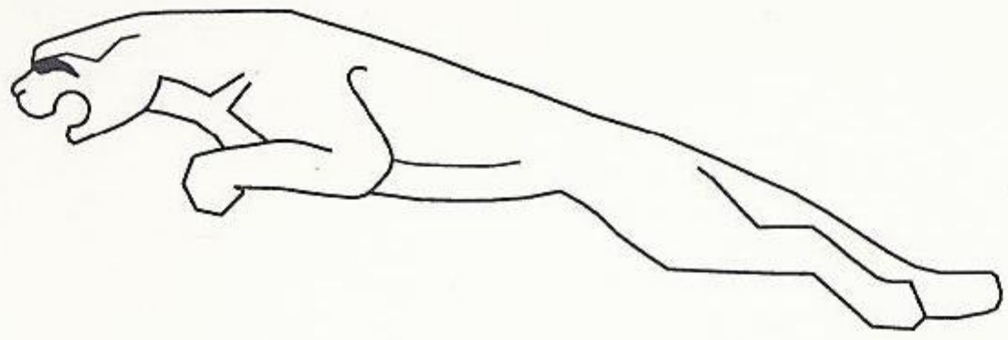
4. Carefully place your Jaguar XJ220 CD game disc in the Sega CD System with the label-side facing up. Press the START Button to close the tray and begin play.

NAMES OF CONTROLLER PARTS



This manual refers to the following directions:





GAME CONTROL SUMMARY

MENUS

To Bypass All Title Screens: Press the START BUTTON.

To Make A Selection On Any Menu Screen: Press the A or C BUTTON.

To Exit A Menu Screen And Return To The Previous Menu: Press the B BUTTON.

AUTOMATIC TRANSMISSION

To Accelerate: Press and hold the A BUTTON.

To Brake: Press and hold the B BUTTON.

To Steer Left: Press the Directional Pad LEFT.

To Steer Right: Press the Directional Pad RIGHT.

To Pause Action: Press the START BUTTON.

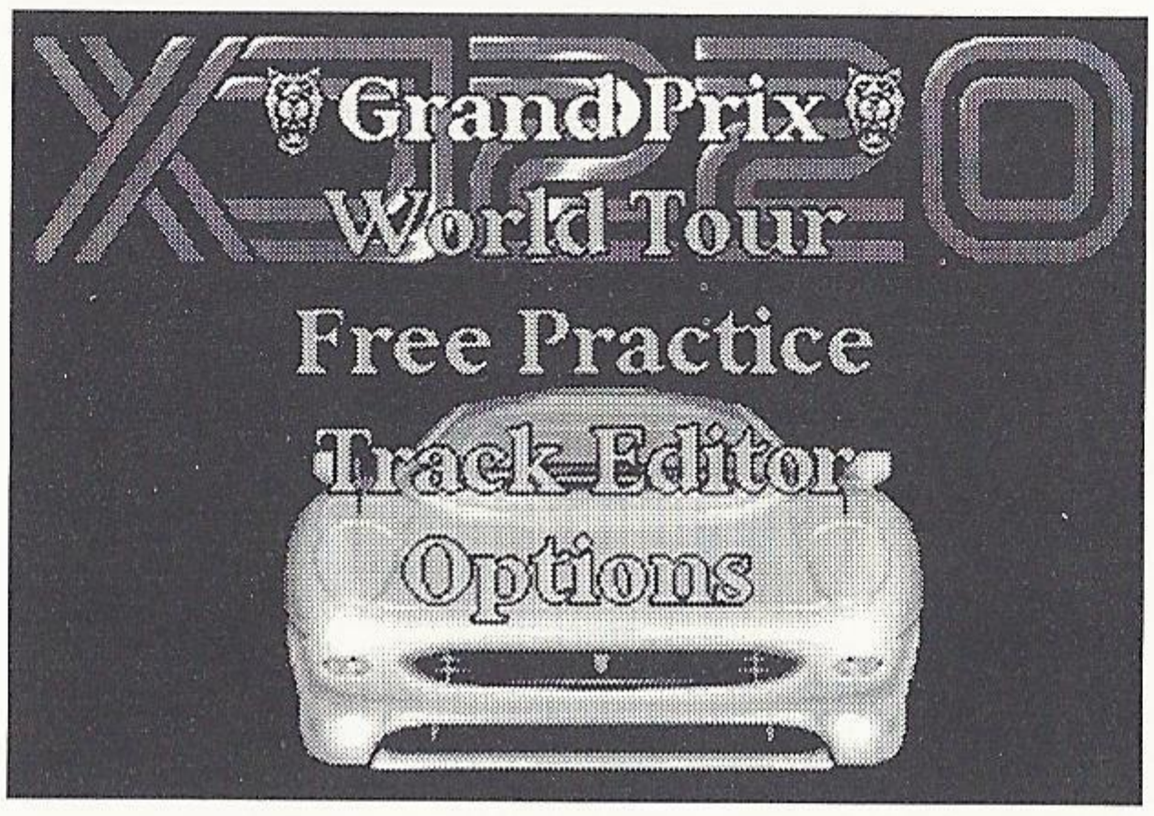
MANUAL TRANSMISSION

Your XJ220 comes standard with an automatic transmission. You can however, equip your XJ220 with a manual tranny. See OPTIONS on page 5. Driving a stick, all controls are the same as listed above except for gear shifts:

To Shift Up A Gear: Tap the Directional Pad UP.

To Shift Down A Gear: Tap the Directional Pad DOWN.

MAIN GAME MENU



To enter the Main Game Menu press the START BUTTON at the title screen. This is where you can choose to race the GRAND PRIX, travel the globe in the WORLD TOUR, test any track in FREE PRACTICE, create your own course on the TRACK EDITOR, or adjust the game OPTIONS.

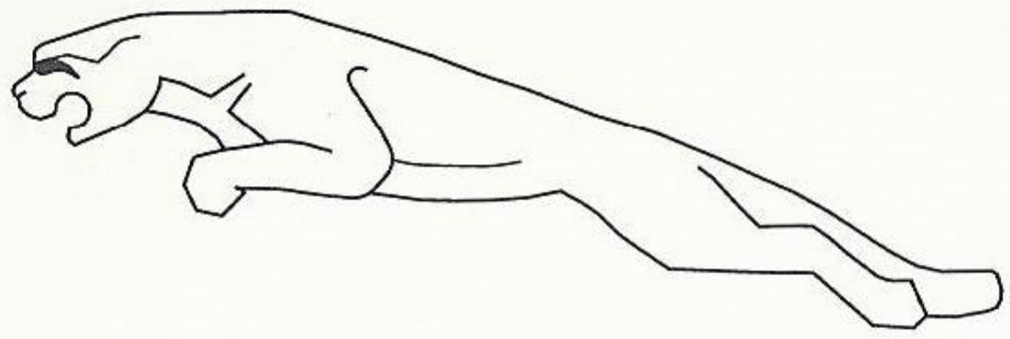
To make any selection in the Main Game Menu, press the Directional Pad UP or DOWN to position the Jaguar icon next to the desired selection, and press either the A or C BUTTON.

GRAND PRIX

You'll challenge level after level of racing thrills—until you either run out of money or conquer 16 Grand Prix courses. See page 10 for full details on GRAND PRIX.

WORLD TOUR

From the ancient ruins in Egypt to the snow-capped Alps in Switzerland, World Tour is a bumper-to-bumper global thunderfest. Unlike GRAND PRIX, YOU get to choose your race destinations and also get help from a Financial Advisor. See page 11 for full information on WORLD TOUR.



FREE PRACTICE

If you would like to test drive your XJ220 before you take on the world, you can race alone or with a teammate on 32 different courses. This is the quickest way to get going. This selection will take you to the TRACK SELECT screen, where you can scroll through all the game's courses by pressing the Directional Pad LEFT or RIGHT. To choose a track and start racing, press either the A or C BUTTON.

