

SEGA CD™

RACING ACES™



SEGA™

Rated by V.R.C.™
GA
Appropriate for
all audiences.
General Audiences

Warnings

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

Epilepsy Warning

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.**

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 TVs.

About Audio Connectors

If the Audio connection is made to your television from the Sega CD, the Mixing Cable must be used to connect the headphone output jack on the front of the Genesis to the MIXING input jack on the rear of the Sega CD. If the Audio connection is made to your television from the Sega Genesis (using either the RF cable or a Video Monitor cable), the Mixing Cable must NOT be used.

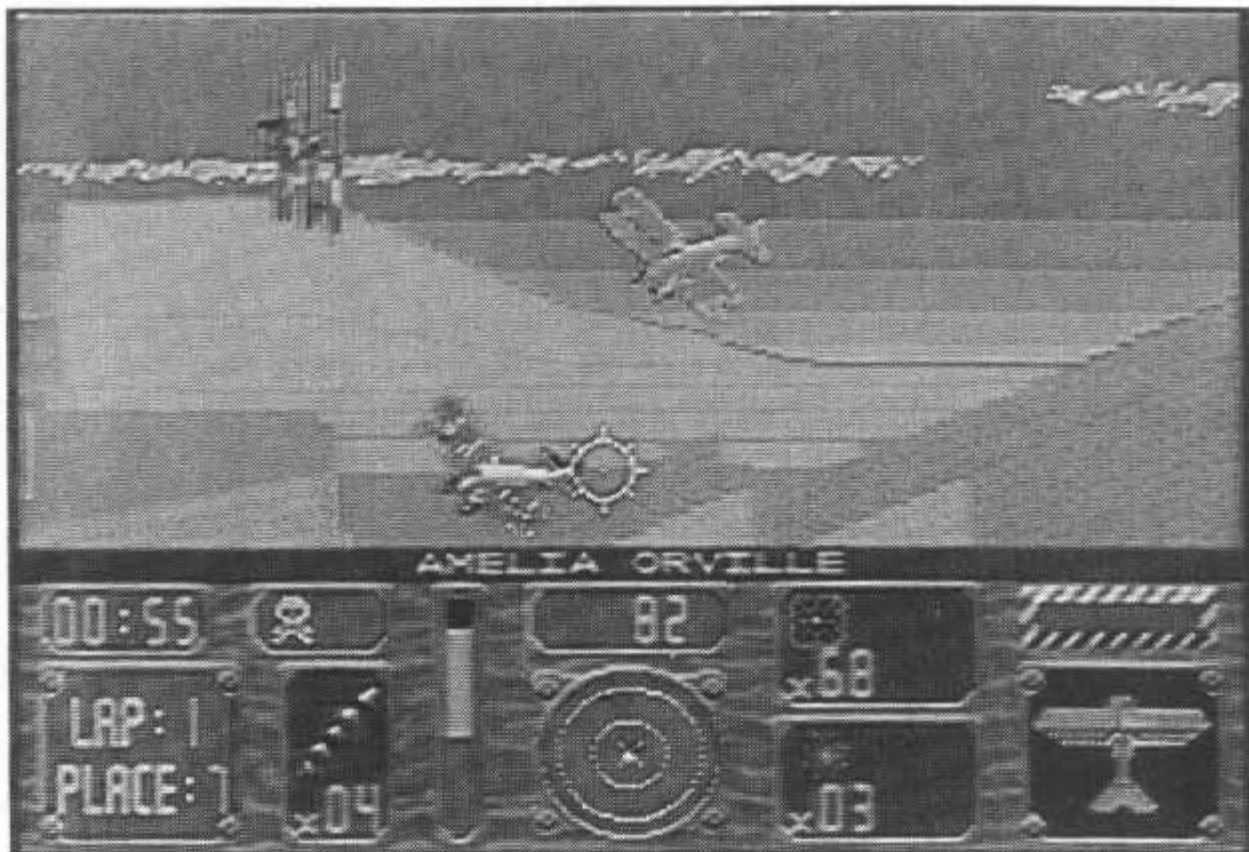
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SEGA GAMEPLAY HOTLINE

1-415-591-PLAY

FLIGHT AND FIGHT!



Air combat is the ultimate in warfare: glorious, heroic and terrifying! *RACING ACES* transforms the dogfighting madness into an aerial road race!

Take control of the stick. Dive and twist through murderous terrain. Feel the cutting edge as you bank at pylon towers that guide the way over the course. Fly too far afield and anti-aircraft batteries will pummel you with deadly flak. Get careless and you'll auger into a mountain. Meanwhile, the competition is pounding you with everything it's got, trying to blast you out of the sky!

Soar through an intense racing season, piloting great combat aircraft from the pages of aviation history. Go nose to wingtip against an international field of 30 rudder-busting dogfighter from aces to wildcards, including a cloud-punching granny who was airborne before you were embryonic!

Look out! The Baron's on your 6 o'clock. Missiles lock on. Slam it over hard and dive. Bank hard and pull back on the stick to circle behind him. Blazing shreds of the Baron's plane rip off as he arcs downward in a trail of smoke.

"You're toast, sucker!"

SETTING UP

1. Set up your Sega CD and Sega Genesis™ systems and plug in control pad 1.
2. Turn on your TV or monitor, and then turn on your Genesis. The Sega CD logo appears.

NOTE: If nothing appears on screen, turn the system OFF, make sure it is set up correctly, and then turn it ON again.

3. Open the disc tray or CD door. Place the *RACING ACES* compact disc into the disc tray, label side up. Close the tray or CD door.
4. If the Sega CD logo is on screen, press START to begin the game. If the Control Panel is on screen, move the cursor to the CD-ROM button and press A, B or C to begin.

NOTE: If the RACING ACES disc is already in the Sega CD when you turn it on, the game will begin automatically after a few moments.

5. The Title screen will appear. Wait a few moment to watch three different cinema sequences of the RACING ACES warbirds in action.
6. Press START to return to the Title screen.
7. Press START again to bring up the Race Selection menu.



