

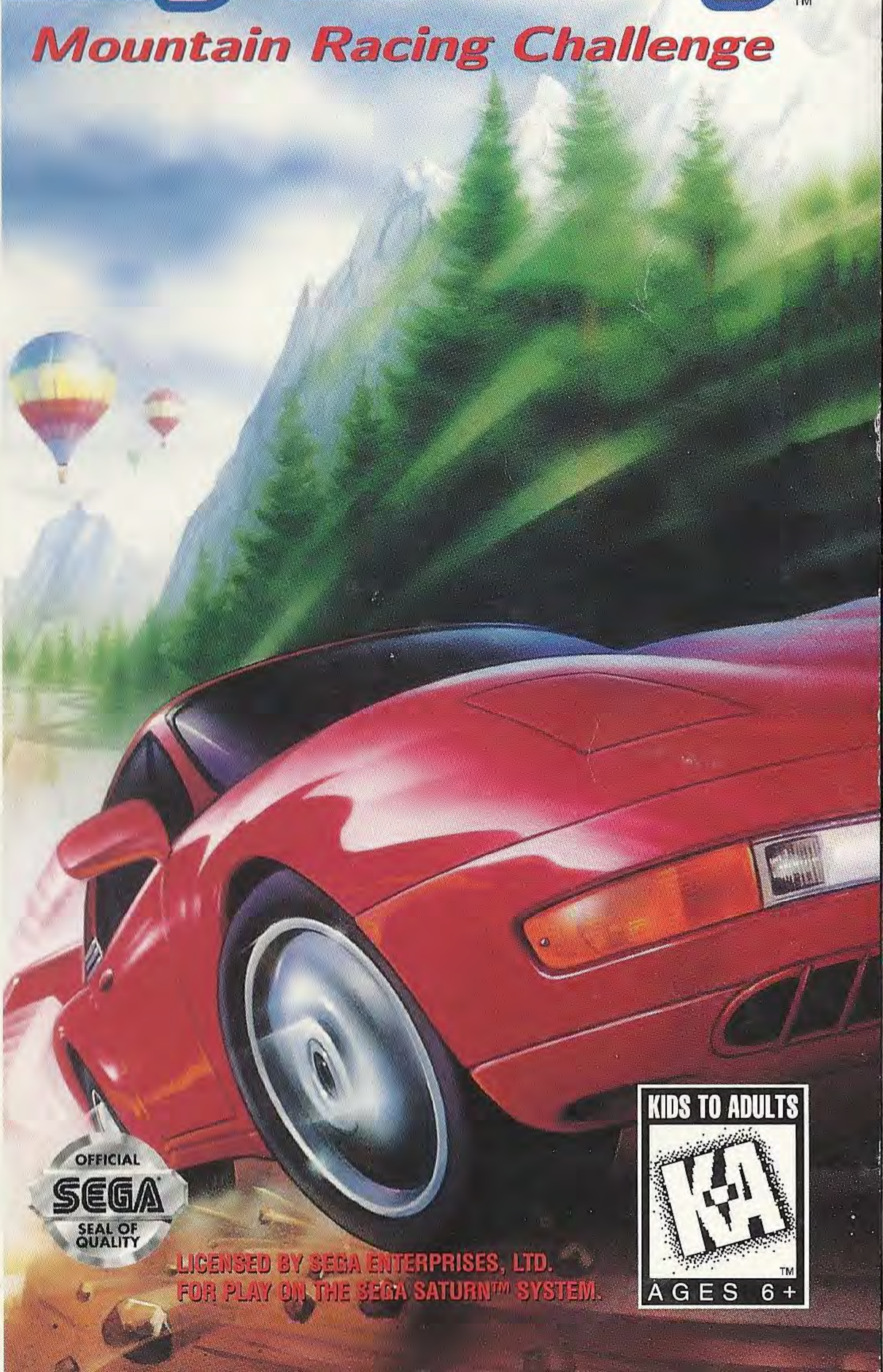
SEGA™

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# High Velocity™

Mountain Racing Challenge



SEGA SATURN™



LICENSED BY SEGA ENTERPRISES, LTD.  
FOR PLAY ON THE SEGA SATURN™ SYSTEM.



T-14402H



The Sega Saturn disc is intended for use exclusively with the Sega Saturn™ 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 Saturn compact disc.

Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

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# **High Velocity™**

## **Mountain Racing Challenge**

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# I n t r o d u c t i o n

*High Velocity™* is an exciting mountain racing game. Smell the trees, feel the road under your tires, and race around dangerous mountain curves. Fine-tune your car for ultimate performance. A finely tuned machine will be able to blow the doors of its competitors. Race against your opponent or the clock to see who is the ultimate King of the Mountain. *High Velocity™* has three exciting race modes, **KING BATTLE, VS BATTLE & TIME TRIAL**. Players can choose among six hot cars, change the color, and tune them to meet their personal desires — or factory stock cars can be run. Based on actual alpine-styled roads in Japan, three exciting courses can be run clockwise or counter-clockwise.



