

ALSO AVAILABLE

SEGA Touring Car Championship



Sega and Sega Saturn are registered in the U.S. Patent and Trademark Office. Sonic R, Sega Racing and Sega Touring Car Championship are trademarks of Sega. This game is licensed by Sega to be played on the Sega Saturn system only. Copying and/or translation of this game is strictly prohibited. Unauthorized copy or public performance of this game is a violation of applicable laws. ©1997 SEGA, P.O. Box 8197, Redwood City, CA 94062. Made and printed in the U.S.A. All rights reserved.

SEGA



SEGA SATURN

A SEGA EXCLUSIVE

SONIC R



KIDS TO ADULTS



CONTENT RATED BY
E.S.R.B.

81800

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 of flashing lights. Exposure to certain patterns or backgrounds on television screens while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undesirable 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, blurred vision, eye or muscle twitches, loss of awareness, drowsiness, or 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.

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.

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 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.

VISIT SEGA'S INTERNET SITES



web site: <http://www.sega.com>
email: webmaster@sega.com
CompuServe: GD SEGA

STRATEGY GUIDES

For the ultimate in insider gameplay information, Sega offers Strategy Guides for the hottest Sega titles, containing complete walk-throughs, strategies, secrets and codes. To order, call 1-888-SEGA-SALES, visit the Sega Store at <http://www.sega.com>, or order directly from a 300 gameplay console.

1-800-200-SEGA



Learn SEGA game secrets
from the masters. Call Now.

U.S. 1-800-200-SEGA, 5-95/400 (Canada), 51-50/400 (UK)
Not to be used in any personal promotion.
Toll Phone required. Sega of America
Canada: 1-800-451-5252, 05-51-50/400 (Canada/UK)

Contents

Starting Up	2
The Race is On!	3
Getting Started	4
Racing Around the Course	4
Select Mode	5
Select Course	6
Select Character	6
While on the Course	6
Race Results	8
Options	9
About Loading Data	10
Race Screens	10
Treasures along the Way...	13
Course Points of Interest	15
Course Descriptions	16
Character Descriptions	17
Hints	19



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.

Note: Sonic R™ is for one or two players.

2. Place the Sonic R 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 and return to the on-screen Control panel, simultaneously press Buttons A, B, C and Start on the Sega Saturn Control Pad. When the game Title screen appears, simultaneously press Buttons A, B, C and Start again to go to 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.



The Race is On!



Sonic and Tails are enjoying a little time off from their adventure. The trip they have planned will be a nice, relaxing vacation. Or so they think...

Tails spots a huge sign alongside the road they are currently traveling on. It is a recruiting advertisement for the World Grand Prix. "Sonic! Sonic! Look, there's going to be a huge race with all the best racers in the world. What a great opportunity for you to show your speed and compete with the other great runners!"

Sonic thinks for a moment. He's the world's fastest runner, but participating in races is not really his interest. Something on the sign, however, catches Sonic's eye. Dr. Robotnik, Sonic's arch-enemy, is participating in the race. Sonic races off into the distance. "Wait Sonic! Wait for me!" Tails shouts to his friend.

Miles above the sign, a spy satellite focuses on Sonic and Tails. Dr. Robotnik snickers in delight. "Now that you have fallen into my trap Sonic, I will finally have the Chaos Emeralds, and beat you at the same time. With my new hover machine, and these..." Dr. Robotnik looks to his left, and a row of gleaming eyes gaze back at him. "Nothing can go wrong! Hahahaha..." Little does Sonic know that Dr. Robotnik has learned of the location of the Chaos Emeralds.

But Sonic is not the only one who will be racing with Dr. Robotnik. Sonic's rival, Knuckles, has learned that Sonic will be participating in a very important race. Knuckles never turns down a chance to be around Sonic when the action starts.

And Amy will be there too. After secretly overhearing Dr. Robotnik's plans, she also will be racing to find the Chaos Emeralds.

In *Sonic R*, you get the chance to be one of the four Sonic characters in a four-course 3D race. Race quickly, but remember to look for items which will help you along your way. And don't forget to find those Chaos Emeralds!