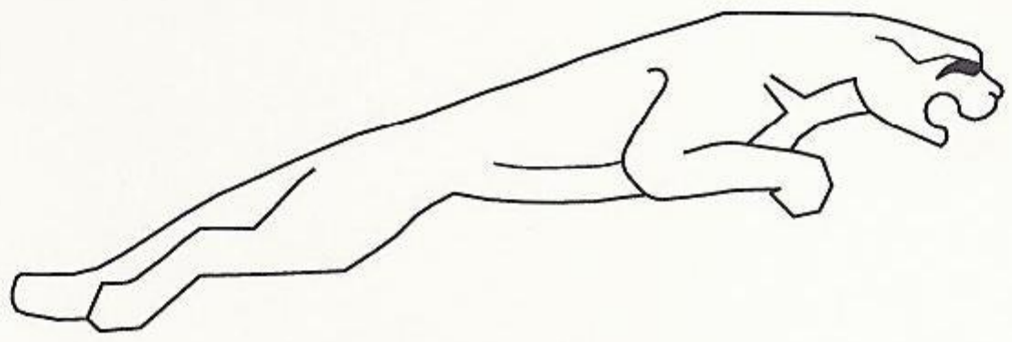
TRACK EDITOR

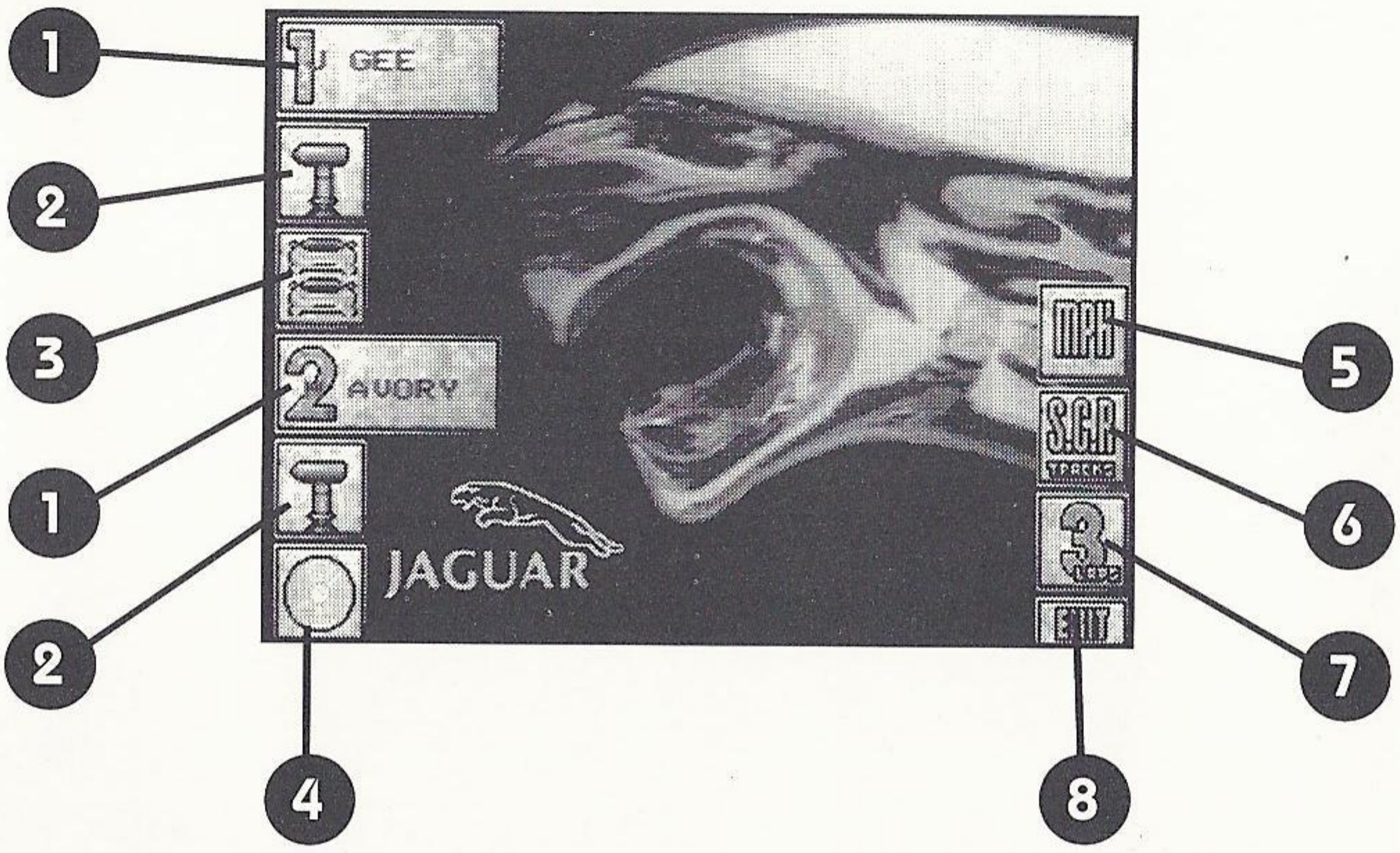
Here's your chance to design your own track with all the twists and turns found on the WORLD TOUR and GRAND PRIX circuits. In this mode you can customize your track with dips, hills, curves, hairpin turns, chicanes, even landscape features like cities, tunnels and roadside barriers. See Page 15 for details on the TRACK EDITOR.

OPTIONS

Before you hit the road you've got some prepping to do. Selecting OPTIONS allows you to input your name, change gearbox settings, listen to the CD player, determine the number of laps in each race, and choose to race solo or with a partner.

You should set the options on the following page before racing. To set any of these options, highlight the icon by moving the Directional Pad and then pressing either the A or C BUTTON to toggle through your choices.





1. **Name Select:** This allows you to enter your racing moniker. Use the Directional Pad and then A BUTTON or C BUTTON to erase or add letters on the name entry screen.

2. **Manual/Automatic:** You can choose to drive a stick or go automatic.

3. **1-Player/2-Player:** You can either race with a teammate, or solo with a computer-controlled teammate.

4. **CD Selector:** Select this icon to program your CD player.

5. **Speedometer:** Would you like your speedometer in miles-per-hour or kilometers-per-hour?