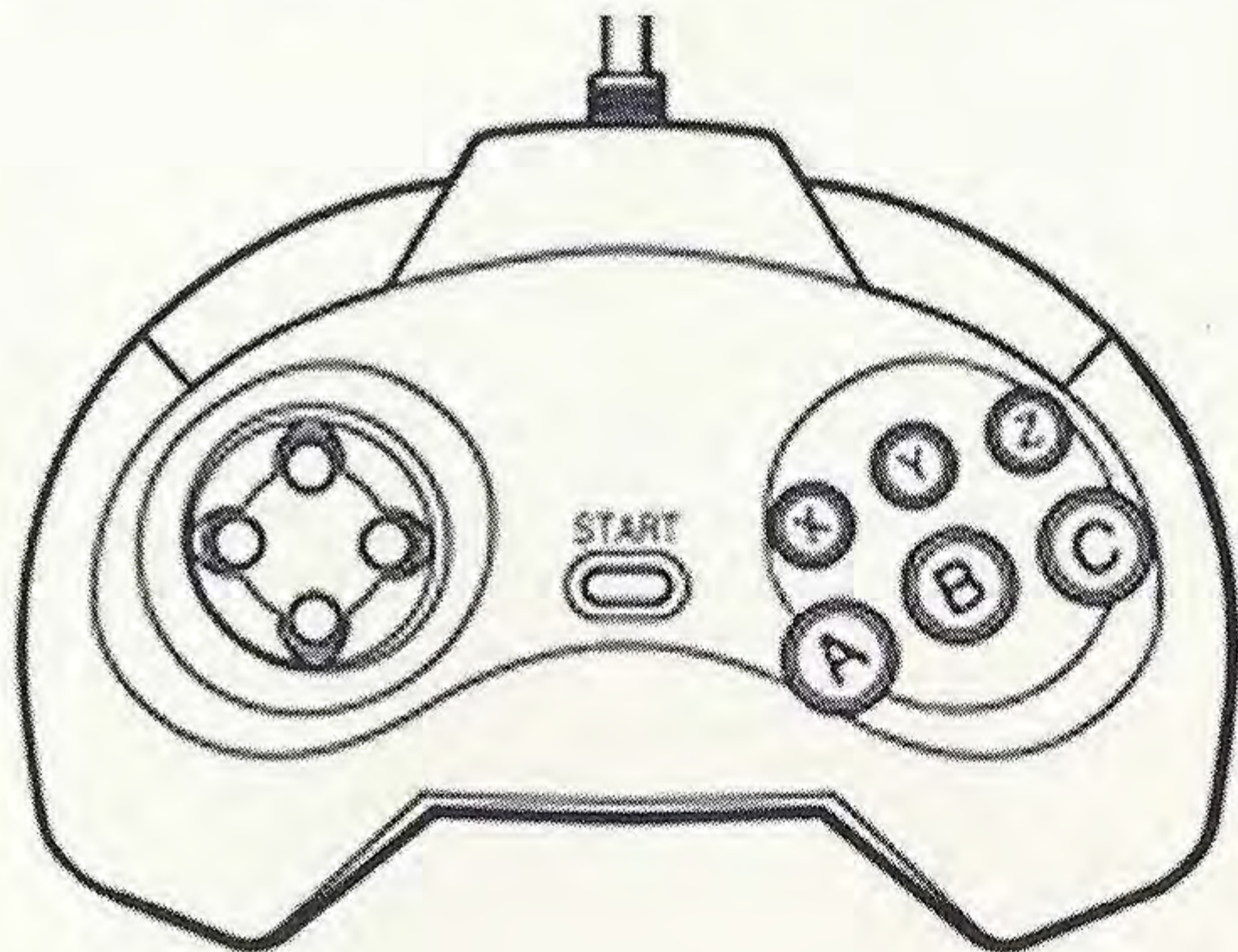
# C o n t r o l s

## SATURN CONTROL PAD

D-Pad (L-R)	Guides car on course
D-Pad (U-D)	Moves Cursor on Menu Screens
L Button	Shift Down (manual transmission)/See Z button below
R Button	Shift Up (manual transmission)
A Button	Accelerates (manual transmission)/Mode Select
B Button	Brake/Mode Cancel
C Button	Accelerates (automatic transmission)/Mode Select
X Button	View Selection (Driver or Camera)
Y Button	Not used for racing
Z Button	Used with the L button to put the car into reverse gear
Start Button	Pauses the game and displays the menu screen

## ARCADE RACER CONTROLLER

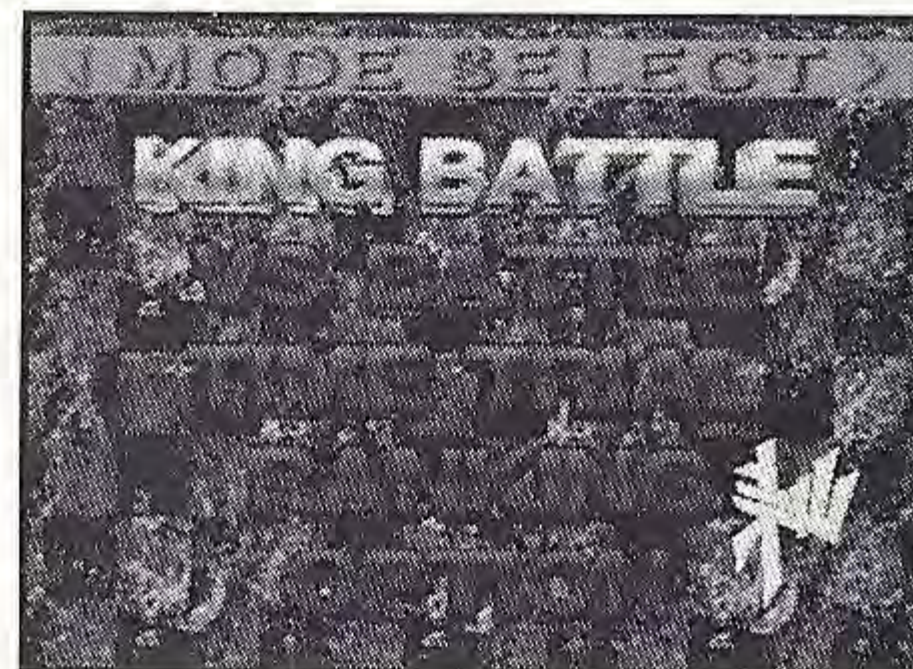
Steering Wheel	Guides car on course/Moves Cursor
Butterfly Shift	Shift Up/Down (During tune-up changes parts selection)/See Z button below
A Button	Accelerates (manual transmission)/Mode Select
B Button	Brake/Mode Cancel
C Button	Accelerates (automatic transmission)/Mode Select
X Button	View Selection (Driver or Camera)
Y Button	Not used for racing
Z Button	Used with the Butterfly Shift to put the car into reverse gear
Start Button	Pauses the game and displays the menu screen



# L e t ' s R a c e

## SELECT MENU

High Velocity™ has three exciting race modes, KING BATTLE, VS BATTLE & TIME TRIAL. In addition, Course Rankings and an Options screen is available. The modes are described below.



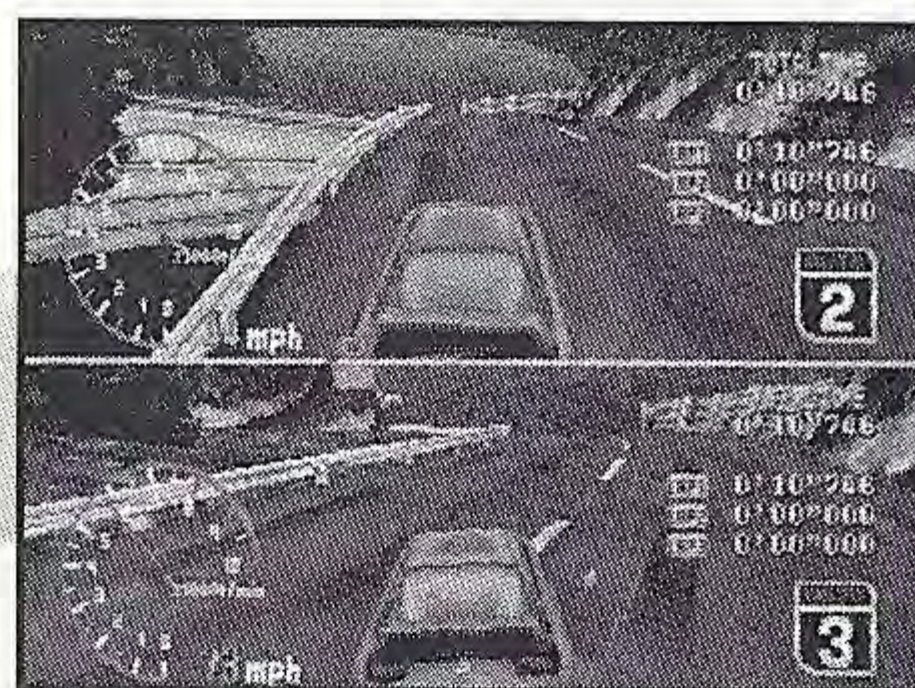
## KING BATTLE

You choose from six stock cars (tune-up not available) and race against the computer. Choose your course, the heat and direction you wish to drive. The Heat is over when you complete two laps. When you win a heat, the win will be marked in yellow in the Heat Select Screen. Win all six heats and you are the King of the Mountain.