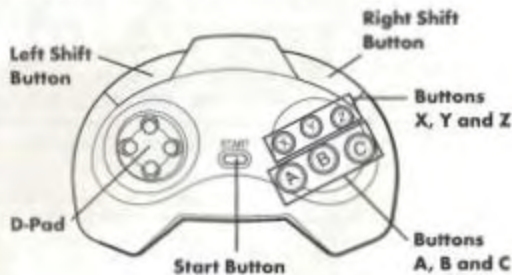
Getting Started



After the Sega and Traveller's Tales logos, the *Sonic R* Title screen appears. Press Start from the Title screen to bring up the Mode Select screen. Or wait a little while for the demo and watch the Sonic characters dodge and turn in their attempts to win the race. From the demo, press Start to return to the Title screen.

Racing Around the Course

For the Sega Saturn Control Pad



Press the:

D-Pad LEFT or RIGHT to make the character turn in those directions.
D-Pad UP (hold) or Button B (hold) to make the character accelerate.
Left and Right Shift Buttons (simultaneously) to make the character brake.
Left or Right Shift Button to make the character drift in those directions.
Button X for a close-up game view.
Button Z for an overhead game view.
Start button to pause the game. It will then give you the option to Continue, Retry (restart the race from the beginning), or Retire (quit and go back to the Main Menu).

The moves listed above can be used for any of the characters. See pages 17-19 for a description of each character and the character Special Moves with the A, C and Y buttons.

For the 3D Control Pad "O" Mode

Press the:
Analog Key LEFT or RIGHT to make the character turn in those directions.

Analog Key UP (hold) or Button B (hold) to make the character accelerate.

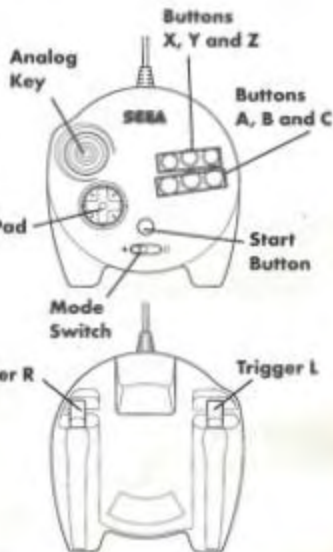
Triggers L and R (simultaneously) to make the character brake.

Trigger L or R to make the character drift in those directions.

Button X for a close-up game view.

Button Z for an overhead game view.

The moves listed above can be used for any of the characters. See pages 17-19 for a description of each character and the character Special Moves with the A, C and Y buttons.



Note: When in "+" mode, the controls are the same as those for the Sega Saturn Control Pad.

Select Mode

Join the Grand Prix race, take some time out for a little practice in Time Attack, go for head-to-head fun in 1P VS 2P, or change game settings in Options. Press the D-Pad LEFT or RIGHT, and press Start or Button A or C to select. Press Button B to cancel your selection.



Select Course



Which course will you race? There are four (or maybe five, if you're good) courses to choose from (see Course Descriptions on p.16). Select a course by pressing Button A or C. Each course is three laps in length. Hey, what's the X on the screen for? Could it be a hidden course?

Select Character

Sonic's quick, but all the characters have a chance at winning the race if you time your turns correctly. Select by pressing Button A or C. You can enter the race as Sonic, Tails, Knuckles, Amy, maybe even Dr. Robotnik...more Xs? Hmm... I wonder what other hidden characters there might be!



While on the Course

Grand Prix Mode

Your goal, of course, is to win each race. If you want something to celebrate, you'll need to at least finish in one of the top three positions. However, don't settle for second-best. Go for numero uno!

Speed is needed, certainly, but there are goodies along the way to aid you in your race. Rings, Sonic Tokens, Item Panels...find out what they can do for you! Refer to pages 13-14 for a description of these helpful treasures.

Time Attack

Actually, there are four modes in Time Attack. For any of them, your goal is simple: learn the course. Then you'll be ready the next time you go for a Grand Prix race!



From the Select Mode screen, choose Normal, Reverse, Balloon or Tag Battle. Press the D-Pad LEFT or RIGHT, and Start or Button A or C to select.