STARTING THE GAME

Pressing START at the Title screen brings up the Race Selection menu. Use the D-PAD to highlight your choice, and then press any button.



- Select TEST TRACK, PRE-SEASON RACING or RACING SEASON to begin the flight of your life (see pages 6-7).
- Select OPTIONS to change the game settings (see below).

SETTING OPTIONS

1. Use the D-PAD to highlight an option.
2. Press A, B or C to make a selection.



3. Highlight RETURN TO LAST MENU and press any button to return to the Race Selection menu.

MUSIC

Fly to glory with the music ON or OFF.

PITCH CONTROL

In NORMAL mode, you'll press the D-PAD UP to dive and DOWN to climb. This is the default setting.

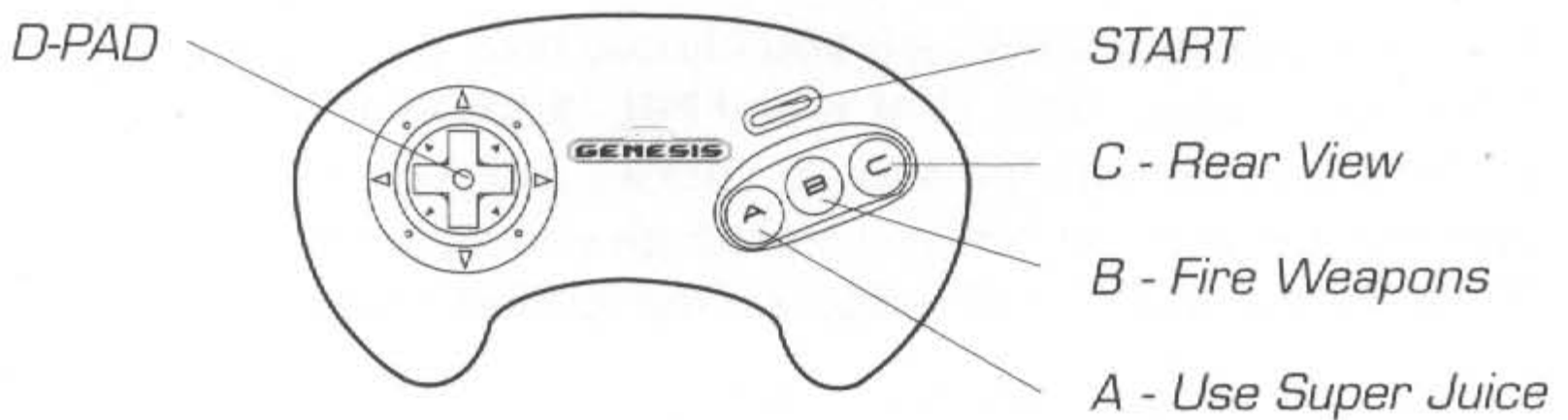
ARCADE mode is the opposite of Normal mode: you'll press the D-PAD DOWN to dive and UP to climb.

ROLL CONTROL

MANUAL mode is hands-on: you must manually level out your aircraft after a roll. This is the default setting.

In AUTO mode, the aircraft self-levels when you release the D-PAD.

TAKE CONTROL!



3-BUTTON CONTROLLER

D-PAD

- Steers aircraft left, right, up and down.
- Highlights menu options.

START

- Starts, pauses, resumes or ends the game.
- Advances through menus.

BUTTON A

- Accelerates when using Super Juice.
- Selects from menus.

BUTTON B

- Fires weapons.
- Selects from menus.

BUTTON C

- Press and hold for rear view; release for front view.
- Selects from menus.

BUTTONS A, B AND C TOGETHER

- Ejects pilot from aircraft when Eject warning is flashing.

6-BUTTON ARCADE PAD

BUTTON X

- Shows left field of view.

BUTTON Y

- Snap rolls, together with D-PAD right/left.

BUTTON Z

- Shows right field of view.

SELECTING YOUR RACE

The Race Selection menu lets you choose how you'll log your flight time. Select TEST TRACK and PRE-SEASON RACING to become familiar with the aircraft, courses and weapons before entering a season. When you feel tough enough, choose RACING SEASON and shake a tail rudder on the road to "Aceville."

On the following menus:

- Use the D-PAD to highlight an option.
- Press any button to select the highlighted option.
- Press START to continue.

TEST TRACK

1. Select TEST TRACK to bring up the Aircraft Selection menu.
2. Select one of three legendary combat planes. The Test Track diagram will appear.
3. Practice racing on the inner track. Fly the outer track to polish your flying skills. Shoot target drones and stationary targets.
4. At the end of the race, the Test Track Results screen gives you the lowdown on lap times, speeds and the number of drones you blasted.

PRE-SEASON RACING

1. Select PRE-SEASON RACING to bring up its menu.
2. Select your aircraft. Notice that the course changes with the aircraft selection.
3. Select COURSE to review the available tracks. Press the D-PAD right/left to cycle through the four courses.
4. Select START RACE to go to the Ready Room, where you can eyeball the pilots who will be gunning for you in the race. You are always in the upper left corner.
5. Press any button and the race is on!

RACING SEASON

STARTING A NEW SEASON

1. Select RACING SEASON to bring up the Racing Season menu.
2. Select START NEW SEASON. You'll go on to the Pilot Selection menu.
3. Press the D-PAD right/left to cycle through 30 pilots. Press any button to select your ace. You'll go on to the Racing menu.
4. Select COURSE to review the available courses. Press the D-PAD right/left to cycle through the four courses.

NOTE: Each racing class features 10 season courses, but only four unraced courses are available at one time. Once you've raced a track, it will not be available for the rest of the season.

5. Select BOB'S PRO SHOP to buy equipment and/or better aircraft. It helps to have money first (see page 16).
6. Highlight START RACE and press any button to see your competitors. You are always the pilot in the upper left.
7. Press any button to launch into the first race of the season.

