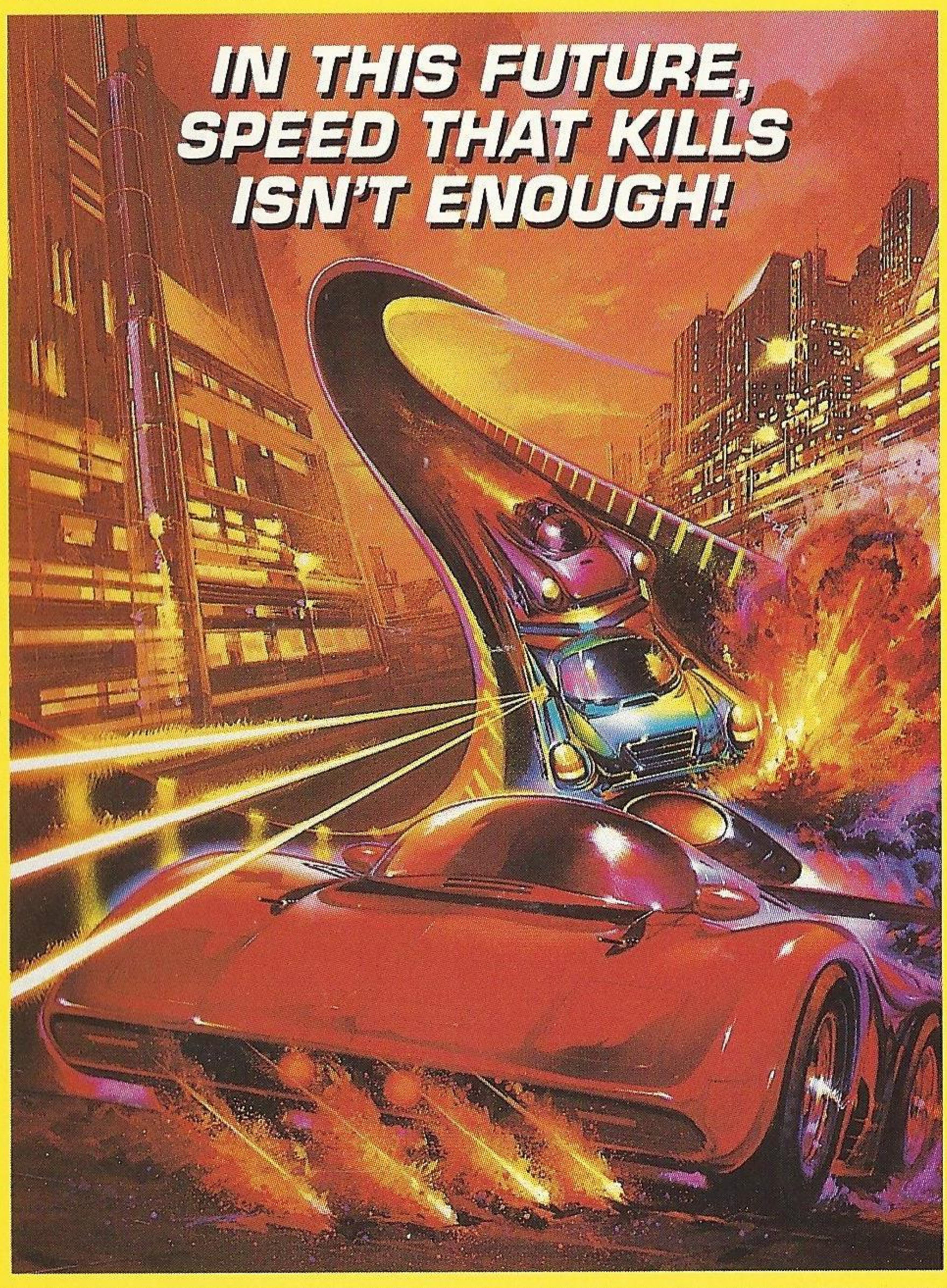
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MA-13

