



CONTENTS

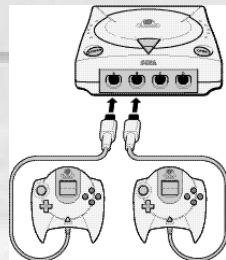
Thank you for purchasing DAYTONA USA®. Please note that this software is designed only for use with the Dreamcast console. Be sure to read this instruction manual thoroughly before playing.

Controls	2	Net Battle	16
Game Display	4	Records	20
Starting Up	6	Replay	20
Main Select	8	Options	21
Single Race	11	Homepage	24
Championship	11	Course Information	25
Time Attack	13	Car Information	28
VS Battle	14	Credits	29

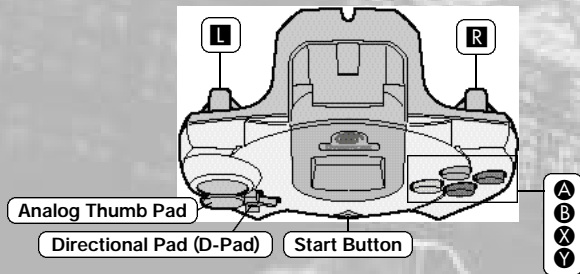
DAYTONA USA® is a memory card [Visual Memory Unit (VMU) sold separately] compatible game. For details regarding game files, see p.23. While saving never turn the Dreamcast OFF, or remove the memory card, controller or other peripheral devices.

CONTROLS

This is a 1 to 2 Player game. For a 1 Player game connect a controller to Control Port A. For a 2 Player game connect controllers to Control Ports A and B.



DREAMCAST CONTROLLER



* Never touch the Analog Thumb Pad or **L/R** while turning the Dreamcast Power ON. Doing so may disrupt the controller initialization process and result in malfunction.

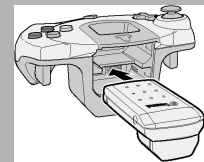
CONTROLS

<i>Menu Controls</i>	Move Cursor Enter Cancel/Return to Previous Screen Adjust	
<i>Game Controls</i>	Game Start/Pause Steering Accelerate Brake Change Camera View Gear (Manual transmission only)	Start Button Analog Thumb Pad R L D-Pad X (1st)/ A (2nd)/ Y (3rd)/ B (4th)
<i>Web Browser Controls</i>	Scroll Up/Down Move Cursor Enter Cancel Web Navigation	Analog Thumb Pad D-Pad A B L/R

* The controls shown on this page are the default controls.

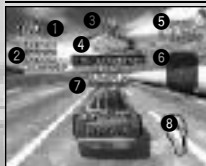
To return to the Title Screen at any time during game play, simultaneously press and hold **A**, **B**, **X**, **Y** and the Start Button on the Dreamcast Controller.

JUMP PACK™ (sold separately)
DAYTONA USA® is compatible for use with the Jump Pack. Insert the Jump Pack into Expansion Socket 2 of the Dreamcast Controller.

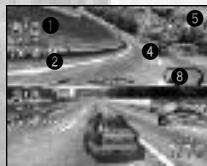


GAME DISPLAY

SINGLE RACE

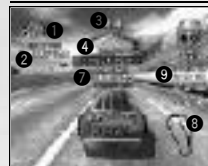


CHAMPIONSHIP



VS BATTLE/NET BATTLE*

TIME ATTACK



* Display contents are the same but on a full screen.

ICONS

MEMORY CARD ICONS

S: Game Data R: Replay Data G: Ghost Car Data K: Key File

CAR ICONS

Hornet Grasshopper Falcon Lightning

* Course Icons are explained on p.25.

① Current Lap/Total Number of Laps

② Lap Time

③ Time Limit

④ Top: Tachometer Bottom: Speedometer
Right: Gear

⑤ Position/Number of Cars

⑥ Traffic Display

⑦ Fastest Lap Time Difference

* In Championship Mode, the bonus points are displayed.

⑧ Course: Players car Leading car; VS Battle: Player 1 Player 2

⑨ Top: Fastest Lap

Center: Total Record (the fastest total time)
Bottom: Current Lap Time

Transmission

1st 3rd
2nd 4th

TRANSMISSION ICONS

AT MT

TIRE ICONS

Soft Medium Soft Medium Medium Hard Hard

COURSE TYPE ICONS

Normal Reverse Mirror Mirror Reverse

STARTING UP

MEMORY CARD SCREEN

Once the power is turned ON, the Memory Card Screen will be displayed. For first time players, follow the displayed instructions to create a save file.



