

XBOX

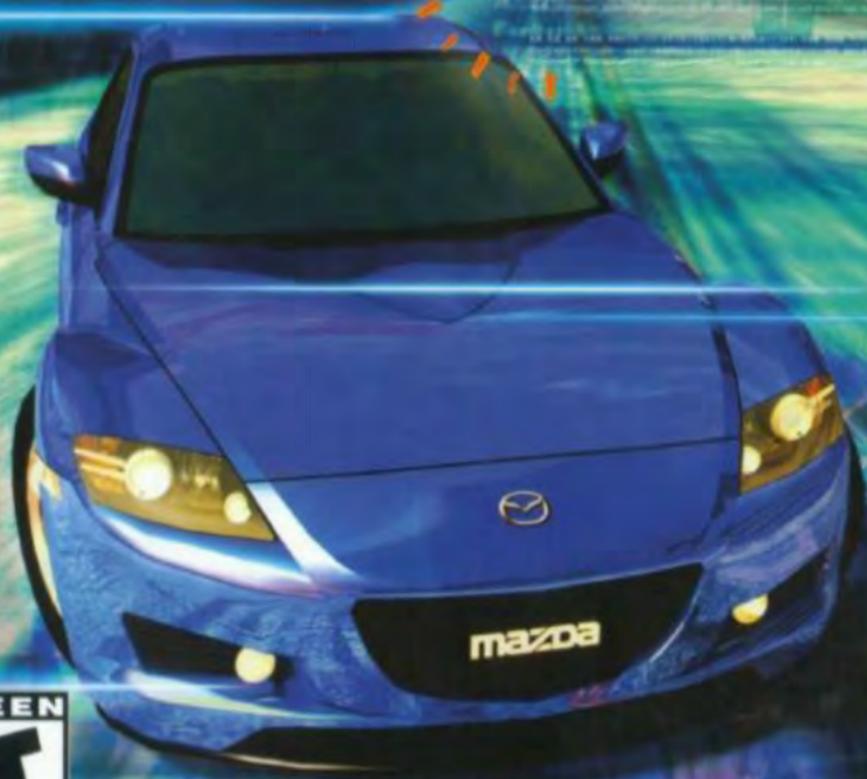
ONLY ON  
XBOX

<http://www.replacementdocs.com>

LIVE ONLINE ENABLED

NTSC

# SEGA GT Online



Game Experience May  
Change During Online Play

SEGA

# Safety Information

## About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

**Other Important Health and Safety Information** The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

## Avoid Damage to Your Television

**Do not use with certain televisions.** Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

Thank you for purchasing segaGT ONLINE™. Please note that this software is designed only for use with Xbox™. Be sure to read this instruction manual thoroughly before you start playing.

# TABLE OF CONTENTS

- USING THE XBOX™ VIDEO GAME SYSTEM... 2**
- USING THE XBOX™ CONTROLLER..... 3**
- CONNECT TO XBOX LIVE™..... 4**
- CONTROLS..... 6**
- RACE DISPLAY..... 7**
- GETTING STARTED..... 8**
- SEGA GT 2002..... 10**
- QUICK BATTLE..... 20**
- CHRONICLE MODE..... 22**
- TIME ATTACK..... 24**
- GATHERING MODE..... 25**
- REPLAY..... 27**
- ONLINE MODE..... 29**
- SAVE/LOAD..... 37**
- OPTIONS..... 38**
- CREDITS..... 40**

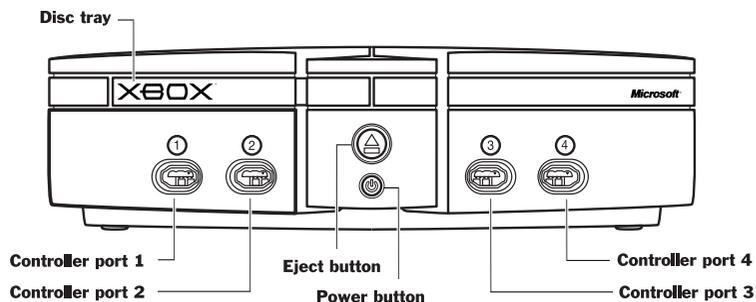
### WARNING

The content of this software is purely fictional. Cars that are featured in the game may vary in terms of their actual performance/use compared to the respective product it represents. Also, please do not imitate and practice what is done within the game on the public road.

The backup files of this game can be saved on the Xbox's internal hard disk unit. Never turn off the Xbox™ console while saving the file. Note also that this game does not support the memory unit (MU) (sold separately). You can only transfer the Ghost Car/Replay data through MU via Xbox™ Dashboard. The transferred segaGT ONLINE data will not be recognized.

## USING THE XBOX™ VIDEO GAME SYSTEM

1. Set up your Xbox™ video game system by following the instructions in the Xbox™ Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the segaGT ONLINE disc on the disc tray with the label facing up and close the disc tray.
5. Follow the on-screen instructions and refer to this manual for more information about playing segaGT ONLINE.

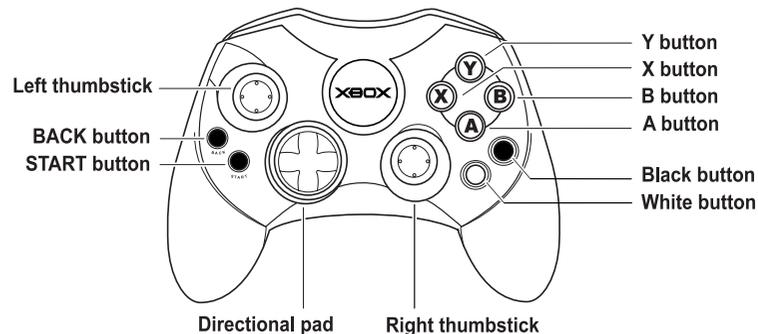
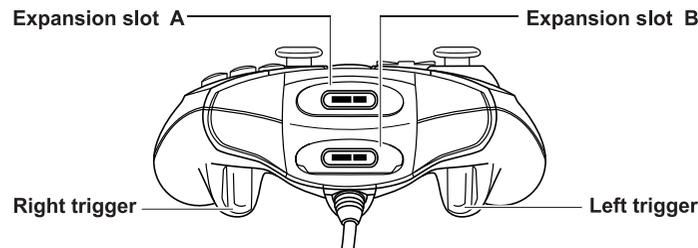


### Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox™-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox™ console for extended periods when not in use.
- Do not move the Xbox™ console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

## USING THE XBOX™ CONTROLLER



1. Insert the Xbox™ Controller into any controller port on the front of the Xbox™ console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox™ Memory Unit) into controller expansion slots as appropriate.
3. Follow the on-screen instructions and refer to this manual for more information about using Xbox™ Controller to play segaGT ONLINE.

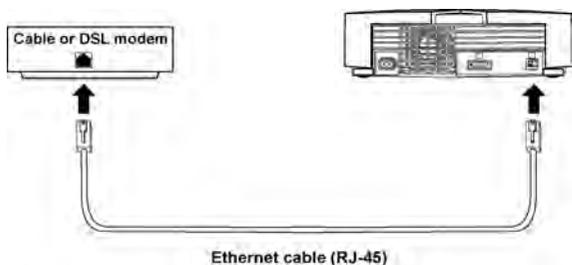
# CONNECT TO XBOX LIVE™

Important! Before using this product, read the Xbox™ Instruction Manual for important safety information and health warnings.

