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SPEED WORLD™

SEGA GENESIS™

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YOUR SEGA VIDEO GAME SYSTEM**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously 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.



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HANDLING YOUR CARTRIDGE

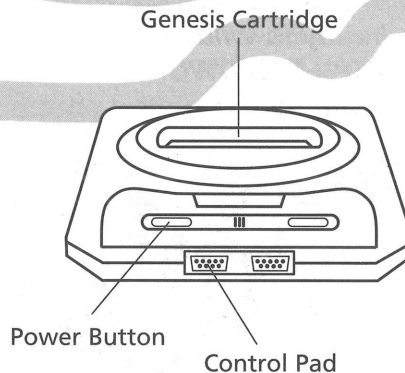
- The Sega Genesis Cartridge is intended for use exclusively with the Sega™ Genesis™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

WARNING TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

GETTING STARTED

1. Ensure that your Sega Genesis power switch is off.
2. Insert the *ESPN SPEEDWORLD* cartridge into your Sega Genesis in the usual way.
3. Press the Power Button.
4. The *ESPN SPEEDWORLD* title screens should appear a few moments later.
5. Press the Start Button on your Control Pad to take you to the Main menu.

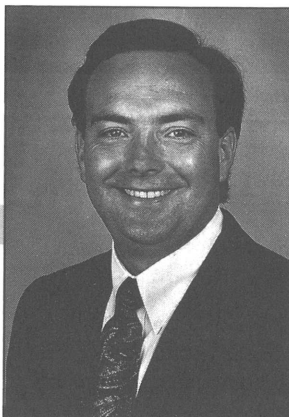


A WORLD OF SPEED

You've got the pedal to the metal. Your 5-liter turbo-charged modified street machine is screaming down the straightaway at 200 mph. Now you're drafting right on the tail of your buddy. Suddenly you slingshot past for the lead, blowing into the backstretch and full blast into the tightest corner of the track. Welcome to ESPN SPEEDWORLD, the highest octane stock car racing simulator ever created. Whether you're racing car-to-car against 23 computer opponents, or going head to head with a buddy in wild split-screen action, ESPN SPEEDWORLD leaves all other simulations in the pits.



ABOUT JERRY PUNCH



Dr. Jerry Punch has been a pit reporter for ESPN's coverage of NASCAR Winston Cup races since 1984 and has also worked as a college football sideline reporter, beginning with the 1989 season. He also hosts other select motorsports events, including the NASCAR Busch

Grand National Series, and has called play-by-play for college football, basketball and gymnastics. His full-time profession, however, is as a medical doctor, serving as the director of emergency room services at Memorial Hospital-Flagler in Bunnell, Fla.

Punch, a native of Newtown, N.C., spent considerable time as a youth around racetracks and cars. He worked as a mechanic and driver while in high school and at North Carolina State, where he also was a walk-on quarterback for coach Lou Holtz.

He graduated magna cum laude in 1975. He received his degree from the Bowman Gray Medical School at Wake Forest University in 1979.

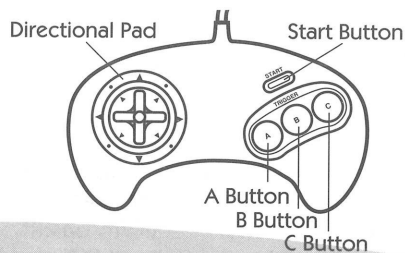
His interest in motor sports led to a job substituting for the track announcer in 1975 in Hickory, N.C. From there, he landed a position with the Motor Racing Network covering NASCAR races on radio beginning with the Daytona 500 in 1979. He branched out into television in 1982, working on syndicated telecasts and for WTBS. He has worked for ABC since 1987, including the Indianapolis 500 telecast (since 1989), in addition to his work with ESPN.

Twice in 1988, his two careers dramatically came together at ESPN events. In Bristol, Tennessee in August, Punch was first on the scene when Rusty Wallace crashed during practice. Punch revived Wallace, who was not breathing, and directed the rescue efforts. In November in Atlanta, Don Marmor suffered a terrible crash during an ARCA race. Punch was told Marmor was dead and not to bother, but he decided to help the rescue team. Although seriously injured, Marmor survived the incident.