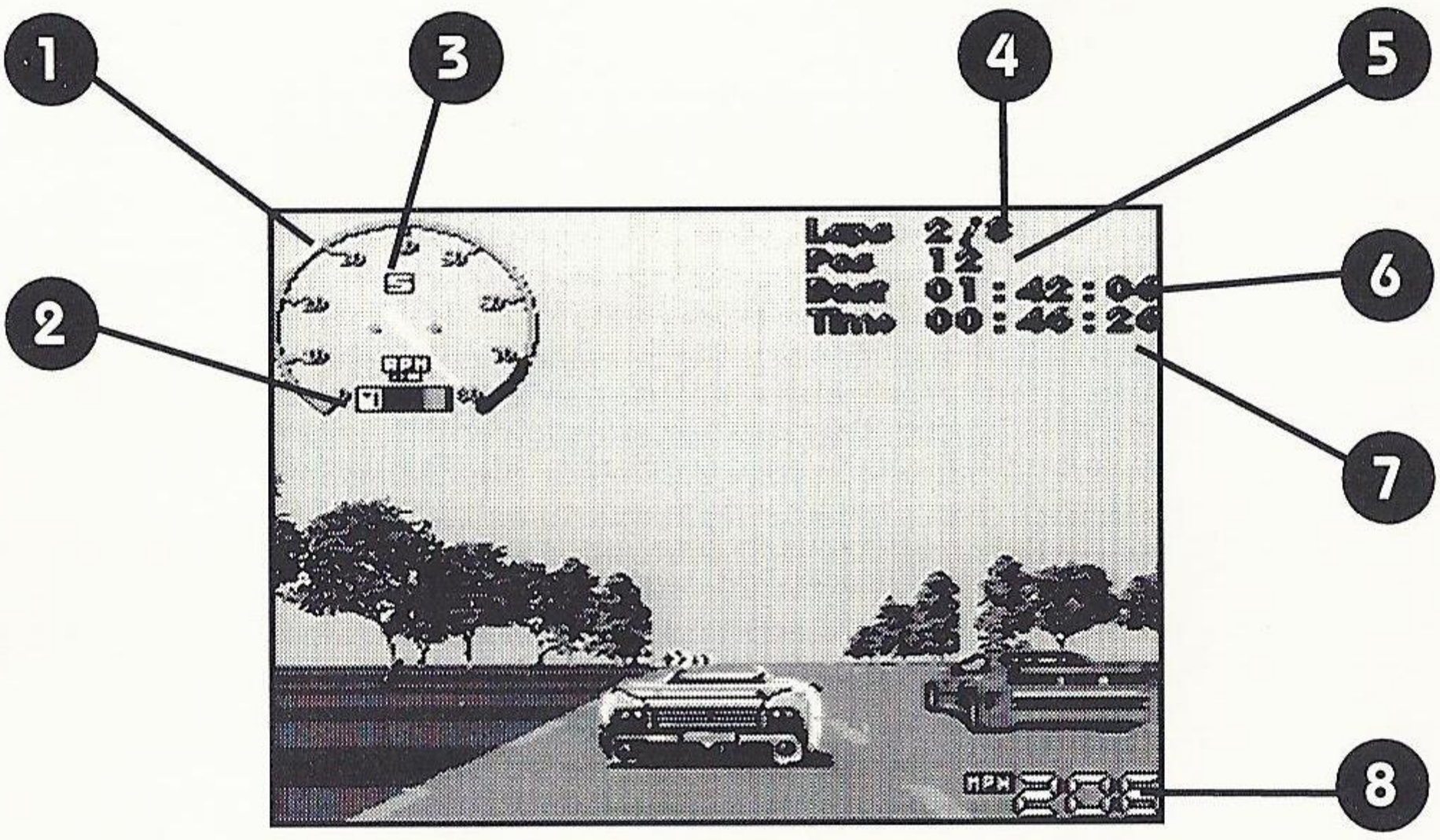
6. **Track Type:** You can either race on a computer designed track or on any one of the customized tracks you create in Track Editor.

7. **Lap Selctor:** You can set races for 3, 5, 7 or 9 laps.

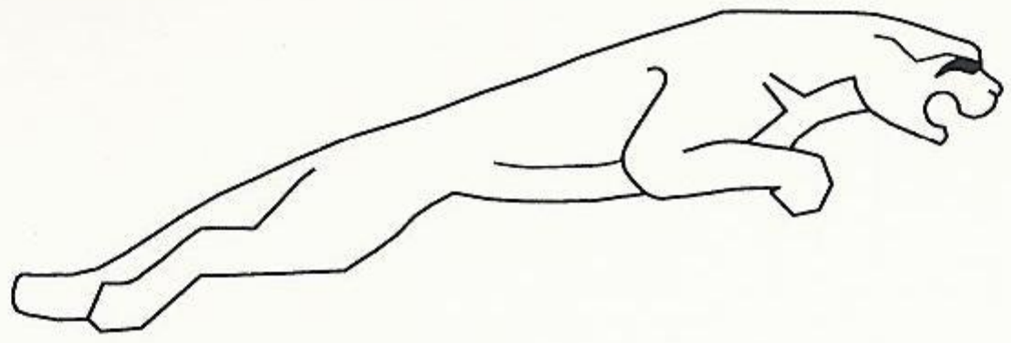
8. **Exit:** Select this icon to go back to the Main Game Menu after your Option settings are complete.

ON THE ROAD

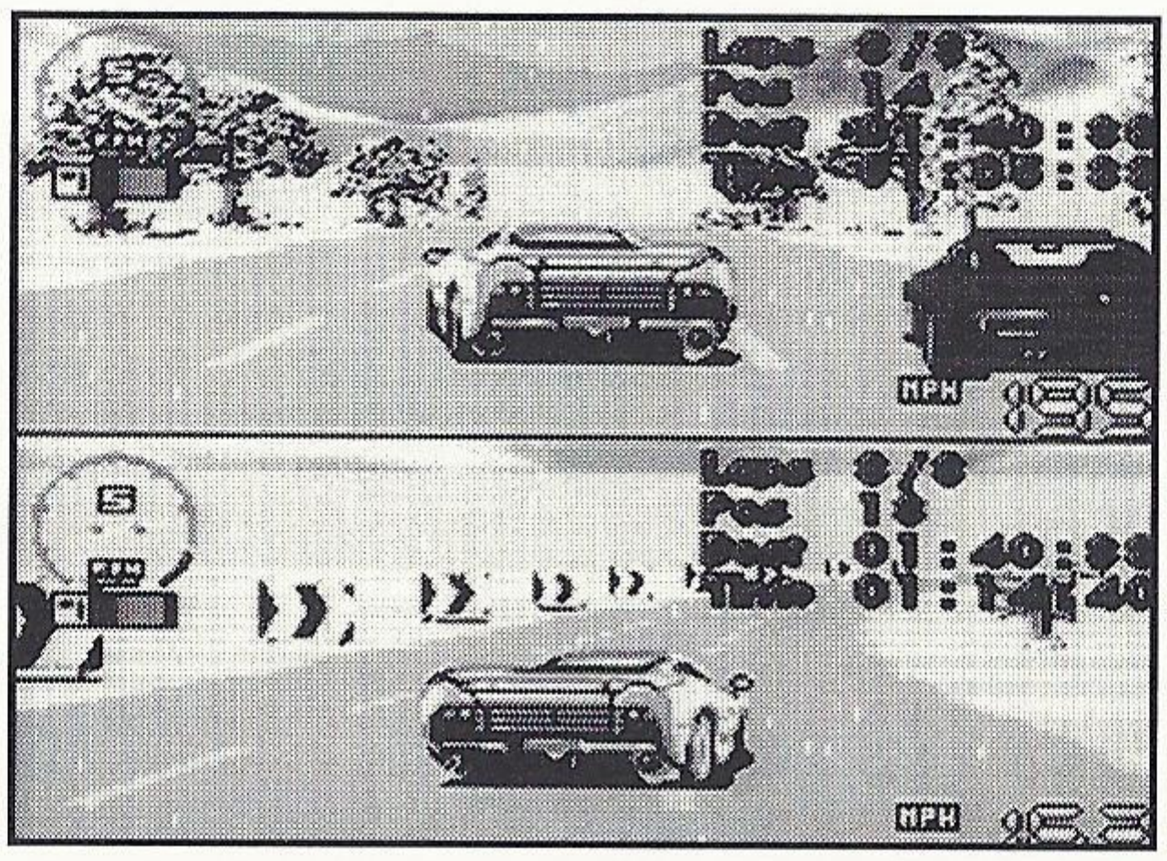
THE RACING SCREEN



1. **Tachometer:** Indicates your engine's RPMs in thousands.
2. **Fuel Gauge:** Shows how much fuel you have in your tank. This gauge will flash and beep when you are running low on fuel and need to make a pit-stop.
3. **Gear Indicator:** Displays current gear.
4. **Lap Counter:** Indicates current lap and number of laps in the race.
5. **Race Position:** Chronicles your current race standing out of 20 racers on the track.
6. **Best Lap Time:** Displays the time of your fastest lap.
7. **Current Lap Time:** Displays your latest lap during the current race.
8. **Current Speed:** Displays your current speed in either miles-per-hour or kilometers-per-hour.