PAUSING & ENDING A RACE

To pause a race (suspend reality), press START to bring up the Course screen. Check your position, then return to the race by pressing START again.

To end the race, highlight END RACE and press START. The question R-U-SURE? will appear. If you are sure, press START again. To resume the race, highlight CONTINUE and press START.

SAVING A SEASON GAME

You can save up to three games after any Season race:

1. After a race, select RETURN TO LAST MENU. You'll go back to the Racing Season menu.
2. Select SAVE GAME.
3. Highlight 1, 2 or 3 to designate the game you are saving.
4. Press any button to save the game.

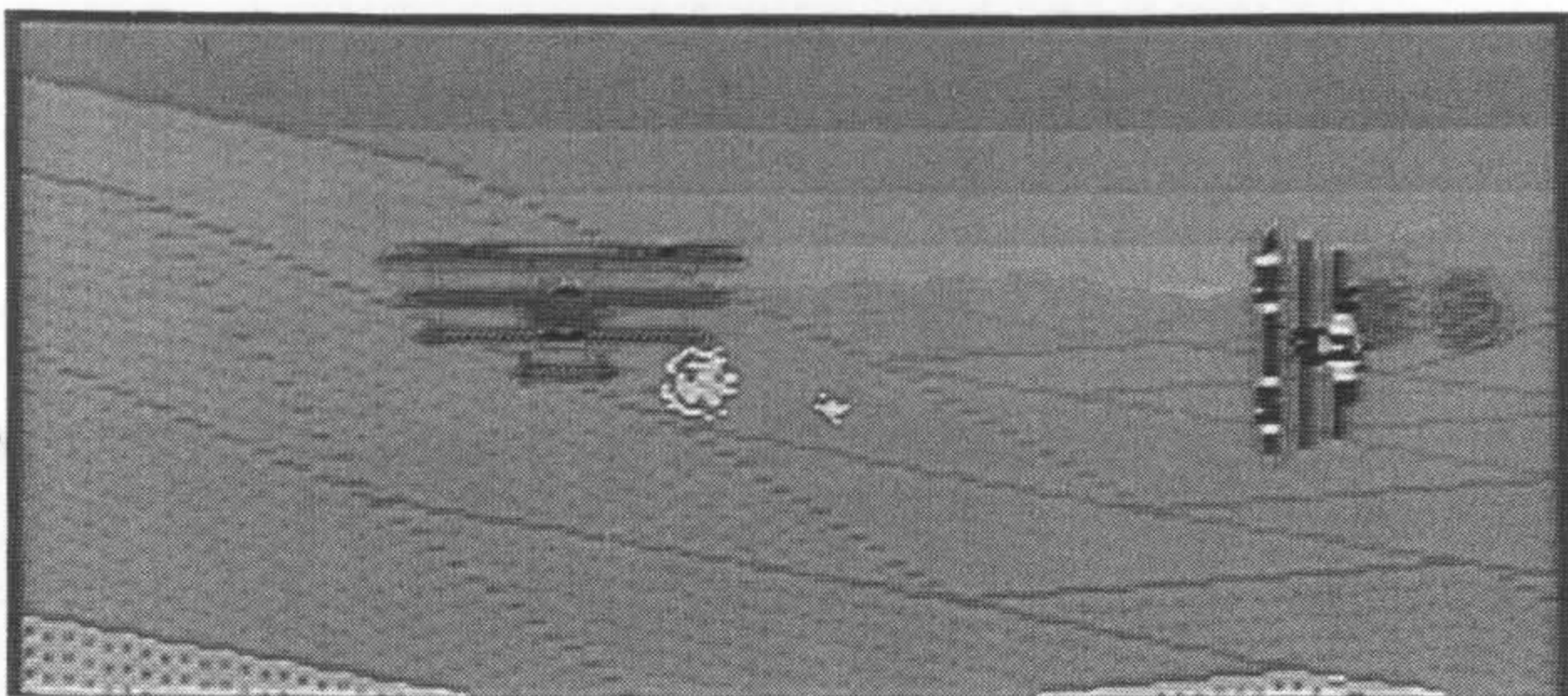
AUTO-SAVE

The game automatically saves the state of your current racing season every time you complete a race or visit Bob's Pro Shop. This saved game appears as CONTINUE LAST GAME when you select CONTINUE SEASON (see Below).

CONTINUING A SEASON

1. Press START at the Title screen to see the Race Selection menu.
2. Select RACING SEASON to go on to its menu.
3. Select CONTINUE SEASON.
4. Press the D-PAD right/left to cycle through the saved games. (CONTINUE LAST GAME is the auto-saved game.)
5. Press any button to resume the game that's showing from the point where it was saved.

HIGH-ALTITUDE HELL-RAISING



You'll be challenged by over 40 courses, from tame to terrifying. Dash through the courses as fast as you can, nailing as many competing aircraft as possible. Watch out — they're gunning for you, too.