If you have already created a save file, the contents of the file will be displayed. Check the contents of the file before entering.

MODE SELECT MENU

Once the Title Screen appears, press the Start Button to display the Mode Select Menu, and select the mode you wish to play.



MODES

SINGLE RACE

P.11

Race against computer controlled cars, passing through checkpoints before the time limit reaches zero.

CHAMPIONSHIP

P.11

There are four races in a series (four races in a series) to compete in, a total of 16 races. Acquire points in each race and win the championship.

TIME ATTACK

P.13

A battle to set the quickest time. It's possible to race against a "ghost" car.

VS BATTLE

P.14

Connect controllers to Control Ports A and B to race against a human opponent using a split-screen.

NET BATTLE

P.16

Compete in a race over the Internet with 2 to 4 players.

RECORDS

P.20

View the records and rankings for each stage.

REPLAY

P.20

View saved replay files.

OPTIONS

P.21

Adjust the various game settings.

HOME PAGE

P.24

Connect to the DAYTONAUSA® Homepage for rankings, and download a Key File, so you can race online.

MAIN SELECT



In each mode, before a race, you will be able to select the car and course used in that race. Select "Car" or "Course" and press **A** to display the screens below.

CAR

Select the car settings you wish to use from the Car Settings Menu.



COURSE

Select the course settings from the Course Settings Menu.



START

Start the race.

CAR SETTING MENU

SELECT

Select the car you wish to use

GRIP

The larger the gauge the stronger the grip.

ACCELERATION

The larger the gauge the higher the level of acceleration.

MAX SPEED

The larger the gauge the higher the level of maximum speed.

AT/MT

Select the transmission

Automatic

Automatic transmission is recommended for beginners.

Manual-4

Manual transmission is recommended for skilled players.

TIRE

Select the tires you wish to use.

SOFT MEDIUM SOFT MEDIUM MEDIUM HARD HARD

SOFT yields a stronger grip, while HARD yields a better drift.

COLOR

Select the car color

CUSTOM COLOR 1

CUSTOMCOLOR 2

CUSTOMCOLOR 3



Create custom colors by adjusting Car Color Setting (see p.22).

HANDICAP

The Handicap setting

Appears in VS Battle Mode and Net Battle Mode (Leader only). Select "ON" to boost the speed of the losing car.

COURSE SETTING SCREEN

Select an item below and the setting screen for that item will be displayed. Use  to adjust the setting. After you have completed setting up the course, select "OK" and press  to return to the Main Select Menu.

SELECT

Select a course.

FASTEST LAP

The fastest lap for that course.

BEST TIME

The best time for that course.

CIRCUIT LENGTH

The length of the course.

LAP

Select the number of laps to race. Depending on the course and type of race, the number of laps available for selection will vary. Select "Fixation" to set the default number of laps.

ENTRY CAR

Select the number of cars appearing in the race.

- * In Vs Battle Mode select "Player Only" for a battle between just the 2 players.
- * In Time Attack Mode, this setting will not be displayed.

TYPE

Select the type of course

NORMAL TYPE

Normal type.

REVERSE

The reverse of normal type.

MIRROR

A mirror version of normal type.

MIRROR REVERSE

A mirror version of reverse type.

SINGLE RACE

Complete the race against computer controlled cars, passing through the checkpoints before the time limit reaches zero. Adjust the race settings from the Main Select Menu and start the race.

GAME OVER

If the time limit reaches zero before you pass through the checkpoint - game over!

Main Select
P.8


Game
Start

Race End
Menu P.15


Game Flow

NAME ENTRY

After the race, if you manage to place within the top 10 rankings and the number of laps are set at "Fixation," you will be able to enter your name up to 3 letters.

Select Letter 

Enter 

Delete Letter 



CHAMPIONSHIP

There are four series (four races in a series) to compete in, a total of 16 races. Acquire points in each race and aim to win the championship.

Select the data you wish to use. If this is your first game, select "NEW GAME" and enter your name using up to 3 letters.



ACQUIRE POINTS

Clear a race and acquire points.

