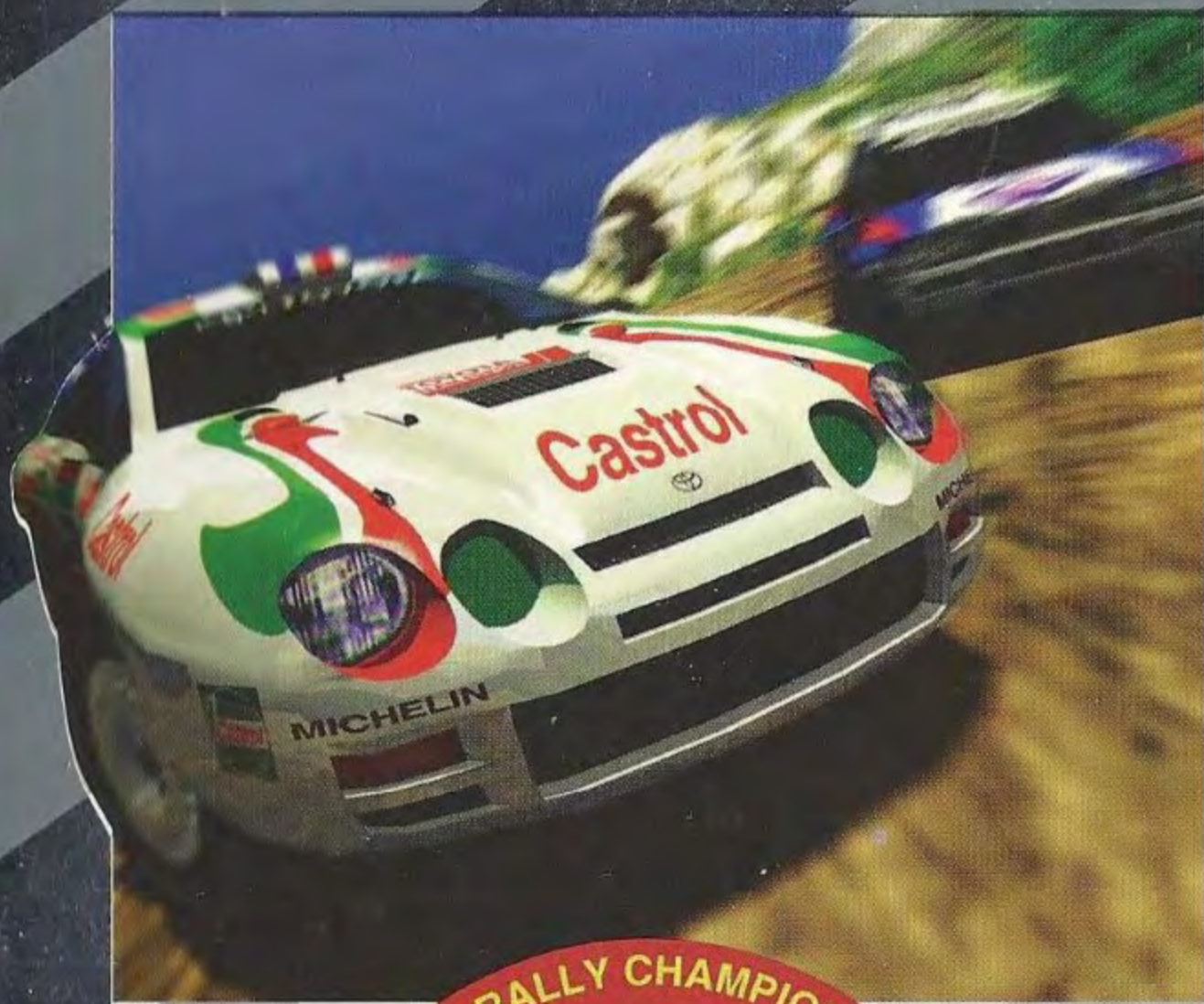


# SEGA SPORTS

TM



SEGA SATURN

SEGA RALLY CHAMPIONSHIP  
SEGA®  
**SEGA RALLY**  
CHAMPIONSHIP  
SEGA SATURN  
INTERNATIONAL RALLY

TM



31207

# WARNINGS

## READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

### **EPILEPSY WARNING**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

### **PROJECTION TELEVISION WARNING**

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.

### **SEGA SATURN VIDEO GAME USE**

This CD-ROM can only be used with the Sega Saturn system. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers. This game is licensed by Sega for home play on the Sega Saturn system only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

### **HANDLING YOUR COMPACT DISC**

- The Sega Saturn compact disc is intended for use exclusively on the Sega Saturn system.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Always store the disc in its protective case.

### **ESRB RATING**

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

#### **Visit Sega's Internet Sites at:**

<b>web site:</b>	<a href="http://www.segaoa.com">http://www.segaoa.com</a>
<b>ftp site:</b>	<a href="ftp.segaoa.com">ftp.segaoa.com</a>
<b>email:</b>	<a href="mailto:webmaster@segaoa.com">webmaster@segaoa.com</a>
<b>CompuServe:</b>	GO SEGA

<b>1-900-200-SEGA</b> 	<b>Learn SEGA game secrets from the masters. Call Now.</b> U.S.: 1-900-200-SEGA \$0.85/min (recorded), \$1.05/min (live) Must be 18 or have parental permission. TDD Phone required. Sega of America Canada: 1-900-451-5252 US \$1.25/min (recorded/live)
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For French Instructions, please call:  
Instructions en français, téléphoner au: 1-800-872-7342