Normal

3 laps here. Try to go quickly, but get to know the course too. Easily said, not so easily done.

Reverse

Try the course backwards. A real challenge to do after you have become familiar with the Normal mode.

Balloon

Balloons are placed throughout the course. Your goal is to find five of them as fast as you can.

Tag Battle

The other Sonic characters start running a few seconds before you do. Once you start, your character must touch each of the fleeing characters.

After you finish the Time Attack race, the results of the race appear. Select Retry to give the same course another try, or select Exit to return to the Select Mode screen.

1P VS 2P

This mode is ideal for head-to-head battle. Choose the course and characters. Once the game type (Normal or Balloon) has been selected, it's your goal to beat your friend to the finish line. Normal and Balloon game types are the same as those for Time Attack (see previous page).

Pausing the Game

At any time during a race, press the Start button to pause the game. Select CONTINUE to resume play, RE TRY to start from the beginning of the race, or RETIRE to return to the Select Mode screen. Press the D-Pad UP or DOWN to highlight, and press Start to select.



Race Results



How did you do? On the Race Results screen, your final lap times and total time are listed. You can select one of the options at the bottom of the screen by pressing the D-Pad LEFT or RIGHT, then Start or Button A or C.

Replay (for Grand Prix Mode)

Select this option to have the race you just ran displayed. Sit back and enjoy the show!

Retry (All modes)

Care to try again? Race again with the same character and course.

Exit (All modes)

Select this to return to the Select Mode screen.

Options

Press the D-Pad UP, DOWN, LEFT or RIGHT to highlight an option.

GAME LEVEL

There are three gameplay difficulty levels: Easy, Normal and Hard. Press Button A or C to toggle between the levels.

VOCALS

If you want to hear singing or vocals in the background, press Button A or C to toggle between ON and OFF.

GHOST

What would a racing game be without a Ghost option? Press Button A or C to toggle between ON and OFF for this option. When enabled, the game saves the data for your Time Attack race. When you race a second time on the course (with the option still enabled), the data from your previous race is included in your current race. In other words, there goes your Sonic character, just like he/she did in the previous race. This option is useful for gauging how much change (hopefully progress) you are making.

SOUND

Select either Stereo or Mono sound. Press Button A or C to toggle between Stereo and Mono.

BEST TIMES

Press Start or Button A or C to bring up the Best Times screen. Press again to return to the main Options screen.

MUSIC VOL

Select the Low, Medium or High volume setting. Press Button A or C to toggle between the volume settings.

LOAD DATA

See next page.

MUSIC and SFX (Sound Effects) TEST

Press Button A or C to highlight the music track or SFX, and Button B to play.

EXIT

Press Button A, C or Start when this is highlighted to exit the Options screen.

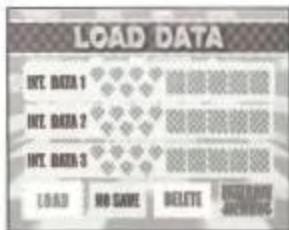


About Loading Data

If you do well while racing, your game data will automatically be saved. You can then access the saved data from the Load Data screen.

From the Load Data screen, press the D-Pad UP or DOWN to highlight one of the saved data files. Next, press the D-Pad LEFT or RIGHT to access one of the following: LOAD (to continue play), NO SAVE (to exit the Load Data screen), DELETE (to remove the saved data), and EXTERNAL MEMORY (to access data saved on a Sega Saturn Backup™ memory cartridge. The memory cartridge is sold separately). Press Start or Button A or C to confirm your selection.

Important: To make sure you do not lose any Saved Data, do not turn off your Sega Saturn system until you've exited onto the Main Menu Screen where you can select Grand Prix Mode, Time Attack Mode, VS Mode, and Options.



Race Screens

Grand Prix Mode



Rings

How many Rings your character has collected so far.

Rankings

The character icons appear here according to their places in the race. Your character icon is larger than those for the computer-controlled characters.

Sonic Tokens

The number of tokens you have collected.

Total Time

Time elapsed so far for the course.

Lap Times

Your time for each of the laps in the course.

Course Map

All of the paths of the course are displayed here. The main path is listed in white, alternate routes in gray, and the yellow ones? Well...Race all of them to discover the shortcuts and goodies strewn along the course!