RANKING POINT

Earn points based on your ranking.

e.g.) 1st 80 2nd 50
3rd 40 4th 35
5th 30
and so on

LEAD LAP POINT

Be in the lead for a whole lap and get bonus points once you cross the goal line.

CHAIN LEAD LAPPOINT

Be in the lead for consecutive laps and get extra points. 1 point for each consecutive lap.

BESTLAP POINT

Achieve the best lap to receive 10 points.

e.g.) 2 laps: 1pt
3 laps: 2pts
and so on

CONDITIONS FOR CLEARING A SERIES

Refer to the table on the right for the minimum rank you must achieve in order to continue to the next series.

SERIES 1	CHALLENGERS CUP	Top 5
SERIES 2	STRONG RUNNERS	Top 5
SERIES 3	RIOT PARTY CUP	Top 3
SERIES 4	KING OF DAYTONA	Top 3

MENU

After the race the Menu Screen will appear. Select and enter "EXIT" to return to the Title Screen.

SAVE GAME	Will be displayed after the end of each series. Save your result to a memory card.
NEXT GAME	Go to the next race.
REPLAY	View a replay of the race.



TIME ATTACK

A race against time! Unless you enable the Free Run Setting in Course Settings, you must pass through the checkpoints within the time limit or it's game over.

GHOST CAR SELECT SCREEN

Adjust the Ghost Car settings. Select and enter "EXIT" to return to the Main Select Menu.

START
Start the race.

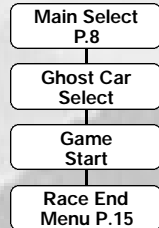
LAST RUNNING DATA
Use the Ghost Car data of the previous race.

- * Cannot be selected if:
 - This is the first time selecting Time Attack Mode.
 - You used a different course in the previous race.

LOAD MEMORY CARD
The Memory Card Menu will be displayed. If Ghost Car data is saved on the memory card it will be listed. Select the data you wish to use.

LOAD COM DATA
Load Ghost Car data from a prepared selection.

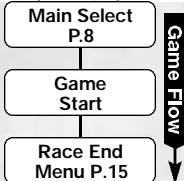
GHOST CLEAR
Erase the Ghost Car data and race with only one car on the track.



VS BATTLE

A 2 Player mode using a split screen.

After the Main Select Menu has been displayed, select "1PCAR" to choose a car for Player 1 and "2PCAR" to choose a car for Player 2. Start the race after completing the course settings.



Game Flow

ENTRY CAR OPTION

In Vs Battle you are able to select the following entry car options:

ENTRY CAR 10

10 cars will be present in the race.

PLAYER ONLY

Only Player 1 and 2's car will enter the race.



Player 1

Player 2

PAUSE MENU

Press the Start Button during play/replays or in mode menu to display the Pause Menu.

Use \blacktriangledown / \blacktriangle to select an item and press \blacktriangle to enter.



- | | |
|--------------------|---|
| <i>CANCEL</i> | Return to the game |
| <i>RESTART</i> | Restart the race
* only when racing
* not displayed in some modes |
| <i>FINISH</i> | When the Free Run option is set in Time Attack Mode select "Finish" from the Pause Menu to finish the race.
* only when racing |
| <i>REPLAY EXIT</i> | Quit Replay and return to RACE END MENU Screen.
* only when displaying replay |
| <i>EXIT</i> | Return to the Title Screen. |

RACE END MENU

The Race End Menu is displayed at the end of each race. Select and enter "EXIT" to return to the Title Screen.



- RETRY*
Try the race again.
- MAIN SELECT*
Return to the Main Select Menu.
- REPLAY SAVE*
Save the replay to a memory card.
- REPLAY*
View a replay of the race.
- GHOST SELECT*
* Time Attack Mode only
Display the Ghost Car Select Screen.
- GHOST SAVE*
* Time Attack Mode only
Save the Ghost Car file from that race.

SAVING



The Memory Card Select Screen will display all connected memory cards. Select the memory card you wish to use. If there are not enough memory blocks in the memory card, you must delete existing files in order to save. Select the files you wish to delete and select and enter "YES" when the confirmation screen appears.

NET BATTLE

Compete in a race over the Internet with 2 to 4 players. You must complete User Registration and download a Key File to your VMU in order to compete.

- * Only one person can play per Dreamcast.
- * The contents of the Internet are constantly updated, differences with this manual may occur.