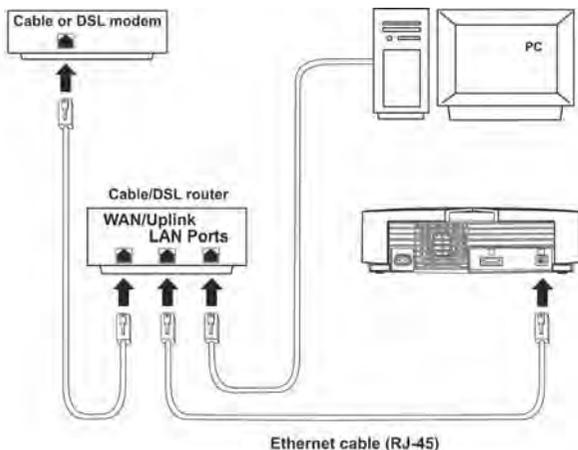
## STEP 1: CONNECT

To connect your Xbox™ console directly to broadband, see diagram A. Or, to share your broadband connection with a PC, see diagram B. For more details and other home networking options, including Internet connection sharing see [www.xbox.com/live](http://www.xbox.com/live).

### A. Direct Connection



### B. Shared Connection



# CONNECT TO XBOX LIVE™

## STEP 2: GO LIVE

**Important!** Xbox Live™ is a subscription service. You will need a subscription code to set up an Xbox Live™ account and play online. To find out how to get a subscription code, visit your local retailer or see [www.xbox.com/live](http://www.xbox.com/live).

You'll need to set up an Xbox Live™ account to play games online. Here's how:

1. Insert an Xbox Live™ Starter Kit disc or game disc into the disc tray. Check game packaging to see if the game supports Xbox Live™ play.
2. From within the game, select the option for Xbox Live™. At this point, the Xbox™ console will try to go online. If it works, create your Xbox Live™ account by following the instructions on screen and entering your subscription code when prompted.

If the Xbox™ console can't go online automatically, you'll get an error message. Go on to Step 3.

## STEP 3: CONFIGURE (IF NECESSARY)

If you can't go online automatically, use Network Setup in the Xbox™ Dashboard to enter some network settings. You may need to enter information such as a host name, a MAC address, or an ISP user name and password. Contact your broadband service provider if you don't have this information. Once you have the information, enter it in the Xbox™ Dashboard.

## NEED MORE HELP?

Should you have any problems connecting to the Xbox Live™ service, do not attempt to take apart, service, or modify the Xbox™ console or peripherals in any way. Doing so could present the risk of serious injury or death from electric shock or fire, and will also void your warranty. For additional assistance see [www.xbox.com/live](http://www.xbox.com/live) or call the Customer Support number:

- United States and Canada: 1-800-4MY-XBOX (1-800-496-9269)
- TTY users (requires special equipment for hard or hearing): United States and Canada: 1-800-740-9269 or 1-425-653-7102

## SYSTEM LINK

You can also join separate Xbox™ consoles connected via a Local Area Network (LAN) and use multiple Xbox™ consoles in one game. Once you select System Link you have the option of either joining a session on another Xbox™ on the LAN or creating a session for other Xbox™ consoles to join.

# CONTROLS

segaGT ONLINE is a 1 to 4 player game. Connect the Xbox Controllers to Controller ports 1, 2, 3 and 4 of the Xbox console. When turning on the Xbox, please do not move the left and right thumbsticks or the left and right triggers as this may disrupt the calibration of the controller and cause malfunctions.

## MENU CONTROLS

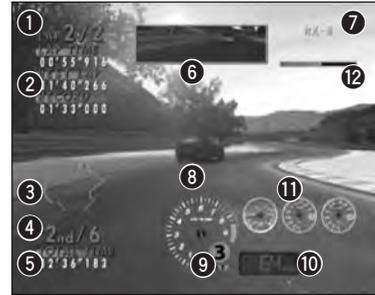
Move Cursor	Left thumbstick/Directional pad
Select	<b>A</b> button
Cancel/Return to Previous Screen	<b>B</b> button
Change Setting	Left thumbstick/Directional pad ←→ (Left/Right)

## RACE CONTROLS

\*All button assignments shown are default control configuration.

Steering	Left thumbstick/Directional pad
Accelerator	Right trigger
Brake	Left trigger
Back	<b>Y</b> button
Up Shift	<b>A</b> button
Down Shift	<b>B</b> button
Side Brake	<b>X</b> button
Look Back	White button
View Change	Black button
Pause Game	Start button

# RACE DISPLAY



WHEN DRIVING WITH REAR VIEW

- |  |   |
|--|---|
| <ul style="list-style-type: none"> <li>1 Current Lap / Total Laps</li> <li>2 Top: Current Lap Time<br/>Mid: Fastest Lap Time<br/>Bot: Record Lap Time</li> <li>3 Course Map</li> <li>4 Current Position / Total Cars</li> <li>5 Total Time of Current Race</li> <li>6 Rearview Mirror</li> <li>7 Car Name</li> <li>8 Tachometer</li> </ul> | <ul style="list-style-type: none"> <li>9 Gear Indicator</li> <li>10 Speedometer</li> <li>11 *Displayed only for Turbo-charged and Light tuned cars.<br/>Left: Boostometer<br/>Mid: Water Temperature Gauge<br/>Right: Oil Temperature Gauge</li> <li>12 *Displayed only for segaGT 2002 mode.<br/>Damage Gauge</li> </ul> |
|--|---|

This is the basic display of the screen during the race. Some modes may contain information not shown here, as they will be explained separately in each mode.

## PAUSE MENU

During a race or a replay, press the START button to display the Pause Menu. Use ↑↓ to highlight a menu item and press the **A** button to select. The Pause Menu items vary with modes. Note that a race cannot be paused while playing the Online mode.



- |               |                           |
|---------------|---------------------------|
| <b>CANCEL</b> | Continue the race.        |
| <b>RETRY</b>  | Restart the current race. |
| <b>EXIT</b>   | Return to the race menu.  |

**Note:** Because the game involves several Xbox™ video game systems connected via network, pausing is not possible in Online mode (p.29). Pressing the START button in Online mode (during the race or menu screens) will open/close In-game Menu (p.36).

## GETTING STARTED

Select **NEW GAME** to begin a new game. If there is a segaGT ONLINE save game present on the Xbox hard disk, the save game will be loaded automatically. If more than one save game are present, select **LOAD GAME** and select the save game to load. For more on save games and special notes, please see p.35.



### MODE SELECTION

During the Mode Selection menu, use **↑** **↓** on the directional pad / left thumbstick to select the menu item (see below), and press the **A** button.



### SEGA GT 2002 (P.10)

Manage a racing career from a private garage. Enter **OFFICIAL RACE** and **EVENT RACE** to earn prize money, new cars, and new machine parts. Aim to be the champion of the "World Tournament."

### QUICK BATTLE (P.20)

Enter the race with a car and course of your choice. Enter cars saved from SEGA GT 2002 mode by loading the game data.

### CHRONICLE MODE (P.22)

Select a classic car from the 70's-early 80's and qualify to advance to the next stage featuring a competition with newer cars.

### TIME ATTACK (P.24)

Enter the race with a car and course of your choice and aim for the best lap time. Record your Ghost Car in this mode.

## GETTING STARTED

### GATHERING MODE (P.25)

Play mini-games, and earn money to be used in segaGT 2002 mode. You can also unlock new cars to be purchased.

### REPLAY STUDIO (P.27)

Watch the replays you saved from a variety of angles, or even edit the replays by adding special effects.

### ONLINE MODE (P.29)

Connect to Xbox™ Live to play online battle or view rankings.

### GARAGE TUNES GALLERY

View music video clip of the bands recorded in the game.

segaGT ONLINE features over 45 licensed songs from more than 30 bands on 7 different independent record labels. Access this gallery to get more information on each of the record labels and the bands. You can read band biographies, view album art and photos, and even watch a few music videos from some of the artists included in the game.

In order to hear the licensed music while racing, enter the Options menu (p.38), select BGM and then select Garage Tunes Gallery. The licensed music will now play while you race.

Full sound track credits can be found on p.43 of this manual.

### SAVE/LOAD (P.37)

Save or load game files. Also load or delete replays.

### OPTIONS (P.38)

Change various settings of the game.