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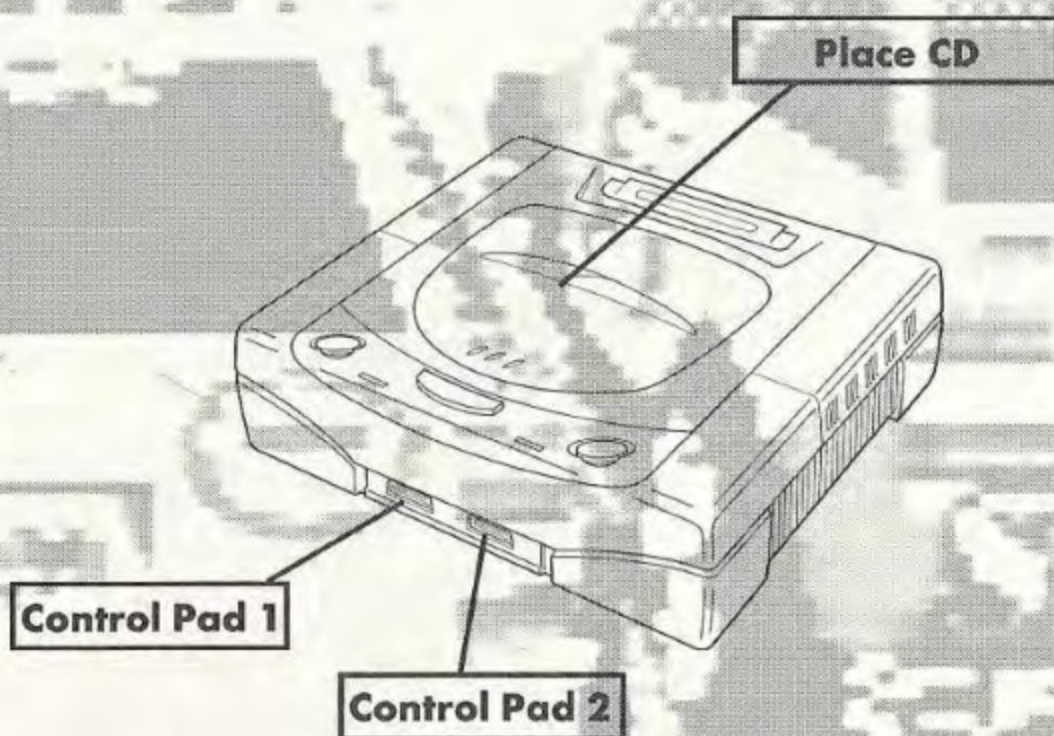
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## STARTING UP

1. Set up your Sega Saturn system as described in its instruction manual. Plug in Control Pad 1. For two-player games, plug in Control Pad 2.
2. Place the *Sega Rally Championship*™ disc, label side up, in the well of the CD tray and close the lid.
3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo appears on screen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.
4. If you wish to stop a game in progress or the game ends and you want to restart it, press the Reset Button on the Sega Saturn console to display the on-screen Control Panel.

**Important:** Your Sega Saturn CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.



## PHOTO FINISH!

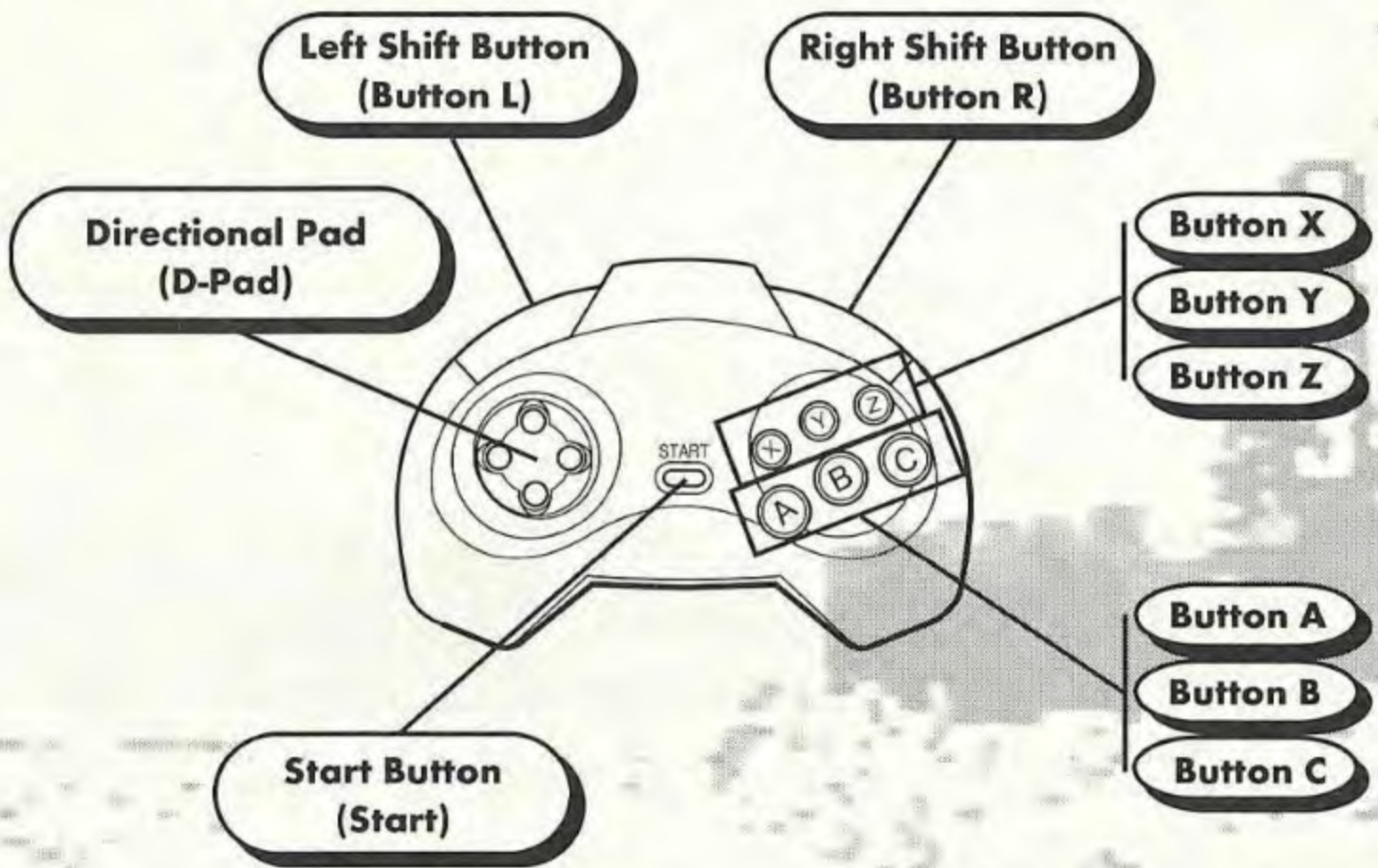
You enter this race feeling confident. And why not? You've spent endless hours perfecting even the most difficult curves, until you felt you could run the race blindfolded. All that training, all that time in the cockpit comes down to this race: the Sega Rally Championship™.