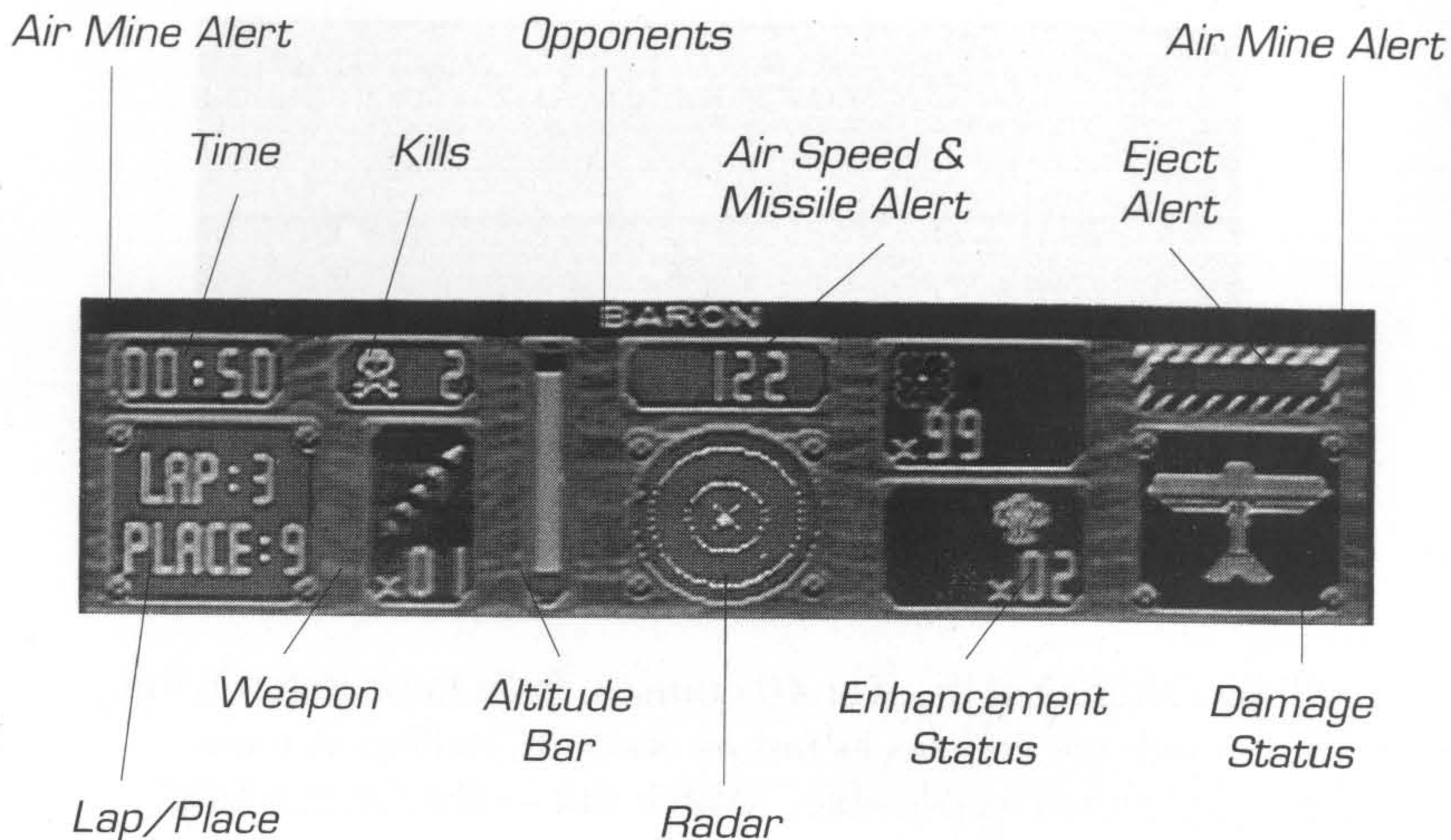
Each track has a colored path and pylons to keep you on course. Some areas are full of slop, while in others you will shoot down narrow canyon corridors with deep walls. (Stray off course in these and you're a tattoo.) You get extra money for staying inside the gates. Heavy ground artillery and air mines guard the outer areas, making life tough for any plane that strays.

You begin by competing in the Barnstormer class. If you're ranked in the top five after 10 races, you'll move up to the faster, deadlier Warbird class. Finish in the top five again and go super sonic in the Jet class. If you don't finish with the top five in any level, the season ends and you're invited to get more practice.

The aircraft can take a tremendous beating. You can bounce off mountains and take missile hits, cannon fire and multiple flak attacks. But when your damage indicator goes totally red, your plane's scrap metal.

You never die. Each time you're shot down or crash, you eject and spend time touring the course in a parachute. When you hit the ground, you're instantly back in action. But you won't make the big time by floating around, so defend yourself!

AIRCRAFT INSTRUMENT PANEL



AIR MINE ALERT

Skulls flash when an air mine is in the area to the left or right.



TIME

Elapsed time in present lap.

KILLS

Number of planes you've shot down.

OPPONENTS

The name of any opponent in your view appears on this line, under his or her plane.

AIR SPEED & MISSILE ALERT

Your air speed. The word MISSILE appears here when a hostile launch has occurred, accompanied by an audible alarm.

EJECT ALERT

Tells you when to hit the silk; your airplane's a goner.

LAP/PLACE

Your current lap and position relative to the other flyers.

WEAPON

The armament currently in position.

ALTITUDE BAR

The green bar shows your height above sea level; the blue bar indicates your height above actual ground level.

RADAR

Shows video blips representing the position of other aircraft in relation to you (at center). Also shows incoming hostile fire.

ENHANCEMENT STATUS

The upper gauge shows Super Juice and Turbo Boost levels. The lower gauge shows the number of flares and shields still on board.