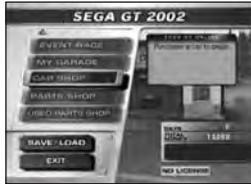
# SEGA GT 2002

SEGA GT 2002

Upgrade cars through your own garage and aim to be the champion of the "World Tournament."

## STARTING UP

Players begin with 13,000 Total Money in the beginning (New Game) of segaGT 2002 mode. First enter the **CAR SHOP** (P.18) and buy a car. After purchasing a car, enter an **OFFICIAL RACE** or **EVENT RACE**. Buy car parts at **PARTS SHOP** and **USED PARTS SHOP** or a new car at the **CAR SHOP** with accumulated prize money.



## MAIN MENU

When segaGT 2002 mode is selected with an existing file, the main menu of the segaGT 2002 mode will be displayed. Use **↑↓** to highlight an item and press the **A** button to select. To return to the Mode Selection Screen, either select **EXIT** or press the **B** button.



- OFFICIAL RACE (P.13)
- EVENT RACE (P.15)
- MY GARAGE (P.16)
- CAR SHOP (P.18)
- PARTS SHOP (P.19)
- USED PARTS SHOP (P.19)
- SAVE/LOAD (P.37)

During the main menu, hold down the Left trigger, hold down the Left trigger to display the Event Race Chart and Right trigger to display the Car Condition Chart.



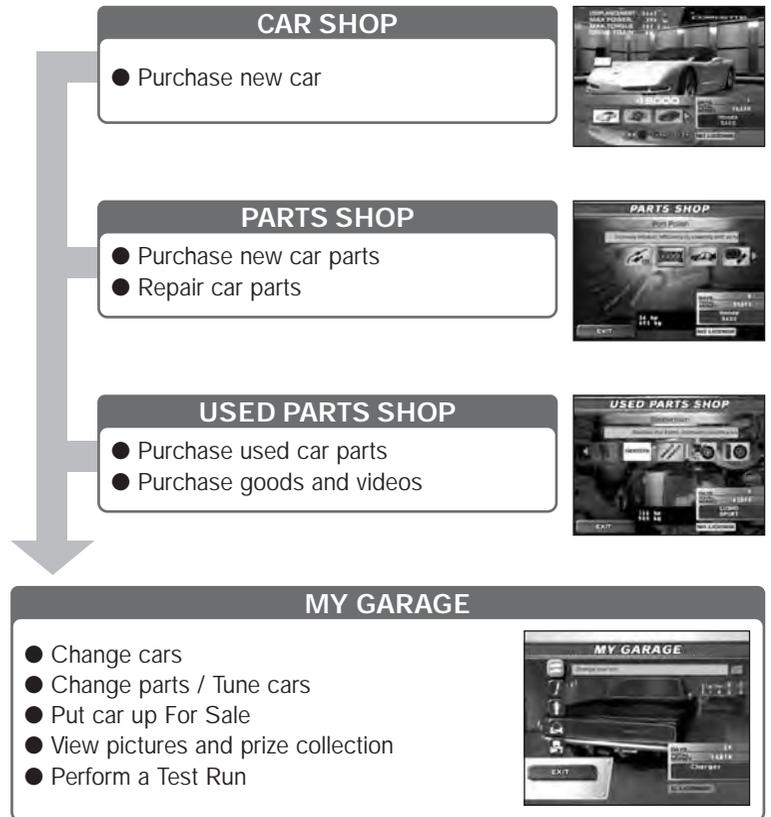
EVENT RACE



CAR CONDITION

## GAME FLOW

The following is the basic flow of segaGT 2002 mode. This mode is divided into 2 main parts: racing (Official Race and Event Race) and car management (Car Shop, Parts Shop, Used Parts Shop, and My Garage).



### OFFICIAL RACE

- Win prize money and prizes
- Earn a license (stage requirement)

#### STAGE

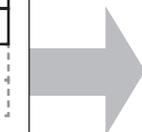
RACE 1  
RACE 2  
RACE 3  
RACE 4  
RACE 5

Finish in the top 3 for all the races in a stage.

\* There are a total of 3 ~ 5 races in each Stage.

#### LICENSE TEST

Pass the License Test to advance to the next stage.  
\* No test for the second season.



### EVENT RACE

- Win prize money and prizes

Event Race can be entered at any point in the game. Some races require a particular type of car to enter. See P.15 for the list of races.



When you finish the race, the replay (P.27) of the race will follow.

### OFFICIAL RACE

Place in the top 3 of each of the Official Races of a stage to earn a license (only in first season). Prize money for each race will vary according to the race result, while there is a special prize for finishing the race among the top 3.

#### STAGE RACE

When the Official Race menu is displayed, use **←→** **↑↓** to highlight a race, and press the **A** button to select. To return to the main menu, either select **EXIT** or press the **B** button.



Use **↑↓** to select the transmission of the car (**AT**: Automatic; **MT**: Manual).



When the race is finished, the Prize Screen will be displayed. Finish the race among the top 3 to also receive a special prize with the prize money. The car's damage (based on Damage Gauge) is automatically restored with the prize money from the race.



Special Prize



Prize Money

## LICENSE TEST

Place in the top 3 of each of the races of a stage to earn the License Test. Use **↑↓** to highlight the **LICENSE TEST** on the Official Race menu, and press the **A** button to select. To return to the main menu, either select **EXIT** or press the **B** button.



Use **↑↓** to select the transmission of the car (**AT**: Automatic; **MT**: Manual).



Instructions of the License Test will be displayed. Highlight **START** and press the **A** button to enter. Note that each test is performed with a predetermined car.



The License Test tests not only your time, but also your driving techniques. By driving recklessly, the gauge on the right side of the screen will decrease during the race. When this gauge drops to "0", you fail the test.

Once you pass the License Test of the stage, you can enter the Official Race for the next stage. After earning the SS License in the first season, there is no License Test to advance to the next stage in the second season.

## EVENT RACE

Enter an Event Race to earn special prizes and prize money like the Official Race. There are 6 races from each sponsor and 10 races each with their own unique format.

When the Event Race menu is displayed, use **←→** to highlight a race, and press the **A** button to select. Then use **↑↓** to select the transmission (**AT**: Automatic; **MT**: Manual). To return to the main menu, either select **EXIT** or press the **B** button.



When the race is finished, the Prize Screen similar to the Official Race, will be displayed (P.13).

## RACE SELECTION

Enter the following races at any point in this mode.

CASIO SPORTS CUP	Battle of 70's
American Cars	Battle of 80's
Vintage Battle	Battle of 90's
MOTOROLA ONE MAKE RACE	Hot Hatch Event
BRIDGESTONE AMAZING RACE	Group B Monsters
SEGA DRAG RACING	Super Car Event
Microsoft SPEED CUP	Touring Car Race
FUJIFILM Circuit Battle	Winding Road Race

## SEGA GT 2002

## SEGA GT 2002

### MY GARAGE

Enter your very own garage where your cars and race prizes are stored. The garage is also subject to expansion as you progress in this mode.

When the My Garage menu is displayed, use  $\uparrow\downarrow$  to highlight a menu item, and press the **A** button to select. To return to the main menu, either select **EXIT** or press the **B** button.



### GARAGE MENU

#### CHANGE

You can change the car you are currently using. Use  $\uparrow\downarrow$  to choose a car and press the **A** button to select.



#### PARTS

Install the car parts you purchased or earned as a prize or tune the parts. Use  $\uparrow\downarrow$  to highlight either **CHANGE** or **TUNE** and press the **A** button to select.



When you select **CHANGE** a menu with 3 items (Suspension, Tire, Gear Kit) will be displayed. Use  $\uparrow\downarrow$  to highlight the part and press the **A** button to select. Then use  $\uparrow\downarrow$  to change the part and press the **A** button to select. When you are finished, select **EXIT**.