You manage to make it through the first couple of courses, though not without incident. The hairpin turn in the forest slows you down, but luckily you make the check point. Thanks to the walls, it looks like your crew has some work to do when this one's all over.

But worry about that later. Right now you're gunning for the finish line. All of the others have fallen behind, except one, and he's hungry for the championship. It's you and him, neck and neck, steel screaming against steel. He waits a moment too long to shift gears coming out of the final turn, and that's all you need. You floor the accelerator, and beat him by a foot. Victory is yours!

# TAKE CONTROL

## Sega Saturn Control Pad



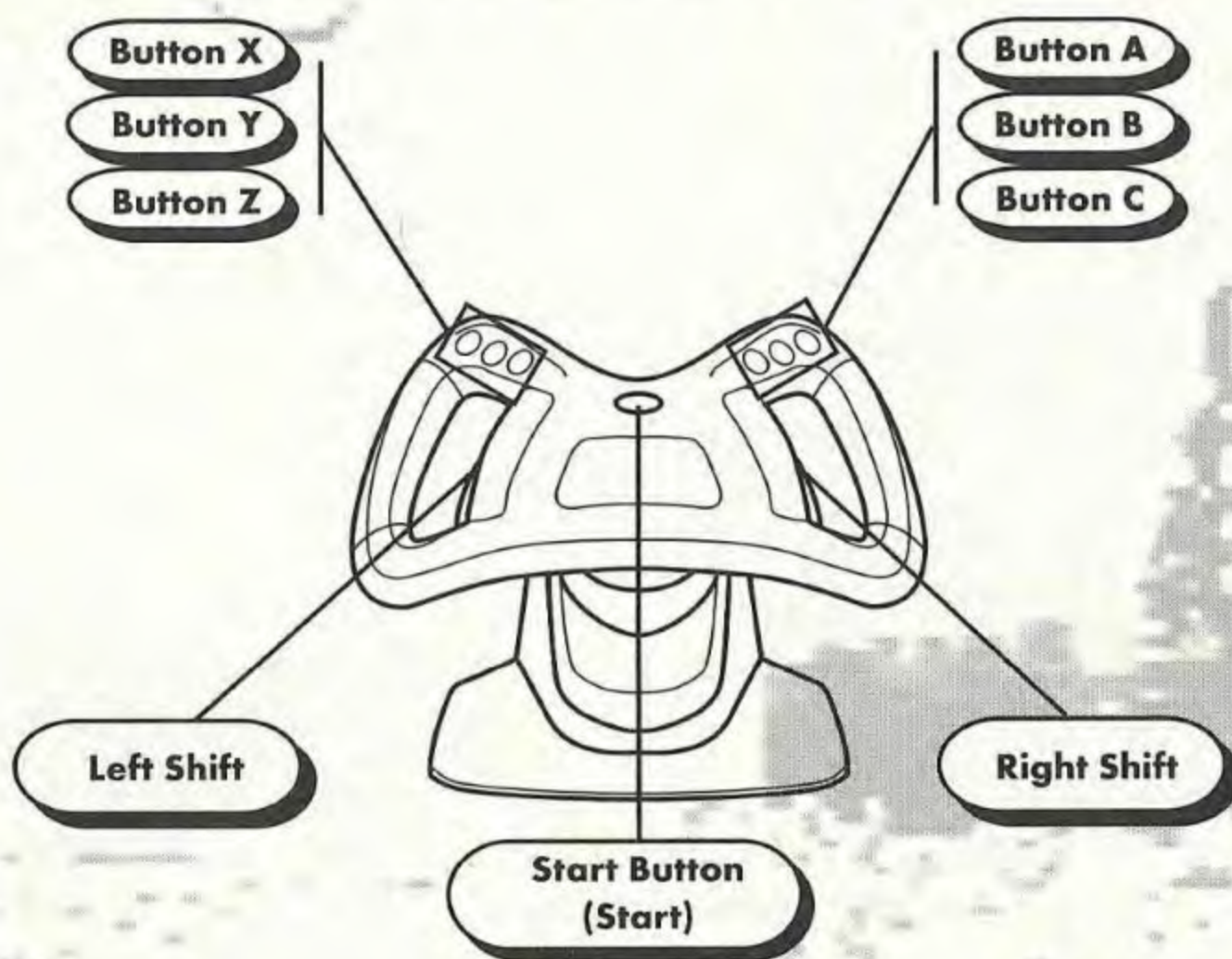
### Control Select screen

### During Play

Control	Select screen	During Play
Start*	Makes selections	Pauses game; resumes play
D-Pad	Moves highlighter	Steers car
Button A*	Makes selections	Makes car brake
Button B	Returns to previous screen	Makes car accelerate
Button C*	Makes selections	Makes car brake
Button X	No function	Changes game screen view
Button Y	No function	Changes game screen view
Button Z	No function	Changes game screen view
Button L	See Records, page 14	Shifts gear down
Button R	See Records, page 14	Shifts gear up

\* In this manual, Start, A and C are the "Confirm Button." These are the default settings. To change the button functions see Key Config, page 8.