## VS BATTLE

In this mode, you race your car against another player's auto. The race is over when one of the cars completes three laps of the course. Two split screens are available — a conventional horizontal (Top/Bottom) split and a unique vertical (Left/Right) split that seamlessly merges together when the two cars are in a dead heat. The object is to use your racing skills and driving techniques to outmaneuver your opponent. Both you and your opponent choose from among six cars, many colors and can tune your car to match your driving habits.



## TIME TRIAL

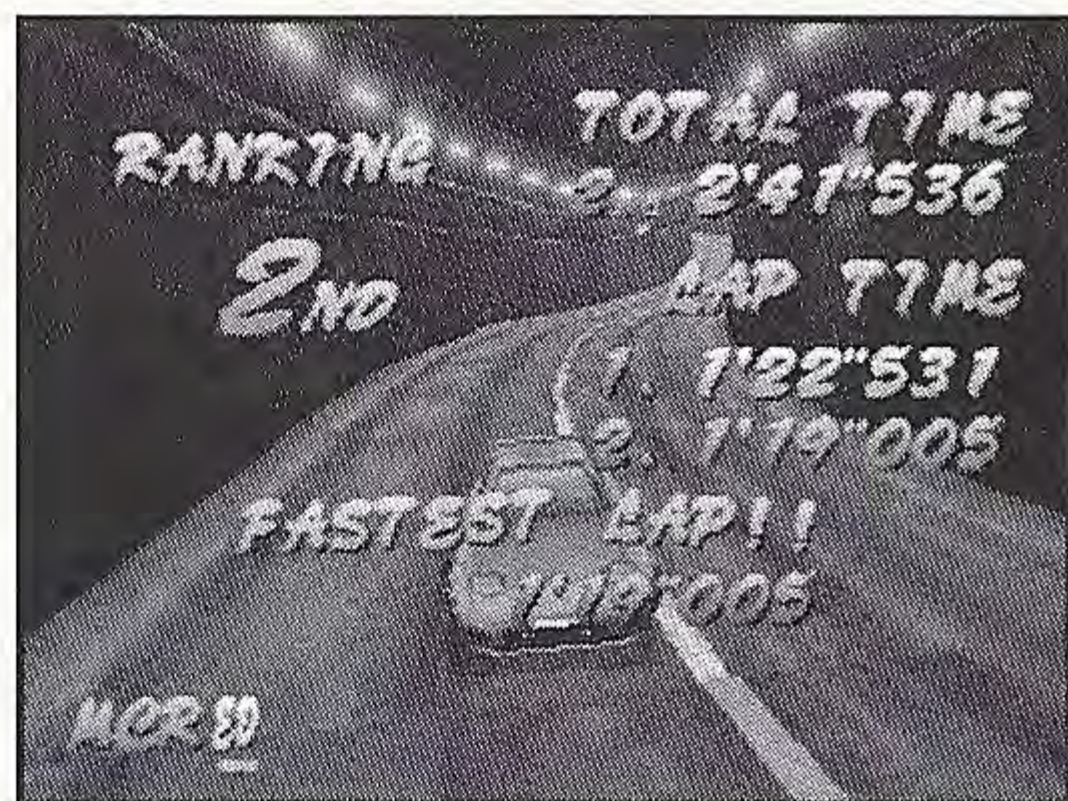
The time trial is a chance for you to test out that new finely-tuned machine and see how it performs on the road. Your car is the only vehicle on the road allowing you the freedom to really open up. Your best lap and total times are displayed in addition to current lap time. When you pass the six checkpoints on the course, your time is displayed and compared with the prior run. This allows you to see at a glance how your car is performing against its past history. Use this data to smoothen your rough edges, study the road, and hone your driving skills to become the King of the Mountain. With practice, you'll be able to achieve the best lap and total course times.



## RANKING AND NAME ENTRY

Players that beat the best lap and course times (KING BATTLE & TIME TRIAL modes only) will be given the opportunity to enter their initials to be listed in the course Rankings. The D-Pad is used to select the letter (Up/Down) and to move the cursor under the desired letter (Left/Right). When name entry is complete, the A or C button is used to enter the selection. Press the B button if you made a mistake. Press A or C button to confirm your entry.

The Rankings Screen displays the five fastest course times, along with the fastest individual lap for each course. The rankings are only displayed for King Battle and Time Trial modes. Rankings are not displayed for VS Battle times. Left/Right on the D-Pad selects King Battle or Time Trial rankings and Up/Down selects Course 1 - 3, respectively.