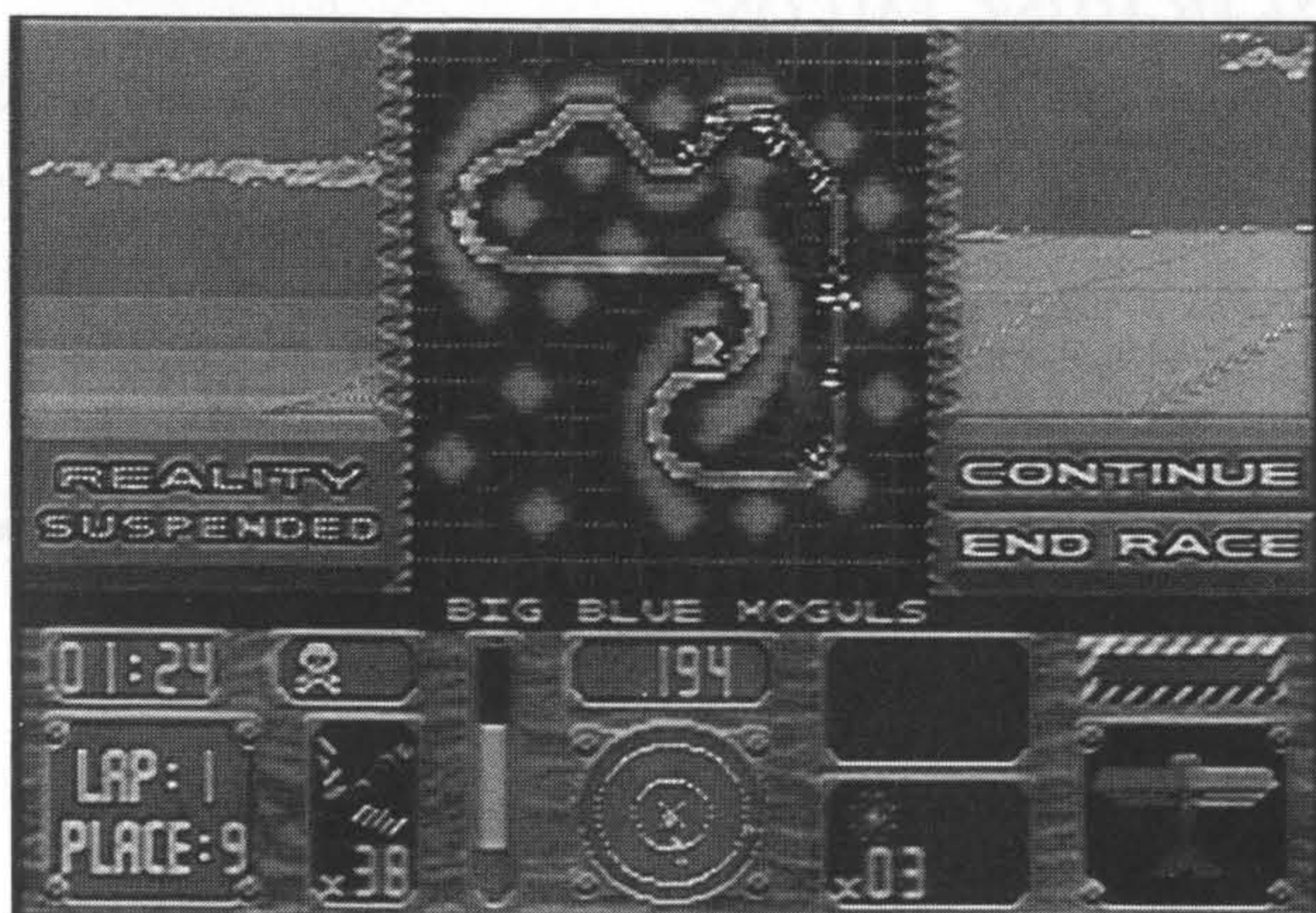
DAMAGE STATUS

How close you are to piloting a parachute.

THE COURSE MAP

At any time during the race, you can press START to suspend reality and view the Course Map. The white arrow is your aircraft position. Other aircraft are shown by airplane symbols. The split gate and finish line are also visible.

If you get lost during a race, pause and check the map. When you drift off course, watch out for deadly air mines as well as anti-aircraft flak. Your instrument panel shows flashing skulls to warn you of impending sky doom.



FIGHTER AIRCRAFT

PRIMARY FIGHTERS

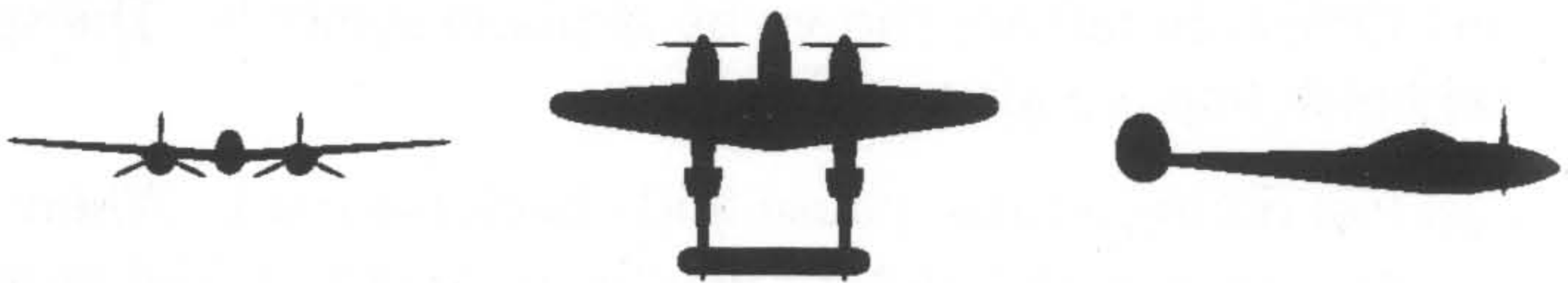
BARNSTORMER – FOKKER DR.1

The ultra-maneuverable Fokker triplane was flown by the greatest combat ace of WWI, the Red Baron. Its three-wing design earned it the nickname "Tripe."



WARBIRD – P-38 LIGHTNING

The most ominous-looking fighter of WWII, the P-38 was nicknamed "Fork-Tailed Devil" by pilots who flew against it.



JET – F-16 FIGHTING FALCON

One of the meanest multi-purpose light fighters ever made, the F-16 is as much at home blasting ground targets as it is in dogfights.



UPGRADE FIGHTERS

BARNSTORMER – THE SPAD XIII

The rugged Spad XIII was piloted by many French aces in WWI as well as by the top scoring American ace, Eddie Rickenbacker.



BARNSTORMER – TRAVEL-AIR MYSTERY SHIP

The "Mystery Ship" took the first Thompson Trophy Race by storm in 1929.



WARBIRD – P-51 MUSTANG

Many consider the Mustang to be the finest fighter of WWII.



WARBIRD – J7W1 SHINDEN

The Shinden's powerful engine and "pusher" design make it a formidable combat machine.



JET – MIG-29 FULCRUM

Russia's answer to NATO's front-line fighters, the Fulcrum is fast, maneuverable and deadly.