## Sega Saturn Arcade Racer



### Control Select screen

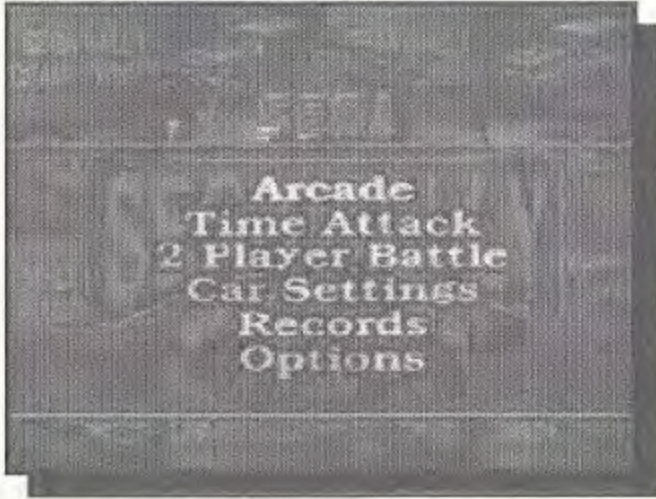
### During Play

	Control Select screen	During Play
Start*	Makes selections	Pauses game; resumes play
Steering Wheel	Moves highlighter left/right	Steers car
Left/Right Shift	Moves highlighter up/down	Shifts gear down/up
Button A*	Makes selections	Changes game screen view
Button B	Returns to previous screen	Makes car accelerate
Button C*	Makes selections	Makes car accelerate
Button X	No function	Changes game screen view
Button Y	No function	Makes car brake
Button Z	No function	Makes car brake

\* In this manual, Start, A and C are the "Confirm Button." These are the default settings. To change the button functions see Key Config, page 8.

# GETTING STARTED

After the Sega logo and game title screen the mode select screen appears.



To access a mode, highlight it and press the Confirm Button.

## Arcade

Just like the arcade game! Battle it out against fourteen computer-controlled drivers in the Championship race, or select the Practice mode to perfect your racing skills. Finish one course and go on to the next one.

## Time Attack

Is a particular part of the course giving you trouble? Select Time Attack. You'll have the chance to race again and again until you get that nasty curve just right. Select any of the Arcade mode tracks to race on.

## 2 Player Battle

Your friend's been bragging all day that he's the better driver. You've had enough—it's time to leave your friend in the dust.

## Car Settings

Customize your car and take it out on the road! Up to four settings can be saved at a time.

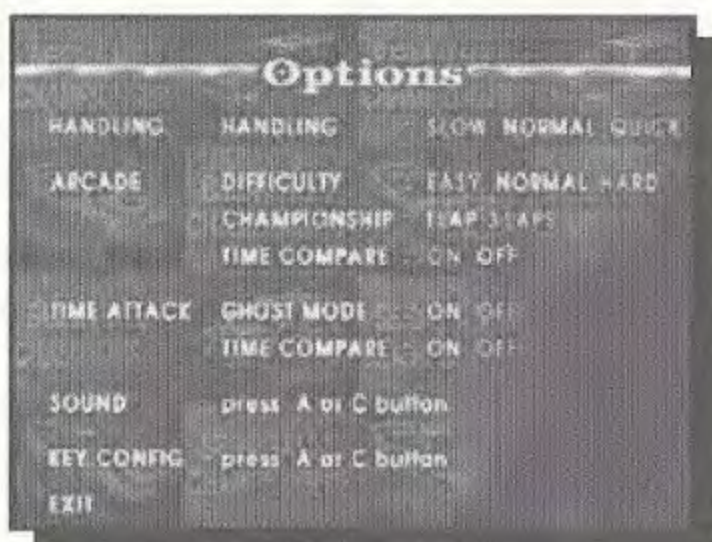
## Records

Review the top course speeds in Records.

## Options

Change features of the game.

# OPTIONS



For the options listed, press the D-Pad LEFT or RIGHT to select unless otherwise noted.

## Handling

Select how fast your car responds to the controls. Choose from SLOW, NORMAL, and QUICK.

## Arcade

### Difficulty

The more difficult the level, the higher the skill of the computer-controlled cars. Select from EASY, NORMAL, and HARD.

### Championship

The number of laps per course for the Championship race. Select either 1LAP or 3LAPS.

### Time Compare

When this option is enabled, each time you pass through the check point the difference between your current time and the lap's Best Time (at this point in the lap) is displayed. Choose either ON or OFF.

## Time Attack

### Ghost Mode

An image of your car appears when you enable this mode. The image drives in the best position through the track. Select either ON or OFF.

## Time Compare

Similar to the Arcade mode Time Compare, except in this mode the difference between your current time and the all-time Fastest Lap (at this point in the lap) is displayed.

## Sound

Press Button A or C to access this option.

### Sound Mode

Select either stereo or monaural sound.

### BGM Volume

Choose the volume level.

### BGM Select

Select the track to be used for the background music.

### BGM Test

Play any of the BGM tracks. Press Button A or C to play the track, and Start or Button B to stop.

### S.E. Test

Play any of the game's sound effects. Select a track as you would for BGM Test.

### Voice Test

Play any of the game's voice tracks. Select a track as you would for BGM Test.

### Exit

Highlight EXIT and press the Confirm Button or Button B to return to the main Options screen.

## Key Config

Use this option to change the button functions of your Sega Saturn Control Pad or Sega Saturn Arcade Racer. Press Button A or C to access this option. Press the D-Pad UP or DOWN to bring up a configuration. When finished, press the Confirm Button or Button B to return to the Options screen.

### Exit

After you have made your selections, highlight EXIT and press the Confirm Button or Button B to return to the mode select screen.

# ARCADE

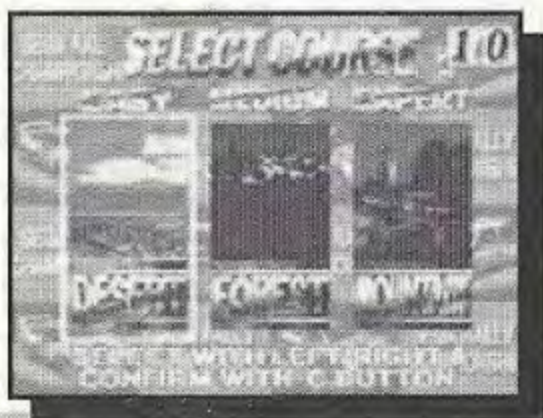


Select either CHAMPIONSHIP or PRACTICE for your cross-country trek. Press the D-Pad LEFT or RIGHT to highlight, then press the Confirm Button.