When you select **TUNE** a menu with 3 items (Suspension, Camber Angle, Boost Pressure) will be displayed. Use  $\uparrow\downarrow$  to highlight the item and press the **A** button to select. Then use  $\uparrow\downarrow$  to select the gauge and  $\leftarrow\rightarrow$  to adjust each gauge. When you are finished, select **EXIT**. Select **UNDO** to cancel the changes.



### PRIZE

View the trophies and photos of your past races. Use  $\uparrow\downarrow$  to change the car and press the **A** button to select.



### GARAGE SALE

Put a price on your car, and display it in front of the garage to sell. Use  $\uparrow\downarrow$  to highlight a car and press the **A** button to select. Then use  $\uparrow\downarrow\leftarrow\rightarrow$  to set the price for the car and press the **A** button to confirm.



### TEST RUN

Take a test drive on the test course behind your garage. Test the condition after the tuning and installation of new car parts. To quit the Test Run, press the **START** button to display the Pause Menu (see below) and select **EXIT**. When you finish the Test Run, the replay (P.27) of the test drive will follow.

## SEGA GT 2002

## SEGA GT 2002

## CAR SHOP

Purchase a new car with the prize money earned from your races. Cars that you purchase will be stored in the garage. There are also cars that can not be purchased at the Car Shop but can only be earned as a prize.

Use  $\uparrow$   $\downarrow$   $\leftarrow$   $\rightarrow$  to highlight a car maker, and press the **A** button to select. Select **SELL** to sell the cars you have in the garage. To return to the main menu, either select **EXIT** or press the **B** button.



Use  $\leftarrow$   $\rightarrow$  to change a car model, and  $\uparrow$   $\downarrow$  to change the color of the car. Press the **Y** button to change the view of the car. To purchase a car currently selected (displayed on screen), press the **A** button.



When you select **SELL** to sell a car you own, use  $\uparrow$   $\downarrow$  to highlight the car, and press the **A** button to sell the car by the price listed on the screen.



Apart from the prize cars, some cars are not immediately available for purchase. Some of these become available by clearing each of the mini-games of the Gathering Mode (p.25). For others, they become available as your game progresses.



## PARTS SHOP

Purchase new car parts, or restore worn out parts. Also upgrade your car parts for better performance at the Parts Shop.

Use  $\leftarrow$   $\rightarrow$  to highlight the parts type, and press the **A** button to select. Then use  $\leftarrow$   $\rightarrow$  to change the particular item and press the **A** button to purchase. To return to the main menu, either select **EXIT** or press the **B** button.



## USED PARTS SHOP

Purchase used car parts to replace worn out parts, or goods to decorate your garage.

Use  $\leftarrow$   $\rightarrow$  to highlight the type of parts, and press the **A** button to select. Then use  $\leftarrow$   $\rightarrow$  to change the particular item and press the **A** button to purchase.

To return to the main menu, either select **EXIT** or press the **B** button.



As you race, the car parts wear out. For engine, suspension, and brake, select **Overhaul** in the Parts Shop to restore; for tires, purchase a brand new set. You can also purchase parts from the Used Parts Shop at a reduced cost, but they are a little worn. It is a good idea to check the condition of your car after each race.

# QUICK BATTLE

Enter a race with the car and course of your choice. Use **↑↓** to highlight the race to participate in and press the **A** button to select. To return to the main menu, either select **EXIT** or press the **B** button.



## SINGLE RACE

Race against the CPU car.

## DUAL RACE

Race between two players.

## TRIPLE RACE

Race between three players.

## FOURTH RACE

Race between four players.

## CPU RACE

Sit back and watch CPU cars race.

## MULTIPLAYER RACE DISPLAYS



DUAL RACE



TRIPLE RACE

To play multiplayer races, each player has his/her own view of the road in order to drive. If you select **DUAL RACE**, the screen will be split into two parts. **TRIPLE** or **FOURTH RACE** will divide the screen into four. With **TRIPLE RACE**, however, the lower right display becomes the live action camera, following the current leader from different angles.

# QUICK BATTLE

## CAR SELECTION

Use **↑↓←→** to highlight a car maker, and press the **A** button to select. Select **GARAGE** to load the car from segaGT 2002 mode. **Note:** You can select cars from your garage only with Single, Dual, and CPU Race.



Use **←→** to change the car model, and **↑↓** to change the color of the car and press the **A** button to select. Use **↑↓** to select the transmission (**AT**: Automatic; **MT**: Manual) and tuning of the car (**NORMAL** or **LIGHT TUNE**).

## COURSE SELECTION



COURSE



DIFFICULTY



LAP

Then use **←→** to highlight the course, and press the **A** button to select.

In Single Race, use **↑↓** to change the difficulty and the number of laps for the race. Press the **A** button to select. In Dual Race, Triple Race, Fourth Race and CPU Race, use **↑↓** to change the number of laps for the race and press the **A** button to select. In CPU Race, use **↑↓** to select the number of cars and press the **A** button to confirm.

When you finish the race, the replay (P.27) of the race will follow.

# CHRONICLE MODE

Select a classic car from the 70's ~ early 80's and finish the race among the top 3 to advance to the next stage. The game is over when you fail to finish among the top 3.

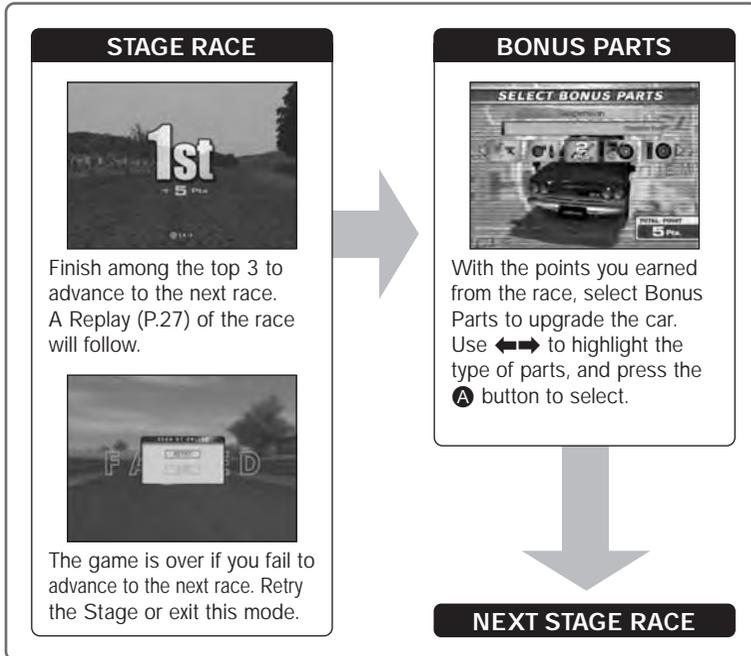
## CAR SELECTION

Use **←→** to change the car model, and **↑↓** to change the color of the car and press the **A** button to select. Then use **↑↓** to select the transmission (**AT**: Automatic; **MT**: Manual). To return to the Mode Selection menu, press the **B** button.



## GAME FLOW

The following is the basic flow of Chronicle mode.



# CHRONICLE MODE

## BINGO SCREEN

A bingo like table will be displayed when a stage is cleared. Each cell of the table represents the stage of the classic car you can choose in Chronicle mode. Earn a medal (see below) for each stage you clear. Use **←→** to view the entire table. The table with the medals you earned can be saved through the SAVE/LOAD menu (P.37).



## MEDALS



1st Place  
(Gold Medal)



2nd Place  
(Silver Medal)



3rd Place  
(Bronze Medal)

By filling an entire column or entire row with medals, you are awarded with a new car for Quick Battle mode. The cars you are awarded will appear in the bottom row and the right column of the table.

# TIME ATTACK

Enter a race to set the fastest lap time with a car and course of your choice. Record your best performance (lap) on the course as "Ghost Car" to race against the Ghost Car at a later time.