Punch, has been honored for his work. In May 1989, he was awarded the United States Air Force Outstanding Performance Award, given for exemplary service in the auto racing community. In April 1989, Punch was given the Outstanding Young Alumnus Award by North Carolina University. This annual award honors a graduate of the school, 35 or younger, who has made the most contributions to his profession, community and university. In 1990, Punch was presented with NASCAR's Team Player of the Year Award.

Punch, who was born August 20, 1953, splits his time between homes in Ormond Beach, Florida, and Boone, North Carolina with his wife, Joni, and their daughter. He also has four sons.

BASIC CONTROLS



The START Button starts the game, pauses the game, exits the options screen, and quits a race. The START Button also passes the Jerry Punch and other introductions.

The A, B, and C Buttons do the same functions. These buttons can be used to enter the options screen. The A Button is used for gas when playing a normal game. The B Button is used for stopping the vehicle. The A Button is used to select the different car setups. For example, a softer tire with a very flat spoiler or different gear box. The function of these buttons will vary depending on the controls configuration.

The Directional Pad is used to control the car to swerve left or right, break and accelerate depending on the configurations. The Directional Pad is also used to high light the different options to choose from before starting the game.

CONTROLLING YOUR CAR

ESPN SPEEDWORLD gives you four different controller set-ups for operating your vehicle.

Use the Directional Pad to choose a configuration. Press any button to exit.

Configuration #1 — The Directional Pad DOWN is used to downshift the vehicle. The Directional Pad UP is used to upshift the vehicle. The Directional Pad LEFT and RIGHT is used to steer the vehicle. The A Button is used to accelerate the vehicle while the B Button is used to stop the vehicle. The C Button has no function in the configuration.

Configuration #2 — The Directional Pad UP is used to downshift the vehicle. The Directional Pad DOWN is used to upshift the vehicle. The Directional Pad LEFT and RIGHT are used to steer the vehicle. The A Button is used for stopping the vehicle. The B Button is used to accelerate the vehicle. The C Button has no function in the configuration.

Configuration #3 — The Directional Pad UP is used to stop the vehicle. The Directional Pad DOWN is used to accelerate the vehicle. The Directional Pad LEFT and RIGHT are used to steer the vehicle. The B Button is used to downshift the vehicle. The A Button is used to upshift the vehicle.

Configuration #4 — The Directional Pad UP is used for acceleration. The Directional Pad DOWN is used to stop the vehicle. The Directional Pad LEFT and RIGHT is used to steer the vehicle. The B Button is used to upshift the vehicle. The C Button has no function in the configuration.

Other — Press the A Button to select course, start to accept the course. The Directional Control Pad selects highlighted windows (all option menu and car setup menu). Press the A Button to change options on the track options menu. Press the A Button to change options on the track options menu. On the car setup screen, the arrows UP and DOWN will toggle the options. The arrows LEFT and RIGHT selects which window to highlight. The arrows LEFT and RIGHT chooses yes or no for qualification or to race. The START Button will verify the selection response and exits the screen.

SETTING UP OPTIONS

The main selection screen offers you two "boxes" of set-up choices — OPTIONS and CONTROLS — and a RACE box. It's up to you to make sure your options and controls are set up as you want them before you highlight RACE and press START to go on to select a track and set up your race parameters. To pick a box, use your Directional Pad to highlight it and press any button to select it.

Under OPTIONS, you use the Directional Pad to choose the following:

ROOKIE, PRO, or VETERAN. You can choose how you want to be rated — which also determines the level of competition you'll face. While you're learning the ropes, you'll be wise to pass as a ROOKIE. As you get better and more experienced, you can push yourself up the ranks as a PRO. Then go VETERAN, and see hard-driving cutthroat racing competition.

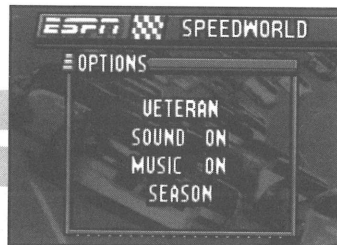
SOUND ON or OFF.

MUSIC ON or OFF.

SINGLE RACE, HEAD TO HEAD, PRACTICE, or SEASON. Select SINGLE RACE for one-player competition in a single race. Select HEAD TO HEAD for two-player, split-screen action. PRACTICE gives you a chance to try out any track, controls setup, and car setup you like, without the distraction of competition. Select SEASON to begin or resume a full racing season against the best in the business (see "THE RACING SEASON" for details).