2-PLAYER MODE



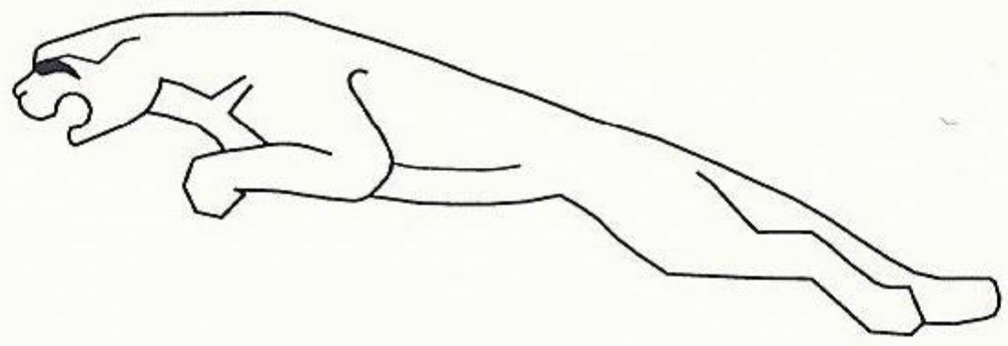
In 2-Player mode, each players' dashboard display is the same as in 1-Player mode. However, both cars are seen simultaneously on a split screen, with Player-1 on top and Player-2 on the bottom.

QUALIFYING FOR POSITION

In order to qualify for a race, you will first run a timed lap around the course. Your time here will determine your position on the starting grid for the actual race.

After qualifying, you will then be presented with the Grid Position screen. This screen displays your qualifying time and position, along with the times and positions of the other drivers. To exit the Grid Positions screen and begin racing, press either the A or C BUTTON.

In 2-Player mode, Player-1's qualifying time is highlighted with a RED box, and Player-2's time is highlighted with a YELLOW box.



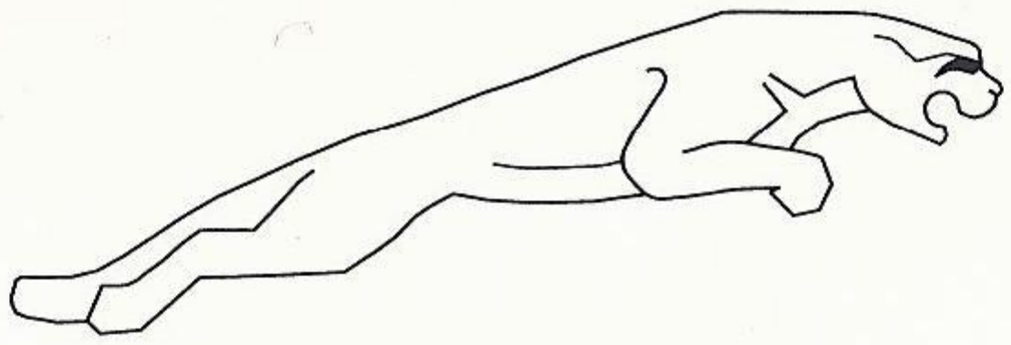
FUELING UP

During a race of five laps or more, you will need to pull into the Pit Area and replenish your fuel supply. To enter the Pit Area, drive your car into the Pit Lane (located near the finish line on the inside of the track). The computer will then take over control of your car and bring it to your fuel stop. Watch your fuel gauge and when you think you have enough fuel to complete the race, exit the Pit Area by pressing the A BUTTON. At this point the computer will take control and drive your car out of the Pit Area and onto the track where you will once again regain control of your car.

IN THE WINNER'S CIRCLE



Following each race—in either GRAND PRIX or WORLD TOUR—you will be given the race results and final driver positions. Press either the A or C BUTTON to move through the Results Boards. You will be shown the finishing positions in the current race, individual point standings for the current race circuit, as well as overall team standings for the current circuit.



GRAND PRIX

Select GRAND PRIX from the Main Game Menu and get set for the biggest racing challenge of your career.

NEW GAME/LOAD GAME

To start a new game, highlight NEW GAME and press the A or C BUTTON. Select LOAD GAME to bring up a list of any previous games you've saved. Highlight the game you'd like to continue and press A or C BUTTON.

START RACE

Select START RACE and you will be taken to the CD player screen, which works just like a real CD system and allows you to choose the background music for your race. After setting your music, you're off to qualify and race.

PRACTICE

Select this option from the GRAND PRIX Game Menu to test your driving skills and familiarize yourself with the current track. Your practice session will last as many laps as are selected on the OPTIONS Menu.

SAVE GAME

Selecting SAVE GAME from the GRAND PRIX Menu will call up a list of previously saved games, plus an EMPTY option that allows you to save a new game if less than four saved games already exist. To save a game select EMPTY and you will be asked to enter a name for the game.

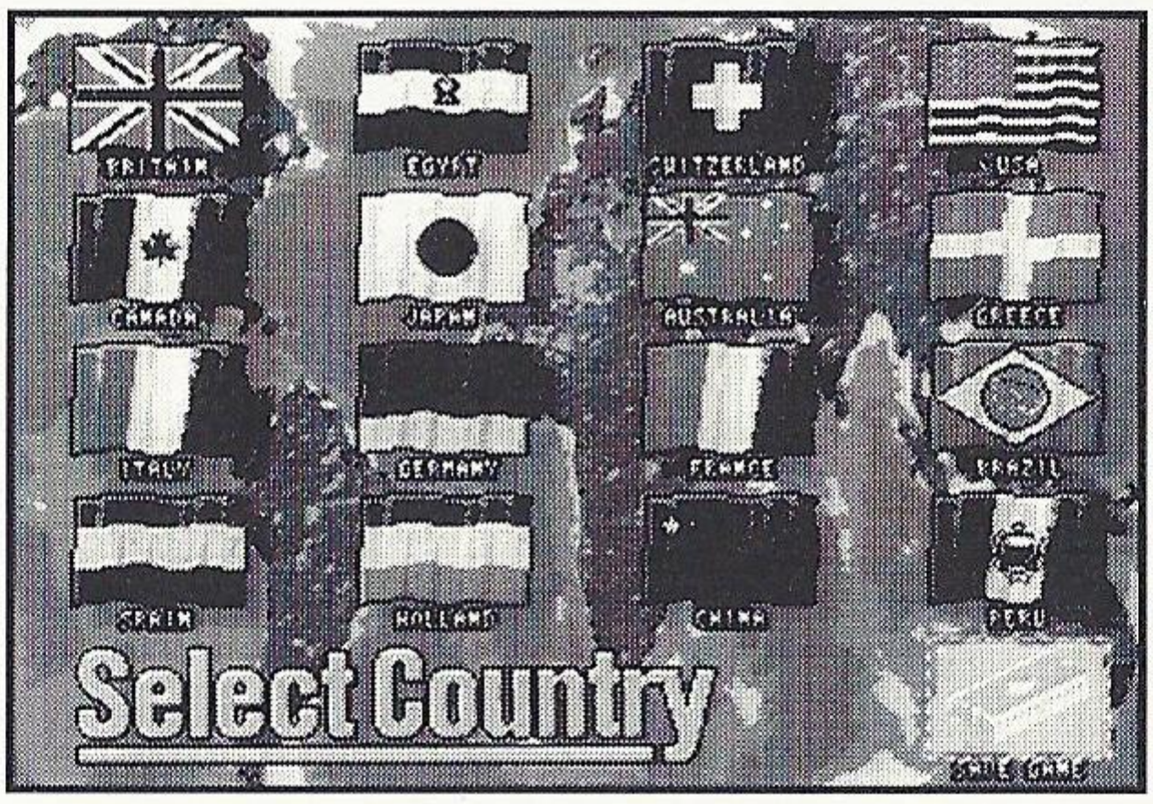
OPTIONS

This selection will take you back to the OPTIONS Screen.

WORLD TOUR

Select WORLD TOUR from the Main Game Menu and prepare for a global road rally against some of the top speedsters in the racing world. The actual racing sequence is the same as in GRAND PRIX except for two items: in WORLD TOUR you can choose the location of your next race and you have a Financial Advisor to help you in making the right destination choice.