JET – F-23 BLACK WIDOW

A lethal combination of stealth and firepower, the Black Widow certainly earns its name.



BLACK MARKET BIRDS

A shadowy merchant of flying destruction sells three different, secret warplanes. If you have to ask how much they cost, you can't afford 'em. (See page 16.)

WEAPONS AND ENHANCEMENTS

Weapons and enhancements are available on each course as power-ups. They are also available from Bob's Pro Shop and on the Black Market. For the right price, you can be flying in class and blowing major holes in the opposition. If you crash or get shot down, you revert back to basic equipment.

THE BASIC ARSENAL

Listed here are your basic weapons for keeping the skies around you really unfriendly. As you move up the ladder of success, you'll find even nastier stuff.

CANNON ROUNDS

Multi-barreled mayhem for blowing major holes in the Baron's Fokker or any other adversary.

ROCKETS

These babies can splinter concrete walls and mangle gun turrets!

MISSILES

Radar lock-on, instant destruction for any target. A steady tone tells you when to launch. You'll know real terror when one of these chases war machines you around the course.

ANTI-MISSILE FLARES

The best fake-out on the market. As soon as missiles lock on, flares shoot away from your aircraft, distracting the threat.

SHIELD CHARGES

Absorb a weapon hit or collision. Great for pilots who like to fly into the ground.

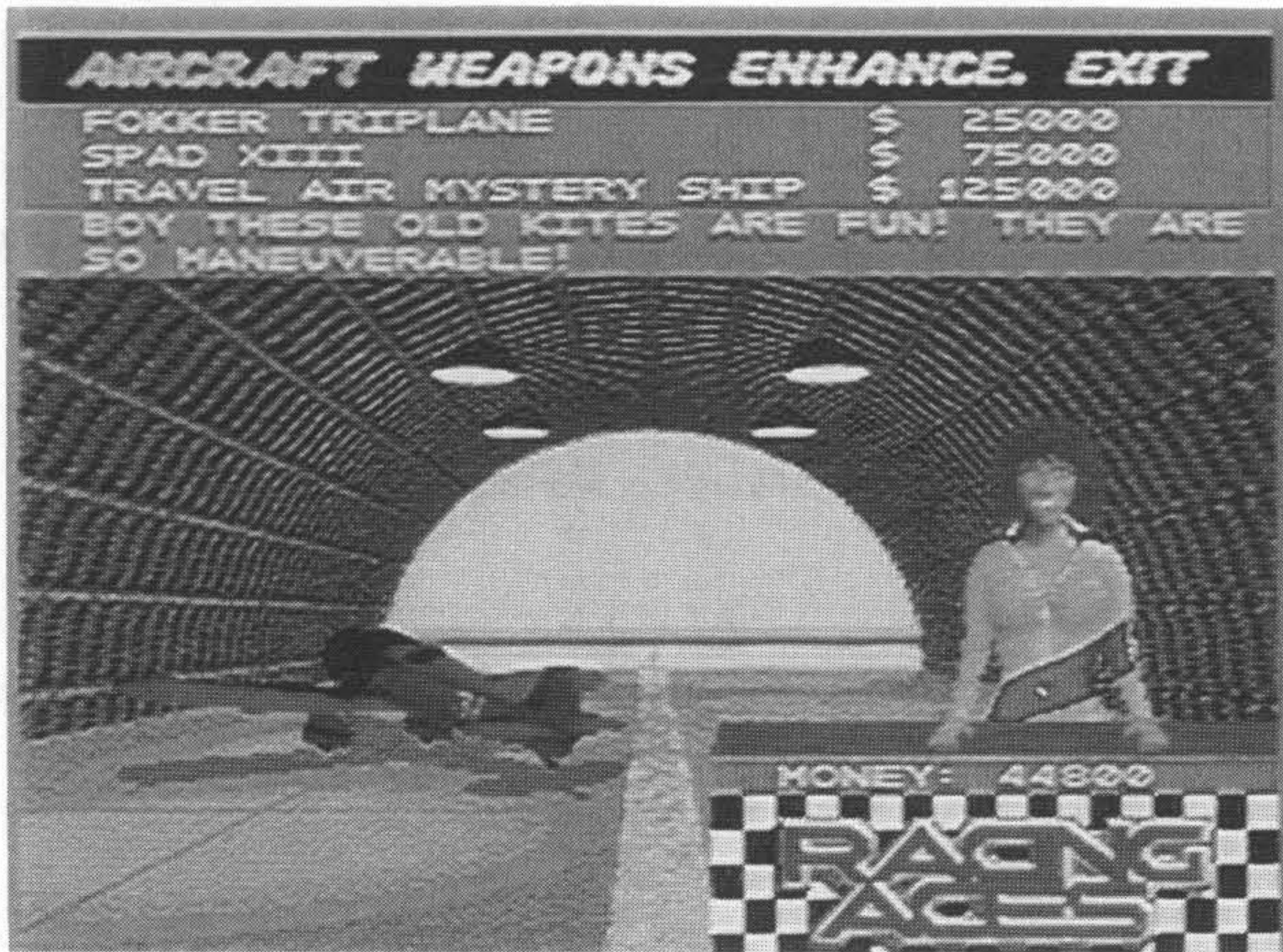
SUPER JUICE

Sends your engine into the nitro zone and doubles your speed.

TURBO BOOST

A brief blast of super speed, whether you're the chaser or the chasee!