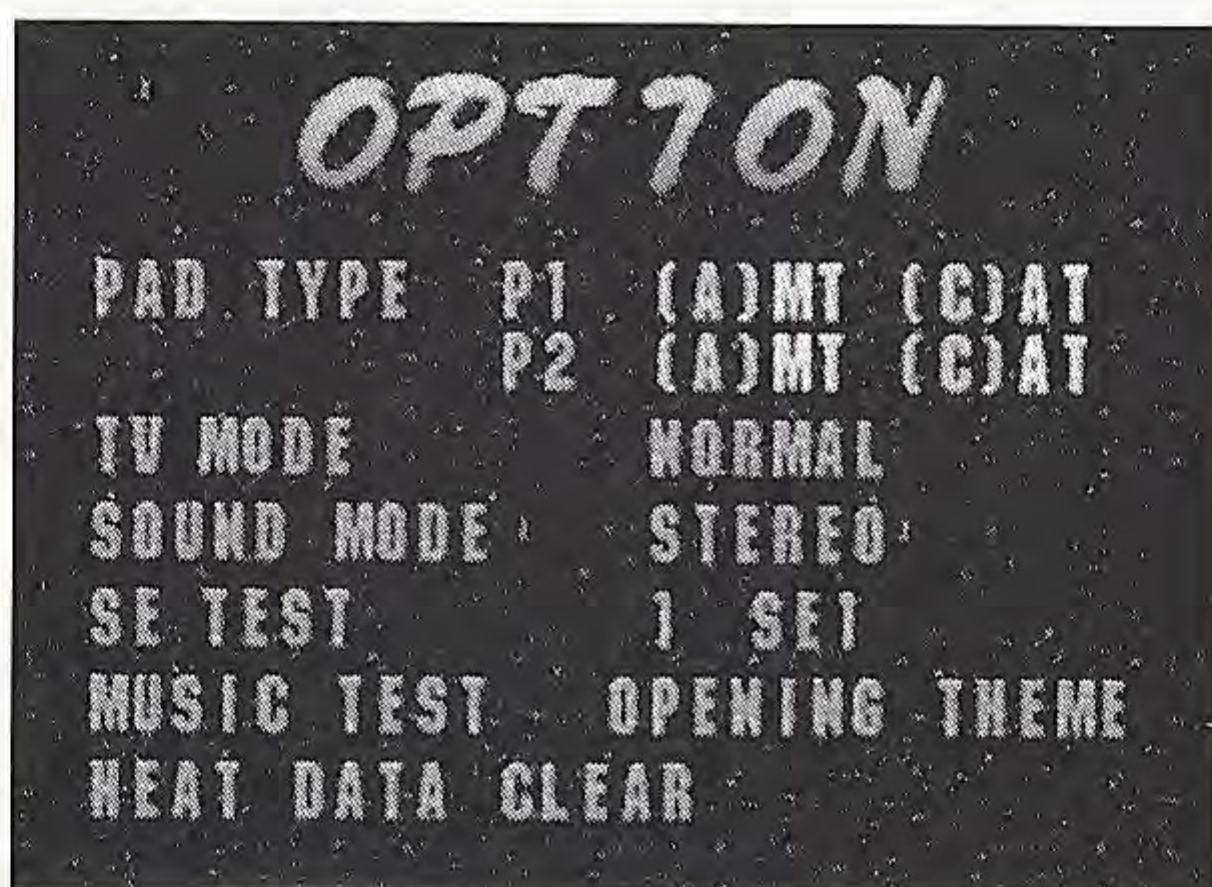


### Racing Tip #1

When entering a turn, accelerate and apply the brakes at the same time. "Drifting" will occur! When on the verge of going into a spin, release the accelerator, counter-steer, and drive through the turn.

# Options

This selection allows you to change settings that are used during the game.



## *Pad Type*

Allows for individual selection of control button functions for Players 1 and 2.

## *TV Mode*

Enables you to change the screen between normal and wide view sizes.

## *Sound Mode*

Select between stereo or monaural sound.

## *SE Test*

Test the sound effects.

## *Music Test*

Preview the music that is played during the game.

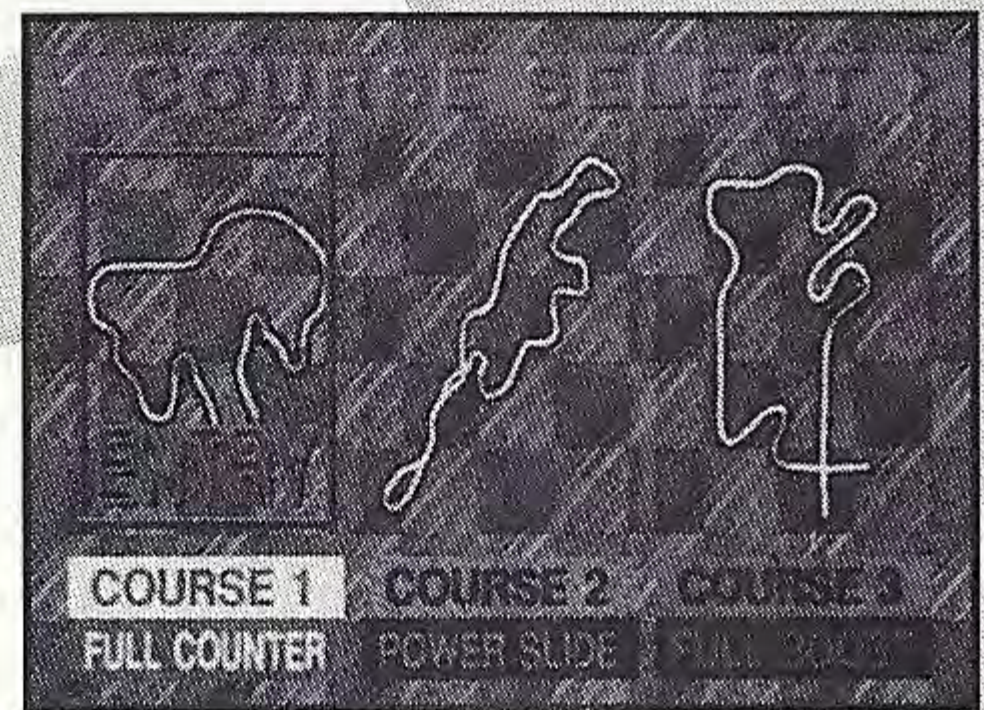
## *Heat Data Clear*

Clear the Heat Data from the King Battle screen.



# Courses

High Velocity features three courses based on real roads in Japan. Enjoy this thrilling and realistic driving experience while taking in the spectacular 3-D rendered scenery. Each course can be run clockwise or counter-clockwise and the time of day will randomly change from day, dusk, and night views.



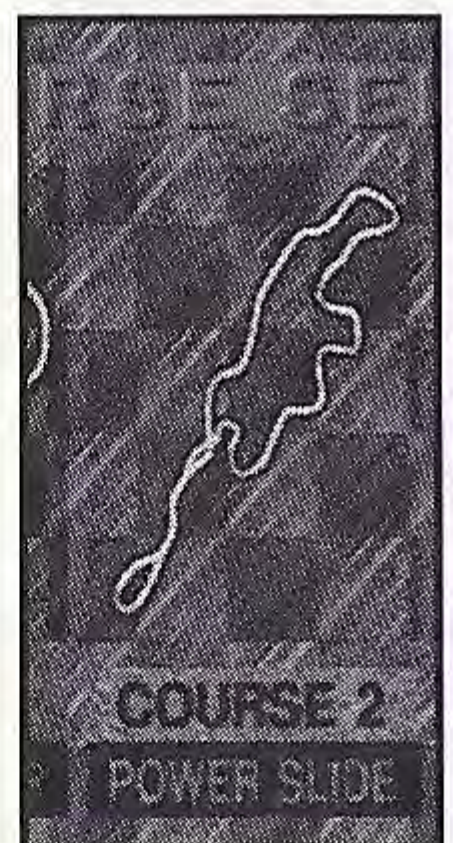
## *Course 1: FULL COUNTER*

Conquer three dangerous hair-pin curves on this exciting roadway at Mt. Tarumi in the Kanto region of Japan. As you race your car under the clear, crisp mountain air, you must negotiate this demanding course. As you skid around the curves, the sound of your screeching tires will reverberate through the hills. Take a break and rest at the Tea Shop or honk your horn while going through the lighted tunnels.



## *Course 2: POWER SLIDE*

Race amongst the beauty of Hakone, a famous mountain resort in Kanagawa, and negotiate this demanding stretch of highway. This is a one-way road so beware of head-on traffic from your opponent in VS BATTLE or the computer controlled car in KING BATTLE modes. This snake-like winding road is very unforgiving of mistakes, so you must be on your toes to conquer this course. Be careful of going the correct way on the over/under pass.