Time Attack Mode



Total Time

Time elapsed so far for the course.

Lap Times

Your time for each of the laps in the course.

Course Map

All of the paths of the course are displayed.

Note: The game screens for Balloon and Tag Battle are different in appearance.

1P VS 2P Mode

Rings

Player 1
screen

Player 2
screen

Course
Map

Total
Time and
Lap
Times

Character
Icon



Rings

The number of Rings your character has collected.

Total Time and Lap Times

Time elapsed so far for the course.

Course Map

The paths of the course are displayed here.

Character Icon

Displays who is currently in the lead, so you better get moving!

Note: The game screen for Balloon is different in appearance.



Treasures along the Way...

Here is a list of the goodies which will help you in your races.



Rings

These are "key" to your success in the game. You need to collect a different amount per course. How many do you need? Why do you need them? Telling would be cheating! Maybe you'll just need to look around and find out for yourself.

Item Panel

This red, yellow and blue item will come in handy, so be sure to pick it up as you run around the course.

There are different powers your character gains for a short time when you run through an Item Panel.



Numbered Item Panels give you Rings. The number displayed is the number added to your Ring count. It's that simple.

Fleet Feet increases your character's speed. As if your character wasn't fast enough already!

When a **Lightning Shield** (yellow sphere) appears around your character, there is no need to touch the Rings. Just run by them and the Lightning Shield will suck them in! Remember that falling in the water makes the shield disappear.

With a **Water Shield** (blue sphere), you can walk or run on water! Keep in mind that you can only use the shield once, so use it wisely!

Sonic Tokens

Find the five Sonic Tokens located on each course. Gather all of them, place in one of the top three positions, and something rather unexpected might happen. The search is well worth the effort.



Chaos Emeralds

And what would a Sonic game be without Chaos Emeralds? Race around the tracks to find the Emeralds, but only the best racers can keep them.



Course Points of Interest



Accelerators

Run through an Accelerator and you are propelled forward at an unbelievable speed. Of course, riding this high-tech wonder machine will require a fee in Rings. The more rings you have, the further the Accelerator will send you.

Loops

Pass through the arrows at the beginning of a Loop and hang on for a wild ride. If you place yourself just right, you might be able to collect a few goodies along the way.



Springs

Bounce your way to the next level with a Spring. All it takes is a quick hop to the top!

Course Descriptions

Resort Island

It's a wonderful day for a race on this tropical island paradise. A nice blue sky, lots of greenery, a pretty waterfall...it's all here. Get too enchanted, though, and you might slip into the water or bump into a coconut tree. Take the time to hop around the smaller islands. Going for a little rock climbing is well worth the effort too.

Radical City

This course is plenty wide. Gaps in the railing aren't just accidental breaks! Waterways look like slow going at first, but they can save you some time if you know which turns to take. And speaking of turns, there are a couple of tight ones to add to your fun. Ever wondered what it is like to be a pinball?

Regal Ruin

These ancient Egyptian remains are an archaeologist's dream (or a nightmare, depending on if you like mazes or not). The main path is pretty easy to follow, but there are many little roads and nooks which could be hiding treasure, so search well! Springs might help you out of tight spots in this course.

Reactive Factory

Here you are transported into the future! Enter the factory of tomorrow, a completely automated wonder. There is lots of room to run, but there are also many hidden surprises and traps. What appears to be at first a simple course is really the hardest of the four courses.

Character Descriptions

Sonic

Sonic is the fastest of all the racers. He's so fast that he almost lifts off the ground when he runs, so take care when cornering or you might miss the turn! Sonic has excellent jumping ability too.



Jumping

Press Button A, C or Y to jump. In mid-air, press again for a Double Jump. Direct the jump with the D-Pad.

Spin Dash Roll

Press the D-Pad DOWN while running for a Spin Dash Roll, then UP [hold] to continue dashing. Or, press the D-Pad DOWN while standing still to crouch, then press Button B.



Tails

Tails is not as fast as Sonic, but he accelerates and corners well. Jump and grip are fairly good too, but best of all, he can fly!