On the Car Select screen, pick one of four cars: Celica AT (automatic transmission), Celica MT (manual transmission), Delta AT or Delta MT.



Highlight your choice with the D-Pad and press the Confirm Button. When you select a car with manual transmission, during the race you shift the gears of the car. When using a car with auto transmission, the gear automatically switches when a certain speed is reached.



If you have selected the Arcade (Practice) mode, you select the course after selecting the car type. Highlight the Desert, Forest or Mountain course and press the Confirm Button.

# TIME ATTACK

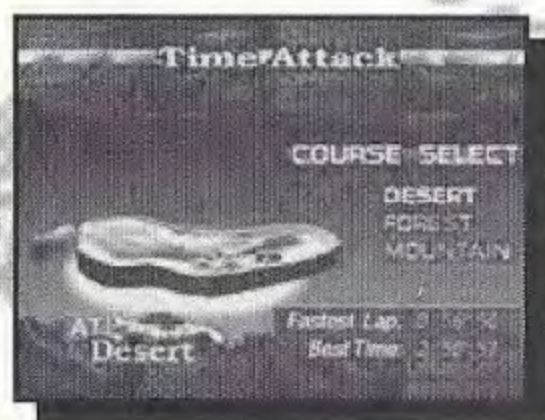


From this screen, select the car which you will race. Press the D-Pad UP or DOWN to highlight and press the Confirm Button.



When you select CELICA or DELTA, this window appears. Select the transmission type by pressing the D-Pad UP or DOWN and press the Confirm Button. Or, you can select a car you have customized. When you select Tuned Car, the list of available “tuned” cars (customized cars) appears. For more on car customization, see Car Settings, page 13.

After you have selected the type of car, select the course. Choose one of the three Arcade mode courses: Desert, Forest, or Mountain. Press the D-Pad UP or DOWN to highlight and press the Confirm Button.



How many laps will you run? Select 3 LAPS, or FREE RUN to keep going until you want to stop. Choose as you would when selecting a course.



## 2 PLAYER BATTLE



Select a car and race against a friend. Highlight the car you want to drive and press the Confirm Button. If you have selected Celica or Delta, select the transmission type.

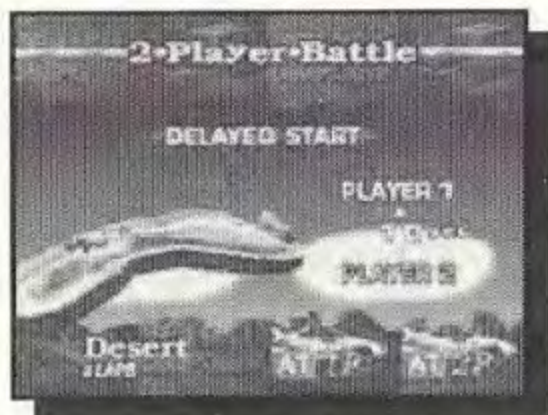
If you select Tuned Car, the list of customized cars appears. Highlight one and press the Confirm Button. For more on car customization, see Car Settings, page 13.

Your partner must also make selections before going to the next screen. Be sure a Control Pad or Arcade Racer is plugged into Control Port 2.



Next choose the course and race type. Select both as you would when picking a car. Player 1 makes the selections.

Choose one of the following for the race type: 3 LAPS, 5 LAPS, or TIME LAG.



When you choose a 3 LAPS or 5 LAPS race, you have the option of giving an advantage to one of the cars by delaying the start time of the other. Highlight either PLAYER 1 or PLAYER 2 and hold the D-Button UP or DOWN to set the delay time. That player's start will be delayed the number of seconds chosen.

You also access the Slower Car Boost option. Select ON to give a boost to the engine (and thus the speed) of the slower car in the race.

In the Time Lag race, the first car to reach the check point sets the countdown clock in motion. The second car had better hurry, or the first car wins!

Press the Confirm Button to make your selections for the above screens.

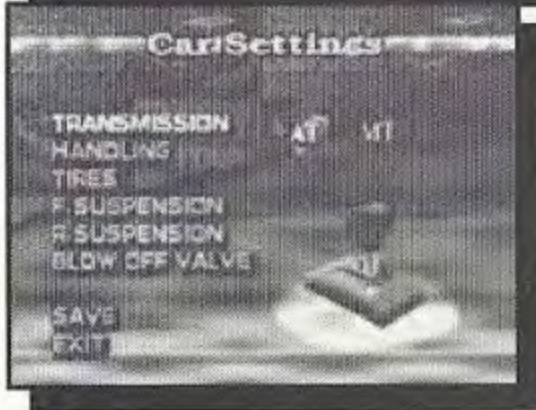
It can't get more obvious than this who won this race!



# CAR SETTINGS



Press the Confirm Button, then highlight either CELICA or DELTA and press the Confirm Button again.



Highlight a feature by pressing the D-Pad UP or DOWN, then press the D-Pad LEFT or RIGHT to change the setting.

## Transmission

Automatic transmission (AT) or manual transmission (MT).

## Handling

The higher the setting, the quicker the car responds to the game controls.

## Tires

The higher the setting, the harder the tires. Setting 1 is most suitable for gravel, setting 5 for tarmac.

## F. Suspension and R. Suspension

The higher the setting, the tighter the suspension spring. A higher setting is more suitable for hilly terrain, as a tight spring helps lengthen jump distances. On the other hand, a lower setting is useful for keeping the car close to the track, especially when going around curves.

## Blow Off Valve

Change the sound the engine makes when you accelerate the car. Five choices available.