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MEGA RACE™

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TABLE OF CONTENTS

WELCOME TO VWBT 2

CONTESTANT'S HANDBOOK 3

Get Set, Go 3

Game Controls 4

Quitting the Program 5

Car Selection 6

In-Car Display 7

Car Specs 8

Zone Symbols 10

NewSan Tracks 12

Maeva Tracks 13

Factoryland Tracks 14

Terminal City Tracks 15

Fractalian Space Tracks 16

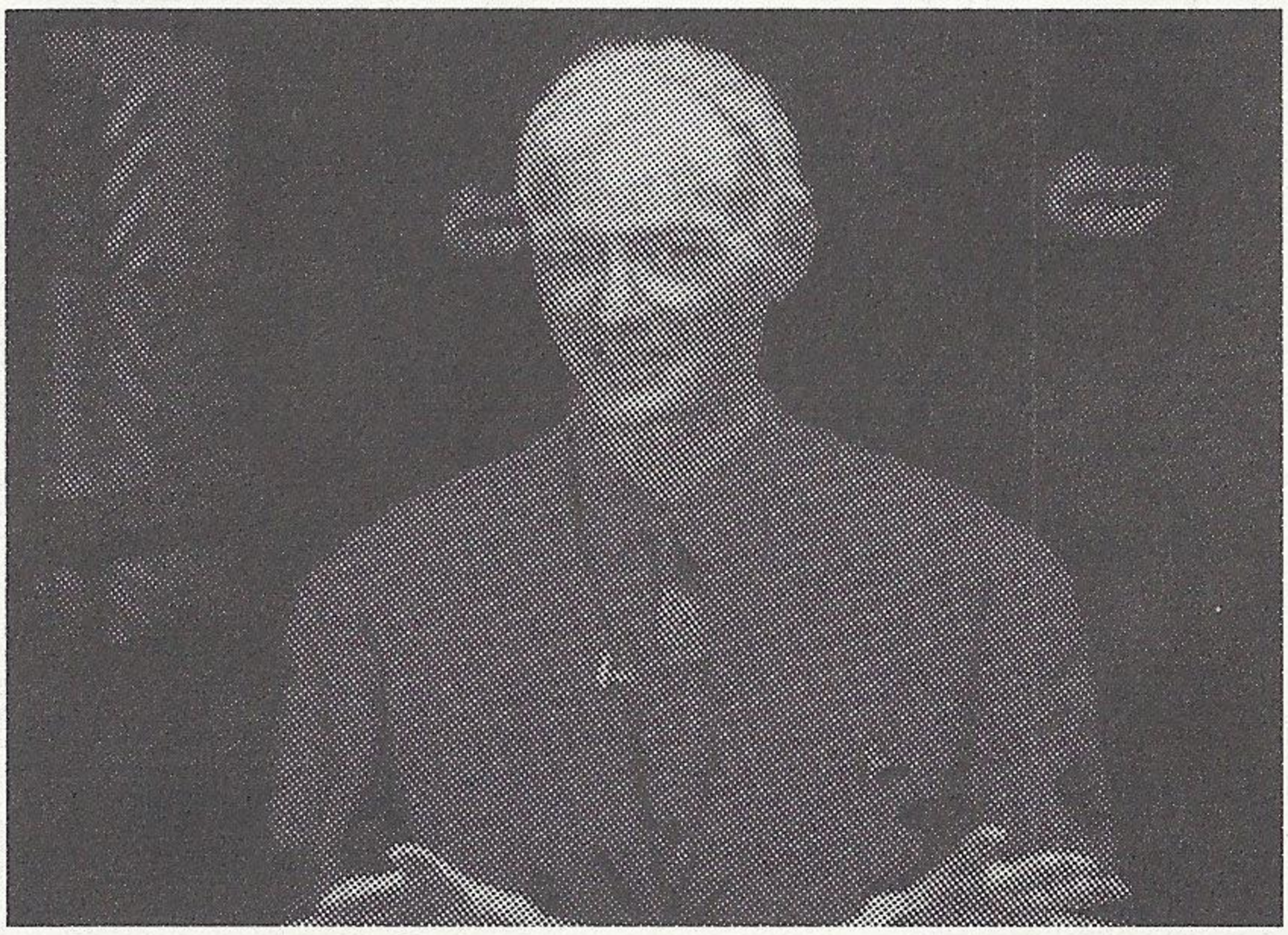
Bonus Track 16

TECHNICAL SUPPORT 17

CREDITS 18

WELCOME TO VWBT

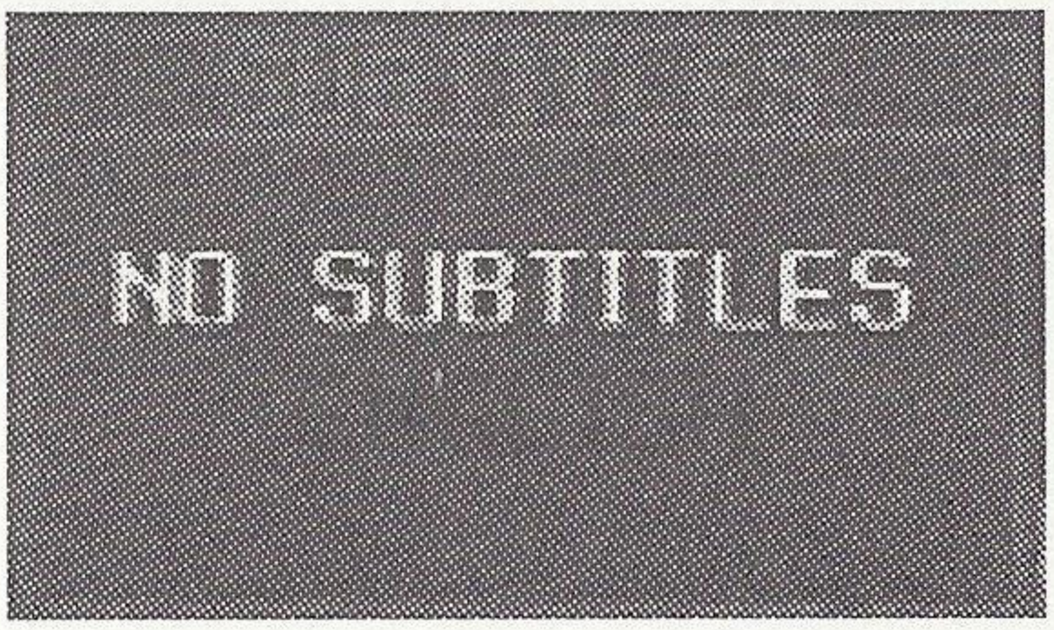
Welcome to MegaRace! The Virtual World Broadcast Television experience that puts *you* in the driver's seat. And I'm your VWBT MegaHost, Lance Boyle. Thanks to the magic of VWBT, *you* have been chosen as the next Enforcer. Today, you'll MegaRace against a nasty crew of speed punks with bad manners and worse haircuts. Your challenge...thrill the viewers and keep the ratings climbing! You know the score—race to win *and* rub your challengers off the track—the harder the hit the higher the point total. You're going to need more than speed to beat this bunch. On behalf of the billions of viewers out there in TV land, good luck and keep a firm grip on the wheel! It's a whole lot better than real, baby; it's Virtual Television, reality's worst nightmare!



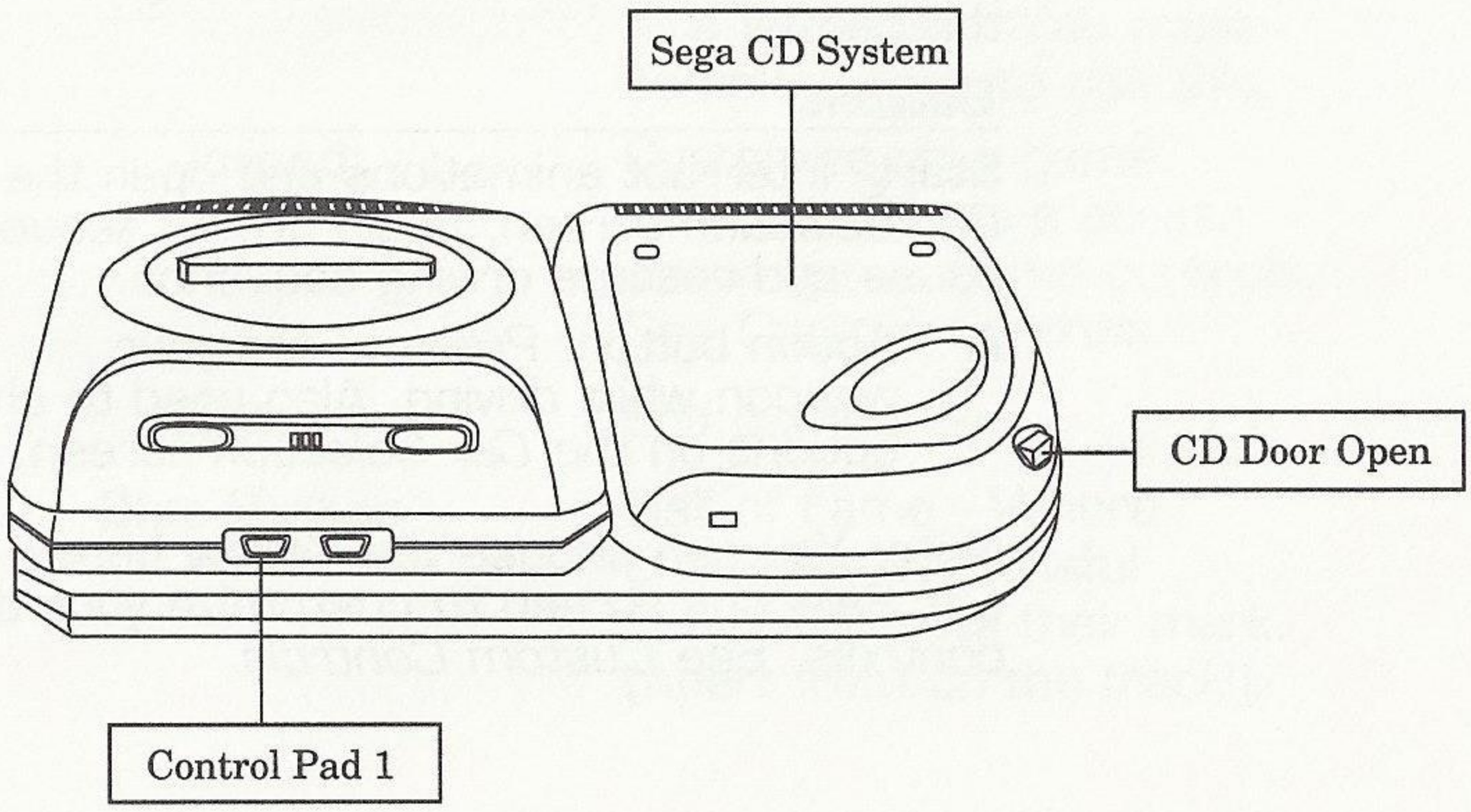
GET SET, GO

To start the game:

1. Put the disc in your Sega CD System drive, label side up.
2. Turn on your Sega Genesis.
3. Wait for the disc check to end, then press **Start** to open the *Subtitles* screen.