REGARDING USER REGISTRATION

To register to race online you must first acquire a SEGA.COM Username and Password* by logging on to SEGA.COM with a PC, by using the latest version of the SEGA Dreamcast Web Browser, or by selecting "Homepage" from your Daytona USA game disc.

- * If you already have a Sega.com Username and Password, select "Homepage" from your Daytona USA game disc to acquire a Key File.

For information on acquiring a Key File, see HOMEPAGE on p. 24.
For the disclaimer on accessing the Internet, see INTERNET & CHAT DISCLAIMER on p. 30.

Get connected to SegaNet, the Gamer's Destination and ISP optimized for online multiplayer gaming on the Dreamcast and PC. SegaNet hooks you up to superfast gameplay, the coolest gaming community, and exclusive content and features. Sign up now at <http://www.sega.net>

SEGANET™

NETWORK CONTROLS

Move cursor Enter Delete previous letter Adjust Text Box Confirmation Scroll Up Scroll Down Display Comment Menu	Analog Thumb Pad/D-Pad A B X Y L R Start Button
---	--






DREAMCAST KEYBOARD (SOLD SEPARATELY)



Change Window Scroll Select Enter Display Menu	TAB/Shift+TAB Page Up/Page Down ← → Enter ESC
--	---

FLOW TO THE RACE

Before you can race online you must configure your Dreamcast with ISP information. To do this, insert your Dreamcast browser disc, or to request a Dreamcast browser disc, call 1-800-500-8946.

- 1 Select "NETBATTLE."

- 2 Select your VMU which contains the key file you obtained from the DAYTONA USA® Homepage.

- 3 The Dial-up Screen will be displayed. To dial-up follow the directions on-screen. Press **A** to dial-up and proceed to step 4.

- 4 The Handle Name Screen will be displayed. If this is your first time participating in Network Battle, register your handle name here. If you have already registered your handle name, select the handle name and proceed to point 5.

- 5 The Server Select Screen will be displayed. Select a server from the list. Choosing the server closest to your home will ensure the best possible game experience. Once selected, proceed to point 6.



CHAT


In any Main or Team lobby you can chat with other users using the virtual on-screen or Dreamcast hardware keyboard. To search for other online users, select the "search for other users" button located on the "Entrance" Screen, and type the handle of the user you are looking for. For chat information, see INTERNET & CHAT DISCLAIMER on p. 30.

ABOUT LOG-IN ID IDENTIFICATION


Upon connection to the server, your Key File and Username will be validated to ensure a safe and straightforward Network experience. Note that Sega will not reveal your user information to any third parties.


FLOW TO THE RACE

- 6 The Entrance Screen will be displayed. Choose "Select a Lobby" to display a list of available lobbies, and then select an experience level that suits your racing style. Please proceed to step 7.


- 7 The Lobby will be displayed. Select "Join A Team," to display teams available for selection. If you join a team you will become a "Member" of that team.


Select "Create Team" to create a team. In this case you will become the Host of that team.

- 8 The Team Lobby Screen will be displayed. Set up the race. Host can select a car and the course. Members can only select a car.


- 9 The Host selects "Start Race," to get the race under way.


After the race you will return to step 8

Press the Start Button to display the command icons



Lobby Select Select a lobby from the list.



Entrance Return to step 6.



Exit Game Exit the current team.



Join A Team Displays team currently available. Select the team you wish to join. Select "Create Team" to make your own team. Enter the team name.



Search for Other Users Enter the handle name of the player you wish to search for.



User/Team Info Switch between lists showing the player and teams.



Exit Return to the Dial-up Screen 3.



Start Race Start the race (only the Host can do this).



Set-up Screen The Main Select Screen is displayed. Host can select a car and the course. Members can only select a car.

RECORDS

The Race End Menu is displayed at the end of each race. Select and enter "EXIT" to return to the Title Screen.



Item Select	↕
Change	↔
Total Top Scroll	L/R

REPLAY

View saved replay files. Select the file you wish to load from the Memory Card Select Screen.

To end the replay, push the Start Button to display the Pause Menu, select "REPLAY EXIT" and push **A**.



(Display Meter)

Change Viewpoint	↔
Display Meter	A



For Vs Battle replays, use ↕ to switch from Player 1/Player 2 view and the split-screen view.