## *Course 3: FULL BOOST*

Race amongst the Ikoma Skyline in this cityscape resting at the base of a mountain. Ride up the banks to negotiate the demanding curves. In the center of the city is a 90° turn that requires your full concentration. Negotiating this turn is accomplished through an expert use of braking, turning and acceleration. Be careful when passing through the narrow toll gates. Don't let the scenery distract you — this course will require your full concentration!



# Car Types

You can choose among six car types for your racing pleasure. Use Left/Right on the D-Pad to select your car and Up/Down to choose the color. Pressing the A or C button confirms your selection and B cancels it. If you have selected VS. BATTLE or TIME TRIAL modes you will can use the D-Pad to highlight "TUNE" to change the performance and handling characteristics of your selected car.

## Type A:



2,589 cc, 6 valves, FR  
286 ps @ 6,800 rpm  
37.5 kgm @ 4,400 rpm  
0 - 600 feet in 6.41 sec, 0 - 1,200 feet in 12.55 sec

## Type B:



2,988 cc, 6 valves, MR  
280 ps @ 7,300 rpm  
30.0 kgm @ 5,400 rpm  
0 - 600 feet in 8.36 sec, 0 - 1,200 feet in 12.80 sec

## Type C:



1,985 cc, 4 valves, FF  
260 ps @ 6,500 rpm  
31.5 kgm @ 5,000 rpm  
0 - 600 feet in 8.88 sec, 0 - 1,200 feet in 13.31 sec

## Type D:



1,868 cc, 4 valves, FR  
130 ps @ 6,500 rpm  
16.0 kgm @ 4,500 rpm  
0 - 600 feet in 10.70 sec, 0 - 1,200 feet in 16.12 sec

## Type E:



2,978 cc, 6 valves, FR  
280 ps @ 5,600 rpm  
31.5 kgm @ 5,000 rpm  
0 - 600 feet in 9.18 sec, 0 - 1,200 feet in 13.51 sec

## Type F:



2,568 cc, rotary, FR  
255 ps @ 6,500 rpm  
30.0 kgm @ 5,000 rpm  
0 - 600 feet in 8.66 sec, 0 - 1,200 feet in 13.19 sec

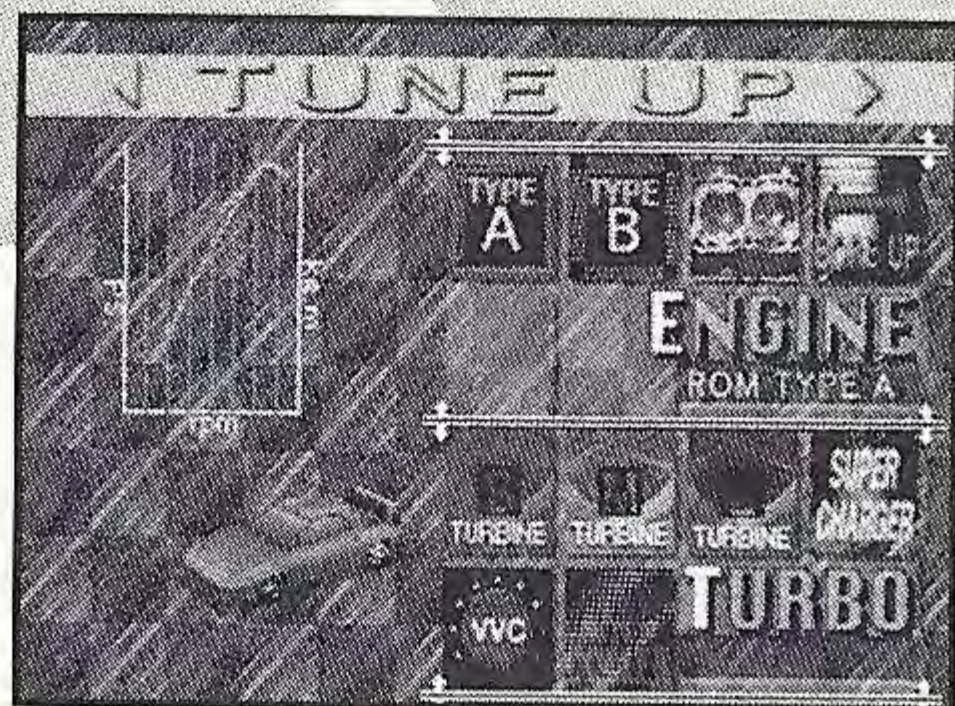
**Note:** FR = front mounted engine/rear drive,  
MR = mid mounted engine/rear drive,  
FF = front mounted engine/front wheel drive.

# T u n e - U p

By tuning up your car, you may be able to improve the speed and handling characteristics. However, there is no guarantee that your car will perform as desired by changing the parts. It is suggested that you test your car in a time trial after attempting to improve upon its weak points.

Pressing Up or Down on the D-Pad selects which part you wish to change. Pressing the D-Pad Left or Right selects the desired part. The A or C button will select the highlighted part. Pressing the B button will return you to the previous menu with your selected tune-up options.

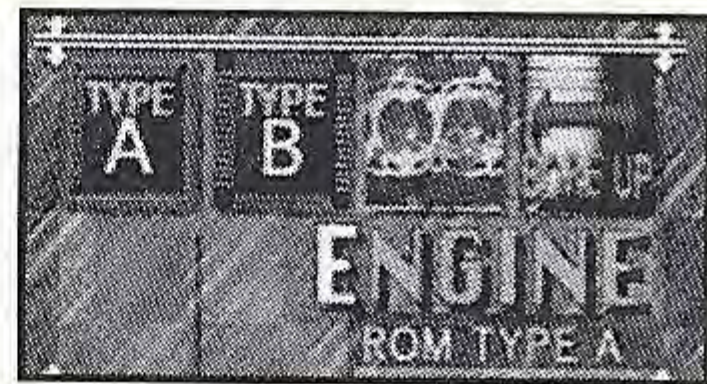
Tune-up data will be automatically saved in the Saturn's internal back-up RAM for each car type. To return your car to "factory" specs, select "Normal" in the "Stock" selection of the tune up.