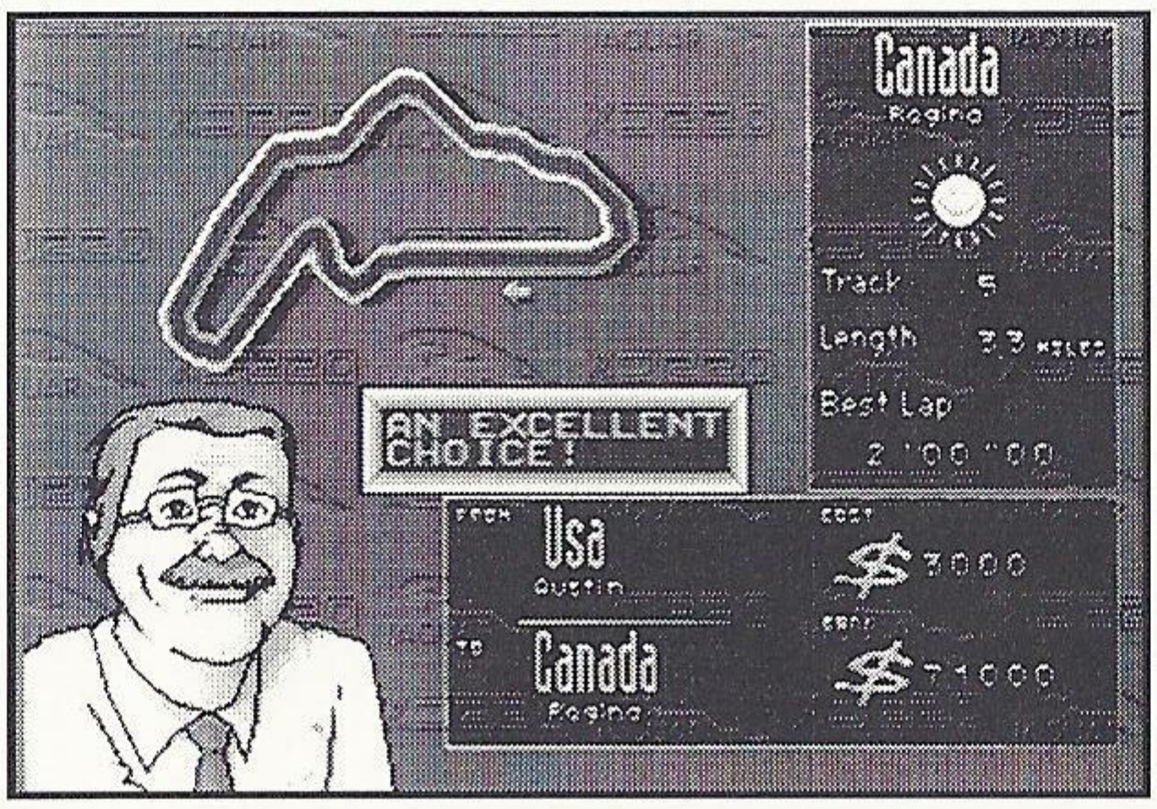
COUNTRY SELECT



After you select NEW GAME at the WORLD TOUR Game Menu, you will be taken to the COUNTRY SELECT screen. On this screen 16 different flags, each representing a country you must race in to complete the Word Tour. You can elect to start in any country you want, after which your Financial Advisor will do his best to keep you on the right track, so to speak. To make a selection, use the Directional Pad to position the cycling box over the desired flag and press the A or C BUTTON to enter the country of your choice.

You can save a game from the Country Select Menu by selecting the SAVE GAME flag at the bottom right-hand corner of the screen.

FINANCIAL ADVISOR



To get from country to country, you must pay a travel cost. Each time make a selection, your financial advisor will make an evaluation based on how it will effect your current financial situation.

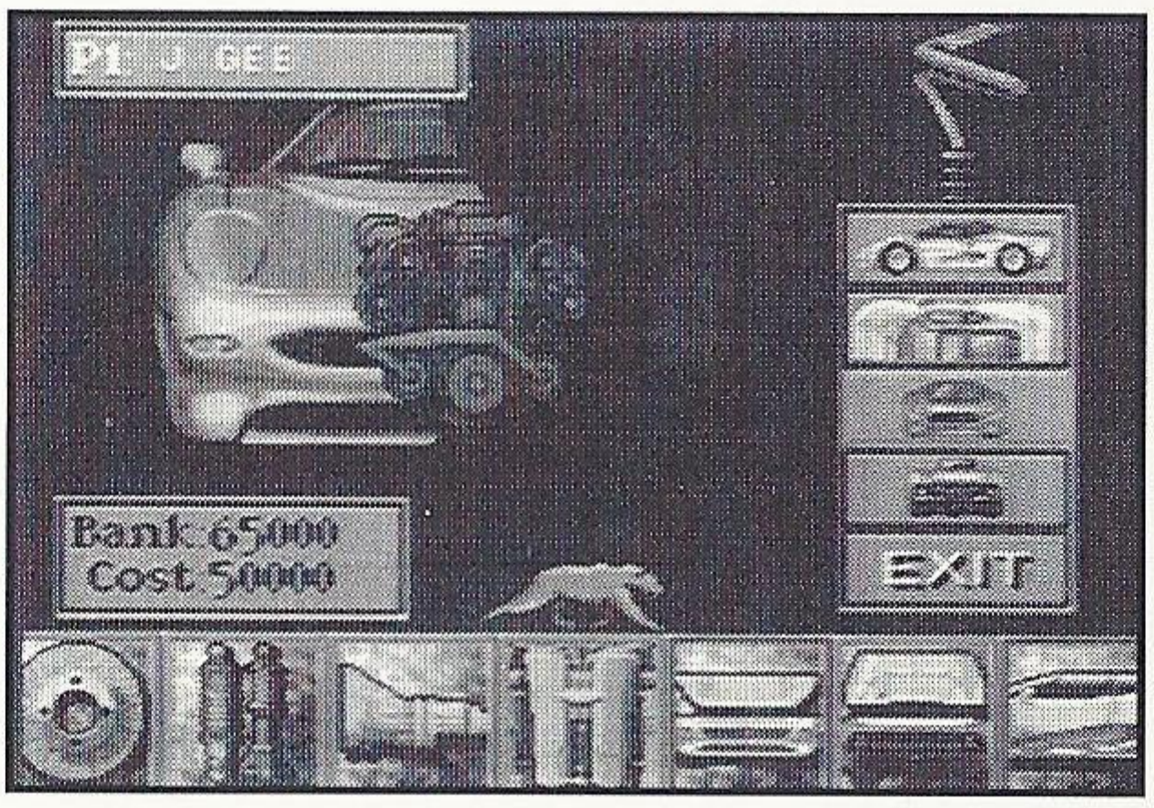
For example: If after completing a race in Britain you decide you would like to book your next race in Greece (at a travel cost of $13,500), when it would be more cost-effective for you to race in France (at a cost of only $200), your Financial Advisor will tell you so.

Your Financial Advisor is there to steer you in the right direction, so listen to him. To follow his suggestions, press the B BUTTON to return to the Country Select screen and make another choice. To ignore his advice, press either the A or C BUTTON and get set to qualify.

Your objective is to complete all 16 countries without running out of cash.

THE REPAIR SHOP

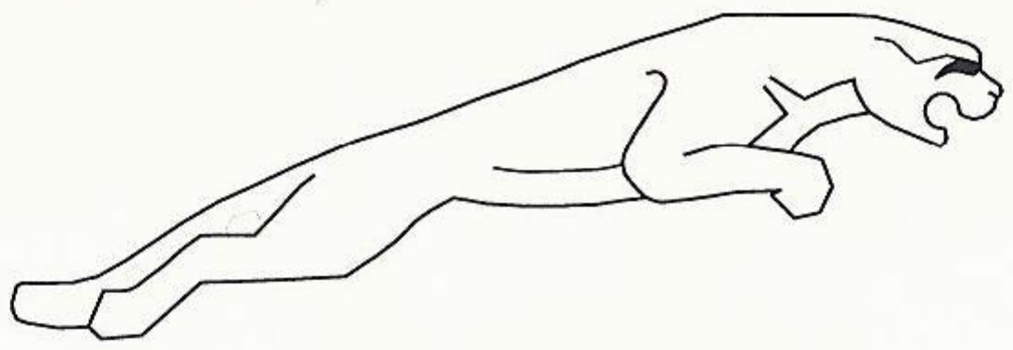
WEAR AND TEAR



After completing each race you may need to make some repairs to your XJ220. On this screen is a graphic display of your car and a selection of parts represented as icons.