To change an option, press the Directional Pad up and down to highlight it, then press left and right to change it.

When you've selected the options you want, press any button to return to the main selection screen.



SELECTING TRACKS AND RACE PARAMETERS



On the main selection screen, highlight RACE and press START to go on to select a track and

set up your race parameters. (Note: When playing in Season mode, the sign-in screen will appear before the track screen.)

To select one of 15 tracks, you use your Directional Pad Up and Down Buttons to cycle through the available tracks, three by three. Use the Control Pad Left and Right Buttons to cycle through each of the three tracks identified at the bottom of each screen.

As you highlight a track, a digitized photo of it appears on screen, along with key information about the track: its length, and whether it's a road course (with relatively flat curves, turns and hills) or has banked turns (and how steep they're banked, in degrees).

When the track you want is highlighted, press START to confirm your choice and go on to set up the parameters for the upcoming race.

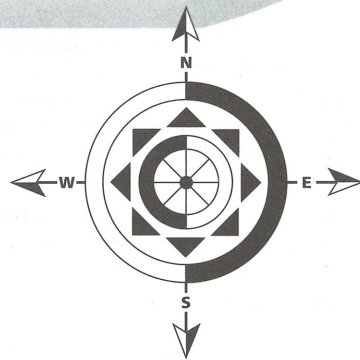
To set up race parameters, you use your Control Pad Left and Right to cycle through the three boxes at the bottom of each screen. Press the B Button to cycle through the choices you have as each box is highlighted.

PIT STOPS ON or OFF. Controls whether or not your tires wear and fuel gets used.

NUMBER OF LAPS. You can choose 10, 20, 30, 40, or 50.

DAMAGE ON or OFF. With the DAMAGE option turned on, your collisions with other cars during a race will affect your car's performance — the more collisions, the slower and less responsive your car will become. If you're engaged in a full season of racing, you'll have to pay to repair damage to your car, using money from your race winnings, in order to keep your car in peak form and keep yourself in the hunt.

Once you've set up the race parameters as you want them, press START to go on to set up your car.



CAR SETUP



it, from tire pressure to paint color.

To set up your car, use your Directional Pad Up and Down Buttons to cycle through the two sets of three setup boxes at the bottom of the screen. Use the Directional Pad Left and Right Buttons to cycle through each of the three boxes, and the B Button to cycle through the options available in each box.

TIRES — SOFT, HARD, or MEDIUM.

Softer tires allow for better steering, but wear out faster.

GEAR BOX. You can choose an automatic or manual transmission. For beginners, an automatic can be helpful, relieving you of the task of shifting as you're learning the ropes. On the other hand, a manual transmission gives you more options for controlling your speed without using your brakes. LOW, MED and HIGH options work as follows: LOW gives best acceleration/worst top speed; MEDIUM gives medium acceleration/medium top speed; and HIGH gives worst acceleration/best top speed.

On the CAR SETUP screen, you can set up your car to perform the way you want

SPOILER. You can set your car's spoiler at 30, 45, or 60 degrees. The higher the angle of the spoiler, the better your traction, as the spoiler acts as an air-foil, pushing down the rear end of your car over the rear axle. But this lowers your top speed and gas mileage.

SUSPENSION — TIGHT, NORMAL, or LOOSE.

A tight setting makes the steering more sensitive. A normal setting gives an average "feel." A loose setting makes the steering less sensitive.

PAINT. Here you can cycle through several available color schemes for your car.

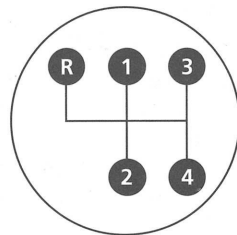
BODY TYPE. Pick the look you like best.

In Season Mode, the following options are available:

ENGINE. A better engine gives higher top speed and gas mileage.

BODY. A better body improves handling and gas mileage.

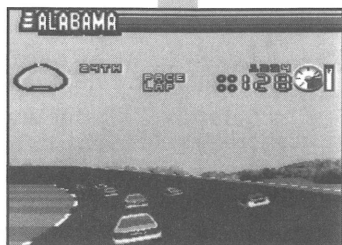
PIT. Makes your pit crew faster.