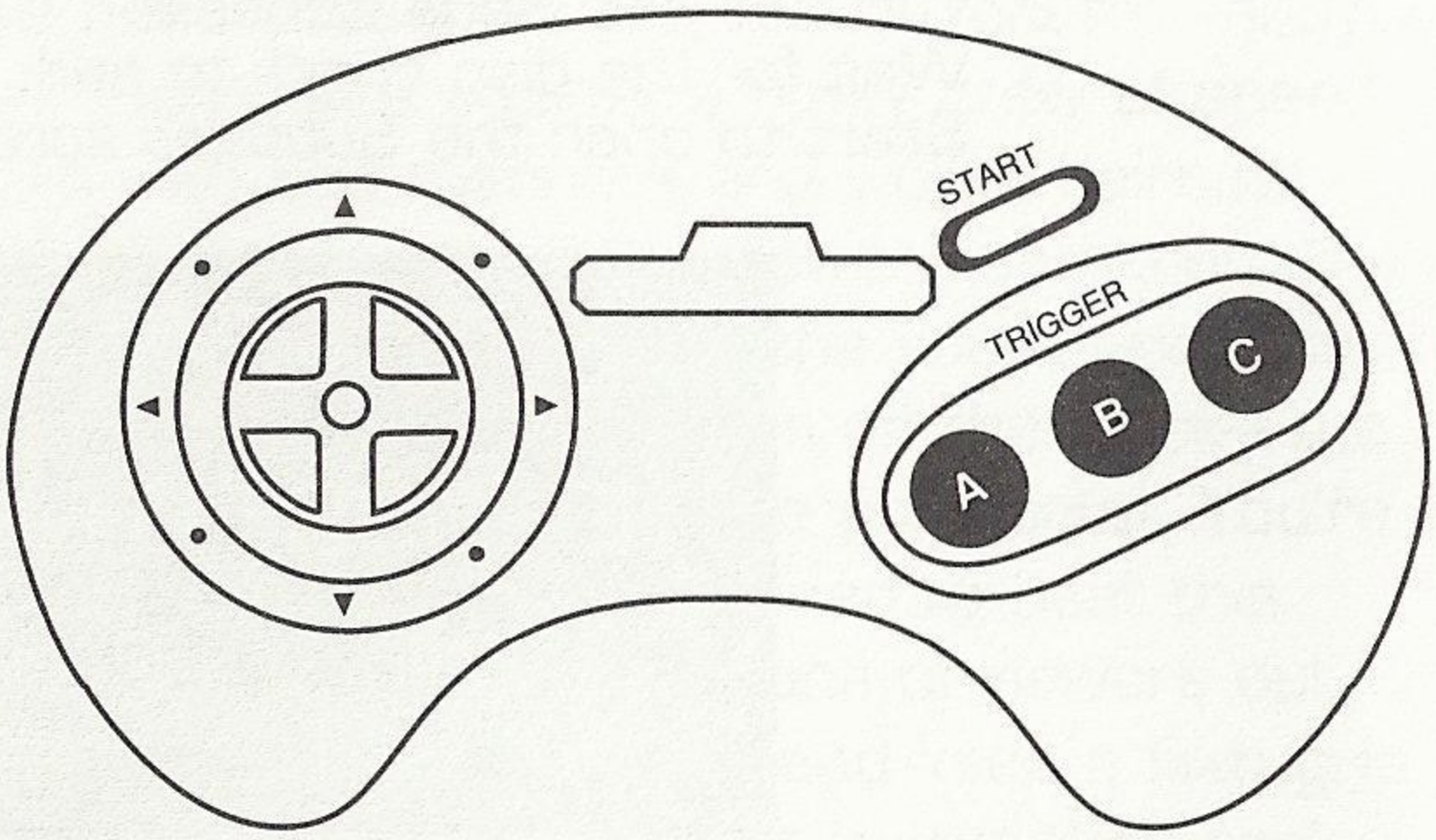


4. Use your **D-Pad** to select **No Subtitles** or **English**, then press **A**. The logo screens and title screen appear.
5. At the title screen, take one of these options:
   - Watch the opening animations and listen to Lance Boyle's instructions.
   - Press **Start** to interrupt the animations and open the *Car Selection* screen.



GAME CONTROLS

OK, Enforcer, here's your basic driving manual. MegaRace makes it a cinch to keep your eyes on the road.



Directional Pad (D-Pad)

Press the **D-Pad** to maneuver your car on the tracks.

⬆ Accelerate

⬇ Brake

➡ Steer right.

⬅ Steer left.

Note: Release of the accelerator gradually slows the car.

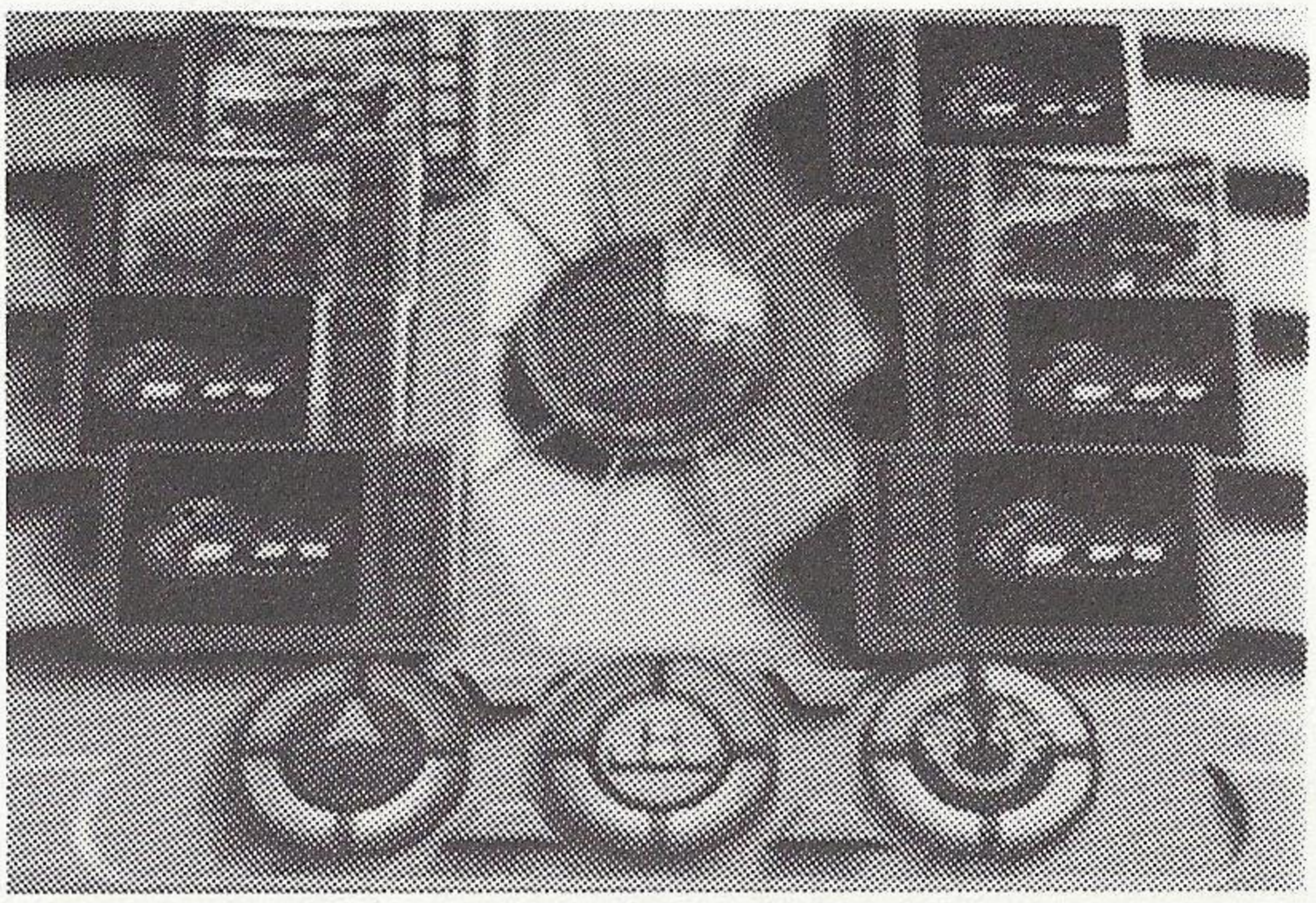
Buttons

Start Interrupt animations and open the *Car Selection* screen; begin driving sequence; pause and resume driving sequence.