The icons displayed along the bottom of the screen show the current condition of your car. A "Green Box" around an icon indicates that part is in good condition and does not need replacing. A "Yellow Box" indicates a worn, but working part (although this level of damage may impede the car's ability to deliver optimum performance). A "Red Box" indicates serious wear and these parts SHOULD be replaced immediately. You must repair the "Red Box" parts before you can replace those parts framed by the "Yellow Box".

Also displayed on this screen is your current bank balance and the cost to repair the selected part. In order to repair a part you must have enough money in the bank. Pick your parts wisely. Should you damage your XJ220 beyond repair,



or find yourself short on cash needed to fix the car, you will go bankrupt and be unable to continue the racing season. Some Advice: it costs the same to replace a Yellow or Red Box item, so it may make sense to wait until a piece is red before replacing it.

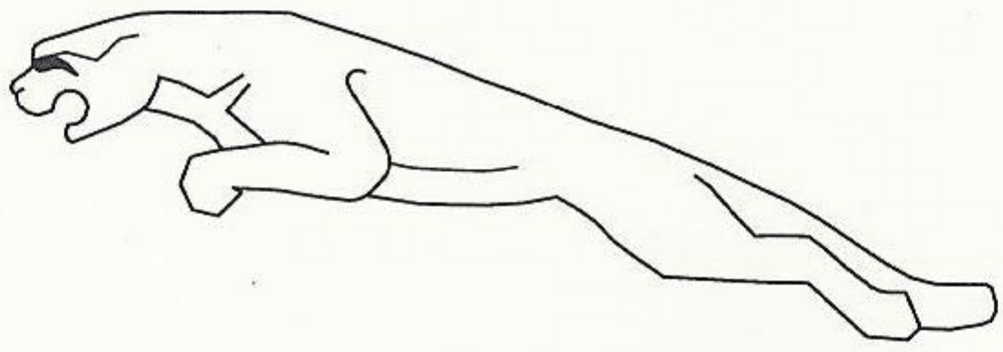
PICKING THE RIGHT PARTS

To Select A Part: Press the Directional Pad LEFT or RIGHT along the part list.

Repair The Currently Selected Part: Press the C BUTTON.

To Select A Different Diagnostic View: Press the Directional Pad UP or DOWN to highlight the desired view.

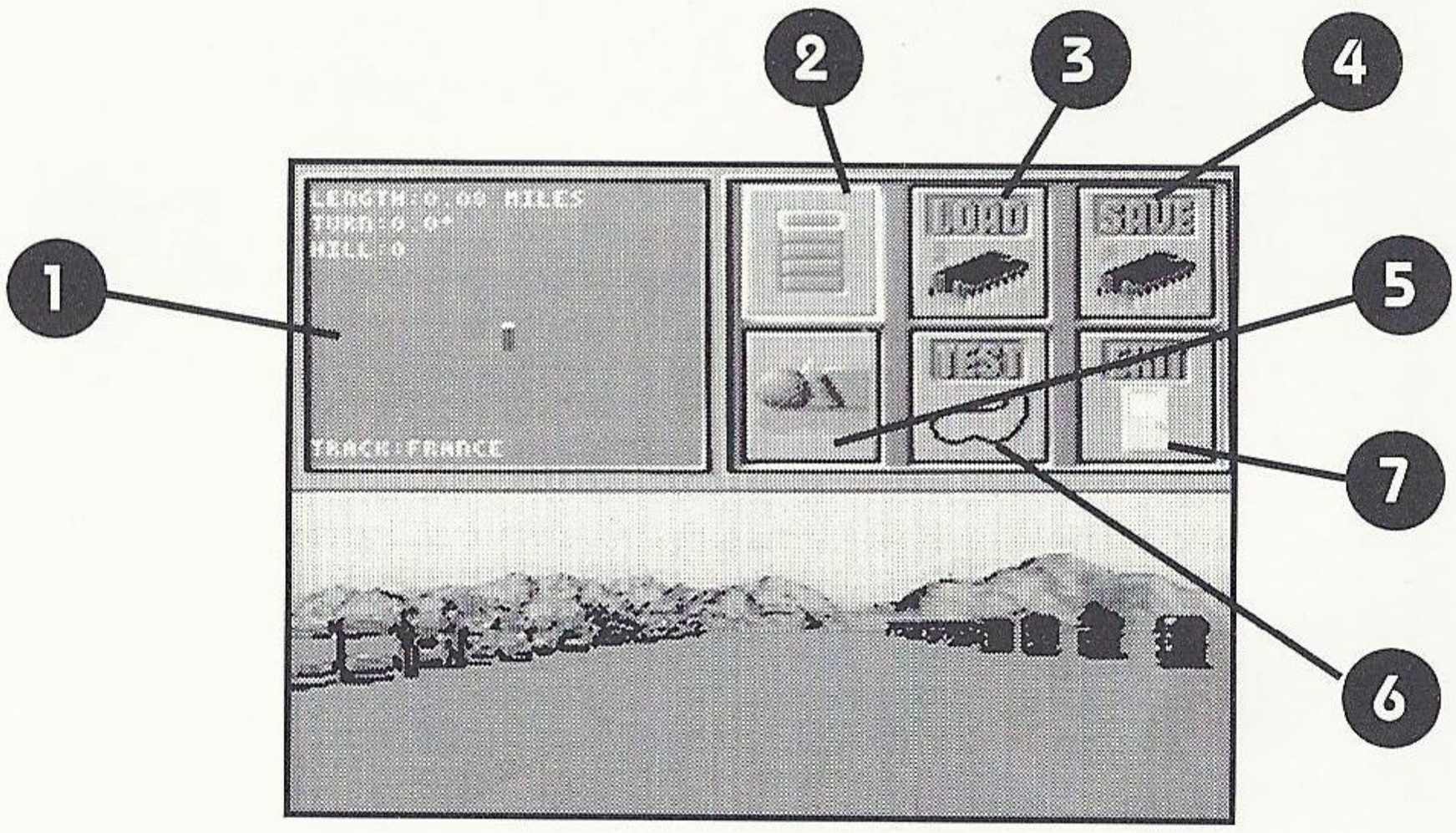
To EXIT The Repair Screen: Select EXIT.



TRACK EDITOR

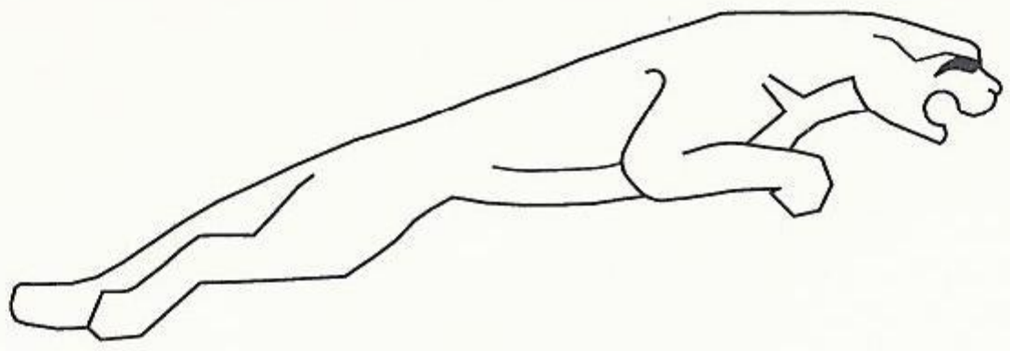
Upon selecting TRACK EDITOR from the Main Game Menu, you will enter the COUNTRY SELECT screen. This is where you can select where to build your track. Once you've created a course you can choose PLAYER TRACKS at the OPTIONS settings and then choose WORLD TOUR to race on any of your 16 tracks.