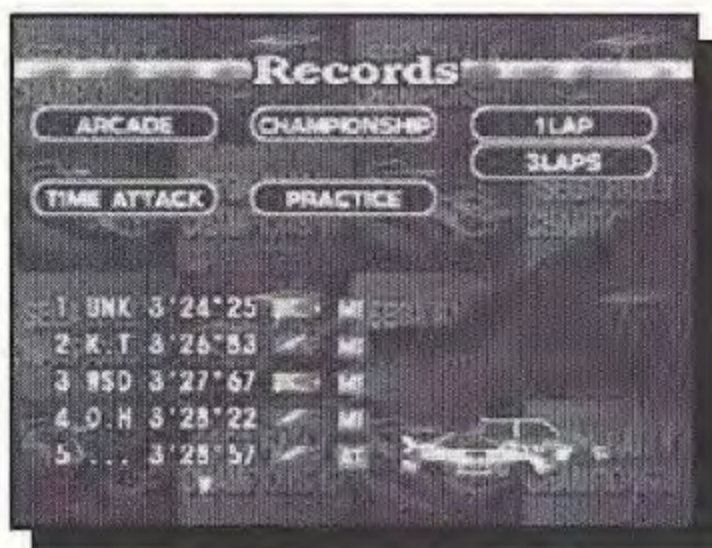
## Save

Highlight SAVE and press the Confirm Button to save the customized settings of the car. Do this each time you modify the settings. Save up to four customized cars at a time. Now you can select one to race in the Time Attack or the 2 Player Battle mode.

## Exit

Press the Confirm Button. The mode select screen appears.

# RECORDS



In this mode are listed the top times for the Arcade and Time Attack modes. Press the D-Pad UP or DOWN to toggle between ARCADE and TIME ATTACK.

When you have selected the desired mode, press the D-Pad RIGHT to access the mode's sub-categories. Each time you press the D-Pad RIGHT another sub-category is accessed. Press the D-Pad UP or DOWN to toggle between the choices in a sub-category.

For example, if you recorded a top time in the Time Attack mode (in the mountains with a customized Celica with auto transmission), to see your score you would first highlight TIME ATTACK. Next, press the D-Pad to the right and highlight MOUNTAIN. Do the same for CELICA, TUNED and finally A.T.

"ALL" indicates that all selections of the sub-category are included in the list.

The top times for the selected race type appear at the bottom left of the screen. Press Button Z or R to scroll forward through the list, or X or L to scroll backward.



Indicates a Celica was used



Indicates a Delta was used



Orange indicates a customized car was used; red indicates a standard (auto transmission) was used; blue indicates a standard (manual transmission) was used

## 3-2-1 GO!

### Reaching the Checkpoint

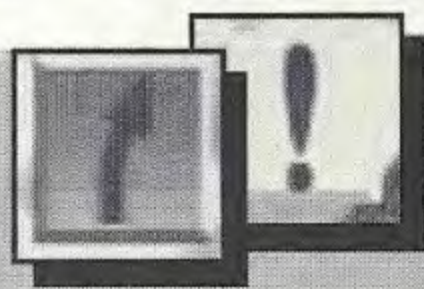


The goal of the game is simple: reach the next check point of the course in the allotted time or the race is over. Any remaining time is added to the next section of the lap after you pass through the check point.

Sounds easy, but it's not. Hit the wall and you'll slow down. Take a hairpin turn too fast and you wind up on the embankment.

Either way, you lose valuable time. As if that weren't enough, computer-controlled cars are ready to push you out of the way to reach the next check point. Better get ready to do some fancy driving.

### Help Along the Way



You have a co-driver aboard who alerts you of the road conditions. As he announces what kind of turn or hazard you are approaching, a sign appears on the game screen: easy (blue sign), medium (yellow), caution (red).

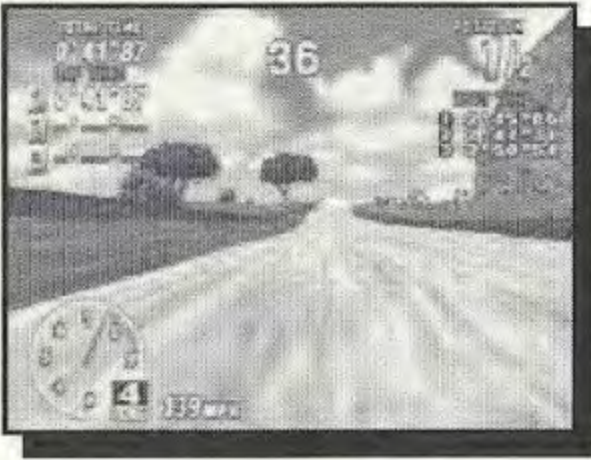
### Button Functions

Follow the button functions on pages 4-5 to race your car. These are the default settings. To change button functions, see Key Config, page 8.

## Racing View

While racing, you can change the view of the game screen. Toggle between the cockpit view and back view by pressing the appropriate button (see Key Config, page 8). Experiment with both views and find out which one works best for you.

cockpit view



back view



## Pausing the Game

If you press Start during game play the game pauses. You have three choices. Select:

- NO to resume the game
- YES to quit the game
- RESTART to go back to the beginning of the race

Highlight one of the choices and press Start to select.



# COURSES

## Desert



## Mountain



## Forest

### Desert

This course is famous for its long, easy curves, making it an ideal place for you to become familiar with the controls. There are several jumps where you'll need to stay in the center of the road, or you'll crash into the sides and lose time.

### Forest

The first part of this course is mild, punctuated by several easy turns. The going gets rough soon, however. If you haven't learned how to brake or decelerate when going around curves when you run this course for the first time, you'll learn soon enough.

### Mountain

Two words describe the turns here: numerous and tricky. Part of this course is in the village, which means you have several quick turns to pass through. Add a couple of dangerous left curves and a wicked hairpin turn and you've got one mean course!