A Action button. Press to fire your weapon while driving. Also used to choose options on the *Car Selection* screen.

Note: You can choose the **Yellow** button on the *Car Selection* screen to customize your driving controls. See *Custom Controls*.

CAR SELECTION SCREEN



To choose your MegaRace Enforcement Vehicle, press the **D-Pad** to point to a car. Press **Start** to take off or press **A** to see the car morph into view with its rad specs. See *Car Specs*.

To set game options, press the **D-Pad** to point to a colored button, then press **A**.

Green Button — Set the difficulty to **Novice** or **Hardened**. Beware, once a show starts, you can't wimp and change this.

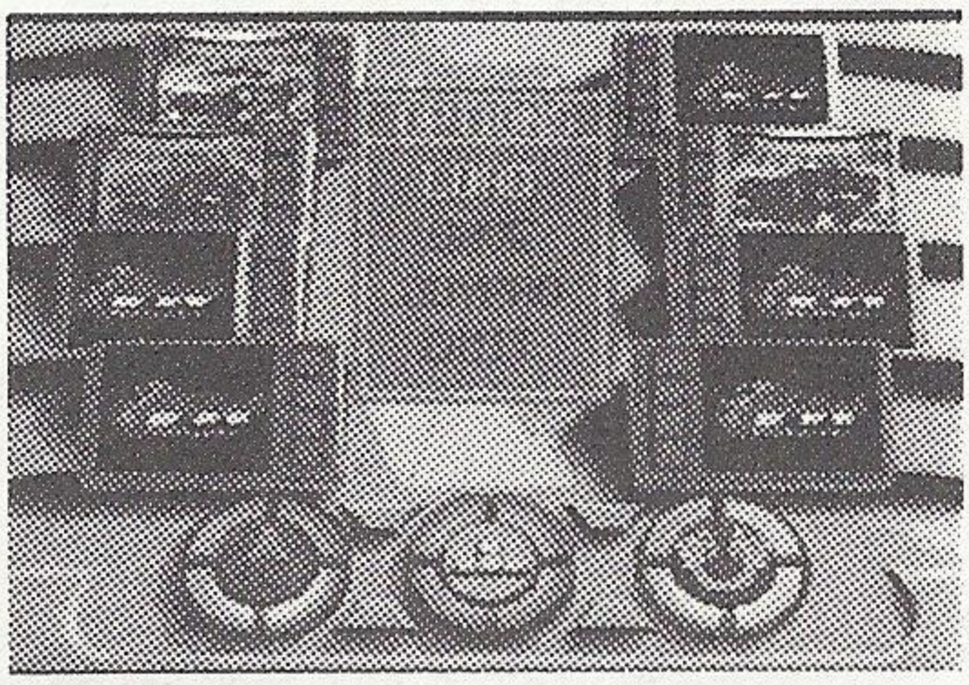
Yellow Button — Set these options:

- **Load:** Load in a previous show.
- **Save:** Save this show to continue at a later date. You must complete race to use this.
- **Joypad:** Customize your game controls. Opens a screen showing two game controls. See *Custom Controls*.
- **Quit:** End game play.

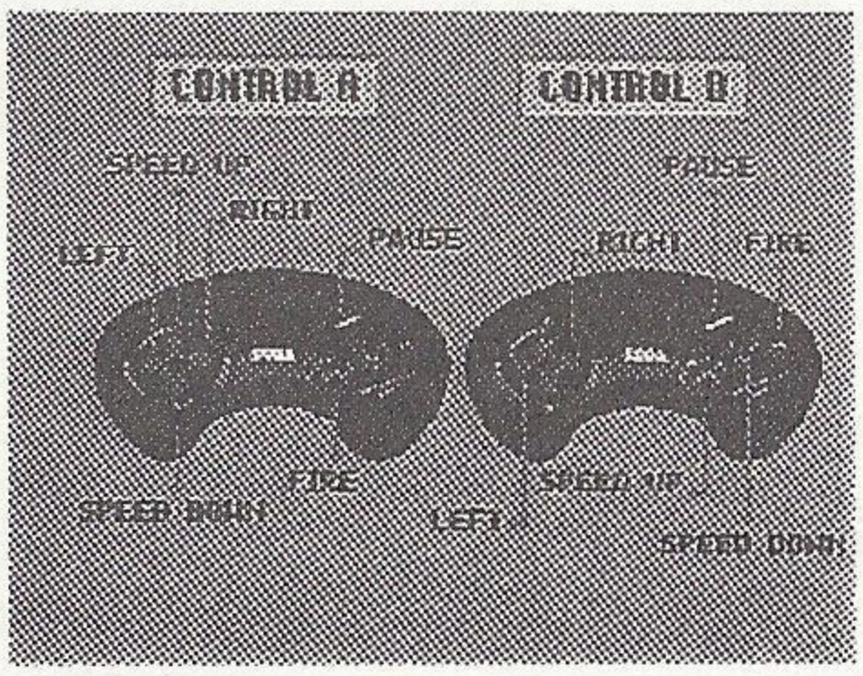
Blue Button — Hall of Fame - Where previously successful Enforcers leave their mark. (Apart from on the track!)

CUSTOM CONTROLS

If you want, you can customize the driving game controls. On the *Car Selection* screen, choose the **Yellow** button to open the **Options** screen.



Point to **Joypad** and press **A** to open the screen that show game controls.



Press **A** to accept the default controls.
Press **B** to change to the following controls.

Directional Pad (D-Pad)

Press the **D-Pad** to maneuver your car on the tracks.

➡ Steer right.

⬅ Steer left.

Buttons

Start Begin, pause, and resume driving.