TRACK EDITOR MENU

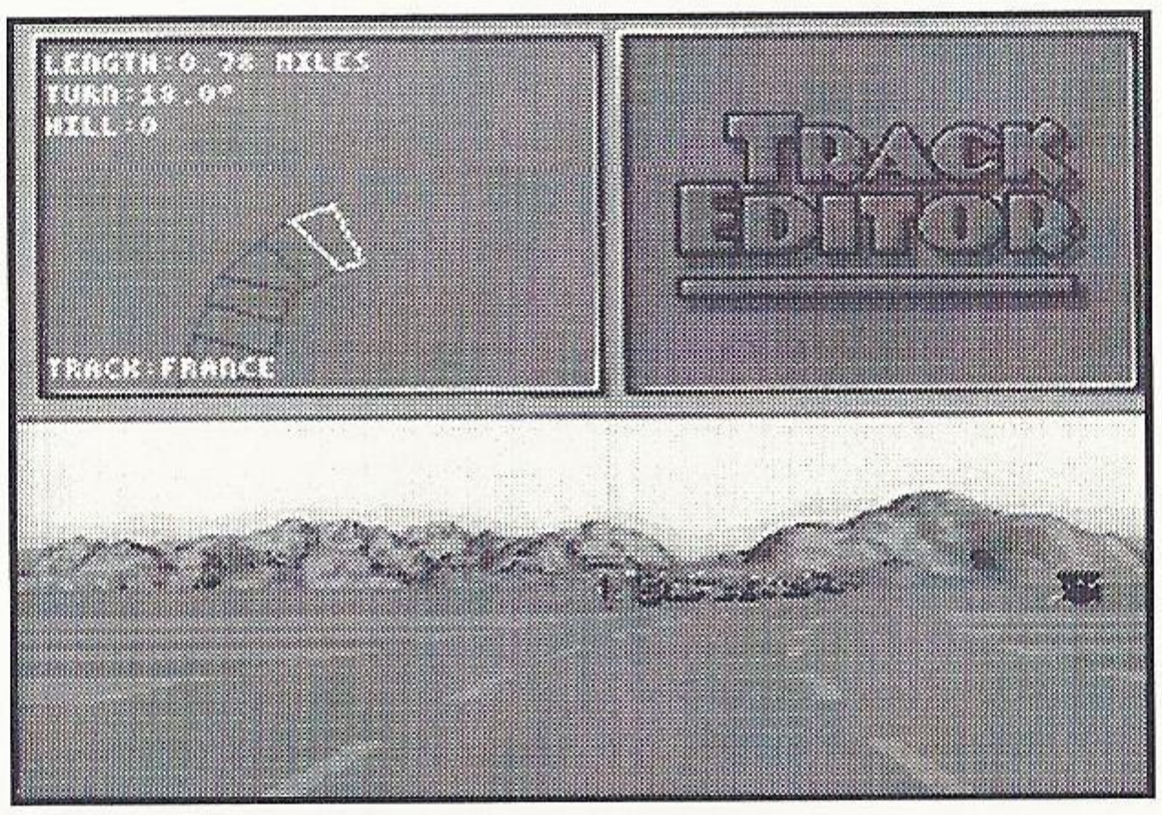


You have 6 customizing options to choose from on this screen. To make a selection, use the Directional Pad to position the cursor over the desired editing icon and press the A BUTTON to input your choice.

1. **Top View:** An overhead view of the track you are designing.
2. **Course Design:** Takes you to the Course Design Screen.
3. **Load:** Allows you to edit a previously saved track.
4. **Save:** Lets you save the track you are editing.
5. **Objects Screen:** Takes you to the Objects Editing Screen.
6. **Test:** Allows you to test-drive the track you're working on. After you're through testing, press START to return to this menu.
7. **Exit:** Returns to the Country-Selection Menu.



COURSE DESIGN SCREEN



The bottom half of this screen displays the road, and the top half shows an overhead view of the track you are editing.

Displayed alongside the track is specific information about the track's length, corner angle and hill gradient. Below is a list of the controls used in designing your own course. Once you've completed your customizations, press the B BUTTON to go back to the Track Editor Menu.

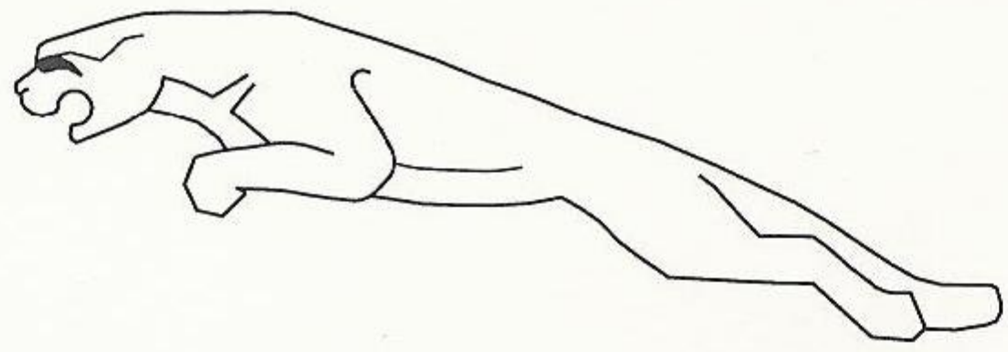
To Move Up or Down The Road: Tap the Directional Pad UP or DOWN until desired destination has been reached.

To Add A Road Section: Hold down the A BUTTON then press the Directional Pad UP.

To Delete A Road Section: Hold down the A BUTTON then press the Directional Pad DOWN.

To Make A Corner: Hold down the C BUTTON while tapping the Directional Pad LEFT or RIGHT until desired angle is achieved. Then hold down the A BUTTON while pressing the Directional Pad UP or DOWN to move to another section and lock in your curve.

To Make A Hill or Dip: Hold down the C BUTTON and tap the Directional Pad UP or DOWN until you reach your desired gradient. Then hold down the A BUTTON while pressing the Directional Pad UP or DOWN to move to another section.



To Adjust Zoom Level of Top Down View: Hold down the START BUTTON and press the Directional Pad LEFT or RIGHT.