BOB'S PRO SHOP



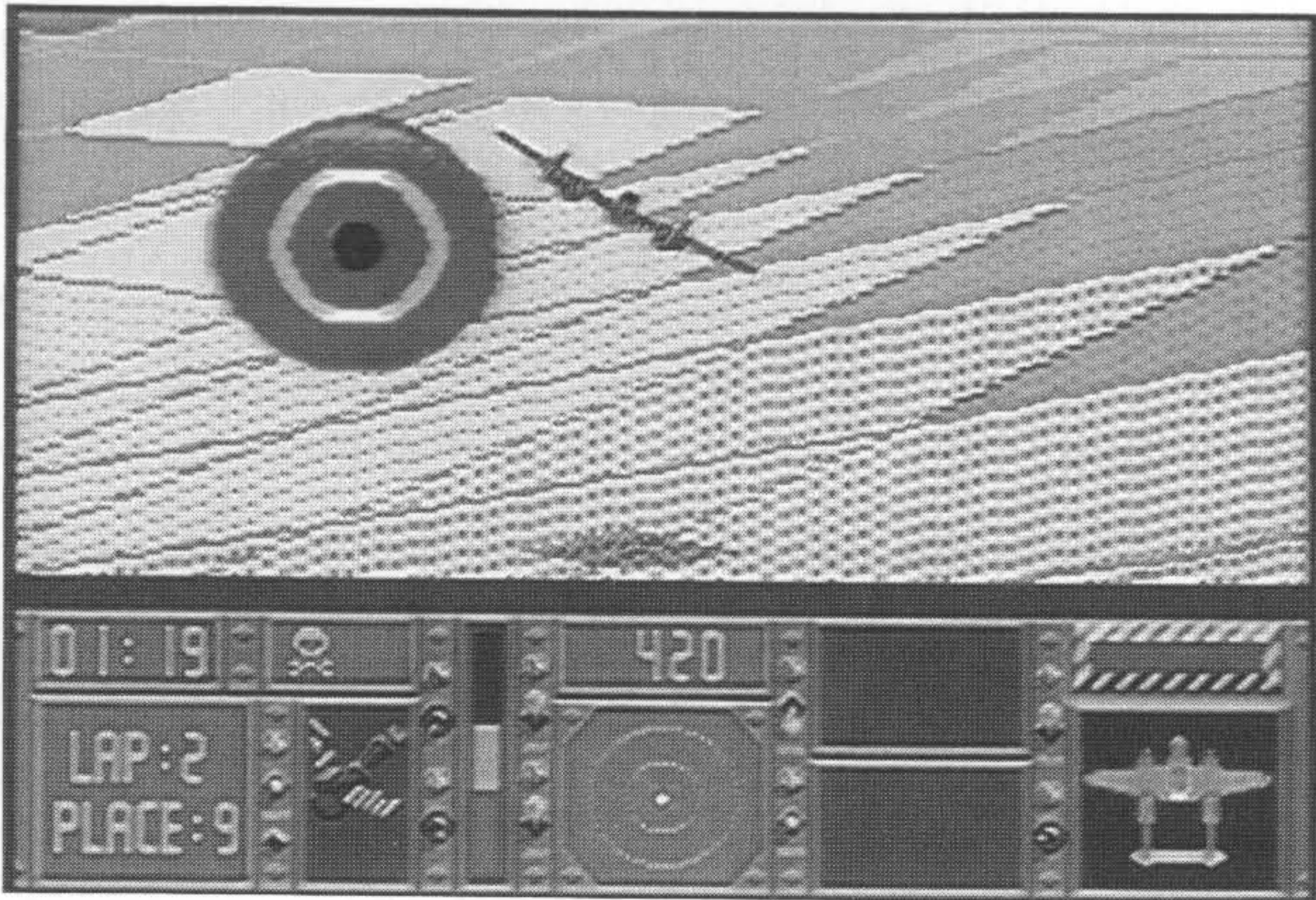
Once you get a few thousand bucks under your flight suit, visit Bob's Pro Shop to buy new weapons and other great items to torment and confound your adversaries during the races. If you're really rolling in dough, you can even buy a better plane.

1. Select BOB'S PRO SHOP from the Racing menu. When you enter the shop, the amount of your bankroll is shown on the counter.
2. Press the D-PAD right/left to highlight AIRCRAFT, WEAPONS or ENHANCEMENTS.
3. Press the D-PAD up/down to select an item and get a look at the goods. Press any button to buy the item. The cost will be subtracted from your bankroll.
4. Highlight EXIT and press START or any button to leave the hangar.

THE BLACK MARKETEER

Between races, there is a chance you'll run into a sleazy underworld figure selling serious weaponry from the back of a big rig. The stuff he's selling is totally lethal. And you better be loaded with dough.

POWER-UPS

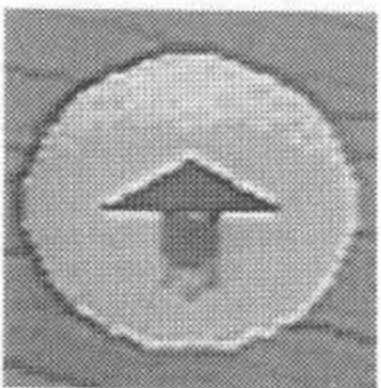


Power-ups are floating everywhere around the courses. Steady up and fly into them. Be careful! Some power-ups sit very close to hillsides and other obstacles. You may have to do some tricky stick work to find clear sky after making a pickup.



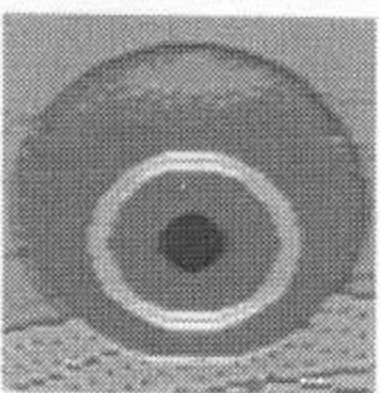
REPAIR (WHITE SPHERE)

Makes the most urgent repair to your aircraft.



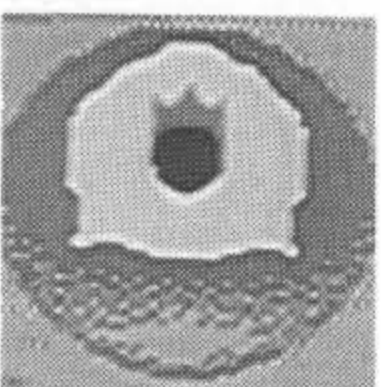
TURBO BOOST (YELLOW SPHERE)

Supplies a quick burst of speed.