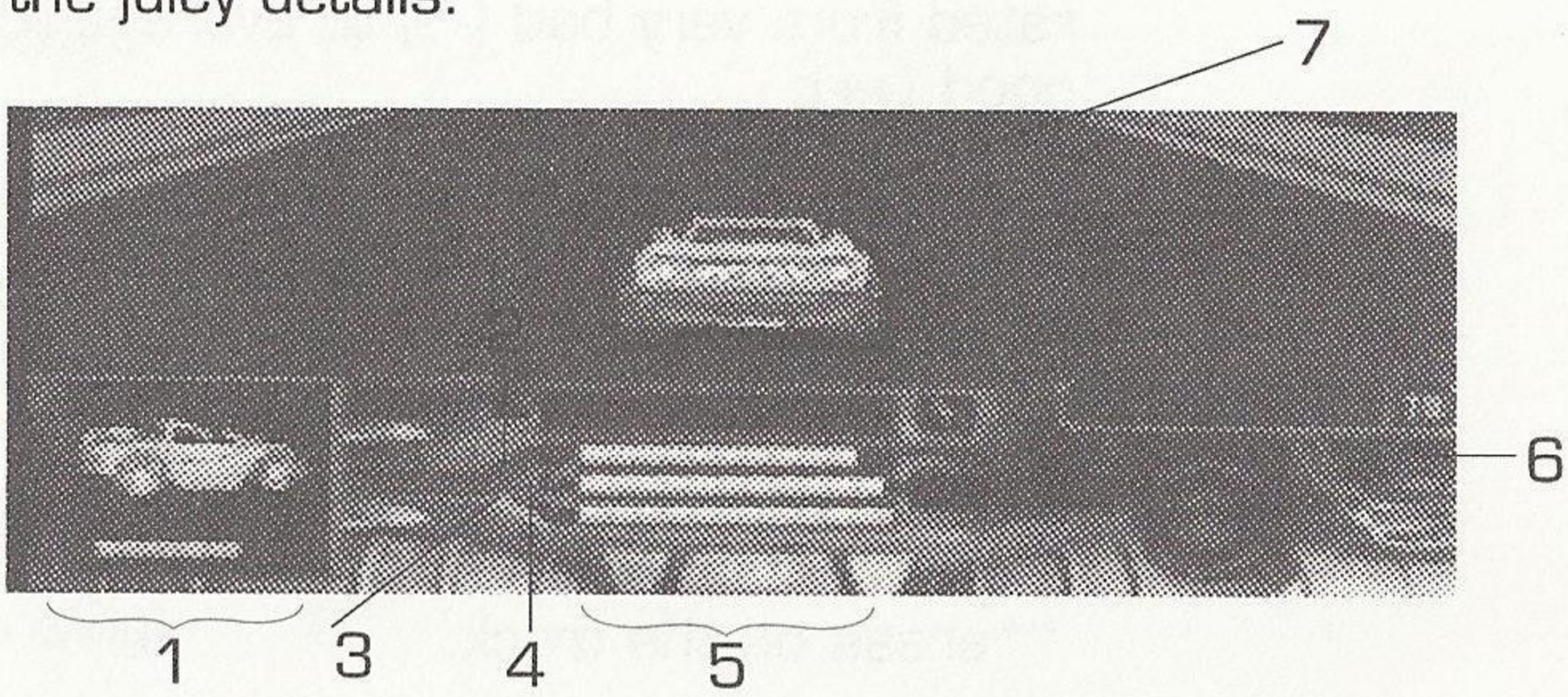
A Accelerate.

B Brake.

C Fire your weapon while driving.

IN-CAR DISPLAY

Hold on! You can't just drive any car you want. You've gotta prove yourself on the road, before you get to drive the hot stuff. For starters, you can choose from three cars. But chill out - when you beat each gang leader, you win his car and add that to your selection. See *Car Specs* for the juicy details.



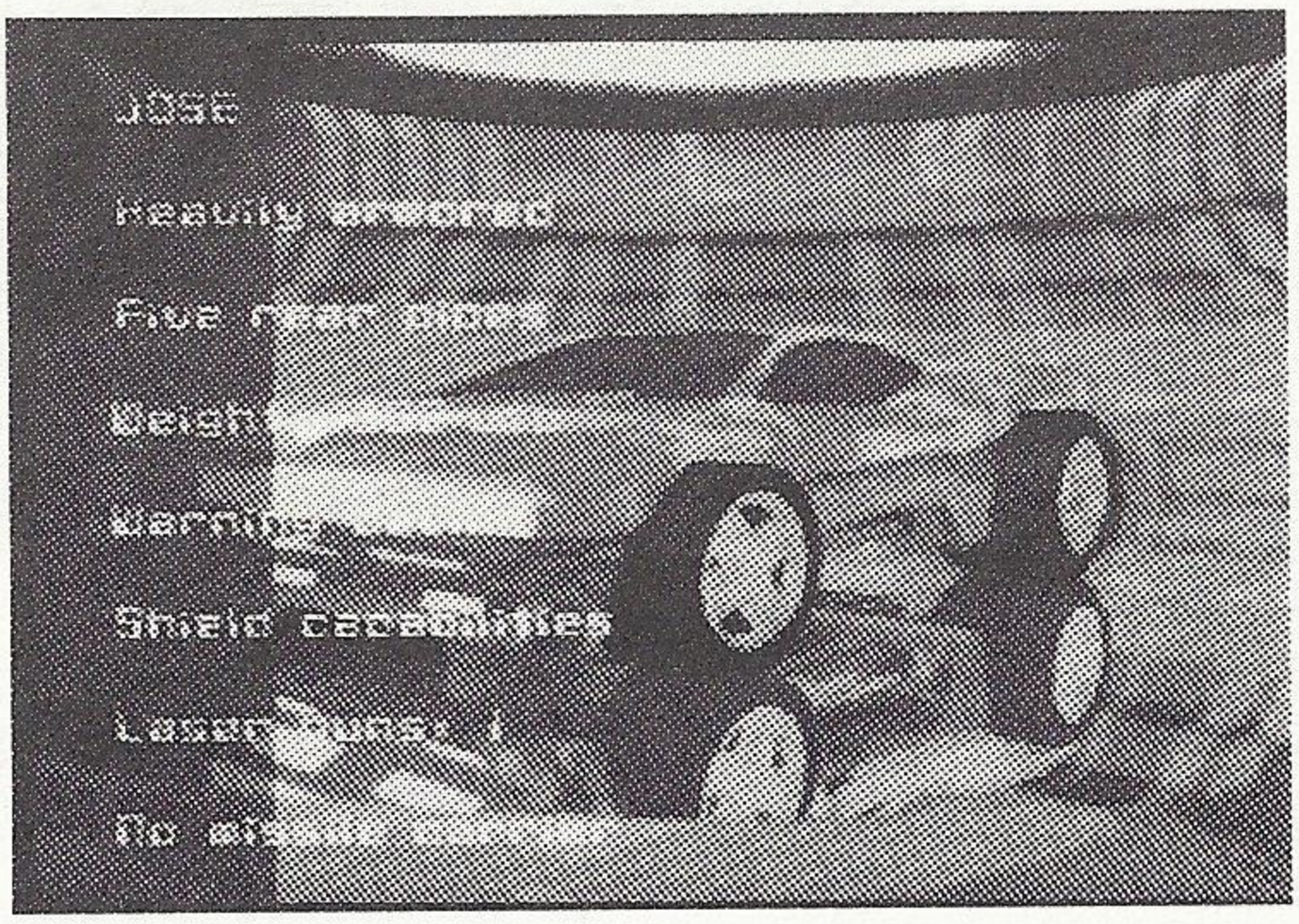
This is how the inside of your MegaRace enforcement vehicle may look. Take note of the following displays:

1. **Enemy Damage** - This defaults to a shot of the current enemy car with a damage bar to let you track your enemy's condition. If you run over a warning symbol , this shows what lies ahead on the track.
2. **SP** - Your speed readout.
3. **EN** - The amount of energy you have. (Remember - No Energy, No Firing! Note that Missile Launching needs lots of energy)
4. **DM** - Damage Meter that shows how much damage your MegaRace enforcement vehicle can take.
5. **Current Weapon** - Guns (G) or Missiles (M). This weapon depends on your car's capabilities and whether or not you pick up any missiles while you drive.
6. **TH** - The Thrill-O-Meter. Measures your rating with the VWBT audience.
7. You can see your car on the track.