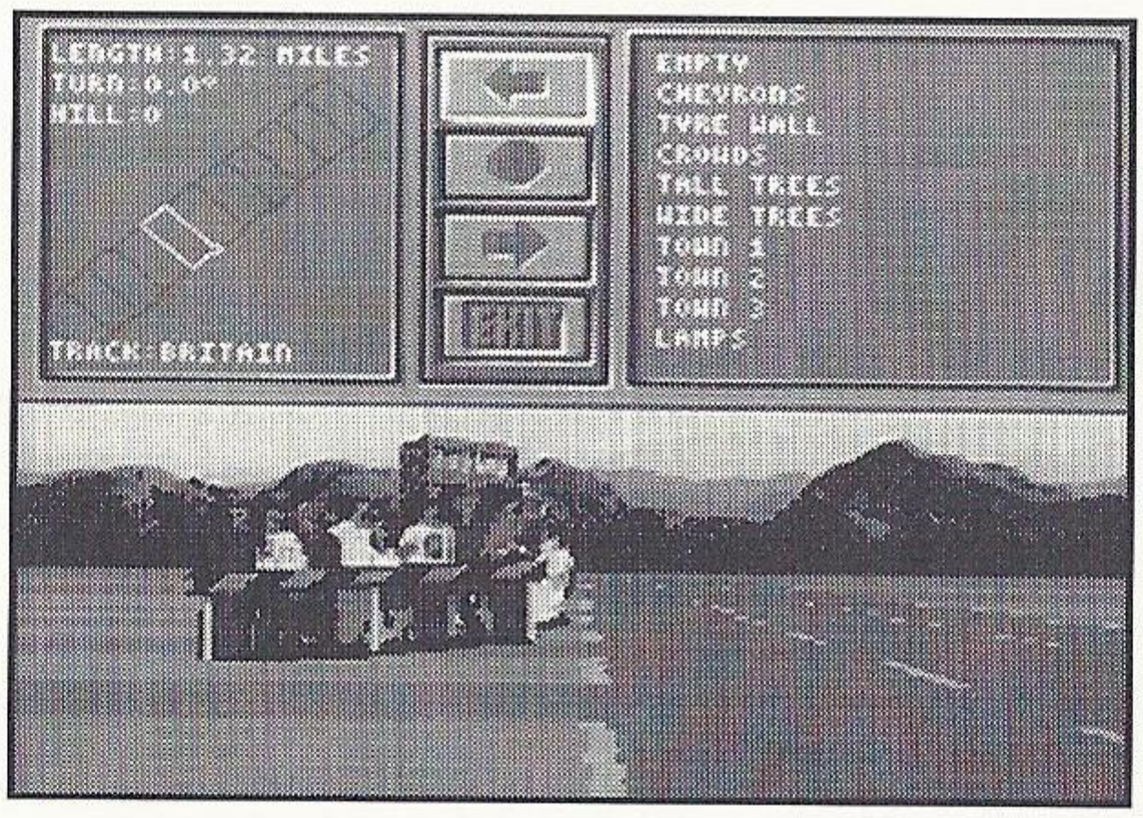
To Reach End of Track: Hold Down the START BUTTON and move the Directional Pad UP.

To Reach Start of Track: Hold Down the START BUTTON and press the Directional Pad DOWN.

To Return To Main Track Editor Screen: Press B BUTTON.

Maximum track length is 2.32 miles. When designing your tracks please remember that the start and finish lines must meet and roadside objects must be added for the track to be saved.

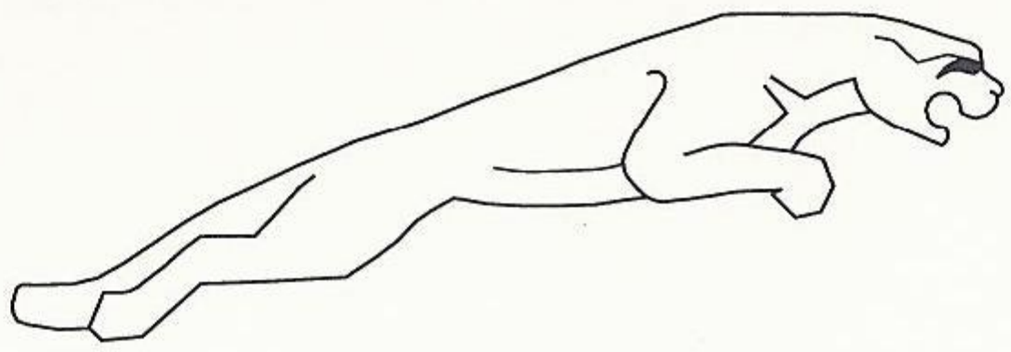
OBJECTS SCREEN



Each country has its own type of roadside objects and landscaping available for you to use. You can add an object to either or both sides of the road, as well as different tunnels or bridges to the track itself.

To add objects to the track, first move to the section of the track where you'd like to build—moving around the track is the same as it was in the Course Design Screen.

To add an object to the left-hand side of the road, move the cursor to the Left Object icon (left arrow) and press the Directional Pad RIGHT. You will then see a list of objects

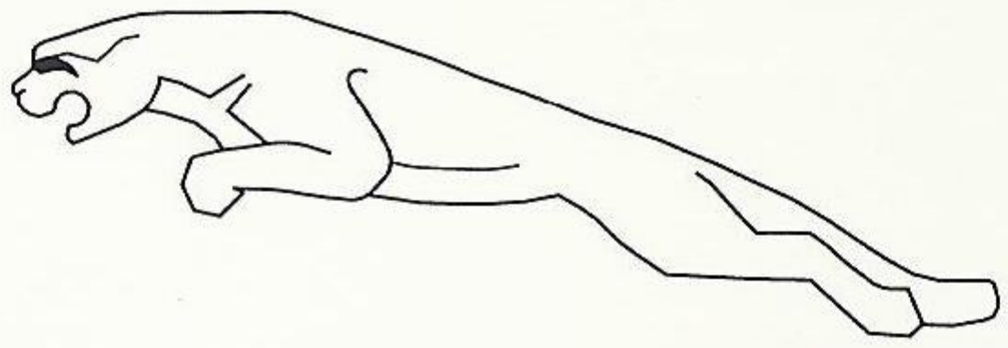


appear in the Object List. To scroll through the list press the Directional Pad UP or DOWN. To take a look at a specific track object, highlight the object and press the C BUTTON. To add the object to the roadside, press the C BUTTON. After setting an object on the left-hand side of the track, press the Directional Pad LEFT to return to the middle icons. You can scroll to the Right Object icon (right arrow) and press Directional Pad RIGHT to bring up an Objects List for that side.

The Center icon (circle) allows you to place bridges, tunnels, and so on, over the course itself in the same manner described above. If you place a Center Object in a track section, you cannot place any Left or Right Objects on the same section.

Once you've placed your desired objects on a section of track, hold A BUTTON and press Directional Pad UP or DOWN to move to another section of track.

After all your building is complete, highlight the EXIT icon and press B BUTTON to return to the Track Editor Menu.



THE COMPETITION

Just because you drive the fastest street-legal 200 monster on the circuit today, doesn't mean the trophy is yours for the taking. In the real racing world it takes a lot more than a delicious machine and twin turbo speed to take the prize. As a member of Team Jaguar, you're up against 9 of the most revered racing teams in the world. And each team has its own supercar and trademark racing style. Here's a brief look at the competition.

TEAM JAGUAR

Car: Jaguar **Country:** Britain

BERANTTI

Car: Berantti 4000 **Country:** Italy

FELINI

Car: Felini Tiger **Country:** Italy

FERRINO

Car: Ferrino Special **Country:** Italy

OSAKA

Car: Osaka Wasp **Country:** Japan

PHOENIX

Car: Hathaway Phoenix **Country:** USA

RAPHALE

Car: Raphale Charger **Country:** France

SHTUCK

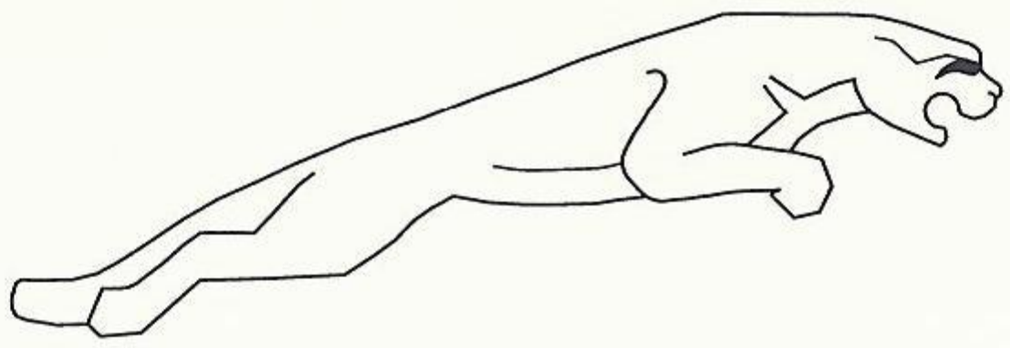
Car: Shtuck Alpino **Country:** Germany

TOMAHAWK

Car: Tomahawk Laser **Country:** USA

BERAGO

Car: Berago Lanchetta **Country:** Italy



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