Flying

Press Button A, C or Y to jump. In mid-air, press again and hold to fly. Direct the flight with the D-Pad.

Spin Dash Roll

Press the D-Pad DOWN while running for a Spin Dash Roll, then UP [hold] to continue dashing. Or, press the D-Pad DOWN while standing still to crouch, then Button B.

Knuckles

Knuckles is the overall well-balanced contestant in the race. His ability to stay on the road is outstanding, and cornering is good. Knuckles can glide after jumps.



Gliding

Press Button A, C or Y to jump. In mid-air, press again and hold to glide.

Spin Dash Roll

Press the D-Pad DOWN while running for a Spin Dash Roll, then UP (hold) to continue dashing. Or, press the D-Pad DOWN while standing still to crouch, then press Button B.

Amy

Maybe Amy's car doesn't have a very high top-speed, but there are some pretty wonderful things it can do. For one, it acts as a fast hovercraft on water. And look out when she fires the turbo boost!



Water Hovering

No buttons need to be pressed to activate hovercraft machinery (hovering occurs automatically).

Turbo Boost

Press Button A, C or Y to fire the turbo boost (when the tire symbol appears at the top of the screen).

Dr. Robotnik



Boo! Miss! Dr. R is back with his new mean machine. The machine jet packs allow for travel over water and good cornering, but no contact with the ground means no grip! And what's that...a homing missile?

Hovering

No buttons need to be pressed to activate jet packs (hovering occurs automatically).

Homing Missile

Press Button A, C or Y to fire the homing missile (when the green target appears on-screen).

Hints

- Take note of where the other characters run. Sometimes they find themselves in a little trouble, but most of the time they run the course pretty quickly. Learn where to go, and where not to go, from them.
- It's been said probably a hundred times before in racing games, but it can never be said enough: use the Time Attack mode to practice your racing.
- Explore each course to learn where the goodies are.
- You need to run on the main path of each course, at least once, but don't forget the alternate routes. What might appear to be time-consuming is, in the long-run, worth the effort.
- Concentrate on the basics when first learning to play. Practice the moves, get used to the course, then go all out for the goodies!
- Drifting works well on tight turns. You can also try braking, but on loose turns, it might be best to use the D-Pad.

Credits

Sega of America, Inc.

Project Coordinator: Jason Kuo
Supervising Project Coordinator: Dave Locke
Product Managers: Kristin McCloskey, Terese Russell
Map Design Director: Hirokazu Yasuhara
Lead Tester: Fernando Valderrama
Assistant Lead Tester: Jeff Junio
Testers: Dan Carmichael, Mike Dobbins, Arnold Feener, Lloyd Kinashita, Dennis Lee, Chris Lucich, Tony Lynch, Marcus Montgomery, Dave Paniagua, Mark Paniagua, Steve Peck, Maurice Smith, Matt Underwood, Paulita Villatuya
Special Thanks: Scot Allen, Sandy Castagnola, Jadelyn Chang, Curtis Clarkson, Geraldine Dessimoz, Marci Ditter, Sheri Hockaday, Michael Jablonn, Judie Nybo, Paul Sears, Eric Smith, Undyne Stafford, Dan Stevens, Bernie Stolar, Mark Subotnick, Shuji Utsumi, Mike Wallis, Test Mgmt., and Seedy Lounge

Traveller's Tales

Program Design & Implementation: Jon Burton
Head Artist: James Cunliffe
Lead Artist: Dave Burton
Game Design Director: Takashi Iizuka (Sega Enterprises Ltd.)
Map Design Director: Hirokazu Yasuhara (Sega of America)
Additional Artwork: Kazuyuki Hoshino (Sega Enterprises)
Additional Artwork & Visual Advisor: Shigeru Okada (Sega Europe Limited)
Character Designer: Yuji Uekawa (Sega Enterprises Ltd.)
Music & Sound Producer: Richard Jacques (Sega Europe Limited)
General Producer: Yuji Naka (Sega Enterprises Ltd.)
Programmed by: Jon Burton
Polygon Model Design & Implementation: Neil Allen, Dave Burton, James Cunliffe
Texture Map Design & Application: Neil Allen, James Cunliffe
Character Animations: Dave Burton
Model & Animation Data Conversion: Andy Holdroyd

Credits (continued)

Terrain System Programming: John Hodgkinson
Special Effects Programming: Jon Burton
Artificial Intelligence: Stephen Harding, Gary Vine
Texture Application Software: Andy Holdroyd
Additional Programming: Stephen Harding, Gary Vine, John Hodgkinson, Andy Holdroyd
Development Director: Jon Burton
Special Thanks: Helen Burton and Helen Gavin

Sega Enterprises Ltd.