CAR SPECS

Game cars vary as you move up the tracks. A viewer rating system of the cars is shown here. For each of the following four factors, cars are rated from very bad (- -) to average (**0**) to very good (++):

- **Weapons** shows how well the car is equipped from single/dual/triple machine guns to a big weapon carrier.
- **Armor** reflects each car's resistance to shots.
- **Ease of control** measures the road holding performance and reaction to icy or slippery areas on the track.
- **Techno** is the car's support for special devices, such as warnings or shields. A minus means more time lost in the jamming areas, such as radar jam or panel off.

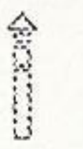


CARS	WEAPONS	ARMOR	EASY TO CONTROL	TECHNO
First 3 cars:				
LUIS (green)	0	0	-	+
OUZBEL (violet, 2 reactors)	++	+	-	+
JOSE (orange)	- -	++	0	+
NewSan Vultures' car:				
RAMON (dark green)	++	- -	+	-
Maeva Sharks' car:				
MARIA (triple wing)	0	0	++	-
Factory Big Bob's car:				
HOOPER (grey, 3 reactors)	-	+	+	0
Terminal City Scabs car:				
PALOMA (dark grey)	+	++	-	0
Fractalian King Cool's car:				
OMEGA (yellow)	-	- -	+	++

ZONE SYMBOLS

In virtual TV, things may not be what they seem, I'm happy to say. The track features a terrifying selection of symbols, which signify things like speeding up and slowing up. And maybe even blowing up! Who knows? Who cares?

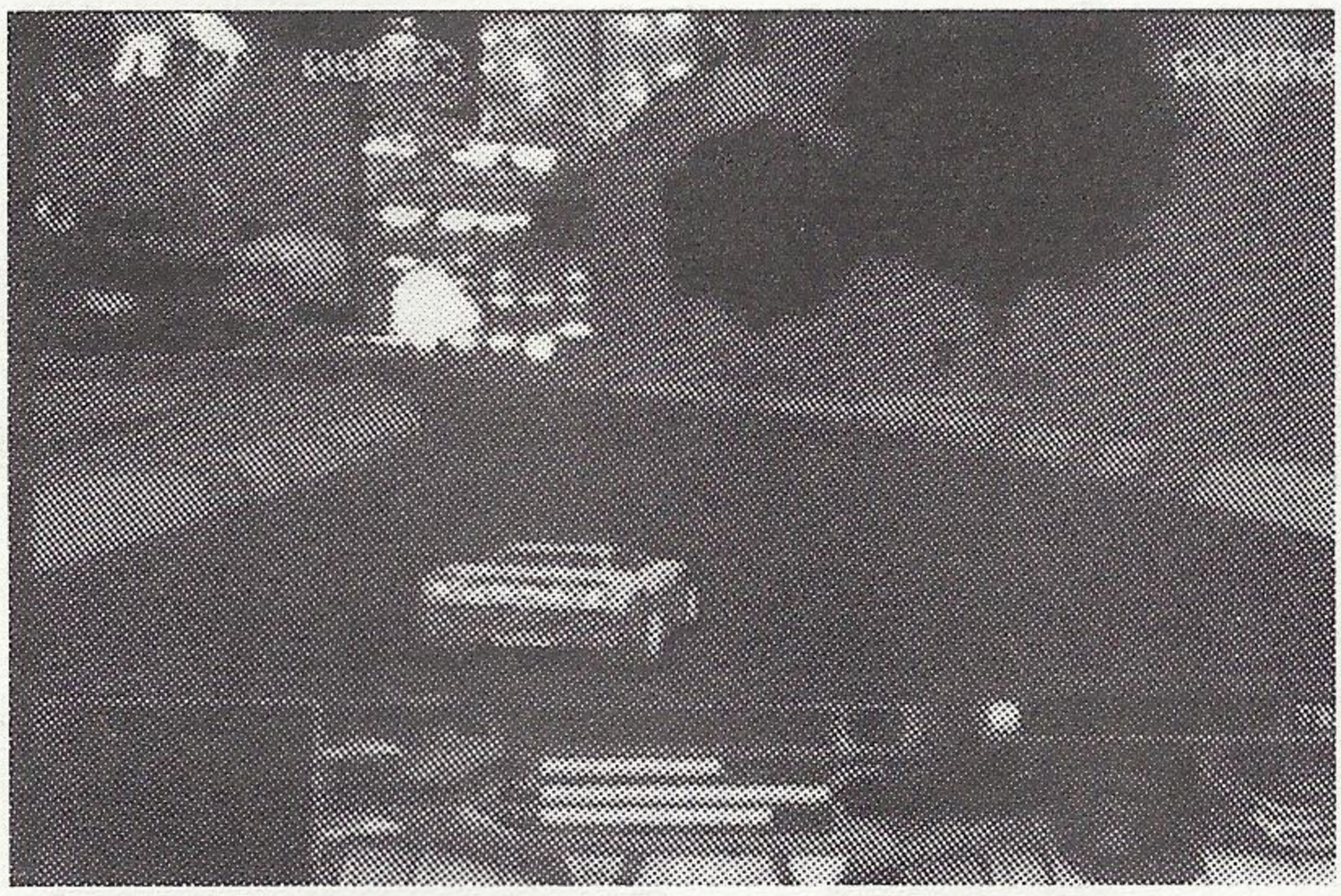
Hint: Each car's cockpit includes a Warning monitor that shows what zones lie ahead (after you drive over the Warning Symbol). Watch out for the following symbols on the monitor and the racetracks. Run over them to use them. Or swerve to avoid them!

Symbol	Label	Description
	Booster +	Get a short burst of high speed on a timer.
	Booster -	Brakes applied, which slows or stops car.
	Points +	Gain variable points, depending on track position.
	Points -	Lose variable points, depending on track position.
	Energy +	Gain variable amounts of battle strength.
	Energy -	Lose variable amounts of battle strength.
	Weapon	Collect a weapon. Press **C** to shoot.
	No Weapon	Takes away your weapons.
	Missile	Pick up a missile if the car is capable.
	Rails	Holds the car on the road.

Symbol	Label	Description
	Shield	Temporary protection against competitors' cars.
	Radar Jam	Jams radar so you cannot see locations of competitor's cars.
	Blinding Zone	Causes screen wobble so you can not see zones.
	Panel Off	Turns off the Warning monitor and all panel indicators fail temporarily.
	Skidding	Slippery stuff that makes your car skid.
	Skidding turn	Watch it! This'll cause you to go into a 360 spin!
	Warning	Part of the panel that warns of zones on the track ahead.

NEWSAN TRACKS

Welcome to NewSan! Cruise the world's most sophisticated city, stretching over what was once known as California. Here, Enforcer, you get to do high speed battle with a gang of brutal competitors, The Vultures, driving RAMONs. Led by Jailbait, these scum will do their best to turn you into dog meat. So, rev up and watch the feathers fly!



NewSan boasts three fine tracks.