Use **↑↓←→** to highlight a car maker, and press the **A** button to select. Enter **GARAGE** to load a car from segaGT 2002 mode. Select **EXIT** to return to the Mode Selection menu.



After selecting the car, use **←→** to highlight the course, and press the **A** button to select. To race against a saved Ghost Car, highlight **GHOST CAR** (last item on the right) and press the **A** button to select.



To return to the top of this mode, select **EXIT**.

When the GHOST Screen is displayed, use **←→** to highlight **LOAD (DELETE)** to erase a file, and press the **A** button to select. Then use **←→** to highlight the Ghost Car and press the **A** button to enter the race.



## SAVING GHOST DATA

The Ghost Car of the lap you are running can be saved from the Pause Menu of TIME ATTACK mode.

To save a Ghost Car of the previous lap, press the **START** button to display the Pause Menu. Use **↑↓** to highlight **GHOST CAR** and press the **A** button to save through the Car Screen.



**Note:** To join the online ranking (p.33) you must either connect online first or be playing the save game with Gamer Tag embedded. The Ghost Car with "NONAME" tag cannot be used to join the ranking. Also, there is a limit of up to 20 Ghost Car files per Xbox™ system. Please also see p.37 for more on limitation on number of files.

# GATHERING MODE

Play mini-games. You can win money and new cars will become available at the Car Shop that can be used in segaGT 2002 mode.

Use **↑↓←→** to highlight your selection from 3 different categories, 5 levels, and pattern A or B in each level. Press the **A** button to select. Press the **B** button to return to the Mode Selection menu.



The name of the course, the car to be used, and three levels of quota to be met will be displayed. When you are asked "Is this OK?" use **←→** to select **YES** and press the **A** button to start, or **NO** to return to the top of this mode.

Use **↑↓** to select the transmission (**AT**: Automatic; **MT**: Manual).



## TIME SURVIVAL

Drive your car as far as you can in the allowed time. You will be awarded extra time for passing each check point. You fail the race if you do not pass the required number of check points before the time runs out.

### TIME SURVIVAL DISPLAY

- ① Total Points
- ② 3 Levels or Requirements
- ③ Record Points of the Course
- ④ Total Time Left



## TECHNICAL TEST

As in License Test of the segaGT 2002 mode (p.12), try to reach the goal in required time, with less driving mistakes. By driving recklessly, the gauge on the right side of the screen will decrease during the race. When this gauge drops to "0", you fail the test.

### TECHNICAL TEST DISPLAY

- ① Total Time
- ② 3 Levels or Requirements
- ③ Record Time of the Course
- ④ Damage Gauge



## GATHERING MODE

### GYMKHANA

Run through the cones in the indicated route. The correct route, on the ground, will be indicated only for a short distance ahead, and will not be extended if you do not run correctly.

#### GYMKHANA DISPLAY

- 1 Total Time
- 2 3 Levels or Requirements
- 3 Record Time of the Course
- 4 Correct Route to Take



## END OF THE RACE & PRIZES

When you successfully clear the selected race once, a new car becomes available at the Car Shop of the segaGT 2002 mode. Also, there are three ranks of requirements to clear the race, and you will be awarded the prize money accordingly. Note that the prize money for each rank will be awarded only once, but if you clear the race on your first try with higher rank, the prize money for the lower rank will also be awarded at the same time.

If you fail the race, you will be asked whether to retry. Use **←→** to highlight **YES** and press the **A** button to retry. Select **NO** to exit.



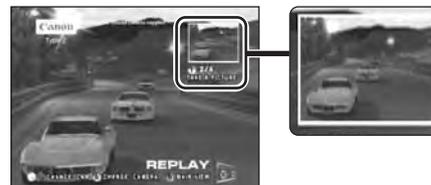
## REPLAY

After a race, the replay of the race will follow (\*except for Time Attack). View your race from various camera positions.

Use the button assignments shown in the bottom of the Replay Screen to change the view of the race from various positions.



Place among the top 3 in a race in segaGT 2002 mode and you can take 6 photographs of the race during the replay. Select one out of the 6 photos that will be displayed in My Garage after the replay.



Press the **Y** button to take a snapshot of what is being displayed on the Replay Screen. The previous shot will be displayed on the top right corner.

When the replay is finished (or when replay is paused), select **SAVE REPLAY** from the Pause Menu to display the Replay Screen. Use **←→** to highlight either **SAVE** or **DELETE** (to delete a file) and press the **A** button to select. Then use **←→** to change the file space and press the **A** button to select. Select an existing file to overwrite a file.



**Note:** There is a limit of up to 20 replay files per Xbox™ system. Please also see p.37 for more on limitation on number of files.

## REPLAY STUDIO

Play and edit the replays of QUICK BATTLE, segaGT 2002, and CHRONICLE MODE saved on the Xbox hard disk.

Use **↑↓** to highlight either **PLAY**, **EDIT** or **GHOST PLAY** and press the **A** button to select.



## REPLAY

### PLAY

Replay Screen will be displayed. Use **←→** to highlight either **LOAD** or **DELETE** (to delete a file) and press the **A** button to select. Then use **←→** to change the file space and press the **A** button to select.

To return to the main menu, either select **EXIT** or press the **B** button.



### EDIT

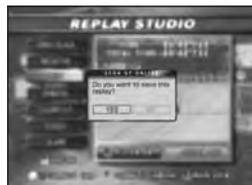
Record a replay and edit it by using the special effects filters.



On the Replay Studio Screen for EDIT, first use **↑↓** to highlight the type of filter for the special effect and use **←→** to toggle the effect. (**FILTER ON/FILTER OFF**).

To change the effect during the replay, select **FILTER OFF** and then highlight another filter. Press the **Y** button to pause during the Replay Studio.

To save the edited replay select **EXIT**, highlight **YES** during the Save Confirmation Screen, and press the **A** button to save the replay.



### GHOST PLAY

You can load a Ghost Car data and watch it. Use **←→** to select either **LOAD** or **DELETE** (to delete file), and press the **A** button to select. Then use **←→** to select a Ghost Car data and press the **A** button to view.



## ONLINE MODE

Connect to Xbox Live™ to play online race with your friends.

This mode cannot be selected if the Xbox™ system is not properly set up to connect online.

### LOGGING IN

First, a list of registered Xbox Live™ accounts will be displayed. Use **↑↓** to select the account to use and press the **A** button to proceed, or the **B** button to return to the Main Menu screen. Next, enter your passcode for the selected account to connect to the segaGT ONLINE server.



You must have a valid Xbox Live™ account in order to play online. If you have not signed up for Xbox Live™, press the **Y** button to enter Xbox Dashboard. Also, you can only select the same account if you are playing with the Gamer Tag embedded into your game. If you wish to connect with different account, you must be starting a New Game or playing the game with **"NONAME"** tag.

Once the account is connected, you will then be asked to save the game.

You can also play "Quick Match" through System Link by connecting up to 6 Xbox™ systems via a Local Area Network (LAN). Press the **X** button during Select the Account screen to look for the player. For controls afterwards, refer to Quick Match on p.30.



### SESSIONS

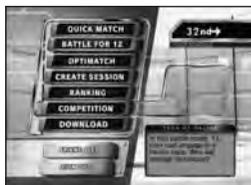
The online race is played in a session. You can select and join from the existing sessions or create one on your own. When you create, you become the Game Master of that session, and you hold the control to select the type of game to play (shown left is a Session for **BATTLE FOR 12**). In each session, use **↑↓** to select the menu item and press the **A** button to proceed. Select **QUIT GAME** to leave the session and return to the ONLINE MODE Menu (see next page). Note also that if the Game Master leaves the session, the session will cease to exist, and all contestants in the session will be returned to the ONLINE MODE Menu.