# GAME SCREENS

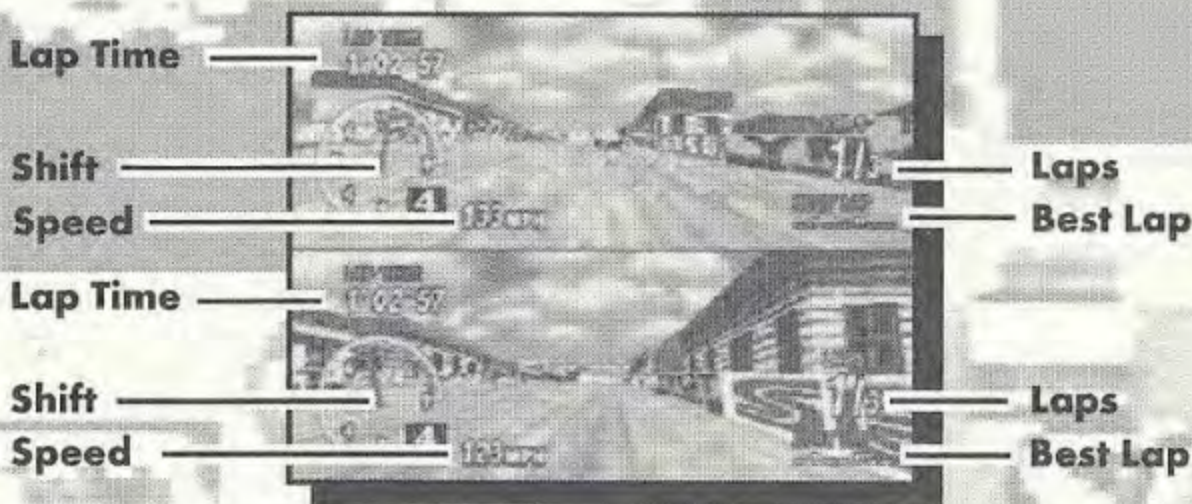
## Arcade



- Total Time
- Lap Time
- Time Remaining
- Position
- Best Time
- Shift
- Speed

- Time elapsed in the race so far
- Time per lap breakdown
- Allotted time to reach the next check point
- Current position in the race
- Top three times for the course
- Current shift and engine's rpms
- Current speed of the car

## 2 Player Battle



- Lap Time
- Shift
- Speed
- Laps
- Best Lap

- Time elapsed for the current lap
- Current shift and engine's rpms
- Current speed of the car
- Number of the lap you are currently on
- Your fastest lap in the race so far

## Time Attack (3 Laps)



**Total Time**

Time elapsed in the race so far

**Lap Time**

Time per lap breakdown

**Car Type**

Displays model and transmission type of your car

**Fastest Lap**

Fastest lap on the course to date for the car and transmission you are currently using

**Best Time**

Fastest time so far for three laps of the course (same type of car and transmission you are currently using)

**Course Record**

Record time for three laps on this course, regardless of car and transmission type

**Shift**

Current shift and engine's rpms

**Speed**

Current speed of the car

## Time Attack (Free Run)



**Lap Time**

Time elapsed for the lap so far

**Area Time**

Time per area of lap breakdown

**Car Type**

Displays model and transmission types of your car

**Fastest Lap**

Fastest lap on the course to date for the car and transmission you are currently using

**Shift**

Current shift and engine's rpms

**Speed**

Current speed of the car

# AFTER THE FINISH

## Name Entry

You've set a record if:

- Your total time for the three courses in Arcade (Championship) mode is one of the top 16.
- Your total time for the three laps in Arcade (Practice) mode is one of the top 8.
- Your total time for the three laps in Time Attack (3 Laps) mode is in the top 5, or you set the fastest lap for the course.
- Your lap in Time Attack (Free Run) mode is the fastest.



If you set a record time, congratulations! The Name Entry screen appears.

Press the D-Pad LEFT or RIGHT to highlight a letter, and press the Confirm Button. Press Button B or highlight > and press the Confirm Button to cancel your entry. When finished, highlight END and press the Confirm Button.

## Ranking screen

After you have entered your initials for an Arcade mode race, this screen appears. Displayed are the top times for the type of race you just ran. Press the D-Pad UP or DOWN or the Left or Right Shift Button to scroll through the list. When finished, press the Confirm Button or Button B.

RANK	NAME	TIME	CAR
2	K. T	3' 26" 83	DELTA MT
3	WSD	3' 27" 67	DELTA MT
4	O. H	3' 28" 22	DELTA MT
5	K. K	3' 29" 64	DELTA MT
6	.	3' 30" 43	DELTA MT
7	JJY	3' 30" 30	DELTA MT
8	RYU	3' 31" 55	DELTA MT
9	MAZ	3' 32" 19	DELTA MT

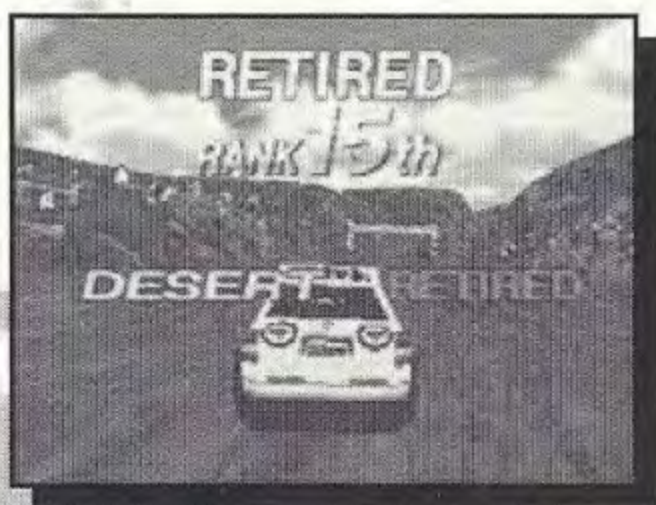
## Results screen

This screen appears after you have entered your initials on the Time Attack (3 LAPS) mode. It also appears if you exit a race in this mode when the game is paused. Check out your stats for the race.