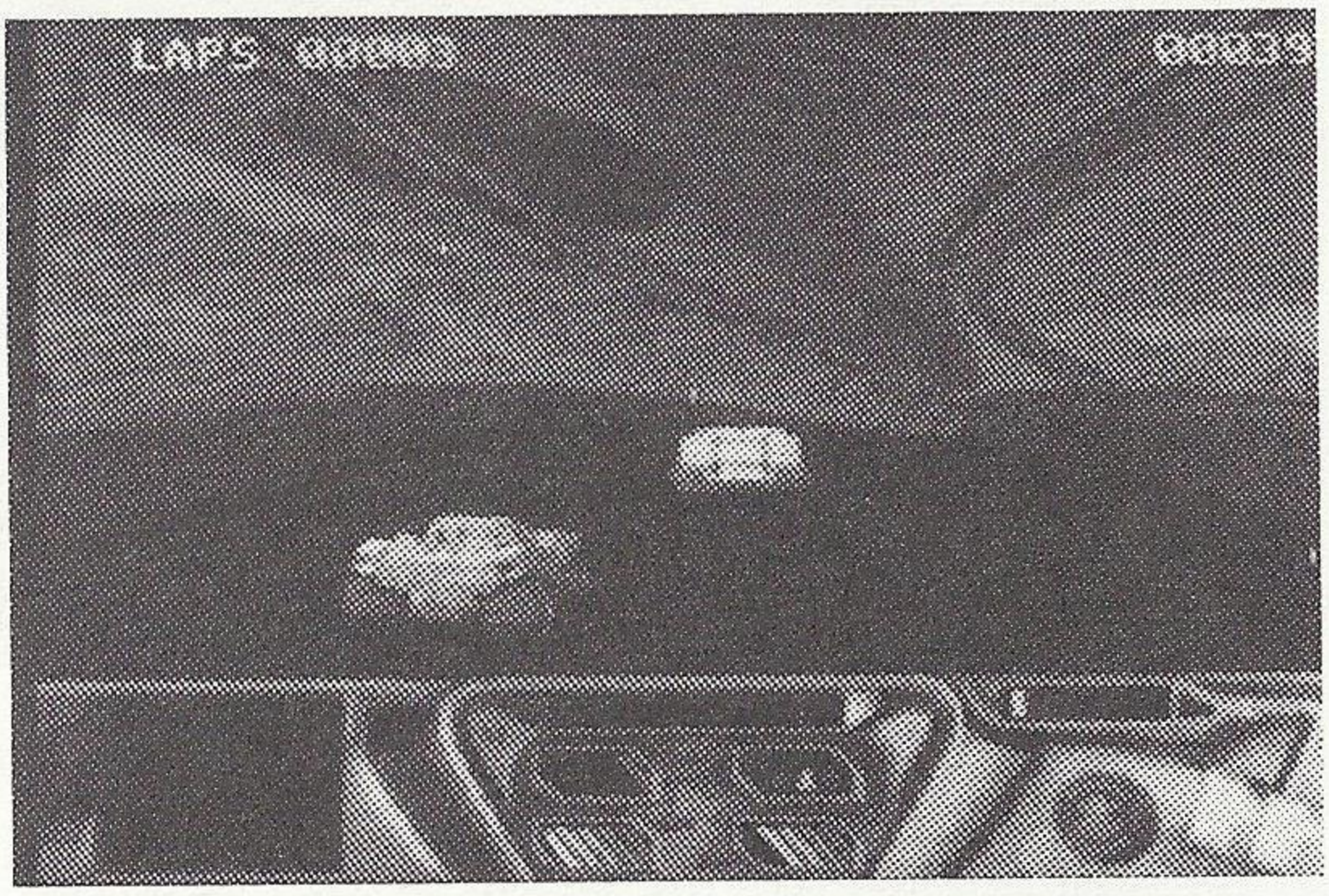
Uptown - VWBT designed this incredibly expensive speedway for the beautiful people. So go ahead. Sit back and daydream about the elegant night life—and you're chopped liver, bud.

Sunset Boulevard - VWBT poured virtually billions into the superb speedway. Keep your eyes peeled, because "now you see it, now you don't" can mean "lights out" for you.

Golden Gate Speedway - Take a dawn drive over VWBT's special tribute to OldSan. Watch out for The Vultures circling, or you'll be old news.

MAEVA TRACKS

How long can you hold your breath? Keep your goggles clear and your harpoon ready as you race beneath the sea. You'll be hunted relentlessly by The Sharks driving the triple winged MARIAs. Their leader, Hammerhead, has sworn to make you eat your lunch in the sand. Turn these fish into sushi on the track and net a MARIA.



Maeva offers three breathtaking tracks:

Atlantis - Drive through a legend and into the jaws of hell. The Sharks are gonna getcha in the Aquatube raceway, Enforcer.

Aqualand - Viewers at home can enjoy the wonder of an enchanted garden beneath the sea, while you fight off The Sharks.

The Blue Lagoon Funworld - VWBT's 20 billion dollar underwater raceway is the perfect spot for a family vacation—for dolphins!

FACTORYLAND TRACKS

So you think you're a hot shot at hot wiring? Check out The Power Tools led by Big Bob. These guys drive the HOOPERs. Watch it, or they'll grind you up into little parts.



Factoryland manufactured three special tracks, just for suckers like you:

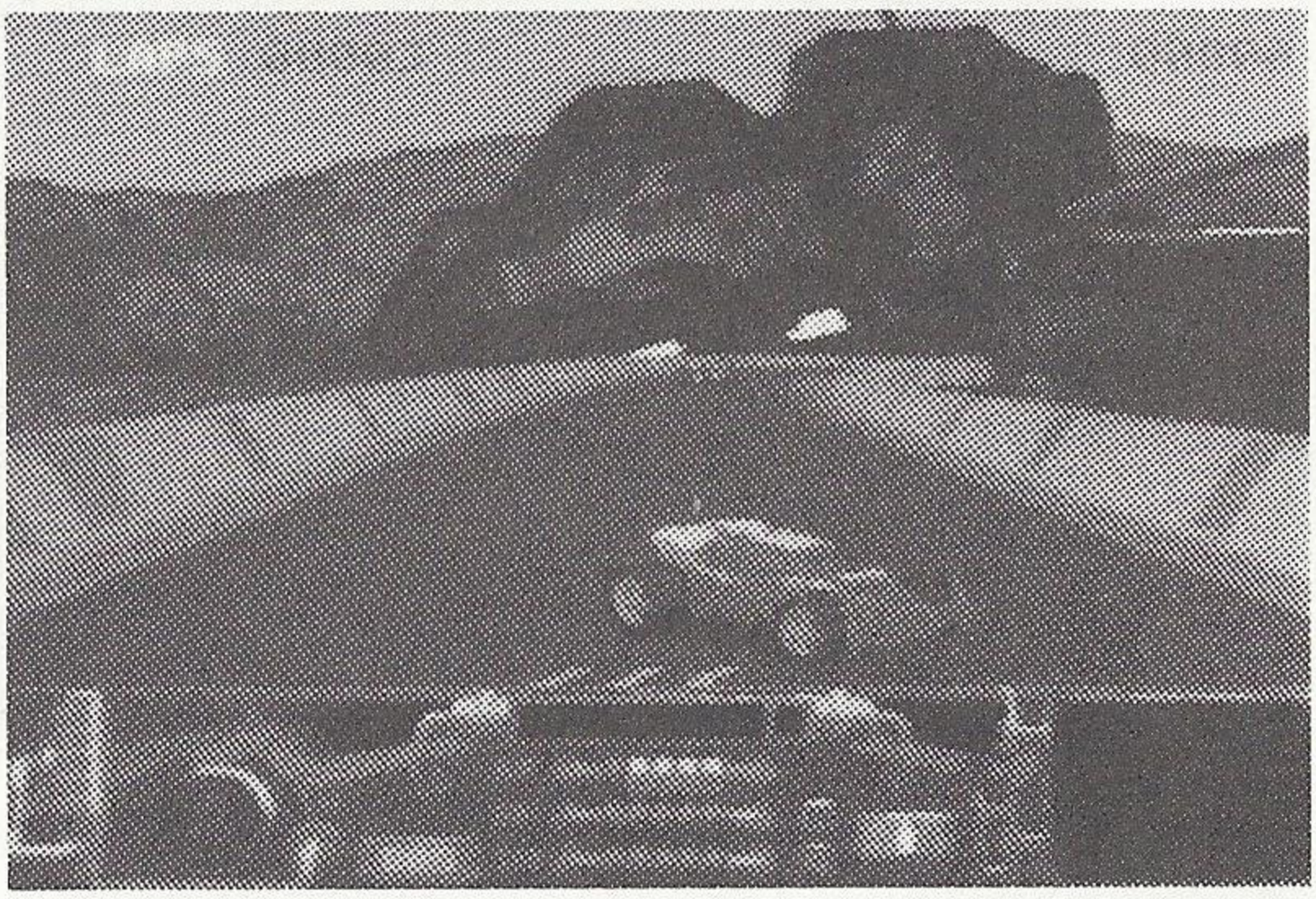
Industrial Park- Put on your hard hat and tough it out in an atmosphere of burning tires. Remember, "rubbing is racing." So, ya better burn rubber if you don't want your car customized with a can opener!