General Producer: Yuji Naka
Project Manager: Youji Ishii
Producer: Yuji Naka
Game Design Director: Takashi Iizuka
Game Designers: Shiro Mukaide, Syun Nakamura
Game Advisors: Takao Miyoshi, Katsuhiko Hasegawa
Additional Artwork: Kazuyuki Hoshino
Character Designer: Yuji Uekawa
Graphic Advisors: Naoto Oshima, Hiroshi Nishiyama
Sound Advisor: Naofumi Hataya
Executive Manager: Shoichiro Irimajiri
Executive Coordinators: Makoto Oshitani, Jin Shimazaki
Overseas Coordinator: Ryaichi Hasegawa
Public Relations: Hiroto Kikuchi, Takaeumi Miyake
Manual: Hiroyuki Mitsui, Osamu Nakazato, Takashi Nishimura, Takahiro Hamano, Yukifumi Makino, Takuya Matsumoto, Yoshitake Miura, Yuichiro Suzuki
Special Thanks:

Sega Europe Limited

Sound Producer: Richard Jacques
Additional Artwork & Visual Advisor: Shigeru Okada
Music & Sound Effects: Richard Jacques
Sound Programming: Thomas Szlites
Vocals: T.J. Davis (Courtesy of Freedom Mgmt.)
Engineered & Mixed by: Matt Howe

Credits (continued)

Digital Editing by:
Recorded and Mixed:

Neil Tucker
Metropolis Studios & Sega Digital
Studio

Technical Support:

Colin Carter, Ed Hollingshead, Tamer
Tahsin, Thomas Szirtes, Elton Bird
Kazutoshi Miyake
Naoya Tsurumi

Senior Product Manager:
Operations Manager:
Product Manager & Public
Relations:

Mark Maslowicz
Jason Cumberbatch
Dave Thompson, Roberto Parraga
Ja Bladen, Mark Hartley, Phippe
Deleplace, Frederique Ayer, Stephanie
Petit, Jose Angel Sanchez, Begona
Sanz, David Garcia, Hitoshi Okuno,
Andreas Von Gliszczynski, Thorsten
Moe, Tina Sakowsky, Richard
Leadbetter, Paul Davies, Tom Guise,
Ed Iomas, Daniel Jevons, Jose Aller

Lead Tester:
Assistant Lead Testers:
Special Thanks:

LIMITED WARRANTY

Sega of America Inc., warrants to the original consumer purchaser that the Sega Saturn CD-ROM 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 CD-ROM or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, improper handling, modification, tampering or any other causes not related to defective material or workmanship.

WARRANTY REPAIRS

IF YOUR SEGA SATURN COMPACT DISC IS DEFECTIVE OR HAS BEEN DAMAGED, DO NOT RETURN IT TO YOUR RETAIL SELLER. Sega of America cannot offer credit or exchanges for merchandise purchased through your retail store.

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

Please contact the Sega Consumer Service Department for 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.

OUR OF WARRANTY REPAIRS AND REPAIRS AFTER EXPIRATION OF WARRANTY

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 replacement. If you elect to have your CD-ROM replaced, send a check or money order payable to Sega of America Inc., for the amount of the cost of the product provided to you by the technician.

LIMITATIONS ON WARRANTY

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provided you with specific legal rights. You may have other rights which vary from state to state.

For service needs, call Sega at:
1-800-USA-SEGA

For French instructions, please call:
Instructions en français, téléphone au: **1-800-872-7342**

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**.



"Sega is committed to helping prepare the next generation for the world they will create. Since 1982, the Sega Foundation has awarded more than \$1.7 million to ensure superior quality education and health for American youth."