ON THE TRACK

Jerry Punch welcomes you to the track. When you're ready to go to the asphalt, press START.

QUALIFY or RACE. You can choose to qualify to determine your starting position, or you can go right to competition. If you don't qualify you always start out 24th in the field.



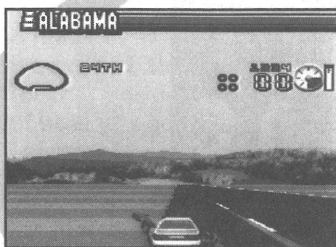
WATCH THOSE GAUGES! Keep an eye on the gauges in the upper right corner of the screen.

Below your current speed, you'll see what gear your car is in. The fuel gauge will tell you when you need to make a pit stop for refueling. And the tire gauge at the far right — from four tires, meaning yours are in good shape, to one-half tire, which means a blow-out is imminent — will tell you whether you should make a pit stop to change your tires.

FLYING START. Every race starts with a single pace lap. You don't have to worry about controlling your car during the flying start — you can steer a little bit, you have no effective control over your speed or gear box. A green flag is used at the end of the flying start.

DRAFTING AND SLINGSHOT PASSING. You can take advantage of the phenomenon known as drafting by pulling in behind any car that's going within 10 mph of your own car's speed. The combined aerodynamics of the two cars will actually increase the speed of both vehicles.

When you get in a drafting situation, try to pass as much of the rest of the field as you can — in *ESPN SPEEDWORLD*, drafting is a key strategy for overtaking the leaders in any race. If you encounter a turn while drafting, try to go to the inside, and you'll be able to execute a slingshot pass



PIT STOPS. To enter the pit stop, veer your car towards the left and let off on the gas completely.

Press the A Button to change tires and the B Button to refuel gas. A combination of the RIGHT and LEFT Buttons can also be used for gas and tires. To leave the pit stop you must accelerate. To get the fastest service from your pit stop crew, press buttons rapidly.

NOTE: During season mode under CAR SETUP, you have the option to speed up your pit stop crew by using your earnings made during the season.

WRECKS AND BLOW-OUTS. Wrecks are pretty common — cars that spin out, including yours, are likely to be plowed into by oncoming traffic. Blow-outs become more likely the more often you stress your tires by running off the road on turns. If you're involved in a bad wreck, or if you have a blow-out, the race ends shortly afterward. And you can be sure that you won't be among the top racers.

TOP RACERS. At the end of each race, Jerry Punch shows you a board of the finishers. This list may be scrolled using up and down on the Directional Pad.



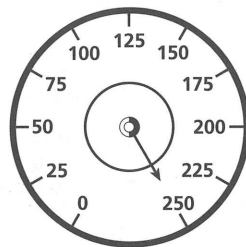
THE RACING SEASON

Your placement in each race will determine your winnings/earnings for that race. Use your earnings to improve your performance of your car and pit stop crew. The battery back-up will allow you to save your standings.

At the Racers' Sign-In Screen, use the Directional Pad to move the highlighted box. Press the A, B, or C Button to choose a box. After choosing, a cursor will appear. Use the Control Pad to move the cursor and to change letters. Press the A, B, or C Button when you're finished. Choose to accept or cancel changes. NOTE: If a change is made to an existing name and the change is accepted, then all season data will be lost for that position. A valid name consisting of at least one character must be entered.

Points are awarded as follows: 100 points for first, 50 for second, 40 for third, 25 for fourth, 20 for fifth, 19 for sixth, 18 for seventh and so on. Also, 1 point will be awarded for each lap led.

The top six positions are awarded money. The amount varies depending on the race.



O F F I C I A L



T-Shirt

White, 100% heavyweight cotton, with full-color Imagesoft logo on front and ESPN SPEEDWORLD logo on back.
 Made in the USA.
 Sizes: Adult L,XL. \$11.99



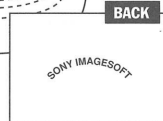
Sweatshirt

White, 100% heavyweight cotton fleece, with full-color Sony Imagesoft logo on front and ESPN SPEEDWORLD logo on back.
 Made in the USA.
 Sizes: Adult M,L,XL. \$24.99



Cap

Two-toned cap with full-color embroidered logo. Imported.
 One size fits all. \$11.99



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M E R C H A N D I S E