## ONLINE MODE

### ONLINE MODE MENU

Once connected, the ONLINE MODE Menu screen will be displayed. Use **↑↓** to select and press the **A** button to enter. Select **Friends List** to view list of friends you registered. To exit ONLINE MODE, select **SIGN OUT**.



### QUICK MATCH

Select this if you wish to simply play with no specific indication of the session. When selected, the first session waiting, along with its information, will be displayed. Select and enter **Join Match** to join, or **Show Next** to display the next session on the waiting list. If you prefer, select **Create Match** to create one and become its Game Master.



Inside QUICK MATCH session, the Game Master has a choice from three types of battles: **FREE BATTLE** (p.34), **TEAM BATTLE** (p.35) and **NAVIGATE BATTLE** (p.35).



### BATTLE FOR 12

This is the only mode in the game that allows you to play with up to 12 players. When selected, a list of 10 waiting sessions will be displayed. Use **↑↓** to select the session, and then select and enter **Join Match** to join. Select **Show Next** to display the next 10 sessions waiting. If you select **Create Match**, you will also be asked to select car class for the session.



In this mode, you can only select **BATTLE**, an equivalent to FREE BATTLE, in this mode.



## ONLINE MODE

### OPTIMATCH

You can search for specific sessions, created with **CREATE SESSION** (see below), from currently available sessions. Search by the name of Game Master, Master's Grade and/or Session Emblem. Enter options to search for, then select **SEARCH** and press the **A** button to begin search.



When searching is completed, a list of sessions that match your options will be displayed. Use **↑↓** to select and press the **A** button to join selected session.



### CREATE SESSION

Apart from the sessions created in **QUICK MATCH** or **BATTLE FOR 12**, you can create one for specific purposes. Select **CREATE SESSION** for this purpose. The following parameters can be set to your session.



**OPEN** or **PRIVATE** If you select **PRIVATE**, only the players in your Friends List can join in.

**Max Players** Set up the maximum number of players that can join in (2-6).

**Session Emblem** Select one from the available emblems to show the intention of your session.

**CREATE** Select to create the session with above parameters.

**COMMENT** Select to enter short comment, using software keyboard.

The **Session Emblem** is used to indicate your intention of the session you create, such as the category of cars, the course to race or the type of battle to play.



### HOW TO INVITE FRIENDS TO PRIVATE SESSION

The "private" sessions are invisible from the Optimatch session list. Instead, the Game Master sends an invitation to the player from his/her Friend list. Open the In-Game Menu (p.36), select **Friend List**, and select the friend(s) to invite. An invitation message will be sent to the selected player(s). He/she will then select Friends List from the Online Menu and the player who sent the invitation, and select whether to accept or decline.

## ONLINE MODE

Inside the session created with CREATE SESSION, you can not only race against other contestants, but also trade cars and/or parts. Select **ONLINE BATTLE** to race from three types of battle (p.34).



## TRADE

You can trade cars and/or parts with selected player in the session. This menu item can be selected by anyone in the session. First, use  $\uparrow\downarrow$  to select the player to trade with and press the **A** button. There will be a message for trade request on the target player's screen. When the target player agrees, the trading process begins.



Select either **CAR**, **PARTS**, or **GOODS** trade, then select the car/item to trade. If you are trading only cash, select **EMPTY**. Next, select the amount of money to trade. If both players agree on terms of trade, the trade will be made.



There are certain conditions where a car or parts can and cannot be traded:

- CAR:** If you already own two of the same model, you cannot receive the third.
- PARTS:** Receiver can receive the part only if he/she has the car in his/her garage that can apply it but does not own it yet.
- \* The car (or its parts) currently ridden in segaGT 2002 mode cannot be traded.
- GOODS:** The goods that can be bought after the expansion of garage cannot be received until the receiver's garage has been expanded.
- MONEY:** The total money cannot exceed the maximum of 9999999.

## SETTING

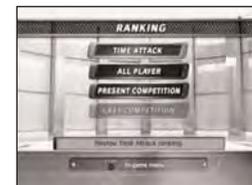
The Game Master can change the setting of the game by changing the Session Emblem. Use  $\leftarrow\rightarrow$  to select the emblem and press the **A** button to enter.



## ONLINE MODE

## RANKING

Ranking allows you to see various game rankings. Use  $\uparrow\downarrow$  to select and press the **A** button to enter. While the list of ranking is shown, press the **X** button to find your friends' ranks, and the **Y** button to find yours.



## TIME ATTACK

If you have Ghost Car data from Time Attack mode, you can upload it and see where you are placed.



### CHECK THE RANKING

Select the course and the car class to view a list of ranks in the selected category. You can also battle against one of the top 10 Ghost Cars of the selected category. Use  $\uparrow\downarrow$  to select and press the **A** button.



### JOIN THE RANKING

Select your Ghost Car data and post it for Ranking. **Note:** You can only select the Ghost Car data embedded with the same Gamer Tag you used to connect online.

## ALL PLAYER

View rankings of all players. The rank is determined not only by your online battle records, but also from your performance in offline games (segaGT 2002 mode, etc.).



## PRESENT COMPETITION

View records of the currently held Competition.

## LAST COMPETITION

View records of the last held Competition.

## ONLINE MODE

### COMPETITION

Periodically, there will be an official competition for online players, and you will be able to select this during the limited period. Select to download information of the competition. The competition will be a Free Battle with preselected cars and course. Press either Left or Right trigger to view the Prize you could win. When you participate, the game will progress just as in Quick Match. Select from the eligible cars. Only the winner of the race will be recorded.



### DOWNLOAD

Depending on your placement in the Competition, you become eligible to download new cars or car parts. Select this, if you are eligible, to download.



### ONLINE BATTLE

There are three types of battles available. In each battle, the Game Master will select the course and the number of laps.

### FREE BATTLE

This is the game where all contestants race normally. After all contestants select the car to use, the Game Master selects the course and the number of laps.

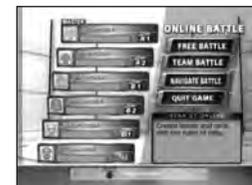


## Getting Started

### TEAM BATTLE

Divide all contestants into teams of 2 or 3 players and race in a form of relay. First the Game Master selects which player goes into which team. Use  $\leftarrow \rightarrow$  to assign teams and press the **A** button for each player. The leader of each team then selects the car to be used. The Game Master will then select the course and the number of laps.

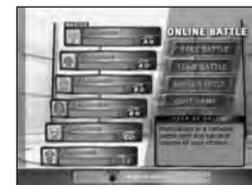
Each player takes one lap, while his/her teammate watches him/her drive. The driver in a team switches as the car crosses the starting line. A smooth transition could be the key to the team's victory.



### NAVIGATE BATTLE

This game is also played in a team, but one player drives while the other navigates. Use  $\leftarrow \rightarrow$  to assign team and driver/navigator, and press the **A** button for each player. The driver will then select the car. Note that while the Game Master selects the number of laps, the course will be selected randomly for the sake of fairness.

The driver's screen will become foggy, while the navigator's will stay clear. The navigator will guide the driver both by voice and by sending direction icons. The navigator selects the direction with the Left thumbstick, and sends icons by pressing the **A** button. The navigator can also direct the driver to brake or back up by pressing the assigned button. The navigator can also use the Right thumbstick to indicate the direction of approaching rival cars. Each team member can hear only the voices of his/her teammate. The teamwork is the key to the victory.



DRIVER'S VIEW



NAVIGATOR'S VIEW

## ONLINE MODE

### IN-GAME MENU

Anytime while online, press the START button to display In-game Menu. Use use **↑↓** to select and press the **A** button. Press the START button again to close In-game Menu.

**Note:** Pressing the START button while playing online will not pause the game.



#### Friends List

View list of your friends and their status. When you are a Game Master of a session, you can send invitation to race.

#### Battle Record

View a list of players you have played against. You can select and add to your Friends List, or send Player Feedback.