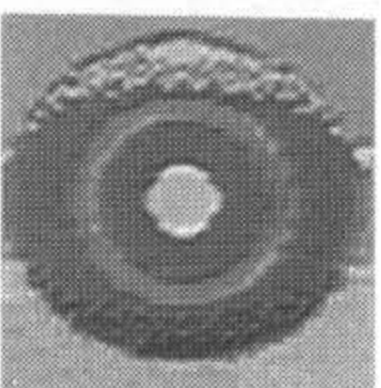
WEAPONS (RED SPHERE)

Randomly delivers cannons, dual cannons, missiles, rockets and air mines.



ENHANCEMENTS (BLUE SPHERE)

Randomly delivers shields, anti-missile flares and Super Juice.



SECRET WEAPON (GRAY SPHERE)

Supplies you with a deadly armament normally found only on the black market.

FLYING A RACING SEASON

Choose from an international Who's Who of crazed fighter jocks to decide who you are. When you're ready to rock and barrel roll, select START RACE and go to the Ready Room to eyeball your opponents. Your first aircraft will be the classic WWI triplane, the Fokker DR.1. Depending on how well you fight, you could move up to more modern, meaner aircraft as the season progresses.

Press any button to launch from the starting line. A few seconds later, the Weapons Activated alert comes on and — it's air wars!

POINT STANDING

Your point standing depends on your finishing position and kills, so be deadly. Each plane you trounce is worth one point. There's also big money for blasting your competitors to "chutesville."

1st place	10 points
2nd place	8 points
3rd place	6 points
4th place	4 points
5th place	2 points
Each kill	1 point

CASH BONUS

You also get cash for quality flying and speed:

BARNSTORMER CLASS

Superb flying	\$500
Fast time	\$500
Laps completed	\$200 per lap
Clearing gates	\$100 per gate

Cash bonuses increase in the Warbird and Jet classes.

AFTER A RACE

The Official Race Results are posted after each event, listing kills, elapsed time and best lap. Then your post race stats appear, followed by a roster of the top five flyers. If you are lower on the list, your position will flash on the bottom of the screen.

TIPS FOR FLYING THE HOSTILE SKIES

- Your opponents have memories. Shoot them and they'll get mad. Some start out already mean. Pick your targets carefully.
- Try to predict a target's position and fire ahead of it, so your projectile and the target arrive in the same place at the same time.
- Pick one target and dog it until it blows up or you lose it.
- Rules are rules, but this is war. Break down walls. Reverse direction. Do the unexpected!
- When an opponent is riding your tail, you're in big trouble. Try to get behind the plane and blow a missile up its tail.
- Fly steady. Wild movements will throw you off course and slow you down.
- There is no speed control. You fly at maximum velocity until you climb, bank, hit something, something hits you, or you grab a power up.
- As you get more money, be sure to visit Bob's Pro Shop. She has the right stuff. Load up on Super Juice, shields and flares.

CREDITS

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<i>EXTRA SPECIAL THANKS</i>	Wayne Townsend

NOTES

LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that the Sega CD compact disc shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective compact disc at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

To receive U.S. warranty service, call the Sega Consumer Service Department at this number:

1-800-USA-SEGA

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at this number:

1-800-872-7342

DO NOT RETURN YOUR SEGA CD COMPACT DISC TO YOUR RETAIL SELLER. Return the compact disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective compact disc to Sega. The cost of returning the compact disc to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega CD compact disc requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your compact disc cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this limited warranty are valid in the United States and Canada only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

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- **A FREE SUBSCRIPTION TO SEGA VISIONS™** the magazine published just for Sega™ gamers. It's packed with news and reviews from the world of Sega.
- **HOT-WIRED™! EXCLUSIVELY FOR SEGA CD OWNERS:** *Hot-Wired* puts you on our priority mailing list for fast-breaking news on SEGA CD technology, radical new games, cool new sounds and exclusive offers.
- **CHARTER MEMBERSHIP ELIGIBILITY** in our soon-to-be announced Sega CD owners club.

REGISTER TODAY AND WATCH FOR MORE INFORMATION!

- 1. HOW TO ENTER:** Completely fill out the registration card and mail it. Mechanically reproduced entries not eligible. Not responsible for printing errors, or for mutilated, late, lost, postage due or misdirected mail.
- 2. JUDGING:** There will be 4 drawings. Each of the drawings will take place on a quarterly basis, on or about March 31, June 30, September 30, and December 31, 1993. Winners will be selected at random from all entries received five (5) days before the drawing dates by Marden-Kane, Inc., an independent judging organization whose decisions are final. Only one prize per person, family, organization or household. If your registration card is received after any one of the drawings it will be automatically entered into the next drawing, except for the last drawing.
- 3. NOTIFICATION:** Winners will be notified by mail and will be required to sign an Affidavit of Eligibility and a Publicity/Liability Release which must be returned within 14 days from date of notification.
- 4. PRIZES:** There will be 1 prize awarded in each of the four drawings. Each prize consists of approximately 60 music CDs. Approximate retail value \$1,000.00 each. All taxes are responsibility of the winner. No prize substitutions, or transfers permitted.
- 5. ELIGIBILITY:** Sweepstakes open to all persons who are residents of the United States and its possessions, except employees and their immediate family members of Sega of America Inc., its divisions, subsidiaries, affiliates, advertising and promotion agencies. Void where prohibited by law.
- 6. WINNERS LIST:** For names of winners, send a self-addressed, stamped envelope to Sega CD Sweepstakes Winners, Inc., P.O. Box 712, Sayreville, NJ. 08871.
- 7. OFFICIAL SWEEPSTAKES RULES:** Sweepstakes subject to complete Official Rules. To obtain a copy of official rules send a stamped self-addressed envelope to Marden-Kane, Inc., Sega CD Rules, 1255 Post St. Ste. 625, San Francisco, CA 94109.

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