## ENGINE

### Rom Type A, Rom Type B, Polished Ports, Bored-out Ports

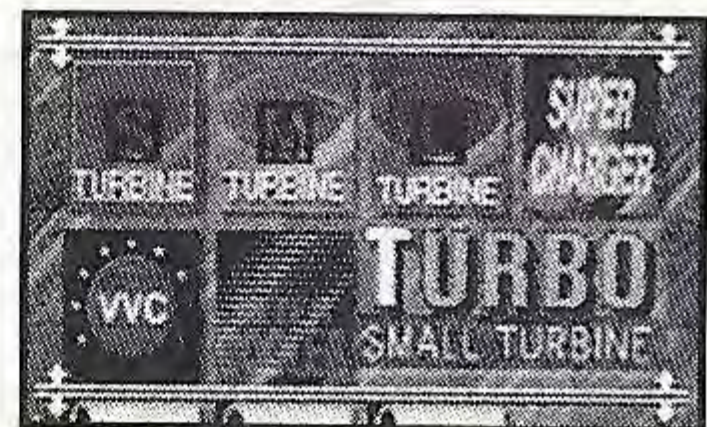
These four selections allow you to increase the power of your engine. Type A Rom has more torque at low speeds (good for acceleration). Type B Rom has more torque at high speeds (good for faster top speeds).



## TURBO & SUPER CHARGER

### Small Turbo, Medium Turbo, Large Turbo, Super Charger, VVC, Inter-Cooler

Choose among three types of turbos, super charger, Boost Control (VVC) and inter-cooler. Up to two turbos can be equipped at the same time. Choose the combination that best suits your driving style.



## MUFFLER

### 90Ø, 105Ø, 120Ø

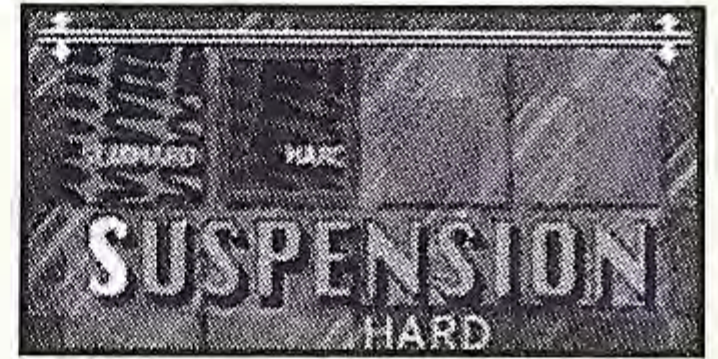
Choose the muffler diameter to get the desired engine performance.



## SUSPENSION

### *Semi-Hard, Hard*

Two types of suspensions to change the cornering performance of your car. The correct suspension/tire combination will provide the best performance for your type of driving.



## BRAKES

### *Soft, Semi-Hard, Hard*

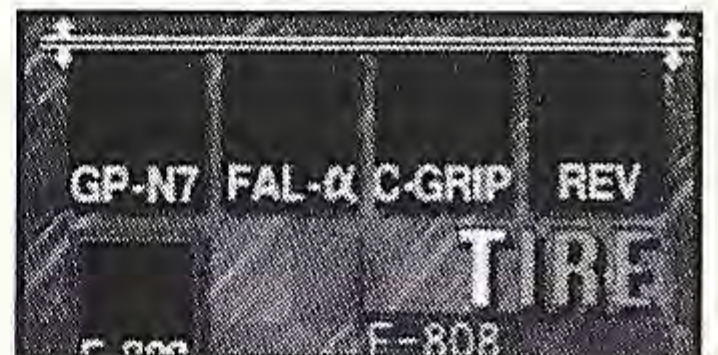
Choose the brake type you prefer. Each selection will result in different braking distances.



## TIRES

### *GP-N7, FALCON ALPHA, C-GRIP, FORM REV, F-808*

Pick the tire type that best suits your style of driving. Combine with the proper suspension for best handling characteristics.



## AERO PARTS

### *Small Down Force, Large Down Force*

This option allows you to select either a small or large downward force to help you keep your tires on the road.



## ETC.

### *Roll Bar, Tower Bar, LSD (Limited Slip Differential), Lighter Body, Good Luck Charm*

Each of these items have a very unique effect. Try them all to see how they affect your car's performance.



## STOCK

### *NORMAL*

Selecting this option strips your car back down to its Stock factory parts. This is car type used for all **KING BATTLES**.



# Game Screen

## GEAR INDICATOR

If you select a manual transmission (using A button for acceleration), the word "GEAR" is displayed above the gear indicator. "AUTO" will be displayed when you select an automatic transmission (C button used for acceleration). Holding down the Z button and pressing the L button will put the car into reverse and allow you to back up. The gear indicator will display "R" when the reverse gear is engaged.

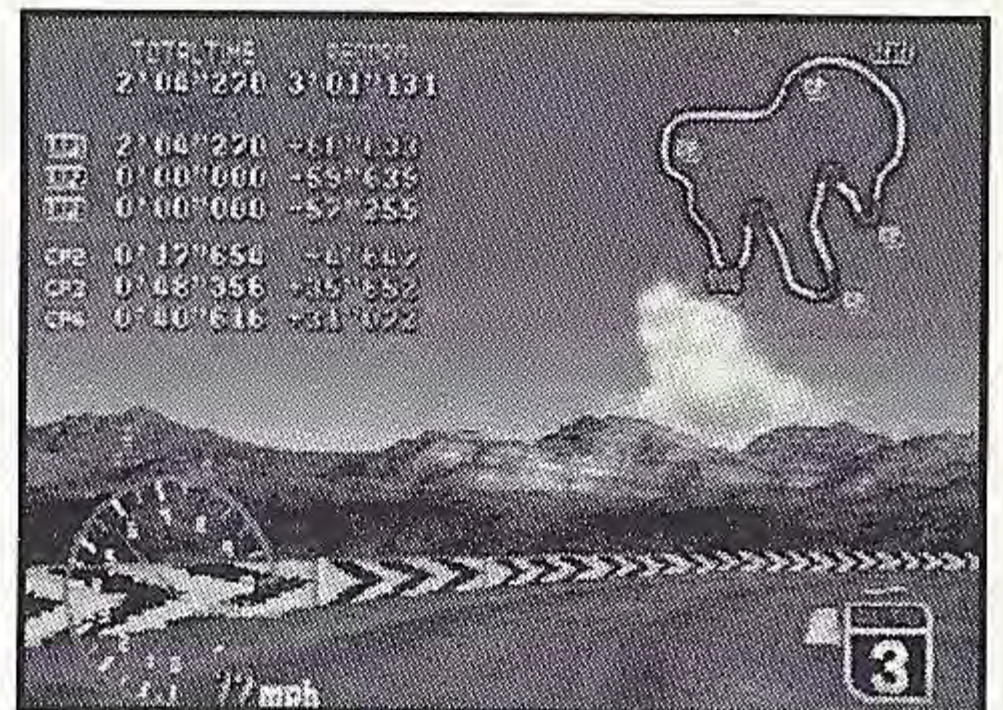


## POINT OF VIEW

Pressing the X button during the game switches between a Driver's View and a Camera View. Both views feature a tachometer, speedometer, course and lap times and a roadway map displaying your car's and your opponents car's positions.

## DRIVER'S VIEW

This view gives you the feeling of looking out of the windshield just like you are driving your own car.



## CAMERA VIEW

This view allows you to watch the race from behind your car. This view is recommended for inexperienced drivers and to thoroughly learn the course.