#### Option

Enable/disable Voice Masking, Voice, or toggle your Online Status that appears in your friends' Friends List.

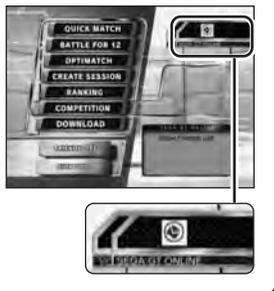
#### Quit Game

Quit the game you are currently racing. Available only during the race.

#### Sign Out

Disconnect from Xbox Live™ and exit ONLINE MODE.

Whenever you add a friend to your Friends List or send an invitation to your session, a message will be sent to the target player. There will be a brief notice on target player's screen, indicating such request by other player. Select his/her name from the Friends List, and select to accept/decline his/her offer.



## SAVE / LOAD

Select **SAVE/LOAD** from the Mode Selection menu (P.8) or main menu of segaGT 2002 mode (P.10) to either save or load your game.

When the Save/Load menu is displayed, use **↑↓** to select either **SAVE**, **LOAD**, or **NEW GAME** (see below for details). To return to the previous screen, either select **EXIT** or press the **B** button.



#### SAVE

Save the current game.

#### LOAD

Load the game file that you saved.

#### NEW GAME

Start game over from beginning.

#### PERK

If you have segaGT 2002 save game(s) in your hard disk (not segaGT 2002 mode of this game disk), this menu item becomes available. Select this and then select the save game to transfer money and goods that are already earned in the selected save game and some other privileges. You can only select this menu item once per save game, and this menu item disappears once selected.

An appropriate screen will be displayed by entering the menu items on the Save/Load menu.



SAVE



LOAD

Since there is only one game (per Xbox Live™ account) saved onto the Xbox hard disk, if you select **SAVE** you will overwrite on the existing game (if any). When you are asked to confirm your action, use **←→** to highlight either **OK** or **CANCEL** and press the **A** button to select.

If you select **LOAD**, you have the option to **LOAD** or **DELETE** the game or **EXIT**. Use **←→** to highlight your selection and press the **A** button to select. Then use **←→** to highlight either **OK** or **CANCEL** and press the **A** button to confirm your action.

### NOTE ON SAVE GAME

You may save only one segaGT ONLINE game on the Xbox hard disk per Xbox Live™ account. When you start new game and saves it, a dummy tag "**NONAME**" will be embedded into the save game. Whenever you play the ONLINE MODE (p.29), you select the Xbox Live™ account (Gamer Tag), and a new save file will be created when you save. The Gamer Tag will also be embedded into the Ghost Car files, and appropriate file(s) will become selectable when you join Ranking (p.33). Also, there is a limit to the total of 4096 files related to segaGT ONLINE, with up to 20 files each of Ghost Car/Replay files per Xbox™ system.

# OPTIONS

Adjust various game settings. Use **↑↓** to select a menu item (below), and **←→** to change the setting. Select **DEFAULT** to reset the game settings. To return to the Mode Selection menu, either select **EXIT** or press the **B** button.



## VIEW POSITION

Set the viewpoint of the camera during the race (**DRIVER/REAR 1/REAR 2**).

## BGM VOLUME

Set the volume level for background music.

## SE VOLUME

Set the volume level for sound effects.

## CONTROLLER

Press the **A** button to display the Controller Option Screen.

You can reconfigure button assignments to your preference. First, use **←→** to toggle controller vibration (**ON/OFF**). Next, use **↓** to highlight **DEFAULT**. If you wish to reset your button assignment to default configuration, press the **A** button. To customize button assignment, use **↓** to highlight **ACCELERATOR**, then press in the order indicated the button you wish to assign.



## CALIBRATION

Press the **A** button to display the Calibration Screen to adjust the analog controls.

Here you can, if necessary, calibrate the left and right thumbsticks. First, press the **A** button without touching the analog key, then roll the left thumbstick around to its limit as if to draw a circle. Press the **A** button when done, then do likewise for the right thumbstick.



## TCS

Adjust the Traction Control System (**ON/OFF**).

## SCS

Adjust the Spin Control System (**ON/OFF**).

# OPTIONS

## CAR PROFILE

Toggles the Car Profile during the replay (**ON/OFF**).

## NAVIGATION SYS.

Set the style of the on-screen Course Map (P.7) of the race (**2D/3D**).

## SELECT BGM

Change the BGM of the race with the music saved in the Xbox hard disk.

## GHOST CAR

Toggles the Ghost Car display (**ON/OFF**).

## RACER TAG

Toggles the display of player's name above the car (**ON/OFF**).

## VOICE MASKING

Press the **A** button to display the Voice Masking Option Screen.

Your voice on the Voice Chat can be masked in your favorite style. Use **↑↓** to highlight the masking to be used and press the **A** button to select. If **Custom** is selected, use **↑↓** to select the parameter, and **←→** to change value (select **UNDO** in each parameter and press the **A** button to undo change).

Press the **B** button to exit to previous screen.



## VOICE

Toggles the Voice Chat (**ON/OFF**).

## TALK BACK

Toggles the Talk Back (**ON/OFF**).

## VOICE THROUGH

Toggles the display of player's name above the car (**ON/OFF**).

## FACE TYPE

Press the **A** button to display the Face Type Option Screen.

The selected face icon will appear on the Session Menu of the ONLINE MODE to identify yourself. Use

**↑↓←→** to highlight the face icon from available face types (64 available) and press the **A** button to select.



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**Canon**

Canon is the official camera supplier

## CREDITS

## GARAGE TUNES GALLERY CREDITS

**Asian Man Records**

"Beijing"  
Performed by Ee  
Written by Tobin Mori (Plea For Peace Music, ASCAP)  
Appears courtesy of Asian Man Records  
<http://www.asianmanrecords.com>  
<http://www.eethenband.com>

"Myself"  
Performed and written by Big D & The Kids Table (Plea For Peace Music, ASCAP)  
Appears courtesy of Asian Man Records  
<http://www.asianmanrecords.com>  
<http://www.bigdandthekidstable.com>

"Speedbump"  
Performed by MU330  
Written by Dan Poitthast (You Get A Frog Music, BMI)  
Appears courtesy of Asian Man Records  
<http://www.asianmanrecords.com>  
<http://www.mu330.com>

"Far Away"  
Performed and written by Nicotine  
Appears courtesy of Asian Man Records  
<http://www.asianmanrecords.com>  
<http://www.skyrecords.co.jp/nicotine>

"Punk Rock City"  
Performed and written by Nicotine  
Appears courtesy of Asian Man Records  
<http://www.asianmanrecords.com>  
<http://www.skyrecords.co.jp/nicotine>

"Cleansing, Cut and Scrape"  
Performed by Short Round  
Written by Jason Think (Plea for Peace Music, ASCAP)  
Appears courtesy of Asian Man Records  
<http://www.asianmanrecords.com>  
<http://www.weaeshortround.com>

"Language"  
Performed by Short Round  
Written by Jason Think (Plea for Peace Music, ASCAP)  
Appears courtesy of Asian Man Records  
<http://www.asianmanrecords.com>  
<http://www.weaeshortround.com>

"Touring in the Fall"  
Performed by The Plus Ones  
Written by Joel Reader (Equals Two Music, BMI)  
Appears courtesy of Asian Man Records  
<http://www.asianmanrecords.com>  
<http://www.theplusones.com>

"What Will People Say"  
Performed by The Plus Ones  
Written by Joel Reader (Equals Two Music, BMI)  
Appears courtesy of Asian Man Records  
<http://www.asianmanrecords.com>  
<http://www.theplusones.com>

"Serve In Heaven/Rule in Hell"  
Performed by The Plus Ones  
Written by Joel Reader (Equals Two Music, BMI)  
Appears courtesy of Asian Man Records  
<http://www.asianmanrecords.com>  
<http://www.theplusones.com>