OPTIONS

Adjust the various game settings. Select an item to display its setting screen. After completing adjustments, select and enter "OK" to return to the Mode Select Menu.

Note: when adjusting options, press **B** to cancel any adjustment made.



GAME CONFIG

DIFFICULTY	Adjust the amount of time when passing through a checkpoint.
LAP TIME DISPLAY	Select "ON" to display the lap time while racing.
SECTION LAP TIME DISPLAY	Select "ON" to display the time difference with the fastest lap.
VIEW TYPE	Select the default view type.
SOUND	Select Stereo or Mono sound output.
BGM VOLUME	Adjust the background music volume.
SE VOLUME	Adjust the sound effects volume.
BGM TEST	Listen to the background music.
SE TEST	Listen to the sound effects.
VIBRATION	Enable or disable the jump pack.
OK	Save the adjustments made and return to the Option Menu Screen.

PLAYER CONTROLLER SETTINGS

KEY CONFIG

Adjust the button configuration.

ANALOG CALIBRATION

Adjust the analog controls. Use each respective analog button to adjust and press **A** to enter.

PLAY

Adjust when the analog control takes effect.

MAX

Adjust when the analog control reaches maximum effect.

SENSITIVITY

Here you can adjust the steering sensitivity.



CAR COLOR SETTING

SELECT

Select a car.

COLOR

Select a custom color file.

PALETTE

Select the color you wish to change.

HUE

Change the color.

SHADE

Adjust the intensity of the color.

VALUE

Adjust the darkness of the color.

DEFAULT

Return settings to their default.

EXIT

Save the adjustments and return the Option Select Menu.



ADJUST DISPLAY

You can adjust the position of the display. Use Analog Thumb Pad to make adjustment, and press **A** to enter. Press **B** to cancel. Press **R** to bring the display to default position.

SAVE/LOAD

DATA SAVE

Save a game file.

DATA LOAD

Load a game file.



SAVE FILES

The save files used in this game are listed below. When the Dreamcast is turned ON, if there is no save file you will be asked whether or not to create one. Follow the directions on-screen to create a file.

GAME DATA

Contains data for Options, Championship Mode and Net Battle Mode.

REPLAY DATA

Contains replay data.

GHOST CAR DATA

Contains records for Time Attack Mode and Ghost Car Data.

KEY FILE

Data needed for online play, downloaded from DAYTONA USA® Homepage.



DAYTONA_CNF



DAYTONA_ROO



DAYTONA_GOO



DAYTONA_KEY

*For Replay or Ghost Car data, the minimum amount is 22 blocks.

HOMEPAGE

Access the DAYTONA USA® Homepage to check rankings and acquire a key file, so you can race online.

RANKING

Check the rankings of other players.

If your records place within the rankings, you will be able to register them online. You can also upload/download replay and ghost car data.

Ranking details:

Total Time Ranking

The record times for each course in Time Attack Mode with the lap number set to Fixation Lap.

Fastest Lap Ranking

The record times for each course in Time Attack and Single Race Mode. You cannot upload ghost car or replay data here.

- The contents of Homepage will be updated periodically. Please also note that the contents may totally be renewed.
- The saved game file, created with a Dreamcast console with which the user registration has not been completed, cannot be uploaded for user ranking. If you have not completed the user registration, please delete all DAYTONA USA® save files, and start over again from the beginning.
- * If you are going to participate in Rankings, please also read the DAYTONA USA® Homepage as well.
- The uploading of data is possible from any VMU that contains a DAYTONA USA® save file.

DAYTONA KEY FILE

To race online you must acquire a Key File. Below are the steps needed to get a Key File:

- From the Homepage, select Register for Net Battle.
- On the registration page enter your Sega.com Username and Password. If you do not have a Sega.com Username and Password, select create.
- After you have entered the correct Username and Password you can then download a Key File to your VMU (4 blocks required).
- Pull the left trigger on your Dreamcast controller and select "Exit to Game". Now you are ready for online competition!

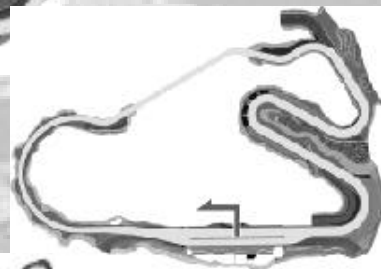
COURSE INFORMATION



Three Seven Speedway is located in the gambling metropolis, Las Vegas. It's very bright and aimed at the beginner.