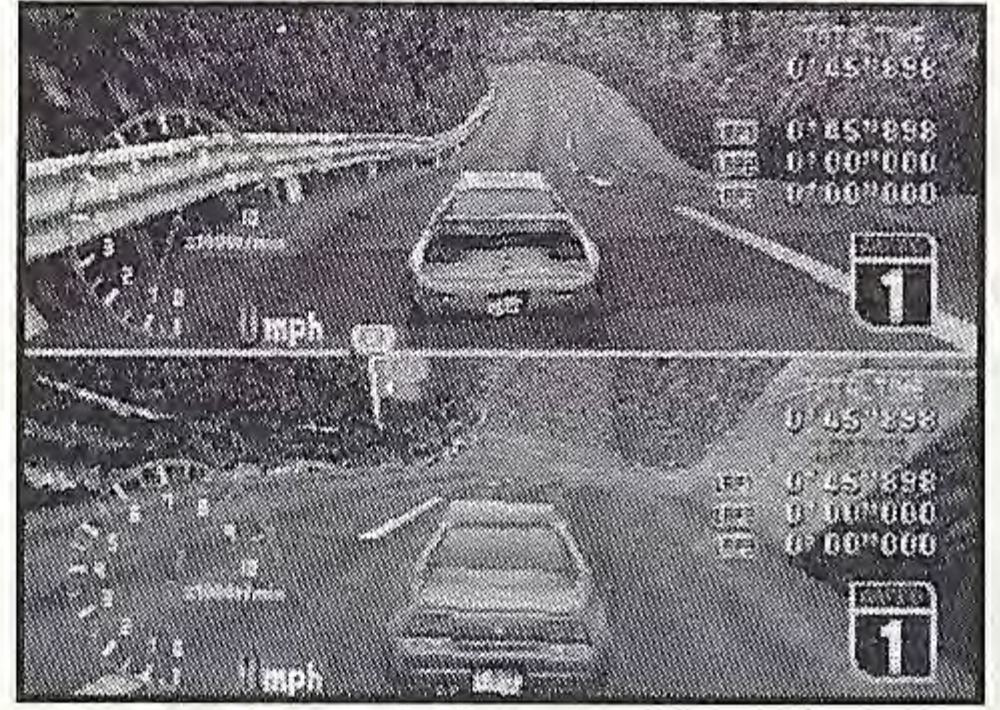


## SPLIT SCREEN

VS BATTLE features a split screen. You may choose between a horizontal (wide) split screen or a vertical (tall) split screen.

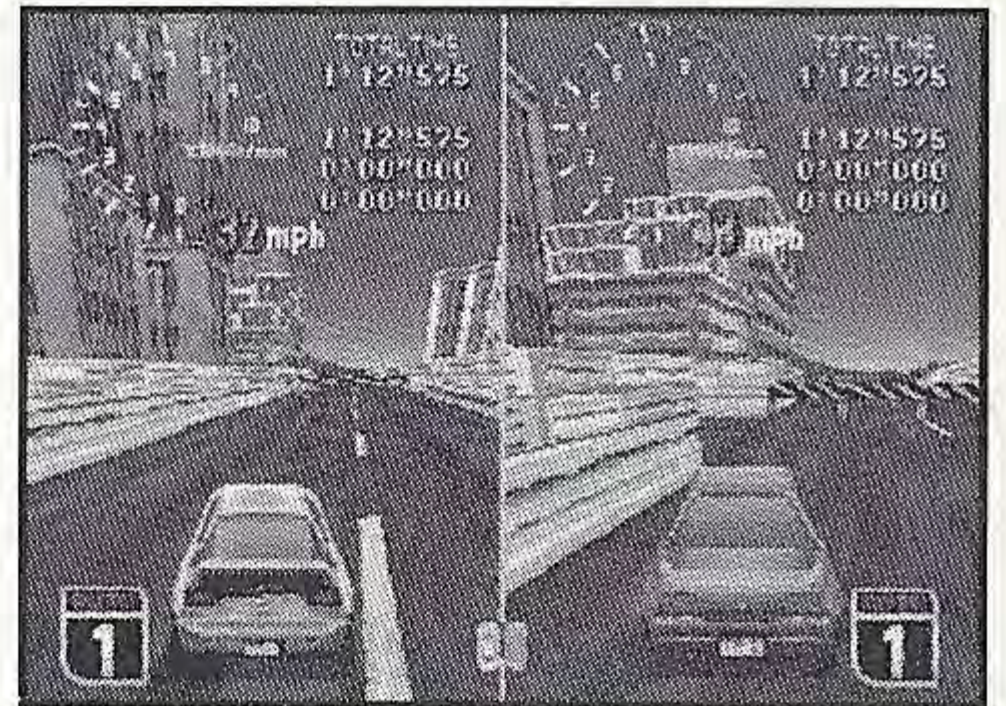
### HORIZONTAL SPLIT SCREEN

The top screen is the first player (left controller) and the bottom screen is the second player (right controller). The view is wide in this mode.



### VERTICAL SPLIT SCREEN

The left screen is the first player (left controller) and the right screen is the second player (right controller). When the cars are close to each other, the two views will seamlessly merge into a single view.



# *P a u s e M e n u*



Pressing the START button during a race will pause the game and display a menu giving you several options of control over the game. Pressing the START button a second time will resume the racing action from where you left off.

## **RESTART**

Returns you to the starting line.

## **QUIT**

Returns you to the Select Menu.

## **BGM CHANGE**

Allows you to choose which track of background music will play during the race. You can also select to listen to sound effects such as engine and road sounds only.

## **REPLAY**

Selects the replay screen. You may save and load your replay data to review your performance to improve your driving skills. See Replay section for more information.

### ***Racing Tip #2***

Tight turns are difficult to negotiate using your accelerator pressed to the floor. Ease off the gas and apply just the right amount of brakes. When climbing steep grades, downshift to get more torque. This is how you become King of The Mountain!

# Replay

This feature allows you to review the replay after you finish the race. You can also choose to record certain portions of a course to help you with particularly difficult portions of the road. Seven different viewpoints are available for your selection.

## RESTART

Returns you to the starting line

## QUIT

Returns you to the Select Menu

## BGM CHANGE

Allows you to choose which track of background music will play during the race. You can also select to listen to sound effects such as engine and road sounds only.