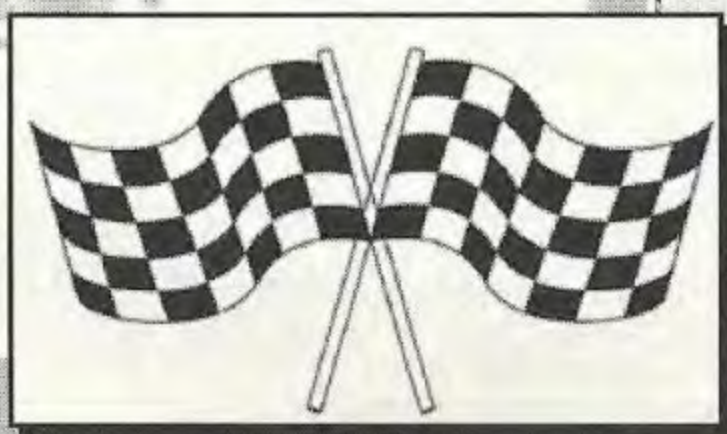


The replay option appears at the bottom of the screen. You can select to watch your race, or return to the mode select screen. Press the D-Pad LEFT or RIGHT to highlight YES or NO, then press the Confirm Button to choose.

## Retired



When you do not finish a race, this screen appears. But there's no reason why you can't try again!



## FROM THE CREW CHIEF

### When first learning to play...

- Use the Time Attack (Free Run) mode for practice. You will have no competitors to worry about, and ample time to perfect your driving skills.
- Modify and use tuned cars after you have tried the standard Celica and Delta cars. In this way you'll have a better idea of your strengths and weaknesses as a driver, and be able to make the appropriate changes when you modify a tuned car.

### During play...

- When going around medium and difficult curves, you will need to decelerate or your car will crash into the wall. There are several ways to do this:

Release the button you use to accelerate (hold down again when you come out of the curve)

Tap the button used for braking

Down shift before entering the curve (manual transmission only)

- Watch computer-controlled cars, especially as they go around curves. They usually run on the best parts of the course. You can also enable the Ghost Mode option for the Time Attack mode to discover how best to run the course.
- Collisions are your greatest enemy, not the computer-controlled cars. If you continually collide with a certain part of the course, you are guaranteed to lose time. Access the Time Attack mode and perfect your run!



# CREDITS

Producer: Chris Cutliff

Assistant Producer: Tracy Johnson

Test Lead: Fernando Valderrama

Test Assistant Leads: Steve Thompson, Jay Vo, Sean Doidge

Manual: Marc Sherrod

SEGA SPORTS TEAM: Scott Rohde, Chris Smith, Gerald Deyoung, Rosie Freeman, Mark Paniagua, Lorne Ascuncion, Todd Morgan, Dave Perkinson, Matt Underwood, Terry Thomas, Tom Abramson, John Gillin, Anne Moellering, Brad Hogan, John Carlucci, Adriane DeGroot



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## LIMITED WARRANTY

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

To receive U.S. warranty service, call the Sega Consumer Service Department at:  
1-800-USA-SEGA

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at:  
1-800-872-7342

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

### REPAIRS AFTER EXPIRATION OF WARRANTY

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

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


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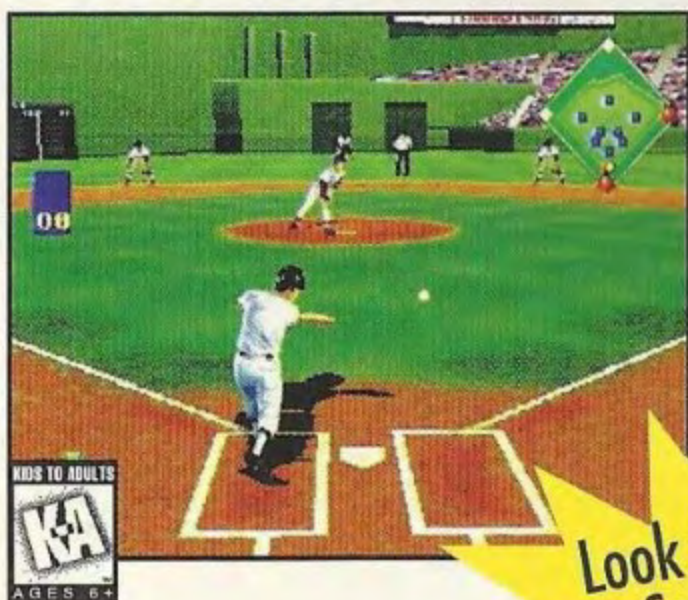
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# SEGA SPORTS™

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## WORLD SERIES BASEBALL™

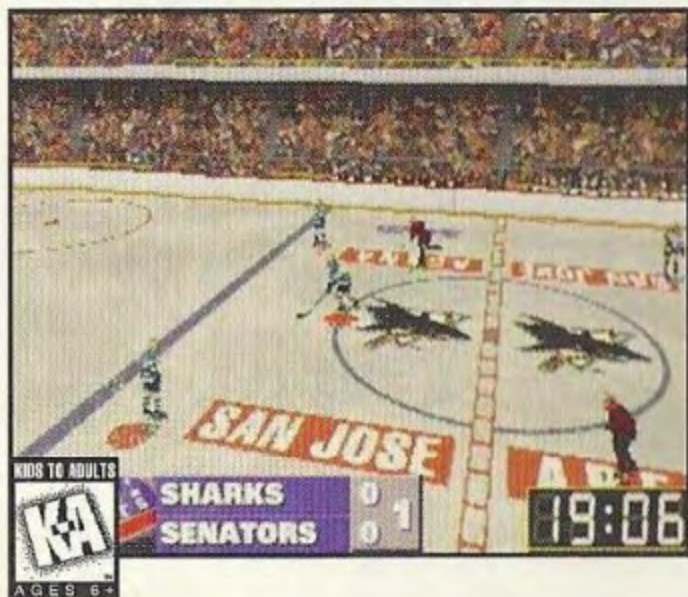


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