The Snake - Put your pedal to the metal. The official name for this track is Extraction Facility 17. Your stomach'll let you know why it's called The Snake. It's pure poison to the incompetent.

The Big Zero - So far, nobody has beaten Big Bob and his bad boys on this track. Legend has it that this is the Robots' burial ground. Certainly, it's where most Enforcers bite the dust.

TERMINAL CITY TRACKS

This could be the end of the line for you, Enforcer. The Scabs lead by Rabies will try to pick you off in their PALOMAs. Better get up to date on your shots. And don't forget your dog tags, so the coroner can ID you afterwards.



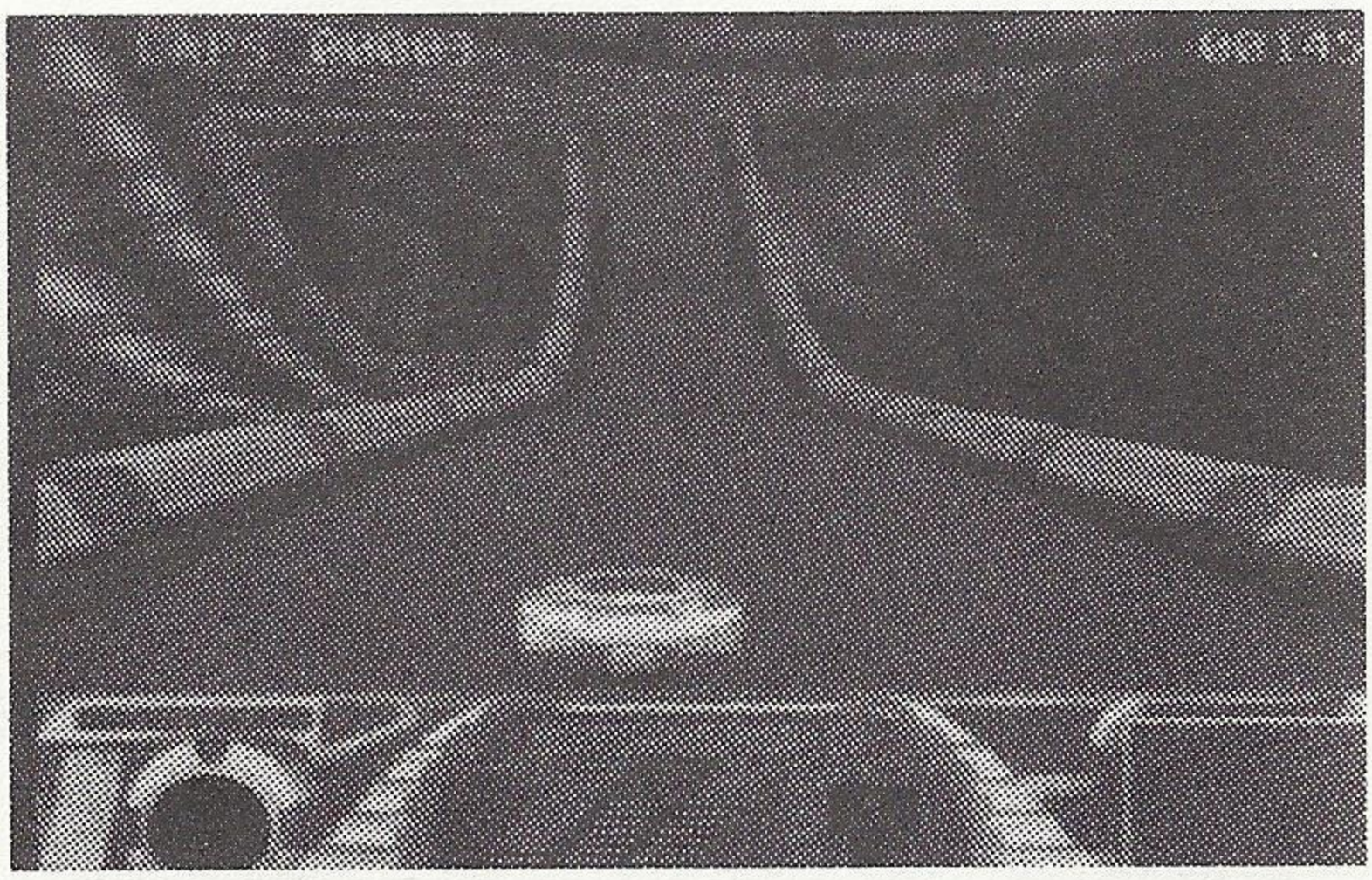
Terminal City is about as low as you can go, but it's got two hot tracks:

Wasteland - So called because this is where Enforcers get wasted! Better step on the gas.Time's a wasting.

Orbital Junkyard - Enjoy driving in the dark, Enforcer? Well, try racing through a bunch of defunct spaceships floating in zero G. This track is a dream come true for some; a nightmare for others!

FRACTALIAN SPACE TRACKS

Race through time and space against The Master Class. Lead by King Cool driving OMEGAs, these space freaks are bad news. Hang tough and show them you've got the right stuff.



Fractalian Space is fractured into three tracks:

The Particle Accelerator - Time for warp speed against five warped competitors.

The Belly of the Beast - Imagine what it would feel like to be swallowed whole. Better pray you don't find out, because few have escaped the Belly of the Beast.

Paradise Valley - A vision of unspoiled loveliness. Count your blessings. This may be the last thing you'll ever see.

BONUS TRACK
No clues here. A virtual surprise!

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- Do not bend it, crush it, or submerge it in liquids.
- Do not leave 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 Disc.
- **Keep Your Sega CD Disc Clean.** Always hold by the edges, and keep in its case when not in use. Clean with a lint-free, soft dry cloth-wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

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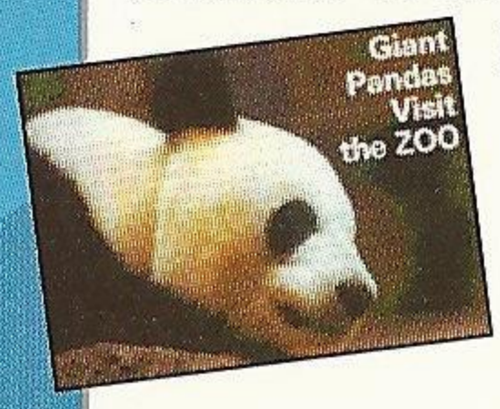
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