## GAME END

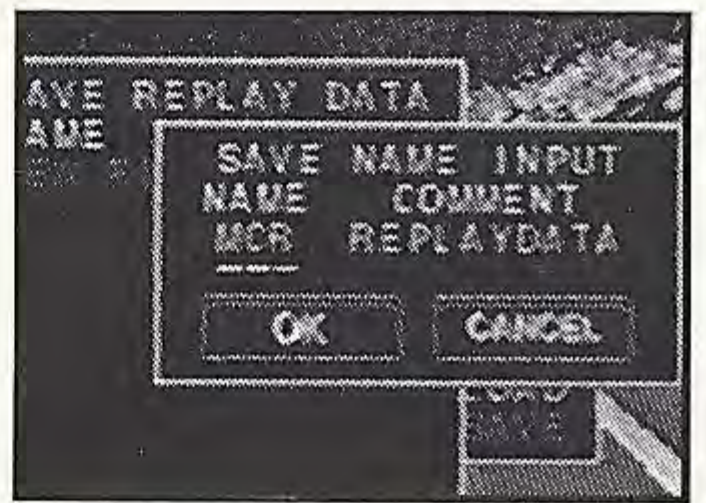
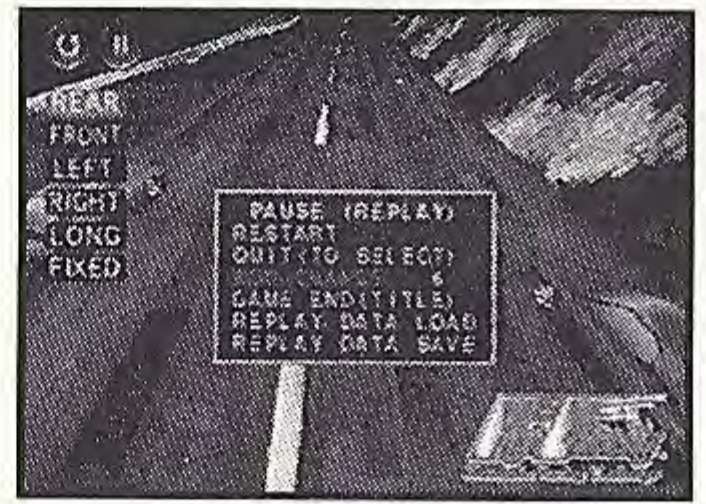
Plays title screen and restarts game

## REPLAY DATA LOAD

Load a previously saved replay for review. Highlight desired data and press A or C button.

## REPLAY DATA SAVE

Save replay for future viewing. Use Up/Down on DPAD to choose letter and Left/Right to select letter position. This allows you to identify your data easier. Press A or C button when done. Press A or C again to confirm or B to cancel and return to letter entry.



## CONTROLLER FUNCTIONS

### Z button

Replay/Pause

### A button

Slow replay/Frame by Frame

### R button

Fast forward/Double speed forward

### L button

Returns to start (Paused)

### X button

During the replay, you can watch a specific portion by pressing this button at the point you wish the replay to begin from and pushing it again where you want the replay to stop. Pushing the button a third time clears this function.

### Y button

Press to turn this menu display On and Off



## VIEWPOINTS

During the replay you can change the point of view by pressing Up or Down on the D-Pad. Each of the seven views (five in two player replay) offers you a different, but equally exciting view of the race. By using the different views, you will be able to review your performance in much the same way professional racers do. Using this feature to analyze your performance will help you fine-tune your driving skills and become King of the Mountain. The different views are described below:

### REAR

View the car from behind



### FRONT

View the car from the front



### LEFT

View the car from the left side



### RIGHT

View the car from the right side



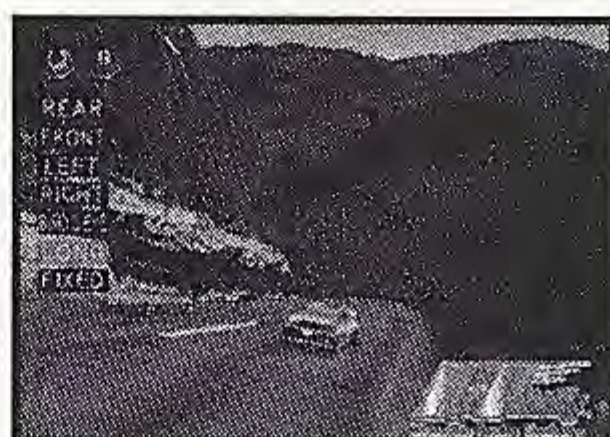
### BIRD'S EYE

Overhead view



### LONG

View the car from the front at a 45° angle



### FIXED

View the car from a fixed camera position on the course



## *G a m e P l a y A s s i s t a n c e*

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America On-Line: Keyword "ATLUS"

Telephone: (714) 852-2351

Fax: (714) 757-1288

By Mail: Atlus Software, Inc., Game Play Assistance,  
17145 Von Karman Ave., Suite 110, Irvine, CA 92714

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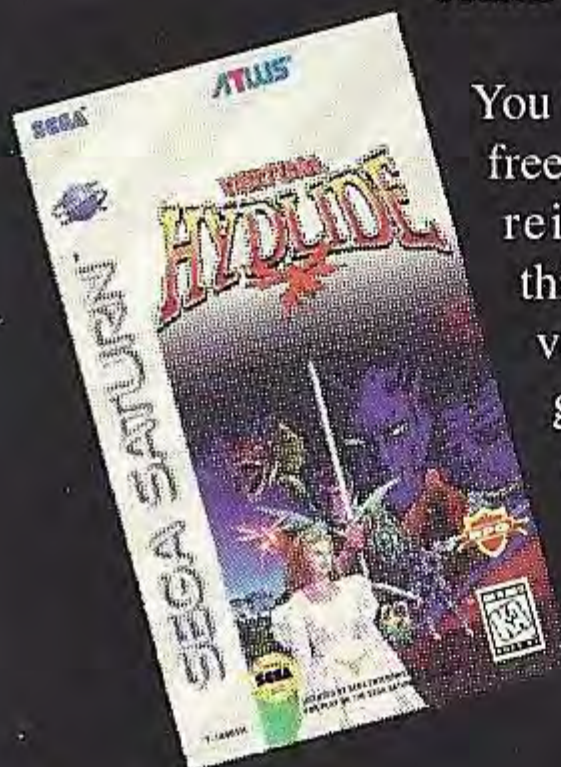
## VIRTUAL HYDLIDE

Sega Visions had this to say about Virtual Hydlide:

"To experience RPG any more real, you would have to go there yourself."

We couldn't agree more! Virtual Hydlide offers players the first fantasy RPG for any of the Next Generation Systems. Discover the ultimate 3-D fantasy realm in this incredible adventure for the Sega Saturn!

You become a hero, born to the sword. Your mission is to free a magical realm known as the Dream World from the reign of undead marauders who have conquered this once peaceful land. By use of sword, shield and your very wits, you must battle the forces of evil. Collect gold, precious gems and rare magical artifacts that can boost your fighting prowess beyond that of your supernatural enemies. Succeed, and the Dream World lives again. Fail and you may become one of the walking dead!



### FEATURES:

First 3D polygon Action RPG for any New Generation System!

Digitized main character for the ultimate in realism!

Computer graphics and 3D backgrounds created on high-tech work stations!

Unique 'Create World' function — Explore a new world every time you play!

Use magic potions, rings and weapons in your heroic quest!

Over 40 billion possible worlds awaiting your exploration!



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