**Fat Wreck Chords**

[www.fatwreck.com](http://www.fatwreck.com)  
[www.honestdons.com](http://www.honestdons.com)  
[www.pinkandblack.com](http://www.pinkandblack.com)  
[www.punkvoter.com](http://www.punkvoter.com)

"The Real McKenzies Dropping Like Flies"  
Label - Honest Don's  
Album - Oot & Aboot  
Publishing - The Real McKenzies  
SOCAN 2003

"Lagwagon E-Dagger"  
Label - Fat Wreck Chords  
Album - Blaze  
Publishing - Stokin' The Neighbors  
Music (ASCAP) 2003

"Mad Caddies Leavin"  
Label - Fat Wreck Chords  
Album - Just One More  
(c) & (p) MadCaddies 2003

"Rise Against Like the Angels"  
Label - Fat Wreck Chords  
Album - Revolutions Per Minute  
Publishing - Transistor Revolt (ASCAP)

## CREDITS

"Swingin' Utters All That I Can Give"  
Label - Fat Wreck Chords  
Album - Dead Flowers, bottles, bluegrass,  
and bones  
Publishing - Majoda Huboko Music  
(ASCAP)/Hamachi Music (ASCAP)

**Lookout! Records**

"Where have all the rude boys gone?"  
"Hearts of Oak"  
"The High Party"  
Ted Leo and the Pharmacists  
From the album "Hears of Oak" on  
Lookout! Records (released Feb 2003)  
Written by Ted Leo  
Published by Leo/Pharmacists are: TED  
LEO, DORIEN GARRY, DAVE LERNER,  
CHRIS WILSON  
tedleo.com  
lookoutrecords.com

"OK Apartment"  
"My Street"

The Oranges Band  
From the album "All Around" on  
Lookout! Records (released April 2003)  
Written by The Orange Band  
Published by DJ Nick Needles  
(ASCAP)/Courtesy of Lookout! Records  
The Oranges Band are: Daniel Black,  
Tim Johnston, Roman Kuebler, Virat  
Shukla, Dave Voyles  
theorangesband.com  
lookoutrecords.com

"Fragile Awareness"  
"Selling Submarines"  
The Pattern

From the album "Real Feelness" on  
Lookout! Records (Released Sept  
2002)  
Written by The Pattern  
Published by Juice of the rooster, grand-  
lake music, squished blueberries,  
September's End Songs (ASCAP)  
The Pattern are: Chris Appelgren, Andy  
Asp, Scott Batiste, Carson Bell, Jason  
Rosenberg  
the-pattern.org  
lookoutrecords.com

"Safe in Sound"  
Small Brown Bike  
From the album "The River Bed" on  
Lookout! Records (released Sept 2003)  
Written by Small Brown Bed  
Courtesy Lookout! Records  
Small Brown Bike are: Travis Dopp, Jeff  
Gensterblum, Ben Reed, Mike Reed  
smallbrownbike.com  
lookoutrecords.com

**Adeline Records**

Soviettes:  
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Blue Stars (c) The Soviettes 2003

Effection:  
Maria and Sound Effection by Effection  
(c) & (p) Adeline Records 2003. All  
rights reserved  
All songs (c) The Effection 2003

**SmallMan Records**

Small Brown Bike "Trains All Talk" -  
From the album "The River Bed" (p) +  
(c) Small Brown Bike 2003  
www.smallbrownbike.com  
www.lookout.records.com  
www.smallmanrecords.com

Moneen "Are We Really Happy With  
Who We Are Right Now?" - From the  
album "Are We Really Happy With Who  
We Are Right Now?"  
(p) + (c) dot.m.dot 2003  
www.moneen.com  
www.vagrant.com  
www.smallmanrecords.com

Choke "Every Word" - From the album  
"There's a Story to this Moral" (p) + (c)  
Choke Music 2002  
www.chokeonline.com  
www.smallmanrecords.com

Sixty Stories "First Bell" - From the  
album "Anthem Red" (p) + (c) Sixty  
Stories 2003  
www.sixtystories.com  
www.smallmanrecords.com

**Gearhead Records**

"Hot Runnin' Blood" Performed by  
"DEMONS"  
From the album "Stockholm Slump" on  
Gearhead Records Written by Mathias  
Carlsson  
Published by Rock against Music (c) &  
(p) Gearhead Records 2002, 2003. All  
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www.gearheadrecords.com

"Sin Salvation" Performed by The  
Dragons  
From the album "Sin Salvation" on  
Gearhead Records Written by The  
Dragons Published by L.A.M.F.  
Music/BUG MUSIC/BMI (c) & (p)  
Gearhead Records 2003. All rights  
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"Move Over" Performed by Mensen  
From the album "Oslo City" on  
Gearhead Records Written by Marianne  
Martinsen (c) & (p) Gearhead Records  
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"Pretty Lightning" Performed by New  
Bomb Turks From the album "The Night  
Before The Day The Earth Stood Still"  
on Gearhead Records Written by  
Brown/Davidson/Reber/Weber Lyrics  
by Eric Davidson (c) Large Meat Soiree  
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"Get Back At You" and "Continental  
Divide" Performed by Red Planet  
From the album "Let's Degenerate" on  
Gearhead Records Written by  
Dunn/Powers Published by Not enough  
Songs/BMI 2001 (c) & (p) Gearhead  
Records 2001, 2003. All rights  
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www.gearheadrecords.com

"Rattle Me Bones" Performed by The  
Riverboat Gamblers From the album  
"Something To Crow About" on  
Gearhead Records Written by The  
Riverboat Gamblers (c) & (p) Gearhead  
Records 2003. All rights reserved  
www.gearheadrecords.com

## CREDITS

**SUPERSUCKERS/Mid-Fi  
Recordings**

"Rock-n-Roll Records (Ain't Selling This  
Year)", "Bruises To Prove It", and "Flying  
Into The Midday Sun" Performed by  
Supersuckers "Rock-n-Roll Records  
(Ain't Selling This Year)" and "Bruises  
To Prove It" from the album "M.B.T." on  
Mid-Fi Recordings All songs written by  
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**OTHERS:**

"Raining" Performed by Chris Dunn and  
Adam Zabarsky Written by Chris Dunn,  
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Third Eclipse  
"Crushed Blue Ice" and "Insecticide"  
from the album "Unlocked" on  
Independent Ice Cream Records  
written by Christine, Beth and Faith  
Elderkin  
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ASCAP  
CHRISTINE, BETH and FAITH  
ELDERKIN are Third Eclipse  
www.thirdeclipse.com

Credits

**SEGA OF AMERICA, INC.**

**Quality Assurance and Product Development**

**Localization Manager**  
Osamu Shibamiya

**Localization Producer**  
Jason Kuo

**Test Director**  
Deborah Kirkham

**Project Lead**  
Demetrius Griffin

**Entertainment Product Marketing**

**Executive Vice President - Entertainment Marketing**  
Shinobu Toyoda

**Product Manager**  
Noah Musler

**Public Relations Manager**  
Bret Blount

**Senior Advertising Manager**  
Teri Higgins

**Creative Services Manager**  
Arianne McCarthy

**Special Thanks**

Takuma Hatori  
Access Public Relations  
Takeshi Hiratsuka (SOJ)  
Yoshiaki Takagi (SOJ)  
Rika Shirai (SOJ)  
Eiko Akiyama (SOJ)

**Package Design/Localization**

Vicki Morawietz of VAM Design

**Manual Production**

(Sega Logistics Service Co., Ltd. Creative Design Team)

**Supervisor**

Yoshihiro Sakuta

**Assistant Supervisor**

Hisakazu Nakagawa

**Designer**

Satoru Ishigami

**Original Text (segaGT 2002)**

Tetsuya Honda

**Additional Text**

Makoto Nishino

See the in-game credits for the complete list of the original development staff of segaGT ONLINE.

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