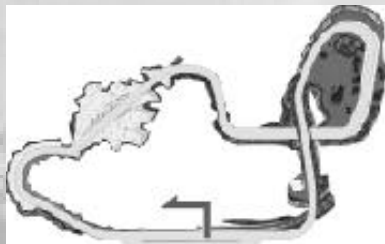
Dinosaur Canyon

This course winds its way through a deep canyon. The course takes its name from a giant dinosaur fossil. An intermediate course.



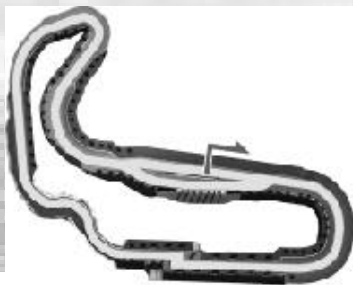
Sea-Side Street Galaxy

Starting from Starlight Bridge, this is the longest course of the series. With a lot of tight corners, this course requires a lot of technique.



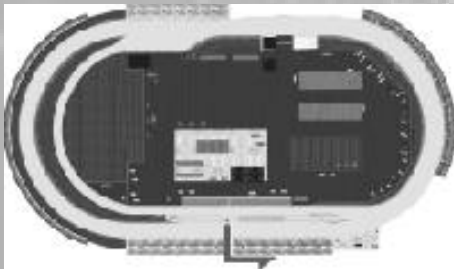
Des *Desert City*

This technical course surrounds a desert oasis. The balloons have come out to greet the drivers.



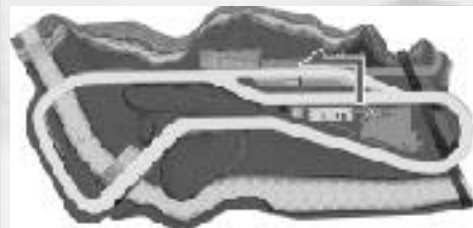
Nat *National Park Speedway*

Built in the largest amusement park in the world. This course offers a mixture of curves and straights.



Cir *Circuit Pixie*

Dreamcast Original
Built in a forest once said to contain fairies. This is an oval course so no need for brakes here, go full throttle and get in the slipstream.



Rin *Rin Rin Rink*

Dreamcast Original
A course built on a swamp, it consists of a series of curves, then a long straightaway. You will need quick acceleration for this course.

Mer *Mermaid Lake*

Dreamcast Original
A figure 8 course. The most difficult part of this course is the final corner.



CAR INFORMATION



HORNET

This car has a balance between grip, acceleration and maximum speed. This car is suitable for all courses.



GRASSHOPPER

This car has the best grip of all the cars, but the level of acceleration and maximum speed are poor. You are able to control the car quickly while drifting.



FALCON

A well rounded car with a high level of grip. This car is very easy to handle.



LIGHTNING

This car has a high level of acceleration and maximum speed but a low level of grip. You can't be beaten on the straights but it's difficult to control the car around corners.

CREDITS

The following credits list the staff responsible for the localization, marketing, and manual production for the U.S. version of DAYTONA USA®. Credits for the original development staff are listed in the game itself.

Localization Producer

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Stefan Conde

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Kaoru Ichigozaki

Special Thanks

Peter Moore

Chris Gilbert

Heather Kashner

Jane Thompson

Sandy Castagnola

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INTERNET & CHAT DISCLAIMER

Homepage Access

If you choose to access the DAYTONAUSA® Homepage, Infogrames Interactive, Inc. does not review or control, and disclaims any responsibility or liability for, the functioning and performance of the Homepage, the terms of use of the Homepage, and any content on or available via the Homepage, including, without limitation, other contact between users of the Homepage. Infogrames Interactive, Inc. does not endorse the Homepage merely because a link is suggested or established. Children should check with a parent or guardian before accessing the Homepage.

Chat

Neither Infogrames Interactive, Inc. nor Sega of America, Inc. monitors, controls, endorses, or accepts responsibility for the content of the chat messages. If you choose to utilize the Chat function of DAYTONAUSA®, you do so at your own risk. You are strongly encouraged not to give out your identity or other personal information through chat transmissions.

NOTES

NOTES



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